



A fan-made Day After Ragnarok Savage One Sheet written by Jason Painter

PRESTON'S BLUFF

Preston's Bluff is a small town, not too far outside of the Iowa Soviet. The town is awash with rumors of communist infiltration.

THE JAIL

The Party (or some of them) rest nervously behind bars for some reason. If you're using the attached pregens, Charlie, Harold and Susanna happened into town at the same time an Iowa Soviet agent did and are being held until the police can be sure they don't have any Iowa Soviet ties. Officer Dewald watches over them, awaiting the arrival of a certain banker.

ENTER FILO WESTERFIELD

Filo, a dirty banker and die-hard capitalist (though more for personal reasons than political ones), enters the jail, either controlled by one of the players or as an NPC. He has a bodyguard and a briefcase full of gold coins.

Curtis, the young police officer guarding the cells is amenable to bribery. After all he has a baby on the way.

Filo will agree to get the players out of jail and pay them a small sum of gold in exchange for their assistance.

"The Mayor's staunch opposition to the Reds has wavered of late. He's become a wet noodle, an Iowa Soviet apologist. Now he's talking about an open dialogue. Says negotiating with them is the only way to keep us independent and capitalist. And people are starting to listen . . . I blame that pinko New-yorker advisor of his."

If you're using Filo as a PC, explain the above text to the player and have them roleplay it out with the group.

Filo wants the party to get rid of Mayor Bentley's advisor, Martin Le Fleur, and he is not too particular about how they do it. He wants to come along to make sure they do not skip town and the job gets done.

City Hall might be a good place to start; Le Fleur has an apartment there.

CITY HALL

Preston's Bluff was the county seat before the Serpentfall. City Hall is an enormous building with a main council chamber, a lobby and numerous offices, some of which have been converted into apartments.

A private security force, paid for by the council, patrols the grounds and the hallways. Their presence is strongest in the council chambers where the city council is currently in session, listening to the population's complaints and worries, most of which center around Iowa Soviet expansion.

There is a sparsely populated gallery on the second floor that overlooks the main council chambers. This would be a likely place for a party to observe from while staying out of sight as much as possible.

Mayor Bentley is a large man with a bushy grey mustache. He sits, slouched in a big chair at the head of the hall. A half dozen other councilmen sit at nearby tables. Slightly behind the Mayor sits the sharply dressed Martin Le Fleur. He often leans forward and whispers into Bentley's ear as others in the room are speaking.

The council meeting is an excellent chance to break into Le Fleur's room, if the players are so inclined.

Have one player make a stealth roll. On a success, they figure out the flow of the guards well enough that they can slip into the back hallway unnoticed. If they fail (and do not spend the bennies to reroll and succeed) then a couple of guards happen by and suggest they move along.

LE FLEUR'S ROOM

Le Fleur's room is locked. A successful lock pick test will open the door. If they fail that, they could probably kick it in, but who knows what kind of attention that might draw.

Inside there is a bed, a table, a wardrobe and a large locked chest. The chest can be lockpicked or smashed open just like the door.

Inside the chest are all manner of potent-smelling herbs and apothecary supplies. Additionally there are two texts on arcane rituals and a small poisonous snake.

Whoever opens the chest has to make a successful notice roll (make it a hard test if they smashed the chest open) or suffer a bite from the snake.

A successful vigor check and the PC shakes off the effects of the venom; otherwise, they take a wound.

The most important clue in the room is a note on the table that reads "Hanneman Ruins - 11PM".

If the players avoid Le Fleur's apartment completely, have them spot Martin Le Fleur leaving Town Hall and getting into a car and heading out of town toward the nearby swamps.

THE HANNEMAN RUINS

Once a large house, the building burned down a few decades back. All that remains now is a chimney and a few blackened sections of wall. A causeway leads from the main road to the mist-shrouded island where the ruins stand.

Le Fleur is meeting with a group of Soviet ape-men. A man-rilla plus [number of PCs -2] chumanzees.

The ape-men are part of a squad sent from the U.S.S.R. to provide support to the Iowa Soviet and help it expand. They have been paying Le Fleur to poison the Mayor's mind with his dark magic. Le Fleur is not a communist; he is just the worst kind of opportunist.

Smart players will likely try avoid fighting the ape-men, but I think it is probably more fun for everyone if there is a battle in the ruins. If the PCs approach too close with the car, they are likely to get spotted. If the PCs don't tail him from a safe distance and try to run him off the road, he drives hard for the ruins, hoping the ape-men will take care of his pursuers. If they approach on foot perhaps they see Le Fleur and the man-rilla conversing when suddenly the man-rilla turns, his nostrils flaring as he catches their scent. If PCs stay a long distance away, have one of the chumanzees patrolling the perimeter of the meeting.

MAN-RILLA

Attributes

Agi d8, Sma d6, Spi d4, Str d12+2, Vig d8

Skills

Climbing d6, Fighting d8, Notice d6, Shooting d8,
Pace:8 Parry:6 Toughness:8 Size +2

Weakness (Stress Atavism): If shaken must make a smarts roll or flee.

CHUMANZEE

Attributes

Agi d8, Sma d6, Spi d4, Str d10, Vig d10

Skills

Climbing d8, Fighting d8, Notice d6, Shooting d8,
Pace:8 Parry:6 Toughness:7

Dodge, Fleet-Footed (in trees only)

Weakness (Stress Atavism): If shaken must make a smarts roll or flee.

AK-47 (24/48/96, 2d8+1, RoF 3, Auto, Shots 30)

MARTIN LE FLEUR (WC)

Attributes

Agi d4, Sma d8, Spi d8, Str d4, Vig d4

Skills

Driving d6, Fighting d4, Notice d6, Shooting d4,
Pace:6 Parry:4 Toughness:4

.38 Revolver (12/24/48, 2d6, RoF 1, Shots 6)

Susanna Griffon

Age: 30

Attributes

Agility - d6
Smarts - d8 Charisma - +2
Spirit - d6 Pace - 6
Strength - d4 Parry - 5
Vigor - d6 Toughness - 5

Skills

Fighting d6, Shooting d8, Driving d4,
Persuasion d8, Notice d8, Streetwise d6,
Lockpick d4, Stealth d6

Hindrances

Vow (Texas Agent), Heroic

Edges

Attractive

Gear

Lapel Knife (Str+d4-1), Bowie Knife (Str+d4+1),
Silenced Beretta (10/20/40, 2d6-1, RoF 1, Shots 8)

Susanna is the daughter of the wealthy Houston Oilman D. K. Griffon. Unlike her three useless brothers, Susanna did not go into the oil business. Much to her father's displeasure, the patriotic-minded Susanna took a job with the Governor's newly formed Strategic Desk. Susanna quickly proved herself to be an asset to the desk. Her ingenuity and self-sufficiency quickly landed her a post far to the north monitoring Iowa Soviet activity.

Curtis Dewald

Age: 22

Attributes

Agility - d6
Smarts - d6 Charisma - 0
Spirit - d6 Pace - 6
Strength - d6 Parry - 5
Vigor - d6 Toughness - 5

Skills

Fighting d6, Shooting d8, Stealth d6, Driving d6,
Intimidate d4, Notice d8, Streetwise d8

Hindrances

Vow (Preston's Bluff Police), Bad Luck

Edges

Danger Sense

Gear

Winchester Pump Shotgun (2/5/10, 1-3d6, RoF 1, Shots 5),
Baton (Str+d4), Service Revolver (12/24/48, 2d6, RoF 1, Shots 6)

Curtis is a sharp young police officer. He's good at his job, but he knows that's not going to get him anywhere. Preston's Bluff is on a collision course with the Iowa Soviet. His wife Martha is pregnant with their second child, and he'll be damned if he's going to raise two little ones in the poisoned lands. He's been taking extra cash wherever he can get it and he's got almost enough to get his family out to Texas or California.

Harold Kurowski

Age: 27

Attributes

Agility - d6
Smarts - d4 Charisma - (-2)
Spirit - d4 Pace - 6
Strength - d10 Parry - 7
Vigor - d6 Toughness - 5

Skills

Fighting d12, Shooting d4, Stealth d6,
Climbing d4, Intimidate d6, Notice d4

Hindrances

Illiterate, Ugly (covered in scars), Enemy (The Mayor of Knoxville)

Edges

Sweep

Gear

Maul (Str+d8) , Knife (Str+d4),
Old Springfield Rifle (24/48/120, 2d8, RoF 1, Shots 5)

Harold "The Barbarian"

Karowski was a prizefighter known throughout Appalachia. After the Serpentfall, the fight circuits dried up and he scraped by doing hard labor until he was captured outside of Knoxville. He was forced to fight in the arena for the Mayor's entertainment. He only escaped with the help of one of his fellow slaves Charlie.

Harold is covered in muscles and scars. He often goes shirtless. His trusty Maul is never far from his side.

Charlie

Age: 16

Attributes

Agility - d10
Smarts - d6 Charisma - 0
Spirit - d6 Pace - 8
Strength - d4 Parry - 6
Vigor - d4 Toughness - 4

Skills

Fighting d6, Shooting d6, Stealth d10, Climbing d6,
Lockpick d8, Notice d8, Persuasion d4

Hindrances

Big Mouth, Phobia (Snakes), Enemy (the Mayor of Knoxville)

Edges

Fleet-Footed, Quick

Gear

.38 Revolver (12/24/48, 2d6, RoF 1, Shots 6),
Knife (Str+d4), Lockpicks

Charlie grew up on the streets of Knoxville. He stole and he fought and he often went hungry. When the Tyrant-Mayor took power after the Serpentfall, Charlie and what friends he had quickly found themselves with their heads on the chopping block or their ankles chained in slavery.

Charlie spent many months as a slave before he got the chance to escape. During his escape he spotted the cell where Harold was kept and couldn't resist the chance to slight the Mayor by releasing his favorite gladiator.

Filo Westerfield

Age: 34

Attributes

Agility - d6
Smarts - d8 Charisma - 0
Spirit - d8 Pace - 6
Strength - d4 Parry - 4
Vigor - d4 Toughness - 4

Skills

Fighting d4, Shooting d6, Driving d4,
Persuasion d8, Notice d4, Streetwise d8

Hindrances

Arrogant

Edges

Rich

Gear

Briefcase full of gold coins, Knife (Str+d4),
Pearl-handle Colt M1911 (15/24/48, 2d6+1, RoF 1, Shots 7)

Filo runs the Westerfield Lending Corporation, a small bank that his late father founded. The business has become considerably more cutthroat since Filo took control. Nearly all of the lending in Preston's Bluff is through WLC and Filo stands to lose a pretty penny if the region socialized. But, Filo's a man of action, and he aims to hedge his bets, to ensure that doesn't happen.

Brennan Cooper

Age: 26

Attributes

Agility - d6
Smarts - d6 Charisma - 0
Spirit - d4 Pace - 6
Strength - d8 Parry - 5
Vigor - d6 Toughness - 5

Skills

Fighting d6, Shooting d10, Stealth d4, Driving d6,
Intimidate d6, Notice d8, Streetwise d4

Hindrances

Loyal, Curious

Edges

Nerves of Steel

Gear

Thompson SMG (12/24/48, 2d6+1, RoF 3, Shots 30),
Knife (Str+d4)

Brennan was dishonorably discharged from the Marine Corp in February of '43 due to a nasty morphine addiction that accompanied a shrapnel wound he received at Guadalcanal. When he came home to Preston's Bluff he was a mess and a full-blown addict. After a few months, his older cousin Filo paid the police to throw him in a cell until he kicked the habit. When he got clean, Filo offered him a job doing his dirty work. Brennan is very grateful and completely loyal to his cousin.