

RAISE A GLASS

A ONE SHEET ADVENTURE FOR THE DAY AFTER RAGNAROK BY WJ MACGUFFIN



In the Poisoned Lands, small towns depend upon the nearest mayoralty for protection from bandits and monsters. Yet the town of Newbridge Heights has told its mayoralty, "Thanks but no thanks! We can protect ourselves now!" There hasn't been any further communication with the town for weeks. Either the heroes are hired by the mayoralty to investigate, or they stumble upon Newbridge Heights on their own.

THE SICK MEN

On the road to Newbridge Heights, the heroes spot a camp of bandits. These bandits had attacked Newbridge Heights yesterday but were defeated. Now, they are healing their wounded and wondering just what the hell happened. If they spot the heroes, they attack with makeshift clubs and one or two rifles. There are as many healthy bandits as heroes; half that number lie badly wounded nearby.

At least one bandit (most likely a wounded one) will be found alive at their camp. He explains his gang, the Sick Boys, roams the Poisoned Lands looking for towns to loot. They attacked some town near here (they never bothered with the town's name) but ran away after being attacked by, "A bunch of these weird monsters climbing the walls and stuff!" The bandit knows little else; the attack is just a blur of claws, howls, and running away.



WELCOME TO NEWBRIDGE HEIGHTS

Outside of town, the heroes find several small but well-tended fields of tainted corn. Wendell Lewis and his sister Sally, two Newbridge Heights residents, are in the fields detasseling the corn. Sally looks malnourished but otherwise normal. However, Wendell looks sick: He is rail thin with dark bags under his eyes and scars across his face and forearms. He always seems distracted and gets confused easily. Sally is very protective of him.

Wendell and Sally know the corn is blighted and admit no one would eat the corn. Instead, it helps the town protect itself. Wendell and Sally won't explain further. Both are wary of the heroes at first, but if convinced the heroes have good intentions, they walk with the heroes to the town's gate.

The town (ST Level 3) is surrounded by a wall of old cars, torn up pieces of road, and hastily-made brick walls. There are two gates, each guarded by two townsfolk with rifles. Wendell and Sally vouch for the heroes and everyone enters the town, where they are met by Mayor Roy Dobson, a WWI vet missing his left leg.

Before a proper conversation can start, one of the guards spots three fly-by-nights (**DAR**, page 88) that trailed the heroes here. Mayor Dobson quickly calls for action, which sends most people into their homes—except for Wendell and four other men who look similarly ill, who line up outside of the City Hall. Sally brings out several jars of some red-tinted liquid from City Hall, and the five men drink it as if it were water. Within moments they undergo the wracking transformation into redshiners (see the next page) and attack the fly-by-nights. Watching the transformation requires a Guts check, if you use them in your game.

Once the battle is over, Dobson orders the redshiners to "Protect!"

They climb over the city walls and begin searching for more prey. They never stray far and will revert back to their human selves within an hour.

REDSHINE

Dobson explains the situation. He makes corn whiskey, aka moonshine, using the tainted crops outside the walls. This reddish liquor turns anyone who drinks it into a redshiner, an obedient monster dedicated to protecting the town.

The people of Newbridge Heights can be roughly split into two groups: The Citizens and the Newcomers.

Citizens are the original residents of the town who survived and stayed. The

Newcomers are those whom the town agreed to allow inside after Serpentfall. Mayor Dobson

has one rule about Newcomers: One person per family must serve in the police as a redshiner.

Dobson and the citizens see this as a win-win: Strangers get a safe place to live while the town gets the protection it needs. They stopped communicating with the mayoralty because the town doesn't need it anymore. The redshiners protect the town better than ever, and now they don't have to pay the mayoralty anything for protection.

Sally Lewis and the other newcomers have a different take. The redshine slowly poisons the drinker, sapping his intelligence and willpower, and eventually leading to death (either by combat or by the poison). Dobson and the citizens treat them like second-class citizens, giving them the dangerous jobs and worst food. Sally hates what Dobson has done to her brother Wendell, but given the dangers of being homeless in the Poisoned Lands, what choice did she have?

Anyone who drinks redshine will transform into a redshiner for one hour. They also gain the Snakebit hindrance and lose one die step

from either Spirit or Vigor (so Vigor d6 would become Vigor d4). When either Spirit or Vigor is dropped below d4, that person dies.

MAYOR DOBSON

Dobson went ‘round the bend during Serpentfall and is obsessed with protecting his hometown whatever the cost. He originally distilled redshine just to drink himself into stupors, but being intelligent, he decided to test the strange, reddish batch on someone else. Now that he has dozens of jugs of redshine, he is growing ambitious. Dobson sees a future where he is “President” of a coalition of towns, each protected by its own redshiners.

The heroes can either help or hurt Dobson’s plans. This gives the heroes a tough choice: 1) Put a stop to Dobson’s redshine and leave Newbridge Heights defenseless, or 2) Allow Dobson to continue and let more people die from the redshine’s effects. To complicate matters, Dobson will invite the heroes to work for him. He offers to make the heroes mayors of whatever local towns they can find, and will provide regular supplies of redshine—if the heroes swear allegiance to him.

AFTERMATH OF THE CHOICE

If the heroes want to stop Dobson, he will try to get a resident to drink redshine and attack the heroes. Dobson will even drink some himself if absolutely necessary. Assuming the heroes are successful and the distillery is destroyed, Newbridge Heights is overrun by bandits a few weeks later and everyone in the town is killed.

If the heroes protect Dobson and his redshine production, Newbridge Heights eventually grows to become a minor power in the region. Dobson convinces nearby towns to take his leadership in exchange for redshine, and when Dobson finds towns he cannot convince, he sends redshiners to attack and slaughter the town’s residents.

If the heroes agree to work for Dobson, then they must find a new town and convince them to join—or attack the town and take it by force. Eventually, the heroes will face the military might of the nearby mayoralty, determined to retake “their” towns.

Bandits

See page 79 of **DAR**.

Fly-By-Night

See page 88 of **DAR**.

Mayor Roy Dobson

Dobson (b. 1904) is a WWI veteran who lost his right leg in France. He returned to his family farm in Newbridge Heights and began distilling illegal corn whiskey. He survived Serpentfall but his family did not, and now he is determined to protect people no matter the cost.

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

SKILLS: Gambling d6, Knowledge (Agriculture) d8, Knowledge (Distilling) d8, Notice d4, Persuasion d6, Shooting d6, Streetwise d6

CHARISMA: +0 **PACE:** 3 **PARRY:** 2 **TOUGHNESS:** 5

Redshiners

Under the influence of redshine, a person loses their free will and is easily dominated by someone with a strong Spirit. They are bound to the area where the tainted crops were grown and will not leave the area willingly. However, they are quite feral and are always on the look out for something to attack much like a cat looks for movement to chase.

The physical changes brought on by redshine are not drastic but are noticeable. The imbibers’ muscles become more pronounced, their skin gains a reddish hue, and black claws grow from their fingertips. Their eyes become jet black. They also grow taller, adding anywhere from a few inches to a foot in height, while their arms grow unnaturally long.

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

SKILLS: Climbing d6, Fighting d10, Notice d8, Stealth d6, Tracking d6

PACE: 8 **PARRY:** 7 **TOUGHNESS:** 8

Special Abilities

- **BOUND:** A redshiner is obsessed with protecting the people of wherever it calls home. To leave home for more than an hour, or hurt anyone who lives there, requires a successful Spirit test.
- **CLAWS:** Str +d6
- **FEARLESS:** Redshiners are immune to Fear and Intimidation.
- **HARDY:** Does not fall from lesser wounds; two Shaken results do not cause a wound.
- **LOW LIGHT VISION:** Ignore penalties for Dim and Dark lighting.
- **FAST REGENERATION:** A redshiner can make a Vigor roll every round to heal damage naturally.
- **POUNCE:** A redshiner can leap 1d6” to gain +4 to its attack and damage, but its Parry is reduced by -2 until it’s next action.
- **WALL WALKER:** Can walk/crawl on vertical surfaces at Pace 8
- **WEAKNESS (FIRE):** Any damage caused by fire cannot be healed by Fast Regeneration and must be healed normally.

Credits

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