

REALITY BLURS PRESENTS

RAVAGED EARTH

A SAVAGE WORLD OF HIGH-POWERED PULP
REVISED SECOND EDITION



RAVAGED EARTH

REVISED SECOND EDITION

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THIS JUST IN...

Welcome to *Ravaged Earth*, a pulp roleplaying game like nothing you've ever experienced.

I began writing *Ravaged Earth* in 2003. Along the way, it morphed into something unique, a science fiction tale combining *Flash Gordon* with *War of the Worlds*, *Doc Savage* with *The Rocketeer*. *Ravaged Earth* is retro-futurism, deiselpunk and a good mixture of fisticuffs and Tommy guns. It's a whirlwind concoction of Nikola Tesla, Hugo Gernsback and Crash Corrigan, served with a generous helping of Dashiell Hammett, Robert E. Howard and H.P. Lovecraft.

As this is the second edition, we've changed a few things.

First of all, the Martians needed to return.

The original version alluded to H.G. Wells' cataclysmic War of the Worlds, a Victorian skirmish between man's feeble armies of steel and gunpowder against the heat rays and tripods of a Martian space armada. In this tome, you'll find they are back with a vengeance.

Orson Welles' astounding 1938 broadcast of *War of the Worlds* created panic of an otherworldly invasion. What if that gripping broadcast was an actual account of Martians returning to complete a botched invasion recounted in H.G. Wells' 1898 book? What if the Martians unwittingly left their alien technology behind and it altered humanity during the early 20th century, forging the very heroes and villains chronicled in the pulps?

Ravaged Earth is imagination unfettered, where Martian warlords scheme to conquer Earth while heroes journey through inhospitable jungles (rife with dinosaurs) and brave deserts to uncover priceless relics guarded by things long dead and breathlessly fight Nazis atop airships. It's where we relive our childhood fantasies and dreams of a world not-quite our own, but almost (and where the hero makes all the difference).

What is pulp to me?

An unwavering parade of good versus evil where good always triumphs and the bad guys get what's coming to them. A shifting landscape of technologies beyond belief, yet a simple time where a fedora, a machete, and a quick quip can best any Nazi, drive back any dinosaur, and send any alien scurrying back to its homeworld double-time.

Now, you get to enjoy the fruits of our labors.

Tilt the brim of your hat just so and ready your machete and zapgun. Adventure awaits!

With appreciation,

Eric Avedissian

HARBINGER

The strange tower, Wardencliff, rose in solitary splendor on the remote barren isle, a monument to scientific achievement. Though the world knew of it and its master, Dr. Nikola Tesla, few realized it possessed the capacity to send messages around the globe and through the empty voids of space. One day, something answered. A terror determined to obliterate everything mankind had created and loved.

A chill wind tore across the island, sending chunks of ice in the bay floating in lazy circles. Despite the heat within his lab, Tesla shivered. He peered out the bay window in the upper heights of the tower and would have prayed were he a religious man. Through strings of complex equations, he knew the enemy would soon arrive.

He was no longer a young man, so he would have to make do as best he was able. His expression soured as the bright red orb illuminated the night sky, punctuated by the wail of sirens echoing across the sound from New York. Terrestrial searchlights probed the skyline, highlighting pale shadows of the civilization which had crossed the depths of space to reduce Earth to ash. An army of terrible metallic monstrosities moved with calculated precision, destroying everything in its path.

So much had changed since last the Martians came to conquer. Back then the Earth protected its own, shrugging off the invaders like one might shrug off a light cold.

That was over thirty years ago, but the Martians had left an indelible mark upon the world, a stain which twisted men's souls, and cast the future into doubt. The weary planet faced threats from within when the Martians returned with malice in their cold, dark hearts.

One tripod moved apart from the main mission of wanton destruction, rising from the dark waters, its shadow warning Tesla of its presence even before the probing metal hood regarded him with a pulsating malice and hate. Its unblinking red eye confirmed its target, and he took a step back, shielding his eyes from the glare. One tentacle tore through the thick tower walls as an iris opened upon its main body to reveal a turret crackling with energies unlike any the scientist ever imagined. They have truly mastered Aetherium, he marveled as he reached back to his work table, but this old Serbian had a few tricks of his own. His hand fell upon his leather bag and he pulled it towards him, coolly undoing the latch. He saw the energy cannon had not powered up fully, and would wait to release its full charge and obliterate him for good. How could human technology stand against such a war machine? He pulled out his shotgun — a bastardized hybrid of human ingenuity and reverse-engineered alien technology. He had waited a long time for this day. His hand flicked across some switches, and it pulsed into life — not nearly as powerful as the Martian's armament, but it powered up instantly.

The Martian beam pulsed and Tesla dove out of the way. It had not waited for its cycle to complete, and the beam took out half the lab and years of research. It had been afraid. He took careful aim as its energy cells recharged. The pulse from his rifle tore the barrel apart, shattering the Martian machine, and it fell to the ground. The recoil sent Tesla across the room into the far wall. He was lying on the floor, bloodied and bruised, when his assistant Madeline ran into the wreckage.

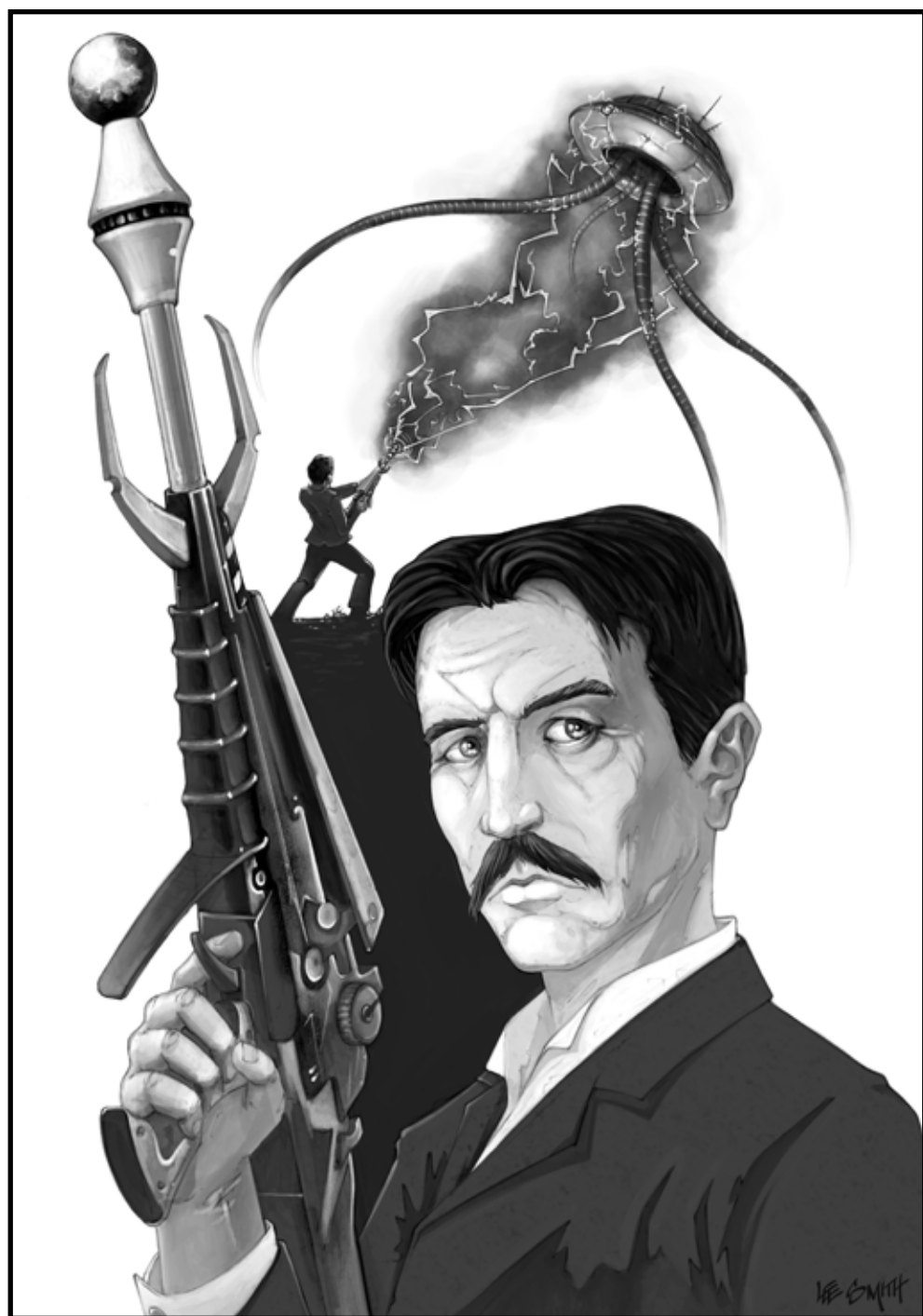
"Dr. Tesla! What on Earth happened?" the young woman asked, shaken.

"The Martians have returned," he replied, dazed as he struggled to rise.

"They've destroyed your lab, your life's work!"

His eyesight returning, he rose to his feet, looking around at the destruction.

"That means nothing. The weapon worked just as we expected. In its last second, the Martian realized it would, and beneath all that metal is a mind which has learned to fear mankind. They want war? So be it. This time, we are ready."



WELCOME TO RAVAGED EARTH

IN THE BLINK OF AN EYE...

In 1898, the Martians came. They devastated our lands. They slew without mercy and they died without tears when our germs struck them down, toppling their metal machines during the longest weeks in recorded history. However, within the twisted and shattered hulks of their machines, we found Aetherium, a gift that has forever changed our destiny. Our burnt fields have grown lush again in the passing decades, hiding the scars our planet suffered. We have rebuilt our buildings far better than they ever were before, but humanity has been forever changed, and our wounds run far deeper than we could ever imagine. Some question whether Aetherium is a blessing or a curse. Certainly advances have come with this secret knowledge, but so has war...

Great good has come, but so has great evil. People have changed in ways that go unnoticed by the naked eye in many cases — but if some have changed, is it not possible that all have changed? These unnatural powers that poured over our planet at the turn of the century have changed it, and our world — our poor, dear world — is now, and forever more, a Ravaged Earth.

RAVAGED EARTH, 1936

Ravaged Earth is a mixture of history and fantasy, a world that was unalterably changed by the Martian Invasion. This is the high-powered world of pulp fiction, where reality blends with myth and fable and the world is not the one you think you know! In *Ravaged Earth*, the players take the roles of fantastic heroes from pulps of the 1930s, with a distinctive twist. Martian visitors are returning to Earth, and they aren't coming in peace — far from it! These sinister aliens aim to destroy human civilization, erasing mankind's achievements in the greatest conquest of all time. The only thing standing in the way of these capricious green invaders is the heroes, who will battle the Martians and their evil minions in the grand pulp tradition.

WHAT WE KNOW ABOUT MARTIANS

At first, the arrival of extraterrestrial life on Earth caused euphoria in academic and scientific circles and answered the question of whether mankind was alone in the universe — until the Martians attacked, that is. What seemed an interminable invasion lasted only a few weeks before the Martians suffered catastrophic losses from common germs. As the last metal tripod ululated in distress, humanity proclaimed its victory over the Martian hordes.

In the years following the Red War, researchers and scientists studied the wreckage of Martian fighting machines and the physical remains of the Martian invaders, and began piecing together the story of these otherworldly creatures.

The Martian invaders called themselves the Kor-Ghuth, part of a vast empire encircling half of Mars. Kor-Ghuth stand about six feet tall, are bipedal, with three fingers and one opposable thumb on each hand. They have large almond-shaped eyes, thin nostrils, and mouths filled with jagged teeth. Their brains are 25 percent bigger than that of a human's, indicating they're more intelligent or possibly use some sort of telepathy to communicate.

Technologically, the Kor-Ghuth are more advanced than humans. Mastering Aetherium, they developed wondrous flying saucers, tripod fighting machines, and levitating hover barges. Science to the Kor-Ghuth is a means to an end. They don't seek to better their race through technology; they seek to conquer lesser civilizations via technological superiority. On the battlefield, the Kor-Ghuth fight with ferocity and zeal, often shouting a distinctive, full-throated battle cry — Ullah! — before charging into the fray.

Scientists sifting through the physical data were not able to determine the reason the Martians invaded Earth in 1898, but did learn these alien warriors have watched Earth for many years, possibly decades, before their arrival.

Nikola Tesla, one of the world's greatest scientists, claims another race of Martian exists and he's contacted them personally. Tesla calls this other, benevolent, race of Martians the Aetherians, and claims they are fighting the Kor-Ghuth back on Mars. Most disregard Tesla's eccentric ramblings and look to humanity's future, harnessing Aetherium for the betterment of society. Mars has remained silent for over 30 years, with nary a peep from the Red Planet.

That was until the Kor-Ghuth's sinister death machines returned in 1935, causing alarm and panic in the streets and forcing humanity to re-evaluate the Martian nemesis.

WHAT IS PULP?

From their birth as the dime novels and penny dreadfuls of the late 19th century to their demise in the mid-1950s, the pulps delivered heart-pounding tales of action and adventure. Defined by the stories they contained, they were filled with imaginative tales possessing four common thematic elements: Action, Clichéd Archetypes, Purple Prose, and Black-and-White Morality. When viewed in this light, the old debate over whether pulp constitutes a genre, or should more properly termed a medium, seems overly pedantic. Even as early as 1930, the term was being used to describe the exciting tales in magazines such as *Amazing Stories* and *Weird Tales*, as well as the cheap paper stock on which they were printed.

Regardless of their focus, they all delivered the same thing: escapist entertainment printed on rough paper sandwiched between lurid and garish covers. Pulp has always been about adventure for adventure's sake, and although frowned upon by the more serious writers of the day, it nevertheless flourished, with an estimated one million stories being published during its heyday. Its popularity paved the way for the emergence of a new class of imaginative writers: Zane Grey, Isaac Asimov, Robert E. Howard, H.P. Lovecraft, and Robert Heinlein. All had their start in the pulps and were destined to leave their mark on popular fiction. Almost overnight, pulp themes began appearing in other popular forms of entertainment. People tuned in to their radios to follow the exploits of *The Shadow*, *Doc Savage*, *Buck Rogers*, *The Spider*, and *Nick Carter*, and every Saturday they flocked to the matinee to watch the latest installment of their favorite cliffhanger serial.

However, for all their popularity, they didn't last. Paper shortages during the Second World War were their death knell, and although they hung on for another decade or so, the grand era of the pulps came to an end in the 1950s when they were finally supplanted by television, comic books, movies, and paperback novels.

PULP ACTION OPTION

You want over the top pulp action right from the get go? No worries. Instead of starting your characters off at Novice, just Advance your character up to Seasoned Rank. No muss. No fuss. Just make sure you have the approval of your GM first. Be advised, however, Novice Rank characters certainly aren't slouches, but if you just have a couple of players, this will allow you to play through the included Plot Point Campaign with little need of adjustment.

THE WORLD WRIT LARGE

The effects of the Great Depression are slowly becoming a thing of the past. The Great War is a fading memory. Organized crime is on the rise, and while some strange things have happened in the recent past, overall things are starting to brighten, and the public's demeanor is generally optimistic.

A six-day workweek is the norm; however, progressive businesses are slowly adopting a more relaxed five-day schedule. Child labor has been outlawed and unions are starting to make their presence felt. Wages are rising, and the average middle-class citizen lives better than his predecessors. The rich are still rich, and the poor are still poor — but of course, that will never change. Children tend to follow in their parents' footsteps and social mobility, although much talked about, is rarely achieved.

Streamlined flying machines, trains, and other fantastic inventions are abundant. Robots with complicated electric brains are the perfect metal manservants. Inventor Philo Farnsworth developed the first monochromatic television broadcast and, thanks to Aetherium-fitted tubes, mass-produced his device. Now televisions are in most wealthy homes, offering the latest serials and adventure shows.

Though this is an age of science and discovery, the world of the 1930s has much in common with the world of the Middle Ages: muscle power, both animal and human, still does much of the work. Rural towns are isolated and usually self-sufficient. Most of the landscape is still untouched and undeveloped. Although some have access to amazing scientific devices, a good old wireless is about the most technologically-advanced device the Average Joe has to deal with.

City dwellers live in row houses or apartment buildings and enjoy, for the most part, electricity and indoor plumbing. In the country, traditional farmhouses or cottages are the norm, and oil lamps and outhouses are not uncommon. Life in the slums of the large cities is more rural than urban.

Radio is the easiest way to communicate over long distances. Unfortunately, broadcasting equipment is expensive, large, bulky, and thus not portable. Telegrams are a reliable way to send messages and most towns still have a telegraph office or two. They cost anywhere from a nickel (domestic) to a quarter (international) per word, and are delivered via messenger the same day they're sent.

Telephones are fairly common in the larger cities, where most businesses have them and home service is available. Those who cannot get service in their home can use the payphone at the local drugstore or deli. However, outside the cities, phones become far from a commonplace item, and some small country towns might not have one at all. Most phone systems are automatic; however, some still require the assistance of an operator, who just might decide to listen in on your conversation. Long distance calls are expensive and time-consuming, and international calls, if possible, even more so.

Mail is delivered twice daily to most homes, more often to businesses. Postmen walk their routes and are on a first-name basis with their customers. International mail is normally sent by ship, although more is being sent via aeroplane, as they improve in cost and efficiency. Regardless of how it is sent,

international mail is slower and less reliable than domestic service, often taking weeks or even months to arrive (if it arrives at all). In the more remote areas of the world, mail service consists of handing a letter or parcel to someone who just happens to be traveling where it needs to go.

The medical field has progressed rapidly since the turn of the century. Physicians follow a recognized pattern of instruction and internship and the quality of treatment varies wildly. In a thriving metropolis, such as New York City, there are medical facilities decades ahead of those found in more rural regions, thanks, in large part to the benevolence of the scientific community. Many preventative and curative medicines are available, and vaccines exist for many of the great plagues of the past. Aspirin is a staple in every medicine chest, and sulfa drugs and penicillin are used to treat a broad array of infections. Medical service costs are not standardized, varying from place to place, depending on need and availability of both supplies and trained personnel. The common cold is virtually unheard of, the last reported case occurring around 1933.

Men wear suits and ties, and women wear dresses and high heels. Everyone wears hats and many people smoke. Formal dress means ties-and-tails for the guys, gloves-and-gowns for the gals. With the advent of the “talkies,” movies have become glamorous events, which everyone attends, by hook or by crook. Hollywood has proven to be a major influence on the styles worn by both men and women.

Radio reigns supreme as the primary source of information and entertainment; however, most folks still read the daily newspaper and have a favorite magazine or two. Vaudeville has gone out of vogue, dying a quick death in the latter ‘20s with the rise of moving pictures in the ‘30s. Traditional theaters have dropped variety acts in favor of cartoons such as Mickey Mouse and Betty Boop, comedy shorts such as The Three Stooges and The Little Rascals, and newsreels bring stories from around the globe. Saturdays are the highlight of young and old alike as the latest installments of popular cliffhanger serials are featured. Few know some of the serials are true accountings of the heroic exploits of one group of adventurers or another.

Cars, trucks, and motorcycles still share the streets with horse-drawn carriages. Within the cities, trolleys, taxis, and buses are the primary means of moving people from one place to another. Even though automobiles are becoming more common, roads are unreliable (and unsafe) in most areas. Outside of the major metropolitan areas, roads are few and far-between, often nothing more than rutted dirt tracks that become muddy mires at the slightest hint of rain. Travel is usually no more than 100 miles per day, even under the best of conditions.

There are plenty of biplanes buzzing around the skies, but the slick new monoplane is being heralded as the future of aviation. Great airships ply the skies above the Atlantic, but international travel is still expensive, and generally means a long sea voyage for those of less-than-exceptional means. Long-distance domestic travel is normally by train.

Rocket ships are transportation marvels capturing the imaginations of young and old alike. These metallic projectiles streak across the atmosphere at staggering speeds. Exciting rumors about the U.S. government development of

rockets for space travel to other planets splash across the front pages.

Around the turn of the century a British scientist developed Cavorite, a metal with lighter-than-air properties. Cavorite is used for airships, aeroplanes and even spacecraft, yet its complicated and expensive manufacturing process ensures its rarity. Nations have waged a clandestine espionage war in recent years to steal secrets for producing cheap, durable Cavorite.

Yet Cavorite isn't the only mysterious metal over which people are killing each other.

THE UNDERLYING DARKNESS

Aetherium, often called the Martian metal, is a source of never-ending discussion among scientists and spiritualists alike. One thing is known: the metal has allowed for great advances in the realms of science, while opening a "Pandora's box" of possibilities within the realms of the occult. The long-term effects of Aetherium are not entirely known. Scientists have only begun to unravel the mysteries of the cosmic radiation emitted by the strange ore. Only recently have they discovered some of the Earth's softer elements, such as lead and gold, absorb the radiation until it reaches a saturation level triggering the Mars effect, the point where the metal transforms into Aetherium. Spiritualists claim Aetherium resonates on a frequency, trapping the spirits of the dead, and these spirits are materially manifesting themselves in very real ways as creatures of myth and madness. Others contend Aetherium shattered the barriers between the real and the imagined.

What is known is science has advanced more in the last thirty-eight years since the Martian metal's discovery than it has in centuries. Some people, known as the Ravaged, have been turned into something more than human: people who can fly, bend steel, or penetrate the thoughts of men. Others have found ways to control and channel the Aether, whether by force of will or through devices of their own creation. The cinematic world of the screen has bled into the streets and lines have been drawn as crisply as black and white. Secret societies tug upon the strings of bureaucracy from the shadows, vying with each other for control of the Martian metal and, thus, the world. They are opposed by men of honor with eldritch words and Tommy guns. Fantastic treasures have been discovered in vine-laden ruins and tantalizing tales have crossed the globe, hinting at more. Fantastic heroes have emerged from the mysterious Far East and the darkest jungles of Africa to don costumes and root out evil.

You are one of the Ravaged, a person altered by the mysterious powers of Aetherium. How that came about is up to you. No one knows how many Ravaged exist. Most try to keep a low profile and just try to get by. You, on the other hand, have long felt a greater purpose, a greater destiny, was in store for you — and that destiny begins today.

RAVAGED ARCHETYPES

The calling of the Ravaged takes many forms. Some are drawn to the role of the more mundane, such as an Ace Reporter or a Grease Monkey, while others seek out the more mystical or daring roles of the Magician or Hunter. In any case, look through this list for ideas and inspirations on what type of character best suits your sensibilities, play style, and is complementary to that of your gaming group. Remember, these are only starting points. While your skills, Edges, and attributes ultimately make your character uniquely your own, this decision will impact your character's Common Knowledge, so choose wisely.

Academic: A university professor who lives a comfortable existence with his nose in books or research, this egghead possesses great intelligence and reasoning skills. An expert in fields ranging from science, history, languages, mythology or more esoteric subjects, this academic yearns to learn and garner more wisdom.

All-American: This fellow is as All-American as apple pie and Fourth of July parades. He's the star athlete, the Golden Boy. Although All-Americans may come from different backgrounds (and even countries other than the US of A), they all possess the characteristics of youth, charisma, and athletic prowess.

Animist: This mystical character may be a shaman, witch doctor, or voodoo priest. He beseeches the spirits inhabiting all creatures and objects with a ritual or a spoken word, hoping the spirits will come forth and do his bidding.

Archaeologist: This individual is skilled at unearthing evidence and artifacts from antiquity and ancient civilizations. A recent surge in archeological digs has prompted a renewed interest in the past, and a rising demand for these scholars. A stout-hearted adventurer with a working knowledge of ancient cultures and artifacts proves invaluable to any group.

Ace Reporter: A journalists who researches, interviews, and writes articles for major metropolitan newspapers, the ace reporter's investigative articles help nab criminals and expose corruption. Unfortunately this tends to put him at odds with the targets of his headlines.

Avenger: The Avenger is dedicated to fighting crime wherever he finds it. Most adopt a secret identity, both to protect their families and friends, as well as to put fear into the hearts of their enemies. These secretive individuals often attain cult status among the common man.

Brawler: Sinewy muscles and a short temper define this palooka. He might be a boxer, wrestler, or street fighter determined to prove his mettle with his fists and steely resolve. Physically fit and full of bravado, he never backs down from a confrontation.

Daredevil: Hollywood stuntman, barnstormer, escape artist, or circus performer, this individual places himself in death-defying situations for the crowd's amusement and adulation. Perceived as foolhardy and suicidal by many, the daredevil risks life and limb in his endeavors and pushes the limits of physical endurance.

Dilettante: Wealthy and privileged, the dilettante seeks adventure and travel. Whether a rich playboy or a debauched debutante, such a lifestyle affords the time and luxury to learn a variety of skills, such as piloting, fencing, horseback riding or boxing. She eagerly thirsts for excitement and thrills and whatever comes around the corner, and typically has a bank account enabling her to pursue adventure.

Explorer: Born with an insatiable wanderlust and a desire to explore the world, this person is called to the unknown. Whether he's probing the depths of a sweltering jungle, braving bitter Arctic winters or broiling deserts, mapping uncharted territories, or delving into unknown mysteries, this stalwart hero is always searching for the next big discovery, traveling to the ends of the Earth to be the first to find it.

Flying Ace: Air travel is a novelty, the cutting-edge in transportation, and a thrilling pastime. Brave pilots take to the air and manipulate their aeroplanes with great skill. Some learned their craft flying over the battlefields of Europe during the Great War; others just enjoy the adrenaline rush. Whatever their reasons make no bones about it — these guys (and gals) were born to fly.

G-Man: This tough and dedicated federal agent belongs to one of the U.S. government's many agencies: the Treasury Department, Federal Bureau of Investigation, Immigration and Naturalization Service, etc. Each has one thing in common: an overriding sense of duty and loyalty to the United States of America. G-Men enforce the ongoing Prohibition, break up smuggling and counterfeiting rings, fight organized crime, and hunt down wanted federal criminals.

Grease Monkey: Born with a wrench for a rattle and oil in his veins, this guy can fix just about any machine with a well-placed kick and a twist of the wrench. More often than not, he is better able to relate to his machines than to his fellow men.

Hardboiled Gumshoe: Stealthy, tenacious, dedicated, and able to dig up dirt on anybody, the hardboiled gumshoe usually works with the police (even though he's not exactly considered to be "on the job"). He has a penchant for getting roughed up by thugs, betrayed by femme fatales, and drinking a shot or two of whiskey when the chips are down.

Heroine: The heroine is tougher than she might appear. A Devious femme fatale, spoiled princess, or everyday Jane Doe, the heroine is one part charm, one part wit, and one hundred percent adventurer.

Hobo: Pure of spirit and gifted with psionic ability, this stalwart individual belongs to the Circle of Wonder and Light and lives life according to Calhoun's Creed. A vagabond with a natural wanderlust, the hobo abandons material possessions and travels the country, always helping those down on their luck.

Hunter: The hunter pits himself against the most dangerous and ferocious beasts known to man! An amazing outdoorsman, he often goes native and adopts the language, customs, and religion of the native people who befriend and respect him. This will undoubtedly earn him scorn from his original culture, but he doesn't care and only lives for the thrill of the hunt.

Jungle Lord: Feral and left to fend for himself in a remote jungle or forest, the jungle lord (or lady) is physically strong and mentally sharp, having no need for most technology. Feeling obliged to aid those who don't harm their home or violate local customs, this noble savage, along with a trusty animal companion, fights evil and protects his territory from all interlopers.

Magician: This curious hero is a graduate of Zoltar's Academy of Prestidigitation and Conjuraction and adheres (more or less) to the tenets of the Magician's Code. He has an innate flair for the dramatic and tends to affect the dress and mannerisms of a stage magician: top hat, tuxedo, black cape, and — for the more fashionable — white spats. This dramatic sense extends to the impressive sounding names he gives his spells and the stage names he adopts to protect his true identity.

Man of Mystery: A shadowy cloaked vigilante who patrols the streets in search of evildoers to bring to justice. He may possess an actual super power or two, or even tinker with arcane designs and devices. Extraordinary abilities aside, this hero possesses skills and abilities he has honed to perfection by dint of extensive study, practice, and self-discipline.

Medicine Man/Witch Doctor: Called many different things wherever he is found, this figure relies on the intervention of spirits to guide and help him cure diseases and injuries as well as protect him from harm. Whereas the animist views spirits as tools, this fellow venerates them as divine. This individual shuns devices of the modern world and believes they interfere with the flow of nature.

Mentalist: This individual taps into the raw power of mental energy and harnesses it in order to affect the world around them. Learning to manipulate the world with your mind takes years of grueling study, and opens one's eyes to the power within their grasp.

Mystic: Questing for the divine and spiritual truths to put him on a pathway to enlightenment, this hero practices techniques from certain schools of Buddhism, Hinduism or other beliefs, including meditation, contemplation and heightened wisdom. His customs might be odd to Westerners, but he is compelled to right wrongs and protect the powerless.

Noble Criminal: This antihero dwells in the shadows and operates as a bootlegger, master thief, grifter or even a former mobster. He's abandoned his prior associates but still can't shake the commitment to his own moral code. In a black and white world, he's comfortable being grey and ambiguous.

Police Officer: A member of a metropolitan or small town police department, the police officer enforces the laws of a community. Whether a cop walking a beat or a detective assigned to investigations, the police officer is respected by the people he serves. An uncorrupt and competent police officer invariably makes a few enemies in the criminal underworld.

Priest: A functionary of an organized religion, the priest is granted the powers to officiate over worship services and enact rituals for the glory of his god. Whatever divine power or powers exist, the priest channels it with prayers, offerings, and rituals. Playing this character means knowing the central dogma and beliefs of a chosen religion.

Rocket Ranger: What do you get when you cross law enforcement and cutting-edge technology? Why, a Rocket Ranger, of course! This daring soul soars across the world, seeking out danger and trouble wherever it may be found. The Rocket Ranger wears a shiny helmet and a flame-resistant uniform, and has a background in piloting or law enforcement.

Sailor: A member of a national navy or a privateer with his own boat, this fellow is skilled at navigating the world's seas. Tough and resilient, he can weather any calamity, including typhoons or pirates, and has contacts in ports throughout the globe.

Scrappy Kid: Young, but clever and independent, this rascal can be an orphan or runaway, or just a plain ordinary kid thirsting for adventure. This young scamp is sneaky and usually tuned-in to the rhythm of the streets. The Scrappy Kid might be a small fry, but when the chips are down, this pint-sized hero is all heart and gumption.

Soldier of Fortune: This grim soul sells his life for cold cash. An expert soldier and survivalist, this individual offers his talents to the highest bidder. Whether it's fighting in Spain as a member of the International Brigade or skirmishing in the Bush Wars of colonial Africa, if there's a fight to be found, the Soldier of Fortune will be sure to get involved and turn a profit.

Super-Scientist: Conditioned towards mental and physical excellence since birth, this individual's life is one of constantly pushing the boundaries of science. Possessing remarkable intellectual abilities as well as superior strength and endurance, he views Aetherium not as a curse but as a gift, and uses the Martian metal to further the evolution of mankind.

Swami: The swami begins his training as a yogi (or guru) before attaining enlightenment and self-awareness. He gains his powers by studying and mastering the universe around him. Alcohol and the pleasures of the flesh are forbidden, as is gluttony and greed. The swami dresses the part, wearing turbans and robes and carrying around a book or two filled with Eastern wisdom.

Vigilante: A member of the Martian Vigilance Committee, this stalwart hero patrols the streets, uncovering evidence of Kor-Ghuth activities, in his quest to eradicate the Martian presence. He scans the skies looking for Martian spaceships and probes the airwaves for Martian chatter. The invaders are out there plotting. The vigilante must stop them!

Wandering Monk: Trained in martial arts in a Tibetan monastery or academy in the Far East, this hero is a pacifist, not seeking trouble, but it usually finds him. When it does, he unleashes a flurry of melee attacks to protect the innocent. To him, life is not a destination, but a journey, one involving contemplation, performing good deeds and the occasional fight.

RAVAGED HEROES

A sampling of fleshed out archetypes, each one a starting Novice character ready to save the world from danger. Feel free to adjust as necessary to make the hero your own!

FACE REPORTER

If there is news to be had, you'll find it and no agency, no foreign government, no one in their right mind, will stop you. Ink is in your blood, coupled with a desire to inform the public.

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

Skills: Investigation d8, Knowledge (Journalism) d8, Notice d6, Streetwise d8, +4 additional skill points

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious, Obligation (Minor): Report the News, Pacifist

Edges: Alertness, Investigator, Street Smarts

Defining Interests: Current Events, Publishing plus 2 more

BRAWLER

You prize physical strength over cerebral intuition and your fists render the final decisions. Because of your pugnacious nature, you get into a lot of fights, but when your back is to the wall and you're staring down a group of opponents, a few well-placed punches are all you need.

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

Skills: Fighting d8, Intimidation d6, Taunt d6, +6 additional skill points

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Bravado, Overconfident, Stubborn

Edges: Back Alley Scrapper, Brawny, Block

Defining Interests: Boxing plus 1 more

DILETTANTE

Spoiled and pampered, you were raised in luxury and indulged in resplendent opulence. You spent time traveling and learning sports befitting of your social class: horseback riding, fencing and boxing, and you long for a life of thrills and excitement.

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

Skills: Driving d6, Fighting d6, Riding d6, Shooting d6, +7 additional skill points

Charisma: +2/+4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Code of Honor, Curious

Edges: Attractive, Cat's Pajamas, Rich

Defining Interests: Art, Dancing plus 1 more

EXPLORER

Your thirst for adventure is unquenchable. You travel the world's exotic and remote areas, bolstered by a natural wanderlust and curiosity. Whether distant places, lost cultures and ancient mysteries, the next discovery is just on the horizon.

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

Skills: Fighting d6, Notice d6, Shooting d6, Survival d6, Tracking d6, +5 additional skill points

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Obsession (to explore the world)

Edges: Cosmopolitan, Just a Scratch

Defining Interests: Cartography, Traveling plus 1 more

GADGETEER

Your fantastic inventions use cutting-edge technology and many think you an eccentric. However, you are certain Aetherium is the key to the future of humanity's peace and prosperity, and are willing to fight any dark forces hell-bent on using the purity of the Martian metal for malevolent ends.

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

Skills: Knowledge (Engineering) d8, Notice d8, Repair d8, Weird Science d8, +3 additional skill points

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Doubting Thomas, Milquetoast, Obsession (to better the future through invention)

Edges: Arcane Background (Inventor), Device (Neuro-Enhancement Helmet) (Smarts), McGyver

Powers: *bolt I* (Atomic Disintegrator), *telekinesis*

Defining Interests: Chess, Technology plus 2 more

JUNGLE LORD

The wilderness is your mother and nurtured you through a solitary youth. Dwelling in the jungle you developed an instinctive bond with the animals and rhythm of nature.

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

Skills: Climbing d6, Fighting d8, Survival d6, +8 additional skill points

Charisma: -1/-3; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Humorless, Outsider, Primitive

Edges: Beast Bond or Rugged, Brachiator

Defining Interests: Hunting plus 1 more

MAN OF MYSTERY

From behind a mask, you right the wrongs the police are unable to. You stick to the shadows and keep your identity hidden from evildoers, because the comfort of anonymity grants you an advantage over your enemies.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, +2 additional skill points

Charisma: 0; **Pace:** 6, **Parry:** 6, **Toughness:** 5

Hindrances: Dark Secret, Enemy (various thugs and villains) Loyal

Edges: Catchphrase ("Beware, evildoers!"), Two-Fisted

Defining Interests: Disguise, Politics plus 1 more

OCCULTIST

Through intense training in the Far East, careful study of eldritch rituals or arcane works, you manipulate the physical world with a hypnotic stare, a sonorous tone, or magical incantation. The occultist can be a Mesmerist with a flash of clairvoyant insight, or a sorcerer plumbing the depths of Hermetic magic. Regardless, you cast light into a darkening world.

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

Skills: Channeling or Spellcasting d8, Fighting d6, Intimidation d6, Knowledge (Occult) d8, Notice d6, +2 additional skill points

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obsession (Occult Knowledge), Overconfident

Edges: Alertness, Arcane Background (Mystic or Psionicist), Channeler

Powers: *bolt I, detect arcana*

Defining Interests: Astrology, History plus 2 more

ROCKET RANGER

Swooping through the sky on a rocket pack, you are one of the few brave souls who fight crime from the air. As a Rocket Ranger, you've answered the call to protect the innocent from above. When danger threatens, you arrive "at the speed of need."

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

Skills: Fighting d6, Investigation d6, Piloting d8, Shooting d6, +6 additional skill points

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Code of Honor, Heroic

Edges: Ace, Courageous, Rocket Man

Defining Interests: Science Fiction, Weaponry plus 1 more

SUPERHERO

Aetherium has forever altered your body. Super powers have given you Herculean strength and heightened reflexes and you are a living weapon. The world now has a mighty hero who'll battle the forces of evil, both from Earth and beyond.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d6

Skills: Fighting d10, Notice d6, +6 additional skill points

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Code of Honor, Heroic

Edges: Arcane Background (Superhuman), Innate Power (*armor*), Innate Power (*fly*)

Defining Interests: Athletics, plus 1 more

SUPER-SCIENTIST

Raised by a doting scientist father in a laboratory, you were conditioned at an early age to excel in math and the sciences. After many years of intense training, you developed into a walking marvel, a paragon of intellectual and physical might. An accomplished doctor, scientist and super-human, you're constantly pushing the boundaries of achievement.

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

Skills: Fighting d6, Knowledge (Martian Tech) d8, Healing d8, Notice d6, Repair d8, +2 additional skill points

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Heroic

Edges: Arcane Background (Superhuman), Doctor, Innate Power (choose one)

Defining Interests: Fitness, Literature, Puzzles, plus 2 more

THE MAKINGS OF A HERO

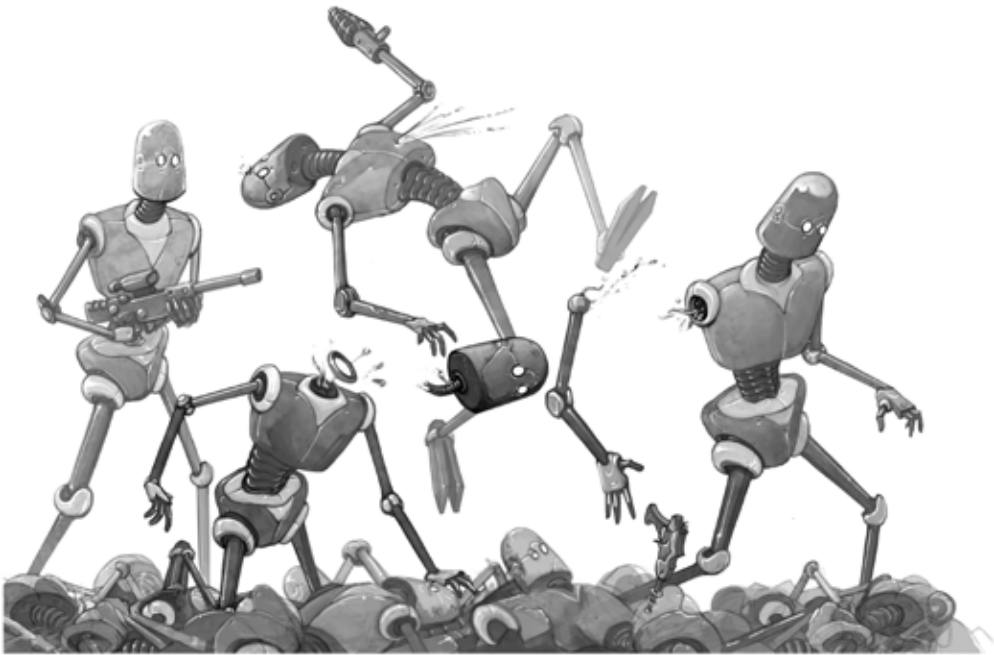
You've got a sense of the world setting and a general archetype for your character. Now it's time to really make your hero or heroine your own. For characters just answering *Destiny's Call*, create a Novice character. For those wanting to create characters with a little more dirt under their fingernails, check out the various sidebars over the next few pages.

Step 1: Race

Normally, heroes are human and begin with one free Edge. If you want to work out something more exotic with your GM, go for it. Just remember, while it might sound tempting to be a lizard man, you're going to have a rough time of it in the big city!

Step 2: Traits

Traits are broken down into two categories: attributes which define who you are (how strong, agile, smart, and so on) and skills which define what you know and how well you do things (Driving, Streetwise, and so on). Carefully select those that fit your overall character concept. While it might be nice to be awfully strong, that may not necessarily define your scientist, or it could become his most notable feature.



Attributes

Your character begins with a d4 in each of the five basic attributes: Agility, Smarts, Spirit, Strength, and Vigor. Distribute 5 points among them in any way you wish. Raising an attribute one die type costs 1 point, and you may not raise any attribute above d12 (at least not yet).

Skills

Next, distribute 15 points among your character's skills. Raising a skill one die type costs 1 point as long as it is no higher than the linked attribute. Raising a skill above its linked attribute costs 2 points. All skills in the *Savage Worlds* core rulebook are available.

Secondary Statistics

Pace is 6".

Parry is equal to 2 plus half your Fighting.

Charisma is a combination of your character's appearance, manner, and general likeability. It is added to Persuasion and Streetwise rolls. The GM also uses it to see how NPCs react to you. Your Charisma modifier is 0 unless modified by Edges or Hindrances.

Toughness is equal to 2 plus half your Vigor.

Social Ties is equal to 2 plus half your Charisma.

You have half your Smarts in **Defining Interests**.



Step 3: Special Abilities

Now decide if you want any Hindrances. If so, you may use them to gain one of the benefits below. Unlike the *Savage Worlds* core rules, you may take up to four points of Hindrances in any combination of Major (worth 2 points each) and Minor (worth 1 point each).

For 2 Hindrance points you can:

- Raise an attribute a die type
- Choose an Edge

For 1 Hindrance point you can:

- Gain another skill point
- Gain additional monies equal to your starting funds

Ravaged characters ignore Rank restrictions when selecting Edges, both at character creation and beyond, only needing to meet the Edge's other prerequisites. Edges and Hindrances unique to *Ravaged Earth* are found within these pages.

All Edges and Hindrances listed in the *Savage Worlds* core rulebook are available to your hero, with a few notable exceptions. The Martial Artist and Martial Arts Master Edges in *Ravaged Earth* supercede those found in the *Savage Worlds* core rulebook. Likewise, the Moxie Edge and Doctor Edge substitute for the Elan Edge and Healer Edge, respectively, in the *Savage Worlds* core rulebook.

The following Edges from the *Savage Worlds* core rulebook are not allowed in the *Ravaged Earth* setting: Champion, Gadgeteer, Holy/Unholy Warrior, Mentalist, Mr. Fix It, Power Points, Power Surge, Rapid Recharge, Improved Rapid Recharge, Soul Drain, and Wizard. The Arcane Backgrounds in the core book are not used either. More details are found in the Arcane Background section beginning on page 86.

Step 4: Gear

All heroes begin the game with a set of normal clothes and \$250 in their pocket. An extensive listing of appropriate gear and equipment is provided.

Step 5: Background

Think about your character's place in the world and jot down a few notes about what he or she is like, his or her motivations, and so on. If you are coming up blank, play a session or two and let your character come into focus by concentrating on his Edges and Hindrances: two characteristics especially role defining. Combine these with your archetype and you're well on your way to creating a memorable character uniquely your own.

Step 6: Finishing Touches

You're nearly done. All that's left for you to determine are your Defining Interests and Social Ties.

DEFINING INTERESTS

Heroes often have interests and hobbies that may have nothing whatsoever to do with their professional pursuits or may, at best, be complementary to them on occasion. These odd little skills should be of use from time to time. Each character begins with a number of Defining Interests equal to half their Smarts die. Any permanent increase in your Smarts during play grants you the appropriate number of additional Defining Interests.

It is not essential for you to define any or all of your interests off the bat. You may opt to await a crucial moment to reveal “Dirk Osterman was a captain of his crew team at Yale” when you are forced to navigate some dangerous whitewater. This is no substitute for the Boating skill, but can certainly aid the use of an existing skill or offset some penalties. Once a Defining Interest is selected, it cannot be changed.

Example 1: An Ace Reporter, a Jungle Lord, and a Soldier of Fortune are navigating through the heart of Africa and come across some animal tracks and all need to make a Common Knowledge roll to recognize them. The Jungle Lord and Soldier of Fortune both have a Defining Interest of wildlife while the Ace Reporter does not. The Soldier of Fortune gets a +1 due to his Defining Interest, the Ace Reporter, only knowing the asphalt jungle, gets a -2 to his Common Knowledge roll, and the Jungle Lord nets out at a +3 (+2 due to his background and +1 due to his Defining Interest).

Example 2: The Ace Reporter, the Jungle Lord, and the Soldier of Fortune have returned to New York City with tales of their adventure. They are looking for something to eat. The Ace Reporter is at home in the city and gets a +2 due to his background, the Soldier of Fortune is dead even, and the Jungle Lord is at -2 as he is confused by the noise and hustle. However, if the Jungle Lord took a Defining Interest in City Knowledge (New York), he’d be at a +1. The strange guidebooks he read in the jungle trumping his background’s normal isolationism.

SAMPLE INTERESTS

Culture: Astronomy, Calligraphy, City Knowledge (Specific), Classical Literature, Cooking, Cosmetics, Culture (Specific), Etiquette, Folklore, Gardening, Heraldry, Language (Specific), Knowledge (Specific)

Craft: Basket making, Jewelry, Lacquerer, Pottery, Tanner

Perform: Acting, Comedy, Dance, Disguise, Juggling, Oratory, Instrument (Specific), Puppetry, Singing

Languages: It should be noted languages fall under the venue of Defining Interests. A character automatically speaks and (as appropriate) reads his native tongue.

Players are free to come up with additional items that fit their character concept, subject to their GM’s approval. The important things to remember are a Defining Interest may only ever add a +1 to a character’s roll and you only need to choose them as the situation dictates.

SOCIAL TIES

Most characters do not exist in a vacuum and have ties to one or more members of the community, whether through work, religious, or common affiliations. Each character begins with 2 plus half his Charisma in Social Ties. These reflect strong bonds a character has to a specific individual, and are meant to supplement, not replace, the Connections Edge. While a character may have a personal tie with Private Detective Duke Flint, and the good shamus may feed him some information from time to time, it certainly does not mean the character can expect Flint to risk his neck for the heroes.

With the GM's permission, the character can use Defining Interests to increase his Social Ties. The rationale is simple: rather than pursuing a specific interest, the character expends a portion of his time expanding out his social circle. This is especially the case with certain roles, such as professors, who may not be particularly charismatic, but know a number of defined colleagues. To get the most out of Social Ties, these should be NPCs in the area where the game takes place (such as New York City for example).

For characters with starting Social Ties less than zero (due to having extremely negative Charisma), treat their Social Ties as zero.

Some Notable Exceptions

Characters with the Outsider or Low Class Hindrances must have at least one Social Tie that falls into the same general category as themselves. Common sense should dictate what should be allowed, and the GM may make exceptions on a case-by-case basis for relationships that have potential for being interwoven into the fabric of play.

Bad Behavior

Though atypical, some characters may have the Bloodthirsty or Dark Secrets Hindrance. These impose situational Charisma modifiers, and are not used in determining starting Social Ties. Should one of the character's Social Ties be present when the Charisma penalty comes into play (i.e., seeing excessive violence in the former case, or learning of a dark secret in the latter), the character irrevocably loses that Social Tie, and does not gain another in its place, in addition to whatever other fallout may transpire in the course of play.

DARK HEROES: MORE POWER, MORE PAIN

If you want your hero to walk on the grittier side of the street, your GM may allow you to play with the option of taking an additional Major Hindrance during character creation. Sure, this grants you a bit more power, but you'll have more to deal with. Kinda keeps life interesting, doesn't it?

NEW HINDRANCES

Hindrances include physical and mental handicaps as well as character flaws and weaknesses, and make life a little tougher for your hero. Some Hindrances, like Dark Secret, are more or less subjective. They help you roleplay your character. All of the Hindrances listed in the *Savage Worlds* core rulebook are also available in *Ravaged Earth*. You may take any combination of Hindrances; however, you cannot gain more than four bonus points by doing so.

AMNESIA (MAJOR)

Pulp stories often begin with the hero waking up and not knowing who he is or where he's been. You have suffered the same fate. You can't remember events before a specific point in your life. The details are left to the GM, but commonly include Hindrances (such as Wanted or Obligations) of which you are unaware.

BRAVADO (MINOR)

Some heroes and villains just don't know when to brag and when to act. Your character suffers from this affliction. The character's first round in any combat must be spent announcing how great he is, or pronouncing the doom of those who oppose him. If for some reason your hero must act instead, it costs him a benny.

A villain with this Hindrance never delivers a finishing blow to a foe. Instead, he leaves them to die, or orders his minions to finish them while he stalks off well out of earshot. Inevitably, these foes survive their wounds, escape the minions, and so on.

DARK SECRET (MAJOR)

The character harbors a dangerous secret that could endanger his very life and how he is perceived if it came to light. Should anyone learn of it, they have a -4 Charisma reaction to the character. If it becomes public knowledge during the course of play, the character loses this Hindrance and it is replaced with Wanted (Major) in addition to the -4 Charisma modifier.

EXILED (MINOR/MAJOR)

You have been exiled from your homeland. The exact reason is left up to you and your GM, but perhaps you were falsely (or perhaps not falsely) accused of a terrible crime, or maybe you performed some unspeakable act of aggression or taboo against the ruling body. If you are exiled from a single city or town this is a Minor Hindrance, but if you exiled from an empire or kingdom it is a Major Hindrance. An exiled character returning to their homeland risks further penalties, but no one is actively searching for them so the risk of getting caught is lower. Exiled cannot be combined with Wanted.

GLASS JAW (MAJOR)

You don't handle physical pain and injury well and thus suffer a -2 penalty on all Soak rolls.

HUMORLESS (MINOR)

You have no sense of humor. You don't understand jokes, you don't laugh very often, and people generally call you "stick in the mud." As such, you suffer a -1 Charisma penalty.

LAWFUL (MINOR/MAJOR)

Some people obey the law to a fault. To them the world is black and white, or rather right and wrong. You are that person. The law of the land, or of a deity, or of a belief, is followed without question and without hesitation.

As a Minor Hindrance you are able to see the spirit of the law in most cases where the situation may be a bit grey (if it makes a difference). As a Major Hindrance you follow the word of the law with no exceptions. The law you follow is generally the law of whatever authority has control over the area you are in, or of your homeland.

LOW CLASS (MINOR)

While other characters may be born of low society, it is obvious you are not far removed from your bad upbringing. You receive a -2 Charisma penalty except among others of your station. The character may reduce or eliminate this status over the course of game play. They may expend an Advance to eliminate this Hindrance at Seasoned or any time thereafter.

MILQUETOAST (MINOR)

You believe firmly in the sanctity of mind and body, starting with your own. Your hero is inexperienced in combat and recovers slowly from shock and trauma. You suffer a -2 penalty to Spirit rolls to recover from being Shaken. The character may reduce or eliminate this status over the course of game play. They may expend an Advance to eliminate this Hindrance at Seasoned or any time thereafter.

OBLIGATIONS (MINOR/MAJOR)

The character is connected to someone or something demanding a portion of his time. This can vary from something as simple as checking on a sickly aunt to a Major Obligation of repaying a crime family an impossibly huge gambling debt. Failure to fulfill such Obligations will have serious repercussions, as determined by the GM. A character with Obligations and Connections to the same organization has a special relationship with the group in question and gains a +2 or +4 bonus to Persuasion rolls (depending upon whether their Obligations are Minor or Major, respectively). In essence, the Connection has a vested interest in the character and is more likely to want to see them succeed.

OBSESSION (MAJOR)

You are obsessed with something, such as acquiring occult knowledge, protecting the weak, collecting rare weapons, and so on. Whatever it is, it's just about the most important thing in your life. You'll neglect friends and responsibilities, expend vast amounts of energy and resources, and even put yourself and your companions in danger to pursue your Obsession. To control your Obsession requires a successful Spirit roll at -2.

PALOOKA (MINOR/MAJOR)

Some people know how to throw a punch, while others don't. Through inexperience or physical ineptitude, you're just no good at fighting and suffer a -1 or -2 to Fighting rolls, depending upon whether you take this at as a Minor or Major Hindrance. You can't have this Hindrance and Edges awarding bonuses to Fighting. This Hindrance can be bought off through rigorous training. The character may expend an Advance to eliminate this Hindrance at Seasoned or any time thereafter.

PRIMITIVE (MAJOR)

The world is a wild place, with cities and towns shining a civilized light like a torch in the darkness. You, however, grew up in the wilderness, away from the comforts of society, and are both feral and savage. You suffer a -2 to all Streetwise rolls and a -2 to Notice rolls made in a civilized setting (a town, city, or even a bar). You start with two fewer Defining Interests, as you had other things which took up your time as you dealt with threats in the wilderness. This may be eliminated by spending an Advance once the character has reached Seasoned Rank or higher with the GM's permission.

SELF-TAUGHT (MINOR/MAJOR)

Not everyone learned their skills under the guidance of a school or even peer. Some people had to fend for themselves, and some of those people really should have had a teacher. You are one of those people. As a Minor Hindrance, you begin play with only 12 skill points rather than the normal 15. As a Major Hindrance, you begin play with only 10 skill points.

SIMPLE (MINOR)

You have not had the time or maybe the inclination to devote to unusual or esoteric studies. You were focused on the basics of surviving and living. As such you begin play with 2 fewer Defining Interests.

STAND OUT (MINOR)

You don't look like normal folks. Whether your skin is bronze-colored, your head is shaped like a flat-iron, or your muscles bulge out of any clothing you happen to be wearing, you stand out in a crowd and are easily remembered and recognized, regardless of how you dress. Any attempts to disguise your features are at -4.

NEW EDGES

Following you'll find new Edges to help you create your hero. Unless an Edge specifically states otherwise, it may only be taken once. All modifiers are cumulative as long as they are granted by different sources.

BACKGROUND EDGES

Arcane Backgrounds

The following Arcane Backgrounds are used in *Ravaged Earth*. It's important to note Power Points are not used and Wild Cards ignore Rank requirements for all powers. Details on how this impacts play are found in the **Setting Rules** section, beginning on p. 89.

Arcane Background (Inventor)

Requirements: Novice

Arcane Skill: Weird Science (Smarts)

Starting Powers: 2

Powers: *armor, barrier, blast I-III, bolt I-III, burrow, burst, damage field, darksight, deflection, disguise, dispel, entangle, environmental manipulation, fear, fly, greater healing, growth/shrink, healing, intangibility, invisibility, light/obscure, mind reading, slow, slumber, speak language, speed, stun, telekinesis, teleport, wall walker*

New Edges: Device, Greater Device, Gizmo

Background: Either through education or innate ingenuity, you have a knack for creating cutting-edge devices.

Mechanics: Each time the character gains a new power, the player should write down a brief description of the specific device created. Should the character get a modified result of 1 or less on his Weird Science die (regardless of the Wild Die) when using one of his gadgets, the device breaks or otherwise malfunctions. Fixing it requires a successful Repair roll and 2d6 hours of work. Other characters may use these devices as per Weird Science rules in the *Savage Worlds* core rulebook. A modified result of 1 or less on both dice — a critical failure — results in an explosion in a Small Burst Template causing 3d6 damage to all around. Repairing a device suffering a critical failure requires 2d10 hours.

Arcane Background (Mystic)

Requirements: Novice

Arcane Skill: Spellcasting (Spirit)

Starting Powers: 2

Powers: *armor, banish, barrier, beast friend, blast I-III, blind, bolt I-III, burst, deflection, detect/conceal arcana, darksight, disguise, dispel, divination, entangle, environmental manipulation, fear, fly, greater healing, growth/shrink, havoc, healing, intangibility, invisibility, light/obscure, puppet, smite, speak language, speed, stun, succor, teleport*

New Edges: Channeler, Trademark Power

Background: You are able to shape and direct mystic energies through a word or a gesture, either through secret knowledge or the gift of Aetherium.

Mechanics: When a mystic has a modified result of 1 or less on his Spellcasting die (regardless of the Wild Die) he suffers one Fatigue level and becomes Shaken. This can cause a wound. A modified result of 1 or less on both dice — a critical failure — results in the character suffering an immediate wound.

Arcane Background (Psionicist)

Requirements: Novice

Arcane Skill: Channeling (Vigor)

Starting Powers: 2

Powers: *beast friend, blind, confusion, detect/conceal arcana, divination, farsight, fear, mind reading, pummel, puppet, slumber, speak language, succor, telekinesis, warrior's gift*

New Edges: Channeler, Trademark Power

Background: Aetherium enables you to direct your life essence through your body.

Mechanics: When a psychic has a modified result of 1 or less on his Channeling die (regardless of the Wild Die) he suffers one Fatigue level and cannot use any powers for a d6 hours. A modified result of 1 or less on both dice — a critical failure — results in the character suffering a wound and being unable to use his powers for 2d6 hours.

Arcane Background (Superhuman)

Requirements: Novice

Arcane Skill: None. See below.

Starting Powers: None

New Edges: Innate Power, Improved Innate Power

Background: Aetherium altered your physiology more than that of most Ravaged, granting you tremendous power.

Mechanics: When you take this Edge designate a particular attribute to be superior. The chosen attribute is immediately increased by two die types. If this takes an attribute above a d12, then each increase is a further +1 (such as a d10 going to a d12+1). Furthermore, it may be raised as high as d12+2 during character creation, and as high as d12+4 as a normal Advance option once play has begun. You may still only raise one attribute per Rank.

Cosmopolitan

Requirements: Novice

“Been there, seen that” is a phrase uttered by your hero on more than one occasion. During your youth you traveled the world and experienced many of its cultures. Your character never suffers penalties to Common Knowledge rolls dealing with cultures or social etiquette.

Courageous

Requirements: Novice

You are naturally courageous and gain a +2 bonus on all Spirit rolls to resist Fear.

Inherited Vehicle

Requirements: Novice, Repair d6+, Boating, Driving, or Piloting d6+

By hook or by crook you start play with a vehicle. Perhaps it's something that's been in your family for generations; perhaps it's something you've been tinkering with for a few years. It might even be something you won in a game of cards. However you got it, you've got it, but it certainly isn't the best.

If your GM allows you to take the Inherited Vehicle Edge, you can have a horse and buggy, automobile, aeroplane, zeppelin, speedboat, or other conveyance. Work out the specific details with your GM. Should your vehicle be destroyed, you get it repaired or replaced between adventures/sessions as appropriate.

Johnny-On-The-Spot

Requirements: Novice

It pays to be quick! Once per session you may ignore your initiative card and go first – even if someone has a Joker! When you invoke this Edge you are treated as if your initiative card were a Joker, but you don't get the +2 bonus drawing an actual Joker gets.

Moxie

Requirements: Novice, Spirit d8+

You are determined and resolute in the face of adversity. You never give up and always believe you can succeed by trying just a little bit harder. Whenever you spend a benny to re-roll a failed Trait test, you may apply a +2 bonus to the attempt. This bonus is not cumulative when re-rolling multiple times.

Nosy

Requirements: Novice

Your pulp hero has a knack for sticking her nose where it doesn't belong, perhaps in search of the truth of things or possibly just out of curiosity. She gains a +2 bonus on Investigation rolls.

Photographic Memory

Requirements: Novice, Smarts d8+

You remember everything you see, hear or read, down to the tiniest detail. The GM may call for a Smarts roll on something you've only glanced or seen for a moment.

Rugged

Requirements: Novice, Spirit or Vigor d8+

Whether in the jungles of the Amazon or in the snow-covered steppes of Russia, you have become used to tough environmental conditions and receive a +2 bonus on any Fatigue roll resulting from environmental effects such as cold, heat, hunger, sleep deprivation, or thirst. In addition, you may ignore one Fatigue level, regardless of its source.

Savvy

Requirements: Novice, Smarts d10+

Whether you're highly educated, well-read, or simply in touch with your surroundings, you seem to know at least a little bit about everything. When you take this Edge you gain a +1 bonus on all Common Knowledge rolls and half your Smarts in additional Defining Interests.

Steely Gaze

Requirements: Novice, Intimidation d6+

They say eyes are windows into a person's soul, and your soul is a very dark place. You have a withering gaze that can run your opponents' heart cold. When attempting to make a Test of Wills using Intimidation, your opponent suffers a -2 penalty to their Spirit roll.

Superior Sense

Requirements: Novice, Alertness

One of your five senses is especially acute, granting you a +2 bonus on Notice rolls that depend on it, and allowing you to use it in a manner that may seem "supernormal" — e.g., identifying targets a half-mile away, being able to listen in to a whispered conversation in the next room, reading a book by running your fingers over the page, being able to Track a target by its scent, or identifying specific substances by taste alone. This Edge may be taken multiple times, but only once per sense.

Vigorous

Requirements: Novice, Vigor d8+

By virtue of your amazing constitution, you gain a +2 bonus on all Vigor rolls made to resist the effects of alcohol, drugs, disease, poison, knockout gas, and so on. This bonus applies to Vigor rolls to resist the effects of such substances. If you fail, you are affected normally (e.g., you suffer extra damage from a poisoned blade or fall asleep when hit with a cloud of sleep gas). The bonus is not applied to Soak rolls.

War Trophy

Requirements: Novice

Through circumstances known or unknown, you possess a remnant of Martian technology from the Red War. This may be a functional weapon, alien body-armor, or other device agreed upon between you and the GM. If the war trophy is damaged, it may be fixed with the lesser of Knowledge (Martian Tech) or Repair.

COMBAT EDGES

Back Alley Scrapper

Requirements: Novice, Fighting d6+

You are skilled at grappling and street fighting and gain a +1 bonus on all Grappling rolls, including Strength and/or Agility rolls to maintain a hold or inflict damage on a grappled opponent.

Bring It On!

Requirements: Seasoned, Fighting d10+

You are a master of defending against multiple attackers. Opponents gain no Gang Up bonus against you.

Cat's Eyes

Requirements: Novice, Notice d8+ or Alertness

You ignore 2 points of Darkness or vision penalties.

Cunning

Requirements: Seasoned, Agility d6+, Fighting d8+

You are a crafty combatant, knowing how to take advantage of any situation and wind up with the upper hand against your opponent. You gain a +2 when performing Agility tricks in combat.

Deadly

Requirements: Heroic, Fighting, Throwing, or Shooting d10+

When making a Called Shot or when your target has Cover, you ignore 2 points of penalties. This Edge applies to Fighting, Throwing, or Shooting attacks, and may be taken up to three times, but applies to each attack type separately.

Disarm Mastery

Requirements: Seasoned, Fighting d8+

You excel at removing an opponent's weapon in melee combat. You make an opposed Fighting roll against an opponent. With a success, the adversary drops his weapon. With a raise, the opponent is Shaken and the weapon flies 1d4 random inches away, or you may elect to take the weapon if you have one or both hands free.

Dragon's Grace

Requirements: Heroic, Martial Arts Master, Spirit d10+

Due to intensive training and discipline, opponents attacking you with ranged weapons use your Parry when resolving attacks as long as you're aware of the attack and are able to move freely.

Fists of Steel

Requirements: Seasoned, Martial Artist or Strength d12+

Through rigorous training and conditioning or sheer brute strength, your unarmed strikes are now AP 2. When attacking objects with your bare hands, you gain the bonus damage for a raise on your attack roll and your damage may ace.

Just a Scratch

Requirements: Novice, Vigor d8+

You can take a beating and it hardly shows. Once per session you may spend a benny to automatically ignore all damage resulting from a single attack.

Martial Artist

Requirements: Novice, Agility, Spirit, or Strength d8+, Fighting d8+

You have been trained in the art of hand-to-hand combat and your entire body is considered a weapon. Your unarmed attacks do Str+d6. The unarmed damage you inflict is not restricted by having a lower Strength die type, so even a character with a d4 Strength would do d4+d6 damage with this Edge.

Martial Arts Master

Requirements: Veteran, Martial Artist

Your hands and feet truly are deadly weapons. Your unarmed damage increases to Str+d8.

Pedal to the Metal

Requirements: Seasoned, Driving or Piloting d8+

You know how to squeeze a little more juice out of a particular vehicle to escape a tight spot. When involved in an abstract vehicular chase or dogfight (see the Chase rules in the *Savage Worlds* core rulebook), you add +2 to your Driving or Piloting rolls when rolling for the number of Action Cards drawn.

Pugilist

Requirements: Novice, Agility d8+, Fighting d8+

You know how to strike foes with maximum effect, and receive +2 to unarmed damage rolls.

Quick Strike

Requirements: Heroic, Quick, Agility d10+

You have amazing reaction speed. Should you be dealt less than a 10 for initiative, your card is treated as a 10 of the same suit.

Sharpshooter

Requirements: Seasoned, Shooting d8+

Whenever you take the Aim maneuver, you may spend a benny (before rolling the dice) to double the normal bonus.

Swashbuckler

Requirements: Novice, Acrobat, Agility d10+

When you are unencumbered (i.e., carrying weight equal to or less than your normal Load Limit) you gain an additional +1 Parry. You also gain a +2 bonus on any roll related to performing a particularly “swashbuckling” act such as swinging from a chandelier, sliding down a banister while engaged in swordplay, or leaping out of a window only to bounce off an awning and make good your escape.

Takedown

Requirements: Novice, Fighting d8+

You are trained in how to throw or trip an opponent. Make an opposed Fighting roll versus the target. Each size category difference incurs a -2 penalty. With a success, the now prone opponent may be placed in any spot within 1” of you. With a raise, the opponent is prone and Shaken; if already Shaken, he takes a wound.

CREATION EDGES

Device

Requirements: Novice, Arcane Background (Inventor)

You have created a unique item which adds +1 to a Trait roll. The Trait must be specified when the item is created. A character can take this Edge multiple times, applying it to a different Trait each time. If a device is lost or destroyed, the character creates a new such item upon his next Advance. The item is uniquely attuned to the creator and is useless in the hands of anyone else.

Greater Device

Requirements: Veteran, Device

The bonus when using the item from the Device Edge increases to +2.

Gizmo

Requirements: Seasoned, Arcane Background (Inventor)

You have created a one-of-a-kind gizmo operating beyond the bounds of normal technology. Each time you select this Edge, you have created a new gizmo that functions as an Edge. You must meet the Rank requirement of the Edge and your Weird Science skill must equal or exceed the highest die type requirement (if any) of the Edge in question. Edges that should be excluded include Arcane Backgrounds, Rich, and Filthy Rich, and Power Edges, among others at the GMs discretion. Common sense should dictate in all cases. Should an Edge list another Edge as a requirement, the required Edge must already be incorporated into the gizmo. A gizmo can be lost, broken, or stolen, but the character should be able to replace it within a week or so of game time. A gizmo may be lent to others for their own use.

Note: Gizmos do not stack with the Edge they are replicating.

Example: Professor Storm is always getting into scrapes and wants to build a probability gizmo that gives him predictive hints in combat (i.e. the Dodge Edge). Possessing Weird Science of a d10, he can certainly build the gizmo by spending an Advance to purchase the Gizmo Edge. Next adventure, he has his Gizmo (Dodge).

LEGENDARY EDGES

Awe-Inspiring Presence

Requirements: Wild Card, Legendary, Strong Willed

You may double your normal command radius and make Tests of Will against groups of Extras as if they were a single entity (i.e., the group makes a group roll when opposing your attempt).

Empty the Clip

Requirements: Legendary, Rock and Roll!

You can fire all the remaining bullets in your automatic weapon with a normal Shooting roll by spending a benny. You must have at least half a clip remaining to use this Edge. You must declare whether you're firing in a Small Burst or Cone Template before you roll. Targets must make an opposed Agility roll against the Shooting roll or they suffer standard damage for the weapon type. Roll damage separately for each target affected.

Last Man Standing

Requirements: Wild Card, Legendary, Spirit or Vigor d10+

You can shake off injuries which leave lesser men incapacitated. You may spend a benny to ignore all wound and Fatigue penalties for the remainder of the scene.

Rock of Gibraltar

Requirements: Wild Card, Legendary, Spirit d10+, Vigor d10+

You are physically tough and mentally resilient, and can only be taken out by a truly decisive blow. If you are ever Shaken, further Shaken results are ignored (i.e., they do not inflict wounds).

POWER EDGES

Innate Power

Requirements: Novice, Arcane Background (Superhuman)

You gain the ability to manifest one power as a natural ability. Activating an Innate Power is a free action that does not require a skill roll, except for *bolt* (**see notes**). The Innate Power always functions at its listed effect and does not benefit from raises (e.g., if you activate *boost trait*, your chosen Trait will always increase by one die type). Innate Powers may be disrupted in the normal fashion.

The following powers are available as Innate Powers: *armor*, *bolt I-III*, *boost trait*, *environmental protection*, *fly*, *growth/shrink*, *healing*, *invisibility*, *quickness*, *speed*, and *teleport*.

Note: If *boost trait* is chosen, it applies to one particular trait only. If you choose Strength, it only works for Strength whenever activated. You may take *boost trait* additional times, applying it to a new Trait each time.

Note: *Bolt* requires a shooting roll, is considered a free action, and does not incur a MAP.

Note: For powers with multiple effect levels (such as *growth/shrink*), this Edge grants the base level effect (see p. 87 for more details).

Improved Innate Power

Requirements: Seasoned, Innate Power

One Innate Power works with its enhanced effect when activated (as though you rolled a raise). For example, if you have *boost trait (Strength)*, your Strength increases by two die types, *armor* provides +4 protection, and so on. Additionally, you only check to see if this power is disrupted when you are wounded, not Shaken.

Trademark Power

Requirements: Seasoned, AB (Mystic or Psionicist), Arcane Skill d10+

You have studied one particular arcane power (chosen when you take this Edge) and have mastered its subtle nuances. When using this power, you may add a +2 bonus to your arcane skill roll. This Edge may be taken multiple times; however, it cannot be taken more than once per Rank, nor may it be applied more than once to any given power.

PROFESSIONAL EDGES

Aquanaut

Requirements: Novice, Swimming d8+

You are as at home in the water as you are on land and receive +2 to all Swimming rolls. Your Swimming Pace is equal to your normal Pace or one-half your Swimming skill (whichever is greater), and you may push yourself to swim faster (i.e., add a d6 to Swimming Pace as a full action).

Attuned to Aetherium

Requirements: Seasoned, Flash of Genius

Through inspiration and insight, the character is able to create a weird science device once per game session (as per Gadgeteer). He must have access to parts, and it takes d20 minutes to create the device.

Channeler

Requirements: Seasoned, Arcane Background (Mystic or Psionicist)

You never suffer any backlash effects when using your powers.

Doctor

Requirements: Novice, Smarts d8+, Healing d8+

You're a skilled medical doctor, and as such, add +2 to all Healing rolls. Up to five companions traveling with a doctor add the bonus to their natural healing rolls as well.

Engineer

Requirements: Novice, Smarts d8+, Repair d8+, Knowledge (Engineering) d8+

The hero adds +2 to Repair rolls. With a raise, he halves the time normally required for the repair.

Escapologist

Requirements: Novice, Agility d8+, Lockpicking d8+

You're a regular Harry Houdini and can escape from locks, straightjackets, and even jail cells. The escapologist receives a +2 to Lockpicking rolls and +2 to Agility rolls to wiggle out of ropes and other bindings.

Flash of Genius

Requirements: Novice, Lab Rat

This character is able to apply his knowledge in new ways and is adept at mechanical work. You gain the benefits of the McGyver Edge and may halve the time it takes to repair something with a Raise.

G-Man (FBI Agent)

Requirements: Novice, Authority, Investigation d6+, Shooting d6+

You are considered the cream of law enforcement and the reputation of your department precedes you. You enforce the laws of the land and may carry any firearm without reproach. As such, you gain the Connections (FBI) Edge and also receive a +2 bonus on Intimidation attempts against any who are aware of—and care about—your status as a G-Man.

You were issued an official FBI identification badge, a pair of handcuffs, and a Colt Service pistol when you took the oath to uphold the Bureau's creed of "Fidelity, Bravery, and Integrity."

Hot-Shot

Requirements: Novice, Ace

The effects of this Edge apply to a single vehicle you possess (chosen when this Edge is taken). You gain +2 to your Driving roll after your vehicle takes damage to avoid going Out of Control. You may also apply a +2 bonus when making Repairs on it. If "your baby" is lost or destroyed, you must spend a few weeks getting to "know" its replacement before the effects of this Edge kick in.

Lab Rat

Requirements: Novice, Smarts d8+, Notice d8+, Repair d8+

This character has studied under engineers who have designed and developed weird science gizmos and is able to apply what he has learned in his daily tasks. He gains +2 to Repair, Notice and Knowledge rolls on anything regarding Weird Science.

Linguist

Requirements: Novice, Smarts d8+

You immediately gain an additional number of languages equal to half your Smarts die. When encountering a language with which you are not fluent, you are allowed a Smarts roll in order to successfully communicate. Written or exotic languages require a raise. The GM is final arbiter on what is deemed an exotic language.

Man of a Thousand Faces

Requirements: Novice, Persuasion d6+, Stealth d6+

You are adept at both concealing your identity and impersonating others. You get a +2 bonus on all rolls made to disguise your true identity or impersonate others.

Martian Engineering

Requirements: Seasoned, Arcane Background (Inventor), Knowledge (Engineering) d8+, Knowledge (Martian Tech) d6+, Repair d8+

Through rigorous study this hero can reverse-engineer Martian technology into workable, functional gizmos. The hero may combine two gadgets in his possession to create one new one between adventures or attempt to create one mid-adventure in a d6 hours. The latter requires a roll (lower of Knowledge (Martian Tech) or Repair). Success creates a new gadget. Failure ruins both devices. The new gadget must be tied to an existing power the hero possesses. During the creation process, sacrifice one of the gadgets permanently. The new gadget takes the place of the sacrificed gadget.

Mountaineer

Requirements: Novice, Strength d6+, Climbing d6+

You are a skilled climber receiving +2 to all Climbing rolls. You may move your Strength in inches per round with proper equipment and half that without.

Oklahoma Thunderbolt

Requirements: Novice, Agility d8+, Riding d8+

You ride like you were born in the saddle and may add a +2 bonus to all Riding rolls. By spending a benny you may make a Riding roll to Soak any wounds your mount may take. Each success and raise negates one wound. You may also mount or dismount as a free action.

One Hand on the Wheel

Requirements: Novice, Ace

While Driving, Piloting, or Riding you may make one additional action (subject to GM approval) without invoking the normal multi-action penalty. For example, you could fire your pistol while driving your automobile, rush by and sweep someone off their feet riding your horse, or drop a bomb while piloting your trusty aeroplane.

Perfectionist

Requirements: Novice, Arcane Background (Inventor), Weird Science d8+

You are meticulous by nature and any device you create only breaks down on a critical failure. When it does, it takes 2d10 hours to repair.

Robotician

Requirements: Seasoned, Arcane Background (Inventor), Knowledge (Robotics) d8+, Knowledge (Artificial Intelligence) d8+, Weird Science d8+

Each time you take this Edge you create a single robot. This Edge may not be taken more than once per Rank. If a robot is ever lost or destroyed, it immediately ceases to function, and you may create a replacement before your next adventure (not necessarily the next session), provided you are somewhere where it would be feasible to do so. A robot is a Wild Card with three wound levels, but has no bennies of its own. Creators may share their bennies with their robots.

Robot

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

Skills: Fighting d6, Notice d6, Shooting d6

Pace: 6; Parry: 5; Toughness: 7

Gear: As given

Special Abilities

- **Brawny:** Robots are capable of carrying 8x their Strength and gain +1 Toughness.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.
- **Fearless:** Robots are immune to Fear and Intimidation.
- **Weakness:** Wounds do not heal naturally and must be Repaired. Each wound takes a Repair roll and 1d6 hours.

ROBOTIC IMPROVEMENTS

Minor	Major	Superior
Increase a skill one die type.	Increase an attribute one die type.	Increase an attribute and its maximum by one die type.
Gain a new skill at a d4.	Gain a Combat Edge of the owner's Rank or less.	Gain any Edge of the owner's Rank or less.
Str+d6 Fighting damage.	Gain a new skill at d6.	Gain a new skill at a die type equal to its linked attribute.
Alertness Edge.	Gain 2 skills at d4.	Self-Repairing: Regeneration (Slow).
Low-Light Vision	Increase 2 skills one die type.	Upgrade (Gain power known by its owner).

At each level-up, the character makes a Weird Science roll to improve his Robot. On a failure, there is no improvement. With a success, the player may choose one Minor Improvement from the table below. On a raise, the player may choose a Minor and a Major Improvement or one Superior Improvement. Improvements may be taken multiple times for stacked effects.

Rocket Jockey

Requirements: Novice, Ace, Knowledge (Rocketry) d8+, Piloting d8+
Streaking through space aboard a rocket ship is the only way to travel. You're trained in rocketry and piloting rocket ships above and below the stratosphere. Your many hours on the bridge of a rocket ship give you a+2 to Piloting rolls for rocket ships and space craft.

Rocket Man

Requirements: Novice, Fighting d6+, Piloting d8+, Shooting d6+

You are proficient in using a portable rocket pack, and receive a +2 bonus to Piloting rolls to use these devices. Whether you received this instruction as a member of the Rocket Rangers, a similar rocket brigade, or through some other means is up to you. If you wish to still be on active duty as a Rocket Ranger, you need to take the Authority Edge.

Soldier

Requirements: Novice, Vigor d6+, Strength d6+, Fighting d8+, Shooting d6+

You have been professionally trained as a soldier in a national military. You survived basic training and went on to serve your country in its military engagements for a period of time. If you want to still be on active duty, select an appropriate Obligation. Heroes with this Edge leverage their training to ignore 1 point of wound penalties (this stacks with Nerves of Steel and Improved Nerves of Steel).

Well-Rounded

Requirements: Wild Card, Novice, chosen Attribute at d10+

When you take this Edge choose a single attribute you possess at d10+. Whenever you make a roll that requires a skill you do not possess, and it is linked to your chosen attribute, you may ignore the normal unskilled modifier (i.e., you make the roll using a d4 rather than d4 -2). This Edge may be taken multiple times, once per attribute.

SOCIAL EDGES

Alternate Identities

Requirements: Novice

You have several (equal to your Smarts die type) alternate identities (e.g., identity cards, travel passes, and passports) which, to all but the most intense scrutiny, appear to be legally established and beyond reproach. Anyone attempting to identify you has an equal chance of pulling up any of these identities. Given enough time and effort your true identity will eventually be revealed (i.e., when you run out of alternate identities). Identities revealed during a given session are not available for the remainder of the session; however, they are replaced by new ones at the start of the next session. You cannot take this Edge if you possess the Cat's Pajamas Edge.

Animal Magnetism

Requirements: Novice

You've got "It" – raw sex appeal and animal magnetism that makes members of the opposite sex act irrationally when they are around you. Others often refer to you as a Lady-killer or Femme Fatale and you receive a +2 Charisma bonus when dealing with members of the opposite sex. If you choose to do so, you may pour on the charm by spending a benny to double this bonus. However, if your attempt fails, you will be unable to sway the target for the remainder of the session, regardless of how thick you lay it on — they're on to your game!

Authority

Requirements: Novice, Intimidation d6+

You are a member of some sort of authoritative organization or governing body. This could be the League of Nations, the FBI, a simple police officer, or any other powerful entity with political clout.

Whenever you flash your badge or other symbol of authority you gain a +2 bonus to Intimidation, Persuasion, and Connections rolls.

Bureaucracy

Requirements: Novice, Persuasion d8+

You know the ins and outs of maneuvering in a bureaucratic situation, whether in the halls of a government office or cutting through the red tape in a police department.

Your character gains a +2 bonus on Streetwise and Investigation rolls when dealing with a large organization of authority, such as a government office or police force.

Catchphrase

Requirements: Novice

When you take this Edge, you must also come up with a catchphrase (e.g., "Evil begets only evil" or "Don't forget to tell them Ace sent you"). Utter the Catchphrase and spend a benny to gain a +2 bonus on your next Trait roll.

Cat's Pajamas

Requirements: Seasoned

You are well known to the general public. Your fame grants you a +2 Charisma bonus when dealing with those who have heard of you.

Gift of Gab

Requirements: Novice, Persuasion d6+, Charisma +2 or higher

You can sell ice to an Eskimo. You receive a +2 bonus to all Persuasion rolls.

Quick Wit

Requirements: Novice, Taunt d6+, Smarts d8+

Your well-placed words can wound as much as any bullet or blade. You gain a +2 to all Smarts tricks.

Sponsor

Requirements: Novice

Someone with money and power has taken an interest in seeing you succeed in your endeavors. This could be a wealthy philanthropist who wants to do as much good as he can, or even a shadowy sorcerer whose real motivations are never known. It can also be a high-ranking member of an organization, such as J. Edgar Hoover of the FBI or Simon Crest of the Esoteric Order of Atlantis. When you take this Edge you gain the benefits of the Rich Edge; if you already had the Rich Edge you instead gain the benefits of the Filthy Rich Edge. Your sponsor (as dictated by the GM) has the authority to make special "requests" of you, and refusing results in being cut off from your additional funding. The exact details are left up to the GM.

Street Smarts

Requirements: Novice, Streetwise d8+

Your hero is in touch with the rhythm of the streets and gains a +2 bonus on all Streetwise rolls.

WEIRD EDGES

Brachiator

Requirements: Novice, Agility d8+

Like a mighty Jungle Lord or swashbuckling daredevil, you can travel by swinging on vines, tree branches, ropes, chandeliers, etc. at double your normal Pace.

Contortionist

Requirements: Novice, Agility d8+

Through studying Eastern yoga or conditioning your muscles, you are extremely flexible and are able to fit into or through small spaces. You get a +2 to Agility rolls to crawl through or under narrow areas such as air ducts, chimneys or cramped passageways.

Fingers Crossed

Requirements: Wild Card, Novice, Luck

When the chips are down, all you can do is close your eyes and cross your fingers. And for your character, this actually means something more than just dumb blind luck.

Once per session, when you spend a benny to reroll a Trait test, you gain a bonus d6 to the second roll (and this die may Ace).

Heroic Inspiration

Requirements: Seasoned

You are prone to episodes of amazing feats of strength, intellect, endurance, inspiration or grace. You may spend a benny to gain a +4 bonus to an attribute roll.

Mighty Bite

Requirements: Novice

You have amazingly strong teeth and jaw muscles and can easily bite through ropes, leather thongs, vines, and even ten-penny nails with a successful Strength roll.

Mimicry

Requirements: Novice

You are able to imitate any voice you have heard in addition to altering your own voice to make it unrecognizable. You gain a +2 bonus to disguise attempts.

KNOWLEDGE IS POWER

The following knowledge skills may be of particular heroes when brute force fails.

Aetherium entails proficiency in the abilities and uses of the Martian metal.

Anthropology encompasses the study of human society.

Archaeology is the study of the customs, cultures and beliefs of past civilizations.

Artificial Intelligence covers complicated computing systems and robotics.

Astrology is the study of heavenly bodies, celestial objects and the cosmos.

Aviation covers aeroplanes, gyrocopters and airships and how such craft are handled.

Battle is the proficiency of tactics for ground, naval and air combat.

Boating includes sailboats, steamships, motorized craft and how these vessels are handled.

Business covers accounting, bartering and salesmanship.

Crime encompasses criminal techniques and practices in organized crime, theft and grifting.

Eastern Philosophy includes mystical knowledge from the orient.

Egyptology is the study of early hieroglyphics, customs and beliefs of ancient Egypt.

Engineering incorporates understanding and designing machines and mechanical processes and systems.

History is the general study of past events and can be focused on a particular society, culture, or era.

Journalism includes information-gathering, story-telling and writing.

Law covers local, state, national and international laws and legal procedures.

Martial Arts covers the physical and mental discipline of Eastern fighting styles.

Martianology is a proficiency of the tactics, customs and language of Martians.

Martian Tech is the understanding and application of technology from Martians.

Medicine covers biology, human anatomy and treating diseases.

New Science is a study and application of Aetherium-based technologies.

Occult covers the forbidden knowledge of secret magic.

Politics includes the philosophy, systems and functions of government.

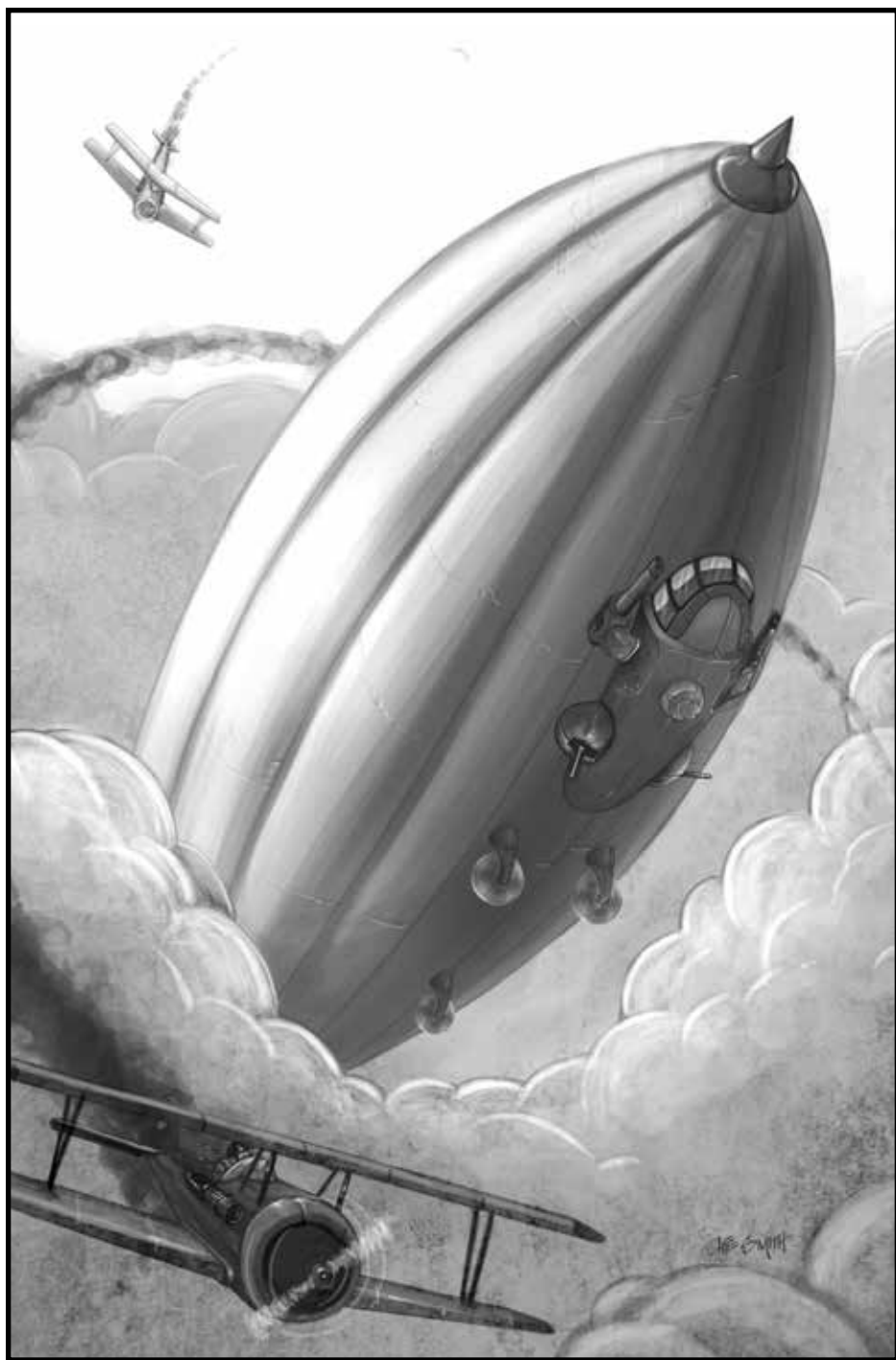
Psychology is the study of the human mind and behavior.

Religion encompasses practiced rites, rituals and spiritual beliefs.

Rocketry covers rocket-powered devices and craft and how they are handled.

Science encompasses the general study of chemistry, geology and physics.

Note: There is no reason these can't be chosen as Defining Interests as well, just remember the information you gather won't be as deep if that's the case. As always, check with your Gamemaster to see what's allowed. Who knows? He may even tip his hand and help you in your selection.



GEAR AND EQUIPMENT

Now that you've created your character, you need to supply him with a few things before sending him off in search of adventure. We've included several lists describing most of the items your hero will need to survive *Ravaged Earth*. The GM is encouraged to expand these lists as necessary.

ECONOMICS 101

When dealing with prices, just keep in mind that an item will normally cost around 10% of its modern-day equivalent; however, the GM should feel free to vary this as common sense dictates (for example: guns in a remote North African village may cost much more than their listed price). A simple rule of thumb is an American dollar in *Ravaged Earth* is worth about 10 times that of a real U.S. dollar. Just keep it close and keep things moving.

DOLLARS, POUNDS, AND REICHSMARKS

Money is hard to come by. In America, the legal currency is dollars and cents. In Great Britain, they use pounds and pence, Germany uses Reichsmarks, Italy has the lira, and so on. To keep things simple just assume all monetary amounts are equal and tack on the appropriate currency type (e.g., a \$25 item in the United States will cost 25£ in Great Britain). We realize this is not very accurate; however, it does keep the focus on the heroes rather than the things they buy, and in the end, especially in the pulps, money plays a relatively minor role. For those of you demanding a bit more accuracy, check out **The American Dollar Abroad** on the next page.

CONVERTING CURRENCY

Not all adventures occur within the confines of the United States, and not all heroes hail from America. When traveling abroad, it might come in handy to know the exchange rate for the U.S. dollar in the area in which you are traveling. Also, if your GM allows you to create heroes hailing from other countries, he may wish to alter the gear and equipment lists to reflect the native currency. To provide for these variables, we have whipped together a simple conversion chart that includes some of the most common forms of currency your heroes may encounter. The given rate reflects the value of one unit of the listed currency in U.S. dollars (e.g., one rupee equals \$0.60USD, so \$3USD equal 5 rupees) and has been rounded to the nearest \$.05.

THE AMERICAN DOLLAR ABROAD

Country	Currency	Exchange Rate
Argentina	Peso	\$1.65
Australia	Pound	\$8.25
Austria	Schilling	\$0.25
Belgium	Belga	\$0.25
Brazil	Milreis	\$0.20
Canada	Dollar	\$1.70
China	Yuan	\$0.40
Costa Rica	Colon	\$0.80
Cuba	Peso	\$1.00
Czechoslovakia	Krone	\$0.05
Ecuador	Sucre	\$0.35
Egypt	Pound	\$8.40
France	Franc	\$0.10
Germany	Reichsmark	\$0.40
Great Britain	Pound	\$8.25
Greece	Drachma	\$0.05
Haiti	Gourde	\$0.20
India	Rupee	\$0.60
Indo-China	Piaster	\$0.65
Italy	Lira	\$0.10
Japan	Yen	\$0.85
Mexico	Peso	\$0.85
Middle East	Dinar	\$8.25
Netherlands	Guilder	\$0.70
Panama	Balboa	\$1.70
Poland	Zloty	\$0.20
Portugal	Escudo	\$0.10
Spain	Peseta	\$0.35
South Africa	Pound	\$4.90
Sweden	Krona	\$0.45
Switzerland	Franc	\$0.35
Turkey	Piaster	\$0.10
USSR	Ruble	\$8.70

WEALTH AND POSSESSIONS

Ravaged Earth's central focus is on two-fisted tales of action and adventure. Wealth should be seen as “window dressing” for the most part. For example, a hero with the Filthy Rich Edge should have access to a Boeing Clipper; however, he doesn't need to worry about paying the crew, the costs of maintenance, or the fuel bills. It is by virtue of his assumed wealth that all of this is handled. He should be able to call his chauffeur to drive the heroes about town and his predilection for staying in the swankiest hotels should be taken for granted. So long as a hero doesn't abuse his “privileges,” the GM should simply write such things off as “part of the game.”

By the same token, the average hero should be able to buy everyday items without worrying about every nickel and dime he spends. You should only have to worry about keeping track of your character's wealth during character generation and in those situations where the GM deems such bookkeeping to be worth the effort (such as when portraying a hero with the Poverty Hindrance). In order to become immersed in *Ravaged Earth*, you need to view money and possessions as nothing more than plot devices designed to further the story. Possessions come and go as is dramatically appropriate, so don't obsess over them.

ADVENTURING GEAR

Item	Cost	Weight	Notes
Aviator's gear	\$25	3	Includes cap, goggles, scarf, fur-lined boots and jacket
Backpack	\$5	2	60 lbs. capacity
Bedroll	\$3	4	Insulated "sleeping bag"
Blanket	\$1	3	-
Binoculars	\$15	2	Includes leather case; 10x magnification; +1 on visual Notice rolls
Candle	\$0.05	-	Illuminates a Medium Burst Template
Camera	\$5		Kodak Brownie; requires film to operate
Canteen	\$1	1	2 quart capacity; weighs 3 lbs. when full; includes carrying strap
Cartridge belt	\$1	1	Holds 50 bullets or 8 magazines
Cigarette lighter	\$1	-	
Clothing, formal	\$30+	-	Includes pants, shirt, coat, hat, shoes, and all accessories
Clothing, normal	\$15+	-	Includes pants, shirt, coat, hat, shoes, and all accessories
Cold weather gear	\$25	4	Includes parka, boots, gloves, and snow goggles
Compass	\$1	-	-
Cooking kit	\$6	-	Includes portable pots, pans, etc...
Crowbar	\$1	2	-
Film, b/w	\$.30	-	Per roll; 12 exposures per roll
Film, color	\$1	-	Per roll; 6 exposures per roll
Film, 8mm movie	\$4	1	Per reel; 8 minutes per reel
First aid kit	\$5	1	Includes materials required to properly use the Heal skill
Fishing gear	\$4	1	Includes rod, reel, and tackle; +1 on Survival rolls when appropriate
Flare gun	\$10	1	Uses flares
Flashlight	\$2	1	Illuminates a Cone Template

Item	Cost	Weight	Notes
Flint and steel	\$0.50	-	Requires one minute to start a fire on a 2+ (d6)
Gas mask	\$4	1	Protects from noxious and poisonous fumes
Geiger counter	\$10	2	Detects radioactive emissions up to 12" (72')
Grappling hook	\$3	2	Range: 3/6/12 (Throwing); can support up to 300 lbs.
Guitar or ukulele	\$5+	4	-
Hammer	\$1	1	-
Hammock	\$2	2	-
Handcuffs	\$2	1	-
Holster	\$3	-	Includes pistol belt or shoulder harness as appropriate
Lamp, carbide	\$4	3	Lamp clips to headgear, generator worn on waist; illuminates a Cone Template
Lantern	\$3	2	Illuminates a Large Burst Template
Lockpicks	\$20	1	Required to use Lockpicking
Matches, waterproof	\$0.50	-	20 matches
Mess kit	\$2	1	Tin cup, pail, and utensils
Movie camera	\$30	4	Requires film to operate
Pick axe	\$2	3	Str+d6 damage and -2 Fighting when used as melee weapon
Portable radio	\$50	3	20 mile range
Quinine	\$5	-	30 pills; for treatment of malaria
Raincoat	\$3	2	-
Razor blades	\$0.25	-	Box of 10
Rope	\$2	10	60' of hemp rope
Safari gear	\$5	3	Includes a pith helmet, khakis, and boots
Shovel	\$1	5	-
Steamer trunk	\$5	8	200 lbs. capacity
Suitcase	\$2	3	40 lbs. capacity

Item	Cost	Weight	Notes
Sulfa powder	\$1	-	5 uses; +2 on Vigor rolls to avoid infection
Tent, canvas	\$5	12	Sleeps 2 persons
Telescope	\$25	4	Includes tripod; 25x magnification; +2 on visual Notice rolls
Tool kit	\$10	6	Includes tools required to use any skill “requiring special or appropriate tools”
Torch	\$0.50	½	Illuminates a Medium Burst Template
Portable Typewriter	\$25	5	Includes travel case
Umbrella	\$2	1	-
Pocketwatch	\$3+	-	-
Wristwatch	\$5+	-	-

Notes on Light Sources: All light sources have a listed area of effect. Assuming Pitch Dark conditions, all areas within the light source’s area of effect are considered to be fully illuminated. Beyond this area is considered Dim (up to twice the listed area of effect) or Dark (up to three times the listed area of effect).

Notes on Tracking Resources: You may have noticed there are no fuels (e.g., batteries for the flashlight or kerosene for the lamp) listed for the various light sources. Assume your light sources to be functional until the GM tells you they’re not. If you really need the details of such things: assume \$0.50 will get you enough kerosene to power your lantern for 24 hours, a pair of batteries, costing \$0.25, will power your flashlight for about a month of average use; and the generator for the carbide lamp can keep you out of the dark for about 5 hours with a single battery. Torches and candles burn for 30 minutes and 1 hour, respectively.

MELEE WEAPONS

Type	Damage	Cost	Weight	Min. Str.	Notes
Axe	Str+d6	\$10	2	d6	-
Baseball Bat	Str+d6	\$3	3	-	See Notes
Bayonet	Str+d4	\$2	1	d6	Str+d6, Parry +1, Reach 1 when attached to a rifle, 2 hands
Billy Club/Baton	Str+d4	\$1	1	-	Carried by most police officers
Brass knuckles	Str+d4	\$2	1	-	If used, the user is considered to be an Unarmed Attacker
Bullwhip	Str+d4	\$5	3	-	Reach 2, See Notes
Dagger	Str+d4	\$3	1	-	May be thrown, Range: 3/6/12
Fencing Foil	Str+d4	\$15	3	-	Parry +1
Garrote	Str	\$2	-	-	If used in conjunction with the Drop, does Str+d4 damage instead, -2 to Notice if concealed
Hunga Munga	Str+d4	\$5	1	-	May be thrown, Range 3/6/12, See Notes
Katana	Str+d8	\$400	6	d6	AP 2, does +2 damage if wielded 2 handed
Kukri	Str+d6	\$15	5	d6	-, See Notes
Long Sword	Str+d8	\$100	8	d6	Parry +1
Machete	Str+d6	\$10	5	d6	-
Nunchaku	Str+d4	\$3	1	-	Reach 1, Parry +1 if used 2-handed; if wielder knows martial arts, may do his unarmed damage with this weapon, See Notes
Rapier	Str+d4	\$25	3	-	Parry +1
Saber/Scimitar	Str+d6	\$50	4	-	-

Type	Damage	Cost	Weight	Min. Str.	Notes
Sap	Str+d4	\$1	1	-	Frequently carried by thugs and criminal elements
Short Sword	Str+d6	\$50	4	-	-
Shuriken	Str+d4	\$5	1	-	May be thrown, Range: 4/8/16, See Notes
Spear	Str+d6	\$5	5	d6	Parry +1, Reach 1, 2 hands; May be thrown, Range: 3/6/12
Staff	Str+d4	\$3	8	-	Parry +1, Reach 1, 2 hands
Suileto/ Switchblade	Str+d4	\$2	1	-	-2 to Notice if concealed
Sword Cane	Str+d4	\$30	3	-	Parry +1, See Notes
Trench Knife	Str+d4	\$5	1	-	See Notes

EXPLOSIVES

Type	Range	Damage	RoF	Cost	Weight	Shots	Notes
Dynamite Stick	4/8/16	2d6	1	\$18	.5	1	MBT+1" + 1d6 per stick
Model 24 Grenade "Potato Masher"	5/10/20	3d6-2	1	\$20	1	1	MBT; See Notes
Nitro 8 oz bottle	4/8/16	3d6	1	\$5	.5	1	LBT; See Notes
No.36M Mills Bomb "Pineapple"	5/10/20	3d6	1	\$25	1	1	MBT; See Notes
Petrol Bomb	5/10/20	2d6	1	\$5	.5	1	MBT; See Notes

MELEE WEAPONS

In civilized society, few folks carry any weapons, other than a pocket knife at best. However, when dealing with some cultures and more remote areas of the world, carrying a piece of steel is as important as a full water skin.

Baseball Bat: A wooden bat breaks on a 1 on the Fighting die, regardless of Wild Die.

Bullwhip: A bullwhip can be used to initiate a Grappling maneuver at a range of 2" (12 feet) as well as inflicting damage at a distance. Bullwhips may also be used to make Called Shots (Limb, -2) against targets in order to disarm them. A bullwhip can also be used as a rope, enabling the user to swing over narrow gaps of up to 3" (18 feet).

Hunga Munga: This African weapon resembles an iron curved blade combined with a spike. It can be used in both melee and ranged combat.

Kukri: A knife with a curved blade, sometimes referred to as a Gurkha knife, the kukri is a traditional Nepalese weapon. Besides melee combat, the kukri is also used as a chopping and cutting tool.

Nunchaku: Two sticks connected with a cord and chain, the nunchaku can be concealed easily. If hidden on the body, attempts to Notice it are at -2.

Shuriken: A small hand-held blade configured in the shape of a star. When thrown to inflict damage, they use the auto-fire rules. They may not be used for Suppressive Fire. A handful of shuriken (3) can be thrown to aid in tricking an opponent. When used in such a manner, the user adds +2 to Agility tricks.

Sword Cane: Ranging from simple to elegant, a sword cane conceals a slender, tempered blade. When sheathed, people rarely notice it as a weapon (-2 Notice to be detected). Drawing this weapon quickly requires an Agility roll.

Trench Knife: Used by soldiers during the Great War, the trench knife combines brass knuckles and a combat dagger. A metal bulb on the hilt, called a "skull crusher," deals an additional +2 damage on called shots to the head if used.

FIREARMS

There are a lot of guns in the world, and even more available to Ravaged heroes thanks to the advances made by inventive engineers and gunsmiths. However, firearms do fall into certain categories, and in *Ravaged Earth* we identify characteristics of the firearm based on the type of gun it is and the caliber, or size, of its ammunition.

Pistols: Pistols, or handguns, are small enough to be held in one hand. These are the most common type of firearm available in the world.

Revolver: Revolvers are handguns that use a cylinder to chamber the bullets.

Semi-Auto: The most common type of firearm, the semi-automatic pistol is a reliable gun that uses a clip to load the ammunition. The gun uses recoil or gas to eject empty cartridges and load new ones automatically.

Rifle: A rifle requires two hands to fire and consists of a long barrel, rifled on the inside, and a shoulder stock.

Bolt Action: The earliest modern rifle, this uses a bolt to open and close the barrel to expend a spent shell casing and reload a new one. Firing and reloading are considered one action.

Semi-Auto: Much like the semi-auto pistol, the semi-automatic rifle is a reliable and very common type of firearm that has seen action in most world militaries.

Machine Gun: Modern militaries have called for greater firepower available to their soldiers, and thus the development of machine guns.

Sub: The submachine gun, or SMG, is a smaller variant of the light or heavy machine gun, and uses pistol ammunition. It can be fired with one hand without penalty.

Light: Designed for infantry support, the fully automatic light machine gun does not require a bipod like its larger variant but does require two hands to operate.

Heavy: The king of the open battlefield, a heavy machine gun is capable of mowing down rows of opponents. Its size and weight, however, make it impossible to use without a bipod.

Shotguns: A shotgun is similar to rifle, but the barrel is instead smoothbore (not rifled). It is designed to be fired using both hands with the stock rested firmly against the shoulder, and can be used with either buckshot or slugs. Buckshot has the advantage of hitting a target more easily while the slug does more damage.

Pump: A pump-action shotgun uses a handgrip that is pumped back and forth to expend shell casings and reload new ones.

Double-Barreled: This type of shotgun has two attached barrels with separate triggers that can be shot together or separately. The standard is a breech-loading gun meaning that it has to be opened and reloaded after the barrels have been unloaded.

Sawed-Off: Since a sawed-off shotgun has a shorter barrel, its range is substantially decreased to 5/10/20.

Laser Guns: The latest in future tech, the laser pistol fires a short sputter of laser beams. These beams cause severe burning as they shock a target. The weapon requires Aetherium pulse-cells, which are tiny metallic disks that slip into a compartment near the weapon's trigger.

Zapgun: An electrical weapon that fires a crackling burst of energy. This weapon requires Aetherium pulse-cells to operate.

FIREARM QUALITIES

Not all firearms are created equal - some do more damage, are able to penetrate more armor, can fire quicker, or hold more ammunition. These modifications are called Firearm Qualities. The table of firearms lists the Firearm Qualities inherent to each type of firearm.

In addition, individual modifications can be purchased or added to a specific firearm to create a unique device. Acquiring such modifications requires the expenditure of the listed cost on the Firearm Quality table and the services of a specialist.

Firearm Quality	Cost	Firearm Quality	Cost
3RB	\$200	Hollow-Point	\$500
AP	\$150 per AP	IAC	\$200
AP Ammo	\$50 per AP	Laser Sight	\$250
Advanced Polymer	\$175	Min Str	-\$150/Str die
Bipod	\$100	Scope	\$150
Breakdown	\$250	Silencer	\$200
Double Tap	\$200	Snapfire	-\$200
HW	\$500	Spread	-\$175
Hair Trigger	\$500	Subsonic	\$150

3RB: The weapon can fire 3 rounds with one pull of the trigger. This adds +2 to the Shooting and damage rolls at the cost of the extra shots.

AP: Abbreviation for armor piercing, the firearm's damage ignores the listed points of Armor. A weapon with an AP value of 4, for instance, ignores 4 points of Armor. Excess AP is simply lost.

AP Ammo: The ammunition for this firearm has been specially designed to penetrate even the thickest armor. The AP rating of the firearm increases by 1.

Advanced Polymer: The firearm is constructed of some advanced or space-age polymer, making it much lighter. Decrease the weight by half and if the weapon has a Min Str, reduce it by 1 die type.

Bipod or Tripod: Many machine guns use an integral or detachable bipod or tripod. Once deployed, these provide a more stable shooting position and help control recoil. It takes one action to deploy a bipod or tripod and set the weapon up. Once in position, the autofire penalty is reduced to -1.

Breakdown: The firearm can be broken down into four or five nondescript looking pieces. Assembling a firearm from this state requires a Smarts roll and a number of rounds based on the firearm type (2 rounds for pistols, 3 rounds for rifles and shotguns, and 4 rounds for machine guns). With a raise on the Smarts roll, the hero can assemble the firearm in one less round than normal.

Double Tap: The weapon can rapidly fire two rounds. Rather than rolling twice, add +1 to the Shooting and damage rolls (and it expends 2 shots).

Hair Trigger: The trigger for the firearm has been carefully designed to allow near automatic fire. Increase the RoF of the firearm by 1.

HW (Heavy Weapon): This heavy weapon can affect vehicles and other devices with Heavy Armor.

Hollow-Point Ammo: This weapon is equipped with ammo which rips apart flesh, but is less effective against hardened targets. It gets +1 damage against soft targets and -1 against hard targets as determined by the GM.

IAC (Increased Ammo Capacity): The firearm has been modified with a larger clip, chamber, or cylinder, allowing it hold twice the ammo.

Laser Sight: Normally attached beneath the barrel, a laser sight allows the shooter to accurately hit even the smallest target. Called shots penalties are reduced by 1.

Min Str: This is the minimum Strength required to use the weapon properly. A character with a lower Strength can use the weapon, but suffers a -1 penalty to his attack roll for every step of difference between his Strength and the minimum Strength required.

Scope: The firearm includes a powerful scope instead of the standard iron sight. If the shooter does not move in the round he fires, he adds +2 to his Shooting rolls at Medium Range or higher.

Silencer: The firearm has been equipped with a sound suppressor. Anyone within standard earshot range must make a Notice roll to detect the sound of the firearm being fired, with a -1 penalty for small caliber firearms and a +1 bonus for those of large caliber.

Snapfire: Certain weapons are very inaccurate if fired “from the hip” rather than using their iron sights. If the shooter moves in the action he fires, he suffers a -2 penalty to the Shooting roll.

Spread: Shotguns with buckshot ammo fire a spread of metal pellets, and so do more damage at closer range where there is less spread. Because of this increased chance of hitting a target, weapons with the Spread quality add +2 to their user’s Shooting rolls. However, the damage decreases based on the range - at Long range the weapon deals 1 die of damage, at Medium range it is 2 dice of damage, and at Short range damage is 3 dice.

Subsonic Ammo: This ammunition is baffled and goes below the speed of sound, quieting its use. Notice rolls to hear its discharge are at an additional -1 when paired with a silencer.

RANGED WEAPONS

Bolas: The weapon preferred by South American gauchos, a bola is a throwing weapon comprised of rounded weights attached to cords. The thrower swings the weapon like a lasso and releases, creating a momentum that ensnares the victim. On a raise to the Throwing roll, the weights also inflict an additional 1d4 damage.

Boomerang: A curved wooden weapon primarily used by Australian aborigines, the boomerang can also return to its user on a raise to the Throwing roll.

Chakram: A throwing weapon from India, chakram resemble metal rings with bladed edges. The weapon can be used in both melee and ranged combat. If hidden on the body, attempts to Notice it are at -2.

Flamethrower: Attackers using the flamethrower make a Shooting roll at +2. Targets may make an Agility roll equal to or greater than the attacker's Shooting roll to dodge out of the way. Targets that don't make the roll take the weapon's damage of 2d10 and then roll to determine if they catch fire.

Spear gun: The spear gun is a special weapon requiring a canister of compressed air that fires metal spears underwater. Each compressed air canister has enough air for 20 shots.

EXPLOSIVES

Model 24 Grenade "Potato Masher": Resembling the kitchen appliance of the same name, this German grenade requires the user to unscrew a cap at its base and pull a cord that ignites a timed fuse. The user then takes the handle and throws the grenade. Pulling the cord and throwing the grenade can be done in one action. Characters with military backgrounds or training may make a +2 to their Throwing rolls.

Nitro 8oz bottle: If the hero gets a critical failure on an Agility test while carrying nitro, it explodes.

No.36M Mills Bomb "Pineapple": A round grenade in the shape of a pineapple, this explosive device requires the user to pull a pin before throwing the grenade. Pulling the pin and throwing can be done in one action. Characters with military backgrounds or training may make a +2 to their Throwing rolls.

Petrol Bomb: Used in the Spanish Civil War, the petrol bomb is a container, bottle or jar filled with gasoline. A rag is halfway immersed in the container and half out. The user lights the rag and throws the petrol bomb, which explodes upon contact. In addition to suffering the listed damage, each target must make an Agility roll. Those failing the roll are on fire and suffer 1d10+2 damage.

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Min. Str.	Notes
Blowgun	4/8/16	2d4	1	\$4	1	1	-	Darts may contain poison
Bolas	6/12/24	Str+d4	1	\$2	2	1	-	Launched with a Throwing roll; See Notes
Boomerang	6/12/24	Str+d4	1	\$5	1	1	-	Launched with a Throwing roll, returns to sender on a raise; See Notes
Bow	12/24/48	2d6	1	\$15	3	1	d6	-
Chakram	6/12/24	Str+d6	1	\$15	1	1	-	Launched with a Throwing roll; See Notes
Crossbow	15/30/60	2d6	1	\$20	10	1	d8	AP 2, 1 action to reload
Flamethrower	Cone Template	2d10	1	Military	20	1	d8	Ignores Armor; See Notes
Flare gun	3/6/12	2d6	1	\$10	2	1	-	-
Slingshot	4/8/16	Str+d4	1	\$2	1	1	-	-
Spear gun	6/12/24	2d6	1	\$25	3	1	-	AP 1, May be used underwater; See Notes

FIREARMS

Type	Range	Damage	RoF	Cost	Wt	Shots	Qualities	Examples
Pistols								
Revolver, Small Caliber	12/24/48	2d6+1	1	\$30	4	6		Smith & Wesson K22 (.22)
Revolver, Medium Caliber	12/24/48	2d6+1	1	\$40	5	6	AP 1	Colt Detective (.38), Smith & Wesson Model 27 (.357), Mauser Zigzag (9mm)
Revolver, Large Caliber	12/24/48	2d8	1	\$60	6	6	AP 2	Colt Peacemaker (.45), Remington Army (.44) Webley Bulldog (.45)
Semi Auto, Small Caliber	12/24/48	2d6	1	\$40	3	17	AP 1, Double Tap	Luger (.22), Mauser C96 (7.63mm), Tokarev TT-33 (7.62x25mm)
Semi Auto, Medium Caliber	12/24/48	2d6+1	1	\$50	5	9	AP 1, Double Tap	Beretta 1934 (9mm), Colt Super (.38)
Semi Auto, Large Caliber	15/30/60	2d8	1	\$80	5	7	AP 2, Double Tap	Browning Hi-Power (.40), Colt M1911 (.45)

FIREARMS

Type	Range	Damage	RoF	Cost	Wt	Shots	Qualities	Examples
Rifles								
Bolt Action, Small Caliber	24/48/96	2d6+1	1	\$100	7	7	AP 1	Arisaka Type 44 (6.5mm)
Bolt Action, Medium Caliber	24/48/96	2d6+1	1	\$125	8	7	AP 2	Browning M1918 (.30), Lee-Enfield SMLE MkIII (.303), Springfield M1903 (.30-03)
Bolt Action, Large Caliber	24/48/96	2d10	1	\$150	9	7	AP 2	H&H Double Express (.600), Lebel Model 1886 (8mm)
Semi Auto, Small Caliber	30/60/120	2d8	1	\$125	10	8	AP 2, Double Tap	Browning M1911
Semi Auto, Medium Caliber	30/60/120	2d8	1	\$175	15	8	AP 3, Double Tap, Min Str d6	M1918 Browning Automatic Rifle (.30-06), Remington Model 8 (.32), M1 Garand (.30-06)
Semi Auto, Large Caliber	50/100/200	2d10	1	\$200	25	8	AP4, Double Tap, HW, Min Str d8	Winchester Model 1910 (.401)
Sniper, Small Caliber	100/200/400	2d8	1	\$120	10	5	AP 2, Min Str d6, Snapfire	MAS 1936 (7.5mm)
Sniper, Medium Caliber	75/150/300	2d8	1	\$145	12	5	AP 3, Min Str d6, Snapfire	Karabiner 98k (7.92mm), Mosin-Nagant M91/30 (7.92x57mm), Savage M99 (.303)
Sniper, Large Caliber	50/100/200	2d10	1	\$200	14	5	AP 4, Min Str d8, Snapfire	Sharps Big 50 (.50)

Type	Range	Damage	RoF	Cost	Wt	Shots	Qualities	Examples
Machine Guns								
Sub, Small Caliber	12/24/48	2d6	3	\$100	9	30	AP 1	Mauser M32 (7.62mm)
Sub, Medium Caliber	12/24/48	2d6+1	3	\$130	11	40	AP 1	Bergmann MP35 (9x19mm), Beretta M1918 (9mm), Star Si35 (9x23m)
Sub, Large Caliber	12/24/48	2d8	3	\$150	13	50	AP 2	Thompson M1928 (.45) - aka 'Tommy gun
Light, Small Caliber	30/60/120	2d8	3	Mil	20	100	AP 2, Min Str d6, Snapfire	Madsen (7x57mm)
Light, Medium Caliber	30/60/120	2d8+1	3	Mil	25	200	AP 2, Min Str d8, Snapfire	Hotchkiss Mk I (.303), MG 34 (7.92mm)
Light, Large Caliber	30/60/120	2d10	3	Mil	30	250	AP 2, Min Str d8, Snapfire	Hotchkiss M1914 (8mm), Chauchat (8x50mm)
Heavy, Small Caliber	50/100/200	2d8	4	Mil	35	250	AP 2, Bipod	Maxim M/32-33 (7.62mm)
Heavy, Medium Caliber	50/100/200	2d10	4	Mil	50	250	AP 3, Bipod	MG 08 (8x57)
Heavy, Large Caliber	50/100/200	2d10	4	Mil	65	250	AP 4, HW, Bipod, Tripod	M2 Browning (.50), Vickers .50 (.50)

Type	Range	Damage	RoF	Cost	Wt	Shots	Qualities	Examples
Shotguns								
Pump, Small Caliber Buckshot	12/24/48	1-3 d6	1	\$30	8	6	Spread	16 gauge
Pump, Small Caliber Slug	12/24/48	2d8	1	\$30	8	6		16 gauge
Pump, Medium Caliber Buckshot	12/24/48	1-3 d6+1	1	\$40	9	6	Spread	14 gauge
Pump, Medium Caliber Slug	12/24/48	2d10	1	\$40	9	6		14 gauge
Pump, Large Caliber Buckshot	12/24/48	1-3 d8	1	\$50	10	6	AP 2, Spread	12 gauge
Pump, Large Caliber Slug	12/24/48	2d10	1	\$50	10	6	AP 2	12 gauge
Double Barrel, Small Caliber Buckshot	12/24/48	1-3 d6	1-2	\$40	8	2	Spread	16 gauge
Double Barrel, Small Caliber Slug	12/24/48	2d8	1-2	\$40	8	2		16 gauge
Double Barrel, Medium Caliber Buckshot	12/24/48	1-3 d6+1	1-2	\$60	10	2	Spread	14 gauge
Double Barrel, Medium Caliber Slug	12/24/48	2d10	1-2	\$60	10	2		14 gauge
Double Barrel, Large Caliber Buckshot	12/24/48	1-3 d8	1-2	\$80	12	2	AP 2, Spread	12 gauge
Double Barrel, Large Caliber Slug	12/24/48	2d10	1-2	\$80	12	2	AP 2	12 gauge
Energy Weapons								
Laser Gun	12/24/48	2d6+1	3	\$500	5	12	AP 1	
Laser Gun, Large	10/20/40	2d8+1	3	\$800	15	12	AP 2, Min Str d6	
Zapgun	12/24/48	2d8	1	\$400	5	8	AP 1	

AMMUNITION

Type	Qty	Weight	Cost	Notes
Arrow/Quarrel	5	1/5	\$1/5	For bow/crossbow
Blow dart	20	1/20	\$1/20	For blowgun
Bullets, Small Caliber	50	3/50	\$2/50	-
Bullets, Medium Caliber	50	5/50	\$4/50	-
Bullets, Large Caliber	50	8/50	\$8/50	-
Flare	5	1/5	\$2/5	For flare gun
Aetherium pulse-cells	20	1/20	\$20/20	For laser gun and zapgun
Spear	1	1/1	\$2/1	For spear gun

ARMOR

Type	Armor	Weight	Cost	Notes
Bulletproof vest	+2/+4	10	\$35	Covers torso only; negates up to AP 4; +4 protection from bullets
Leather jacket	+1	3	\$12	Covers torso and arms
Motorcycle helmet	+1	2	\$5	50% chance of protecting against a head shot
Steel pot helmet	+1	3	\$3	50% chance of protecting against a head shot

TYPICAL COSTS OF LIVING

Apartments

Type	Cost	Notes
Cheap	\$20/month	One room with communal kitchen and bath
Average	\$35/month	Separate bedroom with sitting room and eat-in kitchen
Quality	\$50+/month	Multiple specific-use rooms

Hotels

Type	Cost	Notes
Flophouse	\$0.25/night	Single cot in large room with multiple tenants
Average	\$1/night	Private room with communal kitchen and bath
Quality	\$5+/night	Private room and bath

Houses

Type	Cost	Notes
Average	\$100/room per year	Row housing
Quality	\$250/room per year	Free-standing structure on a quarter-acre lot
Luxurious	\$500/room per year	Free-standing structure on one or more acres of private land

In addition to having a place to sleep, there are additional costs of living (food, clothing, toiletries, etc.).

LIFESTYLE

Social Class	Monthly Cost of Upkeep
Bowery bum	\$10
Average Joe	\$25
Hi-falutin'	\$50
Ritzy	\$100

FOOD & DRINK

In the United States, Prohibition is still the law of the land. It is illegal to manufacture, transport, or purchase (although not to possess or drink) alcoholic beverages. In other countries, alcohol is usually cheaper. In the United States, alcohol may normally only be had in the form of moonshine or bought at highly inflated prices at the numerous speakeasies that may be found within most major cities.

Item	Cost	Wt.	Notes
Beer, draft	\$0.25	-	-
Beer, bottle	\$0.75	-	-
Liquor, bottle	\$10	-	-
Liquor, glass	\$1	-	-
Liquor, shot	\$0.75	-	-
Meal, lousy	\$0.25	-	-
Meal, average	\$1.00	-	-
Meal, top-notch	\$5.00	-	-
Moonshine	\$8.00	1	Gallon
Soda Pop	\$0.05	-	Bottle
Trail Rations	\$5.00	3	5 meals
Wine, glass	\$0.75+	-	-
Wine, bottle	\$2+	-	-

ENTERTAINMENT & RELAXATION

Item	Cost	Wt.	Notes
Broadway ticket	\$1+	-	-
Chewing gum	\$0.05	-	1 Pack
Cigarettes	\$0.15	-	1 Pack
Cigar	\$0.75	-	Single
Cigar, Box	\$3.00	-	Box of 10
Movie ticket	\$.10	-	-
Newspaper	\$0.10	-	-
Playing cards	\$0.35		-
Portable phonograph	\$10	3	-
Public bath	\$1	-	-
Pulp fiction magazine	\$.10	-	-
Record	\$0.25	1/4	-
Shave and haircut	\$0.75	-	
Speakeasy ticket	\$3+	-	-
Tobacco plug	\$0.75	-	-

ANIMALS & SUPPLIES

Animal	Cost	Notes
Camel	\$50	-
Dog	\$20	-
Elephant	\$200	-
Horse, riding	\$50	-
Horse, heavy	\$100	-
Mule	\$30	-
Saddle & tack	\$10	-
Saddlebags	\$7	80 lb capacity

TRANSPORTATION

Following are a broad cross-section of vehicles commonly found on the highways and in the skyways of *Ravaged Earth*. Vehicular weapons use the same guidelines as personal firearms and refer to the same table with the exceptions that all vehicle weapons listed here are considered Heavy Weapons and the bipod Firearm Quality is ignored.

AIRCRAFT

Aero-Car

A personal flying craft resembling a small aeroplane, but with retractable propellers on the top of the wings providing hovering and vertical landing like an autogyro. The Aero-Car has a Cavorite frame and is lighter than traditional aircraft, and its air-cooled Aetheric Zephyr engine allows it to attain speeds of 50 miles per hour.

Acc/Top Speed: 15/40; **Climb:** -1

Toughness: 10 (2); **Crew:** 1-2; **Cost:** \$2,000

Weapons: None

Notes: The Aero-Car comes equipped with an ejection chair and parachute, activated at the push of a button.

Arado Ar68

The Germans began using this biplane in 1935; it has a ceiling of around 27,000 feet and a range of nearly 400 miles. These stats may be used for any high-end biplane fighter.

Acc/Top Speed: 20/100; **Climb:** 0

Toughness: 12 (2); **Crew:** 1; **Cost:** Military

Weapons: Twin 7.92mm MG17s (Fixed/Forward, medium caliber heavy machinegun)

Autogyro

A prototype of a modern helicopter, the autogyro uses unpowered rotor blades for lift, but a propeller pulls the craft forward. It has a ceiling of about 1000 feet and a range of 150 miles.

Acc/Top Speed: 20/50; **Climb:** -1

Toughness: 11 (2); **Crew:** 2; **Cost:** \$10,000

Weapons: None, but can be fitted with one rotating machinegun (180° front/side firing).

Notes: 2 engines (if rotor blades are hit, roll on **Altitude Change Table** at the start of each round; if propeller is hit, autogyro can only hover or lose altitude).

Bel Geddes Airliner No. 4

Norman Bel Geddes designed this streamlined, nine-deck amphibian aircraft complete with passenger's cabins, a gymnasium, restaurant, dining room, doctor's office, shops, foyers and crew's quarters. The ultimate flying vessel rivals the largest airships in opulence and amenities. The Bel Geddes Airliner No. 4 is an enormous flying wing, with 20 engines and a Cavorite outer covering to give it lift.

Acc/Top Speed: 20/75; **Climb:** 0

Toughness: 22 (2); **Crew:** 40+600 passengers; **Cost:** \$700,000

Weapons: None

Notes: Despite its massive size, the aircraft can both take off and land in water. The craft's wingspan stretches 525 feet, making it one of the largest aeroplanes in the world.

Boeing Model 314 Clipper

Commonly called the "flying boat" because of its ability to both take off and land on water, the Clipper is the largest commercial aircraft currently available. It has a ceiling of nearly 20,000 feet and a range of over 5000 miles. These stats may be used for any large commercial transport plane capable of landing and taking off from either land or water.

Acc/Top Speed: 18/85; **Climb:** 1

Toughness: 20 (2); **Crew:** 4+50 passengers; **Cost:** \$60,000

Weapons: None, but may be outfitted with a single machinegun on either side.

Curtiss F9C-2 Sparrowhawk

Developed specifically for the Navy's Airship Program, this biplane features a hook device on its top wing which allows it to be launched and recovered from a military airship. This plane has a ceiling of nearly 10,000 feet and a range of around 300 miles.

Acc/Top Speed: 12/36; **Climb:** 1

Toughness: 10 (1); **Crew:** 1+1; **Cost:** Military

Weapons: Twin Lewis machineguns (Fixed Forward, small caliber heavy machinegun) and one rotating machinegun (180° rear/side firing, small caliber heavy machinegun).

Curtiss JN-4D "Jenny"

Typical biplane of the Great War, this plane has a ceiling of nearly 10,000 feet and a range of 225 miles. These stats (plus added weapons) may be used for any older biplane fighter.

Acc/Top Speed: 10/35; **Climb:** 1

Toughness: 10 (1); **Crew:** 1+1; **Cost:** Military or \$500 (secondary market);

Weapons: None, but can be fitted with twin .303 Vickers (Fixed Forward, medium caliber heavy machinegun).

Douglas DC-3

Popular with airline services, the DC3 has a ceiling of nearly 24,000 feet and a range of 2000 miles. These stats may be used for any small commercial transport plane.

Acc/Top Speed: 20/80; **Climb:** 1

Toughness: 15 (2); **Crew:** 3+15 (sleeper) or 20 (daytime); **Cost:** \$35,000

Weapons: None

GeeBee Model Z

This small aeroplane is popular with stunt pilots and daredevils because of its high speed and maneuverability. Maximum altitude is around 12,000 feet with a range of 100 miles. These stats may be used for any small fast aircraft.

Acc/Top Speed: 28/120; **Climb:** 2

Toughness: 10 (2); **Crew:** 1; **Cost:** \$25,000

Weapons: None

Johnston-Reynolds Floating Hotel

Known stateside as the Johnston-Reynolds Hotel, the line originated as the Air Wolf Zeppelin Tours in Germania where they are still quite popular. The ultimate in airship luxury, it is the state of the art in zeppelin design. The airship caters to the rich and famous who wish to travel in style within the airships twelve luxury suites. With enough space for 24 paying passengers, the Floating Hotel contains a lounge, library, smoking room, and dining room. Armaments are discretely disguised among ornamentations and decorations, but are a necessity to protect against air phantoms and sky pirates.

Acc/Top Speed: 10/35; **Climb:** -2

Toughness: 14 (2); **Crew:** 10 (not counting service personnel); **Cost:** \$120,000

Weapons: 2 machineguns (180° firing arc, small caliber heavy machinegun), one along either side, 1 machinegun (180° front, small caliber heavy machinegun), 1 machinegun (180° rear, small caliber heavy machinegun). Also carries one fighter aircraft (use F9C-2 Sparrowhawk stats) that is launched and recovered via hook apparatus.

Notes: Zeppelins cannot stall; zeppelins can't make turns of greater than 90 degrees in a single round; critical hits affect only gondola.

Lockheed Model 10 Electra

This all-metal monoplane dates from 1934 and is equipped with a retractable undercarriage and a sophisticated gyrocompass for night flying. It has a ceiling of 29,000 feet and a range of over 1000 miles. Smugglers and rumrunners love this plane.

Acc/Top Speed: 25/105; **Climb:** 1

Toughness: 12 (2); **Crew:** 2+4; **Cost:** \$35,000

Weapons: None

Sopwith Camel

It has a ceiling of about 20,000 feet and a 300 mile range. Use these stats for typical biplanes of the day.

Acc/Top Speed: 15/46; **Climb:** 1

Toughness: 11 (2); **Crew:** 1+1; **Cost:** Military

Weapons: Twin .303 Vickers machine guns (Fixed/Forward, medium caliber heavy machinegun)

AUTOMOBILES & TRUCKS

Bucket o' Bolts

This is your basic old, beat-up automobile (usually a Ford Model T or Model A).

Acc/Top Speed: 5/20; **Toughness:** 8 (2)

Crew: 1+1 or 1+3; **Cost:** \$200 (prior to 1930) or \$100 or less depending on condition (after 1930)

Notes: Roll a d6 at the start of each game week. On a result of 5+ your vehicle suffers a mechanical breakdown. Repairs require 2d6 days (unless parts are readily available or able to be salvaged) and cost \$5d6.

Coupe

This is your standard, relatively inexpensive automobile. Use these stats to represent any mid-priced automobiles such as the Essex Terraplane, the Ford or Chevrolet coupe, the Buick Century, or the Hudson 8 Coupe.

Acc/Top Speed: 7/28; **Toughness:** 10 (3)

Crew: 1+2 or 1+3 (with rumble seat); **Cost:** \$350

Dymaxion

A three-wheeled, aerodynamic, teardrop-shaped car branded as the vehicle of the future. Designed by engineer Buckminster Fuller, the 20-foot long Dymaxion can seat up to 11 passengers and runs on a rear-mounted Aetherio-8 engine.

Acc/Top Speed: 10/40; **Toughness:** 10 (3)

Crew: up to 1+10; **Cost:** \$15,000

Limousine

A good choice if you've got money to blow and a driver to shuttle you around. Style, comfort, and luxury are the hallmarks of this car. Many have amenities like a wet bar, a driver intercom, and two rear bench seats facing one another. The Cadillac Fleetwood, Cadillac V-16, and the Chrysler Airflow are representative of this class.

Acc/Top Speed: 8/32; **Toughness:** 12 (3)

Crew: up to 1+5 (varies by model); **Cost:** \$10,000+

McQuay-Norris Streamliner

A four-wheeled, teardrop-shaped car with bubble Plexiglas windows and a futuristic appearance, the McQuay-Norris Streamliner offers creature comforts and elegance with cutting-edge technology. Due to its aerodynamic streamlined design and rear-mounted engine, the vehicle can accelerate rapidly.

Acc/Top Speed: 10/40; **Toughness:** 12 (3)

Crew: up to 1+2; **Cost:** \$8,000

Phaeton

This one is a favorite of dignitaries and movie stars. Use these stats to represent any fancy high-end vehicle the rich and the famous would be seen driving about in. Examples include the Mercedes Benz SS, the Duesenberg SJ, the Pierce Silver Arrow, and the Rolls Royce Phantom.

Acc/Top Speed: 10/48; **Toughness:** 12 (3)

Crew: up to 1+4 (varies by model); **Cost:** \$15,000+

Roadster

Nothing screams “rich young playboy” like one of these. The perfect vehicle for taking your date for a speedy drive. Use these stats to represent any small, high-performance car such as the Stutz Bearcat, Alpha Romeo Tipo 8C, and the Cord 810 “Blown”.

Acc/Top Speed: 13/52; **Toughness:** 10 (2)

Crew: 1+1 or 1+2 (with rumble seat); **Cost:** \$5000+

Sedan

The sedan is the preferred vehicle of gangsters and gunmen because of its ability to outrun most other vehicles. Besides, what’s cooler than spraying the coppers with your Tommy gun while riding on the running boards at high speed? Use these stats to represent any large, fast car like the Lincoln Zephyr, the Lincoln KB (V12), and the Studebaker President 8.

Acc/Top Speed: 10/40; **Toughness:** 10 (2)

Crew: 1+3 or 1+4 (with rumble seat); **Cost:** \$800+

Truck

Delivery vans are a common sight on the city streets. Six-wheel designs are the most prevalent and nearly all cargo-haulers have a capacity of at least 3 tons, but rarely more than 6 tons. The Ford Model A pickup, the Ford Model 830 pickup, and the Ford Model T utility truck are all commonly seen on the roads of *Ravaged Earth*.

Acc/Top Speed: 5/20; **Toughness:** 11 (3)

Crew: 1+3; **Cost:** \$600+

Notes: When fully-loaded, the vehicle’s Top Speed is reduced to 30 mph (3/12).

MILITARY VEHICLES

Scout Car

A wheeled, lightly armored vehicle designed for patrols and escort duties away from the frontlines.

Acc/Top Speed: 10/20; **Toughness:** 12 (4)

Crew: 2; **Cost:** Military

Weapons: M2 Browning .50 (large caliber heavy machinegun), pintle-mounted.

Light Tank

These stats can be used to represent the typical light tanks of the period, such as the Renault R35, the Panzerkampfwagen II, and the T-26B.

Acc/Top Speed: 4/12; **Toughness:** 16/12/12 (8/6/6)

Crew: 2-3; **Cost:** Military

Weapons: Varies, 20–37mm main gun with 1-2 light machineguns.

Medium Tank

These stats can be used to represent the typical medium tanks of the period, such as the Vickers MkII and the T-28.

Acc/Top Speed: 2/10; **Toughness:** 20/16/16 (10/8/8)

Crew: 3-4; **Cost:** Military

Weapons: Varies, 37–76mm main gun with 1-2 medium machineguns.

Heavy Tank

These stats can be used to represent the typical medium tanks of the period, such as the MkVIII “Liberty” and the T-35.

Acc/Top Speed: 1/8; **Toughness:** 24/16/16 (12/8/8)

Crew: 3-5; **Cost:** Military

Weapons: Varies, 76mm main gun, 20-37mm secondary gun, with 2-4 medium/heavy machineguns.

MOTORCYCLES

Fast Motorcycle

This vehicle is the latest in motorcycle technology, with sleek design and air-cooled, V-twin engine. Use these stats for the latest in single-passenger “speedster” bikes like the Harley-Davidson Model EL (“Knucklehead”), Triumph Speed Twin, or Crocker Big Tank.

Acc/Top Speed: 13/40; **Toughness:** 8 (2)

Crew: 1; **Cost:** \$450

Touring Motorcycle

Although the prototype for this class is a big red motorcycle with a side valve, 42-degree V-twin engine and a sidecar that holds one passenger (plus a storage compartment), you can use these stats for your standard “big” motorcycles (including those used by the military) such as the Indian Big Chief and the Harley Davidson 45.

Acc/Top Speed: 9/28; **Toughness:** 8 (2)

Crew: 1 + 1; **Cost:** \$300

ALTERNATIVE MEANS OF TRAVEL

Dog Sled

A team of ten dogs pulls this sled through snow and ice. The dogs aren't included in the cost.

Acc/Top Speed: 3/6; **Toughness:** 3

Crew: 1; **Cost:** \$15

Rickshaw

Human-pulled rickshaws are mainly used in the Orient. The owner must furnish a driver.

Acc/Top Speed: 3/8; **Toughness:** 5

Crew: 1+2; **Cost:** \$25

Rocket Pack

The rocket pack weighs 20 pounds, and allows the user to travel at speeds of over 100 miles per hour. With a ceiling of about 500 feet and unlimited range, it is an efficient means of transportation. Each hour of continuous usage requires a successful Vigor roll or the operator suffers a level of Fatigue. The device is controlled using the operator's Piloting skill while performing any maneuvers other than level flight.

A rocket pack can carry up to 50 pounds (exclusive of the operator's own weight) without affecting its performance. In a pinch, up to 200 pounds may be carried; however, doing so halves the device's normal speed, acceleration, and climb. Carrying extra weight also imposes a -2 penalty on the operator's Piloting rolls when attempting anything other than normal level flight. When the pack is damaged, the operator must make a Piloting roll to land safely. Failing that, the pilot may spend a benny to crash land without serious injury (normal falling damage), though this results in the total destruction of the pack.

Acc/Top Speed: 12/48 (120 mph); **Cost:** Mil

WATERCRAFT

Airboat

Airboats are flat-bottomed boats powered by aeroplane propellers and steered using a stick throttle.

Acc/Top Speed: 8/24; **Toughness:** 8 (2)

Crew: 1+3; **Cost:** \$500

Canoe, Raft, or Rowboat

Basic one-to-two person small craft powered by paddling.

Acc/Top Speed: 1/2; **Toughness:** 8

Crew: 1+3; **Cost:** \$25+

Junk

Used in rivers and waters in and around the Orient. These stats can be used to represent any small sail-powered vessel.

Acc/Top Speed: 2/4; **Toughness:** 8 (1)

Crew: 1+4; **Cost:** \$250

Luxury Yacht

Pleasure boats of the wealthy have a few ornately-appointed rooms and a full crew.

Acc/Top Speed: 4/12; **Toughness:** 12 (2)

Crew: 1+10; **Cost:** \$60,000+

Riverboat

Steam-powered and full of energy, these are the workhorses of the most dangerous waterways the world over.

Acc/Top Speed: 2/10; **Toughness:** 10 (2)

Crew: 1+5; **Cost:** \$450

Speedboat

This is the preferred method of transportation for thrill-seekers and rumrunners.

Acc/Top Speed: 12/36; **Toughness:** 10 (2)

Crew: 1+3; **Cost:** \$2000

Submarine

An enclosed watercraft able to navigate great depths underwater, a submarine is chiefly used for scouting enemy ships.

Acc/Top Speed: 5/20 (5/10 submerged); **Toughness:** 15 (4)

Crew: 5+20; **Cost:** Military

Weapons: Deck Gun (2d10), Torpedo (3d10)

Notes: Heavy Armor



SETTING RULES

In *Ravaged Earth*, all player characters are Ravaged. As explained earlier under character creation, somehow or other, Aetherium has altered them and their destiny, separating them from the rest of humanity. This could be something as simple as the fact they are a Wild Card and Aetherium has altered their luck or affected their physical constitution. The setting rules, for the most part, deal with these changes.

MODIFIED RULES

The Ravaged are part and apart from humanity. The following mechanics represent how they are anything but ordinary.

Bumps and Bruises

With a successful Vigor roll, Fatigue levels sustained from bumps and bruises are automatically removed at the end of the encounter in which they were sustained. If this roll is failed, they are recovered in the normal fashion (i.e., 24 hours from the time they were initially sustained).

Edge Requirements

Wild Cards ignore all Rank requirements for Edges and powers. They must still meet all other listed requirements. The Edges presented earlier list a Rank requirement for reference and comparison only. Powers are described in further detail below.

The Injury Table

Permanent injuries inflicted on Wild Cards last only until the end of the session unless the hero gets a result of snake eyes on his Vigor roll. In such cases, the injury truly is permanent!

Natural Healing

Wild Cards may make a natural healing roll at the start of each game day.

Unarmed Defenders

Wild Cards do not suffer the Unarmed Defender penalty.

ARCANE BACKGROUNDS

The four Arcane Backgrounds in *Ravaged Earth* (Inventor, Mystic, Psionicist and Superhuman) are used in lieu of the ones found in the *Savage Worlds* core rulebook.

EXTENDED TRAIT CHECKS

Situations often arise when the GM wants a bit more structure on how to handle events taking place over a period of time. He may simply hand-wave the event or offer a flat modifier to the skill roll. Although this is acceptable and practical in most situations, some may feel more comfortable with mechanics to aid in the decision making process.

An ETC is comprised of three parts:

Difficulty Modifier: How Hard is the Task?

These modifiers stack with any others the character may have (such as being unskilled, etc.), but should be a composite of all other variables (environmental and so on). The table can be extended to even more extreme difficulties as desired.

DIFFICULTY	MODIFIER
Trivial	No roll
Simple	+2
Easy	+1
Basic	0
Tricky	-1
Hard	-2
Very Hard	-3
Impossible	-4

Depth: How Many Successes are Needed?

Depth represents how many successes are needed to accomplish something. Obviously, if no roll is involved, this is irrelevant. By default, anything requiring a roll has a depth of one.

DEPTH	SUCCESSSES REQUIRED
Basic	1
Intermediate	2
Advanced	3
Complex	4

Duration: How Long Does Each Trait Check Take?

Completing an ETC is done like any other Trait check in *Savage Worlds* — the requisite attribute or skill die is rolled, and modifiers are factored into the equation. Each attempted roll denotes one unit of duration. More than one success can be earned by a single roll. A one on the skill die (regardless of Wild Die) indicates the loss of all accumulated successes. A critical failure indicates bad consequences (to be determined by the GM). A normal failure indicates the passing of one unit of time with no change in progress.

DURATION

1 round

5 rounds

1 minute

10 minutes

1 hour

12 hours

1 day

1 week

1 month

6 months

Structure

The format for presenting extending checks is as follows: Trait (difficulty/depth/duration).

This integrates into existing materials where a standard roll could be written out in long form as Trait (0/1/1 round) — the action takes one round to attempt with no penalty. Something more complex might be written as Repair (-1/2/1 hour).

Consequences

The only time to use Extended Trait Checks is when time matters. Frequently, this is not the case, but in any situation where time is a factor or consequences for failure exist along the way, ETCs increase the dramatic tension.

Accomplishing Something

Here is an example of how this can be used in game:

A group of heroes are searching for a lost temple in the jungle, and know they're in the right area. However, finding it is going to be tricky, and dangerous native warriors are also in the area, searching for the group. The GM decides to use Notice (-2/3/1 hour) for the group's guide to locate the jungle temple, and each five hour interval the natives catch up to them.

Muwanga (Notice d8) leads the group and makes his first roll at -2 for the first hour. He rolls snake eyes, gets a critical failure, and stumbles right into the group of native warriors. A deadly combat ensues!

After dealing with the natives, Muwanga picks up the trail again and sets out. He needs to get three successes in four hours (since the first hour was spent with the snake eyes) or they run into another group of warriors. Hour 1: he achieves one success. Hour 2: a one on the skill die – all accumulated successes are lost. Hour 3: he gets two successes. Hour 4: he achieves the final success and the lost temple is finally located.

Putting it All Together

These rules provide a clear-cut way for the GM to manage Extended Trait Checks. Simply ask yourself the three questions at the beginning of this section, and list each with a consequence at the end of the time frame. The GM should prepare ETCs ahead of time until familiar with the system, and then use them on the fly as circumstances dictate.

Let's review another scenario through this lens:

The heroes have discovered a ruined Martian flying saucer left over from the Red War of 1898 in the laboratory of a mad scientist. Unfortunately, the same electronic ping that brought the heroes to the hidden island in the Pacific Ocean is bringing a war band of Kor-Ghuth Martians loaded for war. The heroes decide to try and repair the vehicle so they can use it to escape and the GM determines the Martians arrive in three hours, at which point combat will ensue.

The laboratory has a large number of scavenged parts from various Aetherium-based technologies, though nothing is in perfect working order, so the GM sets the difficulty of the Repair ETC to hard (-2 modifier). He also decides it is an intermediate task: going through the scattered remnants of Martian tech, scavenging Aetherium and repairing the flying saucer is no easy feat, but the previous tenant did some work already (2 successes needed). The roll is presented as (-2/2/1 hour).

Hour 1: One success. A suitable piece of Aetherium is found in the laboratory and the lead hero has managed to install it into the saucer.

Hour 2: Critical failure. The Aetherium turned out to be unstable, and burns out when the saucer is turned on.

Hour 3: The buzz of the Kor-Ghuth war drones in the air is getting louder. A success and two raises are rolled. The mechanic scrambles to replace some parts based on a dismantled saucer and lucks out — the Aetherium power supply whirs to life in the new chassis! The two successes were what he needed to make the roll. Had this roll been made initially, he would've been long gone (having discovered the parts and completed the repairs in his first effort).

Total time spent at the island laboratory: 3 hours.

Remember: ETCs should serve as an adjunct to the existing system, and not overpower it. (And NEVER tell the players how many successes are needed, just ask them if they want to keep going.)

FORTUNE FAVORS THE BOLD

Sometimes fate reaps bountiful rewards upon heroes who take great risks. Characters making rolls on any task with a penalty of -2 or greater earn a benny if they're successful. This rule can be used once per game session.

INHUMANLY TOUGH

The Ravaged rarely die. They may be beaten down only to rise again despite all odds. Heroes who would otherwise die by the standard *Savage Worlds* rules are Incapacitated instead. The condition typically lasts for 1d6 days at which point the hero can return to action. Any wounds suffered are healed.

This doesn't mean a character cannot die. Some villains and vigilantes go out of their way to dispatch their enemies, earning an ominous reputation. However, self-sacrifice is also a grand pulp tradition *Ravaged Earth* honors. As such, some deaths are real and resonate in the Hall of Heroes.

PERFECT TOOL FOR THE JOB

Wild Cards need a little something to get them out of sticky predicaments. Once per session, they may spend a benny and declare they have the "perfect tool for the job," even if it's not listed on their inventory. This includes any mundane weapon (with accompanying ammo, as appropriate) subject to the GM's approval.

PLOT COMPLICATIONS

Sometimes things don't always go as planned. The heroes can reluctantly allow a villain to escape or enable a mastermind's vile plans to come to fruition. For times like these, when the chips are down, the heroes deserve a break. The GM should feel free to give bennies to the heroes to help them succeed in their goals and move the story along.

SECOND WIND

Wild Cards are mutated by the alien metal, Aetherium, and are extremely robust. As such, they may spend one benny as a free action to remove one wound per scene.

POWERS

Existing Powers

Each Arcane Background has a list of powers available to it. You may work out the possibility of access to excluded powers with the GM's permission.

A Few Notes...

When "Attribute" is listed within a power's description, assume it to mean the attribute that is linked to the hero's arcane skill. An opposed roll always pits the caster's arcane skill total against some other Trait. This is annotated as "opposed (Trait)"; e.g., opposed (Smarts). If a Trait other than the arcane skill is used, it will be annotated as "opposed (Trait vs. Trait)"; e.g., opposed (Smarts vs. Spirit), with the caster's Trait listed first.

Power Points

Powers do NOT require or use Power Points. They are not spent to maintain or activate powers. Instead, the character simply makes his arcane skill roll, suffering a -1 penalty for each power he is currently sustaining.

Arcane Skills

Arcane skills are the ability to focus and direct arcane powers, depending on its type. When a power is activated, it may remain active until the character drops it, the conclusion of the scene, or until dispelled or disrupted. All powers which are not instantaneous require maintenance *as soon as they are activated*, making the activation of additional powers more difficult, but not impossible.

Because *Ravaged Earth* heroes ignore Rank requirements for powers, they can choose any power available to their Arcane Background. However, advanced powers are more difficult for an inexperienced arcane user to activate, and thus the user suffers a -1 penalty to their arcane skill roll to activate the power for each Rank difference between their character's Rank and the minimum Rank of the power. For instance, a Novice hero with Arcane Background (Mystic) can take *fly* as one of their powers, but since the minimum Rank for *fly* is Veteran, that hero suffers a -2 penalty to their arcane skill roll when activating that power (due to the two Rank difference between Novice and Veteran Ranks). This difference can never result in a bonus (i.e., a character does not gain a bonus for activating a power of lower power Rank than their current character Rank).

Backlash

Powers can be both taxing and dangerous to use, and the effects of bad rolls are listed under the mechanics section of each Arcane Background.

Disrupting Powers

Sustained powers may be disrupted if the character is damaged. He makes an opposed arcane skill roll against the amount of damage taken. If he succeeds, all active powers are fine. Should he fail, his concentration is broken and all active powers fail immediately after the attack is resolved.

A character who is simply Shaken or who suffers a Fatigue level, on the other hand, must make a Smarts roll to maintain all his powers. Powers shut down automatically if the caster sleeps or is rendered unconscious.

Maintaining Powers

All powers with Duration greater than instant may be maintained, but maintenance begins immediately. Normal durations of powers listed in the *Savage Worlds* core rulebook (and other sources) are ignored. It's only important to know their Rank and whether they are instantaneous or not. Sustained powers incur a -1 penalty to future arcane skill rolls, but a character may drop any sustained power as a free action.

Example: Roger has cast *armor* on himself and another ally, and wishes to cast *bolt I* at a fleeing villain. He does so at -2 (-1 for each active spell). He can either cast his *bolt I* at -2 to the roll (for the two sustained powers) or cross his fingers, drop *armor* on himself or his ally and be at -1, or drop both sustained powers and cast *bolt I* with no penalties whatsoever.

Powers with Multiple Effect Levels

Although Power Points are not in use, characters may still attempt to use increased effects of powers (such as *growth/shrink*) at a -1 penalty per enhancement. For example, should a novice hero wish to grow three levels, it would be at a -1 (for the Rank difference) and an additional -2 for the two additional size categories beyond the first for a net -3 penalty.

Changes to Powers

Blast and *bolt* are no longer treated as single powers, but are instead broken down into discrete iterations, each with varying degrees of strength. These powers must be purchased individually, hence a hero knowing *blast II* cannot cast *blast I* unless he possesses it as well.

Blast I

Rank: Seasoned

Effect: 2d6 Medium Burst Template

Blast II

Rank: Veteran

Effect: 2d6 Large Burst Template or 3d6 Medium Burst Template

Blast III

Rank: Heroic

Effect: 3d6 Large Burst Template

Bolt I

Rank: Novice

Effect: One 2d6 *bolt*

Bolt II

Rank: Seasoned

Effect: One 3d6 *bolt* or two 2d6 *bolts*

Bolt III

Rank: Veteran

Effect: One 3d6 *bolt* or three 2d6 *bolts*

USING OLD SKILLS IN NEW WAYS

Intimidation As Interrogation

Want to pull the facts out of someone? Then Intimidation is key. The character simply makes an opposed roll against his opponent's Spirit. Since he has to capture a target to even initiate an interrogation, he should start off with a situational modifier of +2 (with other adjustments as the GM sees fit). With a success, the character is able to obtain some minor piece of information, maybe more if the opponent realizes the information could be gained from multiple sources or if the person interrogated is more afraid of what the character can do to them than their boss. With a raise, the character is able to either obtain a major piece of information, if the person interrogated knows anything, or has a willingness to help — treat this effect as eliciting a Friendly result on the Reaction Table (see the *Savage Worlds* core rulebook). With two or more raises, the person interrogated spills everything they know. An interrogation session cannot be attempted more than once per day on a given hostage.

Persuasion As Disguise

Want to disguise yourself? That's an active use of the Persuasion skill. Taking on an anonymous role requires a basic success. To maintain cover as a specific individual requires a Persuasion roll versus the Notice roll of the person(s) actively engaged. Even if successful in one scene, a new roll is required in subsequent encounters.

Disguise Modifier

Situation	Modifiers
Proper Disguise	+2
Specific Person	-2
Person Known to Target	-6

Example: Attending a white tie ball at a ritzy mansion, Jack Slade encounters the host, Count Von Mendheim, who has met Lord Barrington (the person Slade is impersonating) before. Slade must now make an opposed Persuasion roll at -6 (+2 for Proper Disguise, but -2 for Specific Person and -6 for Person Known to Target; Total: $+2-2-6 = -6$) versus the host's Notice. Luckily for Slade (who makes a successful opposed roll), the Count's a bit into the booze, and he successfully manages to break away from the conversation before the Count sees through Slade's disguise.

Persuasion As Seduction

Seduction is used to establish a close romantic relationship with an NPC (usually of the opposite sex) with the intent of changing the NPC's disposition towards the character. Seduction attempts should be treated as Extended Trait Checks using the Persuasion skill. Each attempt at seduction has a duration of 1 hour, and the difficulty is set by the initial reaction of the target NPC as outlined below. Depth is set by the GM depending on the gullibility of the target (2 being average). If the seducer loses all accumulated successes due to rolling a 1 on the Persuasion skill die, further attempts at seducing the same target suffer a -2 penalty.

Seduction Modifier

NPC Initial Reaction	Base Difficulty
Hostile	-4
Uncooperative	-2
Neutral	+0
Friendly	+2
Helpful	+4

Example: Explorer Daniel Connor is attempting to seduce an Amazonian guardian (initial reaction: Uncooperative) in order to get her to give him access to the Queen's inner sanctum in a lost jungle city. The seduction Extended Trait Check is rated -2/2/1 hour. He must achieve two successes in order to have a successful Seduction. He achieves an 11 with his initial Persuasion roll, so it takes him only an hour to successfully seduce the tall, lithe Amazonian guardian (a success and a raise on the first Persuasion roll, for a total of 2 successes).

Repair As Forgery

Does the character need to doctor up some papers to get through a checkpoint? The character uses Repair to fabricate, adapt or imitate objects or documents with the intent to deceive. Forged documents are often used to help someone pull off a disguise, as well as supporting information. Should the character have some background dealing with documents, something to work from as a base document, and access to the proper tools, he may attempt to draft travel papers, licenses, identification cards and more. Official papers bear seals and stamps to reduce the risk of forgeries. The Game Master is encouraged to set the difficulty reasonably high. Attempting to make forgeries without the proper tools is done at -2. The tools vary wildly, depending upon the nature of the item in question.

Stealth as Blending

Does the character wish to blend into a crowd so the guards pass him by? That's an excellent use of Stealth. This can certainly be modified by appearance (at the GM's discretion) and definitely by what the character is wearing. More memorable or distinctively dressed people have a harder time blending in.

Example: Explorer Daniel Connor has left the party, but one of the guests has begun pursuit. Daniel Connor notices his tail as he reaches the market and attempts to lose himself in a group of shoppers wending their way home. Since Daniel Connor is Attractive (–2 modifier) and nicely dressed (–1 modifier), the GM gives a –3 modifier to his Stealth roll. Had he at least a round's head start, he certainly could have muddied his appearance to help his blending efforts. As it is, his immaculate tuxedo and perfect complexion give him away.

The Downside of Standing Out

A character with any sort of Charisma modifier (positive or negative), uses the absolute value of his Charisma as a penalty when blending in.

VEHICLE RULES

The following rules apply only to planes or other vehicles designed for high-speed movement and equipped with weapons systems integral to their construction:

- Ignore the **Speed Kills** rule from the *Savage Worlds* core rulebook. Aircraft were designed to operate at high speeds, and those trained to fly them do not suffer a penalty when doing so.
- When using weapons integral to the vehicle's construction (e.g., wing-mounted machineguns), the pilot or gunner may ignore the normal Autofire and Unstable Platform penalties as recoil is accounted for in the weapon's mounting system. Weapons such as a pintle-mounted machinegun for the second-seater in a biplane ignore only the Autofire penalty. A pilot or passenger firing a handheld ranged weapon from the vehicle still suffers both penalties.
- Pilots and gunners may use the Aim maneuver as long as the Pilot makes no Piloting rolls in the round he is Aiming (i.e., he simply maintains a level flight path). He must fire before making any Piloting rolls in the next round or the Aim bonus is negated.

PULPSPEAK: STREET TALK

If you want to be the “bees’ knees,” then you have to learn the lingo! Below you will find a selection of some of the more common slang bandied about in the world of *Ravaged Earth*.

Abercrombie: a know-it-all

Aces: very good

All wet: mistaken, incorrect, not good

Amscray: beat it, get out

And how!: an affirmative expression

Applesauce: nonsense

Attaboy (girl): well done

B-girl: a prostitute

Baby vamp: a pretty or popular girl

Bacon: money

Badge: a policeman

Banana oil: nonsensical speech

Bangtail: a racehorse

Barney: a fixed competition or contest

Bat your gums: to talk

Be on the nut: to be broke

Bean shooter: a small gun

Bees’ knees: top-notch, great, or excellent

Beef: a complaint or gripe

Belly gun: a small gun used for close shots

Bent: drunk

Big cheese: an important person

Big house: prison

Big sleep: death

Bing: crazy

Biscuit hooks: hands

Blaster: a gun or a hit man

Bleed: to blackmail

Blind pig: a speakeasy

Blow your wig: to be excited

Bolus: an underworld doctor

Broad: a woman

Bombshell: a gorgeous female

Bootleg: illegal liquor

Box man: a safecracker

Brown: whiskey

Brown plaid: scotch

Buffalo head: a nickel

Bumpman: a killer

Bump off: to kill

Bunk: untrue, false

Butter and egg man: a big spender

C or C-note: a \$100 bill

Cabbage: money

Cat’s pajamas: excellent

Chatterbox: a submachinegun

Chicago overcoat: a coffin

Chib: a knife

Chisel: to swindle or cheat

Clam: a dollar

Clip: to shoot

Clip joint: a rigged gambling house

Clubhouse: a police station

Come clean: to confess or tell the truth

Copper: a policeman

Creeps: monsters, unnatural entities

Dangle: to leave or get lost

Dead presidents: U.S. currency

Dimbox: a taxicab

Dip: a pickpocket

Dirty: on the take

Dogs: feet

Double sawbuck: a \$20 bill

Drill: to shoot or kill

Ducat: a ticket

Duck soup: easy

Dutch act: to act cowardly

Eagle eye: a detective

Egghead: intelligentsia

Elbows: the police

Elephant’s eyebrows: top-notch, excellent

Erase: to kill

File: a pickpocket
Filly: a girl
Fin: a \$5 bill
Finger: to put the blame on
Five spot: a \$5 bill
Flatfoot: a policeman
Flat tire: a dull or boring person
Flim flam: to trick or deceive
Flippers: prostitutes
Flivver: a broken-down automobile
Flophouse: a cheap hotel
Flyboy: an aviator
Folding green: paper money
Foolish powder: heroin
G: a \$1000 bill
Gams: legs
Gasper: a cigarette
Gat: a gun
Get a slant: take a look
Gin mill: a place serving liquor
G-man: a federal agent
Goldbrick: a loafer, lazy
Golddigger: a woman after money
Goon: underworld muscle
Grab air: put your hands up
Grease: bribe money
Grill: to question or interrogate
Grifter: a con man
Gumshoe: a private detective
Gun moll: a female gangster
Hack: a taxi cab
Hatchet man: a hit man
Hayburner: a losing racehorse
Heater: a gun
Heebie-jeebies: nervous
Heel: a petty crook or scoundrel
Hep: aware, savvy, knowledgeable
High hat: a snob
Hooch: alcohol
Hoosegow: jail
Hooverville: a shanty town
Hop fiend: a drug addict
Hop joint: an opium den
Ice: diamonds or bribe money
In the barrel: dead broke
Iron pony: motorcycle
Jane: a man's girlfriend
Jasper: a man
Jiggerman: a lookout
Joe: an average everyday guy
Jug: a bank or safe
Jugman: a bank robber
Juice joint: a speakeasy
Kajody: a thingamajig
Kick off: to die
Kisser: the mouth
Knock over: to rob
Know one's onions: an expert on a subject
Knucklehead: a stupid person
Lam: on the run
Large: \$1000
Lead poisoning: to shoot someone
Legit: legal
Lettuce: paper money
Lid: a hat
Lousy with: to have a lot of
Looker: a beautiful girl
Lug: an oaf
Marbles: pearls
Meat wagon: an ambulance
Mechanic: a card sharper
Michigan roll: fake money roll
Milquetoast: a weak or timid person
Mix up: a fight
Moola: money
Moonshine: homemade or bootleg liquor
Mother Macree: an alibi or sob story
Mouthpiece: a lawyer
Moxie: nerve, guts, or chutzpah
Nance: a sissy
Nertz: nonsense, euphemism for "Nuts!"
Nick: to rob or steal
Nightingale: an informant

Nod guy: a “yes” man
Nuthouse: an asylum
Off the track: insane
Operator: a con man, thief, or pickpocket
Orphan paper: a bad check
Owl wagon: an all-night diner or restaurant
Oyster berry: a pearl
Packing heat: carrying a gun
Pally: a friend or chum
Palooka: a poor fighter
Paper hanger: a counterfeiter or check forger
Parlor house: a brothel
Patsy: a fall guy
Payola: graft
Peanuts: small time
Peepers: eyes
Peg: to identify someone or something
Picture gallery: a mug shot book
Piker: an overly thrifty person
Pill peddler: a doctor
Pinch: to steal or arrest
Pip: a great person or thing
Poke: a wallet, bankroll, or stake
Put on ice: to kill
Put the bite on: to blackmail
Put the screws to: to interrogate
Rags: clothing
Ravaged: Altered by Aetherium
Ratface: sly or untrustworthy
Red: Martian
Red dirty: Martian sympathizer
Redeye: bad booze
Repeaters: loaded dice
Rip: a disreputable person
Rock candy: diamonds
Rough up: to beat up
Roust: to arrest
Run a sandy: to trick or deceive
Rutabaga: unattractive female
Sawbuck: a \$10 bill
Scalp doily: a toupee
Scratch: money
Shamus: a detective
Shellacking: a beating
Shylock: a loan shark
Simoleon: one dollar
Sin hound: a chaplain
Skirt: a female
Snack: an easy victim
Snipe: a cigarette
Snooker: to swindle
Snort: a drink of liquor
Square: honest, truthful, on the level
Sticker: a knife
Stool pigeon: an informer
Take a powder: to leave
Take the bounce: to get kicked out
Tarantula juice: bootleg liquor
Tell it to Sweeney: I don’t believe you
Ten spot: a \$10 bill
Throw a Joe: to pass out
Tighten the screws: to intimidate
Toots: a girl or woman
Trip for biscuits: a failure
Trouble boys: gangsters or thugs
Typewriter: a submachine gun
Uppers: unemployed or broke
Vamp: a flirtatious female
Vick: a convict
Wear iron: to carry a gun
Weasel: an informer
Wet: foolish, stupid, idiotic
Wheelman: the driver of a getaway car
Whistle bait: a pretty woman
XX: to double cross
Yank: a waste of time
Yardbull: a prison guard
Yegg: a safecracker or robber
Yodeler: an informant
You and me both: I agree
Zap: to kill



THE RAVAGED WORLD OF 1936

The world of *Ravaged Earth* is one of excitement, adventure, danger, intrigue, and mystery, all rolled up into one explosive package. The Red War of 1898 has forever altered the world, creating a distinct setting both unique and strangely familiar.

WHAT HAS COME BEFORE

The world was not always Ravaged, so a keen eye must be made to consider what events have transformed it to its present state.

THE WAR OF THE WORLDS

In 1898, invaders landed on Earth in an event known at the time as the War of the Worlds and over the years became more commonly known as the Red War. Reports of meteorites landing on the outskirts of London, New York, and Paris attracted little attention except from the more curious members of the press, local astronomers, and a few oddball eccentrics preaching the imminent demise of civilization. However, when it was finally revealed the meteorites were spacecraft containing creatures from another planet, mass hysteria soon followed.

At the time of the Martian invasion, the United States was nearly defenseless. With most of its troops engaged in the Spanish-American War, the deadly heat-rays of the Martian's three-legged war machines incinerated thousands with relative ease. Local militias and reserve troops fought valiantly, but their efforts were in vain. Within hours of the landing, huge sections of New York City were decimated.

London fared almost as poorly. Queen Victoria and the members of Parliament were evacuated from the city. Martian redweed choked the Thames and thwarted the Royal Navy. The Army did what it could, but its efforts proved futile. The Empire was on the verge of collapse.

In Paris, the Martian heat-rays melted half of the Eiffel Tower, destroyed the Arc de Triomphe, and laid waste to most of the city. Many took to the sewers in an attempt to escape the devastation. Unfortunately, the invaders had already planned for that eventuality. The city seemed doomed.

Then a strange thing happened. One morning all was quiet. Humanity emerged from hiding to find the lifeless bodies of the invaders sprawled beside their inanimate war machines. What had happened?

Within days it was revealed a common bacteria had been the cause of the Martians' sudden demise. Without any fanfare, and only three weeks after it had begun, the War of the Worlds came to an abrupt end, and humanity was given a second chance.

AETHERIUM

Aetherium, that strange force which powered the Martian's war machines and provided them their incredible strength and vitality, is also what makes humanity's greatest dreams and worst nightmares possible. An alien metal that can be used to manipulate reality by those who are aware of its existence, and possess the knowledge needed to unlock its secrets, Aetherium has always been here, leading some to postulate the Martians had previously visited Earth. However, prior to the invasion, it was only present in small amounts, restricted to areas known for strange or supernatural occurrences. Few knew of its existence, and even fewer understood how to manipulate it. No one knew what it was truly capable of. Aetherium's abundant presence on Earth eradicated the common germs which killed the invading Martians in 1898. Martians visiting Earth are now more resilient and robust, with heightened senses and powers.

Today, although Aetherium's effects are more widespread, it is still an unknown quantity to the Average Joe. As a means of powering strange scientific devices, it is viewed much like electricity — everyone knows what it is; however, few actually understand where it comes from or how it works, and most give it only a passing thought. Those who have directly felt its effects — scientists, super humans, psionicists, and magicians — are the only ones that have any real understanding of its true power, both for good and evil.

Along with Aetherium, mankind found another scientific boon in Cavorite, a strange, lighter-than-air metal discovered by Dr. Joseph Cavor in 1899. Cavorite has anti-gravity properties and actually hovers, making it a logical building material for aircraft. Cavor himself constructed a sphere of Cavorite and set off for the moon in 1901. Mysteriously, the scientist never returned, speculating his much-publicized endeavor was a hoax. Most Cavorite production occurs primarily in Great Britain and Germany, with the United States a distant third.

THE GREAT WAR BETWEEN THE NATIONS

Ten years after the Martian invasion, the world was well on its way to recovery. Nations rebuilt, commerce soared, and the resultant prosperity helped entire populations live better than they had ever done so before. People were happy and the threat of another invasion from the depths of space was largely ignored by a progressive and peaceful society.

Opening Moves

Both the Kaiser in Germany and the Grand Turk of the Ottoman Empire had designs of world conquest. Understanding that together they had a better chance of achieving their individual goals, they formed an alliance. In 1914, Germany was importing and using more Aetherium than any other country, with supplies smelted from fallen Martian vehicles and transported from North Africa by boat and train to Berlin. When several shipments of German-purchased Aetherium went missing, the Kaiser decided to flex his muscles and “borrow” the shipments from other nations, mainly Belgium and France, while cutting the Ottoman Empire and Bulgaria in on a percentage of the lifted Aetherium. Employing Aetheric-powered aeroplanes and tanks, as well as lethal gas attacks, they won victory after victory. Their advance seemed unstoppable. England, France, and Russia were drawn into the conflict. The Great War Between the Nations had begun.

The United States Enters the War

Many looked to the United States and hoped for aid; however, few expected it, for President Wilson had strong isolationist beliefs and the majority of Congress supported his policies. While the rest of the world tore itself asunder due to Aetherium, the United States remained neutral. An intercepted communiqué from Germany changed all that. The message, known as the Zimmermann Telegram, urged the Mexican government to throw their lot in with the Kaiser. Bolstered by this new ally, the Mexicans launched daring raids on the southwestern United States. General Pancho Villa’s Division del Norte met severe resistance by American General John Pershing’s forces.

Realizing Germany’s economy was wholly mobilized for war, and they were able to turn out a nearly endless supply of war materiel, the United States responded by building bigger tanks and faster aeroplanes. These weapons, which were used successfully in the Meuse-Argonne offensive of 1918, caused Germany to counter with a desperate flamethrower attack at Ypres. In the end, the industrial might of the United States won out, allowing the Allies to emerge victorious.

The Treaty of Versailles

Unfortunately, victory came at the cost of several million dead. Entire regions were turned into desolate wastelands, many of which have yet to recover. Countries collapsed as new ones sprung up in their stead. The political and geographical landscape of Europe was changed forever.

The Great War Between the Nations ended in 1919 with the signing of the Treaty of Versailles. Germany was forced to completely disarm and was restricted to developing technology bereft of the taint of Aetherium. The treaty put considerable constraints on Turkey, and the Ottoman Empire, unable to support itself any longer, collapsed within the year.

The League of Nations

The treaty also called for the creation of an international arbitration organization, designed to allow member states to discuss their grievances and concerns in an open forum in return for pledging to abide by the decisions of the voting members. Headquartered in Geneva, Switzerland, the League of Nations currently has 59 member states. The United States Congress refused to ratify the portions of the Treaty of Versailles that referred to the League's formation and, thus, the United States is not currently a member.

THE GOLDEN AGE

With the Great War over, Americans experienced a newfound zest for life. The 1920s were a decade of prosperity and growth. Industry boomed all over the country, new inventions were being created daily, and as a result of the emergence of a vigorous consumer economy, cities like New York, Chicago, and Los Angeles expanded as their populations grew by leaps and bounds.

On Wall Street, stock prices soared. Mass-production made many items and goods formerly considered luxuries affordable and available to the average citizen. Millionaires held lavish parties at their Long Island summer homes, jazz music took the nation by storm, and the problems of Europe seemed a distant, fading memory.

THE GREAT DEPRESSION

On October 29, 1929, a date many remember as “Black Tuesday,” the stock market crashed and signaled the start of what folks now refer to as the Great Depression. Businesses failed and millions lost their jobs. Farmers and rural areas suffered as crop prices bottomed out. Areas dependent on mining and lumbering were perhaps hardest hit when demand for their resources fell sharply and it was realized there were few economic alternatives available. Thanks to Prohibition, organized crime now controls many aspects of the faltering economy.

THE DEMON RUM

Prohibition — the federal law that made it illegal to manufacture, sell, or transport alcoholic beverages in the United States — was ratified as the 18th Constitutional Amendment in 1920. It's still on the books, but most people support its repeal.

Perhaps the most vocal of this latter group is the Anti-Saloon League, currently led by Reverend Bartholomew Horton. These evangelicals have groups in every city across the country and have no qualms about hassling and bullying anyone who mentions repealing Prohibition.

Organized crime also has an interest in keeping Prohibition in place. After all, they're getting rich by smuggling alcohol into the country and selling it to anyone who is willing to pay their exorbitant prices.

REALITY CHECK

Unlike our world, where Prohibition's repeal came in 1933, in *Ravaged Earth* things play out differently. The Volstead Act and the 18th Amendment to the Constitution are still enforced in 1936, thanks to a robust criminal underworld. To ensure their power base, organized crime bought off elected officials, judges, and police officers as a way of keeping Prohibition on the books. Mob kingpins such as Al Capone and Lucky Luciano thrive on importing and distributing illegal hooch, and if alcohol sales and consumption were legalized, these criminal empires would suddenly lose a large chunk of money and influence. In *Ravaged Earth*, the mid-1930s are not a time to kick up your heels and celebrate with a drink in America, but to slink into a speakeasy under the cover of darkness and purchase over-priced, watered-down hooch from a bootlegger.

THE BONUS ARMY

In 1932, a group of Great War veterans, calling themselves the Bonus Expeditionary Force, demanded Congress amend the War Adjustment Act to give them compensation for their service. The Act, originally enacted in 1924, promised veterans service pay in 1940. However, as a result of the Great Depression, the veterans wanted their money now, and insisted Congress change the law. Congress refused, so the veterans, calling themselves the Bonus Army, marched on Washington 15,000 strong, and established a massive shantytown on the National Mall.

The House of Representatives approved a bill incorporating the veterans' changes, but the legislation did not survive the Senate. This enraged the down-and-out veterans, and prompted them to riot. When the police could not disperse the mob, President Hoover called on Army Chief of Staff Douglas MacArthur to mobilize the troops and begin burning down the veterans' shacks and huts.

The Bonus Army needed a miracle and it got one in the form of Captain Henry Calhoun, a celebrated veteran of the Great War. Calhoun confronted MacArthur and after a brief discussion, the troops were withdrawn. Within the hour, the veterans were granted permission to remain on the Mall. Congress opened an emergency session of both houses and by the end of the day, the veterans' requests had been granted. To this day, what was said between Calhoun and MacArthur remains unknown.

THE DEATH OF ROOSEVELT

Franklin Delano Roosevelt won the presidential election in 1932, campaigning under the slogan "A New Deal for the American People." Promising jobs for ordinary Americans, an end to the Great Depression, and an end to Prohibition, it's not surprising he won by a landslide.

In February 1933, President-elect Roosevelt toured Miami with the Mayor of Chicago, Anton Cermak, at his side. He made a quick unscheduled stop to give a speech in Bay Front Park. As he greeted supporters and well-wishers, an assailant (later identified as Giuseppe Zangara, an unemployed bricklayer) shot him twice in the chest and once in the head. By the time the ambulance arrived, Roosevelt was dead. Zangara was arrested, and after a quick trial, incarcerated at Alcatraz.

PRESIDENT "CACTUS JACK" GARNER

Roosevelt's running mate, Jack Garner, was in Washington, D.C. when he received the news of the assassination. The patriotic Texan, known to his friends as "Cactus Jack," gave an impassioned speech promising to continue the slain leader's legacy and make good on his unfulfilled promises.

A few oddball conspiracy theorists claim organized crime had something to do with Roosevelt's assassination. One theory had Cermak as the real target and Zangara simply botched the job by shooting the wrong man. Some promote the notion Zangara was just a patsy, and that Frank Nitti, one of Capone's boys, was the real triggerman. Some even go so far as to suggest Garner and the Director of the FBI, J. Edgar Hoover, are somehow involved.

FEDERAL BUREAU OF INVESTIGATION

J. Edgar Hoover was appointed director of the Federal Bureau of Investigation on May 10, 1924. Its headquarters, located within the Department of Justice building in Washington, D.C., serves as the command center for the dozens of field offices it maintains throughout the country. The goals of this fledgling organization are to investigate federal crimes and bring the new breed of criminals responsible for them to justice. In its first year, Hoover established the Identification Division (ID), responsible for gathering fingerprint files throughout the country. The ID was soon expanded into the state-of-the-art Criminal Investigation Division (CID) which is now considered the most technologically-advanced criminal investigative laboratory in the world.

SUPERNATURAL PROTECTION ACT

In 1933, President Garner signed the Supernatural Protection Act, which created a special division within the FBI to investigate paranormal incidents. Eliot Ness, the former Treasury Department agent who nearly busted Al Capone, heads this secretive division, known only as Division X, but is more commonly called the “Creep Squad.” Ness answers directly to Hoover and Garner, a fact that makes the other federal agencies a bit jealous.

MARTIAN VIGILANCE

By executive order, President Garner declared the United States to be under a constant state of readiness against Martian invaders in response to a 1935 attack on New York City. In a speech before a joint session of Congress, Garner said all Americans should do their part to defend their homes and property against the “wrathful other-worlders,” and advocated the House and Senate pass a war appropriations bill for upgrading military equipment and vehicles. Congress passed the bill and Garner signed it in late 1935. Every town in America has a Martian Vigilance Committee where citizens keep watch for anything out of the ordinary. This extraterrestrial paranoia led some to denounce the government as practicing fear-mongering during a nationwide crisis.

SCIENCE FOR THE FUTURE

Nikola Tesla, a Serbian immigrant and arguably the smartest man on Earth, helped create many of the weird gadgets in use today. An electricity pioneer in the decade prior to the Red War, his alternating-current dynamos so impressed industrialist George Westinghouse that he bought the patent rights and made Tesla an overnight celebrity. With the money from the sale, Tesla was able to continue conducting his esoteric research.

Tesla says he knows much about the Martians who attacked Earth; they call themselves the Kor-Ghuth and are members of a vast empire encircling Mars. The old man also claims there's a peaceful Martian civilization called the Aetherians, upon which the Kor-Ghuth are waging a war of extermination. Tesla maintains these Aetherians developed Aetherium, the Martian metal everyone is fighting over.

After learning about Aetherium, Tesla and many other scientists went on to create wondrous inventions designed to harness its amazing power. These scientists built futuristic devices such as ray guns, rocket ships, and hovercraft. Not surprisingly, soon after they displayed their first prototypes, the government was knocking at their doors.

INSTITUTE FOR MODERN SCIENTIFIC RESEARCH

Most of these early pioneers willingly began working for Uncle Sam, designing and modifying their inventions for military use, but there were a few who felt an obligation to share this new technology with the world at large. They sent their blueprints to colleagues known to operate outside of government circles, hoping they would be used for society's advancement rather than its destruction.

These colleagues, sharing the same altruistic spirit of their federally-employed brethren, founded the Institute for Modern Scientific Research (IMSR). Located in New York City, the Institute is now home and workplace to some 50 philanthropic scientists of exceptional merit. A distinguished scholar, Dr. Winston Grainger, heads the organization. New applicants must undergo a rigorous screening process and, if accepted, are given living quarters, a monthly stipend, access to scientific data, and a cutting-edge laboratory in which to test their designs.

Although credit is always given to the individual inventor or inventors, all of the devices created by IMSR members are considered the property of the Institute. It is through the royalties received on these patented inventions that the Institute funds itself, thus remaining free of corrupting outside influences, a fact of which its members are justly proud.

FI SUPERHUMANITY

When the Martians invaded Earth, everything changed, including humans. Certain individuals began to mutate — their bodies developed odd and unusual enhancements, collectively known as super powers. One man went to bed a milquetoast bookworm and woke up a fearless crimefighter with the ability to fly. Of course, not all changes were so dramatic. Most changes simply allowed those affected to perform physical and mental feats beyond the limits of normal humans. People began calling these individuals “the Ravaged,” a name that stuck with national newspapers.

OPERATION HERCULES

With the sudden outbreak of the Ravaged criminal elements and fears of how their ilk could affect mankind, Congress got funding to enact Operation Hercules. Headquartered in an advanced facility in Laramie, Wyoming, some of the brightest minds in the military are developing and training the talents of their Ravaged recruits to counteract any renegade Ravaged threat. Currently they have somewhere between twenty and thirty willing participants, with twice that number in holding, still being assessed. President Garner gave the project a go ahead after learning Adolf Hitler was training an elite cadre of super soldiers.

STRANGE POWERS OF THE MIND

The mind is a strange thing. A mind “touched” by Aetherium can bend metal, transport objects through the air, and even cause someone to burst into flames. Psionics is the technical term for these strange mental powers, and those disciplined individuals capable of using them are known collectively as psionicists. There is no typical psionicist. Some affect the dress and mannerisms of sideshow magicians and call themselves mentalists, while others study convoluted Eastern philosophies and style themselves “swamis,” and yet others perfect their abilities just enough to win at the track or the card table.

The most interesting and well-known psionicists are the followers of the enigmatic Captain Henry Calhoun, a veteran of the Great War hailed by many as the savior (and general) of the Bonus Army.

CIRCLE OF WONDER AND LIGHT

Calhoun is the leader of a strange organization known as the Circle of Wonder and Light, an informal conglomeration of hobos and down-and-out veterans who have learned to tap their mental potential. They see him as both leader and teacher.

Calhoun’s teachings — a mixture of Zen and Buddhist philosophy designed to open the mind to the infinite possibilities of the universe — stress the abandonment of material goods and the elevation of service to others over the needs of oneself. His followers live as hobos, traveling by “hopping the rails,” doing odd jobs in return for a bit of food, and putting their heads down wherever they find themselves when the sun sets. Though frequently shunned, people come to respect the grace and dignity of these railcar knights who could command others with a mere glance but follow a nobler path instead.

THE RAVAGED EARTH SOCIETY

Partly because of the persecution they were facing, and because of an overriding desire to use their powers for good, many Ravaged have banded together, forming what they call The Ravaged Earth Society, or simply The Society for short. A loosely-knit organization, chapter houses have sprung up in most major American cities with one sole purpose in mind: to battle crime and the forces of darkness. Apparently, the Ravaged are hoping to prove once-and-for-all they are not a threat to humanity.

ROCKET RANGERS

Robert Goddard's successful experiments with liquid-propelled rockets in 1926 brought him to the forefront of the emerging technology, allowing him to create a device capable of propelling a trained individual through the air at speeds exceeding 100 miles per hour.

The World Rocket Corps (WRC), touted as "The Law Enforcement Agency of the Future," was founded in 1933 by Goddard, RAF Squadron Leader Montgomery 'Monty' Lockwood, and U.S. Army pilot Captain Eugene Spratt. It became an official law enforcement agency in early 1934, and its slogan, "At the Speed of Need," is now a well-known rallying cry. Recently, the League of Nations acknowledged the Corps' global authority as extending to "wherever danger and lawlessness lurk unchecked."

Rocket Rangers operate out of military bases and less formal HQs scattered around the globe. Though the uniforms worn vary in style from nation to nation, one constant remains the same – the Jupiter Engine. This fantastic invention contains a core component of Aetherium and has allowed man to attain previously unimaginable heights and speeds. Intense training is required to properly use these devices, along with a Hutchings Rebreather Apparatus (or HRA). Some rocket pack units, like those used in the United States, also feature an atmospheric rebuffering system better known as the "Dead Man's Fall," which allows the device to safely land should the user fall unconscious.

Once these devices got into the hands of soldiers, however, men will be boys when it comes to their toys, and in the United States the various units of highly trained aeronautic professionals have already given themselves nicknames or have earned some claim to fame in the boundless battlefields of the skies.

SKY PIRATES

The modern age has seen the rise of the aviator: men and women who brave all kinds of dangers while piloting their aeroplanes, autogyros, and airships across the skies. However, along with the good, you also get the bad. Flying buccaneers ply their despicable trade in huge zeppelins, complete with onboard hangars for their aeroplanes. When they see a passenger airship, they board their planes to attack them in mid-air, usually crippling their target before boarding and pilfering any valuables. The most famous (or infamous, depending on your point of view) sky pirate is Captain Lincoln Murdock, who commands the Brotherhood of the Clouds, a crew of aviators stationed aboard the Black Mariah, an immense airship filled with looted aircraft.

ROCKET TEAMS

Finn's Flyers: The “fighting Irish of the air,” this unit is based in Boston and patrols New England.

Hale's Hellions: Named after British rocket pioneer William Hale, the Hellions are headquartered in London and are one of the largest rocket brigades in Europe.

Jumpin' Jupiters: Known as the luckiest of the lot, the J2 has seen a lot of action along the east coast, and is responsible for the safety of Washington, D.C. and the President.

Sky Devils: Mainly comprised of former Navy and Marine pilots, this rough and tumble unit is frequently at sea, and sees a lot of action. They are responsible for getting early warnings back to the U.S. mainland.

Squadron Seven: An elite unit comprised of seasoned men who have engaged the enemy and returned unscathed. No one gets into S7 green. Their base is Sky Command, a constantly moving operational center whose exact location is restricted.

War Angels: Based out of Randolph Airfield in Texas, this unit is chiefly responsible for maintaining the airspace along the southern border and trains new recruits.

Other non-combat units exist, some of which include women in their ranks:

Ripley's Racers: An intelligence gathering and communications unit based out of Hawaii, they are often used as adjuncts to other units and are couriers of sensitive information.

The Bombshells: More than a simple PR stunt to gain support among the people pushing for more funding into the WRC, this unit is comprised of highly trained - and highly attractive - medical personnel.



LAY OF THE LAND

Adventure and excitement lay around every corner of *Ravaged Earth*, and following is a whirlwind tour of the most famous and exciting locales a group of heroes might visit.

THE UNITED STATES OF AMERICA

The United States has proved itself time and again as a capable nation of free-spirited individuals, a melting pot of other cultures from which spring tremendous advances in science, technology, and welfare. And in the wake of the Martian invasion of 1898 and the Great War, pride in the American nation has only swelled.

New England

The twisted wilderness, ancient mountains, and overgrown cemeteries of New England shelter many eldritch horrors. The histories of northern Massachusetts, southern New Hampshire, Vermont, and Maine are rich with legends of horrific monsters, dreary haunted houses, and ghastly cults performing unspeakable rituals. From shadow-haunted Innsmouth with its rumors of a wretched cult, to the home of the American branch of the Academy of Prestidigitation and Conjuraction in Salem, New England serves as a hotbed of local superstition and mysterious arcane doings.

New York City

Also called the Big Apple, New York City is America's most populated and technologically-advanced city. With 18,000 policemen, 60 daily newspapers, and more telephones than London, Paris, and Germania combined, New York is the cultural capital of the United States, perhaps the world. In addition to reconstructing neighborhoods demolished by the 1898 invasion, the city has also built many new roads and bridges, and now has a very futuristic feel to it: aeroplanes soar overhead at all hours of day, an elevated roadway carries traffic above the old streets, and zeppelins make regular use of a mooring station located atop the Empire State Building.

While not as well-known for its criminal underworld as Chicago, organized crime flourishes in New York City under the watchful eyes of Italian immigrant Charles 'Lucky' Luciano and his partner, Meyer Lansky, a Jewish gangster and financial wizard. The pair have organized New York's most notorious criminal families — both Italian and non-Italian — into a massive syndicate, operating out of Atlantic City, New Jersey. Composed of five "families," each ruling a specific territory within the city, the Syndicate is, as Lansky is famous for saying, "bigger than the U.S. Steel Corporation."

In 1935, a Kor-Ghuth cylinder crashed in Central Park and sent a plume of smoke billowing for miles in the sky. The National Guard cordoned off the park, but was unable to defend itself as three tripods emerged from the crater and blasted the soldiers.

The Kor-Ghuth vaporized many buildings in the Upper West Side and Morningside Heights before finally succumbing to a combined counterattack led by the Rocket Rangers, Air Squadron, and various superhumans. The conflagration burned for a week, leaving the fire departments to battle the green blaze.

The Deep South

The mosquito-infested Bayou, the cypress-choked Everglades, the Big Thicket south of Pinebox, Texas, and the rambling back hills of the Appalachian Mountains are alive with vile cults and frightening beasts. Cajuns in Louisiana tell tales of a swamp monster, a shambling, hairy creature dwelling in the Bayou that has been blamed for the mysterious disappearances of several hunters. Rumors abound of witches who use animals and plants growing in the humid swamps as ingredients in their magic potions, and curse anyone who stumble upon their remote shacks. Many tales are told of voodoo priests, said to possess the power to reanimate the dead as well as summon spirits to carry out their dark plans. Yet not all of the dangers are supernatural: alligators, panthers, wolves, and venomous snakes inhabit both the dark wetlands and the caverns riddling the fetid lands surrounding them.

THE KINGFISH

The real power in the Deep South comes from Baton Rouge, where Huey Long reigns. Known locally as “The Kingfish,” Long is Louisiana’s former governor and current Senator. Long supported President Garner, but when the president failed to nominate him for a coveted federal position, he turned against him, criticizing his policies, making unfounded allegations of wrongdoing, and finally announcing he would one day run against him for president. In 1935, an assassin shot and nearly killed Long. Miraculously, Long survived, but blames Garner for the assassination attempt. Whether the outspoken populist will still run for president is only speculation at this point.

The Dust Bowl

A series of dust storms and record-setting low rainfall have devastated farmers in the Midwest. From Texas to the Dakotas, blight has settled upon the land. Dust storms and tornadoes are commonplace, and many family farms have folded and moved west. Entire towns have suddenly disappeared in the wake of the drought. Tales of wasted corpses drifting into towns, spewing forth dust from their mouths, and preying on the living are becoming more common.

Some especially paranoid farmers claim the dust storms are more sinister than the tales would have you believe. They say the storms are actually alive, feeding on human misery and attacking certain areas repeatedly, reducing the acres to barren wasteland. Many naysayers dismiss such tales as superstitious bumpkin talk, but there are those who believe, and even those that have their doubts often agree there is more to it than meets the eye.

Chicago

Probably the strangest thing to occur in the United States in recent years happened in Chicago, when in 1934, a weird black cloud formed over the city. This swirling black mass still hovers for ten miles around the city, blocking out all sunlight and plunging the area into near-total darkness. Literally overnight, Chicago went from being known as the Windy City to being known as the City of Eternal Night. Nobody knows why or how the dark cloud formed, but consequently, crime has increased to epidemic proportions.

The former Windy City is rife with corruption — the cops, city hall, the judges — they all bow to the almighty dollar. Despite this morally reprehensible civic structure, and the fact the city has the distinction of the nation's highest murder rate, Chicago is a burgeoning industrial powerhouse. Factories, machine shops, warehouses, and manufacturing plants produce goods and move freight on a mammoth scale. There's a lot of money tied up in this town.

AL CAPONE

The most powerful gangster in America, Alphonse 'Scarface' Capone oversees a criminal empire dominating Chicago, parts of New York City, and a tiny sliver of the Nevada desert known as Las Vegas. His army of goons, mooks, and palookas numbers in the thousands, and he has the cash to pay them all with a personal fortune worth an estimated \$900 million. Old Scarface seems to be proving crime pays extremely well when handled in a business-like fashion. With interests in many diverse criminal enterprises — bootlegging, rum running, gambling, prostitution, drug trafficking, money laundering, real estate schemes, and extortion — Capone controls an army of lawyers, several police precincts, federal judges, and even a few Congressmen.

The Free State of Jefferson

Residents of Northern California and Southern Oregon are staging a “patriotic secession” and forming their own state. Citing bad roads, inadequate infrastructure, and the lack of official assistance from the governments of Oregon and California, the residents of four counties in southern Oregon and three counties in northern California have banded together to form the Free State of Jefferson.

Yreka, the county seat of Siskiyou County, is the new provisional capital. Armed men patrol the highways and back roads, forcing motorists to sign a Proclamation of Independence which states Jefferson has a right to exist.

Late last year, John Childs of Yreka was elected governor of the new state, which adopted its own flag and state seal. Officially, California and Oregon don’t recognize Jefferson, but this hasn’t stopped residents of the newly-created state from lobbying for federal recognition.

Los Angeles

Los Angeles is the entertainment capital of the world and home to over one million citizens. The immense Hollywoodland sign (consisting of 50-foot-tall by 30-foot-wide letters illuminated by 4,000 20-watt bulbs) looms high on the neighboring mountains, while below, the valley is awash in homes, hotels, businesses, and movie studios.

Leon and Werner Goldsmith, pioneers in the early heyday of motion pictures, set up shop in 1919 in Los Angeles and made their fortune filming such classics as *The Krazy Kops: Night in Jail* starring comic genius Gary Burton. With the arrival of the talkies, the Goldsmith brothers converted their equipment and hired a stable of new talent and, with their monster hit, *Invasion of the Mars Men*, found a completely new audience. The Goldsmiths take big risks, and in return reap big rewards, making them the top studio executives in the city.

HOWARD HUGHES

Outside Los Angeles, Howard Hughes, a multi-millionaire and aviation pioneer, has constructed an impressive airstrip and factory where he designs the most innovative aeroplanes of the age. However, Hughes is more than just an aeronautical pioneer: he is a visionary who has the moolah to bankroll some of the world’s greatest inventors. Nevertheless, there may be a sinister side to Hughes the starlets and sycophants do not see — rumor has it that he is developing the largest armored aeroplane on Earth.

Sky City

Some scientists working for Hughes stole a prototype jet stream propulsion device from his conglomerate a few years ago and used it as the basis for developing an actual flying settlement. Sky City, as this hovering airstrip is known, uses Aetherium to power its turbines and propellers and is an open port for all the world's aviators. The city floats around on a jet stream and can be piloted anywhere above the Earth. Within Sky City's corridors and passageways are the amenities one finds in any earthbound city: retail shops, bars, restaurants, and hotels, as well as hangars and facilities for repairing aircraft. The city collects docking fees from planes or airships using its facilities to pay the large maintenance crew required to keep the huge city airborne. Though the city constantly broadcasts its coordinates via radio beacon, its operators are nervous about spies learning its secrets and so are constantly on the move.

San Francisco

First settled by Spanish priests in the 1700s, then prospectors thirsty for gold in the 1800s, San Francisco is an eclectic, cosmopolitan city. Mysterious, fog-shrouded, and hilly, the city of trolley cars and pristine Victorian homes, San Francisco is a city on the edge.

Alcatraz Prison, also known as 'The Rock', is located in the middle of San Francisco Bay. Built in 1909, it served as a military prison until 1933 when it became a federal penitentiary. Housing several hundred of the nation's most irredeemable criminals, the frigid waters and strong currents surrounding the prison have led its current warden to publicly declare it "inescapable."

San Francisco's Chinatown is the largest in America and supposedly home to a secret Shaolin temple. Shrouded in mystery and intrigue, it is a place where martial arts masters battle in rain-slicked alleyways atop a massive underground network of old sewer tunnels. Chinatown is a dangerous neighborhood; none of the cops on the force willingly venture near it, and even those who are assigned to the beat do just enough to keep up appearances. The local criminal gangs (known as Tongs) are led by a shadowy figure known only as the Jade Dragon. So long as they do what the Tongs want, Chinatown's residents are allowed to go about their daily business. Cross them, and you'll most likely be found floating in the sewers... if you're lucky.

Horizon: City of Tomorrow

A scientist of great renown and acclaim, Dr. Millennium has created Horizon, what he bills as "The City of Tomorrow." Located just outside of Las Vegas, in the harsh Nevada desert, Horizon is a remarkable sight: tall shiny towers, a sky-car system, clean and efficient streets, and comfortable accommodations, all featuring the latest technology. There is no crime or pollution in New Horizon. Millennium sees his city as the moral successor to the sin-filled streets of Las Vegas, but to many, things seem a little too perfect — the place has high walls protecting it and the city's police are more like guards.

THE REST OF THE WORLD

The United States is not the only place where you'll find exciting adventure. With the availability of aeroplanes, zeppelins, steamships, and luxury liners, getting around has never been easier; however, though travel may be more convenient, your time abroad usually isn't. Many places lack basic amenities like heat, electricity, and water, but that is changing, and although most European countries are more technologically advanced than places in Africa and Asia, the reverse is sometimes true as well.

Before heading out into the world, you'll need a passport and visa. Guard them with your life, as these papers are extremely valuable and many undesirables will try to snatch them and sell them on the black market. If you lose them, your best bet is to find your way to an American consulate and stay there until the mess is sorted out.

AFRICA

Despite centuries of trade, the Dark Continent remains just that — mysterious and unknown to the vast majority of Westerners. Populated by fierce animals and native tribes, and home to countless lost civilizations, vast stretches of desert, jungle, and savannah remain unexplored.

The Belgian Congo

Established by King Leopold II of Belgium as the Congo Free State in the late 19th century, this small colony controls most of the mighty Congo River. Nearly 3,800 miles in length, travelers must use the Belgian-controlled railroad and portage posts to avoid its rapids. Other than a few small cities — Leopoldville, Elizabethville, and Stanleyville — the vast majority (nearly 25,000 square miles) of the region is covered in dense, uninhabited jungle.

The Sahara Desert

The vast Sahara desert is Africa's largest geographical feature. Its 3.5 million square miles of sand dunes, craggy outcroppings, and barren plateaus dominate the northern portion of the continent. With temperatures that can drop below freezing at night and reach 160°F during the day, the Sahara is a land fraught with peril, yet surprisingly it is home to several hardy nomadic tribes: the Bedouins, Tibbu, Berbers, and Tuareg. Several major trade routes, used by doughty merchants and their camel caravans, allow for a robust commercial network in which Mediterranean goods are traded for ivory and gold.

Timbuktu

Once a thriving city in the northern African kingdom of Mali, European merchants spread tales of its wealth and it soon became a major stop along the primary trade route of the day. Eventually, the city fell on hard times brought about by several invasions, and the once-proud Moorish city — which boasted its own university — collapsed into ruins. Timbuktu today is nothing more than a collection of simple earthen buildings built over the ruins of the ancient city. Besides being a melting pot for northern African people, the city is the site of an ambitious effort by European scholars to locate the many weathered manuscripts left behind by Islamic teachers and students throughout the ages.

The French Foreign Legion

Headquartered in Sidi-bel-Abbes, Algeria, the Legion sends troops wherever Mother France has need. The Legion Étrangère, whose emblem is a red grenade surrounded by seven flames, is France's elite fighting force, even though actual Frenchmen make up only a small percentage of its ranks.

Composed of recruits from all nationalities (but speaking only French), the Legion is a haven for outlaws and those hiding from the past. In return for strict anonymity, recruits endure six months of intense training and are paid the princely sum of \$2 per month. Enlistments are for a five-year period, and non-Frenchmen may rise to the rank of Colonel. After 12 years of service, a Legionnaire is granted French citizenship. Life in the Legion is tough and there is a high rate of desertion. Deserters are punished most severely by being assigned to the Battalion d'Afrique, a penal regiment pulling the toughest duty in Africa.

ANTARCTICA

Located at the bottom of the Earth, Antarctica is mostly covered in ice. Howling winds, towering glaciers, and freezing temperatures greet any would-be explorers. Besides being the coldest and driest place on Earth, it also has the highest average elevation. Despite these inhospitable conditions, lichen, fungi, penguins, seals, and albatrosses thrive on the desolate continent.

Rear Admiral Richard Byrd explored Antarctica by aeroplane, establishing a base camp on the Ross Ice Shelf in 1929. By the end of the year, he had mapped out nearly 1,200 square miles of the region. In 1934, he attempted to spend the winter alone at a newly-constructed research station, Advance Base. Byrd sent a series of troubling radio messages to his crew at the base camp, who flew to Advance Base and evacuated him. The station has remained empty ever since and the details of Byrd's harrowing escape have been classified by the U.S. government.

THE ARCTIC

The ice-covered Arctic region, home to the Inuit, Aleut, Athabaskan, and Yup'ik peoples, encompasses the North Pole, Greenland, Iceland, northern Canada, Alaska, Russia, Finland, and Norway. The Aurora Borealis, or "northern lights" flickers throughout the Arctic, resembling flames dancing across the sky. Some archaeologists claim Viking ruins dot the region's countless frozen islands.

AUSTRALIA

An independent nation since 1901, Australia is actually the world's smallest continent. Its inhabitants include the Aborigines, who have lived in Australia for thousands of years, and European settlers mostly from England and Ireland, who arrived in the late 1700s. Most of Australia is arid grassland or true desert, what the Australians call the Outback.

Perhaps the strangest locale in the Outback is Ayer's Rock. This megalith, called Uluru by the native Aborigines, is said to be a magical place which contains a portal to the Dreamtime. The Dreamtime, according to aboriginal legend, is the place where humans can go to learn the secrets of the universe.

CENTRAL AMERICA

Central America is in upheaval. Nicaragua, a hotbed of activity, is struggling between U.S. troops, who have been stationed there for two decades, and a ragtag army under the command of guerrilla leader Augusto Cesar Sandino. Currently, Sandino's troops are laying siege to the nation's capital city, Managua. It is only a matter of time before he seizes control of the capital and the country. Some suspect Sandino is receiving outside help from the Soviet Union, although Stalin vehemently denies this.

CHINA

The Orient is a place of mystery and wonder, a mix of the modern and the ancient. River travel dominates much of the life in China: the Yangtze River arises from the Himalayan Mountains and travels 3,400 miles to the East China Sea while the Yellow River meanders for 2,700 miles throughout the northern portion of the country. To safeguard commerce and travel, gunboats patrol up and down these rivers — these gunboat captains, however, are often no better than the pirates they seek to protect travelers from.

To outsiders, the Chinese seem primitive and superstitious as its people go about their daily lives while their leaders squabble amongst themselves for power. In 1911, the Manchu dynasty was overthrown and China became a republic; however, since then internal dispute has wracked the political scene. Currently, three main groups vie for control of the nation. Chiang Kai-shek and his Kuomintang, or National Party, controls China, at least for the moment. Waiting in the wings is the Chinese Communist Party, led by Mao Zedong. The third political player in China is not a single entity, but rather a large group of independent warlords (known as Tuchuns) who collectively control a large number of the western provinces.

As if her internal problems weren't enough, Japan views China as an obstacle to her imperial plans. In 1931, the island nation invaded and annexed Manchuria, renaming it Manchukuo in the process. Citing "Chinese aggression" as a pretext, the Japanese bombed Shanghai, China's most populous city, and in 1935, they occupied the city. Although China has so far retained nominal control of the port, Japan shows no signs of relenting on its designs for conquest.

Shanghai

If you want action and adventure in China, head for Shanghai. The city is China's most populous, with millions living in crowded conditions. Though cars are available, take a rickshaw instead — they're more private. Shanghai is a fascinating mixture of Eastern and Western culture, home to several nightclubs owned by European and American entrepreneurs. Everything is for sale in the city, and black market items are available from local tong gangs, who've controlled trade in recent years.

The big boss in Shanghai is Zho Fang, an elderly man who commands everyone's respect. Zho's Green Gang are all experienced martial artists, and also pack a pretty lethal arsenal of revolvers and rifles. Some even whisper Zho has a connection with Chiang Kai-shek himself.

THE DUTCH EAST INDIES

Established by the Dutch East India Company, the Dutch East Indies consist of numerous colonies located on the Southeast Asian islands of Sumatra, Java, Celebes, and Borneo. Most of the islands remain unexplored, covered with dense jungles, dotted with ancient ruins, and peopled by indigenous tribes. The Dutch rule from Batavia, their capital city on Java, where they trade spices and other profitable goods with other nations.

FRENCH INDOCHINA

French Indochina, the largest French-controlled colony in Southeast Asia, consists of Vietnam, Cambodia, and Laos. The French treat the natives like cattle, only caring about what raw materials they can export and how much of a profit is to be made.

Angkor Wat

In the dense jungles of French Indochina lurks an ancient enigma, the crumbling ruins of a civilization known only as Angkor. Surrounded by water, the ancient ruins include the large temple-tomb of Angkor Wat, once the capital city of the Khmer empire. Photographs reveal sculptured stone spires of exquisite beauty; however, as beautiful and mysterious as the ruins of Angkor are, they are also said to be cursed. Several explorers who have set out to explore them have failed to return.

EGYPT

King Fuad rules Egypt. However, the British maintain a large garrison at Cairo and are the real power behind the throne. Fuad tries to do what is right, and puts on a good act for the public, but everyone knows the English penchant for “civilizing” a country means weaving a tangled web of bureaucracy in which the native government is guided by the whims and desires of the Island Empire. Despite Great Britain’s influence, the country is incredibly poor — beggars wander the narrow streets and rag-tag settlements pop up wherever there is work to be found. The region’s most lush areas border the Nile River. The rest of the country is filled with shifting sand dunes and impassable mountains.

Cairo

The political, economic, and cultural center of Egypt, Cairo is home to over one million people. With a thriving nightlife, exemplified by the Casino Opera and Mohammed Ali Street (the equivalent of New York City’s Broadway), Cairo is also home to the Museum of Egyptian Antiquities. From the jewelry of Queen Ahhotep to the mummies of the priests of Amun, visitors to the museum have access to the largest and most spectacular collection of Egyptian artifacts in the world. Also of interest are the Great Pyramids and the Great Sphinx, both located at Giza, just outside of the city limits, and the City of the Dead, a vast necropolis located on the city’s southeastern edge.

The most recent news out of Egypt involves the Cult of Anubis. Apparently, it is sweeping through the desert, gaining followers and performing dark rituals to appease a long forgotten god. Many who cross paths with the cult are ritualistically murdered, ancient hieroglyphics carved into their corpses.

The Valley of the Kings

Located near Thebes on the Nile River, the Valley of the Kings is an enormous necropolis, housing the tombs of ancient nobles and pharaohs. Archaeologists, poking around unearthed subterranean chambers decorated with elaborate hieroglyphics and frescoes, have uncovered many artifacts and relics. Tales of

undiscovered treasures, guarded by horrible undead creatures, are abundant in this region, and entice many thrill-seekers to visit the region in the hopes of discovering undreamt of riches.

FRANCE

Governed by a National Assembly that elects a President, who in turn elects a Premier who commands a majority of the Assembly, France is chaotic and often unstable, yet the system seems to work. A colonial power second to only Great Britain, France controls over four million square miles of territory and 80 million colonial subjects. The nation is also a financial powerhouse, controlling nearly a quarter of the world's gold supply.

Paris

In stark contrast to the wasted countryside around it, Paris is a romantic city with charming streets and tree-lined avenues. Home to the Champs Elysees, the recently rebuilt Eiffel Tower, and the Cathedral of Notre Dame, it is also crowded and falling into disrepair. The urban decay shows during the daytime, but at night, the City of Lights greets visitors with a splendor unseen anywhere else in Europe. The cafes and taverns keep the champagne and cognac flowing, and the bawdy shows at the Moulin Rouge are international favorites. The ancient catacombs under the city date back to medieval times, perhaps even earlier, and supposedly branch out from the crypts under Notre Dame, extending miles beneath the city's streets.

GERMANY

Following the Great War, a disenchanted veteran named Adolf Hitler began publicly espousing his belief that the Western powers had conspired with the Communists and Jews to punish Germany. This cunning lunatic now believes he was chosen to right what he sees as a reprehensible wrong.

In 1920, working as a government mole, he infiltrated the German Worker's Party. In a strange twist of fate, he found himself attracted to the organization's goals, and within the year, had assumed leadership of the group. Bringing a much-needed patriotic fervor to the organization, and despite being labeled by the government as a subversive, the group has flourished, partly due to occult rites and runic magic. Winning the national elections in 1930, Hitler and his Nazis — as the German Worker's Party is now known — established a dictatorship, and now control every political office in Germany, with Hitler ruling the nation as the Führer, or "Leader." A secret cadre, known as the Schutzstaffel (SS), serves as Hitler's personal guard and the Geheime Staatspolizei (Gestapo) acts as the nation's secret police. Observers point to the occult influence for Hitler's meteoric rise, and note such blasphemous rituals might have imbued the Nazis with the wealth and influence they needed to gain power.

Across the globe, Nazi archaeologists, under the watchful eye of Klaus Moebius, world-renowned scientist and close personal friend to the Führer, are searching for lost relics and forgotten civilizations. Hitler, obsessed with attaining power, has budgeted scientific research and historical explorations into his plans for world domination. Archeology teams are combing the deserts of Egypt, the jungles of the Congo, the swamps of South America, and the

remote steppes of China in an endless search for buried treasure, forgotten tombs, lost artifacts, and arcane relics of indescribable power.

Germania

Hitler's personal architect, Albert Speer, has designed a grand capital city called Germania. In 1934, the Nazis demolished central Berlin and began rebuilding according to Speer's grandiose yet pretentious designs. Construction is still going strong. Germania has wide avenues, Romanesque architecture, and tree-lined boulevards. The Brandenburg Gate fronts a new chancellery, and a 400-foot high triumphal arch, etched with the names of soldiers killed in the Great War, straddles the avenue leading to the People's Hall, the world's largest domed structure.

GREAT BRITAIN

The British Empire extends over practically the entire globe and is a strong industrialized nation with the mightiest navy in Europe. Although she lost many of her sons in the Great War, Britain retained her global Empire with colonies in Africa, India, the Far East, South America, the Caribbean, and the South Pacific. It has even established a confederation in Canada. Some colonial officials in His Majesty King Edward VIII's far-flung lands are arrogant and oafish; however, most are efficient and adept administrators who excel at the task they have been entrusted with – civilizing the rest of the world.

London

The largest European city, with over eight million residents, London is the most harried and bustling metropolis in Great Britain. Like many modern cities, London's neighborhoods are as varied as its population, from the stately West End theaters and entertainment district, to the gritty, poverty-stricken East End. During the 19th century, London was awash in pollution. Things have gotten better since then, but in the most industrialized parts of the city, smokestacks still belch forth clouds of ash and soot as machines assemble automobiles, appliances, and other mechanical wonders within the dreary factories.

The rise of fascism, particularly among young Britons, is causing a rift between the English social classes and immigrants. Sir Oswald Mosley, a member of Parliament, leads the British Union of Fascists (BUF). The BUF wants Great Britain to pattern themselves along the lines of Hitler's Germany, and Mosley even met with several high-ranking Nazi officials. When Mosley's supporters aren't causing trouble in the streets, they're pushing for their leader to become the new Prime Minister, a scenario that might succeed, particularly if Stanley Baldwin resigns. Rumor has it King Edward is sympathetic to the BUF.

Like New York, London has also suffered repeated attacks from the Martians. In 1934, a small detachment of tripods destroyed buildings in the East End, while a band of war chariots hovered over the Thames and ruined large swaths of Southwark. The Royal Air Corps dealt a harsh blow to the advancing Martians, but it was the quick-timing and tenacity of a group of superhumans led by costumed vigilantes John Bull and the Cavalier that toppled the Martian fighting machines.

Currently, a draft is being instituted throughout Great Britain to swell the ranks of the military. A new division, the British Interplanetary Defense (BID), was formed, whose sole aim is to defend the country against Martians. BID troops are equipped with the latest in military technology.

Scotland Yard

Headquartered in New Scotland Yard, on the banks of the Thames, the name technically refers to the headquarters of the London Metropolitan Police. However, when most people mention “Scotland Yard,” they’re referring to the department’s Criminal Investigation Department (CID) branch. Arguably home to the most famous detectives in the world, and a pioneer in the criminal forensics field, Scotland Yard enjoys a prestige no other police department can match, although members of the FBI’s CID would beg to differ.

THE AMAZING ZOLTAR

Percival P. Smythe was born in London in 1885. The son of carnival performers, he learned parlor tricks and eked out a meager living from the back of the family wagon as they traveled with the carnival throughout Europe.

In 1924, while performing for a jaded audience, he had a mystic revelation. He stumbled off the stage and wasn’t heard from again until two years later when he reappeared as The Amazing Zoltar and announced he knew the secret to casting magic — not the smoke-and-mirror trickery rife throughout the carnival business, but true magic. Many were skeptical, but when he demonstrated his newfound talents, no one was able to debunk him. For the next two years, he traveled throughout Europe and America offering a million-dollar prize to anyone who could prove his talents were not genuine. This stunt has won over many skeptics, and the prize money is still unclaimed.

Zoltar realized he had been given a strange and powerful gift. If not properly controlled, magicians of a more evil sort would eventually arise and misuse their newfound power to further their own dastardly ends. Thus, he created a school of magic to train and discipline would-be spell casters.

Located on Zoltar’s expansive English estate, the Academy of Prestidigitation and Conjuraction graduated its first class in 1932. In 1934, a similar school was established in America, in Salem, the site of the infamous Witch Trials of 1692. The headmaster of the American academy is H. Phillips Lovecraft, an American author with a penchant for recording his experiences in the guise of horror tales.

GREECE

The cradle of Western civilization and home to one of the world's oldest civilizations, Greece is a treasure trove of ancient architecture and epigraphic sources of historical import. Archaeologists from around the globe are currently excavating ruins at the Acropolis and the Temple of Zeus in Athens.

The Greco-Turkish War of 1922 put Turkey in control of Asia Minor when the peace treaty set the borders of modern day Greece. Following a turbulent succession of monarchs in the early 1920s, Greece was declared a republic in 1924. However, that all changed last year when General Ioannis Metaxas thwarted a plan to assassinate Premier Venizelos and forced him to abdicate his power, restoring the monarchy in return for his life.

HAITI

Haiti borders the Dominican Republic on the island of Hispaniola. Frequent uprisings have forced the U.S. military to occupy the country since 1915, and the country's capital, Port-au-Prince, has been under martial law ever since. The region is best known for its practice of voodoo, an interesting mix of African slave beliefs and Christian ritual. Most believers practice Rada, a "good" form of voodoo; however, there have been rumors a powerful Voodoo priest has taken up residence in an abandoned mansion in the heart of the island, and that he commands an army of zombies.

INDIA

The East India Company first colonized India, the gem of the British Empire, in the 1770s. When Indian leaders protested, Britain sent in her troops and assumed control of the government. After a series of fierce battles, India became an unwilling member of the British Empire. In cities like Calcutta, Delhi, and Bombay, the imperial British presence is obvious. While the poor starve and die in the streets; the wealthy watch cricket matches, play polo, and sip exotic blended teas. In a few isolated pockets, some greedy Indian princes still hold sway over their subjects, whom they treat even worse than the British, caring only about extending and solidifying their power.

ITALY

Right behind its stalwart, goose-stepping ally Germany, Italy is the second major fascist country in Europe, although it was the first to actually adopt fascism. In 1922, when Hitler was kicking around the idea of social revolution in Germany, Benito Mussolini was already running Italy as a totalitarian state. He has crushed dissent, eliminated rival political parties, and censored the press. Signs blatantly proclaiming, "Mussolini Is Always Right" adorn the walls of many ancient buildings in Rome.

JAPAN

Japan is an island nation located just off the Chinese coast and has been ruled by Emperor Hirohito since 1926. In reality, its government is controlled by the military, with the Emperor nothing more than an unwilling puppet, forced to comply with the wishes of the military junta. Japan is an aggressive and expansionist nation, and its recent confrontation with China, in which the Japanese army seized control of the Manchurian provinces, is one example of how the “new” Japan plans on doing things.

MEXICO

The National Revolutionary Party has ruled Mexico since 1929 and has crushed almost all opposition. What worries many is not the corrupt government, but rather the rise in cult activity. Some Mexicans are probing deeply into the country’s Aztec past, with frightening results.

A few years ago, a wealthy businessman and amateur archaeologist named Rodrigo Batista revived interest in ancient Aztec culture after exploring the Pyramid of the Sun in Teotihuacán, just north of Mexico City. Batista changed his name to Chicome Ocelotl, or Seven Jaguar, and opened a “tourist center” at the old Aztec city. Some say the tourist center is just a front for a mysterious cult known as the Order of the Winged Serpent.

THE MIDDLE EAST

Most of the Middle East is controlled by warring local clans and, like so many other areas, the British. Competing interests make political relations on the Arabian Peninsula very tense. Germany has recently curried favor with its old ally Turkey, and even though Ibn Saud overthrew the Turks in 1913, and now controls much of Arabia, that may all soon change.

A plague currently ravages much of the Arabian Desert. Village after village is falling to what locals describe as “the Wandering Pestilence.” Symptoms include fever, dizziness, horrific nightmares, boils, and finally death. Talk around the nightly campfires blames the disease on a strange one-eyed Bedouin riding a black camel and commanding an army of corpses. Despite their best efforts, the British have been unable to locate this mysterious figure or his army.

MONACO

The Principality of Monaco, ruled since 1922 by Prince Louis II, borders the Mediterranean Sea and France. At barely more than one-half a square mile in area, it is one of the smallest nations in the world, second only to the Vatican. The Casino of Monte Carlo, open only to foreigners, is the nation’s most lucrative source of revenue, with wealthy vacationers spending millions of dollars at its card tables and roulette wheels. The second most popular tourist activity seems to be drinking champagne and cavorting with the beautiful women at the Hotel de Paris. However, there are plenty of things to do in Monaco besides gambling and partying, including the Monte Carlo Rally, the Monaco Football Club, and the Grand Prix of Monaco, held annually since 1929.

OCEANIA

There are over 1,000 islands in the Pacific Ocean — some are island nations, others are uninhabited, and yet others contain enigmatic remnants of ancient civilizations. The Japanese control the Yap Islands and part of the Caroline Islands. They have also maintained control of the Marshall Islands since the end of the Great War. The United States administers the Philippines and Hawaii as territories, as well as laying claim to Guam. French Polynesia, annexed by France in the 19th century, includes Tahiti, a famous tourist destination. New Zealand, a large island off the coast of Australia and home to the Maori culture, is under British control. Other well-known islands, to which no nation has laid claim, include Fiji, Western Samoa, and Tonga.

SOUTH AMERICA

The Amazon rainforest, a dense, humid, and mosquito-infested region of wondrous natural beauty, covers most of the South American continent. The presence of British and French colonists is not as widespread here as it is in Africa and Asia, so the native peoples enjoy a more liberal form of home rule.

The Chaco War is still flaring in South America, with Paraguay and Bolivia fighting each other over the oil-rich Gran Chaco region since 1932. American oil companies, seeing the potential in the region, have secretly backed each nation, hoping to reap a fortune from whichever one emerges victorious. In 1934, Bolivian generals tried replacing President Daniel Salamanca, but their plan failed. The combatants have as of yet failed to reach an accord and the war still rages in the jungles, mountains, and plains of the wasted nations.

Lost Empire of the Incas

Incan ruins, centered in Peru, dot the landscape in the western part of the continent. Machu Picchu, located in the Andes Mountains, was once a palace for Incan royalty. Explorers come up here to poke around in the ruins looking for lost treasure; however, most simply end up returning home disappointed, even though there are said to be many ancient temples yet to be discovered.

An archeological mystery is unfolding in Tiahuanaco, a city in the Bolivian Andes almost 1,500 years old. The ruins are part of a vast religious complex consisting of temples, a step-pyramid, burial mounds, and palaces. The Tiahuanaco Sun Gate, a granite monolith resembling an archway decorated with the Incan sun god, Viracocha, is located at the center of the ancient city and rumored to have been created by visitors from the stars. According to glyphs at Tiahuanaco, powerful magic is needed to transform the Sun Gate into a trans-dimensional doorway. Though serious archaeologists scoff at such tales, they are nonetheless descending on the ruins in droves.

THE SOVIET UNION

Josef Stalin rules the Soviet Union, the largest nation on Earth, with an iron fist. Known as Russia prior to the 1917 revolution, the Soviet Union is a nation wracked by turmoil and fear. The Bolsheviks, under Stalin's control, have turned the whole country into a nightmarish existence in which no one knows who to trust and death lurks around every corner. Secret police squash internal dissent and endlessly purge Communist party members Stalin does not trust. The most brutal such purge, in which over 100 of Stalin's opponents were murdered, began with the 1934 execution of his aid, Sergei Kirov. By means of murder, deportation, seizure of property, and torture, Stalin seeks to control everything and everyone within the nation's borders.

SPAIN

One of the most volatile places in Europe is Spain. Since mid-1934, the nation has been plagued by a bloody civil war. Nearly every international mercenary and thrill-seeker is participating in it.

There are two major factions vying for control. Francisco Franco, the former general of the Spanish army in Morocco, leads one group of rebels, a group of fascists known as the Nationalists. There is a second group of rebels, the Republicans, who are a group of socialists led by Juan Negrin. Germany and Italy are supporting the Nationalists, while the Soviet Union and the International Brigades, numbering some 60,000 volunteers from 55 countries, are aiding the Republicans. The fighting has been particularly brutal. So, if you don't enjoy violence and bloodshed, stay out of Spain.

TIBET

Tibet, a mountainous region in Central Asia, has been the seat of Tibetan Buddhism since the 13th century. The nation's spiritual leader, Dalai Lama Thubten Gyatso, died in 1933 and the nation is currently under the rule of a regent until a new Dalai Lama is chosen.

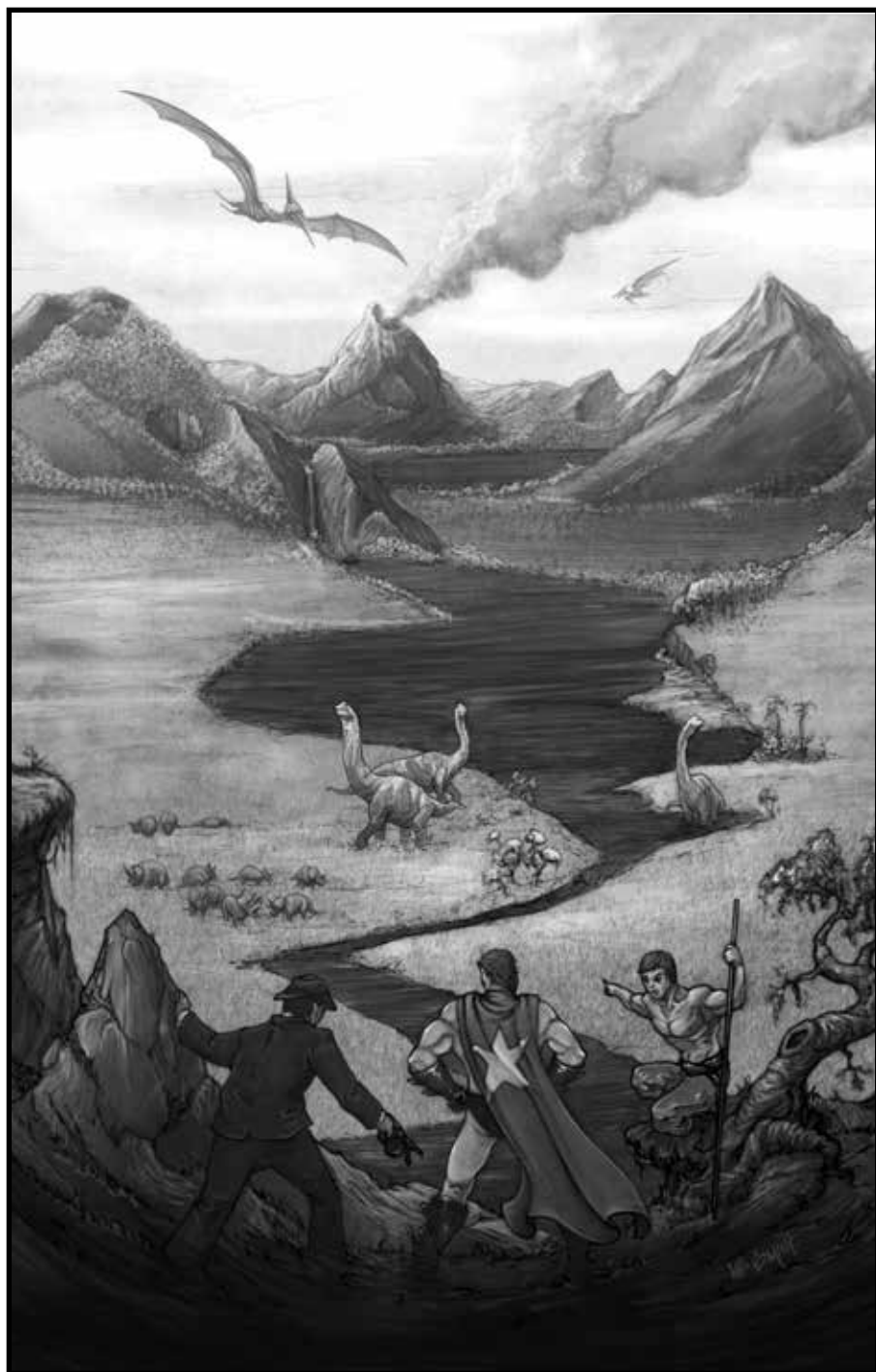
The Tibetan capital city, Lhasa is a holy place, frequented by Buddhist pilgrims who meditate at the Jokhang Temple, a massive three-story temple with many chapels and sacred rooms. The Potala Palace, built on Marpo Ri hill overlooking the Lhasa valley, is the most impressive structure in Tibet. The Potrang Karpo, or White Palace, and the Potrang Marpo, or Red Palace, are part of the complex housing the Dalai Lama and the Tibetan government, as well as numerous chapels and artifacts of religious significance.

THE VATICAN

Surrounded by Rome, the Vatican is the smallest independent nation in the world. To the untrained eye, it appears as if Pope Pius XI leads the Catholic Church; however, the Vatican is actually administered by an appointed Governor, and Mussolini has made it quite clear it is he, not the Governor or the Holy See, running the show. Obviously, the Holy Father is not satisfied with this situation. In fact, sources close to the Pope say he ardently believes Mussolini to be a Hell-spawned demon. Rumors are circulating that the Vatican is funding a militant society, known as the Order of St. George, dedicated to the acquisition of certain holy relics and the overthrow of Mussolini's régime.

LOST WORLDS

Strange tales are pouring in from around the globe of fantastic places from mythology and legend. More than one university has funded bold expeditions to discover the lost continent of Atlantis. Explorers returned from the Himalayas with stories of the forbidden lamasery of Shangri-La. Rumors abound that the Nazis are searching for the entrance to the Hollow Earth, a vast realm underneath the Earth's crust filled with all sorts of wondrous creatures and native inhabitants. Aleister Crowley's Golden Dawn Society is undertaking a trek to the fabled Lemuria, a lost land somewhere in the Indian Ocean inhabited by spell-slinging lizardmen. Reports of bizarre islands teeming with dinosaurs and other gigantic creatures also persist, with many drunken sailors recounting near death experiences at the hands of native tribes and colossal monsters.



SECRETS OF RAVAGED EARTH

Salutations, brave adventurers! If you've made it this far into the book, you already know a great deal about *Ravaged Earth* and definitely everything you need to make a character and join in the pulp action. However, you shouldn't really read any further unless you plan on being the GM, as you may well spoil some of your fun and that of your fellow players.

Plan on running the game? Then delve ahead and get ready to uncover some of the secret workings of *Ravaged Earth*. Before you do, however, we'd recommend you take the time to read through the Player's Section to get a good handle on everything before you plunge in. Good luck and happy adventuring!

RAVAGED EARTH AWAITS

Welcome to *Ravaged Earth*, a world nearly torn apart by Martian invaders. A world living with the very real threat of another invasion, even while its inhabitants continue to war with one another. Add Aetherium, the Martian metal, into the mix and you have a world on the brink of destruction. Your heroes will be doing battle with dark forces, domestic, abroad, and alien. They will be traveling through exotic jungles and discovering spectacular lost cities, exploring ancient tombs, fighting giant robots, nefarious villains, and going in whatever particular direction you want them to go. In other words, *Ravaged Earth* is your pulp playground. Kick up some dirt!

First off, *Ravaged Earth* is The World of High-Powered Pulp. How does it live up to that criterion? Pulp stories are traditionally those stories found in the old digests of another day covering a broad range of genres, from the Lone Ranger to Flash Gordon, with Tarzan swinging through the jungle somewhere in between, while the tentacled terrors of Lovecraft and the mighty Conan patrolled its early, outer fringes. The particular subsection of pulp *Ravaged Earth* deals with is 1930s action adventure. We'll leave any discourse on Lovecraft for another day, and ask Conan to kindly sheathe his sword.

Action adventure obviously has a number of rules and guidelines of its own, but the genre can range in location from the bottom of the ocean to the depths of space and come from sources such as nearly any graphic novel you care to pick up, as well as many of the blockbusters at the theaters of this year or any other. With its focus on the action adventure stories of the 1930s, *Ravaged Earth* can emulate anything from *The Shadow* to *The Thing* to *Tales from the Crypt*.

Ravaged Earth also provides you an entire world rife with adventure and potentialities: a world your players will want to explore, where your players will enjoy the fact there are logical underpinnings that allow one person to make a masked avenger, another to make a superhero, and a third to make an ace reporter and have them all adventure together. The threat of the Martian Menace and the power of Aetherium take care of all of that. Where else does it make sense for such characters to not only encounter pit traps, femme fatales, the double cross, giant robots, and sweeping journeys to strange, exotic locales in search of rare and precious artifacts, but also live to tell about it through their sharp wits, fast actions, and great feats of superhuman prowess?

THE ROLE OF THE GM

If you're a new GM, welcome to a golden opportunity to mix it up in the style of some of your favorite movies and stories of yesteryear. If you're a seasoned GM, much of this stuff may be old hat to you, but it never hurts to read just a little bit more to refine your craft.

As the GM, your role could, at its most elemental level, be to control the flow of the game, adjudicate probabilities, and to deliver an interactive experience for a group of folks. That sounds a bit dry, though, doesn't it? *Ravaged Earth* is far more exciting, and your role is far more important than that.

You're the GM and it's up to you to keep your players entertained. You alone are responsible for creating dastardly enemies for them to fight, dusty ruins for them to plunder, ancient wonders for them to discover, and great evils for them to overcome. You also get to play everyone and everything else in the world. The players are watching the movie of words you're revealing through the narrative you present to their characters. They determine what they do. You determine what the rest of the world does. This demands a thorough knowledge of the rules and the ability to quickly and entertainingly become an ensemble cast of characters, from the surly bartender they pump for information, to the quizzical lad who knows a bit too much to be just an ordinary shoeshine boy, to the deranged cultists wanting to take over the world and enslave all of humanity.

We'll reiterate the importance of having a good understanding of the *Savage Worlds* rules, as well as the *Ravaged Earth* rules you're reading now. Luckily, this system is designed for ease of play and once you get a few games under your belt, you'll find you can focus on your story. More details about all of this stuff will be revealed in the pages ahead. Just remember this one golden rule and you'll be okay: keep things moving! This is stated a hundred ways in a hundred different books, but when all else fails, fake it. Make a decision and consult the book after the game in any post-game analyses.

Now that you know the golden rule of rules, keep the following in mind when you're thinking about *Ravaged Earth*: cinematic. Sure, much of the speed of play depends on your grasp of the rules and their execution, but don't feel like you're alone. Although your role is paramount, don't discount the creativity of your players. Allow them some latitude. Keep the attitude light and friendly and give them some riveting storylines to sink their teeth into and, together, you'll make your *Ravaged Earth* experiences both exciting and memorable.

Before you get started, it doesn't hurt to familiarize yourself with the setting material either. We've stressed the importance of rules, but if you don't know the setting, at least on a basic level, all the rules in the world won't help. By the time you're finished, you should have a good grasp of the *Ravaged Earth*, as well as a firm understanding the direction you want to take it. After all, this is your game, your *Ravaged Earth*, and you're free to do with it as you will. After this primer, we'll dive right into the bigger secrets of *Ravaged Earth* and provide you with enough adventure hooks to hang a campaign on.

Keep your mind open to the possibilities of the hinted-at mysteries and let the information inspire you. Although the world of the *Ravaged Earth* is similar to our own, there are some fundamental differences that should be obvious by now: cutting-edge weird science, superhumans with amazing powers, mentalists that can kill with a thought, and evil secret societies plotting world domination to name a few — all fueled by good, old, mysterious Aetherium.

INVOLVE AND INFORM YOUR PLAYERS

Ravaged Earth may read well on paper, but the fun doesn't begin until you gather up your gang, give 'em the skinny, and then dive into the action. There are two approaches to this. The quick and dirty method is to have each person pick out an archetype from the book, skim through the history of the Ravaged Earth, and start playing. What better way to find things out than through exploration? However, many players and GMs want to take the time to read through the backstory of the world, and weigh their options carefully. Just remember, this is *Savage Worlds* and the fun is in the playing. Once everyone has sorted out the kind of character they want to be, the adventures should come naturally. Be sure to educate everyone on the setting rules, those will definitely lend themselves to a bolder style of play (since defying death is part and parcel of being one of the Ravaged).

A few important things to tell them up front can provide for more enjoyment. Tell them as Ravaged heroes, fortune often favors them more and, no, they don't get to know why, but the more bennies they spend, the crazier their stunts, and the more they entertain you and the other characters while maintaining their role, then the more bennies you will reward. Do this too. This encourages some great game play. Remember, bennies will always find their way back to you.

CREATING RAVAGED TALES

Whether your characters are fighting robots in the Rainbow Room, sword-fighting at sea, or wrestling wraiths in Aruba, it's ultimately up to you to design and tailor adventures for your group. To that end, we're going to present some pulp conventions, explain how they relate to *Ravaged Earth*, and suggest how you can incorporate them into your vision of the setting. What's more, you'll find everything you need to create adventures of your own in no time.

THE DEFINING ELEMENTS OF PULP

Earlier, we discussed pulp in broad strokes. Now, we'll get down to brass tacks and examine the components of pulp more closely and the variances, if any, taken by *Ravaged Earth*.

Action

Action is the essential ingredient in pulp and it certainly takes the lead role in *Ravaged Earth*. With giant robots, the ever-present threat of alien invasions, and all-around impending doom, the heroes need to take the fight to the bad guys. The pulps utilize action to resolve conflict and move the story along. Sometimes this involves fighting villains, henchmen, or even fantastic beasts. Other times, it focuses on heart-pounding chases with enemies close in tow. On occasion, it is nothing more than a thrilling display of heroism. Pulp plots are often nothing more than a series of events, each more intense than the last, quickly following one another until reaching its conclusion. In other words, pacing normally replaces plot development. However, *Ravaged Earth* should be the best of both worlds, no pun intended. You should couple the fast action of pulp with the adventure seeds found herein to develop a full, rich plot and storyline. There is no reason to sacrifice one set of elements over another.

That being said, when designing adventures, be sure to focus on the action. In most cases, supporting activities, such as travel, research, and the like, can be glossed over with a brief narrative description or handled “behind the screen” with a simple roll of the dice. Save your energy for the scenes that really matter — those in which the heroes are given a chance to move the story along or in which their lives (or the lives of others) are placed in jeopardy. Remember, everywhere the hero goes he should face danger. Give the players a regular diet of action with the occasional breather and they'll love you forever.

The Black and White of *Ravaged Earth*

In general, the heroes are clearly heroes, fighting for what is morally right and just; the villains are obviously the villains, there's no doubt they are utterly evil and unredeemable. There is no moral ambiguity; things are either good or evil.

Pulp characters suffer no inner turmoil when deciding which course of action is Right and which is Wrong; they instinctively play out the role for which they were created. Their actions are judged by society, and one another, according to the perceived roles they have been chosen to fill. However, *Ravaged Earth* introduces another dilemma for the characters. The sheer fact of their

condition can make their motives suspect to the layperson, if made aware of the fact that the characters are Ravaged. If you simply ratchet the angle of your game a little more towards gritty and grainy and use the Dark Heroes option described in the Player's Section, you can easily capture the essence of noir.

In game terms, this means certain Hindrances (e.g., Bloodthirsty, Greedy, Mean, and Vengeful) should be reserved for use only by villains unless a hero has a compelling (and interesting) reason as to why they possess such a flaw.

Clichéd versus Complex

Pulp characters are generally shallow and clichéd. In *Ravaged Earth*, that's only the starting point. By taking archetypes and coupling them with a few Defining Interests, you can quickly and easily create unique NPCs. For more flavor, use the Personality table in your copy of the *Savage Worlds* core rulebook to give them even more character.

Slang and Sensibility

Slang can be a useful tool in your GM arsenal. Believe it or not, a little slang can do wonders for any game, any setting, but it can be a true stand out in pulp. *Ravaged Earth* has included a comprehensive list of 30's slang with a few setting appropriate words thrown in there. Try and use them. As far as pulp is concerned, the adjective and the adverb are the most important parts of speech. However, we have to consider this in the context of modern gaming and the attitude of your group. Some folks totally buy in hook, line, and sinker and some are the fish that only want to take a nibble every now in then. In any case, as funny as it may sound, peppering your dialogue and descriptions with a little bit of slang can evoke the mood and spirit of your game.

Check out the **Pulpspeak: Street Talk** in the Player's Section. You'll find judicious use of slang will create a more immersive roleplaying experience for your players. Jotting down key quotes for important NPCs can certainly help capture the imagination and enable them to stand out more in your games as well.

The Supporting Elements of Pulp

There are several tropes your players will expect to encounter from time to time. There's no need to include all of them in each and every adventure — doing so would only overload your players and bog down the dramatic pace of the adventure; however, by understanding each trope you will know when to employ it so as to produce maximum dramatic effect. Therein lies the secret of pulp narration.

Capture, Confinement, and Escape

Pulp stories are filled with scenes in which the villain captures the hero. Luckily, a few scenes later, he always seems to escape! His imprisonment, however brief it may be, is not without purpose: he may learn heretofore unknown details of the villain's master plan, he may meet someone important to the plot, or perhaps he simply gleans tidbits of information that although they may seem innocuous at the time, later prove to be the difference between success and failure, or perhaps even life and death!

Cliffhangers

Cliffhangers leave the heroes in some dire, suspense-filled predicament. The players never know whether their heroes will save the day or die in the attempt. Ending a session with the heroes facing seemingly insurmountable danger is a memorable way to leave things. Why? Because when you come back to the table they will still have to deal with the dangerous spot you left them in! End every session of *Ravaged Earth* with a cliffhanger — your players will love (and hate) you for it!

A simple means of reinforcing the cliffhanger is to award every hero actively involved in the cliffhanger's action two extra bennies at the start of the next session. These bennies must be used during the cliffhanger's conclusion; otherwise, they are lost once the action moves on.

The Death of a Hero

In keeping with the spirit of the pulp genre, heroes should rarely die. Whenever possible, players should be warned of the potential consequences of their heroes' actions; however, stupidity should not be tolerated! It's easy for a player to come to believe his hero is invincible because the average hero in *Ravaged Earth* is much more powerful than his *Savage Worlds* counterpart. Charging a group of native Extras holding a female prisoner is heroic. Charging an armed squad of Nazi stormtroopers with a broomstick is suicidal. The former will earn you fortune and glory; the latter, a quick and ignominious death.

In *Ravaged Earth*, we have built in setting rules that address this quite nicely. Due to Aetherium, this particular convention is easily given an underlying logic. Aetherium has altered the character's genetic structure to such a degree they are nearly impossible to kill. Keep in mind this is an excellent way for less scrupulous facilities to identify their *Ravaged* prisoners from their more mundane counterparts.

The Bad Guys

We address villains in detail a bit later, but it's worth noting here villains rarely die either. They benefit from the effects of Aetherium just as much as the heroes do and sometimes more so. Frequently, they are pursuing getting their hands on more of the Martian metal to increase their powers. Villains rarely attempt to outright kill the heroes either. They know the Ravaged can take a great deal of punishment and any given villain may want to kill the heroes from time to time, but the consequences would be profound. They are not typically so concerned with the mundanes, the average citizens on the street. Once a character is known to the villains, a grudging respect often emerges in grand pulp tradition.

Death Traps and Villainous Excess

Why kill a hero outright when you can put him to death slowly in some overly-complicated device, such as a platform placed in the center of a giant tank filled with sharks? Besides allowing the hero time to escape, such devices allow your villains time to engage in that time-honored tradition of Pulp villainy: the verbose monologue, in which many details of their master plan are revealed.

Exotic Locales

Large areas of the globe are unmapped, unknown and therefore exotic to most of the world's population. Pulp adventures always take place in exotic locales — from the windswept deserts of Africa, to the lush tropical jungles of the Amazon; from the mysterious Far East, to the dismal mosquito-infested swamps of Louisiana. Vine-entangled temples, dilapidated antebellum mansions, crumbling stone castles, and decrepit ruins of unknown origin, are all perfect backdrops for your adventures.

Flexible Reality

As the GM, you reserve the right to alter reality in whatever way you deem necessary. Feel free to give your villain's aircraft stealth technology, don't worry that revolvers can't use silencers, and don't give a second thought to that tiger that just attacked the heroes — even if they are in Africa. Reality is relative; for the only thing that truly matters is that you spin a ripping good yarn. Anachronisms and oddities filled the pages of the classic pulps. Your tales should be no different.

Grand Scale

Ravaged Earth deals with elements on a grand scale: exotic locations, intriguing villains, futuristic gadgets, deadly creatures, death-defying situations and, most certainly, the Ravaged.

Mystery and Intrigue

Besides heart-pounding action and non-stop adventure, many pulps focused on mystery and intrigue. The world of *Ravaged Earth* is filled with diabolical villains, each with their own ambitions and goals, and although the heroes are dedicated to thwarting their schemes, they should never know all the details. You are under no obligation to reveal everything to your players. Keep them in the dark, deliberately mislead them, and only reveal truthful information when dramatically appropriate to do so.

Perils and Pitfalls

Pulp commonly features lots of outlandish hazards and obstacles. The heroes often find themselves in treacherous, life-threatening situations where survival depends upon being able to affect a daring escape just in the nick of time. Several of the most common types of perils and pitfalls are detailed below. As with all things within the *Ravaged Earth*, the GM should feel free to alter them to suit his own campaign.

HAZARDS

Blizzards and Sandstorms

A hero caught in a blizzard or sandstorm cannot see more than a few feet in front of his face and suffers a -4 penalty to any skill or action relying on vision or hearing. In addition, he must make a Fatigue roll at -2 every hour until he finds shelter. A typical blizzard or sandstorm may last as long as 1d4+2 hours.

Quicksand

Found in jungles, forests, swamps or other untamed wooded areas with a lot of vegetation, quicksand is a mix of sand and water that although potentially deadly, is not as dangerous as it's commonly portrayed. A body can float on quicksand so long as movement is kept to a minimum; however, the more a victim struggles, the more quickly he sinks, until he is completely immersed and begins to suffocate. Patches of quicksand can be detected with a Notice roll at -2 in heavily forested areas.

Once a hero steps in the quicksand, he begins to sink. It takes five rounds for an average-sized adult to sink beneath the surface of the quicksand if he struggles — twice as long if he remains calm. Once he has sunk beneath the surface, use the normal rules for drowning (*Savage Worlds* core rulebook). At the start of each round, the hero can make a Spirit roll at -2. If successful, he remains calm enough to avoid sinking any further that round. Heroes stuck in quicksand can be pulled out or grab a hold of a vine or rope and haul themselves out, either of which requires a Strength check at -2. Success prevents them from sinking any further that round, while a raise pulls them out.

Rope Bridges

Suspended across a chasm or gorge, rope bridges are a popular staple of the pulps and can lead to dramatic encounters and situations. An average rope bridge can generally support the weight of up to ten people at once without any noticeable strain. For every five additional persons, the GM should roll a d6. On a result of 6, one of the supporting ropes goes taut and snaps. If one of the main ropes snaps, everyone on the bridge must make an Agility roll at -2 to grab on to the bridge. If the second rope snaps, the bridge collapses to one side of the chasm and everyone on the bridge must make a Strength roll at -4 to hang on. Those who don't make it plummet into the chasm and suffer normal falling damage. Those able to hang on must attempt to climb out of the chasm using the remains of the bridge. A bridge's supporting ropes may also be intentionally cut — in such cases, use the normal rules for Breaking Things (*Savage Worlds* core rulebook), assuming the ropes to have a Toughness of 5.

When attempting to cross a rope bridge in high winds (or while running), each hero must make an Agility roll to maintain their balance. A hero may gain a +2 bonus if they concentrate on crossing the bridge safely. In such cases, moving one's normal Pace is considered a normal action. If they fail, they go prone. With a result of snake eyes, they trip and go over the edge. The same applies to anyone engaged in combat on a rope bridge.

Some rope bridges utilize planks of wood, while others utilize just a rope suspended by two guiding ropes. Bridges using planks of wood, while capable of supporting more weight (up to ten people) and being less flimsy, have other problems to worry about. The wooden planks are often rotted or poorly spaced and one wrong step could snap a plank and send the hero tumbling. To represent this, all heroes must roll a d6 after crossing one-third and two-thirds of the bridge's total distance. On a result of 6, a wooden plank snaps. The hero must make an Agility roll to avoid falling. Any hero falling off a rope bridge is allowed one last Agility roll (at -2) to grab the edge of the bridge. Hauling a hero back onto the bridge requires a Strength roll (to get them on the bridge) in addition to requiring everyone on the bridge to make an Agility roll to maintain their balance.

TRAPS

Collapsing Corridors, Rooms, & Staircases

These traps generally cause corridors, rooms, or perhaps even larger structures, such as ancient temples or tombs, to collapse. Usually triggered upon entering a specific area or removing a specific item, the only warning the heroes will have is a low rumbling, like an earthquake, before the ground shakes and the building starts to fall down around them. A series of successful Agility rolls are normally required to remain standing and avoid being hit by falling debris. Any hero struck by such debris usually suffers at least 2d6 damage.

Collapsible staircases look like normal staircases, with one exception — they can take the heroes on a wild ride if they're not careful. The flattened staircase is activated by a pressure plate on one of its steps, usually one of the middle ones. Once activated, the steps collapse and the staircase flattens into a steep slope. The heroes tumble down the slope and suffer a Fatigue level (bumps and bruises) unless they make a successful Agility roll at -2 (in which case they simply slide down the slope). Normally, the heroes are deposited into a chamber or pit (perhaps empty, but perhaps not) of some sort. The heroes may or may not be able to climb back up the slope depending on where they end up.

Compressed Air Traps

These traps used compressed air to release a violent blast of debris (e.g., corrosive rock salt, acid, or other unpleasant substances) when opened. These traps are similar to projectile traps (see below); however, they affect an area equal to a specific burst template placed directly in front of the trap. A loud rushing sound is heard just prior to release, thus any heroes caught within the trap's area of effect may make an Agility roll at -2 to dive out of the way. Damage is normally equal to 2d6 for anyone left within the area of effect; however, additional effects appropriate to the substance being spewed forth are possible.

Crushing Walls

The heroes enter a room and passage behind them is somehow sealed (e.g., the door locks or a stone block falls from the ceiling). Shortly afterwards, the walls begin moving toward one another, closing in to inevitably crush the heroes. Sometimes spikes protrude from the walls, making the situation even more precarious. A release mechanism is usually accessible from outside the chamber, although on occasion, a hidden trigger in the floor or wall may be found (usually requiring a Notice roll at -2). If crushed by the walls, the heroes suffer 3d8 damage the first round and an additional 1d8 damage each round thereafter until they die (e.g., if a hero is pinned between the walls for three rounds, he would receive 3d8 damage the first round, 4d8 the second round, and 5d8 damage the third round). This trap is often the final destination for heroes that have fallen victim to a collapsing stair or pit trap.

Deadfalls

Deadfall traps are triggered to drop heavy objects (e.g., boulders, sand, or water) onto the heroes. Often these objects block the passages into which they fall, thus they may often serve as the “set up” for another trap (e.g., crushing walls). The most commonly seen variation of this trap is one in which a heavy stone block or boulder falls from the ceiling, crushing the hero under its tremendous weight. The trigger may be able to be detected by a successful Notice roll at –2; however, more often than not, there is no advance warning. When the trap is sprung, anyone under the falling object must make an Agility roll at –2 to throw themselves clear of the falling debris. Those who don’t make it suffer 2d8 damage.

Fire Traps

These traps blast out pillars of flame from concealed spaces when triggered. Detecting these traps is difficult, requiring a Notice roll at –2. Once sprung, flames shoot forth, causing 2d10 damage to anyone caught in their path. When the trap is sprung, anyone in path of the flames must make an Agility roll at –2 to avoid the fire. Anyone hit by a pillar of flame has a chance of catching fire, according to the rules presented in the *Savage Worlds* core rulebook.

Flood Traps

These traps consist of a chamber filled with water (or oil, gas, acid, etc.) The liquid may already be present within the chamber or perhaps it seeps in through grates in the floor or is poured in from the ceiling. With no drainage the room soon fills up, forcing heroes to tread water or drown (see the *Savage Worlds* core rulebook). If the liquid is oil, it may be ignited upon reaching a certain depth. Acid has even nastier consequences for anyone immersed in it. Usually a hidden lever or valve, spotted with a Notice roll at –2 opens a hidden drain that lowers the fluid level. This trap is often the final destination for heroes who have fallen victim to a collapsing stair or pit trap.

Pit Traps

Pit traps consist of a deep pit lined with sharp sticks or metal spikes, designed to impale the heroes. A successful Notice roll at –2 is required to detect a covered pit trap. Anyone falling into a pit trap suffers normal falling damage (see the *Savage Worlds* core rulebook) in addition to an additional 2d6 for the spikes. Some pit traps contain deadly creatures, such as poisonous snakes, tarantulas, or rats instead of spikes, while others are filled with water, acid, or oil. Pits may or may not be covered or otherwise camouflaged. Sometimes, a pit’s cover may be locked in place until some other trigger is sprung.

Projectile Traps

These traps consist of concealed projectiles positioned behind doors, ceilings, or perhaps even within the mouth of an exquisite sculpture. A spring mechanism, usually activated by a trigger plate or other pressure-sensitive device, causes the projectiles to shoot forth. Often these darts may be tipped with poison or venom. Detecting these types of traps requires a Notice roll at -2. Avoiding them requires an Agility roll at -2. If a projectile hits its target, it inflicts 2d6 damage. Poison darts inflict additional damage or cause some other appropriate effect determined by the GM.

Rolling Boulders

Built atop an incline or sloping passage, this trap sends a heavy boulder tumbling down at the hero. A trigger, usually a tile in the floor or concealed tripwire, activates the trap, which is preceded by a low rumbling, gradually increasing in volume as the boulder rolls down the inclined corridor towards the hero. Detecting the triggers for these traps requires a Notice roll at -2.

Once the trap is sprung, the boulder gains momentum and the ability to cause more damage the longer it rolls. The boulder's base damage is 2d6. For each round beyond the first that the boulder continues rolling, add 1d6 to its damage total. For example, if the boulder rolls four rounds before hitting a hero, the total damage caused is 5d6. If there is space for a hero to dive out of the oncoming boulder's path, he may do so with a successful Agility roll at -2; otherwise, the boulder should be given a Pace and an Agility attribute and the scene treated as a chase.

Snare Traps

Snare traps are one of the most primitive, yet effective, types of traps. They are usually found in areas with lots of tall trees, foliage, and ground cover, such as forests and jungles. They consist of nothing more than a looped rope (which lies hidden on the ground), attached to a twig or wooden peg (which serves as a trigger), and a counterweight (such as a bent sapling or tree branch).

Snare traps can be set to go off with a trip wire being attached to the trigger, but more commonly, the hunter, who hides nearby, activates the trap when his quarry steps within the looped rope. The trigger is released and the snare catches the prey by the foot, pulling it up into the air where it is at the hunter's mercy.

Detecting a snare trap requires a Notice roll. Modifiers may be applied depending on how well the snare is hidden. Once the hero steps into the trap, have them make an opposed Agility roll at -2 against the hunter's Agility. If the hunter wins, the hero is caught; otherwise, the hero is only tripped up and falls prone. Escaping from a snare trap requires the target to cut the rope (requiring a suitable cutting device and a successful Strength roll), and if successful, the hero suffers normal falling damage as per the *Savage Worlds* core rulebook.

TRUSTWORTHY ALLIES

Pulp heroes have stalwart allies, contacts, and associations helping them out in a pinch: a trustworthy police detective, an honest co-worker, a helpful shoeshine boy, or an accommodating cab driver. They may lend assistance by providing information or they may provide vital resources needed to accomplish a specific goal. In dire situations they may actually suit up and join the heroes on their adventures. Allies are most often mundanes, or normal humans, and subject to all the frailties of such. Therefore, the heroes must exercise caution in relying upon them too much in the field. Besides, it's not heroic to do so, now is it?

THE ELEMENT OF SURPRISE

The client revealed as the killer. A door bursts open and a gang of armed goons force their way into the room. The heroes ambushed in a dark alley by a horde of ninja descending from rusty fire escapes. Unexpected surprises keep the players on their toes and give them new situations to wriggle free from. The key is to carefully have logical underpinnings for these events that become evident later. The sign of a great GM is when he can make his players exclaim with surprise, "Now I didn't see that coming!" The trick is to not overdo it. Sometimes the unexpected surprise is no surprise at all and things are exactly as they seem to be after all.

RAVAGED ADVENTURING

With all that's going on in *Ravaged Earth*, you can be certain opportunities for adventure are tremendous and varied. In the following sections, you'll get an overview of various elements and play styles for use and inspiration.

Crimebusting

In this style of play, the hero — often referred to as a mystery man or masked avenger — wears a mask, or some other disguise, and battles his opponents from the shadows, only making a public display of his prowess when the storyline dictates that he does so. These tales feature lots of mooks and fisticuffs, and the dramatic pacing is always fast and furious. The hero is pitted against enemies of great power and cunning, bent on conquering or destroying the world. Most crimebusting tales take place within the confines of sprawling cities such as New York City or Los Angeles, and involve organized crime or ruthless underground organizations. You could easily have the characters discover a local branch of the Ravaged Earth Society and become recruited into their ranks. This play style is particularly suited to players that really want to mix it up and blow off steam when they game. The main advantage is little set up is necessary. By focusing on a particular city, you can really develop out that section of *Ravaged Earth* to afford the diehard roleplayers in your group room for storytelling.

Espionage

Ravaged Earth is rife with international intrigue and espionage. Governments secretly vie for control of Aetherium: some to use it and others to prevent it from being used. Independent corporations try to skirt the law and entice some of the less scrupulous Ravaged to seek it out for them. The heroes can work for

a foreign government, such as Britain or France or spy for the United States. Intelligence activities focus on the so-called “enemy” governments of Nazi Germany and the Soviet Union, but crafty spies can find themselves gathering information on the governments of the Far East, the Middle East or infiltrating some clandestine organization or cult. Heroes undertaking this dangerous line of work can have dual identities, doctored passports, and receive special combat training. Ravaged PCs often find themselves mixed up in matters of espionage as a matter of course. Whether they are actively an agent or not, it seems that documents of national security and items of great import seem to pass through their hands on regular occasion. As a GM, this affords you a nice break from a crime tale by offering up a lot of intrigue and investigation, punctuated with a bit of gunplay every now and then for variety.

Hardboiled Detective

The use of reason to deduce the solution to any problem is the defining feature of this subgenre. Sleuths, private eyes, and amateur investigators poking their noses into business better left untouched are the usual protagonists. These tales usually revolve around an investigator’s attempts at solving a baffling crime. As the tale progresses, and he figures out various clues (most likely facing increasing peril with each clue), he gets closer to the truth. He inevitably solves the case before bringing the criminal to justice. Psychic detectives with amazing mental powers, occult detectives investigating incidents involving the supernatural, and investigators with a scientific flair are all appropriate to this subgenre.

World-Spanning Adventure

Having your characters get out there and explore *Ravaged Earth* is key. Give them reasons to travel the globe. Have adventures set in exotic locations around the world: the mysterious Far East, the jungles of Darkest Africa, the lush tropical islands of the South Seas, the sand-swept deserts of the Near East, and along the winding and murky waters of the Amazon. The setting, including its inhabitants and their customs, is a prominent feature of such tales, and the heroes are usually tough men, relying on their luck, wits, and skill with fists and firearms to see them safely through to the end. As long as a tale is exciting and set in an exotic locale, it makes no difference whether the heroes are searching for ancient artifacts, exploring unknown lands, or opposing the schemes of a madman — it’s all adventure.

Horror

Horror is most often associated with one of its most famous authors, H.P. Lovecraft. However, not all pulp horror of the time was concerned with mind-shattering nameless things from beyond space and time. There were other types as well, such as Terror Tales, Strange Stories, and Ghost Stories, to name a few. Most of these stories focused less on inescapable horror and inevitable madness and included elements of a more mundane nature: vampires, ghosts, werewolves, mad killers, voodoo, gothic castles, etc. In *Ravaged Earth*, Aetherium is believed to have awakened the undead and worse. In any case, monsters are all too real.

Lost World

This subgenre developed from the scientific romances of the late 19th century. These stories usually featured a location that, by virtue of its isolation from the rest of the world, developed along an entirely different axis. Lost worlds could be found within hidden islands in the South Pacific, deep within primordial African jungles, inside massive inactive volcanoes, or even within the mythical Hollow Earth. Who knows what lies within the depths of *Ravaged Earth*?

Science Fiction

Some pulp stories contain marvelous scientific inventions and innovations seemingly beyond the scope of mankind's understanding. These machines and devices could almost work miracles with their complex functions and abilities. Such sci-fi stories dealt with outer space travel, bug-eyed aliens, and super science. These tales used wondrous inventions such as rocket ships, flying cars, atomic ray guns, and robots. In *Ravaged Earth*, the science fiction is brought to the characters' doorstep as the Martian threat looms ever on the horizon and the characters themselves are harnessing new technological breakthroughs regularly.

Sky Captains

Building a *Ravaged Tale* around a group of disparate characters dealing with aerial adventure is tricky at best, so a campaign of this sort is best suited to small groups or even duet gaming where there is one GM and one player. Whatever else goes on in the story, adventures within this subgenre always include hair-raising dogfights and aerial chases. The heroes must contend not only with the inherent dangers of flight, but with enemy fighters, huge zeppelins, and bizarre aircraft mounting terrible weapons of doom and destruction. Couple this with the Rocket Rangers, alien aircraft, and giant, flying platforms and you can have a good adventure component.

Other Play Styles

There are many other play styles (e.g., historical, jungle tales, romance, spicy, and western), and although popular as far as readers of the day were concerned, they do not really lend themselves to the kind of action and adventure typically associated with *Ravaged Earth*. This doesn't mean that you can't use them in your adventures; however, they are better applied as themes to one of the more prominent play styles, rather than being used as the focus of an entire adventure: intercepting German spies in the Northeast, falling victim to the wiles and charms of a femme fatale, and perhaps investigating a murder at a dude ranch in Arizona would make for interesting "side adventures."

PULP ADVENTURE GENERATOR

From plot, to location, to action scenes, to villains and supporting characters, the **Pulp Adventure Generator** can be used to randomly generate the barebones of a pulp adventure for those times when the creative juices just don't seem to be flowing.

The following tables help the GM determine where the heroes will go next. Piecing together the various elements requires imagination and creativity, but when done properly, you'll be able to craft adventures your heroes will never forget.

HOOK

The hook gets the players involved in the adventure. It's usually dramatic, full of action and suspense and packs a wallop from the beginning.

- | | |
|---|--------------------------|
| 1 | Fistful of Trouble |
| 2 | Exploration |
| 3 | Rumor |
| 4 | Motivation |
| 5 | Supporting Cast (Friend) |
| 6 | Supporting Cast (Foe) |

Fistful of Trouble: The heroes reluctantly find themselves in the middle of the plot, whether they want to be or not.

Exploration: The heroes are exploring a part of the city, region or geographical area on holiday or on business.

Rumor: The heroes' curiosity is piqued by rumors or gossip and they're investigating.

Motivation: The heroes' Hindrances, such as Loyal, Greedy, or Code of Honor, drive them to get involved.

Supporting Cast (Friend): A friendly character or someone the heroes know requests their help, hires them to perform a task, or likewise asks them to investigate the lynchpin.

Supporting Cast (Foe): An archenemy, villain or bitter rival drags the heroes into an adventure revolving around the lynchpin.

LYNCHPIN

The lynchpin is the central focus of an adventure and the prime mover of the plot. The plot type determines lynchpin's roll in the storyline. Roll on this table and then go to the appropriate sub-table.

- | | |
|-----|--------|
| 1-3 | Person |
| 4-5 | Entity |
| 6 | Object |

ADVENTURE LOCATION

Adventure Location	
1	Residence/Lair
2	Castle/Mansion
3	Lost City or Temple
4	City or Urban Center
5	Wilderness
6	Exotic
7	Important Landmark
8	Museum
9	Ancient Ruin
10	Flying Fortress
11	At Sea
12	In Space

Residence/Lair: A home of a villain or lair of a beast or creature.

Castle/Mansion: Ranging from palatial house of royalty or decrepit ruin, this is a grandiose castle or manor.

Lost City or Temple: From the lost cities of South America and the jungle temples of Angkor Wat, these are ancient centers of religion and power.

City or Urban Center: Skyscrapers, dense populations and bustling centers of commerce. Choose exact location in the city or roll on the table below.

Wilderness: Whether forests, jungles, or shifting deserts, the wilderness is often remote and unforgiving.

Exotic: Legendary places like Atlantis, Shangri-La, or the Hollow Earth await with their own mysteries.

Important Landmark: A building or natural wonder mankind reveres and is known throughout the world, such as the Eiffel Tower, Grand Canyon, or Great Wall of China.

Museum: Centers for the preservation of history, science, and learning, museums contain more than the sum total of man's knowledge.

Ancient Ruin: Decaying monuments from antiquity are the sites of archeological exploration such as the Pyramids of Egypt and the Greek Acropolis.

Flying Fortress: Zeppelins, flying airstrips, and aviation marvels supporting a large settlement of pilots and aircraft.

At Sea: Harsh and vast, the sea presents a fine backdrop for sailing tales.

In Space: Science fiction-themed tales of rocket ships and space travel and stories of voyages to the Moon and Mars.

City or Urban Center	
1	Slum
2	Ethnic Neighborhood
3	Government Building
4	The Waterfront
5	Skyscraper
6	Entertainment Complex
7	Red Light District
8	University

Slum: A decrepit, blighted area inhabited by the destitute living in ramshackle conditions. Slums are areas rife with crime.

Ethnic Neighborhood: Chinatown, Little Italy or other such community.

Government Building: City hall, capital building or courthouse.

The Waterfront: Docks, warehouses, and primary shipping area, usually inhabited by sailors, dockworkers and ruffians.

Skyscraper: Tall office buildings over ten floors, usually dominant structures in a city's skyline.

Entertainment Complex: A stadium, opera house, theater or concert hall.

Red Light District: Neighborhood marked by vice, including brothels, peep shows and opium dens.

University: Place of higher learning, with research laboratories and libraries, including Ivy League universities and local colleges.

If your adventure takes place in a country rather than at sea or in space, roll on the table below and then go to the appropriate table for the specific nation.

Location Tables

World	
1	Asia
2	Europe
3	Africa
4	North America
5	South America
6	Oceania
7	Middle East
8	Antarctic/Arctic

Asia	
1-2	China
3	Japan
4-5	India
6	Tibet
7	French Indochina
8	Siam
9	Philippines
10	Dutch East Indies

Europe	
1-2	United Kingdom
3	France
4	Germany
5	Italy
6	Spain
7	Greece
8	Soviet Union
9	Monaco
10	Romania

Africa	
1	Egypt
2	Morocco
3	Belgian Congo
4	Kenya
5	Ethiopia
6	Rhodesia
7	Union of South Africa
8	French Algeria
9	French West Africa
10	French Equatorial Africa

North America	
1-3	United States
4	Mexico
5	Caribbean
6	Canada

South America	
1-2	Brazil
3	Peru
4	Argentina
5	Colombia
6	Bolivia
7	Chile
8	Ecuador

Oceania

- 1 Australia
- 2 Hawaiian Islands
- 3 French Polynesia
- 4 Micronesia
- 5 New Zealand
- 6 Easter Island
- 7 Samoa
- 8 Papua-New Guinea

Middle East

- 1 Palestine
- 2 Saudi Arabia
- 3 Persia
- 4 Iran
- 5 Turkey
- 6 Syria
- 7 Afghanistan
- 8 Emirate of Transjordan

Plot

- 1 Adventure
- 2 Discovery
- 3 Escape
- 4 The Good Fight
- 5 Love
- 6 Mystery
- 7 Protect
- 8 Pursuit
- 9 Quest
- 10 Rescue
- 11 Revenge
- 12 Rivalry

PLOT TYPES

Adventure: This plot involves plenty of heart-thumping action including traps, foes and chases. A thrilling ride, this plot could unfold over multiple geographical locations or occur in one location, but action is the main staple. The heroes could venture to a remote temple in a dense jungle in search for a rare artifact and battle their way back against overwhelming forces.

Discovery: The heroes set out to uncover facts and knowledge about the lynchpin, which reveals greater truths about their world. Does the stone idol the heroes found on a Polynesian island lead to a cult of zombie worshippers and then to the northeastern university academic who secretly controls them? Do the markings on a brittle map the heroes found lead have anything to do with the Crimson Overlord's impending plans to attack New York?

Escape: The heroes begin this plot confined and must escape. Usually their getaway is tied to something else significant and fleeing is an advantageous course of action. A despotic ruler could have imprisoned the heroes on his island fortress, or a cult might have trapped them in their underground catacombs.

The Good Fight: Heroes are bound by duty to battle evil. The lynchpin might be an object they're fighting over, or a distinguished person they're fighting to protect. The Good Fight involves aerial combat aboard planes, airships or flying saucers, or ground wars with tanks, mechanized armor or conscription armies. It's glorious war, all for a noble purpose, and the heroes are at the nucleus of it.

Love: Staple of the spicy pulps, romance includes trysts, rendezvous, and secret passion. The lynchpin could be an erotic love interest, an object of extreme beauty or a pristine place. Alternately, one of the heroes could be the object of another's affections, much to the chagrin of a jilted lover.

Mystery: Mystery requires preparation and planning as a plot type, with various clues leading to an ultimate solution and final reveal. The murder of tycoon Humphrey Howard Hayes in his locked study on a stormy night might involve several variables, including suspects, physical evidence and motive. This scenario requires critical thinking and planning and frequent interactions with NPCs. Multiple clues should be presented to drive the storyline forward with some red herrings thrown in to complicate things. Should the heroes deviate too far off course, the GM should bring them back on track. Mysteries could lead to shocking revelations about *Ravaged Earth*: the Hollow Earth and Atlantis are real or that the Martians have a secret colony on Earth.

Protect: In this plot type, the lynchpin is in danger and needs the hero's protection. Can the heroes save Countess Morgana from the vampire prince stalking her? Will the heroes safeguard the scientist from the crime lord who wants him dead? If the lynchpin is an artifact, the heroes must not let it fall into the wrong hands.

Pursuit: The heroes are either the hunters or the hunted and must evade or capture the lynchpin. If the lynchpin is an important object, the heroes must get it from the villain who stole it. If it is a creature, the heroes could chase it before the sun comes up and it returns to its lair to slumber.

Quest: The heroes are seeking the lynchpin and must tackle several obstacles to retrieve it. Investigation and intellectual challenges with plenty of opportunities for roleplay are common with the quest. This plot is called “globetrotting” and unfolds in multiple geographical locations before the adventures find themselves homeward bound again.

Rescue: The heroes have to rescue the lynchpin (or in the case of an entity, rescue the entity’s unfortunate victims) from someone or something at the GM’s discretion. A priceless artifact might have fallen into the hands of a nefarious cult and the heroes must return it to the museum.

Revenge: The lynchpin is the center of payback, whether an invention a rival inventor wants for himself, or a costumed villain wants to wreak havoc on the unsuspecting inhabitants of a metropolis. If the lynchpin is an invention, a rival scientist could sabotage it, causing untold chaos and devastation.

Rivalry: The rivalry plot type pits two or more factions against one another. Depending on lynchpin, hook, and locale, the heroes can find themselves on one side of the rivalry (helping Dr. Pulsar’s expedition to the Lost City of Kaluu) allying themselves against another (joining Professor Cartwright’s team) or somewhere between factions (beating both scientists to the Lost City of Kaluu).

Plot Complications

Not everything runs smoothly in the pulps. Plot complications confound the heroes along the way, forcing the action.

1	Creature or Beast
2	Person (Roll on Supporting Cast)
3	Trap/Ambush
4	Chase
5	Natural Hazard
6	Rescue Supporting Cast
7	Betrayal
8	Discovery
9	Technological Horror
10	Disaster

Creature or Beast: Some monster or wild animal stands in the path of the heroes and their goal.

Person: Someone is causing trouble for the heroes.

Trap/Ambush: A trap or a planned attack waits to thwart the heroes.

Chase: The heroes find themselves involved in a chase. It could be that they are the ones chased or that they are the pursuers. Roll on the **Chase** table to determine type of chase.

Natural Hazard: A natural obstacle such as a fierce storm, earthquake, mudslide, tornado or other calamity hits the heroes.

Rescue Supporting Cast: Someone the heroes know needs rescuing and the heroes must assist.

Betrayal: A close ally or associate the heroes know has betrayed them.

Discovery: The heroes stumbled upon something or someone and must deal with this revelation, such as shocking news or stumbling across a dead body.

Technological Horror: A robot, android or other mechanized monster assaults the heroes.

Disaster: A vehicle crash, a pandemic, surprise attack from foes or some other unforeseen calamity strikes.

Chase	
1	Foot
2-3	Ground Vehicle
4	Mounted
5	Aircraft
6	Watercraft

Foot Chase: Evading pursuers by sprinting.

Ground Vehicle Chase: A chase involving automobiles, bicycles, trains, wagons or other similar modes of transport.

Mounted Chase: Riding horses, camels, elephants or other large animals.

Aircraft: Aeroplanes, airships, autogyros, balloons or other flying machines.

Watercraft: Speedboats, yachts, steamboats, sailboats, submarines or other vessels.

Person

The lynchpin is always considered a Wild Card. Determine exactly who they are on the **Supporting Cast** table (p. 155).

1-2	Supporting Cast (Friendly)
3	Supporting Cast (Foe)
4	Supporting Cast (Major Villain)
5	Cultist
6	Organization

Supporting Cast (Friendly): This individual is someone who has existing connections with the heroes or is an ally.

Supporting Cast (Foe): This individual is someone who isn't connected to the heroes and is an enemy. Maybe the person did have connections with the hero at one time but has had a falling out.

Supporting Cast (Major Villain): This individual is a major force of evil in the *Ravaged Earth* universe, one whose machinations cause great harm to the world. Tangling with a major villain means confronting an army of mooks and other hazards. Select a major villain or roll randomly on the **Major Villain** table.

Cultist: This individual is a member of a cult. Select the cult or roll randomly on the **Organization** table.

Organization: This can be a mystic cult, secret society, or criminal organization vying for world domination. Select one or roll randomly on the **Organization** table.

Entity	
1	Lycanthrope
2	Incorporeal Spirit
3	Undead
4	Infernal
5	Mythological
6	Gargantuan
7	Mechanical Menace
8	Animated Construct
9	Cryptid
10	Alien

Lycanthrope: A human that transforms into a creature, namely a werewolf, werecat, etc.

Incorporeal Spirit: Ghost, poltergeist, phantom, or other spiritual entity.

Undead: Zombie, mummy, vampire, or walking corpse.

Infernal: A Hell-born creature such as demon, imp, or succubus.

Mythological: A beast from classic mythology such as a centaur, goblin, ghoul, gryphon, troll, ogre, unicorn, or dragon.

Gargantuan: An enormous monster such as giant gorillas, dinosaurs, or colossal humans.

Mechanical Menace: Robots, automatons, sentient brains, cyborgs, or other technological terrors.

Animated Construct: An inanimate object brought to life by magic or other fantastic means such as golems, gargoyles, suit of armor, animated doll, or living statue.

Cryptid: Legendary fantastic animals such as Bigfoot, Chupacabra, kraken, yeti, jackalope, sea serpents, or gremlins.

Alien: Extraterrestrial beings such as Martians, Selenites, Venusians, or other alien creatures.

Object	
1	Artifact
2	Relic
3	Gadget
4	Weapon
5	Book/Knowledge
6	Martian Technology

Artifact: An ancient object from the past, such as a statue, tablet or treasure.

Relic: An object venerated for its links to religion, mythology or history. Unique and valuable.

Gadget: Some technological device, usually Aetherium powered and created by a gadgeteer or mad scientist.

Weapon: An item of extreme power designed for combat such as a sword, gun, or war machine.

Book/Knowledge: A bound book, brittle scroll or arcane tome containing spells, a secret history of the world, or some other esoteric knowledge.

Martian Technology: The Red War may be over but Martian technology remains: heat rays, war tripods, and flying saucers fueled by Aetherium are a sophisticated, yet lethal, technology.

SUPPORTING CAST

Supporting cast members are encountered during the course of the adventure and can assist the heroes as allies or hamper their efforts as foes. They could provide valuable information, pilot an airship, or be a damsel they rescue. Roll on the **Supporting Cast** table to see who it may be.

Supporting Cast

1-3	Archaeologist
4-7	Athlete
8-10	Aviator
11-13	Big Game Hunter
14-16	Clergyman
17-19	Cowboy
20-22	Dilettante
23-25	Doctor of Medicine
26-28	Entertainer
29-31	Explorer
32-34	Femme Fatale
35-37	Gadgeteer
38-40	G-Man
41-43	Hobo
44-46	Journalist
47-49	Kid
50-52	Magician
53-55	Martial Artist
56-58	Masked Avenger
59-61	Mesmerist
62-64	Military Officer
65-67	Missionary
68-70	Mystic
71-73	Native Tribesman
74-76	Noble Savage
71-73	Occult Researcher
74-76	Pirate
77-79	Police Detective
80-82	Policeman
83-85	Private Investigator
86-88	Professor
89-91	Rocket Ranger
92-93	Sailor
94-96	Scientist
97	Spy
98	Super Human
99-100	Treasure Hunter

Major Villain

1	Doc Reaper
2	Klaus Moebius
3	Lady Venom
4	Lord Amenhotep
5	Lothar Prax
6	Jade Dragon
7	Dr. Millennium
8	Seven Jaguar

Organization

1	Black Dragon Society
2	Cult of Anubis
3	Golden Dawn Society
4	The Illuminati
5	The Red League
6	The Rosicrucians
7	Thuggee
8	The Thule Society
9	Order of the Winged Serpent
10	Chicago Mob

CREATING VILLAINS

Ravaged Earth comes complete with a storyline filled with villains and bad guys. Sometimes, however, you want to give your players a little homemade nemesis.

Criminal Overlord: Mob boss or gangster, usually at work in large urban areas controlling “territory” and involved in smuggling liquor, women, guns or racketeering.

Foreign Menace: Usually of Asian or “Oriental” backgrounds, the foreign menace is both exotic and dangerous.

Nazi: The Nazis are traditional villains, setting their agenda for world domination.

Cult Leader: Head of a fanatic cult, the cult leader often has resources and followers at his disposal.

Corrupt Plutocrat: A captain of industry, robber baron or wealthy businessman turned evil with plans of conquest.

Supernatural Horror: A creature or monster from man’s worst nightmares hungry for power or blood.

Mad Scientist: Crazy megalomaniac inventor uses weird science to enslave humanity or cause mayhem.

Femme Fatale: A devious woman with ulterior motives; usually dresses in black and represents herself as a grieving widow or lost lady in need of rescuing.

Evil Ruler: A foreign dictator or corrupt politician drunk with power.

Primitive Chieftain: The chieftain heralds from a primitive culture or maybe a lost ancient civilization and views modern society as something to exterminate.

Master Thief: Whether a diamond smuggler or art thief, this villain is adept at stealing priceless artifacts or items.

Occultist: A magician, warlock, witch or voodooist, the villain is a practitioner of dark magic and seeks eldritch forces and arcane powers to control the world.

Villain Types	
1	Criminal Overlord
2	Foreign Menace
3	Nazi
4	Cult Leader
5	Corrupt Plutocrat
6	Supernatural Horror
7	Mad Scientist
8	Femme Fatale
9	Evil Ruler
10	Primitive Chieftain
11	Master Thief
12	Occultist

SECRET LAIRS

Secret lairs exist to make the game more interesting. While the villain could easily have their base of operations in an abandoned warehouse (and many do), many villains, especially those with power or who have tangled with the heroes before, have probably set up some nicer, more private digs. A secret lair is a true staple of pulp and adds a huge amount of character to your villain and your game. For example, if “The Loan Shark” has an underwater lair, it sure lets the heroes know immediately the guy is not a typical mafia honcho. As a GM, you can build a whole theme around your villain based upon where the bad guy chooses to set up shop. If you want your villain to have a secret hideout, roll a d8 on the **Secret Villain Lair** table below (or pick something you find most appropriate).

Cave: Your villain found a subterranean cavern, complete with stalactites and stalagmites and an underground river to set up shop in. There are twisty passageways and dangers common in many caves.

Underwater: The villain has set up shop in a local lake or in a U-boat or converted submarine, or some mystical or mechanical device of his own creation.

Castle: An old medieval castle, reconverted into a hideout for your villain and his entourage. This castle may look comfortable and stately, but it is really a citadel for evil.

Hidden Fortress: A fort, complete with high walls and barracks, deep in the jungle or remote mountaintop where no intruders can spy on your villain’s dirty work.

Dormant Volcano: Nobody ever thinks to look inside a dormant volcano. Several winding passageways once hollowed out by magma now house your villain’s secret lair.

Skyscraper Penthouse: Rich, luxurious opulence. Heavily guarded and usually containing a private elevator for emergency escapes.

Lost City: Archaeologists haven’t discovered these beautiful sandstone ruins, but your villain has; this city could be filled with a lost indigenous population at the beck and call of the evil mastermind or ancient alien technologies or both.

Manor House: A stately mansion complete with servants and luxurious and lavish living conditions.

Secret Villain Lairs

1	Cave
2	Underwater
3	Castle
4	Hidden Fortress
5	Dormant Volcano
6	Skyscraper Penthouse
7	Lost City
8	Manor House

MOTIVATIONS FOR VILLAINS

So what's a typical *Ravaged Earth* villain do when he's not laughing maniacally at his evil schemes? Concocting a solid plotline is essential. We recommend thrusting your heroes into the action with a direct attack by the villain's hired goons. Maybe your heroes thwarted the villain's nefarious plans and the villain seeks revenge. Maybe the villain wants to bomb an American airship, steal a rare jewel, find a lost artifact, kidnap a rich heiress, smuggle barrels of whiskey into New York City, release a horde of vampires in a populated area, or use his mesmerist abilities to brainwash a world leader. There are countless motivations and plots you can think of for your villain and the more outlandish the better. Villains rarely function in a vacuum; they have assistance from armies of toadying sycophants and henchmen.

Villainous Plots

- | | |
|----|---------------------------------|
| 1 | Steal something valuable |
| 2 | Kidnap someone important |
| 3 | Invent an infernal machine |
| 4 | Destroy an important place |
| 5 | Declare war |
| 6 | Hunt for a relic |
| 7 | Kill an important person |
| 8 | Perform a ritual |
| 9 | Obtain a deadly item |
| 10 | Combination of two of the above |

SUBPLOTS

Not all adventures have to be grandiose epics in which the fate of the world hangs in the balance. Sometimes the heroes may participate in adventures that simply increase their experience and enhance their reputations: rescuing kidnapped people, clearing an innocent reporter's name, capturing a local criminal mastermind, or perhaps simply aiding the local authorities in solving a few "cold cases."

Some adventures focus on locating artifacts or relics. These objects, known as "MacGuffins," represent prized objects coveted by one or more interested parties. It doesn't really matter what the MacGuffin is, so long as the heroes get it before the bad guys do.

Ravaged Earth is so overflowing with elements of the bizarre, developing such subplots is a breeze, especially if you tie the subplots in with the heroes' backgrounds. Get to know the heroes' personal histories: What did they do before they became heroes? Where did they come from and what were their families like? Do they have any weaknesses or enemies?

Knowing these details is very helpful when designing subplots and side adventures. Maybe one of the heroes worked for Capone's mob when he was young and foolish, or perhaps he served as an adept of the Golden Dawn Society and later came to see the light. You might have mobsters or warlocks out for vengeance pursue the hero. Maybe one of the heroes has a rich uncle who longs to be an explorer and "tags along" on his adventures, bailing the heroes out of trouble (but more likely getting into trouble himself). Such scenarios are easy to create with a little knowledge of the characters' backgrounds and some imagination. Here are some examples to get you started:

- Disguised representatives of an enemy faction (e.g., the Cult of Anubis, the Golden Dawn Society, or Capone's mob) want your group to help steal a priceless da Vinci manuscript from a local rare book dealer with an unsavory reputation. The representatives claim the manuscript, which is really a design for a flying weapon, was stolen from them. In fact, the book dealer stole the manuscript and the faction simply wasn't willing to pay the offered price. They offer the heroes \$1,000 to lift the item. Will the heroes do the deed before discovering their benefactor's true identities?
- The ghost of a deceased player character or ally haunts the group. The restless spirit doesn't harm the heroes; however, it does tend to show up at the most inopportune moments. The ghost wants the heroes to avenge his death by killing his murderer. Only then will it leave them alone.
- One of the heroes has an exact double — an evil doppelganger — running around causing mischief and framing the hero for a variety of crimes. Perhaps it turns out the villain is the hero's long lost twin brother...

THE PUPPET MASTERS

Secret societies, organizations, and affiliations dot the globe, each attempting to fulfill their own agendas while maintaining their shroud of secrecy. Heroes often encounter these groups obliquely while attempting to reach their own goals. Introducing these secret societies sparingly into your adventures early on is a great way to add both an air of mystery and provide a degree of continuity to your campaign. Whether they admit it or not, gaming groups like recurring villainy. As you read through the varying groups, think best of how they'll fit into your personal play style, your vision of *Ravaged Earth*, and the types of games your gang likes to play.

The Cult of Anubis

Led by the enigmatic Lord Amonhotep, the Cult of Anubis is based upon an ancient Egyptian cult which revered the jackal-headed god of mummification, Anubis. Amonhotep restored the Temple of Karnak near Thebes to its former glory, and has hundreds of followers all over the world do his bidding. He teaches his followers Egypt will return to greatness only if they learn ancient Egyptian magic and secure all the artifacts and mummies of dead pharaohs they can. Lord Amonhotep rules the Cult of Anubis with an iron fist, gathering followers to his religion, based on Anubis, death, and the Egyptian afterlife. According to Amonhotep, serving Anubis in this world guarantees you a prime place in the next. The cult is sweeping through Egypt, gathering adepts from all walks of life. The cult's followers believe Amonhotep is a pharaoh for a new age, one that will see ancient Egypt finally reveal its long-hidden secrets to the world.

The Esoteric Order of Atlantis

Mentioned in Plato's dialogues, *Timaeus* and *Critias*, and detailed in the secret dialog of *Hermocrates*, Atlantis was a fantastic island inhabited by a race of highly evolved humans, with advanced technology powered by a miraculous material called orichalcum. The Atlanteans worshipped the god Poseidon and built an extravagant temple in his honor. A cataclysmic volcanic eruption tore the land asunder and sunk the island and its people beneath the Atlantic Ocean, and Atlantis passed into the misty realm of legend, yet another lost city and bedtime story. Yet some Atlanteans survived, and altered their bodies with those of marine life through genetic splicing, transforming themselves into "fish people." The Esoteric Order of Atlantis is a secret society tasked with protecting Atlantis from the upper world. Its leader is Simon Crest, an Atlantean who spent most of his life among humans and masquerades as a professor of ancient history. Crest sees humanity as a corrupting, decadent force, and will safeguard his beloved sunken empire from the contamination of the upper world. If Crest fails to keep humanity from discovering Atlantis, the Atlantean ruler, King Aleus, will replace him with a more ruthless guardian.

The Golden Dawn Society

Originally named the Hermetic Order of the Golden Dawn, the Golden Dawn Society traces its origins to three Freemasons and Rosicrucians who began an esoteric society in 1887. The society originally practiced arcane studies such as astrology, tarot, alchemy, elemental magic, and Hermetic Kabbalah. It used a system of ranks and grades for its members, with a rigid hierarchy of secret masters and underlings. The most famous member of the group, Aleister Crowley, led a rebellion and seized control of the order in 1899.

Crowley transformed the Golden Dawn into an occult society concentrating on dark magic. The sinister undertones frightened many members and caused them to resign, but Crowley didn't care. He gained a bumper crop of new adepts thirsting for power through sorcery and black magic. Crowley rules the Golden Dawn Society from the Isis-Urania Temple in London, the order's headquarters. The society has lodges and temples around the world where adepts secure occult knowledge and artifacts, and commit any number and kind of crimes to deepen their understanding of darkness.

The Hashishin

Founded in 1090 by Hassin-i-Sabbah, the Hashishin was a heretical Muslim sect that rejected the Qur'an and Islamic teachings, preferring the spirituality of Persian mystery cults. The Hashishin were cunning assassins, trained to use daggers and knives to murder their influential and powerful targets, rejecting poison and ranged weapons in favor of a more intimate kill. They ruled from a fortress at Alamut, where a secret garden was built so the members could experience worldly pleasures, including food, women, and hashish. The modern word "assassin" is derived from this insidious group's use of the drug in its rituals. The assassins were promised if they killed themselves after their missions, they would return to the garden of paradise. Though the Mongols destroyed the Hashishin fortress in 1256, the group is rumored to still exist, now headquarters in a subterranean lair beneath the ruins of its former fortress.

The Illuminati

In 1776 a German professor named Adam Weishaupt founded a secret society called the Order of Perfectibilists, which advocated the abolition of organized government and religion and the formation of a new order controlled by logic and reason. In 1777, Weishaupt joined the Freemasons, and it was here that he began recruiting fellow Masons into his secret order, which was renamed the Bavarian Illuminati. In 1784, the King of Bavaria declared all secret societies illegal, and Weishaupt's Illuminati followers fled to America, where the group established itself with the colonial government. Over the centuries, the Illuminati supported science and technology as a form of human progress, funding this research from their coffers. They amassed power and influence and pulled several strings from the shadows, controlling public officials, organizations, and even governments. Some believe the French and Russian Revolutions were engineered by the Illuminati, and that the League of Nations is part of their grand plan to subvert all national governments in pursuit of their mysterious agenda. Illuminati agents thrive in capitalist nations, answering to their hidden masters, a grand ruling council based somewhere in Europe.

The Knights Templar

The Poor Fellow-Soldiers of Christ and of the Temple of Solomon, also known as the Poor Knights or Knights Templar, were founded in 1118 by Hugues de Payens, a knight in the service of Godfroi de Bouillon. Godfroi had founded the Priory of Scion (see below) and the Poor Knights enforced the Priory's will. The Knights Templar also escorted and safeguarded European pilgrims to Jerusalem. The order's insignia, a red cross on a white mantle, became recognized throughout the known world, and their reputation as fierce warriors and dedicated servants to the church increased over time. In 1188, the Templars began pursuing their own agenda after acquiring wealth and influence in Europe and the Holy Land during the Crusades. Some say their wealth came from uncovering hidden knowledge underneath the ruins of Solomon's Temple, possibly an artifact of great power.

Because of their wealth and power, the Knights Templar attracted attention from local royalty and church officials. In 1314, Pope Clement V and Philip IV of France had the Templars arrested on charges of heresy, blasphemy, and sorcery. Jacques de Molay and other French Templars were burned at the stake, while other Templars fled to Portugal and then to Scotland. The Scottish Templars, under the leadership of Henry Sinclair, funded a secret expedition to the New World in 1398, 100 years before Columbus. Modern Templars use their international banking contacts and resources to hunt for supernatural powers to bring about a new order.

The Kokuryukai

Known as the Black Dragon Society, the Kokuryukai was founded in 1901 as an ultranationalist group based in Hokkaido, Japan. Its followers engage in assassination, espionage, and sabotage throughout the Far East. In the 1920s and 1930s, agents of the Black Dragon Society spread to the west coast of the United States and into South America, infiltrating society for the glory of Imperial Japan. The group's secret goal is to halt the spread of Communism and Russian influences into Asia. The society seeks to spread Japan's power into China through Manchuria. The society's founder, Ryohei Uchida, knows many important officials in the Imperial government and his group is the unofficial spy agency for Japan. Black Dragon operatives are all over China, and have even infiltrated Chiang Kai-shek's government — it is only a matter of time before the Nationalist leader's life is in jeopardy.

The Priory of Scion

Based in Rennes-les-Chateau, France, the Order of Our Lady of Zion was founded in 1099 by the French crusader Godfroi de Bouillon. Later called the Priory of Scion, the group is a secret network dedicated to protecting the bloodline of the Merovingian kings of France, a dynasty that ruled between the 5th and 7th centuries A.D. Rumors say this bloodline traces its ancestry back to the offspring of Jesus Christ by Mary Magdalene, and the Priory of Scion hides and safeguards important documents and evidence of this holy (but potentially Church-shattering) lineage. Whether or not this is true cannot be proven, because the Priory of Scion cloaks its actions with ciphers, codes, and doubletalk. The militant arm of the Priory of Scion, the Knights Templar, championed the Crusades through military conquest. The Priory of Scion is said to know the location of the Holy Grail.

The Red League

This secret organization was founded in 1925 in the Soviet Union as a way for the Communists to spread their influence throughout the world. The Red League is a conspiracy so sinister, not even its membership knows who is pulling the strings. Red League chapters operate in countries throughout the globe, trafficking in weapons, people, and money; their goals are to spread the Communist philosophy and gather political power. Red League members use “mental indoctrination,” a subtle form of hypnotism, to brainwash its novice members and control their minds!

The Rosicrucians

Founded in the early 17th century with the publication of three manifestos by Christian Rosenkreuz, a wandering pilgrim who lived in the 15th century, the Fraternity of the Rose Cross, or Rosicrucians, is an esoteric order devoted to bringing about a “universal reformation of mankind.” Rosicrucians practice a mysticism based on esoteric wisdom learned by Rosenkreuz from Arab sages, their central belief being mankind can be improved through occult sciences like alchemy. The hermetic practitioners are benign and peaceful, gathering all kinds of knowledge to further their cause, and use Christian symbolism to explain the Divine Sciences, allying themselves with groups whose goals are similar.

Sons of Hyperion

For a thousand years, the Sons of Hyperion have searched the Earth, gathering information and tools left by extraterrestrial visitors. Named after the Greek Titan of stargazing and light, the Sons of Hyperion seek to use alien technology to unlock the true nature of the universe. The organization believes humanity is corrupt, and only technology from extraterrestrials can save human civilization from itself. The Sons of Hyperion will exploit alien technology to achieve this salvation, even if it means doing harm.

Following the Red War, the Sons of Hyperion busied themselves collecting and studying fallen Martian machinery. Wilfred Graves, the group’s leader and hierophant, runs the cult from a heavily-fortified brownstone apartment building bordering New York’s Central Park.

The Thuggee

The Thuggee is a secret network of assassins, robbers, and thieves from India. Once thought expunged, it has resurfaced! The cult was originally formed in the mid-18th century, operating primarily within the Indian subcontinent in small bands, ranging from 10 to 200 members. The Thuggee worship the Hindu goddess Kali in her darkest, most destructive form. In the 1830s, the British suppressed the Thuggee, driving the secret society underground, where they remained for generations. Recently however, the cult has emerged in remote parts of India.

The Thuggee strangle their victims with long yellow scarves, often hidden within turbans and cummerbunds. They also carry pickaxes, blessed items used to bury the bodies of their victims. According to Thuggee belief, each murdered victim is a sacrifice necessary to appease Kali, so that she will not return and destroy all of mankind. The society uses secret signs and symbols to communicate, and each member conceals their affiliation by holding a respectable job. At night, the Thuggee worship at a hidden shrine to Kali, where they offer sacrifices to their dark goddess.

The Thule-Gesellschaft (Thule Society)

Founded in 1918 as the *Studiengruppe für Germanisches Altertum* (or “Study Group for German Antiquity”), the Thule-Gesellschaft, or Thule Society, is an occult society that sponsored the Nazi Party. The Thule Society is dedicated to preserving the true origins of the Aryan race. According to their beliefs, “Ultima Thule” was an island in the north, the capital of ancient Hyperborea, where the Aryan race originated. Members study occult magic and ancient symbolism supposedly left by the Aryans, including the swastika, which the Nazis adopted as their own. Some of Hitler’s most trusted advisors are Thule Society members, disseminating anti-Semitic literature and pro-Aryan propaganda.

The Vril Society

A companion society to the Thule Society, the Vril Society was created in 1921 as “The All-German Society for Metaphysics” in order to study the true origins of the Aryan race. Members of the Vril Society were first indoctrinated into the Thule Society; if they showed aptitude and interest, they were then sworn into the Vril Society. Engaged in top secret scientific expeditions to find Atlantis, Lemuria and Shangri-La, locate gateways into the Hollow Earth, conduct technological research on UFOs and other “flying saucers,” and learn about mysticism and the occult, the Vril Society and its activities are officially ignored or denied by the Nazi regime.



THE SUPPORTING CAST: ARCHETYPES, ALLIES AND BAD GUYS

What game is complete without some friends to help out the heroes and bad guys to mix it up with? On the following pages, you'll find a number of both to help bring *Ravaged Earth* to life. Before we bring on some of the specific characters, please remember that it's a big, old world out there and if you're in a fix for something you can't find between these pages, remember this is *Savage Worlds* and you can whip up something in no time using our old familiar friend, the archetype.

CITIZENS AND DENIZENS

Whether it's a masked marauder, a mechanic, or a mad scientist, you will find that, from time to time, you're going to need a little special someone to help make the characters' lives a little richer. Archetypes can easily serve that purpose. Leading men, starlets, or any of a hundred other supporting roles come to mind, like star athletes, socialites, snitches, treasure hunters, tribesmen, or other denizens of pulp stories. This also includes the mooks, gangsters, and cultists the heroes are inevitably going to face — dangerous, yes, but typically mundane.

Extras generally have d4s and d6s for attributes, with the occasional d8 for any especially appropriate attribute (e.g., Smarts for mad scientists). Wild Cards tend to have d6s and d8s, with the occasional d10. Assign Edges and Hindrances as desired. Remember, you're building these guys as you need them, so you don't have to follow the rules that the players do — give 'em what they need to fill the role you see them in.

While you're at it, be sure to add a bit of a personality. When the characters encounter Matthew Hammerstein, scientist, he's a lot more memorable if he speaks with a stutter and hums a popular jazz tune, rather than being just some guy in a white lab coat. Whenever possible, paint your archetypes with colorful strokes to make them unique.

Note: Defining Interests, including languages, are not as important for your NPCs. Let them speak and know what's needed to make your game the best it can be. In pulp, you should consider story first and realism second.

Archaeologist

When these scholars are not lecturing at universities, they're digging into the past by studying ancient civilizations through the excavation of temples, pyramids, and other ruins. The archaeologist seeks artifacts and relics that will bring them fame, and expand beyond the limits of human understanding.

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

Skills: Fighting d6, Knowledge (Antiques) d8, Knowledge (History) d8, Notice d6, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Stubborn

Edges: Scholar (Antiques and History)

Gear: Camera, entrenching tool, notebook, pith helmet

Athlete

From boxers, baseball players, or Olympic athletes, these well-toned individuals train and compete in professional sports. They are physically active and have plenty of stamina to carry them through challenges.

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Knowledge (Sports) d8, Notice d6, Swimming d6, Throwing d6

Charisma: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Hindrances: Clueless

Edges: Fleet-Footed

Gear: Tracksuit, training log, sneakers

Aviator

These individuals were born to fly and are adept at piloting aircraft. Dashing and somewhat mysterious, the aviator is a national hero in the eyes of many, who revere their exploits in the air.

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

Skills: Driving d6, Fighting d4, Notice d8, Piloting d10

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Overconfident

Edges: Ace

Gear: Aircraft, aviator's goggles, leather jacket (+1)

Big Game Hunter

Usually found in tropical jungles or remote wilderness, the big game hunter is obsessed with stalking and killing ferocious beasts, particularly those that have never been hunted before. Proud and boastful of his prey, he often has his kills stuffed and displayed in his den or study, describing at length to visitors his tales and exploits.

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

Skills: Fighting d6, Notice d6, Shooting d8, Survival d8, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Overconfident

Edges: Rugged

Gear: Backpack, hunting rifle (Range: 24/48/96, Damage: 2d8, RoF: 1, Shots: 7, AP 1), khakis, survival knife (Damage: Str+d4)

Clergyman

The clergyman is a man of faith, including a priest, rabbi, or imam. He talks to his followers, imparting religion and comfort, and maintains a house of worship.

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

Skills: Knowledge (Theology) d10, Notice d4, Persuasion d10

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Pacifist (Major), Poverty

Edges: Charismatic, Connections (Religious Order)

Gear: Appropriate religious garb, holy book, religious symbol

Cowboy

The Old West may be gone, but the cowboy remains, consigned to ranches and wandering the high plains in search of work during the Depression. Some of these hardened men may be sons of infamous gunslingers, but most are farmhands who ride horses, chew tobacco, and are handy with the lasso.

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

Skills: Fighting d6, Notice d6, Riding d10, Shooting d8, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Habit (Tobacco)

Edges: Oklahoma Thunderbolt, Quick Draw

Gear: Bedroll, Colt Peacemaker (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1), horse, lasso, Stetson

Cult of Anubis Protector

The Cult of Anubis carefully extracts the most promising candidates to receive the “Gift of the Jackal,” an inky, black serum infused with Aetherium. Most candidates suffer madness or death, but a rare handful manifest the ability to manipulate magic, and these rare few undergo the rigorous process of becoming a Protector. The typical Protector dresses in simple white robes and sandals, though they are not averse to wearing more contemporary attire should the situation warrant. Each Protector wears a simple black ring inscribed with the hieroglyphs for “In Death, I Live.”

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Spellcasting d8, Stealth d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Obligations (Cult of Anubis)

Edges: Arcane Background (Mystic), Connections (Cult of Anubis)

Powers: *blast I, bolt I, stun*

Gear: The Egyptian Book of the Dead

Criminal

Whether an international diamond smuggler, master thief, or cat burglar, the criminal carries with them an air of danger and excitement. These slippery individuals are adept at gaining entry to well-guarded places, cracking safes, and covering their tracks.

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

Skills: Climbing d6, Fighting d4, Lockpicking d8, Notice d6, Shooting d6, Stealth d8, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Overconfident

Edges: Alertness, Thief

Gear: Gloves, lockpicks

Dilettante

Usually spoiled, rich, and young — with a lot of cash and free time on their hands — dilettantes spend it in the pursuit of leisure. They attend all the right parties, know the right people, and engage in all sorts of wild capers, all in the name of fun. Many of their exploits make the society pages of the local newspapers, much to their parents’ chagrin — but the dilettantes shrug it off and seek new thrills.

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

Skills: Boating d6, Fighting d6, Notice d6, Riding d6, Shooting d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Dark Secret

Edges: Jack-of-all-Trades, Filthy Rich

Gear: Fine clothes, nice vehicle, lots of cash

Doctor of Medicine

A physician of some sort, including a country doctor, surgeon at a major hospital, or medical expert with their own private practice.

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

Skills: Healing d10, Knowledge (Medicine) d10, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Vow (Major; Hippocratic Oath)

Edges: Doctor

Gear: Medical apparatus, medical bag

Entertainer

From actors to singers, to dancers and movie stars, the entertainer knows how to perform in the limelight and captivates their audiences. From vaudevillian comedians to Hollywood starlets, the entertainer attracts attention from adoring fans.

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

Skills: Intimidation d6, Persuasion d8, Taunt d6

Charisma: 0/+2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Obsession (Fame)

Edges: Cat's Pajamas

Gear: Change of clothes, makeup and costumes, overnight bag

Explorer

It's a big world out there, and the explorer lives to explore those parts that remain uncharted, and discover what lies within. Explorers usually hire helpers on their expeditions into exotic jungles or deserts, usually searching for lost cities or other untold mysteries.

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

Skills: Fighting d6, Notice d6, Shooting d6, Survival d6, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Curious

Edges: Rugged

Gear: Backpack, leather jacket (+1), medium caliber revolver (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1)

Femme Fatale

Sex and danger are the two operative words for the femme fatale, a woman who uses the art of seduction to lure men into a devious web before she pounces. When not making men go gaga for their feminine wiles, the femme fatale poses as a hapless victim in order to elicit sympathy and maybe money from an unsuspecting and trusting male.

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

Skills: Intimidation d8, Notice d6, Persuasion d10, Shooting d4, Stealth d6, Taunt d6

Charisma: +2/+4; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Vengeful (Major)

Edges: Animal Magnetism, Attractive

Gear: Black dress and hat, small caliber revolver (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6), purse

Gadgeteer

The gadgeteer belongs to the Institute of Modern Scientific Research and conducts experiments with the Martian metal, Aetherium. With altruistic intentions, the gadgeteer creates wondrous inventions to better humanity — all in the name of progress, of course!

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

Skills: Knowledge (Science) d10, Notice d6, Repair d8, Weird Science d8

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Pacifist

Edges: Arcane Background (Inventor), Connections (IMSR), Device

Powers: *armor*; *stun*

Gear: IMSR identification, lab coat, notebook, toolkit

G-Man

A no-nonsense government agent, usually with the FBI, the G-Man enforces the law of the land. Somber and direct, they investigate Prohibition violations, organized crime, murders and kidnappings.

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

Skills: Driving d6, Fighting d6, Knowledge (Law) d8, Investigation d6, Intimidation d8, Notice d6, Persuasion d6, Shooting d6, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Code of Honor

Edges: Authority, G-Man

Gear: Badge, fedora, medium caliber semi auto pistol (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 9, AP 1, Double Tap), suit, trenchcoat

Golden Dawn Society Apprentice

The Golden Dawn Society is a mystic order comprised of real warlocks, run by Grand Master Aleister Crowley. Apprentices are the lowest order of the Golden Dawn Society, dealing with the most mundane matters, fearing failure and rebuke of their Masters more than any threat a hero might present.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Occult) d10, Notice d8, Shooting d6, Spellcasting d8, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obligations (Major; Golden Dawn Society)

Edges: Arcane Background (Mystic)

Powers: *blast I, bolt I, detect/conceal arcana, dispel, light/obscure, stun*

Gear: Cloak, dagger (Range: 3/6/12, Damage: Str+d4), Golden Dawn amulet

Hired Goon

The henchman, mook, bruiser, brawler, or hired muscle is an expendable foil, used by villains to stop heroes and buy themselves time for a getaway.

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

Skills: Fighting d8, Intimidation d6, Shooting d8, Notice d6

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Mean

Edges: Block

Gear: Any pistol or melee weapon suiting the situation

Hobo

These down-and-out wanderers scratch out a meager existence by panhandling, traveling from place to place, either by hitchhiking or stowing away illegally on train boxcars.

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

Skills: Fighting d6, Notice d6, Stealth d6, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Poverty, Low Class

Edges: Back Alley Scrapper

Gear: Bindle, raggedy clothing, pocketknife (Damage: Str+d4)

Journalist

A news reporter, the journalist obtains information from sources or conducts research for articles published in metropolitan daily newspapers. Some reporters of the 1930s, like Walter Winchell, H.L. Mencken, and Damon Runyon developed considerable followings.

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

Skills: Knowledge (Current Affairs) d8, Investigation d6, Notice d6, Persuasion d6, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Big Mouth

Edges: Nosy

Gear: Camera, notebook, pencils

Kid

Whether a plucky orphan, chatty newspaper boy, or savvy shoeshine boy, kids are an excellent source of information from the streets. They also function as good sidekicks, always tagging along and usually getting into trouble.

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

Skills: Fighting d4, Knowledge (The Neighborhood) d6, Notice d6, Throwing d6

Charisma: 0; **Pace:** 8; **Parry:** 4; **Toughness:** 5

Hindrances: Young

Edges: Fleet-Footed

Gear: Chewing gum, comic book, slingshot (Range: 4/8/16, Damage: Str+d4, RoF: 1, Shots: 1), street clothes

Magician

Performing under the guise of stage magicians, with elaborate costumes and bizarre personas, these practitioners of the magical arts tap into Aetherium's mystical energies. They've undergone formal study at Zoltar's Academy of Prestidigitation and Conjuraction, and have extensive contacts in the magic community.

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

Skills: Knowledge (Occult) d8, Notice d6, Spellcasting d8, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Obsession (to study magic)

Edges: Arcane Background (Mystic)

Spells: *blast I, detect/conceal arcana, light/obscure*

Gear: Cards, magic wand, tuxedo with top hat

Martial Artist

A disciplined practitioner of the Oriental fighting arts, this individual trained under a revered teacher, usually at an academy or monastery. The martial artist's whole body is a weapon, and he attacks with a flurry of jabs and kicks, disarming opponents, and neutralizing potentially lethal situations.

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

Skills: Climbing d6, Fighting d10, Notice d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Poverty

Edges: Ambidextrous, Frenzy, Martial Artist

Gear: Keikogi, nunchaku (Damage: Str+d4, Reach 1, Parry +1 if used 2-handed; if wielder knows Martial Arts, may do his unarmed damage with this weapon; see Notes)

Masked Avenger

These shadowy vigilantes prefer to conceal their identities with masks, cowls, or capes. They possess a dramatic flair while dealing with villains the old fashioned way — brute force.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Dark Secret

Edges: Alternate Identities, Moxie

Gear: Black suit, cape, fedora, grappling hook, mask, medium caliber revolver (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1)

Mesmerist

Using the power of their minds, a mesmerist confounds and manipulates their targets with strong psionic energy. More than just a garish carnival entertainer, the mesmerist attracts paranormal friends and enemies, drawn like a moth to flame to their enhanced mentalist abilities.

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

Skills: Knowledge (Mysticism) d8, Notice d6, Channeling d8

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Arrogant

Edges: Arcane Background (Psionicist)

Powers: *puppet, telekinesis*

Gear: Ivory-tipped cane, suit

Military Officer

A member of an armed force holding a position of authority, a military officer can be commissioned or non-commissioned.

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

Skills: Fighting d6, Knowledge (Military History) d8, Knowledge (Tactics) d8, Notice d6, Persuasion d6, Shooting d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Code of Honor

Edges: Connections (Service Branch)

Gear: Pocketknife (Damage: Str+d4), medium caliber semi auto (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 9, AP 1, Double Tap), uniform

Missionary

Someone of faith, the missionary spreads their beliefs in far-flung areas of the globe. They're usually sponsored by a church or other organization, and must adapt to harsh climates or an untrusting native population.

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

Skills: Healing d4, Knowledge (Theology) d6, Notice d6, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Heroic

Edges: Danger Sense

Gear: Canteen, first aid kit, religious pamphlet

Mobster

These gangsters are rough-looking thugs wearing neatly-pressed suits and fedoras and sporting Tommy guns. Not random purveyors of violence, they follow the Mafia Code, which typically strives to keep innocents out of their field of fire. They do, however, exercise force as much as caution, but try to limit it to rival organizations muscling in on their turf. Often, the only thing differentiating a mob boss from a typical mobster is the cut of his suit and the caliber of his gun.

Each group of mobsters reports to a mob boss who usually runs all illicit business in one part of the city, like Chinatown, or one type of illegal activity throughout an entire city, like hooch in Philly. The most powerful mob bosses, like Al Capone or Lucky Luciano, run all the business for an entire city, having lesser bosses reporting to them.

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

Skills: Driving d6, Fighting d8, Gambling d6, Intimidation d8, Shooting d8, Taunt 6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Code of Honor (Mafia), Loyal (Mob Boss), Obligations (Mafia)
Edges: Connections (Mafia)

Gear: Beretta 1934 (Range: 12/24/48, Damage: 2d6, RoF: 1, Shots: 17, AP 1, Double Tap), grenade (Range: 5/10/20, Damage: 3d6, RoF: 1, Shots: 1, MBT; see Notes), Tommy gun (Range: 12/24/48, Damage: 2d6+1, RoF: 3, Shots: 40, AP 1), suit, \$150

Mystic

Chinese wise men, Indian swamis, Buddhist monks — the mystic explores the religious and ethereal realm for greater truths.

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

Skills: Spellcasting d8, Knowledge (Mysticism) d8, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Poverty

Edges: Alertness, Arcane Background (Mystic)

Powers: *dispel*, *healing*

Gear: Turban, sacred idol, suit

Native Warrior

Primitive tribal warriors, cannibals, and other hostile tribes protect their homelands and beliefs with spears, bows, and arrows — and sometimes dark magic. They loathe outsiders, and raid any settlements too close to their homes.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Riding d8, Shooting d8, Survival d8, Throwing d6, Tracking d8

Charisma: -4; **Pace:** 6; **Parry:** 7 (1); **Toughness:** 7 (1)

Hindrances: Bloodthirsty, Loyal

Edges: Woodsman

Gear: Bow (Range: 12/24/48, Damage: 2d6, RoF: 1, Shots: 1, Min Str: d6), leather armor (+1), spear (Range: 3/6/12, Damage: Str+d6, Min Str: d6, Parry +1)

Noble Savage

Feral humans dwelling amid the wilderness, the savage can communicate with animals and intuitively knows the rhythm of nature. A handful can speak a local language haltingly or understand basic signing.

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Notice d6, Survival d8, Swimming d6, Taunt d6, Throwing d6, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Primitive

Edges: Beast Bond, Woodsman

Gear: Knife (Damage: Str+d4), loincloth

Occult Researcher

These academics often go searching for trouble, probing dusty ruins, reading blasphemous manuscripts, and culling information from arcane sources. Many don't live to tell of their findings, often hunted by the cultists and creatures they investigate.

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

Skills: Knowledge (Occult) d8, Knowledge (Magic) d8, Investigation d8, Notice d6, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious

Edges: Investigator

Gear: Books and scrolls, notebook, spectacles

Pirate

Plying the high seas for vessels to terrorize and treasure to loot, the pirate thrives in waters such as the China Sea, and the Indian and Pacific Oceans.

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

Skills: Boating d6, Fighting d8, Gambling d4, Intimidation d6, Notice d6, Swimming d6, Taunt d4

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty, Greedy

Edges: Florentine

Gear: Medium caliber revolver (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1), plundered goods, short sword (Damage: Str+d6), whiskey

Police Detective

With years of experience on the force, the police detective is a master of gathering clues and solving crimes with an analytical and precise mind.

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

Skills: Fighting d6, Investigation d8, Notice d6, Persuasion d6, Shooting d6, Streetwise d8, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obligations (Major)

Edges: Connections (Police Department), Investigator

Gear: Badge, notebook, Colt Peacemaker (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1)

Policeman

Responsible for enforcing laws, the policeman is usually the first responder at a crime scene, trained to deal with difficult situations.

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

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

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obligations (Major)

Edges: Connections (Police Department)

Gear: Badge, Colt Peacemaker (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1), squad car, uniform

Private Investigator

Known as a gumshoe, shamus or private eye, the private investigator is an independent contractor, hired to snoop. They work on the fringes of the law and aren't afraid to break a few here and there to get the job done. Their varied backgrounds determines how they approach their work, whether they were police detectives, military intelligence, or security guards. What they lack in finesse, they make up for in tenacity.

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

Skills: Fighting d6, Investigation d8, Intimidation d6, Lockpicking d6, Notice d6, Shooting d6, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant

Edges: Investigator

Gear: Camera, investigator's license, notebook, Colt Peacemaker (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1)

Professor

A cushy life of scholarly pursuits makes the professor preeminent in his field, but often out of touch with the rest of the world around him. He holds his research and reputation above all else, with little use for people wasting his time with trivial matters.

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

Skills: Knowledge (any subject) d10, Knowledge (any subject) d10, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Clueless, Milquetoast

Edges: Savvy, Scholar (any two subjects)

Gear: Tweed jacket, pipe, tobacco, lighter, books

Red League Enforcer

The Red League, a secret Communist group based in the Soviet Union, has its own stealth army of underground warriors it sends abroad on missions of espionage and subversion.

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

Skills: Fighting d8, Intimidation d6, Knowledge (Politics) d6, Shooting d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Delusional, Poverty

Edges: Dodge

Gear: Daggers (Range: 3/6/12, Damage: Str+d4), copy of Communist Manifesto, Tokarev TT-33 pistol (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6)

Rocket Ranger

With rocketpack and pistol, the Rocket Rangers take to the air and make the skies safer. Their motto, “At the speed of need!” is a rousing call to action.

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

Skills: Fighting d6, Notice d6, Intimidation d6, Piloting d8, Repair d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Code of Honor

Edges: Ace, Authority, Rocket Man

Gear: Rocketpack, helmet, Colt Peacemaker (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1), uniform

Sailor

These old salts know their way around seagoing vessels, sailboats or steamships.

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

Skills: Boating d10, Fighting d6, Gambling d6, Notice d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Habit (Major; Alcohol)

Edges: Ace

Gear: Boat, bottle of rum, maps

Scientist

Scientists theorize, research, and conduct experiments in their laboratories in a quest to further human understanding of the universe. Some of them get carried away and do more harm than good with creations pushing the boundaries of nature — and their sanity.

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

Skills: Knowledge (Science) d8, Knowledge (Engineering) d8, Investigation d6, Notice d8, Repair d8

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Curious

Edges: Lab Rat, Scholar (Science and Engineering)

Gear: Lab apparatus, lab coat, schematics

Soldier

A member of any armed force, the soldier has surrendered his personal life to serve his nation, and is educated in the art of war.

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

Skills: Fighting d6, Knowledge (Battle) d4, Notice d6, Shooting d6, Survival d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Overconfident

Edges: Brawny

Gear: Field rations (1 week), Browning M1918 (Range: 24/48/96, Damage: 2d8, RoF: 1, Shots: 7, AP 2), Remington Army revolver (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1), survival knife (Damage: Str+d4), uniform

Spy

Governments, corporations, and private entities use spies to infiltrate and obtain secret information. The life of espionage is one of covert operations and secretive techniques. As such, these individuals are romanticized and idolized.

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

Skills: Driving d6, Fighting d6, Gambling d6, Investigation d8, Lockpicking d8, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obligations (Major)

Edges: Charming, Gift of Gab, Investigator

Gear: Disguise kit, small caliber semi auto pistol (Range: 12/24/48, Damage: 2d6, RoF: 1, Shots: 17, AP 1, Double Tap), suit

Superhuman Hero

Aetherium bestowed these individuals with super powers, which they use to fight crime. They don flashy costumes and assume alternate identities and personas dovetailing with their super abilities.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Heroic

Edges: Arcane Background (Superhuman), Innate Power

Powers: Any appropriate powers

Gear: Flashy costume

Thuggee Cultist

Thuggee cultists are swift killers who strangle their prey and rob them on deserted roads. The cult, led by the enigmatic Swami, worships the dark goddess Kali.

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

Skills: Fighting d10, Intimidation d8, Knowledge (Thuggee Cult) d6, Shooting d6, Stealth d10, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Obligations (Thuggee Cult), Poverty

Edges: Ambidextrous, Trademark Weapon (yellow scarf used as a garrote)

Gear: Dagger (Range: 3/6/12, Damage: Str+d4), garrote (yellow scarf) (Damage: Str), pickaxe (Damage: Str+d6), traditional garb with red sashes

Thule Society Adept

The Thule Society, a secret Nazi cabal, has its purple-hooded minions who carry out orders from Hitler's inner circle. Claiming to get their powers from Ultima Thule, a mysterious land in the frozen north populated by godlike creatures, the Thule Society wants the Aryan race to rule the world.

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

Skills: Fighting d8, Intimidation d8, Knowledge (Occult) d8, Notice d8, Persuasion d8, Shooting d8, Spellcasting d8, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Obligations (Thule Society)

Edges: Arcane Background (Mystic), Connections (Thule Society)

Powers: *blast I, bolt I, detect/conceal arcana, dispel*

Gear: Robes, magic wands or staffs, any pistols or daggers and magic spell books written in Nordic runes

Tong Gang Member

Chinese Tong gangs are disciplined warriors who use martial arts in close combat, usually with lethal results. Tong gangs are found everywhere large Chinese populations exist, in Chinatowns in Western countries or in large cities in China and the Far East.

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

Skills: Climbing d10, Fighting d10, Intimidation d6, Notice d6, Shooting d6, Stealth d10, Throwing d10, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Loyal, Vengeful

Edges: Martial Artist

Gear: Shuriken (Range: 4/8/16, Damage: Str+d4, RoF: 1, Shots: Special; see Notes)

Treasure Hunter

A fortune in ancient treasure is out there, and these stalwart individuals want it all for themselves. Motivated by the quest for riches, treasure hunters scour the globe, usually led by treasure maps or legends of wealth. If there's a tomb to plunder or hidden loot to uncover, the treasure hunter will find it.

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

Skills: Driving d6, Fighting d6, Notice d6, Shooting d6, Survival d6, Tracking d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy

Edges: Alertness

Gear: Compass, canteen, machete, maps, Colt Peacemaker (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1)

Waffen-SS Soldier

The Waffen, or fighting Schutzstaffel (SS), are fiercely loyal members of the Nazi Party. They serve as Hitler's bodyguard and the Nazi Party, and are sent around the world on "special" missions. They are the most likely Nazi "mooks" your heroes will face.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Survival d6, Taunt d6, Throwing d8, Tracking d6

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty, Loyal (To Hitler and the Nazi Party), Obligations (Nazi Party)

Edges: Block, Marksman, Nerves of Steel, Rock and Roll!, Sweep

Gear: SS uniform, Bergmann MP35 (Range: 12/24/48, Damage: 2d6+1, RoF: 3, Shots: 40, AP 1), Luger .22 (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 9, AP 1, Double Tap), survival knife (Damage: Str+d4)

THE SYMBOL OF THE SUN

You're going to need a way to tell who's Wild and who's not (and it's not always easy in this crazy, mixed up world), so we've made it easy for you. Wild Cards are designated with the Martian Sun symbol.



THE BAD GUYS

Where would the pulps be without great costumed villains, plotting to unleash their evil plans upon an unsuspecting world? While more notable villains such as Al Capone and Aleister Crowley are not included here, “lesser” villains are. Capone and Crowley are insulated by armies of thugs and followers, so they are less likely to confront the players directly, preferring to spin their devious webs unseen.



LORD AMONHOTEP

Lord Amonhotep rules the Cult of Anubis with an iron fist, gathering followers to his religion, one based on Anubis, death, and the Egyptian afterlife. According to Amonhotep, serving Anubis in this world guarantees you a prime place in the next. The cult is sweeping through Egypt, gathering adepts from all walks of life. Amonhotep plunders tombs for powerful artifacts and uses them in his midnight rituals. He’s spreading his cult to London and New York City, performing forbidden rites upon mummies in several museums, reanimating the dead kings for his unholy army.

Lord Amonhotep is a muscular, clean-shaven, tanned man in his early forties. He wears an Egyptian crown, banded beard, and the skirt of the pharaohs.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d6, Vigor d10

Skills: Climbing d10, Fighting d10, Intimidation d10, Investigation d8, Knowledge (Egyptian mythology) d10, Knowledge (Archaeology) d10, Knowledge (Occult) d10, Notice d10, Taunt d10, Throwing d10, Shooting d10, Spellcasting d12, Stealth d8, Streetwise d8, Swimming d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Distinctive Appearance, Overconfident, Vow (Major, to perpetuate Cult of Anubis)

Edges: Arcane Background (Mystic), Catchphrase (“By the power of Anubis!”), Charismatic, Command, Investigator, Rich, Scholar (Egyptian Mythology and Occult)

Powers: *barrier, beast friend, blast I, bolt I, boost/lower trait, deflection, detect/conceal arcana, dispel, greater healing, light/obscure, puppet, shape change (jackal), zombie*

Defining Interests: Egyptian Mythology, Rituals, Occult

Languages: English, Ancient Egyptian, German

Gear: Traditional pharaoh’s crown, crook and flail, obsidian ankh amulet, sacrificial dagger (Range: 3/6/12, Damage: Str+d4), Walther PPK (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 9, AP 1, Double Tap).



DR. MILLENNIUM

Dr. Millennium, whose real name is Lucius Montgomery, is a wealthy scientist, and the inventor and developer of New Horizon, a futuristic city in the northern Nevada desert. Dr. Millennium sees himself as the benefactor of the citizens of tomorrow, but his community is really a robot and weapons factory, churning out diabolical inventions to enslave humanity. Guests to New Horizon are impressed with the technical efficiency and splendors, but soon find themselves as slaves in his subterranean factories. Because Dr. Millennium bribed a few senators and congressmen, his illegal actions remain unchecked, but a good hero who penetrates the secrets of New Horizon could defeat the villain's corrupt schemes.

New Horizon is marketed as the “City of Tomorrow” and that’s the public perception of this shining oasis in the hellish desert. Dr. Millennium guards the diabolical nature of his planned community, and is careful to paint a rosy picture for the gullible press and public, biding his time for the day when his machines will take over.

Dr. Millennium is bald, with piercing eyes and a neatly-trimmed beard. He wears a white lab coat and carries portable gadgets (two-way television wristwatch, radio communicator, etc.) with him.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Intimidation d10, Knowledge (Artificial Intelligence) d8, Knowledge (Robotics) d8, Knowledge (Science) d12, Notice d10, Pilot d8, Repair d10, Shooting d6, Stealth d6, Taunt d12, Weird Science d12+2

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Arrogant, Delusional, Overconfident

Edges: Arcane Background (Inventor), Command, Gizmo, Inspire, Rich, Robotacist, Scholar (Robotics and Science)

Powers: *blast II, bolt II, boost/lower trait, puppet, teleport*

Defining Interests: Architecture, Math, Riddles, Robotics, Science, Classical Literature

Languages: English, French

Gear: Varies



LOTHAR PRAX

Once the ruler of the small island nation of Lotharia, Emperor Lothar (as he likes to be called) is showing the cruel promise of dark villainy. Raised to be a tyrant, his cruelty surpassed even his father's iron-fisted expectations. Prax lived in luxury while his people starved. He quashed any rebellion with ruthless efficiency. Prax was eventually ousted by his exiled uncle and found he had nowhere on Earth to plot his revenge. Lothar Prax made his escape on one of his most extravagant purchases, a rocketship bound for the moon.

Prax and his men explored the lifeless surface of the moon and discovered catacombs beneath the craters. A race of insectoid creatures known as the Selenites lived in these tunnels. Fueled by his natural greed and running out of supplies, he conquered the Selenites, becoming not only their ruler but something akin to their god. Having taken the moon for his own, Prax has enflamed his own ego and broadened his plans of revenge. For now, he plots and waits, quietly causing chaos from across the void of space. He is no longer content with returning to his small island. When he returns to Earth, he will do so in a role he was born to play ... Earth's supreme ruler!

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

Skills: Fighting d6, Intimidation d10, Knowledge (Artificial Intelligence) d8, Knowledge (Robotics) d8, Knowledge (Rocketry) d12, Knowledge (Science) d8, Notice d10, Piloting d8, Repair d10, Shooting d6, Stealth d10, Taunt d10, Weird Science d10

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Delusional, Mean, Vengeful

Edges: Arcane Background (Inventor), Command, Hard to Kill, Robotician, Rocket Jockey

Powers: *barrier, blast II, telekinesis, teleport, puppet*

Defining Interests: Art, Etiquette, Culture (Lotharian), Rocketry, Weaponry

Languages: Lotharian, English, German, Selenesian

Gear: Cape, uniform, ray gun (Range: 12/24/48, Damage: 2d6+1, RoF: 3, Shots: 12, AP 1), lab equipment, space suit, royal signet ring



THE JADE DRAGON

While Capone gobbles all the headlines with his criminal exploits, a sinister rival has built a dangerous empire along the West Coast.

Heroes in the know have come to clash with the leader of the Chinese Tongs known as “The Jade Dragon.” Reports describe him as a powerful sorcerer with a penchant for collecting mystical items and artifacts. He is often spotted on the West Coast, especially in Los Angeles and San Francisco, though he has begun making appearances on the East Coast as well.

Typically, he is in the company of a dozen or so underlings, though they are more for the appearance of power than for any personal necessity. Though he appears to be a middle-aged Chinese gentleman wearing silk robes, Jade Dragon is in fact a demon lord, hungry for power and souls. Should he be slain, his spirit is banished for d6 months before he regains a physical form. A dark hood covers his head, obscuring his glowing green eyes.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d6, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Arcana) d8, Knowledge (Chinese history) d8, Notice d8, Shooting d8, Spellcasting d12, Stealth d10, Taunt d8

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Bloodthirsty, Greedy, Vengeful

Edges: Arcane Background (Mystic), Hard to Kill, Martial Artist, Nerves of Steel, Rich

Powers: *bolt I, fear, light/obscure, stun*

Defining Interests: Culture (Chinese), Relics, Occult, Power

Languages: Chinese (Mandarin), English

Gear: Silken robes, two knives (Damage: Str+d6)

Special Abilities

Demon: +2 to recover from being Shaken; immune to poison and disease; half-damage from non-magical attacks except cold iron.

Hardy: Additional Shaken results do not become a wound.

Weakness (Cold Iron): Demons take normal damage from pure iron weapons.



PROFESSOR KLAUS MOEBIUS

Prof. Moebius is a wiry Gestapo officer with a monocle and a scar on his left cheek. He tells everyone he got the scar while dueling but actually was wounded during the Great War by an American Army private, Walter Nelson, whom he killed soon after. Moebius is a member of the Ahnenerbe, a Nazi research institute conducting expeditions across the globe for evidence of Aryan artifacts and lost civilizations. He usually wears his uniform when at his office in Germania, and khakis when he's on archeological assignments.

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

Skills: Driving d8, Fighting d8, Intimidation d8, Investigation d10, Knowledge (Occult) d8, Knowledge (History) d10, Knowledge (Greek) d6, Knowledge (Latin) d6, Knowledge (Egyptian hieroglyphics) d8, Notice d8, Persuasion d6, Riding d6, Shooting d8, Stealth d6, Spellcasting d8, Streetwise d6, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal (to the Nazi party and Hitler), Mean

Edges: Arcane Background (Mystic), Command, Connections, Hard to Kill, Harder to Kill, Marksman, Scholar (History and Occult), Strong Willed

Powers: *banish, deflection, detect/conceal arcana, summon ally, teleport*

Defining Interests: Ancient History, City Knowledge (Germania), Classical Music, Occultism, Secret Societies

Gear: Gestapo uniform, Luger P-08 (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 9, AP 1, Double Tap), survival knife (Damage: Str+d4), 2,000 German marks.



DOCTOR DEATH AKA REAPER

Tom Graves was once a quiet, reserved assistant to the county medical examiner in New York City. Though his primary duties included preparing bodies and assisting autopsies, he reveled in his work. One night, he was assisting the Medical Examiner (M.E.) in dissecting the first Ravaged victim that had ever come into their morgue. Graves felt an electricity in the air as his boss tried to slice through the skin, breaking several scalpels before they resorted to using an experimental drill. The corpses' eyelids fluttered open as the drill pierced the skin and it knocked Tom across the room as it reached out and grabbed the M.E. by the throat.

In a panic, Tom seized the drill and plunged it through the corpse's eye and into its brain. When he did, the drill, powered by Aetherium, was overwhelmed by the Ravaged energy and exploded, knocking Tom out. When he awoke, he saw the corpse was missing, the M.E. still unconscious, and felt energy coursing through his veins. He awoke the M.E. who shrunk back from him in fear, muttering "Your face!"

Tom grabbed a sliver of broken metal — and what he saw deranged him. "No one sees my face and lives," he muttered with a cold intensity that has become his hallmark, snapping the man's neck. That was 20 years ago.

Doctor Death wants nothing more than to bring society into its final death spiral. Considered criminally insane, he has been institutionalized at Bellevue Asylum a dozen times, but always manages to escape. He calls his men the Undertakers, and they dress in dark clothes and carry shovels. Despite appearances, they are a murderous lot every bit as mad as their master.

Doctor Death has a perfect physique, save for the disfigured skull-face he cloaks beneath a dark hood, revealing it to victims moments before their doom.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Driving d8, Fighting d8, Intimidation d10, Knowledge (medicine) d8, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Taunt d8

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (4)

Hindrances: Bloodthirsty, Stand Out, Ugly

Edges: Arcane Background (Superhuman), Command, Healing, Improved Innate Power (*armor*), Strong Willed

Powers: *armor* (with raise, +4)

Defining Interests: Death, Fear, Power, Psychology

Languages: English, Latin

Gear: Robe, scythe (Damage: Str+d6, 2 hands)



LADY VENOM

The lethality of the woman calling herself Lady Venom should not be underestimated. Though she is the fairer sex, many misjudge her accordingly, only to become a victim of one of her sadistic experiments. Lady Venom's real name is Delilah Covington, the wife of millionaire Skip Covington, one of the richest men in New England. After she discovered her husband two-timing her, she put an end to it — and him — permanently. She then began a crusade to recruit other women to her cult, one where all men were viewed as servants and the women masters.

Lady Venom sees men as weak and corruptible, envisioning a world where women rule, assisted by black magic and super science. Her hideout, a fortified villa outside of New York City, is guarded by her lethal female soldiers.

She has the unique ability to command animals and make them do her bidding, sending swarms of snakes, tarantulas, and scorpions after her enemies.

Lady Venom herself is quite a looker; a sultry brunette with a penchant for clingy black dresses. A pendant in the shape of a black widow hangs around her neck.

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

Skills: Fighting d6, Intimidation d8, Notice d8; Persuasion d10, Shooting d8, Spellcasting d10, Stealth d8, Taunt d10, Throwing d8

Charisma: +2/+4; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Vengeful

Edges: Arcane Background (Mystic), Beast Master, Charisma, Cat's Pajamas, Strong Willed

Powers: *blast II*, *bolt II*

Defining Interests: Animals, Jazz, Poisons, Technology

Languages: English

Gear: Smith & Wesson Model 27 (Range: 12/24/48, Damage: 2d8, RoF: 1, Shots: 6, AP 2), poison-tipped throwing knife (Range: 3/6/12, Damage: Str+d4, venomous poison)



SEVEN JAGUAR

Seven Jaguar, or Chicome Ocelotl, is the leader of the Order of the Winged Serpent, an Aztec cult in Mexico. Seven Jaguar's real identity, Rodrigo Batista, is a businessman and archaeologist whose fascination with the Aztecs led him down the dark path of practicing their ancient, bloody religion. Seven Jaguar has attracted a sizable following from indigenous Mexicans who yearned to return the Aztecs to their rightful place of glory.

Batista is a stocky man in his late forties with graying hair and a broad, suntanned face. When wearing his traditional Aztec priest garb, he paints his face and wears a feathered headdress adorned with a golden likeness of Quetzalcoatl, the winged serpent god.

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

Skills: Climbing d6, Fighting d8, Intimidation d8, Knowledge (Occult) d8, Notice d6, Persuasion d10, Shooting d8, Spellcasting d12, Stealth d8, Taunt d8, Throwing d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Cautious, Obligations (Order of the Winged Serpent)

Edges: Arcane Background (Mystic), Charisma, Command, Improved Dodge, Strong Willed

Powers: *dispel, fear, stun*

Defining Interests: Aztec Culture, Rituals, Religion, Wealth

Languages: English, Spanish, Nahuatl

Gear: Aztec priest costume, sacrificial dagger (Range: 3/6/12, Damage: Str+d4), Aztec war club (Damage: Str+d6)

VARIATIONS ON A THEME

While lynchpins are always Wild Cards, you may opt to include other levels of threats in your adventures as well. Here are a few variations:

Minion: Weaker even than an Extra, any hit equaling his/its toughness takes it out of the battle.

Henchman: This character/creature gets a Wild Die for his/its actions, but is otherwise identical to an Extra.

Really Tough: The character/creature gains the hardy monstrous ability, and may be of any difficulty type.

Elevating a character/creature to Wild Card status should be reserved for those fights you really want to showcase as set pieces.

FORTIFYING THE MINIONS

Not every slugfest is a daring display of fisticuffs. Villains send a faceless horde of mooks apt at confounding the heroes. These lackeys provide the brute force and hired muscle needed for the villain to make a cowardly retreat, or to buy some time while a diabolical death trap or plan springs into action.

When using mooks, the GM should equip them with the appropriate weapons suited for to their vile tasks, i.e., a garrote for Thuggee cultists, Tommy guns for the Chicago gangsters, or laser-blasters for Martians. Mooks should have one goal: stop the heroes in their tracks. Let your wretched cultists sling their black magic and your native tribesmen fire poisoned darts. Give the heroes an idea of what they're up against and why foiling the villain is absolutely essential. If the heroes can wipe the floor with the minions too easily, the adventure might just seem like a string of simple mass combats. Bring out the mooks when you need them, and give them the arsenal they need.

MAN OR BEAST

Sometimes fangs and claws are as effective as pistols and swords. Animal adversaries present unique challenges for heroes, so the GM should use them when appropriate. If the heroes are trekking through the sultry jungles of the Belgian Congo, a whoop of gorillas should thump their chests and defend their territory. If they're traipsing through the Black Forest in Germany, they might encounter a pack of hungry wolves. A villain with a penchant for zoology might unleash man-eating tigers upon unsuspecting heroes. If the creatures are small, like rats, wasps or scarabs, use the Swarm stats in the *Savage Worlds* core rulebook.

When using monsters and legendary horrors, incorporate them seamlessly into the game world. A pack of werewolves is jarring, but a group of Al Capone's gangsters who transform into werewolves is definitely appropriate in *Ravaged Earth*.

NPC EDGES

Some NPCs are Ravaged and are every bit as physically tough and mentally resilient as the heroes but aren't Wild Cards. The following Edges are only accessible to Non-Wild Card NPCs in *Ravaged Earth*.

Favored

Requirements: NPC, Non-Wild Card

This character starts with two bennies automatically. He cannot gain additional bennies and may spend the bennies in the normal fashion, e.g., re-rolling a Trait test, spending them to eliminate a Shaken condition, etc.

Skilled

Requirements: NPC, Non-Wild Card

Through extensive training, this NPC managed to excel in a particular skill. The character gets a d6 Wild Die with a related skill. Example: Skilled (Fighter), Skilled (Swimming), etc.

THE MARTIAN MENACE

The Martians brought with them their miraculous technology and terrifying bloodlust, yet little is known of their culture or civilization on the Red Planet. While scientists and governments tried piecing together complex fragments of Martian origins and society, only a select few really know details of these bellicose invaders.

Prior to the Red War, the world of the Victorian era had little interest in cosmological matters, and the planets were thought to be merely rocky lifeless spheres orbiting the sun, while matters of real concern, i.e., wars, empires and conquest, played out only on Earth. Following the Martians' arrival, humanity found itself paralyzed with fear, apprehensive of its precarious place in a cruel universe, one where Earth's mightiest societies were but puny playthings to vicious alien warlords.

In the wake of Aetherium's discovery, Mars' mysteries slowly yielded themselves. Curious scientists toiled long hours under government supervision and cultivated an understanding of their extraterrestrial visitors. Secret initiatives like Project Eris, which unearthed Aetherium's properties, were few and far between, and only a handful of scientific geniuses involved really knew how the war machines and flying saucers worked. Those with keen insight and investigative minds gleaned the Martians weren't strangers to Earth after all, purposefully shaping the events of this world from the shadows for millennia.

The Martians have returned to wage an epic war, one where the humans, aided by Aetherium, are capable of fighting back.

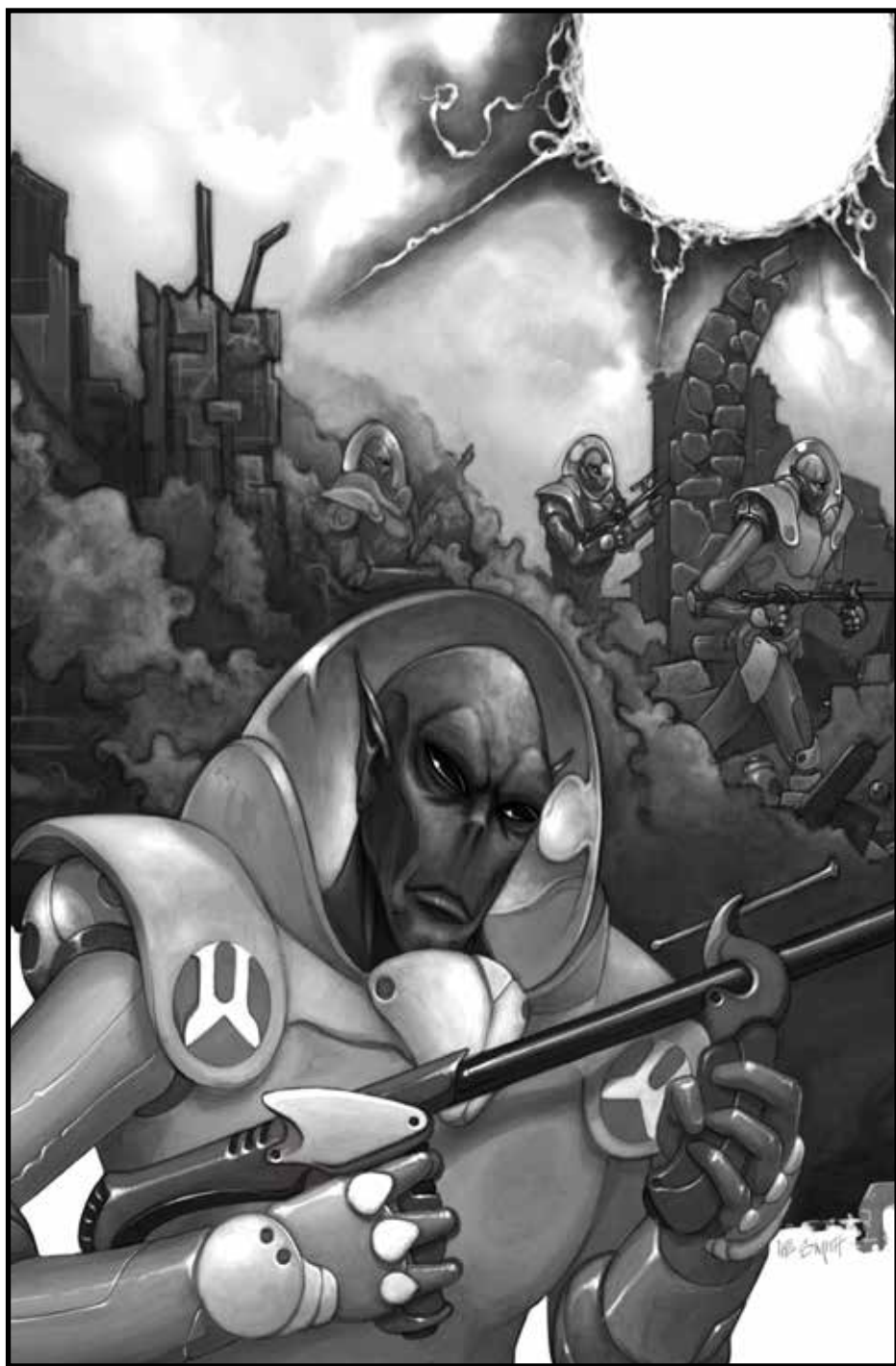
MARTIAN ANATOMY

Autopsies and dissections of Martian corpses following the Red War revealed fascinating information on their biology. Far from the tentacled, amorphous slugs H.G. Wells chronicled, the Martians are bipedal aliens with humanlike features. Their skin color ranges from pale to olive green and they possess three fingers, with an opposable thumb on each hand. Two bizarre membrane-covered appendages grow below the Martian's armpits, possibly a residual wing the Martians once used, leading some scientists to speculate they evolved from insects.

Martians have two wide eyes, and their noses are two slight nostrils. They have small mouths filled with sharp gray teeth, and their ears are covered by flaps of skin which expand like gills, picking up frequencies humans are unable to hear.

The Martian brain is twice the size of a human's, and their internal organs are a complex network of circulatory, respiratory, digestive and other functions. Scientists have determined Martians are telepathic to some degree, and may be able to communicate through thought transmittal. Some Martians of higher social ranks wear facial hair in the form of cropped beards and bound locks, while others brand their flesh in the shape of their clan markings.

The characters will likely confront Martians on the battlefield or in clandestine scenarios, perhaps in a secret base beneath the Antarctic. Not all Martians are the same, and recognizing which faction the characters are dealing with could be the difference between life and an agonizing, zapgun death.



AETHERIANS

The Aetherians are generally peaceful and neutral toward Earth. Recent events, however, have forced them to take action against the Kor-Ghuth. Aetherians are tall and lean, with narrow chins, slender foreheads, and an analytical demeanor. Their cranial capacity is slightly larger than the Kor-Ghuth's, and they've honed the powers of psionics and can communicate telepathically.

Aetherians are master artists and craftsmen and design magnificent palaces, towers and canals on Mars. Their aesthetic tastes are elegant and lean towards the opulent, with flowing robes and intricate ornamentation.

Aetherian society is debonair, with many involved in the sciences or arts, although learning diplomacy and studying other cultures is mandatory. Unlike the Kor-Ghuth, Aetherians have an eminent knowledge of their planet, and are sometimes too curious for their own good.

They are also the most scientifically advanced civilization on Mars, developing the Martian metal, Aetherium. They've mastered space flight by building flying discs capable of traveling to other worlds.

Because of their intelligent, gentle nature, the Aetherians struck several alliances with warring primitive tribes, ushering in thousands of years of peace. They follow the ways of the Cydonian Epics, a series of ancient tales based on the chronicles of mythical Martian heroes. One of these epics concerns the Cydonian Fathers, five giant entities who created all life on the planet.

Aetherians are governed by a monarchy several millennia old. Under the royal family is a High Council comprised of Aetherian citizens, including scholars, scientists and generals. Though intellectually and technologically superior to the Kor-Ghuth, the Aetherians don't have imperial ambitions. They fight in defense of their homeland and believe in nonintervention with other cultures.

That is, until they received a strange signal from Earth. Renowned scientist Nikola Tesla contacted the Aetherians on his Teslascope, and heard their hauntingly lyrical language. Over a period of several months, Tesla formed a bond with these aliens, and it's from them he learned of the menacing Kor-Ghuth. When Tesla tried convincing authorities not all Martians were malevolent, nobody believed him. He hopes to one day launch an expedition to Mars to contact the Aetherians and persuade their high council to intervene in stopping the Kor-Ghuth from conquering Earth.

Aetherian

The average Aetherian scout undertakes observation missions for his people, while seldom revealing his presence to humanity. Aetherians on Earth are mute observers, gathering data about Kor-Ghuth troop movements and reporting back to Mars. Their translators allow them to communicate with humans, and their demeanor is cold and aloof, but peaceful.

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

Skills: Fighting d6, Channeling d10, Healing d8, Intimidation d8, Knowledge (Aetherium) d10, Knowledge (Martian Tech) d10, Notice d10, Piloting (Spaceship) d8, Repair d8, Shooting d6, Stealth d8, Survival d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Anemic, Outsider

Edges: Arcane Background (Psionicist), Scholar (Aetherium and Martian Tech), Rugged

Powers: *farsight, healing, mind reading, speak language, telekinesis*

Gear: Breathing apparatus, silvery robes, laser gun (Range: 12/24/48, Damage: 2d6+1, RoF: 3, Shots: 12, AP 1), portable data-recorder and translator

KOR-GHUTH

Members of an expansionistic, warlike nation stretching halfway across Mars, the Kor-Ghuth stand over six feet tall and are lean and muscular. Battle-hardened and bellicose for untold millennia, they are the warrior masters of Mars. They wear decorated battle armor with ostentatious epaulets and breastplates and helmets festooned with exotic feathers dyed with their enemies' blood. Kor-Ghuth leaders wear immaculately groomed beards and are assigned slaves. The slaves assist the warriors with their weapons and vehicles and sacrifice themselves in combat for the glory of the Kor-Ghuth Empire.

Their society is steeped in the bloodthirsty tradition of war. The most powerful position in their society is the Emperor, called the Mighty One, a Kor-Ghuth from a prominent warrior family selected for their victories on the battlefield and their adherence to the principles of Yehan-Ne. Each Emperor since has received a sacred sword that absorbs the life-force of those it slays.

The Kor-Ghuth are a technologically advanced civilization comprised of strict castes. Workers are the lowest class of Kor-Ghuth, who operate machinery, produce weaponry, and keep the engine of commerce flowing. Inventors are the planners and scientists who create weapons of war and scientific achievement for the Empire. They are highly prized for their intelligence, which is geared towards weaponry and war.

Warriors are trained fighters and members of the Imperial Army, receiving years of training at fighting academies. Generals and officers also comprise the ranks of the Warriors. Young Kor-Ghuth undergo rigorous training called "ch'lenok," a grueling month-long ritual inaugurating them into the warrior's life. After ch'lenok, a Kor-Ghuth is forever a soldier in the Empire's service. Those who don't perform adequately are publicly humiliated and executed.

The Keepers are the religious functionaries of the Empire. They are educated in remote temples and learn the magic rituals necessary to worship the Martian pantheon.

The Gifted Ones are the moneyed caste, the wealthy families and rulers of the Kor-Ghuth dynasties. The Emperor and his extended family are from this class.

Despite their technological advancement, the Kor-Ghuth have little understanding of humanity. They either view Earth as a threat to their expansion in the solar system or as vermin to be exterminated.

The Kor-Ghuth are formidable opponents. Driven by an insatiable appetite for destruction, they rage across the continents, attacking cities and creating chaos. When direct confrontation won't do, they infiltrate human society through willing agents or disguises. Their paramount goal is to convert Earth into a new Mars, one where the Kor-Ghuth Emperor Kalzak is the supreme ruler.

Kor-Ghuth Soldier

Kor-Ghuth soldiers are menacing in their battle armor and will attack any human on sight. They have access to the deadliest arsenal of weapons on Earth and won't hesitate to use them. Kor-Ghuth always travel in squadrons assigned to combat or stealth missions throughout the world. Masters of disguise, the Kor-Ghuth use their technology to blend in among humanity, gathering information and reporting back to their commanders.

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

Skills: Fighting d8, Channeling d8, Climbing d6, Driving (Fighting Machine) d8, Intimidation d8, Knowledge (Battle) d10, Notice d10, Piloting (Spaceship) d8, Shooting d10, Stealth d8, Survival d8, Taunt d8, Throwing d6, Tracking d6

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: Bloodthirsty, Outsider

Edges: Arcane Background (Psionicist), Combat Reflexes, Dodge, Hard to Kill, Rugged

Powers: *fear, mind reading, pummel, speak language*

Gear: Battle armor (+2), Laser gun (Range: 12/24/48, Damage: 2d6+1, RoF: 3, Shots: 12, AP 1), Martian sword (Damage: Str+d8), universal translator

A BRIEF HISTORY OF MARS

What we call Mars at one time teemed with life as rich and diverse as that of Earth. Millions of creatures, ranging from plants, insects, fish, mammals and amphibians called the planet home. Hundreds of thousands of years ago, great civilizations arose, developed technology, and then bickered with each other.

Ancient Martian society fell under the auspices of its religious leaders, the Keepers of the Cydonian Temple. The Keepers knew the secrets of their living gods, the Cydonian Fathers, great beings who slumbered deep within a subterranean temple complex after breathing life into the first Martians.

Around 100,000 years ago, fire rained from the skies and triggered massive earthquakes. This great convergence lasted for over a century, burying the ancient city of Cydonia beneath the red sands. The planet's oceans began vanishing, and with it, its abundant marine life. Some ancient Martians tunneled deep into the ground to escape these calamities, while others left Mars via spacecraft. Their fate is largely unknown, yet it is surmised they found a temporary haven on Earth, and interacted with early human civilization.

The Martians call this long, dark time the “Zoog Atetek,” or “Great Cataclysm,” which lasted for 50,000 years. Millions of Martians died as the Great Cataclysm evaporated the seas and meteor showers pockmarked their planet with craters.

A PLANET DIVIDED

The Martian religion was transformed when rebellious Keepers began worshipping a new deity, a dark trickster god named Yehan-Ne, who thirsted for battle and raged against nature. To these Keepers, Yehan-Ne was the violent offspring of the Cydonian Fathers, whose memory passed into the murky realm of myth following the Great Cataclysm.

A bloody civil war followed, with the followers of Yehan-Ne united under the warrior chieftain Ghuth-K'thun. Those who rejected this schism were led by the mage queen Aetheria. For thousands of years, the two sides battled across Mars, their numbers ebbing and flowing in a prolonged war.

The Aetherians valued science over adherence to creed, and built a massive capital city called Serenium, in Syrtis Major.

The Ghuth-K'thun reined in the Keepers and limited their function to officiating ceremonies. Those who refused were tortured and executed. Following the assassination of the warrior chieftain Kai-K'thun, the civilization entered a period of upheaval. A solitary figure emerged from the revolution: the warlord Kor-Maleth. He proclaimed himself emperor of a people who would be called the Kor-Ghuth, and built his nation on obedience and fear. The ambitious Kor-Maleth built his capital on the edge of Valles Marineris.

THE GREAT SAND WARS

For centuries, the two rivals fought each other in the Great Sand Wars, conflicts waged over territory, trade routes, and cultures. With the planet's water supply running dangerously low, the wars centered on available aquifers and reservoirs.

Around 10,000 years ago the wars ended in stalemate. Both sides lost millions and went into isolation for a few centuries. Periods of drought crippled civilizations, with the Aetherians and Kor-Ghuth taking solace in the rainy seasons to replenish their lakes, until the Aetherian King Phezo-Neff proposed building the canals.

GRAND CANALS

Using concave mirrors to melt a section of the polar ice caps, Phezo-Neff created several lakes along his country's northern and southern borders. Thousands of slaves dug reservoirs to hold the water. For five generations, slaves dug deep channels thousands of miles to the capital and beyond.

Kor-Ghuth spies learned of the project and their empire copied it. The age of slave labor had begun, with slaves toiling in harsh conditions, digging the canals that would be flooded, producing navigable waterways. The grand canals encircle Mars, running thousands of miles, intersecting and connecting cities and towns across the planet. Throughout the centuries, long after the eventual slave uprisings and its abolishment, they were used for commerce and warfare, but a few fell into disrepair and were drained.

CAPTURE OF SERENIUM

Around 5,000 years ago, the Kor-Ghuth army, led by Emperor Tuung-Khel, laid waste to the Aetherian capital of Serenium. The Aetherian king at that time, Zarma-Ro, put up a valiant struggle, but his forces were defeated by Tuung-Khel's use of a black magic ritual that appeased malevolent forces in the Kor-Ghuth pantheon, including the shadowy god Yehan-Ne.

When the Aetherians learned of this, they quickly developed a ritual to protect the remnants of their kingdom. The ritual worked and within a week, all of the Kor-Ghuth forces were expunged from the capital city. The Aetherians reclaimed their capital, but at a great cost. The capture taught the Aetherians the importance of magic and the depths to which their enemy had sunk.

THE ALLIANCE

Soon after the liberation of their capital, the Aetherians made contact with the fragmented primitive Martian tribes living in the steppes and mountains surrounding their kingdom. These tribes existed in isolation and their ancient cultures thrived despite the technological advancements around them. The Aetherians struck a deal with members of the Zelio-Phaz and Lonatez clans. These warriors and hunters would stage guerrilla raids on the Kor-Ghuth whenever the Empire flexed its muscles and encroached on Aetherian territory. In exchange, the Aetherians agreed to never enter the clans' sacred hunting grounds. The alliance worked until 2,000 years ago.

FEAR SPREADS

The Keepers found a way to create a curse that could affect the mind. With this enchantment, the victim's fears would manifest into solid, living form. The Kor-Ghuth exploited this curse and used it on Aetherian settlements with devastating effect. Creatures from ancient Martian myth soon stalked the plains and valleys, terrorizing the Aetherians. Officials in the Aetherian government knew the Kor-Ghuth were behind this dark rite, and waged a counterattack. When the Aetherian forces moved on a Kor-Ghuth garrison, they found all of the Kor-Ghuth warriors slain. The garrison was empty, with only the corpses of soldiers and the signs of struggle present. What killed those soldiers still remains a mystery.

OBJECTIVE EARTH

Not satisfied with conquering the Aetherians, the Kor-Ghuth turned their sights on Earth. Kor-Ghuth scientists observed Earth for many centuries and wanted another planet for their expanding empire. They secretly admired humanity for its penchant for war, yet loathed Earth's inhabitants for what they perceived as weaknesses: love, respect, and honesty. While virtues made humanity shine, they repulsed the Kor-Ghuth. If they were going to conquer their enemies, they would need to study them up close.

THE UNIONVILLE INCIDENT

In 1880, something abducted travelers on the trail to Unionville, Nevada. Townsfolk reported strange lights in the sky and ominous noises at night. One cowpoke recalls a strange walking contraption in the desert and a blinding flash of light. The Pinkerton Detective Agency was called in and the U.S. Cavalry got involved. After interviewing Unionville residents, the authorities came up empty and the case was dropped.

A year later, the people who were reported missing were found wandering the trail outside of Unionville, dazed and naked. Babbling incoherently, they screamed about green monsters and flying machines and torturous experiments. The state confined many of those poor souls to insane asylums where they died.

The Kor-Ghuth "borrowed" those travelers and performed a series of unpleasant tests on them, including collecting blood and skin samples and placing them in stressful situations to see how they'd react. Many were driven mad by their experiences, and the Kor-Ghuth reasoned humans devolved into a weak-willed species.

Still, they needed to be certain.

SIGHTINGS

In the years before the Red War, sightings of unidentified flying objects in the night sky grew. The Kor-Ghuth invaded London, New York, Paris, and Berlin in 1898 — but not with designs for conquest, as most Earthlings assumed. For them, their large three-legged fighting machines served as decoys masking their real intent. The Kor-Ghuth knew Earth's atmosphere was deadly to their immune systems, but they couldn't develop an antidote to these germs. Instead, the Kor-Ghuth embarked on a desperate suicide mission to make the Earth's environment conform to their physiology.

During the Red War, the Kor-Ghuth hid several machines called “Harvesters” throughout the planet. These Harvesters leak Aetherium dust into the atmosphere and surrounding landscape. When fully activated, the Harvesters explode, transforming the area for miles around into a red wasteland like Mars.

Decades after the Red War, all was silent as the Kor-Ghuth Empire scrutinized Earth from across the void, waiting for Aetherium to permeate the atmosphere. Almost 40 years after their invading armies shocked Earth's inhabitants, the Kor-Ghuth are returning with vastly superior weaponry and surreptitious plans for infiltration and colonization.

THE BLACK FOREST CRASH

In 1935, a Kor-Ghuth scout ship crash-landed in the Black Forest in Bavaria. Working swiftly, the Nazis were able to recover the bodies of two Kor-Ghuth from the twisted metal wreckage. The crash site burned ten acres of forest, prompting Hitler's regime to cover up the incident. Propaganda Minister Goebbels provided the cover story the explosion was an experimental fighter plane, and the nervous public bought it.

The Kor-Ghuth were barely conscious when they arrived at a top secret base in the Black Forest. Though the Nazis revived the aliens, the creatures proved recalcitrant and uncooperative. Hitler ordered the Kor-Ghuth to be tortured if they continued to resist his hospitality. After two weeks of solid abuse, the Kor-Ghuth finally cracked and decided to leak details of their operations to the Nazis.

Instead of being furious with the aliens, Hitler welcomed them with open arms. He embraced the Kor-Ghuth's militaristic society and high technology, and proposed an alliance between his government and Emperor Kalzak.

ON THE BRINK...

Today, Mars is a dying world, a desolate husk of its former self. The Kor-Ghuth Empire seeks a larger war, one that will draw in the Earth and the Aetherians, who will break their longstanding silence or nonintervention. As the Kor-Ghuth engage the Earth with constant raids and striking some of the world's largest cities, the Aetherians watch, dismayed, reluctant to intervene. For these pacifists, engaging in all-out war with the Kor-Ghuth would be suicide, so they keep a nervous eye on Earth, hoping their aggressive neighbors will cease their hostilities.

Only the Ravaged, armed with DNA altered by Aetherium's touch, stand in the Kor-Ghuth's way.

MARTIAN TECHNOLOGY

Technology evolved differently on Mars than it did on Earth, primarily with the development of Aetherium, a synthetic metal trapping the very essence of the Red Planet. Developed over 4,000 years ago by Aetherian scientists, Aetherium is comprised of both organic and metal compounds fused together by a complex process involving magical energy. The Aetherians used Aetherium for their technology, and discovered machines with Aetherium worked flawlessly on Mars for hundreds of years with only periodic maintenance. The Kor-Ghuths used Aetherium primarily for weaponry and instruments of war.

The heavy militarization of the Kor-Ghuth Empire forced an arms race with the Aetherians around 2,000 years ago. Wanting to defeat their pugnacious nemesis, the Aetherians experimented with bioengineering and psi-tech.

Bioengineering combines organic material with Aetherium-based machinery. The Aetherians genetically engineered multi-celled organisms to interface directly with manufactured Aetherium technology. The biological entities adapted to Aetherium naturally, and from this symbiotic relationship sprang a wide array of weaponry kept operational through feedings. Early bioengineered technology was susceptible to damage and would often malfunction because of this. The Aetherians remedied this by developing bioengineered technology with hard exoskeletons capable of absorbing direct hits.

Psi-tech is technology directly controlled by the user's mind. Brain waves act as a transmitter, commanding the technology's functions. Because of the intellectual and psionic development of Aetherian brains, psi-tech became more widely used with Aetherians than Kor-Ghuths. Malfunctions with psi-tech often carry serious repercussions, with users left paralyzed or "brain-fried," their brains destroyed by an overload of electrical impulses.

Nanites are microscopic robots a nanometer in size, programmed to shift the molecular density of Aetherium. The Aetherians originally developed nanites for defensive systems like body armor and psi-tech weaponry, but Kor-Ghuth spies stole the technology hundreds of years ago. The Aetherians made great strides using nanites in medical technology, as these tiny robots can actually repair cellular structures and damaged tissues.

Reengineered Martian Tech

Following the Red War, the industrialized nations gathered the burnt husks of Kor-Ghuth weaponry and began studying them. Governments spent millions analyzing and reengineering the Martian's technology, eventually developing workable models. The fusion of Earth-Martian technology has created functional, albeit unstable, devices generally referred to as "the New Science." Many of the advances found throughout society are a result of this exploratory research.

Encountering Martian Devices

Since both Aetherian and Kor-Ghuth technology is rare, these devices are highly prized and sought after. One cannot simply walk into their local hardware store and purchase a hovercraft or laser rifle. The Martians, regardless of their factions, use their weapons and conveyances with great care, and guard them

diligently. However, some items do fall through the proverbial cracks, ending up in the hands of evil masterminds, government agencies, or lucky adventurers. Heroes finding Martian tech should be given vague descriptions of these items instead of outright naming them. It's much more dramatic for a scrounging inventor to uncover a "metallic, handheld gizmo with a jutting handle, a trigger mechanism and a bulbous protrusion crackling odd, humming energy" rather than saying "it's a laser pistol."

Of course, after one does encounter such a rare technological find, examining and testing it is only natural in order to determine the device's function and power. This could lead to several interesting, albeit hilarious, scenarios where amateur gadgeteers perform field tests on otherworldly devices, pushing the limits of Martian science and Aetherium's abilities.

Aetheric Fission Bomb

A small, hand-sized metallic orb containing concentrated irradiated Aetherium. When activated, the bomb explodes, creating an impact crater and doing catastrophic damage. Aetheric fallout bathes the area up to 100 feet around the crater and strips the land of all vegetation, leaving the ground red like the surface of Mars.

It takes one round to prime the bomb and another round to activate it by pushing a button. The bomb can be set to detonate anywhere from six to sixty seconds, causing 4d6 damage in a Large Burst Template.

Anti-Gravity Belt

A silver-colored belt combined with Cavorite and controlled by a psionic transmitter. When worn, the user has the ability to hover off the ground up to 200 feet. The user must make a Smarts roll to activate the belt. On a success, the belt functions as the *fly* power until the character lands or is Shaken (which requires an immediate Smarts roll to maintain flight).

Arm Cannons

This psi-tech weapon plugs into a person's arm and can be controlled by the wearer's thoughts. Arm cannons fire bursts of concentrated energy or exploding rounds, usually with great force and at a great distance.

To activate the arm cannon, the user must make a Smarts roll. On a success the arm cannon fires, functioning like the *bolt I* power, inflicting 2d6 damage per shot. On a critical failure, the cannon explodes, inflicting 2d6 damage to the user's arm.

Astral Projector

The Aetherians can beam themselves directly into a person's thoughts hundreds of miles away or even across the void of space between planets with the Astral Projector. Due to the unstable power of the projector, the Aetherians use this technology sparingly, as overuse would tear apart a human's sanity. Successfully used, the Aetherian can send messages or images into a person's mind, and can receive a human's response. A typical transmission lasts only minutes.

After connecting the projector to their head via a series of flexible wires and adhesives and switches it on, the user must make a Spirit roll. On a failure, nothing happens and no contact is made. On a success, they can transmit their thoughts and receive mental messages up to 10 miles away. On a raise, they can transmit up to 100 miles away. On two raises, they can transmit their thoughts up to 1,000 miles away. On three or more raises, their thoughts are transmitted to Mars or beyond. Each round the astral projector is used, the user must make a Spirit roll. On a failure, the user suffers one Fatigue level and any contact made is immediately severed. Recovering from such Fatigue requires an hour of rest during which time the character may not use any arcane abilities they possess.

Bioarmor

Martian bioarmor are exoskeleton suits plugged into the torso, arms and legs and produce a burst of protective energy draining the magic and psionic essence from targets. Surprisingly lightweight, when first placed on the body, nanites shift its molecular density to make it virtually weightless. Bioarmor grants the user +2 Armor protection when worn.

To activate, the user must plug the bioarmor into their bodies and make a Vigor roll. On a success, all magic or psionic attacks suffer -2 to rolls affecting the user wearing the bioarmor. A failed Vigor roll bestows one Fatigue level on the user and he must make another Vigor roll the following round or become Incapacitated until the armor is removed.

Black Smoke

Launched in canisters from the Martian fighting tripods, the black smoke is a billowy, thick chemical weapon. The smoke cloud enshrouds targets, obscuring vision, forcing all within the cloud to make Vigor rolls at -2. Those who fail suffer two Fatigue levels. Those who critically fail suffer 2d8 damage in addition to the Fatigue. Gas masks provide +2 resistance (i.e., Vigor rolls) to black smoke, negating the Vigor roll penalty.

Clone Chamber

The Martians can replicate a creature's DNA and recreate an exact clone down to the tiniest detail within a special cloning chamber. A piece of skin or hair is needed and the internal computer extracts the subject's DNA and rebuilds a living twin, except the twin cannot speak or think independently. The clone drone is programmed to follow basic commands triggered by visual or audible cues. The entire cloning process takes about 1 hour in the clone chamber. Once the clone is released, it has a lifespan of 24 hours to live before it instantly melts into a pile of putrid jelly. The Kor-Ghuths use clone chambers to create units of expendable shock troops for their more grueling military campaigns.

Every successful clone has d6s in all of its attributes and skills. Use whatever skills you deem appropriate for the clones.

As with all technology, mishaps occur. Some clones don't turn out the way they should and something goes horribly awry in the "cooking process." When the clone chamber is used, draw one card. If any 2 or any Joker is drawn, the clone is not quite right. Maybe the clone has a psychopathic personality, maybe it resembles a hideous monster, or maybe it lacks a few limbs.

Crystal Egg

Forged from massive jagged crystals from Martian caverns and polished with precision into a distinctive oblong shape, the crystal egg allows a visual gateway between Mars and Earth and vice versa. The crystal egg is the size of an ostrich egg, but surprisingly heavy. To activate the crystal egg, the user needs only to peer into it at an angle. A luminous vapor forms at the egg's center, and through it a window into the activities on Mars, including the red cliffs and steppes, canals, and the Martians themselves. The gateway remains intact as long as the user looks into the egg. Both the Kor-Ghuth and Aetherians use the crystal eggs to spy on humans from a distance. After the egg is used, the user must make a Vigor roll or suffer one Fatigue level.

The crystal egg has a Toughness of 10. If destroyed, the link between worlds is severed.

Eetchulnk

The eetchulnk is an insidious form of biotechnology, a three-inch long parasitic creature resembling a scorpion with a lamprey-like mouth. Inserted into the target's ear, the creature burrows deep into the skull, and lodges its fang-lined mouth into the brain. From there, the eetchulnk feeds off its host and saps its free will. The host finds it impossible to disobey any order or evade the truth. They gladly impart any information asked and can even be programmed to turn on their compatriots.

When the eetchulnk is inserted into the ear, the target must make a Vigor roll at -4. Those succeeding resist the creature's grasp and just take 2d6 damage. Those failing their Vigor roll take 2d6 damage and are also controlled (as per the *puppet* power). Every day the eetchulnk feasts, the target must make a Spirit roll. On the first day, a -2 penalty is applied to this roll, on the second day and subsequent days, a -4 penalty is applied. If the target makes the roll, they are able to resist the creature's effects. If they fail, then become mere puppets, following orders without question.

Removing the eetchulnk requires drawing the creature out by submersing the victim in a bath of strong alcohol or applying electric shocks to the target's head. Naturally, many opt for the alcohol bath. Once the eetchulnk is removed, its control over the target ends.

Electro-Whip

A psi-tech weapon resembling an electrified whip that plugs into the arm, shooting an arc of powerful electricity powered by the user's thoughts. Activating the whip requires a Smarts roll. On a success, the whip inflicts 2d6 damage, while on a raise it inflicts 2d8 damage. The electro-whip has a Reach of 1.

Fusion Compressor Rifle

This abominable weapon creates a crushing force of pressure within a Large Burst Template centered on the target. Targets within the area are immediately squeezed inward, usually with dire results.

The weapon's range is 12/24/48 and its rate of fire is one burst per round. The rifle needs to be fully charged in order to operate. Charging the rifle takes 2 rounds. Targets caught within the pressurized area suffer 2d8 damage.

Heat Ray

A primary weapon of the tripods, the heat ray has two unique shots: green flames that instantly ignite anything they come into contact with, and an invisible beam of intense heat slices through targets.

The heat ray has a range of 24/48/96 and causes 2d10 damage. After each successful attack, roll a 1d6. On a 5 or 6, green flames engulf the target, catching the target on fire (see the **Fire** section in the *Savage Worlds* core rulebook) and doing 2d10 damage each round until extinguished as the fire spreads. Green flame mode treats all targets as flammable.

Immolation Pod

The immolation pods are grenade-like orbs that stick to targets and explode, causing catastrophic fire damage.

Activating the immolation pod requires turning a pin and making a Throwing roll. On a success, the pod is thrown accurately and automatically sticks to the intended target. On a failed throw, the pod falls short; on a critical failure, the pod sticks to the thrower. After sticking to its target, the pod explodes, doing 4d6 damage localized to the area immediately touching the pod.

Laser Blade

A metallic sword built into an electronic hilt, the laser blade is a Martian melee weapon. A switch on the hilt controls a concentrated heat laser that warms the blade, which glows red when activated. The weapon wounds targets twice, as the laser burns the surface of the flesh while the heated blade slices into or through it.

The blade requires a minimum d6 Strength to operate. It functions like any other melee weapon and inflicts Str+d10 damage.

Laser Tommy Gun

Reengineered Martian tech, this weapon combines two deadly weapons, a ray gun and Tommy gun. The laser Tommy gun can fire up to 3 laser bursts in rapid succession per round and requires a d6 Strength to handle it. It has a range of 12/24/48. Each laser fired causes 2d6 damage. The weapon quickly runs hot and requires cooling off for 5 minutes after firing 50 shots. Continuing to fire while the weapon is overheated results in the device exploding on a 1-2 on the skill die, regardless of Wild Die, causing 3d6 damage in a Small Burst Template around the user.

Levigator

The levigator is a psionic weapon that, when fired, can lift a target off the ground up to 30 feet with an invisible force ray. The user can, with a mere thought, smash the target against walls, ceilings and floors or drop them to the ground.

Operating the levigator requires a Smarts roll. With one success, the user can grab a target and lift it up to 10 feet. On a raise, the target can be lifted up to 30 feet. Once the target is captured, the user can inflict damage by bashing the target against walls, ceilings, floors, or other targets. This requires another Smarts roll. On a successful roll, the target is dealt Spirit+d6 damage. Capturing more than one target with the levigator inflicts a -2 penalty to the Smarts roll.

If the user wants to release the target, he simply says so and the target falls, incurring any falling damage. Targets ensnared can try to escape by making an opposed Fighting roll against the user's Smarts roll — if airborne, they will still suffer falling damage.

Psionic-Depletor

A rifle-like weapon with a bulbous metal array at one end that, when activated, drains targets of their mental energy. It takes one action to prime the psionic-depletor before using it. The gun requires a Shooting roll to use and has a range of 12/24/48, firing one burst per round. After a successful hit, the user rolls 2d6 and compares the result to a TN of 4. On a success, targets with magical (magicians, sorcerers, etc.) or psionic (mentalists, mesmerists, etc.) Arcane Backgrounds suffer a -2 to their arcane skill rolls for 1d4 rounds. The effects of this weapon are cumulative. People without arcane skills must make a Spirit roll or suffer one Fatigue level. Note: this device can cause Incapacitation, but cannot kill.

Oscillating Warp Integrator

This psi-tech resembles a small box that, when linked to a user's mind, generates a warp field around targets. Anything entering the field is immediately transported to another location up to 10 miles away.

Using the oscillating warp generator requires attaching a conductive pad to the user's forehead and making a successful Smarts roll. Any person or object within a Small Burst Template of the integrator is immediately teleported to a location up to 10 miles away. The user determines the exact location the target appears. If the character wishes to teleport somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen, the roll is at a -4 penalty. Failure of either roll means the teleporter hit an object of some sort. He returns where he came from and is Shaken. A roll of 1 on the Smarts die (regardless of the Wild Die) indicates a more serious disaster — in addition to being Shaken he also suffers 2d6 damage.

The teleporter can never enter a solid space even if he tries. The power instantly returns him to his starting location as noted above.

Radiating Kinetic Shield

This is a tough vest that emits a burst of radiating energy surrounding the wearer up to the distance of a Large Burst Template. The rippling blue energy pushes anything it comes into contact with, causing severe damage, while leaving the wearer unharmed.

The vest grants +2 Armor protection. When activated, the vest functions as the *barrier* power, creating a force-field with a Toughness of 10. Maintaining the shield requires a successful Vigor roll every 5 rounds. On a success, the vest functions normally. On a failure, the force-field is shut off, but still grants the hero +2 Armor. Reactivating the shield requires another successful Vigor roll.

Ray Gun

One of the most common weapons in the Martian arsenal, the ray gun has a wide variety of models and types with the same basic function. It could be psi-tech, biotech, or Aetherium-based technology. A concentrated beam of heat is emitted from the barrel that can inflict severe burns or even slice through targets. Ray gun ammunition consists of special Aetherium pulse cells powering the gun's laser ray. Humans have successfully incorporated ray guns into their own society, making them the most reverse-engineered Martian tech to date.

The Martian ray gun inflicts 3d6 damage and stores 30 shots before its pulse cells need to be replaced. The gun's range is 12/24/48.

Note: Martian ray guns differ from laser guns in damage and number of shots.

Red Weed

A bioengineered weapon based on Martian vegetation, Red Weed functions as a kudzu, propagating unfettered across a planet's surface. Infused with Aetherium, Red Weed absorbs Earth's nutrients and transforms the planet beneath it into red Martian soil. When it is finished absorbing nutrients, usually a year after taking root, Red Weed dies and shrivels, revealing red Martian soil underneath. Red Weed also grows around and on water, obstructing lakes and streams.

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

Skills: Fighting d4, Survival d10

Pace: 2; **Parry:** 4; **Toughness:** 5

Special Abilities

- **Ensnare:** Red Weed can produce vines that ensnare targets (acts as the *entangle* power, using the Red Weed's Agility in place of the arcane skill die). The vines from one Red Weed plant can only target a single target at a time.
- **Replicate:** Red Weed can reproduce through spores and spread rapidly. A cloud of spores can drift for miles and produce up to ten acres of Red Weed in 24 hours.
- **Sap:** Red Weed produces sticky sap that causes d6 damage when in contact with exposed skin. This sap can only affect a target which has been ensnared.
- **Tendrils:** Str+d4.

Sonic Molecular Burrower

This belt scrambles the wearer's molecules when activated, pushing him seven feet underground where he can travel up to the lesser of 20 yards or for a total time of five rounds. At the end of five rounds, the wearer automatically rises to the surface.

When switched on, the belt acts as the *burrow* power and allows the wearer to travel underground at their usual Pace. They can also attempt to surprise an enemy by making a Stealth versus their enemies' opposed Notice roll. If the wearer wins, he gets a +2 to attack and damage rolls for that round, or +4 with a raise. Targets on Hold may attempt to interrupt the attack as usual. If the sonic molecular burrower malfunctions or is heavily damaged in use underground, the wearer's molecules reassemble and he is, in effect, "buried alive" and must make a Vigor roll at -4. If he succeeds, he may make a Strength roll to dig himself out of trouble. If he fails, he is Exhausted and suffers -2 to Trait rolls until he makes his Vigor roll. For every round he is buried, he suffers an additional 1d6 of damage.

Sonic Scream

This weapon causes a high-pitched sonic scream agitating and paralyzing humans within earshot. When activated, any human within a Large Burst Template must make an Agility roll or fall to the ground as the pulse knocks them over. All targets, whether they're prone or not, must then make a Vigor roll at -2 or become immediately Shaken.

Venom Gun

This bioengineered weapon consists of a spiky creature that squirts a powerful jet of venom at targets. The acid-like venom causes 2d8 damage and burns through skin and clothing. Afflicted targets must make a Vigor roll at -2 or become Incapacitated. A successful Healing roll will remove the venom and restore full health in 1d6 hours.

MARTIAN VEHICLES

The invading Kor-Ghuths and their Aetherian counterparts developed their own modes of transport that are used on both Mars and Earth.

Flying Disc

Used primarily by the Aetherians, the flying disc resembles a 40-foot wide metallic saucer and is powered by an internal Aetherium dynamo polarized by powerful magnets. Flying discs levitate and hover, but they can also race through space at rapid speeds, making it the preferred conveyance for interplanetary flight. Aetherians outfitted the flying discs with cabins, storage space, and other amenities deemed useful. For protection, flying discs are armed with powerful laser cannons.

Acc/Top Speed: 30/220, **Climb:** 3

Toughness: 15 (4), **Crew:** 6

Weapons: Fixed laser cannon x2 (2d8 damage, AP 20)

Notes: Heavy Armor, Spacecraft

Hover Barge

These 80-foot long royal barges levitate off the ground, used in the Martian highlands after the canals evaporated. Hover barges are the primary transport for Kor-Ghuth nobility and include a series of opulent suites and chambers for entertaining and various decadent pleasures. Below the decks, slaves toil in the engine room, maintaining the large hover generators, while the pilot steers the craft on a bridge tower high above.

Acc/Top Speed: 4/10, **Climb:** -2

Toughness: 12 (2), **Crew:** 2-20

Weapons: Swivel laser cannons x4 (2d8 damage)

Notes: Levitating Craft

WAR MACHINES

Developed as the principle field weapon of the Kor-Ghuth Empire, the tripod war machine consists of a hood-covered cabin balanced on three spindly metallic legs controlled by the pilot. Tripods are outfitted with heat rays balanced on telescopic arms outward from the cabin's rear and attack targets in front. Tripods communicate with each other through a series of amplified cries, most notably the Kor-Ghuth victory cry "Ulla!" Some tripods have special rigs accommodating metal baskets used to temporarily store captured soldiers and civilians from the battlefield.

War machines are classified as follows:

Tripods

These are the 100-foot-tall three-legged invasion vehicles first witnessed in the Red War. Tripods resemble a sleek cab protected by a metallic hood. Three stilt-like legs, bendable at jointed knees, provide the vehicle's support. Tripods can hold two passengers and are outfitted with a deadly heat ray. Metallic tentacles hang down from the cab and are used to grope objects or attack. Tripods can also shoot canisters of black smoke over a 50-yard range.

Acc/Top Speed: 5/20

Toughness: 15 (2), **Crew:** 2

Weapons: Heat Ray (2d10 damage), Black Smoke (2d8 damage), Tentacles (2d8 damage)

Charon Class

The Charon Class resembles the tripods but has four spindly legs, and is shorter and nearer to the ground at 50 feet tall. Two rotating laser cannons protrude from the front of the vehicle's cab.

Acc/Top Speed: 6/40

Toughness: 18 (2), **Crew:** 2-4

Weapons: Rotating laser cannons x2 (2d8 damage)

Plutus Class

A basket resembling articulated claws hangs beneath the undercarriage, used for scooping and entrapping prey. The hapless victims are stored in a special compartment within the 40-foot-tall vehicle where they're stored in a cage.

Acc/Top Speed: 6/20

Toughness: 14 (2), **Crew:** 2 +20 prisoners

Weapons: Heat Ray (2d10 damage)

Hades Class

Juggernauts of the Kor-Ghuth land fleet, these are massive tripods capable of holding 50 troops deployed onto the battlefield via jetpacks. The Hades Class is 100 feet long and has two heat rays, one in the front and one in the rear, and two side-mounted laser cannons. In addition, this deadly vehicle emits a sonic scream capable of paralyzing anything within 100 feet of it.

Acc/Top Speed: 2/8

Toughness: 20 (6), **Crew:** 4+50 troops

Weapons: Heat Ray x2 (2d10 damage), Laser Cannons x2 (2d8 damage), Sonic Scream (p. 297)

Notes: Troop Transport

War Chariots

In addition to the tripods, the Kor-Ghuth built War Chariots, large, heavily armed levitating transports sent into the battlefields. War Chariots are 15 feet wide and contain an observation deck for military personnel, a gunnery deck equipped with laser cannons, and a force field generator.

Acc/Top Speed: 10/50, **Climb:** 2

Toughness: 12 (4), **Crew:** 2-6

Weapons: Laser Cannons x2 (2d10 damage), Force Field (+4 Armor)

Notes: Levitating Craft

MARTIAN CREATURES

The Kor-Ghuths secretly bioengineered and bred lethal creatures from Mars, making them more bloodthirsty, with voracious appetites. This secret project allowed the Kor-Ghuths to manipulate their planet's environment in dangerous and often unpredictable ways. They have brought some of these deadly beasts to Earth, releasing them into the wild where they hunt and kill humans. Two of these ferocious bioengineered beasts are described below, but others exist in dark jungles or hidden away in underground caverns, waiting to strike their human quarry.

SLAYSTALKER

Slaystalkers are large six-legged predators with large mandibles filled with sharp fangs which dispense powerful venom. Its panther-like feet contain retractable claws used to pin its quarry, while armor-like hide protects its muscular body. The slaystalker's tail is tipped with rows of serrated spikes that have been known to impale many an unfortunate victim. Slaystalkers emit a hypersonic roar that chills anyone to the bone who hears it. They're solitary hunters, preferring to stalk and feed at night.

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

Skills: Fighting d8, Intimidation d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 15 (4)

Special Abilities

- **Armor +4:** Slaystalkers have thick hides.
- **Claws:** Str+d4.
- **Fear -2:** The slaystalker prompts Spirit checks at -2.
- **Jaws:** Str.
- **Roar:** The slaystalker delivers a hypersonic roar. Anyone within a Cone Template must make a Spirit roll or become Shaken.
- **Size +4:** Slaystalkers are large creatures.
- **Tail:** The spikes deliver Str+d6 damage.

SLICERS

Slicers are creatures with large, 12-inch-long razor sharp talons able to easily cut through flesh and bone. They have rows of jagged fangs that imbed deep into their prey as they make slashing attacks. Slicers are nocturnal with excellent night vision, and gang up on their prey in packs.

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

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

Pace: 7; **Parry:** 6; **Toughness:** 8 (2)

Special Abilities

- **Armor +2:** Slicers have rough hides.
- **Jaws:** Str.
- **Low Light Vision:** Slicers ignore penalties for Dim and Dark lighting.
- **Talons:** Str+d8+2.



MARTIAN SUN

Martian Sun is a 12-part plot point campaign introducing players to the action-filled world of *Ravaged Earth*. The globe-spanning story begins in 1936, before the Second Red War, leads through the return of the Martian invaders and the summer Olympics in Germania, and ends in a climactic showdown with the masters of the Martian invasion aboard their mother ship high above the Earth.



PLOT POINT SUMMARY

Plot Point 1: Shines the Red Star

Mars is burning. The people of Earth are oblivious, but they soon shall know, as the Children of Phobos herald in the age of the Martian. The heroes investigate this doomsday cult and find evidence of their carnage throughout a paranoid New York City.

Plot Point 2: Revenge of the Martians

Richard Pierson, an astronomer at Princeton University, claims bizarre activity on the planet Mars. When an unidentified object lands in nearby Grover's Mill, Pierson and the heroes must investigate. The Martians return in force and lay waste to the countryside, and the heroes must battle these alien forces.

Plot Point 3: Red Cloud Over Londontown

Heroes track down Dr. Benjamin Standish, an expert of Martian technology who has gone missing in ravaged London. Standish works for the League of Nations, and has been abducted by the British Union of Fascists, who are in cahoots with the Nazis. Once rescued, Standish reveals the Martians and Nazis are looking to assemble the Martian Sun, an Aetherium relic broken in the first Red War of 1898.

Plot Point 4: An Offer You Can't Refuse

Gangland boss Al Capone possesses the first piece of the Martian Sun in his fortified hotel in Chicago, under the blanket of eternal night. The heroes must convince the gangster to release the item or prove their loyalty by undertaking a variety of illegal tasks. When all else fails, the heroes must enter Capone's legendary vault and battle the supernatural guardian to retrieve the Martian Sun fragment. The heroes meet the mysterious Mr. Dee, a government agent who offers to help the quest for the Martian Sun.

Plot Point 5: Red Hot Jungle Fever

The trail to the next piece of the Martian Sun brings the heroes to the war-devastated Gran Chaco region of South America. Bolivia and Paraguay are fighting a bloody war as they search for lost Martian technology, and the heroes search for a captured scientist and a map leading to a lost temple deep in the Amazonian jungle. Heroes will face buried Martian forces, ancient mummies, and other deadly foes.

Plot Point 6: Castle of Doktor Apokalyps

A Russian mad scientist and uber-genius named Doktor Apokalyps holds the third piece of the Martian Sun. Allied with the Martians, Apokalyps is holed up in his Russian castle on the Black Sea. Once inside, however, heroes must contend with devious death traps.

Plot Point 7: Trial of the Olympiad

Germania has the fourth piece of the Martian Sun, retrieved from the Children of Phobos in Antarctica earlier in the year. The heroes venture into Germania during the 1936 Summer Olympics and have a chance to compete in the games and do battle with the Ahnenerbe's top arcaneologist, Prof. Moebius, for the piece of the Martian Sun.

Plot Point 8: Den of the Devil Dragon

The final piece of the Martian Sun is held in Shanghai by oriental mastermind Zho Fang, who has decided to hold an auction for the relic. Japanese aeroplanes bomb the city, and it becomes a race to escape and defeat the combined forces of the Japanese, Chinese, and Martians in order to claim the fifth piece.

Plot Point 9: Big Trouble in Sky City

The five pieces of the Martian Sun are gathered at Sky City, which has become a flying military platform. The lead researcher turns up dead after a few days and the heroes are framed for the murder. They become fugitives and must track down the real killers, a group of Martian imposters.

Plot Point 10: The Son Also Rises

Tarklaz, the leader of the Martian resistance and son of the Martian Emperor Kalzak, needs rescuing from a gang of outlaws in the U.S. West. Once liberated, Tarklaz provides valuable details about how to use the Martian Sun to defeat his father's forces. Unfortunately, Tarklaz is only posing as a resistance leader, using the heroes as patsies to destroy his father so he may rule as emperor. The heroes are brought to the middle of the Arizona desert where the true destructive power of the relic is unleashed, tearing a hole in the fabric of space/time and spilling out horrors from beyond this dimension. The decision whether or not to use the Martian Sun is left in the heroes' hands.

Plot Point 11: Rockets Red Glare

Whether or not they choose to use the Martian Sun, the heroes' next step is to penetrate the Martian mother ship hanging in orbit over the Earth. They must travel on Robert Goddard's experimental rocket, where Emperor Kalzak captures them after Tarklaz betrays them. Luckily, Kalzak's beautiful daughter, Leena, who is the real leader of the resistance, frees them. If the heroes brought the Martian Sun with them, it is taken, and if not the emperor gets it anyway through his extensive support network.

Plot Point 12: Light the Martian Sun

Unfortunately the heroes learn the Martian emperor has the twin to the Martian Sun and plans on using both to scourge the Earth of all human life! Making their way to the central core of the mother ship, the heroes learn of the sequence to activate the relic from the Emperor's daughter. They must then race to escape against all odds as the power of the Martian Suns destroys the mother ship around them.



PLOT POINT I: SHINES THE RED STAR

Begin this adventure with Novice Rank heroes, who must unravel the secrets behind an apocalypse cult called the Children of Phobos while surviving their evil machinations.

At the campaign's start, the heroes are in New York City, where a captivating glow in the sky makes the locals apprehensive:

A luminous crimson light shines in the sky over Manhattan, glowing faintly and then intensifying in brightness with every passing day. After two weeks, the faint pinprick of illumination becomes the brightest object in the inky black night.

New Yorkers regard the object with mild concern, going about their daily business. The newspapers call the mysterious object the “Red Star,” while academics and scientists realize it originates from the planet Mars. Panic the eerie glow could herald a second invasion prompts President Garner to put the National Guard on high alert.

The characters are out one night when they see a gigantic fireball plummet from the Red Star. The blazing thing flashes for a few seconds and falls earthward, momentarily interrupting all radio transmissions. Given the jumpy state of many in the city, the unidentified object gives them pause. What the heroes don't know is the Red Star was a Martian mother ship entering the mesosphere and the fireball was a Martian probe crashing in the city. Heroes with aviation, science, or technical backgrounds can make a Common Knowledge roll to recognize the fireball as a craft of some sort.

The mother ship is undetectable to observers on the ground, yet the Kor-Ghuth forces aboard are monitoring happenings on Earth very closely. The Martians are transmitting subconscious messages to the planet, specifically to New York. One fragile mind received these cryptic communications, the founder of a cult dedicated to worshipping the Martians.

If the heroes wish to investigate the fireball, run the **Unidentified Falling Object** Side Trek.

Children of Phobos

Vivian Heyward, a professor of ancient civilizations at Columbia University in New York City, founded the Children of Phobos a month ago after she experienced several lucid dreams the night before the Red Star's arrival. Heyward believes the otherworldly choir of Martian warlords summoned her to cleanse Earth of the unworthy, a task both she and her followers gleefully obey.

Named after the Martian moon of Phobos, the cult believes the Martians' arrival heralds a great age in mankind and Aetherium is the catalyst for a new phase of human evolution. The cultists don red robes and cowls and communicate in Martian runes and symbols. Heyward's identity as cult leader of “Mother” to the “Children” is kept secret, as she prefers the anonymity.

Enter the Professor

Dr. Edward Dunphy, a diminutive professor of languages at Columbia University, is investigating the Children of Phobos and the presence of Martians on Earth. He is especially interested in interviewing anyone who might have seen the fireball in the sky and placed an ad in the newspaper looking for witnesses.

The ad reads:

WANTED – Members of the public who witnessed the fiery object over Manhattan on the night of July 15 between 10:30 p.m. and 10:37 p.m. Conducting interviews for scientific study. All inquiries contact Dr. Edward Dunphy, Columbia University. Call MOrringside 5-7600.

If the heroes call Dunphy, he gives them directions to his office at the university. If they don't, have Dunphy contact them personally through his extensive network and persuade them to come to his office for an interview. If the heroes still don't answer the ad, then have Vivian Heyward contact the heroes to investigate Dunphy's disappearance.

If the heroes investigate the **Unidentified Falling Object** Side Trek, Dunphy contacts them personally and asks for their help. He then arranges for them to meet him at his office.

If the heroes answer Dunphy's ad and aren't acquainted with each other, they have an opportunity to meet and explain their backgrounds and individual circumstances surrounding the night of the fireball. This is a good opportunity for roleplaying the characters, having each hero briefly describe their back stories and abilities. Dunphy interviews each hero, asking a range of questions concerning the unidentified object.

Dunphy said he's been working with the police to translate the strange runes found near slain bodies strewn throughout the city. He said he also received threatening telegrams from the "Children of Phobos."

When the heroes are finished, the professor begins the meeting. Wiping perspiration from his brow with a handkerchief, Dunphy nervously relates the following:

"They call themselves the Children of Phobos and claim the Red Star heralds the end of the world — for those untouched by Aetherium, anyway. Those altered by Aetherium will obediently serve the cult as ushers for the Martian invasion, when the Red Warriors rip the planet apart with a frenzied bloodlust not witnessed since 1898. This cult threatened my life and the lives of others. I can put a stop to them, but I'm going to need your help."

Dunphy says he hasn't heard from his contact, Officer Ralph Simmons of the NY Police, in over two days. The professor said Simmons was investigating reports from the city's public works employees of strange glyphs in a sewer tunnel underneath midtown Manhattan. Dunphy tasks the heroes with locating Simmons and learning more about these glyphs, which the professor suspects are markings left by the Children of Phobos.

If the heroes accept the mission, they're given a map of the sewers and their entrance down a manhole around Seventh Avenue and 27th Street.

Beneath New York

Walking around the sewer tunnels without a light source incurs a -4 penalty to all vision-related tasks. The stench is acrid and raw, requiring a Spirit roll at -2 for heroes to avoid getting sick. Sickened characters feel nauseous and suffer one Fatigue level.

During their excursion in the tunnels, a swarm of sewer rats attacks. Use the Swarm stats from the *Savage Worlds* core rulebook for the rats; they will claw and bite anything that moves.

Heroes investigating the tunnels after an hour find the glyphs scrawled on the dingy tile walls and red bloody handprints trailing off down one tunnel. Heroes making Tracking rolls at -2 find a trail of bloody handprints throughout the sewer tunnels. After trekking two miles underground, the heroes come to a junction where the tunnel splits in three. Foul, dark water gurgles underfoot and heroes see the battered corpse of Officer Simmons, slumped over in the sewage. A Knowledge (Medicine) roll reveals deep bruises and lacerations on his face and neck, an indication the man was pummeled to death.

A Dame in Distress

When heroes return to Dunphy's office, they find the professor absent. A frightened woman, Vivian Heyward, comes inquiring as to Dunphy's whereabouts. Heyward plays the innocent, panicked at his disappearance and feigning concern for her colleague.

She gets so worked up she even faints, but it's all an act. If the heroes revive her, she tells them she's a professor of ancient civilizations who worked with Dunphy at the university. She says Dunphy told her he wanted to stop the cultist murders and would do anything to prevent more deaths.

Heyward suggests the heroes search Dunphy's office for any clues to where he went. She tearfully tells the heroes:

"Edward was a stubborn man who saw injustice everywhere. The threatening letters from this horrible cult must've pushed him over the edge. He was down in the dumps lately, and I surmise his latest caper will get him killed. Please find him and put an end to this."

Searching Dunphy's desk (Notice roll) reveals a notebook written in Dunphy's handwriting. The journal's final entry was written on that very date, and contains the following passage:

“I must not let the Children of Phobos win. Everything is growing dark, save for that hideous red light, mocking this world like a spiteful crimson eye. They’re coming for me. I know it. The latest missive had an address: 717 Elder Avenue. It is there I will fulfill my destiny.”

Heyward is worried about Dunphy and volunteers to report him missing. Of course it’s all a ruse, as she will do anything to throw the heroes off her trail.

Abandoned Tenement

Investigating the address in Dunphy’s journal leads the heroes to an abandoned tenement in the Bronx. The place has not been lived in for years and the city condemned the building. Windows and doors are boarded up and the faded red brick walls have seen better days. Heroes can gain access to the tenement through the building’s main door or through one of the boarded up windows.

Once inside, the heroes see the tenement is far from deserted. The atmosphere inside is dark and creepy, with rats scuttling across the wooden floors and strange noises in the dark. Peeling wallpaper, a moldy stench and clinging cobwebs add to the building’s atmosphere of neglect and dereliction. Martian glyphs decorate the rotting walls and a carved wooden throne and benches are arranged in one room. Making a Notice roll here uncovers steamer trunks containing elaborate costumes and robes.

In an adjoining room, heroes see graffiti on one wall resembling a red star over the New York skyline. In front of the graffiti is a wooden altar containing the severed head of a man about age thirty-five. These are poor Edward Dunphy’s remains, sacrificed by the cult. This gruesome sight prompts a Fear check for all who see Dunphy’s remains. A successful Notice roll reveals a grey suit containing a wallet with Dunphy’s ID. A matchbook with the words “Olympus International, 554 Dock Street, Brooklyn” is found with the suit. This is the location Dunphy uncovered when the cult apprehended him.

Just when the heroes are ready to leave, the cultists spying on them from the shadows attack. There’s two cultists plus one per hero.

Children of Phobos Cultist

These crazed minions obey Heyward and her Children of Phobos cult. They view the Martians as a superior race, and will betray their fellow humans whenever convenient.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Stealth d6

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Bloodthirsty, Loyal (Children of Phobos)

Edges: Block, Dodge

Gear: Red robe and cowl, dagger (Range: 3/6/12, Damage: Str+d4), Colt Detective .38 (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6), double-barrel shotgun (Range: 12/24/48, Damage: 1-3d6+1, RoF: 1-2, Shots: 2, Spread))

Cultist Lair

Located at the end of a cul-de-sac on the Brooklyn docks, Olympus International is a warehouse ringed by a battered fence and guarded by shotgun-wielding cultists, who patrol the perimeter. There are five cultists on patrol at all times. Any loud disturbance (such as gunfire) will raise the alarm and cause another 1d6 cultists to come running.

Once heroes enter the warehouse, they must make Fear checks to stomach the grisly sights within. The warehouse is a grim laboratory for human experimentation. Bodies are tied to operating tables and injected with concentrated Aetherium serums. Some cadavers are splayed wide open like dissected animals, while others are strapped to gurneys and connected to several tubes and electrical wires leading to scientific apparatuses.

The heroes making their way into the main sanctum find Heyward dressed in red robes. She reveals herself as priestess for the Children of Phobos, scoffing “mankind is weak and must be purged of its petty human emotions and physical defects.” She then commands a gang of five mutated Ravaged supers to attack the heroes.

Heyward fights to the death, ranting furiously about the Martian “brothers” expelling unworthy humans from Earth. She’s quite mad at the end, proselytizing with great fervor as she lashes at the heroes.



Vivian Heyward

A bookish type, Heyward is in her 40s, with long brunette hair and a faraway stare. She’s a psychopathic murderer who hides it well. She calls herself “Mother” to the Children of Phobos, and wants them to cleanse the world of all undesirables offensive to Mars.

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

Skills: Fighting d8, Intimidation d8, Knowledge (Ancient Civilizations) d8, Knowledge (Occult) d8, Notice d6, Shooting d6, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Delusional

Edges: Command, Fervor, First Strike, Scholar (Ancient Civilizations and Occult)

Defining Interests: Ancient Civilizations, Art, City Knowledge (New York City), Mars

Languages: English, Latin, Hebrew

Gear: Red robe and cowl, sword (Damage: Str+d8), Colt Service .45 (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 9, AP 1, Double Tap), books and planetary charts of Mars

Mutated Supers

Big, ugly brutes with bulging muscles, deformed faces and nasty dispositions.

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

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Ugly

Edges: Arcane Background (Superhuman), Back Alley Scrapper, Innate Power (*armor*), Innate Power (*bolt I*)

Powers: *armor*; *bolt I*

Gear: Brass knuckles (Damage: Str+d4), metal pipe (Damage: Str+d4), tattered clothing

Not So Fast!

If the GM has a flair for the dramatic, he can allow Heyward to survive the encounter and escape, only to bring her back later during another Plot Point. If you want to go this route, have the players think they've put an end to Vivian Heyward and her insidious cult of Martian-worshipping sycophants, only to have her surprise them later.

Aftermath

If Heyward is killed, her private office reveals several clues and items of interest for heroes:

A scrapbook contains articles and photographs of Dr. Richard Pierson, an astronomer at Princeton University. Scrawled on one photograph are the words, "*Harbinger of things to come? Eliminate the Weaker Link.*"

A detailed map of Princeton University, with the observatory circled and Pierson's name written next to it also lies on Heyward's desk. Looks like the heroes are headed to Princeton ...

Nosing around the desk, the heroes also find a telegram to Heyward requesting more funding for the Children of Phobos' Newark chapter. It reads:

“FUNDING URGENTLY NEEDED – STOP – NEWARK CHAPTER NEEDS NEW RECRUITS – STOP – ELI JONES.

If the heroes want to investigate the Newark chapter, then run the **Mopping Up** Side Trek.

PLOT POINT 2: REVENGE OF THE MARTIANS

The heroes should have obtained the name and address of Professor Richard Pierson, astronomer at Princeton University, from Heyward's office. They must now make their way to the university outside of Trenton, New Jersey, to follow up on clues uncovered at Heyward's office.

Stargazer

When Richard Pierson is not lecturing in the classroom, he's in the Princeton Observatory peering at the heavens through a powerful telescope as a radio on his desk plays a program of orchestra music. Pierson is a thoughtful, quiet man dedicated to science and the natural world. Rational and reasoned, Pierson has witnessed odd explosions on the Martian surface and surmised them to be volcanic activity. He then changed his findings after receiving bizarre radio transmissions from space, growing closer to Earth every hour.

When the heroes encounter him, they find Pierson hard at work in the observatory, analyzing data from a telescope in the domed chamber. If the heroes ask, Pierson admits he doesn't know anything about the Children of Phobos cult. He tells the heroes Mars is glowing red, but attributes it to seasonal shifts in the Martian deserts and refracted sunlight.

“We Interrupt Our Program...”

Pierson says he wants to unravel the mysteries of Mars and tells the heroes of the transmissions he's received and a strange, luminous glow he observed a few hours ago hurdling toward Earth “like a jet of blue flame.”

Just then, a news bulletin cuts off the orchestra music on the radio. A news reporter excitedly relates how a large metallic object of undetermined origin crash-landed in the nearby farming community of Grover's Mill, four miles from Princeton. Pierson urges the heroes to accompany him to Grover's Mill to investigate the fallen object. “This might be the answer I've been searching for!” he frantically says as he gets his hat and coat and scrambles for the keys to his sedan.



Richard Pierson

Stoic and intelligent, Richard Pierson teaches astronomy at Princeton University.

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

Skills: Driving d6, Fighting d6, Investigation d10, Knowledge (Astronomy) d10, Knowledge (Classical Music) d8, Notice d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious

Edges: Alertness, Scholar (Astronomy and Classical Music)

Defining Interests: Astronomy, Literature, Classical Music, Automobiles, Travel

Languages: English, Latin

Gear: Tweed suit and fedora, astronomy charts and books, pocket knife (Damage: Str+d4), \$120

On the Road from Princeton

Pierson drives his sedan from the university through rural New Jersey along Alexander Road as night falls. Police sirens howl in the distance and National Guard convoy trucks barrel down the road.

From out of the darkness, a sedan pulls up behind Pierson's car and a machine gun sprays the vehicle with bullets. The frightened astronomer swerves across the road but luckily regains control of his car.

Four Children of Phobos cultists occupy the sedan and chase the heroes, shooting at them along the way. It's a harrowing pursuit along dark, narrow dirt roads and side streets as Pierson tries to lose the aggressors. Use the Chase rules from the *Savage Worlds* core rulebook to conduct the chase. The length of this chase is Standard (five rounds). The top speed for both Pierson's and the cultist's vehicles is 100 mph.

Grover's Mill, New Jersey

The village of Grover's Mill gets its name from an 18th-century gristmill. During the 1800s, the community grew as more farming families moved in and bought up land around West Windsor township. Joseph H. Grover purchased the mill following the Civil War. The village now bears his family's name.

Covered with a green sheen of scum, Grover's Mill Pond powers the mill's wheel. One of the largest businesses in town, the Grover's Mill Company, sells farming implements and equipment. The village also has a small post office, a repair shop and nothing else, apart from homesteads and family farms.

Access to Grover's Mill is from a series of unpaved roads through forests and farming country. The village is passed over by many in western New Jersey, thirteen miles from the state capital, Trenton.

Death Comes to Grover's Mill

After the heroes deal with the cultists, they arrive at Grover's Mill. The New Jersey State Police erected a barricade blocking the roadway, so Pierson and the heroes must continue on foot to the Wilmuth Farm, the sight of the impact crater.

At the farm, the police have set up a cordon around the crater's perimeter. A small group of locals stare wide-eyed at a large metallic craft buried halfway in the ground. Radio reporter Carl Phillips broadcasts live from a mobile recording station in a van. He stops to interview Pierson about the object and Pierson tells the reporter it's too early to speculate where the object came from. Pierson states it's probably "a meteorite of unusual size."

After the interview is concluded, some Children of Phobos cultists tussle with the State Troopers. One of the cultists loudly proclaims it to be the dawn of a new era, the Age of the Martian. The police try to keep order but the belligerent cultists refuse.

If the heroes try to break up the fight or intervene, or are waiting to see what happens next, read the following:

Everyone freezes when an audible hiss is heard. All eyes turn towards the smoking crater as the heavy sound of clanking gears and whirring motors shatters the silence. To the horror of those gathered, a massive metallic machine with a protective hood, under which sits a bulky vehicle, rises from the pit, balanced on three sturdy legs. A blinding spotlight shines down from the craft, bathing the curious onlookers below. A series of metal tentacles unfurl beneath the hood and the craft emits a shrill, terrifying sound, chilling you to the bone. Snaking over the hood, an arm-like appendage ending with a glowing, refracted mirror begins vibrating. Without warning, a mighty beam of intense green heat strikes the cultists and police, vaporizing them instantly. The crowd begins screaming, and starts running for the treeline as the hideous craft lurches upward and out of the crater.

The craft is a Martian tripod and is soon joined by a second one from the crater. Use the Martian Tripod stats on page 209 from the **Martian Technology** section.

The Martians Attack!

The heroes can do whatever is necessary to stop the tripods.

At the GM's discretion, the Mass Battles rules from the *Savage Worlds* core rulebook can be used to represent the tripods, townspeople, authorities, and heroes. Use the Hired Goon stats on page 172 for the human tokens, unless specified.

Troop Value: 1 tripod = 10 humans or 1 tripod.

Despite their numbers, the citizens start with a -1 battle modifier and the Martians with a +3 due to their superior weaponry and size. The humans have Knowledge (Battle) d6 and Spirit d6, while the Kor-Ghuth have Knowledge (Battle) d10 and Spirit d10.

Heroes participating in these scenes receive a +2 bonus to Shooting or Fighting rolls against the Martians if they have Knowledge (Science) or Knowledge (Battle).

The Battle of Grover's Mill unfolds in a series of encounters in which the heroes are swept up. After running an encounter below, proceed to the next encounter until the battle's culmination. Naturally, the GM wants to build suspense and a sense of dread by making the Kor-Ghuth invaders almost invincible. What good are Martian invaders if a hero can simply reduce their fighting machines to a pile of crumpled Aetherium?

If the Martians win an encounter, they begin the next encounter with one additional tripod. If they lose an encounter, their numbers aren't reduced for the next encounter.

There Goes the Neighborhood

Two tripods crush police cars and use their heat rays against the fleeing crowd. There are 3 tripod tokens and 10 human tokens. The humans don't fight during this encounter and suffer a -2 battle modifier.

Hide Your Women and Cattle

One tripod vaporizes the Snedeker Place, scattering the family and burning the surrounding trees and livestock. There are 3 tripod tokens during this encounter and 10 human tokens. In addition, there are 5 tokens representing the unfortunate cattle. For every cattle token present at the end of six rounds, the heroes receive a +1 battle modifier for the next encounter.

Fire at the Old Mill

The tripods attack the old mill, destroying the building and spillway and causing flaming debris to smash the bridge over Grover's Mill Pond. There are 4 tripod and 10 human tokens. The humans largely ignore the Martians and race to extinguish the flames. It takes ten rounds for the bucket brigade to quell the fire. If their number falls to 5 tokens, the humans retreat in terror, and the mill burns down. Of course, any hero worth their salt won't let that happen.

A Citizen's Martian Militia

Charles Dey, owner of the Grover's Mill Company, has had enough. He organizes a posse to confront the Martians. A ragtag team of snipers lines the road by the Grover's Mill Company building. One skittish gunman shoots the nearby water tower, thinking it's a tripod. This causes brief levity and nervous laughter until a real tripod appears and destroys the water tower and sets the building on fire. There are 10 human and 4 tripod tokens in this encounter. The humans begin fighting back, but are quickly outmatched by the Kor-Ghuth's superior technology. If the heroes win, they receive a +2 battle modifier for the next encounter. If they lose, the Martians receive a +2 battle modifier instead.

Call the Law

Brigadier General Montgomery Smith, commander of the New Jersey State Militia, declares Mercer and Middlesex counties under martial law and leads a detachment of National Guard troops into Grover's Mill. The soldiers set up a barricade and artillery digs in. The Martians and military exchange fire, with 10 human and 4 Martian tripod tokens. The Soldiers have Knowledge (Battle) d8 and Spirit d6. The humans in this scene have a +2 Morale Modifier because they cannot retreat and hold their ground.

Explosive Finale

Pierson manages to escape to an abandoned farmhouse and establishes a command center there. He meets up with the heroes and tells them the only way to stop the Martians is to disable the tripods. Pierson gives the heroes three sticks of dynamite he scrounged from the ruins of Grover's Mill. How the heroes proceed is up to them. There are no human tokens in this battle except the heroes and the three tripods. If the heroes manage to destroy all three tripods, or if the tripods survive after six rounds, the combat is over.

Aftermath

Once the tripods are destroyed and the Martians inside are killed, Pierson and the authorities deem Grover's Mill safe.

Pierson then tells the heroes Dr. Benjamin Standish, an expert on Martian technology with the League of Nations, resides in London and might know about the presence of Martians on Earth. Pierson says Standish has researched the Martians and their weaponry since the Red War, and might assist the heroes. He gives the heroes Standish's address in London and wishes them luck.

If the heroes don't destroy the tripods, they continue to wreak havoc on the New Jersey countryside until fighter pilots from the Army Air Corps eventually stop them outside of Newark.

If the heroes want to investigate Grover's Mill following the attack, run the Side Trek, **Elephant in the Room**.

PLOT POINT 3: RED CLOUD OVER LONDONTOWN

The trip to London can be as simple as saying “After a trans-Atlantic flight, you arrive at the Croydon Aerodrome in London and take a cab to Standish’s laboratory on Marleybone Road.” You might consider throwing in a few random encounters along the way to make the trip more interesting.

Kidnapped!

When the heroes arrive, they find Standish’s laboratory in complete shambles, with overturned furniture, papers scattered across the floor, and police officers probing the place for clues. A gruff, plainclothes officer, Detective Inspector William Houndslow of Scotland Yard, confronts the heroes as they enter. Houndslow informs them Standish has been kidnapped, and asks the heroes about their business in London and their association with the professor.

Heroes making a Persuasion roll can escape Houndslow’s interrogation, but the inspector demands to know what they want with Standish. If the heroes tell the truth, Houndslow shares the following with them:

“Dr. Benjamin Standish worked for the League of Nations as an expert on Martian technology, sharing his intimate knowledge with a few select officials. The previous night, neighbors heard a commotion coming from the laboratory and saw a group of young men dressed all in black escorting Standish from the premises and into a waiting car. Standish’s lab assistant, David Wilkins, reported his boss missing this morning.”

That’s all Houndslow knows. Wilkins was interviewed and released. The young assistant was shaken up and said he’d head off to the local pub for a drink to calm his jangled nerves. Heroes who want to search the lab can make Notice or Investigate rolls. A success on either uncovers nothing of major significance, save books and pamphlets about Aetherium and Martian technology.

Houndslow said Wilkins frequents The Golden Lion, a pub a mile from the lab.

The Golden Lion

When the heroes arrive at The Golden Lion, they see a disheveled young man in a tweed jacket and lab coat seated at the bar drinking bitters. Wilkins, a nervous yet intelligent young man, has worked with Standish for two years. His boss’ disappearance was a complete shock and he fears he’ll be next. If heroes interrogate Wilkins, they find him reluctant to speak at first, but wearing the assistant down yields the following:

“Dr. Standish kept getting these phone calls starting about the time Mars went all glowing. The calls were from some tough blokes with cockney accents, all nasty and rough-like. They threatened Dr. Standish with violence if he didn’t cooperate. Dr. Standish was all calm at first, but became agitated the more calls he received. Blimey! I hope he’s all right!”

Wilkins says he was at his apartment the night of Standish’s disappearance, and offers to help the heroes find his boss.

Hitting the Pavement

Finding Standish requires a little legwork. Asking about the men dressed in black (Streetwise roll) will lead them to the British Union of Fascists, an ultranationalist group whose followers, the “Black Shirts,” sport black uniforms.

The British Union of Fascists’ headquarters is a former teacher’s college in London’s Chelsea section and boasts the fascist lightning flag outside. Reginald Davis, a man in his late 30s with a gruff demeanor and a black uniform, sits behind a desk in the foyer. Davis blathers on about the “bleedin’ communists” and “undesirable elements” in London “creatin’ trouble for pure-blooded Britons,” and tells the heroes to leave. Anyone asking to join the organization is given a test to prove their British ancestry and residency. If the heroes don’t live in Great Britain, they’re ineligible and told to get lost.

Inquiries about Standish are met with a puzzled look and a flat denial from Davis. A Notice roll reveals Davis is lying. In fact, the fascists kidnapped Standish and are holding him in another location, but Davis doesn’t reveal this. Instead, he calls a group of his burly brothers to deal with the heroes.

There’s one Black Shirt per hero, plus Davis. They fight with their fists and cudgels and battle to the death if necessary. If any hero pulls a gun, the fascists retreat deeper in their compound.

Black Shirt

Members of the British Union of Fascists wear black shirts, belts, boots and caps.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6

Hindrances: Loyalty (BUF)

Edges: Dodge

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Gear: Black uniform, baton (Damage: Str+d4), dagger (Range: 3/6/12, Damage: Str+d4)

If the heroes search the offices, they can make a Notice or Investigation roll to find a file marked with Dr. Standish’s name. The file contains a drawing of an odd object resembling an orb with stylish rays blooming from its center. The inscription under the drawing reads “Martian Sun.”

Interrogating Davis reveals the professor was indeed kidnapped and is being held in the Lambeth underground station, an abandoned subway tunnel in south London. Davis confesses the British Union of Fascists, under orders from their leader, Sir Oswald Mosley, wanted to grab Standish and give him to the Nazis in exchange for weapons. Davis says the Nazis will make the exchange that afternoon in the subway tunnel.

A Concerned Father

When the heroes investigate the Black Shirts, run the following encounter.

A disheveled man approaches you and asks you to find his son. He introduces himself as Edgar Meyer, a businessman from the East End. Worriedly, Meyer explains his youngest son, David, joined the British Communist League's protest against the Black Shirts.

"He's just a little nipper, 'bout 12 years old, and he's in cahoots with the anti-fascists. Mosley's boys are marching on the East End and the locals will have none of it. The communists, unionists and immigrants are banding together to stage a counter-rally. I certainly got no love for Mosley, but I know my boy will be in danger. It'll end in tears if nothing's done. Please find my boy! Bring him home safe!" Meyer says.

Heroes agreeing to the quest can participate in **The Battle of Cable Street** Side Trek.

The Underground

Getting to Lambeth Station requires taking the Underground, a system of interconnected subway lines. Train service from Chelsey to Lambeth runs daily, and the streamlined subway car is surprisingly empty, save for the heroes, a young mother and her child, and an elderly man. The ride through the darkness is only lit by the inside of the subway car.

As the heroes are settling in, the door from the adjoining car opens and in walks a group of Black Shirts. They intimidate the other passengers into leaving before turning their attention toward the heroes.

"Oi! Lookit what we've got 'ere, lads! Those what mucked about wit' our bruthas!"

Eight Black Shirts on the train attack the heroes. Because of the dimly lit subway car, there's a -1 Darkness penalty which affects attack rolls.

The fight can be wild aboard the moving subway, with fascists opening the doors and trying to throw players onto the tracks. However the heroes want to battle the fascists is up to them, but if the tide is turning, the fascists will try to escape by running through the other passenger cars. This could lead to them taking a few passengers hostage or other interesting predicaments.

Tunnel of Horrors

Lambeth Station is seldom used and its side tunnels abandoned. Heroes poking around find the tunnel and two fascist Black Shirts with a rather disheveled and bound Dr. Standish. They are with seven Nazi soldiers (use the Waffen-SSi soldier stats on page 181) who are talking softly with the professor about something called “the Martian Sun.” Nearby is a wooden crate filled with ten Bergman MP35 submachine guns.

The heroes can rush in with guns blazing and stop the exchange, forcing the Nazis to fight as the Black Shirts flee down a side tunnel. If the exchange goes uninterrupted, the Black Shirts hand over Standish to the Nazis and receive the guns, reinforcing their power in London. Standish is taken to a waiting airship and flown to Germany.

Hopefully, the heroes won’t let this happen and rescue the kidnapped scientist.

Once Standish has been freed, he thanks the heroes profusely. He’s a little worse for wear, but grateful the heroes rescued him. If the heroes mention Richard Pierson, he seems relieved. If they mention the Martian attack on Grover’s Mill, Standish looks deeply troubled. Regardless, he puts on his spectacles and tells the heroes the reason for his kidnapping:

“There is an artifact, an Aetherium relic of extreme power called the Martian Sun. Brought here during the Red War of 1898 by the Martian forces, the Martian Sun was shattered into five pieces and scattered across the globe. When these fragments unite, they will summon an immense amount of energy capable of annihilating entire armies and cities. I researched this otherworldly weapon, and the Nazis wanted to use me for the knowledge I possess. You must find all five pieces of the Martian Sun before our enemies do. The only piece I know of is held by American gangster Al Capone in Chicago.”

Standish removes a newspaper article from his pocket with a photograph of Capone posing with a fragment of the Martian Sun.

“Capone brought it from a black market two months ago, but doesn’t realize its power or significance. Liberate it from him, at all costs, then find the others. The very future of this world could hang in the balance.”

Standish bids the heroes farewell then returns to his lab, refusing to accompany them on their mission, and instead vows to alert his contacts within the League of Nations about his plight. He promises one of them, a Mr. Dee, will get in touch with the heroes.

PLOT POINT 4: AN OFFER YOU CAN'T REFUSE

In Chicago, the heroes must track down notorious gangster Al Capone and acquire the first fragment of the Martian Sun.

City of Eternal Night

Chicago is a city of perpetual darkness and despair, ever since a mysterious arcane cloud formed overhead years ago. The thick cloud hovers two miles over the city, blocking out all sunlight. Visitors notice a jarring, uneasy sensation while in Chicago, and sense something is askew. Despite this anomaly, life for Chicagoans continues, with commuters riding the “El,” or elevated railroad, shops still open for business, and people going about their daily lives. To compensate for the darkness, a series of spotlights were installed on most skyscrapers, illuminating the streets with a radiant glare. In most sections of the city, shadows hide menacing criminals and other evil horrors.

Heroes making a Streetwise roll learn Capone resides at the Lexington Hotel, where the mob boss holds court with his army of gun-toting sycophants.

Call Me Al

Capone has an opulent suite and occupies three floors of the Lexington Hotel with his men, mistresses, and servants. The place is accessible by private elevator and asking the front desk about Capone will only yield baffled expressions and denials. A Notice roll reveals the bellhops and desk managers are lying and that Capone does reside here. A Persuasion roll at -4 or a sizable tip of \$100 or more will net an audience with the crime boss. If the heroes try to leave, a group of goons stops them outside and asks them, “You lookin’ for the boss?” They then lead the heroes to Capone’s suite.

As a precaution, Capone has men in the hotel lobby pretending to read newspapers but who scan the room for any possible threats to their boss. Anyone making a commotion or acting too nosy will attract the attention of these enforcers. Use the Mobster stats on page 175 for Capone’s mooks. Exact numbers of mooks are left to the GM’s discretion.

If heroes do finagle their way to an audience with Capone, bodyguards relieve the heroes of their weapons or anything that could be used as a weapon beforehand.

The heroes are then taken to Capone’s suite and find the mob boss seated behind a mahogany desk in his plush office, which is decorated with oil paintings, red velvet curtains, and oriental rugs. His bodyguards flank him and his young mistress sits nearby, combing her blonde curls.

Capone demands to know what the heroes want. If the heroes ask about the whereabouts of the Martian Sun or mention they want the relic, Capone strokes his chin and says:

“You want something I got, you’ll have to show me you got moxie. I got a job for you. There’s this rival gang, the Anzelone mob, who have this shipment of booze I want. Sneak into their warehouse, steal the shipment and bring it to my place on Wabash Avenue. You do that for me and then we’ll talk about what I can do for you.”

Capone warns the heroes of dire consequence if they opt to go to any authorities he doesn't own (such as the Rocket Rangers or FBI). Capone's bodyguards escort the heroes to the Anzelone warehouse across town, return their weapons to them, and leave them to their own devices.

Hooch House

Eight armed goons patrol the warehouse's perimeter. Use the Mobster stats on page 175 for Anzelone's enforcers. Because of the number of guards and well-lit conditions, Stealth rolls here are made at -2. Four of the gangsters patrol the garage and will respond to any commotion outside. The rest of the warehouse contains an office, a break room, and a stockroom used by Anzelone's mob. There are ten additional gangsters milling about inside the warehouse.

Any shenanigans raise the alarm and the gangsters will come running. They'll use the catwalk over the warehouse floor to snipe at any heroes trying to steal the truck. The delivery truck is loaded with 20 whiskey barrels smuggled into the country from Canada. Use the Truck statistics on page 75 for the delivery truck.

Any combat here should be loud, furious and wild, with mooks spraying the rooms with Tommy guns and hurling grenades. The gangsters are loyal and will fight to the death.

If the whiskey is destroyed or badly damaged, Capone won't deal with the heroes. They'll then have to ask Capone for another mission to prove their worth.

By The Boss' Command

If the heroes successfully deliver the hooch to Capone, the mob boss is stunned. He sends one of his men to taste the ill-gotten whiskey and, if it hasn't been tampered with, he congratulates the heroes for a job well done. Yet Capone is not convinced of the heroes' true motives and sends them on another assignment:

"While you've done this for me, I still ain't convinced. Do this one more thing so I know you're serious. There's this palooka, Vinnie Pascrelli and his boys, disrespected me, ratting out my boys to the Feds. I want them dead! Now I wasn't born yesterday, so I need proof you rubbed 'em out. Do this for me and then we'll talk about this artifact."

Capone won't take no for an answer and gives the heroes the address of an apartment building where Pascrelli and his men are hiding out.

Sleeping With The Fishes

Vinnie Pascrelli and seven of his men squealed on Capone's enforcers during a botched bank robbery and have been marked targets ever since. They're holed up in an apartment building in the West Side. Pascrelli is a nervous wreck and knows he's living on borrowed time. Paranoid and frightened, both he and his men practically shoot at anything moving. They are wary of strangers and won't answer the door or exit the building.

A Persuasion or Intimidation roll could temporarily gain his trust, but Pascrelli

won't let his guard down for long. If more than five of his men are killed, Pascrelli begs the heroes for mercy. He tearfully pleads for his life, even offering them \$500, all the cash he has, to spare him.

However the heroes resolve this mission is up to them, but Capone needs physical evidence Pascrelli and his men were killed. Use the Mobster stats on page 175 for Pascrelli and his gunmen.

Backstabbed!

If heroes deliver evidence Pascrelli and his men were taken care of (which could involve severed heads, body parts, or photographs of the bodies) Capone humbly thanks the heroes. The mob boss then rises from his chair, moves to a set of steel-plated double doors and opens them. Standing in the threshold, Capone says:

"You come into my hotel and demand things of me. You follow my orders not out of loyalty, but out of your own greed. You'll never get what belongs to me. The contents of my vault are mine!"

He then orders the heroes be thrown out and slams the doors behind him. His men encourage the heroes to leave the premises. Capone surreptitiously exits the hotel through underground passages and escapes. There are ten mobsters here, each armed to the teeth. Use the Mobster stats on page 175 for Capone's men.

If the heroes pursue Capone, run the **Jazz Rage** Side Trek.

The heroes can choose to fight or leave. If the heroes refuse to vacate the premises, the mobsters resort to violence, which begins as tussling and fisticuffs and escalates to gunplay if the heroes draw weapons.

Capone's mistress, Vera, trembling with fear, approaches the heroes and tearfully confesses everything about the vault beneath the Lexington Hotel. Vera feels Capone is an abusive lout and is weary of his violent tendencies. Brushing her tousled hair from her eyes, she says Capone keeps his most prized relics and artifacts in the vault, but warns it's guarded by "somethin' spooky."

Capone's Secret Vault

The vault is in the basement of the Lexington Hotel, down a hidden passageway near the boiler room. Finding the passage requires a Notice roll. In the shadowy gloom, heroes can see the faint outline of a large vault door against one wall. Floating in the air is a dark-cloaked monstrosity, a wispy wraith whose icy touch chills to the bone. The creature is armed with a scythe and its red glowing eyes stare at the heroes with malevolence.



Vault Wraith

Summoned by a dark wizard on Capone's payroll, the wraith guards the mob boss's basement vault.

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

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 7; **Parry:** 6; **Toughness:** 12

Gear: Robe, scythe (Damage: Str+d6, 2 hands)

Special Abilities

- **Cold Breath:** 2d6 damage in Cone Template.
- **Fearless:** Immune to Fear and Intimidation.
- **Size +3:** The wraith stands eight feet tall.
- **Sweep:** The wraith may attack all adjacent foes at -2.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison; no wound penalties.

The vault door (Toughness 10) requires a Lockpicking roll at -4 to successfully open. Dynamite or a bomb can also be used to blast the door open, but anyone standing directly in front of the door should take damage from the explosion.

Once inside, heroes find the vault is filled with piles of cash pilfered from banks, boxes of gemstones and diamonds, and deeds to several businesses throughout the city. There's also a repository for rare and unusual items, including the fragment of the Martian Sun.

Aftermath

When the heroes have retrieved the first piece of the Martian Sun, Mr. Dee, a mysterious man in a black suit and hat, contacts them. He appears to be in his early 50s, very intense, with a chiseled face and serious demeanor. Mr. Dee shows the heroes his official U.S. government badge and tells them he's a member of the Black Chamber, a secret government agency dedicated to preserving national security. He then lights a cigarette and gets down to business:

"Exactly who I'm with isn't as important as what I can offer you," he says, taking a drag on the cigarette. "Dr. Standish told me about your quest to gather the five pieces of the Martian Sun. In the interest of our nation's security, I can help."

A Notice roll reveals Mr. Dee is a straight shooter and his intentions are noble. Mr. Dee tells the heroes the Black Chamber knows where the second piece of the Martian Sun is located. He advises them to contact treasure hunter, Augusto Alvarez, in the town of Villa Montes, Bolivia. Mr. Dee even makes the travel arrangements to send the heroes there, if desired.



Mr. Dee

The agent who calls himself Mr. Dee is even more of a riddle than he lets on. Cloaked in mystery and secretive about his past, Mr. Dee won't talk about himself no matter how hard the heroes persist.

That's because he's the English astronomer, mathematician, cartographer and Magnus, John Dee, agent to Queen Elizabeth I. Born in 1527, Dee became one of the most intelligent men in Tudor England and amassed a great library of arcane and esoteric volumes. He conducted scrying rituals and peered through the hazy mists of time into the future. When not analyzing portents, researching alchemy, or learning Enochian (the supposed language of Angels), Dee was Elizabeth's secret agent, decoding ciphers and hidden messages of considerable value. In 1609, while performing a forbidden scrying ritual called Solomon's Doorway, Dee propelled his consciousness through time. He saw all things and all times with the events of mankind coalescing into one sensation. Realizing the world was doomed with the rise of the Nazis and the Martians' return, Dee sought out a way to warn future generations of the impending calamity.

He thought of writing these dire portents down much like his contemporary Nostradamus, but understood warnings cloaked in allegory could be misinterpreted as folly. His research led him to a magical tome of immense power. Using the book, Dee entered a prolonged state of stasis under his Mortlake home. Dee awoke in 1917 when a German zeppelin attack on London damaged his residence.

Dee used his remaining fortune to establish a new identity and booked passage to America, where his brilliant mind enabled his rise in the postwar intelligence community. Dee's affinity for cracking ciphers and codes led to the creation of the Cipher Bureau.

Mr. Dee's flowing white beard is gone, yet his fastidious nature is ever-present. He shed his British accent in favor of an American one and acquired a habit of smoking cigarettes.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d4

Skills: Fighting d4, Healing d6, Investigation d8, Knowledge (Alchemy) d10, Knowledge (Arcana) d10, Knowledge (Astronomy) d10, Knowledge (Cartography) d10, Knowledge (Ciphers) d10, Knowledge (Occult) d10, Notice d8, Persuasion d8, Riding d8, Shooting d4, Spellcasting d10

Charisma: 0; **Pace:** 5; **Parry:** 4; **Toughness:** 4

Hindrances: Elderly, Obsession (to protect the world)

Edges: Arcane Background (Mystic), Command, Connections (U.S. Government), Jack-Of-All-Trades, Scholar (Alchemy and Ciphers)

Powers: *detect/conceal arcana, dispel, divination, greater healing, invisibility, speak language*

Defining Interests: Alchemy, Languages, Magic, Maps, Mathematics, Puzzles

Languages: English, Enochian, Hebrew, Latin

Gear: Black suit and fedora, cigarettes, amulet (+2 to Healing rolls), MI-8 badge

PLOT POINT 5: RED HOT JUNGLE FEVER

The heroes' quest for the fragments of the Martian Sun takes them to South America where they must make contact with Bolivian General Enrique Peñaranda; Dee says the general knows the whereabouts of treasure hunter Augusto Alvarez, who knows where the heroes can find the next Martian Sun fragment. The heroes take an aeroplane to Bolivia's capital, La Paz, and then travel by car or bus to Villa Montes, headquarters of the Bolivian military.

The Chaco War

After Bolivia lost the Pacific War in 1884, its route to the sea was cut off by Chile. Bolivia looked to the Paraguay River as another way to reach the ocean and reclaim its might as a naval power. The area in question was in the Gran Chaco, a desolate plain of thorn scrub traditionally home to ranchers and indigenous tribes.

In 1928, oil was discovered in the foothills of the Andes in western Chaco, and Bolivia made a move to lay claim to the territory, over which Paraguay had assumed protection. When Bolivia invaded the region, Paraguay responded in force and drove the invaders back. Bolivia licked its wounds for a few years and then came out swinging. Both impoverished countries were determined to fight a modern war and spent what money they had upgrading their militaries. Tanks, aeroplanes, and armaments were purchased, and in 1932, the Chaco War began. Bolivia maintained its military superiority, but its generals made several blunders and soon Paraguay secured a foothold, reclaiming land.

Paraguay won victory after victory, but the stubborn Bolivian generals refused to capitulate. The military high command felt pressure from their president, Daniel Salamanca, and moved to oust him in 1935, but the coup failed. Salamanca is still in power and isn't backing down, despite the thousands killed and costly blunders.

Ways of the Warrior

The situation at Villa Montes is dire, with more troops from Bolivia's northern regions entering the fortified town by the truckload on a daily basis. Redoubled Paraguayan attacks, malaria and desertion is lowering Bolivia's fighting forces dramatically, but General Enrique Peñaranda won't acquiesce to a ceasefire.

By the time the heroes enter Villa Montes, they see fresh soldiers everywhere; manning the howitzers on the fortifications, practicing marching drills and gearing up to travel to the front lines.

A Streetwise roll will point the heroes toward the heavily guarded command headquarters, which flies a tattered Bolivian flag. A Persuasion roll will grant heroes access to the compound, a series of buildings set around a wide courtyard.

Peñaranda is a stocky man with a tiny mustache, deeply set eyes and a freshly-pressed uniform. Disciplined and stern, he isn't above browbeating insubordinates to have his way. At first, he regards the heroes as little more than foreign interlopers. When his men capture a Paraguayan spy, Peñaranda pushes the man to his knees and executes him with a bullet to the head right in front of the heroes to show them this is the way he does things.

Air Invaders

The heroes have a chance to prove themselves and get in Peñaranda's good graces when the Paraguayans launch a surprise air attack on Villa Montes. Four Paraguayan biplanes (use the Curtiss JN-4D "Jenny" stats on page 72) bear down on the fortress, their Vickers machine guns taking out the supply depot and motor pool with a large explosion as gas tanks catch fire. Chaos ensues and soldiers rush to either take cover or return fire.

Peñaranda turns to the heroes and commands them to climb the watchtowers and man two of the anti-aircraft cannons.

The anti-aircraft cannons have a Range of 24/48/96, a Damage of 2d8 and a Rate of Fire of 3. If the battle tilts in favor of the Paraguayans, more Bolivian soldiers step up and help the heroes. If the heroes succeed in destroying three of the four biplanes, the remaining plane turns and flies away. During the combat, Peñaranda summons Bolivia's air forces and two of Bolivia's planes chase the remaining Paraguayan plane and eventually shoot it down.

Once combat is concluded and the heroes distinguish themselves, Peñaranda is impressed. He welcomes them to his fortress and tells them the war's goals have changed from the original goal of simply securing the Gran Chaco for oil and access to the Paraguayan River. The general says Bolivian officials learned of the presence of Aetherium under the soil in parts of the Gran Chaco. He says bits of Martian technology were discovered in the remote wastes and Bolivia is reclaiming the land for the alien gadgets.

Peñaranda says the Bolivians hired a treasure hunter named Augusto Alvarez, who was sent into the Gran Chaco to find where this technology was hidden.

The general says Alvarez found an ancient map leading to a lost city in the Amazon while in the Gran Chaco, one possibly containing Martian technology. Unfortunately, Peñaranda says he hasn't heard from Alvarez in over three weeks. The Bolivian soldiers who accompanied Alvarez haven't reported back and the general fears the worst.

Peñaranda sends the heroes on a mission to the Gran Chaco to locate Alvarez and his missing soldiers. The general says their last known location was near Campo Via on the Rio Verde. Peñaranda gives the heroes necessary supplies, an armed escort, and a motorcar.

Into the Maw of Hell

The Gran Chaco lies 60 miles from Villa Montes, through rugged, inhospitable terrain. The visible scars of battle dot the dry lowland plains, with ruined vehicles and scorched earth more prevalent the deeper the heroes venture toward the front lines. Wet marshes and forests thicken as heroes travel to the Rio Verde. Along the way, the heroes might meet a wandering patrol of Paraguayan troops or stumble upon the bodies of soldiers from both sides left to rot where they fell in the hot sun. They could even find the remains of tanks, fallen aircraft, or other military vehicles.

The trip to Campo Vila should be fraught with danger and action as the heroes traverse the forested landscape. Upon arrival, the heroes find Campo Vila to be heavily fortified with Paraguayan troops. After scrounging in the woodlands, the Paraguayan military unearthed a Martian lightning cannon

four months ago and have only recently gotten the device to work. The cannon, which is six feet long and mounted to one of the fort's walls, fires a concentrated bolt of electricity and has a Range of 30/60/120, inflicts 2d10 damage and has a Rate of Fire of 1. The cannon's Toughness is 15.

The Paraguayans will likely use the heroes and their military escort for target practice if they don't provide a plausible reason why they're snooping around near the fort. The Paraguayan commander, General Jose Felix Estigarribia, demands to know what the heroes are doing in the Gran Chaco. If the heroes ask about Alvarez and the missing soldiers, Estigarribia tells them his scouts spotted a group of men matching their description three weeks ago and fired upon them, killing the Bolivian soldiers and capturing Alvarez. The Paraguayans brought the man to the fort and locked him in the jail, the same fate awaiting the heroes.

Chaco War Soldier

Use these stats for both the Bolivian or Paraguayan soldiers.

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

Skills: Fighting d8, Notice d6, Shooting d8, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal (to their nation)

Edges: Combat Reflexes, Dodge

Gear: Uniform, canteen, rations, Browning M1918 (Range: 24/48/96, Damage: 2d8, RoF: 1, Shots: 7, AP 2), survival knife (Damage: Str+d4)

A Treasure Hunter's Lament

If the heroes get locked in Campo Vila's jail, they meet a disheveled man who identifies himself as Augusto Alvarez.

Incarceration has left Alvarez a victim of malnutrition and dehydration. The treasure hunter also developed gangrene from an infected leg and requires medical attention. A Healing roll will patch him up just enough to walk under his own power. Otherwise, the heroes will have to carry him.

Alvarez pulls the map, a flexible metallic sheet with engraved symbols representing a lost city, rivers, trees, and other landmarks, from the lining of his jacket and shows it to the heroes. He says he's deciphered the map and learned the lost city is in the Brazilian Amazon rainforest, and produces the exact coordinates. He pleads with the heroes to help return him to Villa Montes and will even part with the map for his freedom.

Escape from Campo Vila can be tricky. The metal door to the jail cell has a Toughness of 8, and soldiers patrol the barracks. Heroes might have to fight their way out during the day, but at night the number of troops patrolling the grounds shrinks to only a handful, giving them better odds in combat.

If the heroes return the treasure hunter to the Bolivian high command, General Peñaranda is grateful and allows the heroes to come and go as they please, declaring them "friends of Bolivia."



Augusto Alvarez

Grizzled, greedy, and tough describes this treasure hunter. He's a privateer interested in wealth and fame, and won't stop at anything until he's acquired what he set out to find.

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Notice d6, Shooting d8, Survival d8, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Greedy

Edges: Alertness, Dodge, Rugged

Defining Interests: Ancient Civilizations, Region Knowledge (Amazon Rainforest), Treasure

Languages: English, Spanish

Gear: Hat, backpack, Webley-Fosbery revolver (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1), rope, map

Jungle Jive

If the Ravaged read the map correctly (requires a successful Smarts roll), they learn the lost temple is 20 miles deep in the Amazonian rainforest, just north of Pauini, a small settlement consisting of ramshackle wooden buildings along the Rio Acre. The heroes can rent a riverboat at the docks for \$15 per day.

The Rio Acre twists and turns through the rainforest. Encounters with wild animals such as monkeys, snakes, and jaguars are commonplace. Heroes traversing the untamed jungle can expect run-ins with a number of ferocious beasts, or even indigenous tribes who might not be so hospitable.

Finding safe passage through the rainforest requires hacking through the dense underbrush with a machete or similar item. Clearing the thick vines and lush vegetation, the heroes can move and act normally. If the heroes don't clear a path as they move, melee combat actions suffer a -2 due to the dense forest. Shooters also receive a -2 cover penalty to their targets hidden in the thick foliage.

After a long trek through the Amazonian rainforest, the heroes reach a thicket, where the crumbling remains of a sandstone temple stand, choked in roots and vines from towering trees. Once inside, the heroes will need a proper light source or suffer a -2 Darkness penalty.

Lost Temple

The passageway slopes downward into the darkness, and several smaller hallways branch and fork like a labyrinth. The foul stench of death permeates the corridors and statues of forgotten primitive gods glower from recessed niches in the walls.

Though the atmosphere is gloomy and silent, the heroes are far from alone. The mummified corpses of ancient indigenous warriors reside within the labyrinth, springing to life at the appropriate moment, surprising the heroes by getting The Drop on them. There's one mummified warrior per hero, plus three more. The creatures fight until the last one of them is slain.

Mummified Warrior

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

Skills: Fighting d6, Intimidation d6, Notice d6, Throwing d6

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

Gear: Rotting loincloth, knife (Str+d4)

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 (except for the head); does not suffer from disease or poison.

- **Weakness (Head):** Shots to the mummy's head are at +2 damage.

The labyrinth exists on a narrow ledge high above a forest canyon. A steep 100-foot drop leads to a raging whitewater river at the bottom. A rickety rope bridge spans the canyon, connecting the ledge with a forest path cutting through the jungle.

Use the rules for Rope Bridges in the **Hazards** section for navigating the heroes across the rope bridge. Other than vertigo and an uneasy feeling, the heroes should be fine crossing the bridge – this time.

Sanctum of the Star Lords

The forest path leads up to a jungle clearing and a large, more imposing pyramid temple. A stone door with a Toughness of 9 blocks the temple's entrance and can only be opened by either a Strength roll at -4 or extreme force.

Inside the temple, the lost fragment of the Martian Sun sits on a stone altar, between two statues of ancient pre-Colombian gods. A successful Knowledge (Archeology) roll determines the statues resemble gods thought to be from a distant planet. To the heroes' astonishment, the remnant of a Martian Tripod stands in the room, facing the altar. The machine looks weathered and tarnished, but is active.

Hiding in the darkness, and in the cockpit of the tripod, are mummified remains of Martian warriors. These creatures reveal their presence if the heroes remove the Martian Sun fragment or touch the tripod. The enormous war vehicle roars to life and the mummified Martians attack the heroes.

If the heroes escape the temple and the tripod hasn't been destroyed, the vehicle vaporizes the temple with its heat ray and strides out into the jungle in hot pursuit. The tripod proceeds to burn the rope bridge when the heroes are halfway across.

The vehicle's hood detaches from the legs and spans the chasm by hovering, a jarring sight for those who've never seen a Martian tripod do this. The Martian inside the tripod continues to pursue the heroes through the rainforest, annihilating anyone or anything getting in its way. Use the Tripod stats on page 209 in the **Martian Tech** section.

Mummified Martian

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6

Pace: 4; **Parry:** 6; **Toughness:** 8

Special Abilities

- **Claws:** Str.

- **Fearless:** Immune to Fear and Intimidation.

- **Psychic Fear:** Martian Mummies can probe minds of targets within a Large Burst Template and project thoughts of dread and fear, which automatically cause a Shaken result on a failed Spirit roll.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except for the head); does not suffer from disease or poison.

- **Weakness (Head):** Shots to the mummy's head are at +2 damage.

Unfinished Business

Once the heroes have located the artifact, defeated the mummified Martians and destroyed the tripod, they can breathe a little easier. If Alvarez is still alive, he comes back for the artifact with 8 of his hired thugs. Use the Hired Goon stats on page 172 for Alvarez's men. Seems the treasure hunter wants to reclaim his prize, and the heroes are given a choice: give him the Martian Sun fragment or die. If the heroes give Alvarez the artifact, he orders his men to attack anyway. The scenario plays out with heroes locked in a skirmish with Alvarez and his men. If the heroes gain the upper hand, Alvarez relents and surrenders the artifact as his sense of self-preservation takes over. If left alive, he vows to return and reclaim his precious artifact.

Aftermath

If the heroes obtain the artifact, Mr. Dee sends his congratulations. They are given a free ride back to civilization courtesy of the airship *U.S.S. Franklin Roosevelt*, a fresh set of clothes, lodgings, and feted in grand style by Mr. Dee. The government agent promises to notify them through his contacts when the third piece of the relic is located.

PLOT POINT 6: CASTLE OF DOKTOR APOKALYPS

The heroes must search for the third fragment of the Martian Sun in the dreaded fortress of the mad scientist, Doktor Apokalyps. Mr. Dee provides the travel arrangements to Alushta, a small town on the Black Sea in the Soviet Union, warning them of the unpredictable and dangerous villain.

Alushta

The small resort village of Alushta, on the Black Sea's northern shore in the Soviet Union, attracts visitors from the surrounding area who frolic on pebbled beaches and drink in the sun during the hot summer months. Heroes entering Alushta find it a collection of small hotels, cottages and shops.

The rest of the year, Alushta is dismal and foreboding, a seaside town known for fishing and shipping. The Soviet hammer and sickle flag hangs outside the police station, and the busiest place in town is the local tavern, regardless of the season.

It's also the closest settlement to the infamous 19th-century castle belonging to a certain Russian mad scientist. One of the most feared places in the Crimea, the castle of Doktor Apokalyps sits atop an immense jagged cliff overlooking the northern Black Sea. Nobody in Alushta mentions Doktor Apokalyps, for fear of retribution by the unpredictable inventor.

Heroes asking about Doktor Apokalyps (a Streetwise roll) get nervous reactions. The locals don't want to talk about the mad scientist, politely excuse themselves and dash away from the heroes. A raise on a Streetwise roll nets a more positive response: the only one who'll talk about Doktor Apokalyps in Alushta is besotted merchant Anton Petrovov, who's usually drowning his sorrows in the tavern.

Tracking Petrovov down isn't hard, and the local barkeep points him out to anyone asking. The heroes find Petrovov in the tavern with an empty vodka bottle at his table. Petrovov, a surly bald man with a mustache, drunkenly asks the heroes to buy him a drink if they want information about Doktor Apokalyps.

A Drunkard's Tale

After some vodka, Petrovov's lips loosen and he relates the following:

"He came to the Black Sea after the Great War, a man driven insane by the terrible things he witnessed on the battlefield. Back then, he was a simple machinist and the Communists put him to work in their factories. Apokalyps was a social utopian and wanted a society where the just and intelligent were rewarded instead of used and exploited. He rejected the factory and started studying Aetherium and the New Science, growing obsessed with Martian technology. Doktor Apokalyps believed the Martians had the answers and the Bolsheviks didn't. Now he broods in his castle, toiling night and day on weapons that unlock the very elemental powers of the universe; weapons that can destroy us all!"

Petrovov says he's a local merchant who used to provide supplies to the mad scientist. He says he hasn't sent a delivery to the old castle in years. If asked, Petrovov says Doktor Apokalyps' castle is 30 miles to the east, through a blighted landscape called the Valley of Ghosts.

Valley of Ghosts

The pathway to Doktor Apokalyps' castle winds through the foothills of Demerdshi Mountain, where eroded rock formations resembling grotesque stone faces and figures rise from the landscape. Called the Valley of Ghosts because of the disturbing sandstone columns, the area doesn't see a lot of traffic. In fact, people are frightened to traverse the path, and stories of some creature or creatures nabbing people in the valley have circulated through the peasant populace for years.

Tales of something sinister at work in the Valley of Ghosts aren't just spooky campfire stories. The creatures attacking travelers aren't supernatural — they're the work of Doktor Apokalyps. The mad scientist released small robots he calls Electric Imps into the valley, and the metallic critters have made short work of any curious interlopers snooping about.

Electric Imps stand two feet tall, and have hideous heads with glowing red eyes and razor-sharp teeth. Their flexible legs allow them to leap great distances and their serrated claws inflict severe damage. The metal monsters were programmed to visually recognize and attack everybody except Apokalyps and his henchmen.

Once the heroes are traversing the path through the Valley of Ghosts, spook them by describing the long shadows and the strange rock formations. Just as the uneasiness factor is building, the Electric Imps attack, springing from behind the rocks and gaining the Drop on the heroes. There are two Electric Imps per hero and they're merciless, fighting until they're destroyed.

Electric Imps

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

Skills: Fighting d8, Notice d6, Stealth d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 3

Special Abilities

- **Armor +2:** Tough, metal scales.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Laser Beam Vision (Shooting):** Electric Imps can project laser beams inflicting 2d6 damage from their eye sockets.
- **Metal Claws:** Str+d4.
- **Size -2:** Electric Imps are small.

Fortress of Fear

After the heroes have dealt with the last encounter, they follow the pathway for a few miles upward towards the summit of a cliff near the Black Sea. At the top, the dark ramparts and towers of an old castle rise, shrouded in mist.

A large steel door is the only entrance from the ground. Peering down at the heroes over the doorway is a surveillance camera, which records the heroes' every move and feeds it to a video screen in Doktor Apokalyps' private inner sanctum. He knows the heroes are here and he's not happy about it.

“I see you’ve handled my little pets,” he says through a concealed speaker near the camera, the tinny voice jarring at first. “State your business, please. I could be doing something important, such as killing you and getting back to my work. What is it you want?”

If the heroes mention the Martian Sun, the mad scientist balks, and responds: *“You’ve journeyed far to no avail, I’m afraid. The item you seek is mine, and I don’t part with what is mine.”* He then sends his Minions after the heroes. There’s one Minion for each hero, plus one more. These are merely shock troops designed to keep the heroes busy while Doktor Apokalyps prepares his traps inside the castle.

If the heroes get captured, run the **Jailbreak** Side Trek.

Minions

Doktor Apokalyps’ Minions are a hideous patchwork of humans, reanimated dead flesh, and Martian body parts.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Ugly

Edges: Quick Draw

Gear: Overalls, goggles, Beretta M1918 machine gun (Range: 12/24/48, Damage: 2d6, RoF: 3, Shots: 30, AP 1), any melee weapon

The castle’s door is a challenging nut to crack. If anyone touches the handles, they receive a powerful jolt of electricity causing 3d8 damage. The door has Toughness 10. Overriding the electrical circuits in the door requires disconnecting the video camera above the door. Disabling the video camera requires a raise on a Repair roll. For those lacking technical finesse, the video camera has a Toughness of 8.

Once the camera is either disabled or destroyed, the metallic door swings open.

Foyer

Heroes entering the castle find themselves in an enormous foyer with tiled floors and moldering tapestries. A tarnished chandelier hangs overhead and Doktor Apokalyps’ personal motto, *“Vereor Addo Obsequium”* (Fear Brings Obedience), is stenciled on the wall in gold lettering. Comprehending the motto requires a Knowledge (Latin) roll or a Defining Interest in Latin.

Grand Hall

This elegant hallway is 45 feet long, decorated with medieval shields and rusted crossed swords. When heroes reach the middle of the hallway, two machine guns pop out of niches in the walls and begin firing, streaming bullets down the hallway at the heroes! The automatic guns have Shooting d8, Toughness 6 and cause 2d10 damage with AP 2. They’re mounted on swivels and can pivot, hosing the hallway with a shower of hot leaden death.

Bottoming Out

Once heroes escape or destroy the machine guns, they find themselves in another hallway with a wooden floor and pictures of towns and villages being savaged by gigantic metal robots. Just as the heroes are walking down the hall and enjoying the art, another trap springs. Several trapdoors in the floor spring open, revealing a jarring drop into the Black Sea below. Heroes must make an Agility roll to avoid falling. If the heroes fail, they fall through a trapdoor, but can make another Agility roll to grab on to the door. Heroes who don't make this roll plummet 200 feet into the sea below. Heroes making the second Agility roll can also make a Strength roll up pull themselves up and out of danger.

Heroes who manage to balance themselves at the edge of the trap doors can make another Agility roll to jump over the trapdoors to safety. A Notice roll locates a kill switch on the far side of the hall that permanently closes the trapdoors and deactivates the trap.

'Round They Go

The heroes enter a round chamber with metal walls and a raised control panel at its center. Before the heroes can inspect the panel or do anything else, the doors close and lock and the room begins spinning as it accelerates.

Centrifugal inertial force pins the heroes to the wall, and within seconds, they start feeling dizzy. Heroes must make a Vigor roll to avoid blacking out. Heroes with the Anemic Hindrance also regurgitate their lunch if they fail their Vigor rolls here. Those still conscious can make a Strength roll to pull themselves off the spinning walls.

Getting to the control panel takes an Agility roll. The control has four unmarked switches in four colors: red, blue, green, and yellow. The red switch reverses the direction of the spinning room, pushing the heroes at the control switch back on the wall. The blue switch accelerates the speed of the rotating walls, prompting -2 to all Agility and Strength rolls while the walls are in motion. The green switch releases metallic caltrops from a hidden panel. The tiny burrs fly around the room wildly, inflicting d6 damage as an area effect attack to all within the room. The yellow switch stops the walls from spinning and opens an escape hatch leading down to Doktor Apokalyps' laboratory.

Hall of Death

When the heroes descend from the hatch, they find themselves in a small, featureless closet. Suddenly, the floor begins moving, and it takes the heroes along for the ride. The heroes are on an automated conveyor belt they can neither stop nor control. Walls against both sides of the belt make it a cramped and uncomfortable experience in what Doktor Apokalyps calls the "Hall of Death." While on the conveyor belt, the heroes are subjected to several diabolical torture devices, which the Docktor, via an elaborate intercom system, introduces with all the pride of a parent showing off his child's talents.

Blades of Torment: The first obstacle is a set of rotating blades jutting inward toward the heroes, who must make an Agility roll to avoid them. Failing to do so means the hero takes 2d6 in damage.

State of Shock: A little farther down the belt, a robotic torso hovers into view, laser cannons at the ready. The robot begins Taunting the heroes, who each must make a Test of Will roll, their Smarts against the robot's Taunt of d10. If a hero is successful, he passes unscathed. On a failed roll, the robot zaps the unlucky hero, causing 2d8 damage.

Mesmerizer: A nozzle extends from the ceiling and shoots the heroes with a stream of blue radiation. Heroes must make a Spirit roll when doused with the radiation or automatically become Shaken. If the hero is already Shaken, they suffer 2d6 damage.

Stamp of Disapproval: Just as the heroes are getting used to the horrors of the belt, Doktor Apokalyps kicks it up a notch. The fourth obstacle includes two movable walls pushing inward that attempt to flatten the heroes, who must make a Strength roll to pry the walls away from them. Heroes who fail this roll suffer a crushing 2d10 damage.

It's A Gas: The fifth and final obstacle is a blast of poisonous gas to the face. Heroes must make a Vigor roll at -2 or suffer 2d6 damage every hour until a successful Healing roll is made.

Heroes who survive these insidious traps make it to the end of the belt and are dumped down a chute leading to the laboratory.

Outer Laboratory

The heroes find themselves in a room with stacked crates containing lab apparatuses and mechanical parts. Workbenches line the walls, each one cluttered with tools and half-completed experiments. Blueprints for several infernal devices, most of them using Aetherium, are tacked to a large corkboard. This is a good spot for the heroes to recuperate before the final confrontation, which is through a set of double doors. Heroes making Notice rolls here can scrounge up a few improvised melee weapons such as pipes, hammers, and the like.

Inner Laboratory

The fragment of the Martian Sun is clamped to a strange generator. Two high-voltage conductors throw an electrical arc at the fragment, much like a Jacob's ladder. Dials and readouts on the control panel measure power consumption taken from the artifact; understanding this effect requires a Common Knowledge roll made when examining the controls. Characters with science backgrounds receive a +2 to this roll.

On a balcony overlooking the laboratory, a tall, thin, bald man with a long black beard and a fur-lined labcoat stands. This is Doktor Apokalyps, holding a metallic walking cane as he surveys his domain with sadistic glee.

He congratulates the heroes for making it this far and says:

"First there was the Czar, a cruel idiot who treated his serfs like cattle and stole their dignity. Then came Lenin and his rabble with their mighty state and glorious people's revolution. Stalin offers only the factory and the gulag, a choice between servitude or death. Only the Martians

provide a better society through science and a creed worthy of warriors! My alliance with them will be mankind's salvation!"

With that, the mad scientist orders his Minions to attack. There are two Minions per hero, plus four more. They're expendable and fight until death. If things get rough, Doktor Apokalyps joins in the fight, using the concealed ray gun in his cane to blast the heroes.



Doktor Apokalyps

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

Skills: Fighting d8, Intimidation d8, Knowledge (Engineering) d10, Knowledge (Artificial Intelligence) d8, Knowledge (Robotics) d8, Lockpicking d6, Notice d6, Repair d10, Stealth d6, Shooting d8, Taunt d8, Weird Science d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Arrogant, Delusional

Edges: Arcane Background (Inventor), Robotacist

Powers: *armor* (electro-vest), *bolt I* (ray gun cane)

Defining Interests: Chess, Poetry, Robots, Russian Literature, Science

Languages: Russian, English

Gear: Lab coat, goggles, ray gun cane, electro-vest

Bringing Down the House

If the Martian Sun fragment is removed from the generator, the machine begins to overheat. Smoke rises from the control panel and the conductors spray electrical sparks. The generator explodes five rounds after the Martian Sun fragment is unattached, and inflicts 2d10 damage on any character within a Large Burst Template.

If things begin turning against him, Doktor Apokalyps can retreat down a secret passage to safety. He might be brought back as a nemesis to taunt the heroes in a future adventure. If Doktor Apokalyps escapes, the GM should feel free to award the heroes with a benny as per the **Plot Complications** setting rule.

Heroes can escape the castle through a door leading to an underground tunnel and find themselves back in the Valley of Ghosts. They behold the smoking ruins of the castle in the distance and are greeted as heroes when they return to Alushta.

PLOT POINT 7: TRIAL OF THE OLYMPIAD

Run this Plot Point after the heroes are Seasoned and have acquired the third piece of the Martian Sun from Doktor Apokalyps. Mr. Dee contacts the heroes and informs them they must travel to Germany to the seat of Hitler's Nazi empire to acquire the fourth piece of the Martian Sun.

Free Ride

The heroes are shocked when the *U.S.S. Roosevelt* hovers into view above them, and a rope ladder unrolls. Once aboard the airship, which is abuzz with radio consoles and operatives scanning the airwaves, Mr. Dee escorts the heroes to a comfy stateroom and bids them to sit around a long oaken table. He removes his fedora, leans back in his swivel chair and says:

"We have reason to believe the Nazis uncovered a fragment of the Martian Sun in the Antarctic three months ago. We discovered the remnants of a Children of Phobos expedition, over a dozen dead bodies scattered around an encampment. We think the Nazis ambushed the expedition, shot its members, and stole the recently unearthed fragment. Intercepted radio transmissions from the Nazi high command tell us the item was brought to Germany. We want you to go to Germany, make contact with our undercover operative there and steal the fourth Martian Sun fragment. To aid you in your mission, you will assume the identities of athletes and participate in the Olympic summer games. We've given you passes and briefed the coaches, so they're aware of your presence."

Mr. Dee says the undercover operative will contact the heroes when the time is right, and will be provided with the heroes' description. He gives each hero a passport and badges signifying they are athletes from the United States. The *U.S.S. Roosevelt* soars through the night, and arrives in Germania the next morning.

Germania

Hitler is hosting the Games of the XI Olympiad in the former capital of Berlin, now renamed Germania. Athletes from across the world convene on Germany's capital, and the Nazis have spruced up the city, removing undesirables from the streets, and concealing all signs of Hitler's anti-Semitic policies. This illusion is pure showmanship: the Nazis are projecting a benevolent image of their country for the world's athletes and journalists.

Rising from the city's center is the Volkshalle, or Hall of the People, an enormous domed building under construction. Cranes and heavy machinery move steel girders and heavy marble while work crews labor around the clock on the building, the lynchpin of Hitler's vision of an idealized Nazi metropolis. Everywhere the heroes look, the swastika flag mingles with the five-ringed Olympic flag, and statues depicting idealized Aryan athletes decorate the city.

Olympic Village

The Germans constructed extravagant lodgings for the Olympic participants west of Germania in a beautiful pine forest. The Olympic Village is replete with amenities for the athletes, including cabins, a swimming hall, dining facility, a gymnasium, a movie theater, shops, a hospital, and rooms for viewing the Olympics on television sets.

Soldiers from the German Army greet the heroes when they arrive at the Olympic Village, and escort them to their lodgings. The Germans are overtly friendly, answering questions the athletes have about Germany. Topics they purposefully avoid discussing are the intricacies of the Nazi Party and the maltreatment of Jews and others the Nazi government shuns. Questions about the Martian Sun or relic-hunting expeditions are met with quizzical stares or innocent admissions of ignorance.

Finding information in the Olympic Village requires a Streetwise roll. Heroes succeeding learn the village is under the auspices of the German Army and administered by General Werner von Blomberg, Hitler's Minister of War and Commander in Chief of Germany's Armed Forces. There are German officers and troops everywhere in the village, assisting athletes in their native languages and going out of their way to accommodate every request.

For the Master Race

Prof. Klaus Moebius, a Thule Society mage and arcaneologist with the Ahnenerbe, a Nazi scholarly organization studying the so-called pure history of the German people, used a relic called a scrying stone to view future events. Glimpsing into time, he saw Jesse Owens, a black athlete winning four gold medals and becoming the most-talked about person in the games, tarnishing the Third Reich's belief in Aryan supremacy. To prevent this embarrassment, Moebius ordered his Thule Society brethren to abduct Owens and stash him at the Thule Society headquarters until after the track and field events. Moebius will then erase Owens' memory of the kidnapping with powerful eldritch magic and return him to the Americans. Moebius will claim Nazi authorities rescued Owens from the real kidnappers, a group of subversives and enemies of the state. That's his plan, anyway. Moebius hasn't counted on the heroes' intervention.

Heroes can spend the day exploring the Olympic Village. Their passes grant them temporary permission to leave the village and explore Germania if they want, with a stipulation they must return to the Olympic Village by nightfall.

Regardless how the heroes spend the day, that night when they return to the village, they see four members of the American track and field team brawling with a group of robed assailants. Upon seeing the heroes, the athletes cry for help. There's one robed Thule cultist per hero, plus two more. They use magic attacks to subdue the heroes and then attempt to flee at the earliest convenience. If the fight is going against them, the cultists flee on foot in the darkness. Use the Thule Society Adept stats on page 180.

After the combat, one of the athletes tells the heroes robed figures accosted them when they were leaving the movie house. One of their athletes, a lanky African-American sprinter from Alabama named Jesse Owens, was grabbed

and shoved in a dark sedan, which sped away. A young American wrestler tussled with an assailant and managed to tear a piece of cloth from the robe. Heroes examining the dark fabric find a gold symbol stitched in it. A Smarts or Knowledge (Occult) roll reveals this to be the Nordic rune Uruz, meaning physical strength and energy. Examining the robes on other attackers (assuming the cultists did not flee) reveals the same runes.

Another Smarts or Knowledge (Occult) roll reveals that the Thule Society, a secret magical organization flourishing in Germany's ruling classes, uses these Nordic runes. Reporting the incident to German officials brings a hurried response, with soldiers summoned to scour the village and city for clues.

Putting the troubling incident temporarily aside, the American coaches tell their athletes to get plenty of sleep for the opening ceremonies the following day. Heroes who want to sneak away from the village can try, but suffer -2 to all Stealth rolls due to the strong presence of German soldiers, who guard every entrance and exit. Despite their promises, the Nazis have no intention of searching for the missing athlete.

The team members persuade the heroes to search for Owens, if they are already not taking such actions.

Night Raid

Owens is being held at the Thule Society headquarters, a stately building near the Reichstag. A crest bearing the Thule emblem, a swastika with a dagger encircled by laurels, hangs above the building's door.

Two uniformed SS soldiers (use the Waffen-SS Soldier stats on page 181) guard the front door, and gruffly ask any interloper to beat a hasty retreat. Engaging the SS soldiers in conversation will only elicit enraged commands to leave the property.

How the heroes manage to enter the building is up to them. Inside, the headquarters resembles a comfortable Victorian parlor, with oriental rugs, leather chairs, and bookshelves. Pictures of Hitler and swastika ornamentation on everything distinguish the place from an affluent gentlemen's society.

Robed cultists prowl the hallways and attack any non-member they detect. Use the Thule Society Adept stats on page 180 for the cultists. There are about five cultists here at all times; each one is proficient with a deadly arsenal of magic spells.

Owens is bound to a chair in a second floor room. The young man's face is perspiring and bruised, as he's been worked over by the cultists. Two Thule Society cultists guard him and will fight anyone trying to rescue the athlete. If Owens survives and is rescued, he thanks the heroes profusely and tells his fellow teammates of the heroes' courageous deed.

Let the Games Begin!

Heroes attending the opening ceremonies are shuttled to the Olympiastadion, a 110,000-seat stadium build for the games, situated in the Reichssportfeld, a sports complex in Grunewald, outside Germania.

The ceremonies begin with pomp and pageantry, including the entrance of Hitler and top Nazi officials in a special review stand. As the strains of the Olympic Hymn play, athletes from the 49 participating countries march into the stadium and past the Nazi's glowering stares. Some nations choose to salute Hitler, while others, like the British and Americans, refuse, greeting the Fuhrer with steely-eyed gazes. Unlike other nations, the United States refuses to dip its flag, keeping Old Glory aloft much to the icy chagrin of the Germans in attendance.

A young German sprinter runs into the stadium holding a lit torch aloft, its flame stoked from the fires in Athens, site of the ancient games. The sprinter dashes to a cauldron and ignites it, the flames dancing high to thunderous applause. Hitler proclaims the games officially open and dozens of white doves are released and fly above the stadium, as Germany's largest airship, the Hindenburg, floats overhead, the five Olympic rings painted on its hull.

Following the opening ceremonies, one of the American coaches approaches the heroes and discreetly says he needs to speak to them privately.

Go for the Gold

The coach, Wilbur Williams, is a lean middle-aged man with graying hair and friendly demeanor. When the heroes meet him, Williams' gentle Midwestern manner gives way to intense concern.

"I know you're here on secret business to recover some artifact, but we could really use someone to compete for us. Some of the fellows are worried that the same thing that happened to Owens could happen to them. What do you say? Care to make a little history?"

The heroes should decide which among them will enter the games. There are a total of ten events in which the heroes can participate. Only two heroes can compete simultaneously at each event.

The events include the 1,500 meter dash, the discus, the javelin, the hammer throw, the 1,500 meter freestyle swim, the pommel horse, boxing, weightlifting, equestrian, and the marathon. The same hero need not compete in all the events — in fact, it's encouraged different heroes enter different sporting challenges.

If the heroes agree, the Germans taunt them before the events, ridiculing them and saying they'll never beat the "superior Aryan athlete."

Competing requires making an opposed roll against the other athletes. Any ties are resolved with a re-roll. Stats for Nazi athletes and generic athletes are given below. Whoever has the highest roll wins the gold, the second highest the silver and third highest the bronze. The challenges and their requirements are listed as follows:

1,500 Meter Dash – Sprinters run around a course in dedicated lanes. The athletes must make opposed Agility rolls.

Discus – One of the earliest Olympic events, the discus requires athletes to throw a metal disc the farthest by making opposed Throwing rolls.

Javelin – A light spear, the javelin harkens back to the early Olympic Games. Athletes must make opposed Throwing rolls to throw their javelin the longest distance.

Hammer Throw – Competitors must make successful Strength rolls to lift the hammer and opposed Throwing rolls to hurl it across the field. Failing the Strength roll results in automatic disqualification.

1,500 Meter Freestyle Swim – Athletes dive into a pool and swim their fastest in dedicated lanes. To compete, athletes must make opposed Swimming rolls.

Pommel Horse – A difficult gymnastic event, the pommel horse requires upper body strength and stamina to execute a routine. Competing requires making opposed Agility rolls.

Boxing – The heavyweight division requires endurance and brute toughness to knock out an opponent. Athletes must make opposed Fighting rolls.

Weightlifting – Athletes in the new heavyweight division lift a 200-pound barbell, which requires opposed Strength rolls.

Equestrian – Athletes must ride a horse and guide it through a course and over series of hurdles. Horsemen must make opposed Riding rolls.

Marathon – This is a 26-mile 385 yard endurance footrace through the streets of Germania. The course is divided into three parts, with each part requiring opposed Vigor rolls. Heroes must roll the highest on all three rolls in order to win the event.

Heroes must win at least 6 out of the 10 events in order to automatically receive the benefits of the Cat's Pajamas Edge temporarily while they are at the games. For the rest of their time in Germany, the heroes are regarded as well-known American athletes and treated like celebrities. If the heroes fail to garner more than 6 gold medals, Germany automatically wins, adding another feather to Hitler's cap.

If the heroes don't want to participate in the games, the United States racks up a few impressive wins, but Germany soundly defeats them. If the heroes rescued Jesse Owens, he wins four gold medals and becomes the darling of the games, making history and generating pride for the United States.

German Olympic Athlete

These athletes represent Germany and the so-called ideals of the Nazi Party.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d8, Notice d6, Riding d10, Shooting d6, Swimming d12, Taunt d8, Throwing d10

Charisma: 0; **Pace:** 8; **Parry:** 7; **Toughness:** 7

Hindrances: Obsession (to win medals for Germany), Loyal (to Germany)

Edges: Acrobat, Aquanaut, Fleet-Footed, Oklahoma Thunderbolt, Skilled (Fighting), Skilled (Riding), Skilled (Swimming), Skilled (Throwing)

Gear: Athletic uniform

Olympic Athlete

Use these stats to represent athletes from other nations. Noteworthy nations competing in the 1936 Olympics include Finland, France, Great Britain, Hungary, Italy, Japan, Netherlands, Sweden, and the United States.

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

Skills: Fighting d8, Notice d6, Riding d8, Shooting d6, Swimming d10, Throwing d10

Charisma: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 6

Hindrances: Obsession (to win medals for their country)

Edges: Fleet-Footed

Gear: Athletic uniform

What If They're Not American?

So what does the GM do if the heroes are not American? To whom do they show their loyalties? If there's a British hero, have the British coach approach him. If there's a hero from the mysterious jungles of French Equatorial Africa, have that coach approach that hero. Whatever the hero's particular nationality, the appropriate coach should beg them for their participation.

This could lead to some interesting scenarios, with fellow heroes competing against each other, but would only improve their chances of winning a particular event.

Alien Invaders

No matter what the heroes decide to do, the medal award ceremony is shattered by an unexpected event when a flying saucer hovers over the stadium and starts bombarding the field with laser torpedoes. The stadium erupts in chaos as athletes scramble for safety and the horrified crowd stampedes towards the exits. This pandemonium subsides quickly when the Germans launch a counterattack with powerful heat rays. The saucer crashes to the ground in a cacophonous explosion. The crowd's astonished gasps turn to grateful cheers and signs of "Sieg Heil!" as the German soldiers rush onto the field and extinguish the flaming wreckage.

Hitler makes an announcement on the stadium's loudspeakers, proclaiming everyone is safe thanks to the quick wits of the German military. Heroes making a Notice roll as they observe the downed spaceship find the craft empty. The charred remains of long antennae protrude from the saucer. Heroes making a Smarts roll realize the craft must have been remotely controlled. Confronting the Nazis about this brings startled and dismissive looks, and even threats, if the heroes stubbornly persist.

Face in the Crowd

As the heroes are milling around and staring at the crashed saucer, a stunning blonde woman with dazzling green eyes and full red lips approaches you. A black dress clings to her shapely frame and a black hat covers her flaxen hair. The woman hands one of the heroes a note, before walking away and blending into the crowd of onlookers who took to the field to view the spaceship's debris.

The note is in English and reads: "Meet me in the Tiergarten Café tonight at 9 p.m. Mr. Dee sent me."

If heroes go to the rendezvous, they find the Tiergarten Café at the edge of the Tiergarten, a large municipal park. The place is bustling, with women in traditional German costumes serving beer and sausages to the guests. Heroes making a Notice roll find the mysterious woman motioning to them from a secluded table in the back of the café.

If the heroes join her at the table, she introduces herself in a German accent as Inga Grauman, their contact. Inga is in her 30s and is very brusque, serious and to the point. She's seated with two identical male twins in their early 20s who she introduces as Hans and Fritz, brothers who are members of a resistance movement against the Nazi regime. The twins are dressed alike, wearing caps, jackets and workingmen's clothes. They speak only German and only talk if Inga addresses them, which she seldom does.

Inga tells the heroes the Martian Sun is in Prof. Moebius' study at the Ahnenerbe headquarters. She produces a floor plan of the building and says the only way they can enter is through the front door.

She drives the heroes and the twins to the Ahnenerbe headquarters, a grand and scholarly building with marble pillars and elaborate portico. SS soldiers are keeping watch outside.

Inga opens the trunk of her car. In the moonlight, the heroes see the silhouettes of submachine guns in a pile and boxes of ammo. Inga hands each hero a fully-loaded Schmeisser submachine gun, a carton of bullets, and a garrote. She advises using skill and silence to subdue their foe and only break out the guns when something goes seriously awry.

For Hans and Fritz, use the Hired Goon stats on page 172, but substitute the Mean Hindrance for the Death Wish Hindrance.



Inga Grauman

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

Skills: Fighting d8, Lockpicking d6, Notice d6, Persuasion d6, Shooting d8, Streetwise d6

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Enemy (Nazi Party), Vengeful

Edges: Alternate Identities, Very Attractive

Gear: Luger 9mm (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 9, AP 1, Double Tap), cigarette case with cigarettes, 50 Reichsmarks

Ahnenerbe Society Headquarters

Heroes can make Stealth rolls to sneak past the guards in front. There are two SS soldiers leaning against pillars on the portico, smoking cigarettes and chatting. Despite their relaxed demeanor, they will raise the alarm and fight if they spot any disturbances. Once the group enters the building, things go to hell fast.

Six SS soldiers (Use the Waffen-SS Soldier stats on page 181) walk around the corner and confront the group. They get the Drop on Hans, who expires in a hail of gunfire, his bullet-riddled body hitting the floor with a loud thud. Start dealing cards for Initiative.

This combat is messy, with six SS soldiers firing their machine guns at the heroes. On the fifth round of combat, 1d6 more soldiers show up, guns a-blazing. Fritz eventually succumbs, shot like his brother. Inga is wounded, but bravely fights alongside the heroes. When the combat is over, the halls and study rooms of the Ahnenerbe Society are littered with fallen corpses.

Private Study

Breaking into Prof. Moebius' private study requires a Lockpicking roll. Heroes lacking subtlety can just smash the door down (Toughness 5). Leather-bound volumes in every language line the dusty shelves here. Tables cluttered with pottery shards, clay idols, and bejeweled statuary stand near a wall covered in newspaper clippings reporting German archeological excavations in Egypt, Tibet, India and across the globe. Heroes making a Notice roll find the fragment of the Martian Sun in a glass display case, along with primitive tablets with swastikas etched or painted onto them.

An Investigation roll nets the heroes Moebius' journal. Written in German, the book records his many expeditions and exploits, including the one where he executed members of the Children of Phobos who uncovered the Martian Sun fragment in the Antarctic. On paper, Moebius waxes eloquent about how the artifact is part of a Martian war machine and how it can manipulate matter and conquer armies.

As the heroes are admiring their find, Prof. Moebius appears through a hidden doorway along with four Martian shock troops wielding laser pistols. Moebius grins widely and demands the heroes return the Martian Sun fragment. He pulls a carved obsidian scepter from his robes and points it at one of the heroes. A burst of green light ushers forth, possibly striking the hero and doing 2d6 damage. The Martians take this as their cue and begin firing their laser pistols.

For Professor Klaus Moebius, see stats on page 186.

Martian Shock Troops

These shock troops from the Kor-Ghuth Empire on Mars wear protective armor and helmets and wield laser pistols.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6

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

Hindrances: Anemic, Outsider

Edges: Combat Reflexes

Gear: War armor (+4), laser gun (Range: 12/24/48, Damage: 2d6+1, RoF: 3, Shots: 12, AP 1)

Special Abilities

• **Psychic Scream:** Martian shock troops can emit a piercing psychic scream causing Spirit+d6 damage to adjacent targets.

If the fight becomes too intense for Moebius, he vows to battle the heroes again and teleports out of the room to a safe house miles away. The Martians, if any are left, fight to the death.

Chase

The heroes may have defeated Moebius, but they're not out of the woods yet. Inga says an aeroplane waits for them at Tempelhof Airport, ready to fly them all out of Germany. Getting to the airport is another matter.

Inga and the heroes pile inside her car just as an officer's sedan and military transport van pull up to the Ahnenerbe Society, with SS soldiers spilling out (use the Waffen-SS Soldier stats on page 181). The SS soldiers spot the heroes and begin firing just as Inga mashes on the gas. The chase is on through the streets of Germania to the airport!

Run this as a standard five round chase, using the Chase rules from the *Savage Worlds* core rulebook, giving the SS Officer's driver a +2 to Driving rolls due to their faster vehicle. Inga's coupe and the troop transport receive no bonus. The roads in Germania are filled with obstacles, including detours, street construction and rowdy crowds of revelers, providing drivers with plenty of excitement and a -2 to Driving rolls.

Daring Escape

Once they arrive at the airport, Inga steers the car onto the runway, toward where a Lockheed Model 10 Electra awaits, engines revved up and waiting to taxi. As Inga drives closer to the aeroplane, the heroes see two new Nazi troop vehicles careening down the runway toward them. Inga slams on the brakes and the car screeches to a violent halt. Everyone inside the car must make an Agility roll or suffer 1d6 damage from the abrupt stop. Inga frantically scrambles from the car and yells at the heroes to get on board the aeroplane.

She returns the Nazis' fire, covering the heroes as they sprint across the tarmac inside the plane, which is piloted by "Skippy," a friendly good ol' boy from Georgia. Just as the last hero climbs aboard the plane, a shot rings out and Inga falls over, dead, victim of a fatal head shot from a Nazi sniper.

Skippy tells the heroes to buckle up and starts the plane, which speeds down the runway. Bullets bounce off the plane's metal exterior as the plane takes off, leaving a dozen angry Nazis on the runway.

Skippy steers the plane through the clouds, where the *U.S.S. Roosevelt* waits.

Once on board, Mr. Dee congratulates the heroes for a job well done. If told of Inga's fate, Mr. Dee falls silent, grieving. He quickly composes himself, vowing to get revenge on the Nazis, and tells the heroes to rest up before their next big adventure.

PLOT POINT 8: DEN OF THE DEVIL DRAGON

Run this adventure when the heroes have obtained the fourth fragment of the Martian Sun in Germania and are ready to search for the fifth piece of the Martian relic.

Briefing

Mr. Dee gathers the heroes aboard the *U.S.S. Roosevelt* and tells them he's located a clue as to the final fragment of the Martian Sun. The government man spreads a brittle map of China out on the table and hunches over it intensely.

"Chinese crime lord Zho Fang, the undisputed boss of Shanghai, obtained the last of the Martian Sun fragments from a black market in Hong Kong. It's rumored he took the relic with him back to Shanghai and intends to auction it to the highest bidder. This auction is by invitation only, open to the most unscrupulous antiques collectors in the world. You'll have to find out where the auction is, gain entry, and bid on the item."

Mr. Dee gives the heroes \$25,000 they can use to buy the Martian Sun fragment. If the price is more, he instructs them to call a special telephone number and the extra funds will be wired to them. When they're ready, the *U.S.S. Roosevelt* lands at an airstrip in Shanghai and the heroes are left to their own devices.

Shanghai Surprise

The most crowded city in China, Shanghai is a jumble of narrow streets, wide thoroughfares, old temples, and modern Art Deco buildings. It is also the vice capital of southern China, with bars, casinos, opium dens and brothels mingled with genteel country clubs, restaurants and bustling thoroughfares filled with native Chinese and European colonials – depending on who you talk to, Shanghai is called either the "Paris of the East" or "The Whore of the Orient."

While in Shanghai, the heroes will meet anyone from British, French, and American diplomats to various immigrants who inhabit special foreign districts to native Chinese who run their businesses and shops. Asking about Zho Fang's auction (a Streetwise roll) won't get the heroes far, but asking about Zho Fang will bring warnings not to mess with the crime boss. Zho Fang is the head of the Green Gang, an infamous Tong gang. Ruling by the fist and the blade, the Green Gang's members are proficient in martial arts and gunplay, so much so those who cross them are never heard from again. The only helpful information the heroes can obtain is the name of Zho Fang's primary enforcer, Chan Hui, who usually is found in the Pink Lotus Club.

Danger at the Pink Lotus

The Pink Lotus, a nightclub located on the Bund, Shanghai's famous waterfront, is eerily empty when the heroes arrive. The only customers are a group of muscular Chinese men in suits with green sashes and with tattoos of dragons on their necks.

The men are roughing up an old Chinese man named Sung Wen. Chan Hui doesn't care much for answering questions, especially about his boss, Zho Fang. He does his best to sidestep or ignore any inquiries. Only getting a raise on a Persuasion roll and a bit of graft will gain the appearance of Chan Hui's cooperation. He doesn't reveal the auction's location until the heroes pay him \$200. If Chan Hui is paid, he laughs at the heroes as he pockets the money. Chan Hui and his men are loyal and can't be bought or betrayed.

Sung Wen pleads for the heroes' help. If the heroes intervene, the Tong gang attacks. There are five men plus Chan Hui (who is a Wild Card). Use the Tong Gang Member stats on page 180 to represent Chan Hui and his men. They are experts in martial arts and use whatever improvised weapons they find – bottles, broken chairs and whatever else is handy – in addition to the knives they have.

A Grateful Thief

If the heroes defeat the Tong gang, Sung Wen is thankful. He tells the heroes he is a professional thief who ran afoul of Zho Fang months ago and the crime lord was looking for payback. As a reward for saving him, Sung Wen reaches into his coat pocket with a grimy hand and produces a small ticket with strange Chinese markings and a stamp of a dragon upon it. A Knowledge (Chinese) roll reveals this is the ticket to the auction at Club Sheng, a swanky casino owned by Zho Fang:

***“ZHO FANG requests the honor of your presence at
His Most Revered Auction, where
Rare and Priceless Treasures from the Orient are for Sale.
Start time 9 p.m. Sept. 2, at Club Sheng, Shanghai.
ADMIT THE BEARER AND THEIR GUESTS”***

If asked, Sung Wen said he stole it from a rich tourist at the Cathay Hotel. If the heroes want to investigate at the hotel, they find the tourist was Ali Aboud, a member of the Cult of Anubis in Cairo who was sent by his employer, Lord Amonhotep, to secure the relic. If the heroes want to track him down, they'll find Aboud to be irritable and uncooperative. Sung Wen, however, doesn't know the tourist's name, but adds:

“Zho Fang is a very dangerous man. He's called the Devil Dragon because he's so evil. Be careful if you tangle with him!”

The thief then departs. He fears for his safety and goes into hiding deep in Shanghai.

Chinese Auction

Club Sheng occupies a whole city block in the Old Chinese City section of Shanghai. The club's neon pagoda and Art Deco architecture clash with the more traditional buildings, and Zho Fang likes it that way, because it cultivates a flashy image of a modern man of wealth. Green Gang members stand guard at the door, and check tickets. The prospective bidders gather in a luxurious reception area and partake of food and drinks. Heroes can mingle with the guests, who represent some of the wealthiest antique collectors in the world. Some of the more notorious bidders include:

Baron Von Steubben – German aristocrat and Nazi agent who's attempting to purchase the artifact for the Ahnenerbe. Dressed in a tuxedo, top hat and monocle, he's the living embodiment of a snob.

Matilda Blankenship – Matron of the arts and wealthy New York socialite, she's overconfident and prudish, but knows her valuable antiques.

Owen Steelman – American industrialist and procurer of rare objects. A self-aggrandizing showman, he's out to get the Martian Sun for his extensive collection.

Kasper Renwick – An occultist and member of Aleister Crowley's Golden Dawn Society, Renwick wants the artifact for arcane rituals. A boorish man with a mustache and goatee, Renwick wears a cap, derby and three-piece suit.

Thomas Cheltenham – British criminal and smuggler with an interest in Martian artifacts and relics. He's muscular, crass, and a heartless cutthroat.

After the reception, Zho Fang appears, flanked by two bodyguards, and warmly introduces himself. He bids his guests a gracious welcome and leads them to a room with rows of chairs and a stage, where the auction will take place. As the guests take their seats, the heroes can make a Notice roll to spot several Green Gang members off to the side of the stage. The henchmen fan out along the sides of the room. An attractive Chinese courtesan displays the various treasures up for bid.

Zho Fang runs through a list of items for the auction, which elicit moderate bids, including a jade flute belonging to a Ming Dynasty musician, pottery from ancient China, a Chinese manuscript written by Confucius, and a carved throne where Kublai Khan once sat.

The final item in the auction is the fifth piece of the Martian Sun, which is described as "a Martian artifact of extreme beauty." Several "oohs" and "ahhs" ripple through the crowd as the Martian Sun fragment is shown. Zho Fang starts the bidding at \$10,000.

How the auction progresses is up to the GM. It should be a fast and furious contest, with bidders upping the prices and forcing the heroes to bid higher.

Whoever wins the auction gets the relic. Zho presents the piece of the Martian Sun and states, "Congratulations to all the winners. You now own powerful pieces of history."

Way of the Rogue

Heroes who attempt to steal the Martian Sun fragment are in for a world of hurt, as it's guarded by a cadre of Green Gang members (the exact number is left to the GM to decide). They can expect a bloody fight if they try and double cross Zho.

All Hell Breaks Loose

Just as the winning bidder claims the artifact, a large explosion rips through the upper levels of Club Sheng, raining debris down on everyone. Heroes must make an Agility roll or take 2d6 damage. Another loud explosion causes one of the walls to buckle and collapse.

Someone yells, “The Japanese are bombing Shanghai! Run!” Pandemonium ensues as people scatter. Zho and his men retreat to the safety of an underground bunker, while the others clamber through the wreckage. If the heroes were not the winning bidder, they may make Notice rolls to find the fragment of the Martian Sun artifact, left all-but-forgotten among the devastation during the assault.

The Imperial Japanese Army invades Shanghai with its infantry. Soldiers from the Chinese Republic clash with them in the street as Japanese bombers strike Shanghai.

Once outside, the heroes hear aeroplanes. Heroes making a Notice roll see a squadron of Japanese Mitsubishi Ki-1 bombers fly overhead, dropping their deadly payload on a residential neighborhood. Shanghai erupts in smoke and fire and the heroes must escape to the airfield where the *U.S.S. Roosevelt* awaits.

Draw a card from the Action Deck as the heroes flee the city and consult the following table. GMs should feel free to run as many encounters as they want to build tension and drama.

Card	Encounter
2-5	1d6 Japanese soldiers attack (see stats below).
6-8	Heroes stumble upon a battle between 2d6 Japanese soldiers and soldiers from the Republic of China and get caught in the crossfire (for the Chinese soldiers, use the Soldier stats on page 179).
9-10	Heroes encounter an unexploded Japanese bomb. They must make Agility rolls to walk around it or the bomb explodes, inflicting 2d8 damage to all within a Large Burst Template.
J-Q	A Japanese bomber strikes an area where heroes are located. The heroes automatically take 2d8 damage from the area attack effect.
K-A	A gang of Chinese pirates raid the city during the Japanese invasion. They loot shops, burn buildings, and kill civilians. The heroes encounter 1d4 pirates (use the Pirate stats on page 176).
Joker	A Martian tripod lumbers after the heroes, shooting its heat ray and black smoke and causing Chaos (use the Tripod stats on page 209).

Imperial Japanese Soldier

Members of Japan's Shanghai Expeditionary Army who are invading Shanghai.

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

Skills: Fighting d8, Notice d6, Shooting d8, Stealth d6

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

Hindrances: Loyal (to the Emperor)

Edges: Block, Dodge

Gear: Helmet, uniform, Arisaka Type 44 carbine (Range: 24/48/96, Damage: 2d8, RoF: 1, Shots: 7, AP 1), dagger (Range: 3/6/12, Damage: Str+d4)

If the heroes want to stay and defend Shanghai from the Japanese invaders, run the **Shanghaied** Side Trek.

Your Ride Awaits...

When the heroes arrive at the Hungjao Aerodrome, they notice the place is in shambles. Several aircraft are smoldering wrecks, and those not too severely damaged are in a state of frantic repair. Somehow, the U.S.S. Roosevelt survived the assault, and Mr. Dee welcomes the heroes aboard.

If the heroes want, they can man one of the Roosevelt's guns and take on the Japanese planes. Use the Johnston-Reynolds Floating Hotel stats on page 73 for the *U.S.S. Roosevelt*. Stats for the Japanese bombers are below.

Mitsubishi Ki-1

The Imperial Japanese Air Force began using this bomber in 1933.

Acc/Top Speed: 20/100; **Climb:** 1

Toughness: 15 (1); **Crew:** 4

Weapons: Twin 7.7mm MG (forward and tail), Type 91 torpedo

When the smoke has cleared, or if the heroes want a quick getaway, the Roosevelt leaves Shanghai behind to roil in the Japanese attack. Mr. Dee gathers the heroes in the briefing room and congratulates them on obtaining all five pieces of the Martian Sun. He then tells them they must fly to a secret location so top scientists can examine the pieces.

PLOT POINT 9: BIG TROUBLE IN SKY CITY

Run this adventure immediately after the heroes complete the previous Plot Point and obtained the last piece of the Martian Sun.

Floating Wonder

Begin by reading the following:

The U.S.S. Roosevelt flies into the night through dense clouds. You don't realize how long the airship has been moving until the first rays of the morning sun illuminate the sky. Just as you look out of the windows, you see the clouds part, revealing an immense aircraft resembling an aircraft carrier hovering by some unknown force. Upon closer inspection, you see smaller aeroplanes and autogyros landing on its long flight deck. You are so enraptured by this gargantuan vehicle that you don't hear Mr. Dee walking softly behind you until he speaks.

"Welcome to Sky City," Mr. Dee says, "The Eighth Wonder of the World."

Aviator's Paradise

Sky City was built as a utopia for aviators, a safe harbor in the sky where a tired pilot could stop, refuel his aeroplane, get a meal, and maybe trade goods. The ship stays afloat due to a combination of the clever implementation of Cavorite in its construction and the Aetherium-powered jet engines giving it lift, and giant propellers provide forward motion. It is the world's first floating city, eclipsing the most massive of airships. It takes a crew of two hundred to run Sky City, from the captain and navigators, to engineers and other professionals.

Heroes find many diversions in Sky City and many different people from around the world with which to rub shoulders. There are restaurants, shops, hotels, bars, a hospital, library, arboretum, science labs, a movie theater, and even a casino. For aviators, Sky City has mechanics who can repair damaged aircraft. Guests only pay a \$5 admission fee if they're passengers, while pilots can register their aeroplanes for \$50. Airship pilots can register their craft for \$100. Aircraft are stored in a designated parking area on the flight deck and protected by the maintenance staff.

Travel between Sky City's seven decks is achieved by a series of elevators and stairways. Some areas, such as administration, the bridge and luxury suites are off-limits to most of the passengers.

Welcome Wagon

The *U.S.S. Roosevelt* is tethered to a mooring mast on Sky City and Mr. Dee and the heroes descend via a metal staircase to the runway. Representatives of Sky City greet the heroes, and whoever is holding the Martian Sun fragments is given a special armed escort.

The heroes and Mr. Dee are informed Dr. Harold Jarvis has been expecting them. Dr. Jarvis is one of the five scientists of the Ruling Council overseeing Sky City. They were engineers and physicists once employed by Howard Hughes. When they learned Hughes would use the jet stream engine they designed for flying war machines, they panicked and fled, taking the prototype and plane

with them. Using money from their many patents, they funded the floating settlement called Sky City.

Jarvis contacted the American government about researching the Martian Sun at his Sky City lab, and Mr. Dee obliged him. The government agent introduces the heroes to Jarvis, a jovial and competent scientist who expounds upon his theories to the heroes, telling them he believes the Martian Sun is a key to unlocking the elemental forces of nature. Jarvis is amazed when he's shown the Martian Sun pieces and thanks the heroes for finding them.

"This is a glorious day for science!" he intones as the pieces are taken to his laboratory. To celebrate, Sky City's Ruling Council holds a banquet in the heroes' honor. The whole settlement turns out for the gala; there's feasting, speeches, and booze. During the festivities, Mr. Dee asks one of the heroes to go to Jarvis' lab and fetch the busy scientist to the party. That's when things get interesting.

The Martian Scheme

A group of four Kor-Ghuth Martians snuck on board Sky City using a magical item that clones a human's appearance and grafts it on Martian flesh. The item, called a *doppelganger shard*, is worn around the Martian's neck and absorbs a target human's appearance. The process is deadly and all humans duplicated die in horrible pain. Using doppelganger shards, the four Martian spies accessed Jarvis's lab and stole the fragments of the Martian Sun. When Jarvis resisted, the Martians attacked him, leaving him for dead. Now that the Martians have their relic, they want to escape Sky City, but don't know how. When the heroes enter the picture, the Martians continue to murder people and steal their likeness, hiding the bodies of their victims and impersonating them.

Murder in the Skies

When the heroes arrive in the lab, they find the equipment smashed and the fragments of the Martian Sun missing. Jarvis is on the floor, his face severely bludgeoned. He's near death and before he expires, the scientist whispers "They're on board Sky City... they look like... us."

The poor man is beyond medical help and expires. Just as the heroes are deciding what to do next, a group of six armed guards (use the Hired Goon stats on page 172) burst in and see the heroes and Jarvis's body. The guards draw their guns and order the heroes to drop their weapons. If the heroes resist, there's a shootout, so draw Action Cards.

Assuming the heroes are subdued, they are rounded up and taken to Sky City's jail, a holding cell near the guard station, where they're incarcerated. If heroes want to escape, the cell door has Toughness 10. Of course, they're deprived of their weapons and other gear before taken into custody.

If the heroes need a break, have one of the Martians posing like a guard open the cell door and smile eerily at them before walking away. If the heroes leave the cell, they find the body of the original guard in the hall.

Hunt for a Killer

Now fugitives from Sky City's authorities, the heroes must investigate and find the Martian imposters. Convincing the Ruling Council of their innocence requires a Persuasion roll at -4. Even if they succeed, the Ruling Council judges them harshly and demands their long-term incarceration. The only ally the heroes have is Mr. Dee, who tries to smooth things over with the Ruling Council while instructing them to find out whoever murdered Dr. Jarvis.

The authorities complicate matters by issuing descriptions of the heroes to Sky City locals. Public announcements on the station's loudspeakers alert the populace to "Be on the lookout for a group of fugitives! They are armed and extremely dangerous; if you see them or if they contact you, report them to the Sky City Guard."

Making Stealth rolls to sneak around Sky City's corridors and rooms is essential to avoid detection. Using disguises and impersonation when interacting with locals also helps to elude authorities.

Bodies Stacking Up

The Martians use the doppelganger shards to kill more people and assume their likenesses, putting the heroes in additional jeopardy. The four Martians take on the appearances of Butch McGlynn (a security guard), John Falworth (an aviator), Seymour Gumble (an engineer), and Peggy Sue Wright (a working girl from an onboard brothel). These imposters can even interact with the heroes, steering them down the wrong trail, or offering to protect them for a price. Of course, if the heroes stumble upon the corpses of the original victims, the Martians need new identities.

If the Martians are cornered, they use the doppelganger shards and attack the heroes, trying to steal their likenesses. If a Martian imposter is killed, their original alien likeness returns, providing the evidence the heroes need to clear themselves from wrongdoing.

Martian Imposters

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6

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

Hindrances: Anemic, Outsider

Edges: Block, Dodge

Gear: Doppelganger shard (see sidebar), laser gun (Range: 12/24/48, Damage: 2d6+1, RoF: 3, Shots: 12, AP 1)

Remember Me?

If Vivian Heyward escaped during **Plot Point 1**, have her show up in Sky City. Heyward is one of the killers working with the Kor-Ghuth, who outfitted the murderous cult leader with her very own doppelganger shard. Heyward uses the shard and impersonates members of the crew and other passengers, enabling her to get near to the heroes when she strikes. This could provide the unstable femme fatale the opportunity for revenge, with her dramatic unmasking just before she pounces and attacks the hapless heroes.

Bomb Scare

After the heroes neutralize the Martians, the last one breathes, “You will all die — no one will leave this place alive...” Have the heroes make a Notice roll to discover a piece of paper in one of the Martian’s thin hands. The paper is a map of Sky City, marked with four small circles where the jet engines are located. After heroes find the map, an engineer runs up in a panic. Clad in grease-stained overalls, the young man blurts out frantically, “Bomb! I seen a bomb on one of the engine panels down below! I didn’t know how it got there, but it’s ticking and it’s gonna go off!”

As one final act of revenge, the Kor-Ghuth Martians installed a time bomb on each of the four jet engines keeping Sky City suspended in the air. If one bomb explodes, it would rip through the fuel lines and paralyze the entire settlement, causing Sky City to plummet to certain doom.

Finding the bombs requires making a Smarts roll to use the map to identify their locations. Reaching the bombs is another matter: the Martians attached the bombs to the outside of two of the front jets. Accessing them requires walking on a gangplank outside the ship, which requires an Agility roll at -2. Heroes who fail this must immediately make another Agility roll or lose their footing and fall.

Two of the bombs are located within the ship in engine panels accessible via maintenance ducts. Traversing the ducts requires a light source and an Agility roll to wriggle through. Botching this roll means the heroes are stuck and must make another Agility roll to get free.

Use the rules for Extended Trait Checks when the heroes diffuse the bombs. Heroes should use Repair (-2/3/1 round) to disarm the bombs set to go off in 5 rounds. If a bomb is removed from its location, it ticks down faster and all attempts to disarm it are made with Repair at (-4/3/1 round).

On a critical failure, the bombs explode. This will cause the jet engines to malfunction as fire and plumes of black smoke filter from the engine housings and Sky City rapidly loses altitude. Hopefully, the heroes won’t let this happen.

Freefall

If the heroes fail and a bomb goes off, everyone standing within a Small Burst Template from the bomb suffers 2d10 damage. With Sky City's engines crippled, the entire settlement falls from the sky. Repairing the damage must be done quickly, with power rerouted to the auxiliary engines. This is achieved in the engine room using the Extended Trait Check rules. Heroes attempting this must use Repair (-2/2/1 round) within 4 rounds to reroute the power. Sky City still falls, but not as rapidly, allowing time for people to escape via aeroplanes, autogyros, and emergency aircraft tethered to the runway's underframe.

It takes 15 minutes for Sky City to crash land, which causes major injuries to anyone still onboard.

Aftermath

If the heroes manage to defuse all of the bombs, Sky City is saved. The Ruling Council hails the heroes' accomplishment and they're awarded with special medals at a ceremony. After the festivities, the fragments of the Martian Sun are united in the lab and fastened together. When the pieces join, a bright light briefly glows around the relic before dispersing. Anyone making a Notice roll feels a pulse of arcane energy emanating from the Martian Sun, undulating outward.

The heroes now have the Martian Sun relic in its entirety.

PLOT POINT 19: THE SON ALSO RISES

The heroes should be ready to proceed when they have the fully-restored Martian Sun.

A New Plan

The heroes are aboard the *U.S.S. Roosevelt* with the newly-restored relic when Mr. Dee calls a special meeting. The government agent sits down at the conference table, lights a cigarette and stares intently at the Martian Sun lying on the table before him. He then looks at the heroes and says:

“How the Martian Sun works is still a complete mystery. Based on what Dr. Standish told us, it is a weapon of extreme power. How to unlock and harness the power is another matter. The United States Army captured a group of Martians in the Arizona desert who claim to be part of a resistance group fighting against the Kor-Ghuth invaders. These visitors claim their leader knows how the Martian Sun works. The top brass remain unconvinced, and the Martians are too suspicious to trust us unless we deliver them the relic. I want you to discover whether they are cooperating with us to take down the Kor-Ghuth and if they can give us a demonstration of the Martian Sun’s power.”

Mr. Dee orders the airship to fly to Fort Huachuca, an Army base next to the sleepy desert town of Garden Canyon in southeastern Arizona. After many hours, the *U.S.S. Roosevelt* floats over sun-dried mesas, a vast expanse of scrub and cacti, and comes to an orderly arrangement of military housing and government buildings in its midst.

Fort Huachuca

Located in the arid plains fifteen miles from the Mexican border, Fort Huachuca was built in 1877 near the Huachuca Mountains, serving as an Army fort for the 10th Cavalry Buffalo Soldiers. Troops in armored cars from the fort, led by the young Lt. George S. Patton, chased Mexican rebel Pancho Villa, to the Sierra Madre Mountains during the Great War. In 1933, the 25th Infantry Regiment replaced the 10th Cavalry, and the fort was updated with new barracks and garages for military vehicles. The fort is located on 71,000 acres of sprawling desert, which the Army uses for training exercises and weapons testing. An airstrip lies to the north of the fort and is used for top-secret experimental aircraft. There are 10,000 men stationed at Fort Huachuca, both regular infantry and specialized forces. The makeup includes mostly African-American troops and Apache Indian Scouts who served together during the Great War.

When the heroes arrive, they’re taken to the Old Post Headquarters and introduced to the commander, Colonel William F. Robinson, Jr., a former Buffalo Soldier who tells the heroes his men captured a group of Martians in the desert. Robinson says the Martians surrendered peacefully two days ago and are being held in the fort at Hangar 5. The commander says the Martians pleaded with the Army to search for their leader, a Kor-Ghuth named Tarklaz, who is the head of the resistance. The Martians then requested to speak with the ones who found the Martian Sun, Robinson said.

Hangar 5

Hangar 5 is a weathered aeroplane hanger at the end of the fort's runway. Unlike the four other hangars, which house aircraft, Hangar 5 is empty, save for one important thing: visitors from the Red Planet.

If the heroes desire, they are brought to Hangar 5 by armed troops. They find two soldiers guarding the hangar's entrance. After a few quick words with the guards, the heroes are allowed inside. Within the cavernous hangar is a steel cage guarded by three soldiers. The four Martian rebels are in the cage, each one stripped of their armor, clad only in their battle tunics. One of the Martians has a bandaged leg, which was injured in a fall.

The Martians speak in English and tell the heroes their leader, Tarklaz, is the son of Kor-Ghuth Emperor Kalzak. Tarklaz and his rebels were on their way to Fort Huachuca to speak to the commander about a possible alliance, when the Martians were ambushed by a gang of robbers outside the town of Tombstone. During the conflict, Tarklaz was captured and taken into Tombstone, leaving the Martians without a leader and defenseless. The Martians were wandering the desert when the U.S. Army stumbled upon them.

"Tarklaz wants to stop his father," one of the Martians tells the heroes. "He knows you have the Martian Sun, and he knows how to unlock it and use it as a weapon. Only he can show you, but he is captive. Free him, and he shall be grateful."

Anyone making a Notice roll realizes the Martians are telling the truth about their leader's predicament. The Army won't free the Martians under any circumstances, as Robinson considers the aliens unpredictable. He's just cautious and being prudent for the time being. If the heroes want to free Tarklaz, Robinson will lend them military escorts in the form of vehicles and men to go to Tombstone, which is fifteen miles from Fort Huachuca down an unpaved dirt road.

Tombstone

A former boomtown founded in 1877, Tombstone was once a lawless, wild frontier town, the epitome of the Wild West and site of the infamous gunfight at the O.K. Corral, which featured some prominent figures, including Doc Holiday and Wyatt Earp.

When the county seat was moved from Tombstone to Bisbee in 1929, Tombstone's population declined to only a few hundred. Locals eke a meager living by ranching and farming. The O.K. Corral is still here, a tourist trap, where men in cowboy garb reenact the famous gunfight. The Epitaph, Tombstone's only newspaper, still reports the news, which consists of town meetings and local gossip. The Bird Cage Theater, a dusty, dark place where the ghosts of dancing girls and gamblers haunt the dingy dance floor, is one of the town's tawdry tourist attractions.

Just like its turbulent, violent past, Tombstone keeps attracting criminals. A gang of bank robbers from Oklahoma came west due to the drought and settled in Tombstone. Led by Billy "Pug Face" McCann, the seven outlaws (use the Hired Goon stats on page 172) took residence in the old Cosmopolitan Hotel on Allen Street. The McCann Gang has Tarklaz as their prisoner in one of the

rooms and they are debating whether to sell the Martian to either the circus or the government, or simply kill the creature. If McCann knew Tarklaz was the Emperor's son, he'd try to ransom the Martian. At this desperate stage in his criminal career, McCann is not thinking clearly and apt to make mistakes, yet both he and his men are especially dangerous when cornered.

The Relic

Heroes making a Streetwise roll in Tombstone for information on the McCann Gang don't have much luck. Locals are unwilling to talk to strangers, even ones accompanied by soldiers from Fort Huachuca. Tombstone's residents try to sell the heroes on a tour of old historic sites, but are unhelpful with everything else. The only person who'd assist the heroes is a washed up gunfighter named "Buckskin" Frank Leslie.

Leslie is a skinny, elderly man with a white mustache, and tattered buckskin fringed jacket, and a belt with two six-shooters. Everyone in town calls him "the Relic." Leslie says he was a gambler and gunfighter who came to Tombstone in 1880 and got into many gunfights. His friendship with Marshal Wyatt Earp kept him out of jail. In 1882, Leslie killed Billy Claiborne, a survivor of the gunfight at the O.K. Corral the previous year. When he shot his wife in a drunken argument in 1889, Leslie was sent to Yuma Prison, where he was paroled after 7 years and married a woman in California. After a prospecting trip to Alaska failed, he opened a business in Oakland, California in 1913, but his fortunes faded and he was left penniless. After 1922, he returned to Tombstone, the site of his past conquests and where he felt most alive.

The former gunslinger is a pale shadow of his former self and a little cracked in the head. He knows about the McCann Gang and will even assist the heroes in fighting them if called upon to do so.



"Buckskin" Frank Leslie

The 88-year old former gunslinger may be loco, but he's still got a few tricks up his sleeve.

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

Skills: Fighting d4, Gambling d8, Intimidation d6, Notice d6, Shooting d10

Charisma: 0; **Pace:** 5; **Parry:** 4; **Toughness:** 5 (1)

Hindrances: Dark Secret, Delusional, Elderly

Edges: Marksman

Defining Interests: Card games, Guns, City Knowledge (Tombstone)

Gear: Buckskin jacket (+1), Stetson, pocket watch, Buntline Special (Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 6, AP 1)

Cowboys and Martians

Heroes fighting the McCann Gang are in for a battle. McCann and his men will never surrender and use a combination of pistols, revolvers, and machineguns to protect their extraterrestrial prize. The fighting takes place on the upper floors of the old hotel, with gang members sneaking up on the heroes, laying traps, and generally putting up a helluva fight. Tarklaz is in one of the hotel suites, tied to a chair. If released, he thanks the heroes, and asks to be taken to the fort to see his comrades.

Tarklaz is a tall, muscular Martian who wears the traditional Kor-Ghuth battle armor and tunic. He has a cropped goatee, a flat nose, and piercing red eyes. Being the son of the Emperor, he wears a ring and necklace with the insignia of the Kor-Ghuth Empire. Tarklaz tells the heroes that, as the leader of the Martian resistance, he's determined to stop his father's genocidal designs for Earth. Only by harnessing the powers of the Martian Sun can mankind have any hope of preventing another Martian invasion, he says.

Secretly, Tarklaz is using the heroes. He's not the leader of the resistance; that honor belongs to his sister, Leena. Tarklaz desperately wants to supplant his father as Emperor, and will get his chance soon enough. For now, he's biding his time, tricking the heroes into believing him.



Tarklaz

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

Skills: Fighting d10, Healing d6, Intimidation d8, Knowledge (Battle) d6, Notice d6, Persuasion d8, Piloting (Spacecraft) d8, Shooting d10, Stealth d6, Survival d6, Taunt d6, Throwing d6

Charisma: -6/-4; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Bloodthirsty, Outsider

Edges: Noble (Kor-Ghuth Empire), Filthy Rich, Combat Reflexes, Dodge, First Strike, Frenzy, Hard to Kill, Steady Hands, Command, Natural Leader

Defining Interests: Mars, Warfare, Wealth

Languages: High Martian, English

Gear: Laser gun (Range: 12/24/48, Damage: 2d6+1, RoF: 3, Shots: 12, AP 1), Martian sword (Damage: Str+d8), battle armor (+2), tunic

Test Site

Upon returning to Fort Huachuca, Tarklaz is taken to his Martian brethren. When he learns of their fair treatment by the military, he is relieved, and offers to show the heroes how the Martian Sun can be used as a weapon, but adds the procedure for using the Martian relic is "very dangerous and requires extreme care."

The U.S. Army established a test site for the weapon far out in the desert, away from the fort's buildings. A caravan of military officials and soldiers, the heroes, and the Martians comes to a vast expanse of desert labeled Test Area 23. Amid the cacti and desert scrub, a small platform was erected, and the Martian Sun is placed on top. A bunker, fortified with concrete and sandbags, was established a mile from the test site.

When the test is ready to commence, Tarklaz tells the heroes what to do.

The Martian Sun

Forged from blessed Martian clay and fortified with Aetherium, the Martian Sun was designed to be a magical conduit of extreme power. Due to its volatility, the relic was used only a few times back on Mars before being brought to Earth during the Red War in 1898. It is fifteen inches in height and ten across, comprised of five individual and interlocking pieces, each with their own internal mechanisms.

When the pieces are united, it resembles an orb with five stylized points, and the Martian glyphs for “power” and “strength” are etched onto its surface. The “strength” glyph can be pushed in, which activates a priming function for the device, causing both glyphs to glow bright orange. The Martian Sun will loudly hum as its internal mechanisms fire up, and after five minutes of priming, the second glyph for “power” must be depressed in order to trigger the device. Once this happens, the heroes will have only five minutes to get as far away from the Martian Sun as possible before it activates.

The Martian Sun creates a catastrophic explosion destroying all life within a one-mile radius of the device. Unfortunately, using the relic on Earth carries an unintended side effect. When the Martian Sun is ignited on Earth, the relic tears a hole in the fabric of space/time, spilling out horrors from beyond this dimension. Not even Tarklaz knows this.

Activating the Martian Sun requires a Repair roll. Botching the roll will instantly cause 2d12 damage to anyone in a one mile radius. After the heroes activate the Martian Sun, the relic glows a deep red and the hum grows steadily louder as the very ground beneath them quakes violently.

“Something is wrong,” Tarklaz says in a panicked voice. “Run!” The Martian manages to make it to a military transport vehicle. If the heroes want to grab onto the vehicle, they must make an Agility roll as it speeds away, a soldier in the driver’s seat.

When the vehicle is almost one mile away, a large explosion rocks the desert, spewing a gigantic cloud of debris a mile high in the air. A rotating cyclone of energy envelops the vehicle and tosses it into the air. Everyone on board must make an Agility to avoid taking 2d6 damage from the fall.

As the heroes and Tarklaz are reeling from the shock, grotesque forms rush their way, gnashing their fangs and extending sharp claws.

The Aetherland

One square mile around the Martian Sun is transformed into a swirling, hazy mass called the Aetherland, at its center is a churning whirlpool of shimmering colors. Staring into the whirlpool requires a Fear check at -2.

Out of the whirlpool comes a host of horrible creatures, flitting on leathery bat wings, oozing using disturbing gelatinous bodies, and moving via undulating tentacles. Eyeballs on top of stalks peer at the heroes, appendages branch off into multiple hands, and alien bodies defy the imagination. These horrendous beasts attack the heroes with an arsenal of teeth, claws, noxious fumes, and razor-sharp, flagellating tails. There’s one Dimensional Dweller per hero, plus two more. Tarklaz fights alongside the heroes and even assists them when appropriate.

Dimensional Dweller

Attributes: Agility d10, Smarts d4, Sprit d8, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d8

Pace: 7; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities

- **Armor +2:** Dimensional Dwellers have thick, leathery hide.
- **Claws:** Str+d4.
- **Fangs:** Str.
- **Fear -2:** Anyone who sees a Dimensional Dweller must make a Fear check at -2.
- **Noxious Burst:** Dimensional Dwellers emit a cloud of foul, poisonous gas. Targets must make a Vigor roll at -2 or become Shaken. With a success, the targets survive and suffer a Fatigue level. With a failure, the targets are Incapacitated and must make another Vigor roll or suffer 2d8 damage.
- **Size +3:** Dimensional Dwellers are large creatures.
- **Tentacles:** Str.

Aftermath

After the last Dimensional Dweller is killed, the Aetherland dissolves, and the Martian Sun lies on the desert floor. All traces of the platform have been obliterated. Anyone watching from the bunker is treated to a sickening light show and glimpses a gigantic debris cloud rising over the desert, but otherwise suffers no ill effects.

However, following combat, those battling the Dimensional Dwellers must make a Vigor check at -2 or immediately become Shaken. When the dust settles, Tarklaz tells the heroes the decision to use the Martian Sun is up to them. He said the best place to use the weapon is on his father's Imperial Warship, which floats above Earth's atmosphere. He instructs the heroes to put the Martian Sun in the engine core and connect it to the ship's power grid, which will give the heroes more time to escape.

"If you do this, the resistance would end my father's tyrannical reign and you will have saved your world. If not, I'm afraid my father's goals are to invade Earth, and kill millions of your race," Tarklaz says.

The Martian and his brethren leave Earth aboard their spacecraft, which only they can operate. Before leaving, Tarklaz tells the heroes if his father should discover his involvement with the resistance, it would mean his speedy death, and the deaths of those brave Martians who stand against the Kor-Ghuth Empire.

The heroes are left with the Martian Sun and a big decision ahead of them.

PLOT POINT II: ROCKETS RED GLARE

Run this adventure when the heroes have field tested the Martian Sun and are ready to take on the Kor-Ghuth Martians.

Rocket Robbie

Mr. Dee tells the heroes the only way they can engage the Martian mother ship is by riding in an experimental rocket. As luck would have it, he knows where just a contraption exists. Dr. Robert Goddard, rocket pioneer and inventor, has a research laboratory in Roswell, New Mexico where he's constructing the largest rocket ship in the world. Mr. Dee flies the heroes to Roswell aboard the *U.S.S. Roosevelt*.

Once in New Mexico, the heroes are sent to find Goddard's lab, a small collection of buildings on ten acres on the Mescalero Ranch outside of Roswell. Goddard relocated to Roswell in 1930, where he developed the Jupiter Engine, the technology that makes rocketpacks a reality.

Goddard's base of operations also includes barracks for Goddard's Gophers, a division of the Rocket Rangers based in Roswell who provide protection for the southwestern United States. Captain Vance Landry, Rocket Ranger and aeroplane pilot, welcomes the heroes to Goddard's compound. Landry is a tall, muscular man with a sense of humor and a devotion to his country. If the heroes reveal they've come to speak to Goddard, Landry obliges them, and escorts the heroes to Goddard's workshop.

Amid the clutter of messy workbenches, mechanical parts, soldering equipment and blueprints of complex rocketry, Goddard works diligently. At first, he's a little perturbed about stopping his work to deal with civilians, but once the heroes explain themselves, he's all ears. In fact, Goddard has been looking for a reason to test his greatest work, and the heroes are exactly what he's looking for — real test subjects.

Goddard tells the heroes the only way they can rendezvous with the Martian spacecraft is by traveling into orbit aboard his experimental rocket.



Captain Vance Landry

A wiry man with bright eyes, broad shoulders, and a deep tan. He moves with grace and economy of motion.

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

Skills: Fighting d6, Knowledge (Rocketry) d8, Notice d6, Piloting d10, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal (U.S.A.)

Edges: Ace, Rocket Jockey

Defining Interests: Rocketry, Science, Space

Languages: English

Gear: Space suit, flight manual, stun gun (Range: 12/24/48, Damage: Targets hit with the stun gun must make a success on their Vigor or else fall Incapacitated for 1d4 rounds, RoF: 1, Shots: 4)

The Rocket

Goddard excitedly takes the heroes behind his workshop, where a large silver rocket looms over three hundred feet away, supported by a steel-framed launch tower. The rocket ship stands sixty feet tall, resembling a colossal silver and gold dart held together by steel rivets. Its streamlined stabilizing fins are anchored to the asphalt launch pad by a gantry.

The rocket scientist excitedly tells the heroes, “I call it the Vulcan-1, and it’s my greatest achievement. Using a large version of the Jupiter Engine, which gives rocketpacks their lift, the Vulcan-1 is unique among rockets. A bigger Jupiter Engine means more lift and velocity, sufficient enough to propel people into orbit. The rocket’s controls have been designed and programmed by famous inventor Hugo Gernsback. Nikola Tesla perfected the communications array and a special teleportation system in case the crew gets in trouble.”

Goddard says the final touches are being placed on the rocket, and it could fly in a couple of hours. He said Captain Landry will fly the Vulcan-1, leaving the heroes to travel in “extreme comfort.”

The Vulcan-1

Acc/Top Speed: 40/500; **Climb:** 3

Toughness: 15 (4); **Crew:** 8

Notes: Spacecraft

Control Cabin

The rocket’s control cabin is equipped with eight seats, two at the controls in front and three rows of two seats behind. The padded seats have safety restraints and are adjustable to a passenger’s height.

Seats for the captain and navigator swivel and are positioned aft of the main steering controls and console, which consists of a jumble of levers, switches, dials and readouts. A steering throttle juts out of the control panel, allowing the captain to steer and maneuver the rocket.

Galley

This small area is just off the control cabin for use as a lounge and eating area. A small table and chairs are here, each bolted to the floor. Storage cabinets house rations of freeze-dried and processed foods for longer journeys.

Oxygen Reserve

The ship’s oxygen reserve is kept in a small cupboard, which also houses the rocket’s life support system, a series of electronically controlled pumps and ventilation networks running throughout the craft.

Engine Room

This area, accessed through a fireproof door at the rear of the rocket, contains a bank of levers, switches and electrical circuits. Inside is an enlarged Jupiter Engine, an immense metallic oval with several metal tubes leading to the rocket’s booster. Gauges here measure fuel intake, and the status for various electric motors, lighting and life support systems. A tool kit and four canisters of highly concentrated rocket fuel are kept in a locker here for repairs.

Space Suits

Made of shiny insulated silver material, the space suits have wide metal necks where a bubble-like plastic helmet snaps in place. A small breathing apparatus in the suit enables the wearer to breathe normally once the bubble is in place. The spacesuits have enough oxygen for one hour in space and small rocket boosters move heroes in space at Pace 7.

If things get rough, each of the heroes is equipped with a stun gun. Targets hit with the stun gun must make a success on their Vigor or else fall Incapacitated for 1d4 rounds. The stun guns have only 4 shots and cannot be recharged in space.

Blastoff

Once the heroes strap themselves in their seats, a lab technician shuts and locks the outer door. The stairway and gantry roll away from the rocket ship. Several motors begin whirring and cool, dry air filters through the ventilation ducts as the life support system kicks in.

Goddard begins the countdown as the rocket rumbles to life. Suddenly, the heroes feel a violent, undulating quake all around them as the rocket vibrates. Smoke and flames bellow from the rocket's exhaust as the vehicle lifts above the ground in an enormous roaring cacophony, accelerating at tremendous speed.

"Vulcan-1 is launched. I repeat, Vulcan-1 is launched," Goddard says through the radio, as Landry, gripping the controls, whoops approvingly. As the rocket gains altitude, the heroes can deal with weightlessness, explore the ship, or stare out the portholes at Earth beneath them.

However awestruck the heroes are, their activities on board the Vulcan-1 are curtailed when an intruder makes his presence known.

Intruder Alert

Zeke Spence, a fanatical member of the Children of Phobos, is hiding in the rocket's engine room (use the Children of Phobos Cultist stats on page 219). He's spied on Goddard's activities for weeks and learned of the plan to assault the Martian mother ship. Naturally, he's here to prevent such an atrocity from occurring. He tries sabotaging the Jupiter Engine by cutting a few electric wires, which signals a warning light to flicker in the control cabin. Landry asks one of the heroes to check the engine room for any anomalies. Of course, when the heroes investigate the problem, they find Spence, armed with a shotgun, attacking with savage fury.

Fixing the damage Spence caused to the Jupiter Engine requires a Repair roll at -2. If the damage is not repaired, the rocket becomes more difficult to handle, increasing the Piloting penalty to -3 (see the **But I Wanna Pilot the Rocket!** sidebar).

Battle in Orbit

Floating serenely above the mesosphere and anchored in space, the Kor-Ghuth mother ship resembles an enormous black saucer with an array of antennae towers jutting from its domed top. At the ship's underside is a circular vent glowing bright red, with the faint crackling of electrical bolts around its aperture. This is the weapon the Kor-Ghuth will use on the Earth.

A bay door on the ship's side is open. Landry pulls the Vulcan-1 alongside the mother ship and instructs the heroes to use their spacesuits to fly over to the bay door and into the mother ship. As the heroes make their way across the two hundred foot divide between spaceships, the Martians attack, sending out a squadron of their best warriors in spacesuits to deal with the human interlopers.

Fighting in zero gravity imposes a -4 penalty on all Fighting and Shooting rolls. Heroes using their spacesuits to move must make an Agility roll at -1 to move in a desired direction, or they deviate in direction, similar to that of a failure on an area effect attack roll (see the *Savage Worlds* core rulebook). Heroes with the Piloting skill can make straight Piloting rolls instead as they are more familiar with using rocket thrusters for maneuvering. Characters with the Steady Hands Edge only suffer a -2 penalty to all Shooting rolls while in zero gravity.

There are two Martians per player plus three more (use the Martian Shock Troops stats on page 256 in **Plot Point 7**). The Martians are wearing armor-covered spacesuits (+4 Armor) that give them Toughness: 9 (4).

The Martians attempt to grapple the heroes and attempt to destroy the heroes' spacesuits, rendering them inoperable and putting the heroes in mortal danger.

The bay door can be closed by accessing a lever on the inside of the ship bay, which requires a Notice roll to spot.

BUT I WANNA PILOT THE ROCKET!

Heroes with a thirst for space travel might object to Capt. Vance Landry's expertise behind the controls and volunteer to assume command on the bridge. If this happens, Landry politely assures the heroes his training on the Vulcan-1 would ensure a successful mission. Pigheaded heroes can try and persuade Landry (a successful Persuasion roll), who acquiesces if the hero is successful. Piloting the Vulcan-1 requires a Piloting roll at -2 due to its complex controls and powerful handling. Failure means a technical mishap of some kind, determined by the GM. A critical failure means a breach in the Jupiter Engine and an explosion. The GM can handle this however he sees fit.

Inside the Mother Ship

A single passenger flying saucer and a service robot are in the hangar bay. At the far end of the room is an airlock where the heroes can safely remove their spacesuits. The airlock is adjacent to a large room with a metallic mesh floor and recessed ceiling lighting. An inlaid chrome design of the crossed dagger symbol of the Kor-Ghuth Empire decorates the wall.

As the heroes are deciding what to do, ten Martian soldiers (use the Martian Shock Troops stats on page 256) burst into the room with them. Assuming the heroes realize they are outgunned and surrender, they are relieved of their weapons and the Martian Sun, if they still have it in their possession. The soldiers escort the heroes to their leader. The Kor-Ghuth Emperor sits on a throne on the craft's bridge, surveying a row of consoles with a dazzling array of switches and buttons. The Earth is viewed from a long, horizontal window which dominates the room. The Emperor's imperial guards (use the Elite Kor-Ghuth Troops stats on page 281 in **Plot Point 12**) stand around the room, as the Kor-Ghuth imperial advisor, clad in a red cloak touching the floor, stands next to the throne. Emperor Kalzak, wearing the ancient battle armor, tunic and crown of his ancestors, stares at the heroes intently. He whispers to the advisor, who mutters something back to him. The Emperor's eyes widen and he says in English as he rises to his feet:

"So, these are the pathetic humans who think they can stop the mighty Kor-Ghuth. My son, Tarklaz, left for the homeworld to summon more of my forces for a full-scale invasion. There's nothing you can do to stop us. The universe will not mourn your infinitesimal passing. The Kor-Ghuth will exterminate your puny species and cleanse the Earth of all humanity. Then your insignificant world will be under our dominion."

If the heroes brought the Martian Sun, it is confiscated and handed to the Emperor, who holds it aloft with a trembling hand.

"The Martian Sun is reunited with its true owners! With it, I shall ravage the Earth of all life. The screams of your kind shall echo throughout the stars, sending fear to all those who oppose us!"

The Emperor orders the heroes be escorted to the mother ship's detention area. The heroes are marched single file to a squalid metal room and thrown into a 15-foot deep pit in the floor. The guards switch on an impenetrable laser barrier over the pit consisting of crisscrossed lasers. Anyone touching the lasers receives a painful shock inflicting 2d10 damage.

RESISTANCE IS FUTILE

What if the heroes resist being led into Emperor Kalzak's holding chamber? What if they do a turnabout and attack their captors in a daring fight worthy of the pulps? Whatever they do, have Leena find them later on and tell them of her plan. It doesn't make a difference if the heroes are behind bars or duking it out in the hallway. As long as they're on board, Leena will seek them out.

Unlikely Rescue

During their incarceration, the heroes hear the sound of struggling, but can't make out what's happening above them. Suddenly, the laser barrier is switched off, and a young female Martian, her lithe body moving gracefully, peers down the pit from above. Shapely and alluring, the Martian female flicks her long silvery hair and re-holsters a zapgun. She stares at the heroes with her dark eyes and whispers, "Don't be afraid, humans. I am Leena, leader of the resistance. I'm setting you free, but we must work to defeat my father."

Leena's resistance fighters help the heroes out of the pit. She tells the heroes her brother, Tarklaz, lied to them about being the resistance leader in order to gain their confidence. She grimly tells the heroes, "We must ignite the Martian Sun and use it to destroy the ship. If we don't, my father will begin his assault on the Earth. Once that happens, mankind will be helpless to prevent their own destruction."

Leena says she formed the resistance when she saw the cruel treatment her father's army meted out to the Aetherians and other indigenous Martians back on Mars. She raised a ragtag fighting force from disgruntled Kor-Ghuth nobles and military officials. When the Emperor discovered the plot, he executed many in the resistance and waged a campaign of fear and intimidation. Fortunately, the Emperor doesn't know his daughter is the lead conspirator.

Leena wants nothing more than to destroy the Kor-Ghuth Empire and have her people be led by a benevolent, wise ruler. Yet with each passing day, Kalzak tightens his grip, expanding his military to the farthest reaches of Mars and toward Earth.



Leena

Leena is the Kor-Ghuth Emperor's daughter and secret leader of the Martian resistance.

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

Skills: Fighting d8, Healing d8, Knowledge (Martian History), Notice d6, Persuasion d8, Shooting d8

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

Hindrances: Dark Secret (she's the head of the Resistance)

Edges: Attractive, Noble (Kor-Ghuth Empire), Rich

Defining Interests: Mars, Martian Poetry, Martian Politics, Astronomy

Languages: High Martian, English

Gear: Zapgun (Range: 12/24/48, Damage: 2d8, RoF: 1, Shots: 8, AP 1), tiara, bracelets, Kor-Ghuth war dagger (Range: 3/6/12, Damage: Str+d4)

If the heroes are skeptical, a Notice roll targeting Leena will indicate she's telling the truth. Though Leena is honest and forthright about her intentions, the heroes might not believe her. After all, they were fooled before by her brother. They might even try to kill her or flee. If they are slow to believe her, Leena tries persuading them to follow her cause and defeat the Emperor (requires an opposed Persuasion roll against the heroes' Smarts).

PLOT POINT 12: LIGHT THE MARTIAN SUN

Run this adventure immediately after concluding **Plot Point 11**.

Into the Breach

It's all come down to this: The heroes will have to locate the Martian Sun and bring it to the bowels of the mother ship, the engine core housing the Kor-Ghuth's warp drive, and activate it. Leena tells the heroes her father has a duplicate of the Martian Sun and plans on using both of them to cleanse the Earth of life. She says Emperor Kalzak will use the twin Martian Suns to charge a death ray and focus the energy down to the planet's surface. This concentrated energy will cause massive explosions capable of leveling cities, causing death on an unimaginable scale.

Both Martian Suns are being stored in Kalzak's private chambers, which are guarded by his elite soldiers. The heroes will have to fight their way into the chambers, liberate both Martian Suns, and bring them to the core of the ship. There, both relics must be plugged into the warp drive engine and detonated.

Mother Ship Hazards

Travel through the mother ship is extremely dangerous. Rooms are connected by narrow corridors patrolled by Martian soldiers and robotic sentries. Making a few Stealth rolls might cut it on some levels, but the deeper the heroes go into the ship, the more enemies they'll encounter, and fighting is ultimately the only option. Leena gives the heroes back their weapons and accompanies them on their journey. She offers assistance and advice whenever she's asked, but mostly stays out of the heroes' way.

When the GM wants to throw a random encounter at the heroes as they make their way through the ship, simply draw a card from the Action Deck and compare it to the chart below to find a suitable nemesis. Ideally, the GM should use this chart a few times during this adventure, giving the heroes many foes to battle as they travel deeper into the mother ship.

Card	Encounter
2-5	1d6 Martian Shock Troops
6-9	1d4 Sentries
10-J	1d6 Elite Kor-Ghuth Troops
Q-A	Laser beam trap inflicting 2d8 damage on all heroes
Joker	Kor-Ghuth Priest

Sentry

The sentry is a standard surveillance unit appearing as an art deco style metallic spider with one large red eye. Underneath this roving eye are two laser guns.

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

Skills: Fighting d6, Climbing d10, Notice d8, Shooting d8, Stealth d10

Pace: 8; **Parry:** 5; **Toughness:** 10 (4)

Special Abilities

- **Armor +4:** The Sentry has a hard Aetherium outer shell.

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.

- **Laser Blast:** The double laser guns have a ROF of 2 and each inflict 2d8 damage.

- **Record Image:** The Sentry has a camera that records images and sends them wirelessly to the ship's command center. If the Sentry becomes Shaken, the camera is broken.

- **Walk Walker:** The Sentry can move its standard pace across walls and ceilings.

Elite Kor-Guth Trooper

Trained in Kor-Kithrae, the Kor-Ghuth fighting techniques of ancient Mars, these elite troops are both masters of the laser gun and the bogak, a serrated sword used by the Martian warlords of old. The Elite Kor-Ghuth Troops guard the Emperor and high security areas of the mother ship and are known for their discipline and vigilance.

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

Skills: Fighting d10, Intimidation d8, Knowledge (Combat) d6, Notice d8, Shooting d10, Stealth d10, Throwing d8

Charisma: -4; **Pace:** 7; **Parry:** 8; **Toughness:** 9 (2)

Hindrances: Bloodthirsty, Loyal (to the Kor-Ghuth Empire)

Edges: Bring It On!, Block, Courageous, Dodge, Martial Artist

Gear: Battle armor (+2), laser blaster (Range: 10/20/40, Damage: 2d8+1, RoF: 3, Shots: 12, AP 1, Min Str: d6), bogak (Damage: Str+d8)

Kor-Guth Priest

These shadowy figures are mystics of the Kor-Ghuth religion and can summon the elements to assist them. Each carries elements from the planet Mars at all times: sand from the Cydonian plains, water from the Martian canals, fire from the basalt pits of Arabia Terra, and wind from the howling caves beneath Olympus Mons.

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

Skills: Fighting d8, Intimidation d8, Knowledge (Martian Religion) d8, Notice d8, Spellcasting d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Anemic, Loyal (to the Kor-Ghuth Empire)

Edges: Arcane Background (Mystic), Dodge

Powers: *environmental manipulation (air), environmental manipulation (earth), environmental manipulation (fire), environmental manipulation (water)*

Gear: Robes, Martian religious texts, healing elixir, Martian religious symbol

Kalzak's Private Chambers

This is an interconnected series of suites containing the Emperor's personal staterooms, slumber chambers, and private studies. These rooms are opulently furnished and contain painted scenes of the Martian desert and the imperial Kor-Ghuth city. There is also a group of servants and Elite Kor-Ghuth Troops. The servants will immediately run when they see the heroes, and report their presence to the imperial guard.

Both of the Martian Suns are stored in individual locked safes. One safe is in the Emperor's bedroom and the other is in the imperial lounge. Finding these hidden safes requires a raise on Notice rolls. The locks are complicated mechanisms, requiring a raise on a Lockpicking roll to open.

Of course, the presence of Elite Kor-Ghuth Troopers might complicate things. When the heroes enter the private chambers, roll a 1d4. On a 1 or 4, there are 1d6 Elite Kor-Ghuth Troops. Whether they want to slip past the troops or fight them is up to the heroes.

Living Quarters

These squalid rooms contain beds recessed into the walls and lockers for the Kor-Ghuth troops. Heroes making a Notice or Lockpicking roll here can usually find mundane items such as Martian tunics, ration kits or other sundry belongings. When the heroes enter the living quarters, roll a 1d4. On a 1 or 4, there are 1d4 elite Martian troops present, either sleeping or seated in a small lounge area.

Armory

The mother ship's armory contains an array of weaponry, including laser pistols, lightning guns, detachable heat rays and black smoke canisters. Each of the weapons is locked inside individual cubicles that require Lockpicking rolls to open. There's one Martian Shock Troop per hero, plus two more, testing weapons (use stats for Martian Shock Troops on page 256).

Research Lab

When the Kor-Ghuths capture hapless humans alive, the Martian invaders experiment on them. A ghastly collection of scientific apparatuses is here, from examination tables, a ceiling-mounted experimentation tool, and a metal tray filled with diabolical medical instruments.

Strapped to one examination table is the grisly result of Martian science: a human, barely alive, cries in pain as his scarred body writhes in agony. The Kor-Ghuths captured the man, a devotee of the Children of Phobos, and instead of lauding the human for his unconditional servitude, they vivisected him while he was still breathing. Now, battered and broken, the man only wants release from his suffering and begs the heroes to kill him. How the GM handles this situation depends on the actions of the heroes.

Engine Core

The mother ship's warp drive stands three stories tall and tapers at the bottom towards a round chamber where the Aetheric regulator thrums powerfully behind a recessed portal. Catwalks surround the engine, where Martian engineers inspect various consoles and regulate the devices powering the ship.

Both Martian Suns are to be inserted in a niche beneath the engine's base and connected via a series of wires to the engine's controls. Doing so requires a raise on a Repair roll. Once the relics are plugged into the warp drive, they will immediately begin to siphon power from the engine, causing the lights in the ship to flicker and the mother ship to stop rotating. It takes ten rounds for this process to conclude, at which time the heroes can activate the Martian Suns.

The Emperor is not going to stand by and let the heroes destroy his ship. He throws his best Elite Kor-Ghuth Troops and Sentries at them to stymie the heroes' efforts in the engine room. The climactic fight should occur among the hissing engine and catwalks of the core, with laser beams and bullets ricocheting off the bulkheads.

If the heroes don't want to ignite the Martian Suns, Leena finds a way to accomplish this on her own, recruiting her clandestinely infiltrated resistance soldiers to assist her. At any rate, the two relics explode, and cause chaos aboard the ship.

The Klaxons Sound

In order to release the destructive energy, the heroes must activate the Martian Suns just like Tarklaz showed them (see **Plot Point 10**); this requires a Repair roll for each device. Once they activate the Martian Suns, Leena will urge the heroes to make a mad dash to the shuttle bay.

When the heroes are escaping, the ship buckles around them and the ship's lights begin flickering. The heroes are jostled as the ship tears itself apart around them. During these violent quakes, have each hero make an Agility roll to stay on their feet, or fall and take 1d4 damage and be Shaken.

The way towards the shuttle bay is blocked by the Emperor and his army. Kalzak glowers angrily at the heroes and Leena and accuses her of treachery. "You have brought shame on the House of Kor-Ghuth! Colluding with the pathetic Earth creatures is your weakness! You shall be killed as an example to the Empire!" Kalzak screams and raises his sword as the troops steady their weapons and take aim at the heroes. Read the following:

Twisted metal and flames fall from overhead and the entire craft convulses. You're temporarily thrown off your feet and the Martians wobble and shake and try to maintain their balance. A fiery explosion rips through the ship, and the intense heat melts everything in its path. You watch as the Emperor and his soldiers are consumed by a wall of fire and reduced to ash. You feel lightheaded for a moment, then all goes dark.

At this point, pretend to close the book, shuffle papers and look at the players. Have them think it's all over, and they died aboard the ship, sacrificing themselves to save Earth. When you're done toying with them, read the following:

The characters awaken in a hazy fog to Captain Vance Landry staring over them with a relieved smile. As your eyes adjust, you find you're aboard the Vulcan-1 in the teleport chamber.

"Luckily, I was able to hone in on you and teleport you off the Martian spaceship in the nick of time," Landry says. "Whatever you did, you succeeded beyond our wildest expectations!" The charred debris of the mother ship floats in orbit around what appears to be a glowing orb two miles in diameter.

"The energy released tore through the fabric of the universe," Landry says. "Where that portal leads, I don't rightly know, but that's a mystery for another day. Let's skedaddle back home."

Aftermath

If the heroes or Leena succeed in their mission, the mother ship is blown apart and everything and everyone on board is destroyed. Whether Leena survives is up to the GM. She could return at a later date to thank the heroes for their assistance in stopping her father, or by forming an alliance between the heroes and the resistance.

Following the explosion aboard the Kor-Ghuth mother ship, the glowing "Martian Sun" glares brighter, as the newly-crowned Emperor Tarklaz uses the incident to incite a murderous frenzy throughout the imperial ranks. Tarklaz declares war on both the peaceful Aetherians on Mars and the humans on Earth; he plans on launching an all-out assault on the Earth, the planet responsible for murdering his "beloved" father.

Of course the heroes are blissfully unaware of this. They're treated to accolades and high praises, and are even thrown a ticker tape parade in Manhattan for their efforts. Yet their newly discovered celebrity status comes at a price, as Tarklaz's agents on Earth target the heroes for assassination, putting a dreaded "Red Mark" on their heads.

If the heroes really screw up and are not able to accomplish the destruction of the mother ship, Tarklaz dethrones his disgraced father, uses the captured Martian Suns as fuel cells for a colossal death ray and evaporates several cities before the Earth's leaders are persuaded to capitulate. How this doomed scenario plays out is up to the GM and the heroes, who must survive wave after wave of Martian tripods, shock troops, and other deadly forces.

SIDE TREKS

These adventures are optional and occur as spurs off main Plot Points. If the heroes are feeling particularly cavalier and brave, they can pursue any of the following Side Treks during their adventures and return to the main Plot Points as desired.

UNIDENTIFIED FALLING OBJECT

Run this Side Trek if the heroes look into the fireball hovering over Manhattan.

Paterno Castle

The object that plummeted from the sky was a Kor-Ghuth probe sent from the mother ship to gather data on the city's terrain. The probe crashed in the manicured gardens of Paterno Castle, a mansion built by tycoon Dr. Charles Paterno in 1905. The castle resembles a medieval fortress complete with turrets, ramparts, and a wall around the compound. Located in rural Inwood in Upper Manhattan overlooking the Hudson River, Paterno's castle includes greenhouses, a swimming pool, gardens and servants' quarters.

Heroes making a successful Streetwise roll learn "something crashed in upper Manhattan, possibly near Inwood by the river." Investigating Inwood, the heroes can make another Streetwise roll to ask neighbors if they spotted anything unusual that night. Several neighbors say they heard a commotion over by Paterno Castle and a few screams. On a raise, the heroes learn the police were summoned but nothing further is known.

Unknown to anyone, Paterno built his castle on the site of a Martian landing crater from the 1898 invasion. Though the impact crater and all physical evidence from the Red War have long since been removed, the ground underneath the castle contains Aetherium. The Martian probe detected this and is burrowing under the garden.

That's when a curious gardener, hearing the commotion, came to investigate. The probe transformed the unfortunate man into a brainwashed puppet and programmed him with the tried and true instruction of all evil robots and aliens: "Kill all humans!"

The gardener went berserk and decapitated his helper with hedge clippers. After that, he stabbed the chauffeur through the heart with a pitchfork before police subdued him.

The Butler Did It

Before the heroes arrive, the probe transformed another victim: the butler. When the butler answers the door, he holds a knife: one dripping with the maid's blood! How the heroes resolve the case is up to them, but if they speak to Dr. Paterno, he denies everything. If left to his own devices, the butler will try to kill his employer and anyone else in the castle. Use the Hired Goon stats on page 172 for the butler.

Heroes investigating the garden find a pile of upturned dirt and hear the sound of mechanical whirring. Examining further, the heroes see a squat metal square with blinking lights and sharp claws burrowing in the ground.

A successful Knowledge (Science) or Knowledge (Mechanics) determines it's a digging robot of some sort. A successful Knowledge (Martian Tech) roll identifies the object as Martian in origin.

The probe then hits anyone looking at it with a wave of green light. Anyone staring at the light must make a Spirit roll or be placed under the probe's control. The probe defends itself with a small laser blaster.

Martian Probe

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

Skills: Notice d8, Shooting d6, Stealth d6, Tracking d6

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

Special Abilities

- **Armor +4:** The probe has an outer coating of heavy Aetherium.
- **Burrow (10''):** The probe can disappear and reappear on the following action anywhere within 10''.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Laser Blast:** Range 12/24/48, 3d6 damage.
- **Control Humans:** Anyone staring at the probe must make a Spirit roll or be placed under the probe's control. Those who are under the probe's control act as if the *puppet* power had been cast on them, and have an unquenchable bloodlust. They begin attacking anyone immediately adjacent to them. They also have a yearning to protect the probe from anyone trying to damage it. This effect lasts for 1d10 minutes or until the probe is destroyed.

MOPPING UP

Run this Side Trek if the heroes are investigating the Children of Phobos' Newark lair.

Newark

A thriving industrial city, Newark has its share of factories, Art Deco skyscrapers, and ethnic neighborhoods. Accessible by train or car, Newark is a mere eight miles from New York City. Finding information about Eli Jones takes a Streetwise roll at -2. The heroes are directed to a newsstand run by Bud Smith, a no-nonsense man in his forties. If asked about Jones, Smith reveals the following:

“Eli Jones? Yeah, I know the poor sap. Comes around here asking for pulps about Martians. The fellah has Reds on his brain. Always goin’ on about the Martians, like he was obsessed. Says him and his buddies have these shindigs over at a flophouse at the corner of Prospect and Lafayette streets. The dumb lug then throws down a simoleon and tells me to clam up about it. Says he doesn’t want any attention and tells me I’d get a shellacking if I blab. Hell! It’ll take more than some Martian-loving freak to scare me!”

Smith provides a description of Eli Jones: a tall man in his early thirties, with a broad chin and grey eyes. Smith volunteers no more information and asks the heroes to either buy something or leave his newsstand.

Hotel Prospect

The Hotel Prospect is a disheveled flophouse attracting tramps, vagabonds and transients in Newark. Eccentric characters frequent the lobby, and a musty smell permeates the building. A grouchy bald man named Ralph staffs the front desk; he is rude and abrasive to customers. Heroes asking about Eli Jones receive the following brusque response from Ralph: “Jones? Yeah, that no good deviant rented out the whole top floor. What he and his friends do up there is no concern of mine. If you’re friends of his, you must be deviants, too.”

Ralph doesn’t want to argue and shows the heroes to the staircase, which ascends to all three floors. During their climb, the heroes hear the tell-tale signs of a flophouse behind closed doors they pass: arguing, crying, and a sense of utter desperation pervading the musty gloom.

When they reach the third floor, the heroes hear chanting from one of the rooms. Have the heroes make Notice rolls. Success allows a hero to recognize that the chanting is in a strange, almost alien language. The low chanting is emanating from Room 305.

The Men in Room 305

Heroes knocking at the door rouse the suspicions of the cult members inside, who are prepared and attack. If the heroes smash the door down, they get The Drop on the cultists, who are unprepared.

There are four cultists, plus one for each hero. Eli Jones is here, dressed in a crimson robe and mask. Banners depicting Martians and Martian writing hang from the walls, and the furniture has been pushed back against the walls. The cultists stand in a circle around an altar, on which rests a yellowed skull of what appears to be Martian origin.

Jones orders the cultists to attack the heroes. Jones and his men will fight to the death, and attempt suicide if captured. They provide no information to the heroes if subdued. Use the Children of Phobos Cultist stats on page 219 for the cultists.

If the heroes cleanse the Newark lair, they can take the Martian skull. It is from the 1898 invasion and has no mystical properties, but can fetch up to \$1,000 from a museum or collector.

ELEPHANT IN THE ROOM

Run this Side Trek if the heroes want to talk to George Wilmuth about a possible job.

A Concerned Citizen

George Wilmuth is a salt of the earth sort of man, a farmer who has seen the surrounding countryside change. The rural way of life his grandparents and parents knew is rapidly fading and technology is replacing human labor. In his view, the sweat from one's brow and backbreaking labor that builds character is endangered. Instead, the push-button conveniences of the New Science will make mankind less productive and sluggardly, according to Wilmuth.

He takes the heroes aside and tells them the Martians heralded a destructive force in American society, one where the automobile and aeroplane replaced horses and buggies and cutting-edge punch-card reading computers can do the work of a dozen men.

"Am I the only one who sees it?" George Wilmuth tells you, wide-eyed and in a hushed tone. "These space creatures mean to destroy us by bringing us their technological ways. Used to be a man could prove his mettle by toiling the fields and breaking horses. Now it's all about automobiles, levers, and electricity. Can't you see these creatures aren't stopping until we're totally disconnected from decent labor? Grover's Mill ain't the only place these vile wretches landed tonight. My brother Cyrus owns a farm in Cranbury. He called me to report some strange going's on there. Might you help out a decent, concerned citizen like myself and stop these filthy creatures?"

Wilmuth said he has to tend to his wife and children and mentions his horse and wagon were destroyed in the Grover's Mill invasion, otherwise he'd check on his brother's farm. The authorities are too busy dealing with the aftermath in Grover's Mill to go on any errands, and the heroes are told so bluntly by police and military officials.

Cranbury Farm

Cranbury is a small farming community six miles from Grover's Mill. Cyrus Wilmuth's farm is at the edge of town, a plain farmhouse, barn, chicken coop and outhouse. Heroes checking out the farmhouse find the place eerily quiet. A successful Notice roll reveals the family is cowering in the barn, with a jumpy Cyrus Wilmuth protecting his wife and daughters with a shotgun. If anyone approaches him, the frightened Wilmuth stammers: "Don't you come any closer, now! I'm warning you! Stay away, you Martian freaks!" He won't hesitate to fire upon anyone acting aggressively toward him or his family.

Heroes talking Wilmuth down (requires a successful Persuasion roll) find the man agitated but reasonable. If calmed, Cyrus Wilmuth relates the following:

“I told my brother up in Grover’s Mill there was this strange hissing noise out in the cornfield, so I go out to investigate with my dogs. I send them out there and there was all manner of barking and hollering, then a sickly green mist pops up in the distance and the dogs don’t return. Then this loud clanking noise and it all falls deathly silent. So I bring my family into the barn to hide. No shame in hiding! Those critters and their Aetherium are turning regular folks into button-pushing zombies! All of this automation is making us dependant and sick! Am I the only one who sees this?”

Cyrus says he’d be grateful if the heroes would investigate the strange occurrence in the cornfield.

Field of Screams

The heroes’ trek through the cornfield should be ominous and scary, with the tall cornstalks obscuring their vision. Notice rolls here are made at -2. After wandering through the cornfield, the heroes hear a low humming noise ahead of them. Upon closer examination, they find a metallic craft ten feet across and twelve feet wide sunk in a crater in the field. Green smoke drifts upward from the crashed Kor-Ghuth scout ship. The craft’s sole occupant, a Martian robot, lashed out at Wilmuth’s dogs, decapitating them with its razor-sharp tentacles. A Notice roll detects the mangled bodies of the dogs nearby.

If approached, the robot attacks the heroes, sweeping at them with its tentacles and zapping them with a shock ray. If the robot is destroyed, it explodes in a burst of green flame.

Martian Robot

This scout robot is spherical, with two spindly legs and four tentacles equipped with razor sharp jagged metal edges that it uses to lash at opponents. A small stun gun unfolds from its optical center.

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

Skills: Fighting d8, Notice d8, Shooting d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (4)

Special Abilities

- **Armor +4:** The robot has an outer coating of heavy Aetherium.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Shock Ray:** If hit by the robot’s shock ray, the victim must make a Vigor roll at -2 or be Shaken. The victim cannot attempt to recover from being Shaken for 1d6 rounds.
- **Tentacles (4):** Str+d6. May make up to 4 attacks per round with no multi-action penalty.

If the heroes defeat the robot, the Wilmuths are grateful. Cyrus Wilmuth even lets the heroes scavenge parts from the robot and damaged spaceship. Heroes making a Notice roll during scavenging find one random spare part. Each of these parts give a one-time +1 bonus to a single Repair roll.

However, should the heroes be unsuccessful, the scout robot goes on a killing rampage, burning down the cornfield and attacking the Wilmuth family before turning its attentions to the good citizens of Cranbury.

BATTLE OF CABLE STREET

If the heroes are searching for young David Meyer within the wild East End, run this Side Trek.

The Rally

The BUF obtained a permit from Scotland Yard for a rally at Tower Gardens followed by a march through the East End. Oswald Mosley wants to showcase his Black Shirts to the world before the Olympics in Germany as a sign that fascism has spread to Great Britain.

When the East Enders heard Mosley and the Black Shirts would descend upon their neighborhoods, they went berserk and staged several anti-fascist meetings. On the day of the rally, when the heroes arrive in the East End to search for David Meyer, thousands of locals have taken to the streets, waving banners condemning the BUF, shouting anti-fascist slogans, even looking to spill Black Shirt blood if necessary.

Scores of policemen on foot, horseback and in patrol vehicles are also among the crowd trying to control the protestors and keep the peace. Heroes making a Streetwise roll learn a kid matching David Meyer's description was last seen on Whitechapel Road. Heroes following up on the lead find Whitechapel Road lined with hundreds of irate locals.

The heroes find their surroundings jumbled, confusing, and loud, with people jostling each other and breaking through the police cordon to get at the Black Shirts. In all the chaos, the heroes simply can't find David Meyer, regardless of Notice rolls. Let the heroes feel frustrated and agitated for a moment, like a parent whose kid has wandered away from him in a crowded department store.

Heroes must make another Streetwise roll to learn David Meyer was seen on Cable Street. If the heroes pursue the lead, they find the Black Shirts also turning onto that road.

The Barricade

East Enders erected a barricade across the road and scrawled "None Shall Pass" on the brick walls here. Confronting the barricade, the fascists halt their procession. The Black Shirts and the East Enders hurl insults at each other for a few tense minutes.

Read the following:

From out of the crowd lining the barricade, you see the figure of a small boy – David Meyer – holding what looks like a small red candle. He puts a match to one end and it sparkles. The candle really is a firecracker and he tosses it at the Black Shirts, where it explodes with a loud pop. Chaos ensues and the East Enders chuck bottles and bricks at the stunned Black Shirts, who then start attacking the crowd. You feel the constant jostling and tugging around you and are reluctantly swept into the melee, as Cable Street erupts in violence.

Run the conflict as a Mass Battle as outlined in the *Savage Worlds* core rulebook. Give the East Enders 10 tokens to represent 100 people in their faction of 1000. The Black Shirts number 500, so they receive 5 tokens. Put three tokens to

represent 100 policemen each. At the start of combat, the East Enders receive a battle modifier of +5, while the Black Shirts receive a battle modifier of +2.

For purposes of the combat, the East Enders and Black Shirts each have Knowledge (Battle) d6, while the police have Knowledge (Battle) d8. All damage inflicted by the East Enders, Black Shirts, and police is nonlethal. Units removed from the table are either too injured to fight or simply retreat. The heroes can use any manner of weapons they want, but police notice their actions and focus their attention on them.

East Ender

The East Enders live hardscrabble lives and are tough and resilient.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Taunt d6

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

Hindrances: Low Class, Poverty

Edges: Back Alley Scrapper

Gear: Bats (Damage: Str+d4), bottles, knives (Damage: Str+d4) and any improvised melee weapon

Use the Black Shirt stats on page 228 for the Black Shirts, and the Policeman stats on page 177 for the London Police.

Aftermath

If the East Enders win they triumphantly celebrate their victory as one over the evils of fascism. Locals join with Communist, unionists, and immigrants in raising the red flag and calling the Battle of Cable Street a decisive blow against Mosley. If the Black Shirts hold their ground, they use Cable Street as a rallying cry for their cause over Communism and the immigrants. Mosley refers to the Black Shirts' stand to boost his organization's morale in radio addresses and public appearances, swelling the ranks of the BUF. If the police officers triumph, they have maintained order, and Scotland Yard pats itself on the back for a job well done.

If the heroes find David and return him to his parents, the elder Meyer is grateful. He offers his services as a guide to London should the heroes request it.

JAZZ RAGE

Run this Side Trek if the heroes pursue Capone.

Underground Antics

Capone makes his escape down a series of stairs and into the hotel's cellar, which is a warren of secret tunnels running underneath Chicago. Trailing Capone requires a Tracking roll through the tunnels. Heroes without Tracking can make Notice rolls at -2 to detect footprints or a piece of Capone's suit snagged on a crossbeam. The passageway leads to a secret door. Opening the door, the heroes find themselves in a dressing room where several startled young ladies wearing sequined gowns and ostrich feathers shriek wildly before dispersing out into the hall.

Speakeasy

Capone owns the speakeasy the characters have just blundered into it, it is located in the basement of a tenement building in downtown Chicago. The place offers burlesque acts and jazz. The whiskey keeps flowing and the joint rakes in the money. The speakeasy's main room is crowded, with men and women in their finery imbibing bootlegged alcohol around a stage, where a jazz quartet plays a swinging number. The air is dense with smoke and laughter and the joint is jumping.

Heroes can ask the bartender, a bruiser named Rocco Carrino, about Capone. Carrino lies and says he hasn't seen his boss. A successful Notice roll detects the ruse, however. If pushed, Carrino says he hasn't seen Capone in months. If the heroes call Carrino on his fibbing, the bartender gets angry and asks them to leave. If the heroes are persistent, the Hired Goons are set loose on them (use the Hired Goon stats on page 172). There is one Hired Goon for each hero, plus two more.

Heroes asking the boisterous crowd about Capone only get flat denials. They're at the speakeasy to drink and have a good time, after all, and don't much care for the heroes. If the heroes are thirsty and want a drink, let them. Prohibition has been rough on everybody.

Bad Magic

Capone is lying in wait for the heroes in a shadowy corner with a magician on his payroll. The crime lord's hired gun — or in this case, hired wand — is the Terrific Tuffolo, a former stage magician who practiced magic at the Academy for Prestidigitation and Conjuraction. Tuffolo turned his back on the magician's code, using his magical abilities in the service of organized crime, specifically Capone's mob.

Tuffolo springs from his hiding place, wand drawn. He eyes the heroes with a smoldering glance as Capone steps out of the shadows. "Been waiting for you," Capone says. "This here's the Terrific Tuffolo, and he's got a few tricks up his sleeve." With that, the magician teleports himself and Capone away from the speakeasy in a puff of green smoke and then Tuffolo reappears instantly in the same location alone. He suffers one Fatigue level for carrying the mob boss to safety.

“That was just a warm-up,” Tuffolo says, laughing. “I’ve sent my boss to a safe house. I’ll now make you disappear... permanently!” Tuffolo then attacks. Four of Capone’s henchmen (use the Mobster stats on page 175) also join in the fight as the place erupts in screams and chaos. People rush to the doors once the lead and spells start flying and the likelihood of an innocent bystander getting hit increases.



Terrific Tuffolo

This carnival magician wears a turban and a tuxedo, with a carnation on his lapel. He has a thin beard, mustache, and a sneering expression.

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

Skills: Fighting d6, Knowledge (Occult) d8, Lockpicking d6, Notice d6, Spellcasting d8, Stealth d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal (to Capone)

Edges: Arcane Background (Mystic), Channeller, Connections (The Academy)

Powers: *bolt I, deflection, teleport*

Defining Interests: Antique Books, Artifacts, City Knowledge (Chicago), Magic

Languages: English, Latin

Gear: Turban, tuxedo, cape, magic wand (+2 to a single Spellcasting roll, 1x/day), ring

Aftermath

Tuffolo and Capone’s goons fight to the death. Anyone making a successful Notice roll to search Tuffolo’s body finds a magic wand that adds +2 to a single Spellcasting roll once per day. If the heroes spare Tuffolo’s life, he returns at a future date with revenge on his mind.

JAILBREAK

Run this Side Trek if the heroes are captured in Dr. Apokalyps' castle.

To the Dungeon!

Heroes that are captured are relieved of their weapons and gear and brought to Dr. Apokalyps' dungeon, a foreboding labyrinth of cells, passages, and deathtraps. The guards bring the heroes to a dark cell and lock them inside. Rats scurry around in the darkness, there's a rotting stench of death everywhere, and a prisoner groans feebly as he shambles toward the heroes.

Clad only in tattered trousers, the prisoner has hollow cheeks and his ribcage protrudes from his torso, telltale signs of malnutrition. A scruffy beard hangs from his jaw and his breath is indescribably foul. The man wearily introduces himself as Basil Montclair, a British explorer who Apokalyps captured over three years ago. Montclair was lost and foolishly knocked on the castle door, seeking refuge from the chilly climate. Montclair says the mad scientist locked him in the dungeon and forgot about him. The explorer is less than candid. Apokalyps has used the poor man as part of his capricious experiments. Burn marks and scars on Montclair's skin indicate the torture. Sadly, the experiments drove the explorer insane, and he speaks nonsense to himself in the darkness.

If set free, Montclair knows the location of a cache of supplies he stashed in the area three years ago that could come in handy. Just what the cache contains is up to the GM.

Thick bars comprise the cell's door (Toughness 10). The door's lock can be opened with a successful Lockpicking roll. Heroes could also use magic or other powers to escape. The Minions throw moldy bread and a bucket of gruel to the heroes once a day. Clever heroes could turn this into an opportunity of escape.

Dr. Apokalyps' Minions (use the Minions stats on page 244) roam the dungeon corridors, and running into them will initiate a combat. They are fiercely loyal, so any attempts to use Persuasion on them are made at -2. There are 1d8 Minions patrolling the dungeon at any given time, and they fight until death.

Freedom!

After wandering around the dungeon for what seems like hours, the heroes find a spiral staircase leading upward. The staircase leads to a guardhouse populated by 1d4 guards (use the Hired Goon stats on page 172), who attack the heroes upon sight. Heroes exit the guardhouse to find themselves outside the castle. This could be good news if the heroes are through with Doktor Apokalyps. If they still need to find Apokalyps and the Martian Sun fragment, then they must enter the castle again.

SHANGHAI

Run this Side Trek if the heroes stay to defend Shanghai from the Japanese.

Rising Sun Attacks

As air raid sirens grow louder, troops assemble in the streets and Shanghai readies itself for another wave of Japanese bombers. If the heroes are still in the city, they see wounded citizens carried from smoldering buildings and fire brigades battling the blazes.

William Fairbain, leader of the Shanghai Municipal Police's Reserve Unit, notices the heroes and approaches them. "You! We need all able-bodied people to resist these attackers!" Fairbain states authoritatively. He asks if the heroes want to fight the Japanese from the air or on the streets. For those who want an air battle, use the next section entitled **To the Skies!**

If the heroes desire to stay on terra firma, they are sent on patrol through the city as Japanese troops invade. During their patrols, the heroes run into 1d8 Japanese soldiers (use the Imperial Japanese Soldier stats on page 262), plus one Super Samurai. Whether the heroes decide to take prisoners or exterminate their foes is up to them.



Super Samurai

Standing eight feet tall, the super samurai is the result of Japanese genetic experimentation fused with Aetherium. These giants resemble samurai, with one dramatic exception: they are cyborgs. Their robotic arms wield blades faster and their left eyes are replaced with a special lens for clearly seeing their opponents in dark conditions. In addition, the Super Samurai has the *speed* power. Because of their size and rarity, only one Super Samurai is assigned to a detachment of troops.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Taunt d6

Charisma: 0; **Pace:** 7; **Parry:** 6; **Toughness:** 11 (4)

Hindrances: Loyal (to Emperor Hirohito)

Edges: Arcane Background (Superhuman), First Strike, Innate Power (*speed*)

Powers: *speed*

Gear: Helmet (+2, head only), katana (Damage: Str+d8; does +2 damage if used 2-handed; AP 2)

Special Abilities

- **Armor +4 (Torso):** Super Samurai's have heavily reinforced armor.
- **Large:** Opponents get a +2 to attack rolls when attacking Super Samurai.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Robot Arms:** The Super Samurai's robotic arms give a +2 to Fighting rolls.

To the Skies!

If heroes want to engage in an air battle with the Japanese bombers, Fairbain leads the heroes to the airfield, where they board planes and function as gunners. Each hero is assigned a pilot, who flies the plane, while the heroes are gunners. Three heroes could operate the guns aboard a Martin B-10 bomber.

Just as the heroes get airborne, the Japanese planes begin their assault. Run this as a table-top aerial combat with five Japanese planes versus one Chinese bomber and three Chinese-controlled Curtiss Hawk I fighter planes that are mostly expendable. Heroes with the Piloting skill should also be pressed into piloting fighter planes for the Chinese.

Aftermath

If the heroes are instrumental in stopping the Japanese, Fairbain and several local dignitaries commend the heroes for their brave service. All volunteers who pitched in are given a small banquet in their honor before the grim task of cleaning up the debris begins.

If the Japanese triumph, Japan gets another foothold in China and morale throughout Shanghai is broken. The decadent and celebratory city has a pall of death hanging over it and its populace is reduced to paranoia and depression.

RAVAGED TALES

The following are short scenarios requiring little preparation and can be placed between Plot Points of larger campaigns or run as pickup adventures. They can usually stretch out to a few gaming sessions and offer the heroes a chance to perform good deeds, explore their world, and fight evil.

LOST CITY OF RANGA-LON

Deep in the dense jungles of Southeast Asia is a lost city of sandstone spires, vine-entangled statuary, and the remnants of a bloodthirsty civilization beckoning to be discovered. It is the Lost City of Ranga-Lon, an ancient and foreboding place, a shrine of unparalleled mystery and danger, a locale of immense power for those who know how to unlock its eldritch potential.

In the Scarlet Hood's Clutches

The heroes are in Shanghai at the behest of the Inscrutables, an explorer's society based in New York City. The Inscrutables tasked the heroes with locating Dr. Ravi Patron, an expert on the fabled lost city of Ranga-Lon. The heroes' activities attracted the unwanted attention of the Scarlet Hood, a costumed villain intent on discovering and exploiting Ranga-Lon. The heroes were told Dr. Patron had a map to the city made by a former king. During their investigation, the heroes learned Dr. Patron had moved to Hanoi in French Indochina. While out in Shanghai's entertainment district, the heroes were ambushed and kidnapped by the Scarlet Hood's masked minions.

When the heroes regain consciousness, they find themselves in a dank, dark chamber, their hands and feet bound to the walls. A tall hooded figure appears in the room and stands before the heroes. He introduces himself as the Scarlet Hood, and interrogates the heroes about their interest in Ranga-Lon. If the heroes mention Dr. Patron, the Scarlet Hood offers them upwards of \$1,000 for information. The villain has no intention of paying or freeing the heroes, however, and if the interview proves frustrating, the Scarlet Hood leaves the heroes bound to the wall. After the villain departs, a series of rotating blades descend from the ceiling and begin slicing through the air. With each uneasy pass, the blades draw closer and closer to the heroes!

The blades will strike the heroes in four rounds, causing a painful 2d10 damage. The heroes can free themselves from the rusted steel shackles by getting a raise on their Strength rolls. A successful Lockpicking roll will also free the heroes.

It's now a race against time to find Dr. Patron before the Scarlet Hood.

A Villain Waiting in the Wings

Unbeknownst to the heroes, the Scarlet Hood is really Humphrey Hayes, a millionaire industrialist and shadow criminal. The Scarlet Hood has researched legends about the lost city and wants to uncover its secrets and maybe exploit its indigenous people.

The Scarlet Hood arrived in Hanoi a day before the heroes and located Patron's residence. The villain's minions captured the frightened professor and bound him to a chair in an upstairs bedroom. After hours of interrogation and torture, the professor tearfully told them everything he knows about the lost city. That's when the heroes arrive in Hanoi.

Henchmen in Hanoi

Hanoi is the capital of French Indochina and the center of France's colonial power in southeast Asia. Overall, the city's mood is tense, with recent uprisings occurring driven by the pro-Communist group Viet Nam Quoc Dan Dang, most notably the Yen Bai mutiny of 1930.

If heroes investigate Patron's house, they find the place in shambles: overturned tables, drawers turned out, and personal effects littering the floors. Combing through the mess requires a Notice roll revealing books and magazines about the area's ancient history.

As the heroes root around have them make Notice rolls to detect movement upstairs. The Scarlet Hood's henchmen lie in wait to ambush them, attacking with clubs and knives. There's one henchman per hero, plus three more (use the Hired Goon stats on page 172). They fight until half of their numbers are down, then they abruptly flee the premises.

Heroes who succeed with a Notice roll hear Patron's muffled screams in the upstairs bedroom. If they investigate, they find a man in his thirties, his face bloodied and battered, bound to a chair. Patron introduces himself and wearily proclaims, "Minions of the Scarlet Hood, a villain of extreme power and abundant resources. They... they forced me to tell everything I know about the Lost City of Ranga-Lon. I'm assuming that is why you're here, no?"

If pressed, Patron explains the path toward the lost city is through dense rainforests, and volunteers his services as a guide. He produces a map from a hidden compartment underneath his floorboards. The map is yellowed, old and brittle, penned with markings in an ancient, forgotten script. "This is the map of King Phen-Pher, the first ruler of Ranga-Lon!" Patron crows excitedly.



Dr. Ravi Patron

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

Skills: Fighting d6, Investigation d6, Knowledge (Ancient Cultures) d8, Knowledge (Asian Languages) d8, Knowledge (Asian Mythology) d8, Notice d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Curious

Edges: Dodge, Scholar (Ancient Cultures and Asian Languages)

Defining Interests: Ancient Art, Architecture, City Knowledge (Hanoi), Lost Cities

Languages: Hindi, English, Vietnamese

Gear: Map, survival knife (Damage: Str+d4), notebook

A Doomed Place

Ranga-Lon was the seat of a vast ancient empire in Southeast Asia, which lasted for five hundred years under a series of warrior-kings, the strongest being Phen-Pher, the first and most influential ruler. Phen-Pher had a mighty army and an unlimited supply of wealth. The empire also made use of dinosaurs inhabiting the forest valley, using them in combat as mounts. Thus, the civilization thrived side by side with dinosaurs; with the help of these prehistoric beasts, the empire conquered surrounding territories.

Despite Ranga-Lon's influence and might, the puissant empire crumbled from within after a series of diplomatic intrigues and internecine squabbles within the ruling family. The descendants of Ranga-Lon's warriors recolonized the ruins, harnessing the dinosaurs as beasts of burden. When the heroes discover Ranga-Lon, the city has remained isolated from the rest of the world for seven hundred years.

Jungle Journey

An hour outside Hanoi, the landscape transforms into vast fields and then the thick foliage of green jungles and hills. Travel here is extremely treacherous, with uneven surfaces, quicksand, poisonous snakes, tigers, and other perils and obstacles.

About thirty miles west of Hanoi, through rough terrain, is Hoa Binh, a village situated on the banks of a great mountain lake. Heroes can stock up on last chance supplies at Hoa Binh before heading out on the river, and can find a small steam-powered boat for hire, with a captain and first mate if needed. Travel on the lake is the best choice. The scenery is breathtaking, with green craggy mountains towering to the north and south. Just as the heroes make it halfway across the river, about ten miles into their journey, the Scarlet Hood's men strike.

The villain commandeered another steamship and his men stand on the bow, sniping at the heroes with rifles. For the Scarlet Hood's men, use the Pirate stats found on page 176, but the men have the Steady Hands Edge instead of the Florentine Edge and have Shooting d10. Heroes making Notice rolls can detect the boat steaming their way.

Run as a standard five-round Chase using the Chase rules in the *Savage Worlds* core rulebook and give both boats a top speed of 10. The Scarlet Hood's boat tries crippling the player's vessel by slamming into it. If the villain's boat gets close enough, his henchmen board the player's boat and engage in melee combat. If the Scarlet Hood's boat is badly damaged, the villain slinks away, vowing to fight again. He'll hang behind the heroes, biding his time and surreptitiously follow them.

On the other side of the lake is Tan San, a ramshackle collection of huts inhabited by fishermen. The natives established a trading post and are used to outsiders, but wary of their extended presence. A Streetwise roll reveals the natives do know stories about Ranga-Lon. According to a toothless, blind elder in the village, when he was a boy, he traversed the great mountain jungle to a point where human skulls lined the road. From there, the man claimed he saw a grand sandstone city, a relic of a dead era.

Road to Ranga-Lon

Bamboo and mangrove forests with hanging vines reduce vision along the pathway, which snakes up from Tan San about twenty miles through the mountains. Treacherous traps, fierce animals, and other calamities can befall the heroes at the GM's discretion along this part of the journey. After slogging through a dense rainforest, have heroes make a Notice roll. Those making successful rolls see a row of bleached human skulls adorning bamboo poles by the side of the path. The skulls are facing northeast, through a thicket bordering an open forest valley. This dark pathway leads to the Lost City of Ranga-Lon.

Lost City

Uneven flagstones and protruding tree roots mar the staircase down to Ranga-Lon and require an Agility roll to successfully traverse. Anyone failing their roll unceremoniously stumbles and falls, taking 2d4 damage.

Grandiose and inspiring, Ranga-Lon is a compound of sandstone spires, detailed statuary, and crumbling buildings choked by vines and vegetation. Elegant friezes carved into the walls depict scenes when the civilization was at its zenith, about one thousand years ago. Now all that remains is a neglected remnant of Ranga-Lon's former glory. Despite its dilapidated and unkempt appearance, the city is very much thriving.

Dinosaurs, whose primitive cries echo throughout the immense valley, lumber into view. Natives riding triceratops, sitting on leather saddles and commanding a vicious presence, corner the heroes (use the Native Warrior stats on page 175 and the Triceratops stats below; there is one rider and mount for each hero). The dinosaurs bear their teeth, prompting a Fear check, as heroes feel the creatures' hot, foul breath.

As the dinosaur riders mesmerize the heroes, more native warriors arrive (use the Native Warrior stats on page 175 ; there is one for each hero). The natives are dressed in leather armor and feather-adorned helmets. Along the parapets, truculent warriors armed with spears and bows and arrows stand glowering at the heroes (use the Native Warrior stats on page 175 ; there is one for each hero), poised for combat and ready to pounce.

The chieftain (use the Native Warrior stats on page 175, but he has Smarts d8, the Command Edge, the Charismatic Edge, and remove the Bloodthirsty Hindrance, which makes his overall Charisma +2) commands his men in a stentorian voice, using a forgotten language, and the obedient warriors respond by moving closer to the heroes, weapons drawn. The heroes can use diplomacy and negotiate with the natives (requires a successful Persuasion roll at -2 due to the difficulty in communication). If they give the natives a tribute (Patron's golden trinkets could be a good start), it would pacify the natives and they won't attack. If the heroes act aggressively, the natives respond with violence and a massive fight erupts. The natives fight to the death to defend their honor and city.

After ten rounds of combat or after the heroes make peace with the natives, the Scarlet Hood makes a dramatic entrance, surrounding Ranga-Lon with his army of henchmen (use the Hired Goon stats on page 172; there are two henchmen for each hero). The villain approaches the chieftain and makes an

offer in gold and attempts to ingratiate himself with the local ruler (this can be run as either an Extended Trait Check using Persuasion (-1/3/1 round) within a 5 round timeframe or as an opposed cooperative Persuasion roll against the Scarlet Hood). If he's successful, the heroes are attacked by both the natives (one mounted triceratops Native Warrior rider per hero and two Native Warriors per hero) and the Scarlet Hood's henchmen (two henchmen per hero). If, however, the heroes persuade the chieftain of the Scarlet Hood's true intentions, then the villain's men are set upon by the fierce warriors.



The Scarlet Hood

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

Skills: Climbing d6, Fighting d8, Knowledge (Business) d8, Intimidation d8, Investigation d6, Notice d6, Persuasion d8, Shooting d8, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Greedy, Mean, Obsession (to find Ranga-Lon)

Edges: Alternate Identities, Block, Dodge, Filthy Rich, Rugged

Defining Interests: Business, Money, Weaponry

Languages: English

Gear: Hooded costume, Tommy gun (Range: 12/24/48, Damage: 2d6+1, RoF: 3, Shots: 40, AP 1), map of Southeast Asia, dagger (Range: 3/6/12, Damage: Str+d4)

Triceratops

These lumbering monsters have been tamed and fitted with saddles and bridles for riding.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+1, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d8

Pace: 8, **Parry:** 5; **Toughness:** 14/17 on head (2/5)

Special Abilities

- **Armor +2:** Tough hide. Head Armor is +5 due to a thick bony plate.

- **Gore:** The triceratops uses the Charge maneuver to gore its opponents with their long horns. If it can charge at least 6" before attacking, it adds +4 to its damage total.

- **Horns:** Str+d8.

- **Large:** Opponents are +2 to all attack rolls against a triceratops due to its size.

- **Size +6:** The triceratops is a large creature.

Aftermath

Whether the Scarlet Hood is successful in his attempt to wrest control of Ranga-Lon from the chieftain depends on the heroes' actions. If the villain succeeds, then the ancient city is his new base of operations, with an army of savage warriors at his disposal. If the heroes stop the Scarlet Hood, the villain can escape, vowing to defeat the heroes. Maybe the heroes defeat the Scarlet Hood and bring him to justice, or perhaps the chieftain decides both the heroes and the villain are enemies, driving them from the gates of Ranga-Lon. Despite the outcome, Ranga-Lon could be used for future adventures. What other secrets lie behind its eroded walls and vine-covered temples?

KNIGHTHOOD OF SECRETS

In a quest to prove Aryan supremacy, Heinrich Himmler, head of the SS and Thule Society mage, has his Ahnenerbe scholars researching various artifacts from Germany's blood-soaked past, poring over tomes and manuscripts collected in his private library at Wewelsberg Castle, the secret SS headquarters. Recently, these scholars have unearthed the legend of a fabled lost relic, the Sword of the Teutonic Knights. When used in a dark magical ritual, the weapon grants the user the ability to slay any foe opposed to Germany. Seizing the power of this relic would make the Nazis invincible. The British Secret Intelligence Service tasks the heroes with procuring this weapon before the Nazis.

Meeting with Mr. Chambers

Mr. Chambers, a member of MI6, Britain's Secret Intelligence Service, contacts the heroes in London. Chambers is a thin man with a wiry mustache and wears a dark suit and bowler. He smokes cigarettes constantly and shows heroes his credentials before interviewing them in a warehouse about a matter of "grave importance." Once the heroes are sitting comfortably, Mr. Chambers hands them a dossier with photographs of Heinrich Himmler, leader of the SS.

In a genteel British accent, Mr. Chambers says:

"From time to time, the British government hires outside agents for sensitive covert missions. This is one such case where we'll need the expertise of outsiders on a top-secret mission into Germany. Heinrich Himmler, the rather nebbishy fellow in the photograph, is head of the Schutzstaffel, or SS, Hitler's elite warriors and Praetorian Guard, responsible for the little corporal's safety. Himmler has trained them into a cadre of occultists that is bound by rituals sealed with blood and dark magic. Himmler is seeking a relic called the Sword of the Teutonic Knights, an enchanted medieval weapon that could vastly increase the power of the Nazis. MI6 would like you to find it before the Nazis. Obviously, monetary compensation for your efforts would be forthcoming."

Mr. Chambers tells the heroes the Order of the Teutonic Knights of St. Mary's Hospital was created in Jerusalem during the Crusades. The knights escorted pilgrims to the Holy Land and fought for the Catholic Church. In 1230, the Order conquered pagans in territories bordering the Baltic Sea and occupied their land, thus creating the State of the Teutonic Order. The Teutonic Knights undertook secret missions for the German state, including battling witches, demons, and dragons in remote and inhospitable lands in the Prussian Empire.

He suggests the heroes begin their quest in Marienburg, in the German province of East Prussia.

Marienburg is a medieval village and busy commerce center in eastern Germany. Locals prefer their solitude and privacy, and find suspicious outsiders disconcerting. The Nazi swastika is displayed from storefronts and residences and a detachment of SS patrols the streets. The only noteworthy location in town is Marienberg Castle.

Teutonic Fortress

Rising from the shores of the river Nogat, Marienberg Castle was once the former seat of the Teutonic Order. Now the imposing citadel is a Nazi-run museum containing armor, weapons, and artifacts of the Teutonic Knights. The castle is used as a pilgrimage site by the Hitler Youth, who flock here and stare in wonder at the ramparts, towers, and large chapel where the Teutonic Knights once conducted their holy religious services. Heroes entering the castle find several groups of Hitler Youth, accompanied by chaperones, touring the site.

Inside the grand hall is a medieval tapestry depicting the Teutonic Knights and the sacred sword. Woven into the fabric are depictions of knights in their white tunics graced with black crosses, each one battling a foe. One knight wielding a glowing sword fights a scaly reptilian creature resembling a dragon. Heroes making a Notice roll notice a yellowed parchment attached to the back of the tapestry showing a map of the Prussian Empire. A label written in German reads: “Within the Black Forest beneath St. George’s Abbey in limestone caves, was the final battle between Baron Hoeurf and the creature Miraborr.”

Anyone making an Investigation roll in the castle’s library learns that Baron Hoeurf was a prominent Teutonic Knight whose tales of bravery are chronicled in an epic poem, *The Saga of Baron Hoeurf*. Within the complex poem, written in German but translated into English, is a passage about Hoeurf fighting a terrible fire-breathing dragon named Miraborr. According to the tale, the knight slew the beast only after asking for a divine favor. Rumor has it that God granted the baron his wish, but only if the blessed sword remained in the caverns, never to be removed. Legend says those who remove the sword incur God’s wrath. However the heroes interpret this is up to them.

Guests of the Gestapo

The Gestapo, Nazi Germany's secret police, is aware of the heroes' mission and followed the heroes to Marienburg Castle. The Gestapo Agents (one agent per hero) ambush the heroes and attempt to arrest them. If heroes resist, treat it as a normal combat. If the heroes submit, they are taken to the Gestapo headquarters, tortured, and interrogated. The Gestapo Agents attempt to intimidate, cajole, and ridicule the heroes into submission. Stubborn heroes are jailed and must escape, which can be an adventure unto itself.

Gestapo Agent

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

Skills: Fighting d8, Intimidation d8, Investigation d8, Knowledge (Law) d8, Notice d6, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (+1)

Hindrances: Loyal, Obligations (Nazi Party)

Edges: Investigator, Man of a Thousand Faces

Gear: Suit, leather jacket (+1), fedora, Nazi Party pin, identification badge, Mauser military pistol (Range: 10/20/40, Damage: 2d6, RoF: 1, Shots: 6, AP 1)

Woman in Black

While in the clutches of the Gestapo, a tall, beautiful woman who introduces herself as Helga von Schloss, a Nazi she-wolf of the SS, interrogates the heroes. Though primarily a male-only organization, the SS employs a crack squad of women with sex appeal, physical prowess, and sadistic brutality to do Himmler's bidding. Von Schloss is an ideal agent of evil, with long blonde hair, a thin face, and a perfectly toned body; she's the ultimate physical specimen of Aryan purity and barbaric sadism. Von Schloss's mission is to find the Sword of the Teutonic Knights and she uses every means at her disposal to accomplish her task. She wears thigh-high leather boots, a black SS uniform complete with swastika armband and a death's-head SS visor cap. She is embarrassingly germophobic and obsessive-compulsive, always washing her hands or agonizing over little details. Despite these quirks, Von Schloss is a competent officer, and won't hesitate to kill anyone on the spot she sees as a threat to the Third Reich or Himmler's twisted ambitions.



Helga Von Schloss

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

Skills: Fighting d8, Driving d6, Intimidation d10, Notice d8, Shooting d8, Stealth d6, Taunt d10

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Loyal (Nazi Party), Phobia (Germs)

Edges: Attractive, Back Alley Scrapper, Command, Nerves of Steel

Defining Interests: German Literature, City Knowledge (Germania), Weaponry

Languages: German, English

Gear: SS uniform, garrote (Damage: Str), Mauser military pistol (Range: 10/20/40, Damage: 2d6, RoF: 1, Shots: 6, AP 1)

Maiden Flight

The heroes can reach the Black Forest by chartered air service from Marienburg to Stuttgart. During the flight, have any hero sitting next to a window on the aeroplane make a Notice roll. On a success, they observe an immense airship hover into view. The airship bears the Nazi swastika and is labeled the *Aryan Maiden*. Armed to the teeth with machineguns and rocket-propelled missiles, the *Aryan Maiden* is a formidable foe. Von Schloss sits in the ship's stateroom and monitors the combat as the *Aryan Maiden* attacks the hero's aircraft.

Since the heroes' craft contains no exterior weaponry, it is little more than a sitting duck, vulnerable to the *Aryan Maiden's* whims. However, if the aeroplane could maneuver close enough to the airship, stalwart heroes might be able to board the *Aryan Maiden*. If that's not an option, the heroes could always outmaneuver the airship. If the airship is seriously crippled, von Schloss escapes via a biplane stored under the gondola, surviving to torment the heroes later.

For the hero's aircraft, use the Douglas DC-3 stats on page 73.

Aryan Maiden (Airship)

Acc/Top Speed: 5/30; **Climb:** -2

Toughness: 14 (2); **Crew:** 20

Weapons: six machineguns (180° firing arc) two on either side; two beneath gondola and two on top of craft. The airship carries one fighter aircraft (use Arado Ar68 stats) which can be deployed in mid-flight.

The Black Forest

From Stuttgart, the heroes must hire an automobile or find some other way through the forest to St. George's Abbey.

The Schwarzwald, or Black Forest, is a heavily wooded, mountainous region in southeastern Germany. Foreboding, mysterious, and deadly, in recent years the Black Forest has become home to werewolves, trolls, and other nasty creatures from myth and legend. The Nazis maintain a few secret scientific research bases here, as well as Hitler's private mountain fortress. Himmler and his SS comb the forest, looking for clues to the elusive limestone caverns, the ancient lair of Miraborr.

Heroes exploring the Black Forest are set upon by a number of beasts, monsters, and Nazi soldiers as they make their way to St. George's Abbey.

Hidden Caves

A medieval Benedictine monastery, St. George's Abbey is eighty miles southwest of Stuttgart in a heavily wooded, mountainous region. Remote and isolated, the abbey evokes feelings of mystery and foreboding. Unused for about sixty years, the abbey fell into a state of disrepair. A section of roof collapsed and the sanctuary is open to the elements. Several stained glass windows are broken, and wild animals have begun nesting in darkened corners of the building.

Heroes making a Notice roll find a weed-choked pathway leading from the abbey into the woods. The pathway leads to a cavern opening covered in damp moss. This is the entrance to the limestone caverns.

Trekking through the caverns requires a light source, lest the heroes stumble around in the darkness and suffer a -4 Darkness penalty to all skill rolls.

Dragon's Lair

After traversing through a subterranean jungle of stalactites and stalagmites, the heroes find a large cavern — and the relic they seek.

The Sword of the Teutonic Knights is imbedded in the spine of a large skeletal beast with wings, a long neck and tail. Heroes making a Smarts roll realize this is the skeleton of the dragon, Miraborr. Removing the sword takes a Strength roll at -4. When the relic is removed from the skeleton, the sword's blade starts glowing. See the sword's description below for more information.

After the heroes find the sword, the Nazis arrive. Himmler's elite SS fighting force is determined to get that sword and will kill anyone opposing them. If von Schloss is still alive, she leads the charge, taunting the heroes as she attacks. There are two Nazi soldiers (use the Waffen-SS Soldier stats on page 181) for each hero, plus two more.

In the middle of combat with the Nazis, the ground begins quaking. To everyone's horror, the dragon skeleton trembles and raises itself on its bony feet with an ethereal motion both mesmerizing and frightening. The skeleton whips its sharp tail and takes down a Nazi, cutting the soldier in half. It then focuses its attention towards whoever is holding the sword.

Miraborr's skeleton attacks until it is slain again by the Sword of the Teutonic Knights. Once this happens, the skeleton's bones shatter into a million fragments, and the fine dust whips around the cavern, causing 1d6 damage and causing a -2 to all skill rolls.



Dragon Skeleton

The enchanted mortal remains of Miraborr, a once terrible dragon, are disturbing to behold.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+9, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 18

Special Abilities

- **Claws/Bite:** Str+d6.
- **Fear -2:** Anyone who sees a Miraborr must make a Fear check at -2.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking Miraborr.
- **Invulnerable:** Normal weapons can only cause Miraborr to become Shaken, but do no lethal damage.
- **Size +8:** The dragon skeleton is a huge creature.
- **Tail Lash:** Miraborr's skeleton can sweep all opponents in its rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to the dragon's Strength -2.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison; no wound penalties.
- **Weakness:** Miraborr's skeleton can only be harmed with the Sword of the Teutonic Knights or magical attacks.

Sword of the Teutonic Knights

Forged in 1200, the Sword of the Teutonic Knights resembles a medieval broadsword, its hilt decorated in Norse runes and blade adorned with Christian symbols. Used by various members of the Order in multiple battles throughout the Middle East and Europe, in the year 1410 the sword found its way into the hands of Baron Hœurf, who used it to slay the dragon, Miraborr. The sword grants its user the Improved First Strike and Frenzy Edges when wielding the relic, as well as the Fearless Monstrous Ability. The sword does Str+d6+2 damage. If the wielder is of Germanic origin, the sword then does Str+d6+4 damage. When the sword is first removed from Miraborr's skeleton, it bathes the wielder in a bright white light. Anyone else witnessing this must make a Vigor roll or suffer one Fatigue level.

Aftermath

If the heroes escape the caverns with the relic and return it to MI6, Mr. Chambers keeps his word and wires \$1,000 into a joint account the heroes could share. If von Schloss or the SS get the sword, an overjoyed Himmler consecrates the weapon in a dark rite at Wewelsburg Castle. The ceremony, attended by Hitler, Göring, Goebbels, and high-ranking members of the Nazi Party, garners Himmler more power as his new Teutonic Knights parade through the streets of Germania. If heroes seriously botch the mission, a disappointed Mr. Chambers might give them a second chance, sending them to Germania once again to snatch the sword from Himmler in the confines of Wewelsburg Castle, where the heroes face robed mages, gun-toting SS soldiers, and armored Teutonic Knights.

CYDONIAN SIGNAL

The Red War ended 38 years ago, yet traces of the Martian's former activity on Earth remain. The heroes stumble upon information describing a strange metallic craft uncovered by the shimmering sands of the Sahara Desert, about four days outside Timbuktu. If they choose to investigate, they'll confront an alien craft filled with mysteries, and a clue as to the impetus for the Kor-Ghuth's failed initial invasion.

Oasis of Knowledge

Timbuktu, an ancient city in the West African nation of Mali, is situated in the high desert. Thriving, with daily caravans bringing traffic and goods for its bustling markets, the city is a jumble of mud-brick houses, mosques, and a large university. Timbuktu's vast library of ancient manuscripts is envied by other nations. Most of the manuscripts were written in the medieval period in Arabic, containing a great store of the ancients' knowledge of science, art, and mathematics.

Timbuktu is under the protection of the French Foreign Legion, which has a post displaying the French tricolor in the city's center. Captain Martin Duval begrudgingly commands the post, and isn't above horsewhipping his men for disobedience. Duval is a brutal and vulgar thug who keeps the locals in line and loathes weakness. His transmission station first received an unknown signal from the desert two weeks ago and the expedition he sent out to investigate hasn't returned. Unbeknownst to Duval, the men simply took the opportunity to flee, deserting the Foreign Legion and escaping his tightfisted rule.

Heroes who arrive in Timbuktu can obtain information about the mysterious object by making Streetwise rolls. The populace is eager to share what they know, which isn't much. Timbuktu residents claim Duval has received some sort of transmission from the desert.

If the heroes approach Duval, they find him obstinate and curt. The captain is corrupt, demanding a bribe in exchange for his cooperation, which isn't much. If paid, Duval reveals the signals are some sort of foreign language and a set of weird beeps. Curious heroes can listen to the signal in the radio room and hear it for themselves; a successful Notice roll allows them to notice a persistent static throughout the transmission, hampering all Knowledge or Smarts rolls to understand its origin (Knowledge or Smarts rolls are at -6). Duval also tells the heroes the men he sent out to investigate haven't returned and offers a reward if his men are found. Duval really has no intention of rewarding the heroes and will arrest anyone he deems uncooperative.

If the heroes ask the caravan traders about the rumors, they get more information. The traders said they spotted a silver object buried in a sand dune four days east of Timbuktu.

Once the heroes gather their supplies and rent their camels or horses, they can venture out into the desert.

Trek Across the Sands

The Sahara Desert is a wild, untamed wilderness that presents its own dangers. For every day the heroes are in the desert, have them make a Vigor roll at -3. Temperatures are over 110 degrees Fahrenheit during the daylight hours. Failure means the hero gains one Fatigue level. If the heroes bring water and food, reduce the Vigor roll penalty to -1.

If the heroes are desperate to find food, have them make their Survival rolls to locate a dried, edible plant for sustenance.

Desert Nemesis

On their second day in the desert, a giant scorpion ambushes the heroes. The creature stands over ten feet tall and scuttles across the sands, snapping its pincers and shaking its poison-barbed tail.

Giant Scorpion

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

Skills: Fighting d8, Notice d10, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 15 (4)

Special Abilities

- **Armor +4:** Tough shell.
- **Burrow (10"):** The giant scorpion can burrow into the sand and strike anywhere on the following action within 10".
- **Claws:** Str+d8.
- **Fear:** Anyone who sees a giant scorpion must make a Fear check.
- **Large:** Opponents are +2 to all attack rolls against a giant scorpion due to its size.
- **Paralysis:** The giant scorpion's tail contains a powerful poison causing paralysis. When hit by a tail attack, Shaken targets must make a Vigor roll. With a success, the area becomes inflamed and the target automatically becomes Exhausted and remains that way until healed. On a failure, the target is paralyzed and incapable of any action, including speech, for 2d6 rounds.
- **Size +4:** The giant scorpion is a large creature.
- **Tail:** Str.

The Martian Craft

On the third day, heroes making a Notice roll can see a shiny glint in the distance. As the heroes move closer, they see it's the sun reflecting off a metallic object submerged halfway into the desert.

On the fourth day, they hear a faint humming noise from the featureless, sphere-like object. Accessing the Martian craft requires a Climbing roll to scale the immense sand dune. Those that don't make it tumble down, ending up in a heap on the desert floor and suffering one Fatigue level.

Heroes making a Notice roll detect a hatch (Toughness 14), about five feet across, recessed into the craft. Opening the hatch requires a raise on a Strength check; this brute method will undoubtedly attract the attention of the ship's robot inhabitants. Those with less brawn can make a raise with a Lockpicking roll to manipulate the complicated mechanisms of the hatch. The Kor-Ghuth

ship crashed to Earth in 1898 during the Red War and a sandstorm buried it for decades. Erosion exposed the spaceship, a trading caravan spotted it and word leaked out once it reached Timbuktu.

Inside, the craft is a network of corridors and small rooms lit by recessed orbs that flicker disturbingly. The metallic walls are smooth and have no sharp angles, only curves. Heroes walking through the ship must make a Smarts roll to get their bearings or find themselves lost.

Electronic Eyes

These bulbous metallic surveillance robots function as cameras wired to a main computer unit in the communications room. Electronic Eyes have Notice d8 and if they spot something unusual, they automatically notify the Sentry Robots, who investigate. The Electronic Eyes are located throughout the craft, and bypassing them requires a Stealth roll. Any attempt to interface with the Electronic Eye or dismantle it requires Repair at -4. Once one Electronic Eye is offline, a Maintenance Robot is dispatched to fix it.

Sentry Robots

Resembling a smaller version of the Martian tripods, the Sentry Robots amble around on three spindly legs supporting a circular housing equipped with visual sensors, a vocal synthesizing unit and a miniature laser ray that inflicts 2d6+1 damage. The Sentry Robot will warn any intruders (in a Martian dialect the heroes won't understand) and begin firing the laser ray. There are as many Sentry Robots as the GM wants to throw at the heroes. Through the decades, the robots' circuits have become corrupted and they attack anyone who enters the ship.

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

Skills: Fighting d8, Intimidate d8, Notice d10, Shooting d8, Stealth d6

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

Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.

Maintenance Robots

These squat, slow-moving robots contain long arms tipped with gyroscopic claws capable of precise movements. The Maintenance Robots are programmed to repair broken machinery aboard the spaceship and it's because of them that the craft remains operational years after its abrupt crash landing on Earth.

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

Skills: Fighting d8, Notice d8, Shooting d6, Repair d10

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

Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.

Martian Remains

Throughout the ship are the remains of bipedal creatures in silver space suits. Heroes first encountering the skeletal remains should make a Fear check. A Smarts roll alerts the heroes that the remains, mummified but mostly intact due to the dry desert heat, are Kor-Ghuths that were part of the original invading force during the Red War. The Martian mummies are valuable to collectors or scientists and can fetch a high price if kept preserved and brought back to civilization.

Pod Chamber

This odd room contains smooth, round walls, with vents emitting a sweet vapor. Ten large egg-like objects are fastened to the floor with metallic grills that appear to be circulating the air. Heroes making a Smarts roll at -4 will understand the weird objects are incubators powered by Aetherium. The round objects have sliding tops that reveal the fetid remains of a few Kor-Ghuth, each covered in a gooey plasma that, when researched properly in a laboratory, is revealed to be replicating Martian cells. The Martians aboard this craft were growing their offspring here — for what purpose remains a mystery.

Map Room

A console wrapping around this chamber's perimeter contains several dials, levers, and switches, each one labeled in a strange, undecipherable Martian alphabet. A cracked glass screen is mounted to one wall. A table in the middle of the room has several rolled metallic sheets, each one a navigational map of space between Mars and Earth. The skeletons of three Martians are in this room.

Harvester Room

This square room has pipes lining the walls and ceiling. The chamber's center has a large empty space in the middle with various oddly-shaped plugs and tubes poking up from the floor. A Notice roll detects a strange discoloration in the floor, as if a large machine once occupied the room's center and has been moved.

Control Room

A large console occupies the far wall, just below an immense dark screen, on which is a flickering green image of the desert outside. A Smarts roll reveals the image is a live broadcast from a tiny camera mounted somewhere outside the ship. Instead of windows, the Martians must observe the outside through these cameras on screens within the spaceship. The console has an array of switches, dials, and levers all labeled in a bizarre Martian alphabet. The skeletal remains of four Martians are here, each seated in chairs before the console. A Notice roll reveals one of the Martians is wearing a ray gun on its disheveled spacesuit. The ray gun is fully operational and inflicts 2d6+1 damage.

Distress Call

A short, grey box containing switches and dials is the Martian radio, where a recorded message plays in a never-ending loop. This is the bizarre signal Duval received back in Timbuktu. It is naturally louder in the ship, and can be recorded clearer without static if the heroes have recording equipment. Next to the Martian radio is a white and silver gadget resembling a microphone with a green button on it. A Smarts roll identifies that pressing the button will allow the message to be played in comprehensible English through a universal translator.

The Martian's message is:

"High Command of Kor-Ghuth... Scout Craft reporting from Earth... Distress beacon dispatched... Losing pressure in craft... Severe damage in ship's core... Several crew died in impact... Lost the ethero-coils in the hover manifold! Reconfiguring the survival venting system. The pods are severely damaged and unusable. Unable to contact our companion craft and do not know their fate. Must not let craft fall into enemy hands. Must not let them find the Harvester. We will program the mechanical robots to dismantle it and erase schematics from ship's computer. With the Emperor's blessing, we will pray to the Cydonian Fathers that our sister crafts are successful with their missions... Death to the weak ones! Hail the Kor-Ghuth!"

Race Against Destruction

The Martians rigged the ship to self-destruct after the universal translator is used, so the heroes must skedaddle from the spaceship after they listen to the cryptic transmission. Klaxons sound, lights flash, and a countdown (in Martian) plays over the loudspeakers. Heroes making a Smarts roll understand this to be a self-destruct countdown. They have six rounds to get out of the ship before it explodes. The heroes' escape can be run as an Extended Trait Check using Smarts (-1/3/1 minute). Heroes caught in the blast take 2d10 damage. All of the ship's machines, robots, and equipment are destroyed in the explosion. Salvaging might be possible but difficult and requires a Notice roll at -4 to find anything useful.

Piecing It Together

So what did the enigmatic message mean? Heroes will have to learn these details later as they explore the world, hunting for clues. What is the Harvester and what's its function? If other ships had Harvesters, where are they? Finding the answers to these questions will take time, but if the heroes return to civilization with the information they gathered, grateful authorities will be thankful and even reward them. If the heroes brought back photographs, recordings or any evidence of the spaceship, governments will be doubly grateful.

Then again, the heroes just might want to keep this information to themselves, and use it in future adventures when they explore the fate of the Red War and its unearthly aggressors.

HAUNTER ON THE HIGH PLAINS

Townsfolk in the Midwest tremble in terror when bank robbers and gangsters turn their quiet hamlets into shooting galleries and it's up to the steely-eyed G-men to stop them. A new plague is shaking Kansas: a monstrous gang the local sheriffs call "Haunters" because of their spectral appearance and shrill, heart-stopping screams. The heroes are contacted by none other than the Creep Squad, a branch of the FBI fighting the good fight against the creatures that go bump in the night.

Daily Briefing

Agent Edward Lofton, a lanky man with a thin mustache and wearing a dark suit, greets the heroes at the FBI's satellite offices in Wichita, Kansas. Lofton is a member of the so-called Creep Squad and tells the heroes that Uncle Sam requires their skills to solve a series of mysterious robberies occurring in the central part of the state, about three hours west of Wichita. He ushers the heroes into his private office, a clutter of filing cabinets, desks, and bookshelves brimming with folders and files.

Lofton shares with the heroes a blurry black-and-white photograph showing three human-like creatures dressed in suits and fedoras. The creatures are hairless, with pale skin and wide, protruding jaws filled with jagged teeth.

"These are Haunters, some nasty critters appearing in Cafferty, a town a few hours west of here. At first, we thought it was a standard bank robbery; a sedan pulled up to the local bank and a group of guys with Tommy guns got out and cased the joint. But this was no ordinary garden variety robbery. The creatures emitted a high-pitched howl that rendered everybody in the bank unconscious. When the folks woke up several minutes later, the bank's safe had been cleaned out. This happened once a week for three consecutive weeks, always the same bank and always in Cafferty. We need you to investigate it and stop these Haunters. According to our calculations, the next robbery will occur two days from now. That gives you enough time to go to Cafferty and investigate."

Lofton said he could provide backup for the heroes if they need it, and transportation (in the form of his old Model T) to Cafferty.

Dust Bowl Days

Kansas is in the center of the Dust Bowl, a terrible drought-blighted landscape where grasslands have given way to sandy dunes and once-blossoming trees have withered in the harsh, arid climate. Dust storms blanket the Midwest, blocking out the sun and choking the unprotected with dust.

The trip to Cafferty takes three hours but could be delayed when a dust storm bears down on the heroes. Driving through one of these storms is a harrowing experience, with whipping winds and walls of dust that impose -4 vision-based Notice roll penalties.

Targets staying outside in a dust storm must make a Fatigue check at -2 every ten minutes they're in the storm without a protective facemask. A roll of 1 (regardless of Wild Die) means dust has entered the person's mouth or nostrils and he must make a Vigor roll at -2 or suffer 1d4 choking damage. If a target

suffers choking damage four times, they must make an additional Vigor roll at -4 or contract dust pneumonia. Until healed, people with dust pneumonia temporarily gain the Anemic Hindrance, lose one die of Vigor, and all future Vigor rolls receive a -2 penalty.

Cafferty

When the heroes enter Cafferty, they find it nearly abandoned. The loss of local crops, coupled with unemployment, has forced many residents to pick up stakes and move westward. Those few brave remaining souls eke out a meager living in menial, retail stores that haven't gone belly-up yet. The overall atmosphere in Cafferty is of desperation mingled with fear. If the dust storms and crippling poverty haven't unnerved the locals, the disturbing arrival of the Haunters has.

The manager of the First National Bank is reluctant to talk, and will blab only if the heroes make a successful Persuasion roll. The bank manager, Mr. Battersby, is a nervous wreck, popping aspirin and wiping sweat from his forehead with a handkerchief. He tells heroes the Haunters always strike on Wednesdays at 1 p.m. Battersby insists that, although nobody in the bank was killed or injured during the robberies, everyone experienced a sense of dread and morose thoughts for weeks afterwards, almost like the creatures had violated their minds.

Tracking down the local authorities (requires a successful Streetwise roll), Cafferty's sheriff, a rotund and gruff ex-Marine named Walter Tibbitts, says his deputies tried apprehending the Haunters, but were repelled by the creature's horrendous shrieking. Tibbitts tells the heroes the only way to survive is to somehow plug their ears.

A successful Streetwise roll indicates that the only other person in town that could assist the heroes is George Goucher, editor of *The Cafferty Call*, a local newspaper. Goucher is a crusty news veteran who's been in town for decades. If the heroes ask about the robberies, Goucher tells them they mirror an exact robbery that occurred years ago, when the Anderson Gang came to town. Goucher shows the heroes a yellowed newspaper from 1929 chronicling the assault of the Anderson Gang on the bank. According to the article, the entire gang was ambushed and killed in the bank.

The Robbery

At 1 p.m. on Wednesday, a black sedan pulls up to the bank and three Haunters get out. They all carry Tommy guns and enter the bank. Anyone without cotton or some other obstruction in their ears must make a Vigor roll at -4 to avoid falling under the Haunters' spell. The creatures will then rob the bank and flee in the sedan. If the heroes attack, the Haunters will retreat and speed away in the sedan towards the local cemetery, about four miles away.

The Haunters don't speak during the robbery; their bottom jaws extend abnormally and they emit a shriek rendering everyone in the bank unconscious. The creatures then open the safe, using their powers to shatter the lock. They load up on moneybags and quickly depart. If anyone gets in their way, they respond with machinegun fire.

If the heroes chase the Haunters, use the Chase rules in the *Savage Worlds* core rulebook and run it as a standard five round chase. The Haunters' vehicle is a sedan and has a top speed of 40 compared to the heroes' car, which has a top speed of 20, so give the Haunters a +4 to their Driving rolls.

Boneyard Brawl

The Haunters have a hideout in the cemetery a few miles from town in a vast unused mausoleum. There are six members of the gang in all, each one wearing the suits they were buried in when they were members of the Anderson Gang.

Years of spite and anger have caused their restless spirits to manifest into the Haunters and to possess their old bodies. Freed from the chains of mortality, the Haunters pick up where they left off and rob the same bank, teaching the frightened populace of Cafferty the same lesson repeatedly. Ghostly machine guns, figments of the Haunters' warped minds, channel their hate in devastating fashion. If ambushed in their hideout, the Haunters fight until they're destroyed, using a lethal combination of machinegun fire and spellbinding screams.



Hunter

Haunters are ghastly humanoid creatures with hairless pale faces, tiny eyes and large mouths. They wear suits and fedoras but no shoes, their deformed feet are tipped with black talons and their fingers end in razor sharp claws.

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

Skills: Fighting d6, Driving d6, Intimidation d8, Lockpicking d8, Notice d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Gear: Suit, fedora

Special Abilities

- **Claws:** Str.

- **Fear -2:** Haunters cause anyone witnessing them to make a Fear check at -2.

- **Scream:** A Hunter can emit a loud bloodcurdling shriek. Anyone within a Large Burst Template must make a Spirit roll. Those who fail, roll on the Fright Table and apply the results.

- **Spectral Tommy Gun:** Haunters manifest spectral Tommy guns that fire ghostly bullets. The Tommy guns do 2d6+1 damage per bullet. Anyone hit by the ghostly bullets must make a Spirit roll. Failure means one Fatigue level is gained and the character must roll on the Fright Table.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison; no wound penalties.

Aftermath

Left wide open, it's up to the GM to decide the final outcome. Maybe a few Haunters escape and stalk the countryside, terrorizing rural farming communities. The Creep Squad will pay the heroes to hunt the undead gang and even supply them with high-tech crime-fighting gear. Perhaps there was a reason the Anderson Gang transformed into those horrendous creatures. Maybe the Haunters are only the foot soldiers of something far worse...

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