

SERPENT SCALES

FRAGMENTS FROM THE WORLD AFTER THE SERPENTFALL ③

Well, here we are heading into the third issue of *Serpent Scales: Fragments From The World After The Serpentfall*. And now, let's let **DAR** creator Kenneth Hite take you on a trip across the waters of the Pacific Ocean, as we...

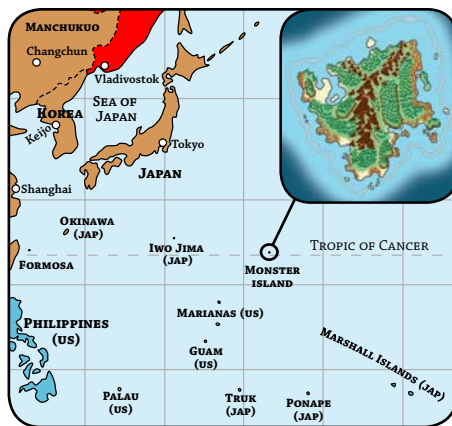
— RETURN TO MONSTER ISLAND —

Return with us now to Monster Island! Return, you say? Yes, return. For this is the island you've known existed all your life. You glimpsed it in afternoon monster rally TV, you remember it vaguely from that crumbling stack of comics in the garage, you conjured it up from the pages of lurid paperbacks. You've dreamed of it since first you heard the magic words, the sacred names of power. Names like "Brachiosaurus" and "Dimetrodon" and "Megalosaurus." Welcome back ... let's see how much you remember.

WHAT YOU KNOW ABOUT THE ISLAND —

Kaijūshima means "Monster Island" in Japanese. Its name refers to its appearance from the sea, the three volcanic cones along its center resembling spines on the back of a huge green monster sleeping in the Northern Pacific.

Lying between the Bonin Islands chain and Marcus Island, it is a volcanic island, upthrust limestone crags and cliffs mixed with tumbled basalt, obsidian, and other igneous rocks. Rich volcanic ash deposits and warm local currents encourage the riotous growth of jungle cloaking the island's surface. Roughly square-shaped, it runs approximately eight miles on a side, although with the rough, volcanically broken terrain and thick forests or swamps, it can take days to move along any single face of the island. Crossing it by land is nearly impossible: the volcanic ridge towers thousands of feet along the island's southwest-northeast axis.



History of Kaijūshima

Visited in the 19th century by American whalers (who named it Bradbury Island, after its "discoverer"), Kaijūshima had an indigenous population (a Korean-Micronesian mix) staunchly resistant to missionary works. They lived on the west side of the island, and worshipped Golyeong, a "gorilla ghost" reputed to haunt the island's interior. They claimed—somewhat hysterically—to know nothing about the basalt ruins seen on the southeast coast of the island by Western ships.



Only one European scientific expedition ever studied the island; a mixed party of archaeologists and biologists from Berlin University. They left hurriedly in 1909 and never published a report; their records are either smashed under the Serpent or in Soviet hands by now.

The Japanese Empire claimed the island in 1889 and formally occupied it in 1914, building a coaling station in the deep harbor on the island's northwest corner and dredging a passable channel through the hazardous coral reefs surrounding the island. During the 1920s and 1930s, the Imperial Japanese Navy further fortified Kaijūshima, building a landing strip and installing radio beacons, navigational and weather equipment, and experimental anti-aircraft weapons all over the western face of the mountains. By 1941, perhaps 4,000 Japanese military personnel were dug in on Monster Island.

Task Force HOW launched carrier raids on Kaijūshima (along with Marcus Island, Eniwetok, and Wake) in February of 1942, and three carriers pounded Kaijūshima and Marcus Island in August of 1943. During the run-up to Iwo Jima in late 1944 and early 1945, Kaijūshima became a regular target for American warplanes. Kept supplied by submarines during the earlier phase of the war, the American onslaught completely isolated Kaijūshima after this point. The Serpentfall ended the U.S. naval blockade of the island, and current IJN deployment there is unknown.

Getting to the Island

For the Japanese Navy, getting to Kaijūshima is simple. For others, it's more of a challenge. The closest American airfield is 840 miles away on Saipan in the northern Marianas; the nearest British-held territory is Papua New Guinea.

- The Kaijūshima base airstrip is about 800 yards long; long enough for a DC-3 (or a smaller plane) to land there. Of course, it's right next to the main Japanese Navy base on the island, so that's not really an option for most heroes.

Parachuting

Using a parachute is fairly simple: jump out of the plane, pull the rip-cord, and flex your knees when you land. The trick is in the timing, and sometimes in the parachute itself. Jumping out of a plane at high altitude gives more chances to drift, and for the possibly unfriendly people below to spot you; jumping out of a plane at low altitude solves those problems, but makes breaking your knees far more likely if you don't know what you're doing.

To begin with, roll 1d20 when you jump out of the plane. On a 1, something has gone wrong, and the chute fails to open. Make one Agility roll at -2 to pull the reserve chute (you get two chances for high-altitude jumps) or pancake into the ground for 2d6+50 points of damage.

If the parachute works, make an Agility roll at -2 to guide your chute into a clear spot. (Add another -2 each for high-altitude jumps, for high winds, and for night drops.) With a raise, you come down on your chosen target. With a success, you come down within 1d10x2" of your chosen target. With a failure, you come down within 3d20x2" of your chosen target. (Double these distances for high winds or night drops; quadruple for both.) On a 1, you also come down entangled in trees or wires or otherwise hung up.

Make a final Agility roll to land without injury, at -2 for low-altitude jumps, and another -2 for night jumps. With a failure, take 2d6 damage.

It takes a full round to disentangle yourself from your parachute; if you came down in a further tangle (on a roll of 1), the GM should tack on extra rounds of cutting yourself down (and another Agility roll to avoid damage from falling out of the tree), or make you wait for a companion to untangle you.

NEW PROFESSIONAL EDGE: JUMP TRAINED

Requirements: Novice

You have had paratrooper training during the War, or perhaps fire rescue training in the Outback or the American West. You know how to pack, put on, and use a parachute. With the Jump Trained edge, take a +2 to all Agility rolls involving parachuting, and if you packed your chute yourself, you can re-roll the initial d20 roll to see if your chute opens.

- It should be possible to land a seaplane inside the reef around the island. To evade Japanese radar coverage and air patrols, landing on the east side of the island is a better idea. Evading submerged rocks, razor-sharp coral spikes, and other hazards imposes a -2 penalty on Piloting rolls to land or take off in these waters. (Failure results in damage to the craft; the degree of failure determines the degree of damage.) Landing outside the reef is easier (unless bad weather increases the swell of the waves) but leaves the heroes with up to a mile of shark-infested water to cross, along with the aforementioned razor-sharp coral.
- But if you don't mind that, heroes can take a small boat from a larger ship (or submarine) in over the reef at high tide. Going in anywhere but the breaks in the reef (shown on the map) imposes a -2 penalty on the Boating roll to avoid tearing out the bottom of the boat and (if you're lucky) pinning the boat onto the reef.
- It may be easiest to simply parachute onto the island. Assuming all the heroes are Jump Trained, that is (see box).

Why would you want to get to Monster Island? Well, thereby hangs a tale ...

ADVENTURING

Adventuring on Monster Island can be a recurring feature of a **Day After Ragnarok** game set in the Pacific Rim, or an exciting one-off scenario. Any given Monster Island scenario might be a "sandbox" of random dinosaur-fighting and desperate escapes, or a more traditional scenario with a heroic goal, specific antagonists, and ... dinosaur-fighting and desperate escapes.

For the “sandbox,” just use any of the Hooks below to bring the heroes onto Kaijūshima, or roll your own on the Hook Table on p. 103 of *The Day After Ragnarok*. Let the heroes pick how they plan to get to the island (see p. 3, previous) and start running them around the map, rolling on the Monster Island Encounter Table (p. 5, at right) when things get slow. When they’ve had a satisfying boss fight or two, resolve the Hook however you’d like and (if need be) put a miraculously-intact (a few hours’ or few minutes’ Repair roll to fix) crashed plane or beached PT Boat somewhere ... guarded by One Last Foe, of course. You can add any complications you’d like off the **DAR** Adventure Generator: a Villain, a Guest Star, or a Twist, for example.

Of course, if you’ve added all those things to your sandbox, you pretty much *have* a traditional scenario. Or you can modify our Savage Scenario Starter, “Deploy All Monsters!” to suit your own game group.

Hooks

If your heroes are anywhere near the North Pacific, and your players are at all cooperative, it shouldn’t be that difficult to get them pointed at Monster Island. Some old standbys:

- A hero’s girlfriend, mentor, best mate, or hated enemy was last heard of heading for Monster Island. Or someone hires the heroes because his girlfriend, mentor, best mate, etc. was last heard of ...
- In a “Servants of the Crown” campaign, the heroes’ superiors order them to rescue a downed pilot from Monster Island. In a “Wolves Across the Border” campaign, the downed pilot is their rival, connection to illegal opiline, girlfriend, mentor, best mate, etc.
- The heroes’ plane hits a pterodactyl while they’re on the way to somewhere else entirely, and they have to land on Monster Island to make emergency repairs.
- The heroes’ boat hits a typhoon likewise, and they have to ... you get the drift.

And a few Monster Island-specific hooks:

- Intercepted radio messages from Soviet vessels in the Pacific indicate a lot of anomalous interest in Kaijūshima. Codebreaking (by the heroes or by their pals in ONI or SIS) indicates the Soviet Institute of Genetics is interested in what’s going on. This will pique the interest of many potential patrons: ONI, SIS, Rhodes University, Howard Hughes, the Experimental Ophiury Group, and so on.
- Somehow the heroes, or their patron, or their superiors, acquire the records of a secret expedition to the island in 1908 led by the engineer, inventor, and geologist George Ponderevo. Apparently, the island may have extensive deposits of the rare radioactive mineral “omnium” upthrust by volcanic eruption. Unfortunately, the records only cover the initial geological survey and the planning of the full expedition; what Ponderevo found there remains a mystery.
- During the final push on the Home Islands during the War, the Navy launched Operation Acrobat: an amphibious landing by Marine infantry on the eastern side of Kaijūshima. The operation apparently ended in disaster, and its very existence is classified—reason enough for a bunch of self-starting troublemakers to find out what’s there. If curiosity won’t do it, maybe one of the heroes’ connections was a Marine who disappeared in June of 1945 somewhere in the North Pacific.
- Hey, maybe filmmaker Merian Cooper hires the heroes as guides and guards for his harebrained scheme to land on the eastern side of Kaijūshima and shoot the Greatest Jungle Adventure Movie Ever Shown! He’s pre-sold the film to Howard Hughes’ RKO, so money is no object. This hook might combine with the first hook in this list; perhaps Hughes hired Cooper as a decoy to cover his real interest: finding out what the Reds want with Monster Island. The heroes might be dupes like Cooper, or paid by Hughes to keep their eyes open and bring back anything Hughes can use in his own labs ... alive.

Monster Island Encounters

Place encounters on the island any way you'd like: selected for narrative drive, cherry-picked for coolness or player potential interest, derive them from the heroes' current location (see **Features**, p. 10) or just roll them randomly.

Monster Island is hopping! For each hour the heroes spend on the island, draw a card from your Action Deck. If you draw a face card, roll on the Monster Island Encounter Table. If you draw a Joker, it's a really exciting day: roll twice—once on each table, or twice on one, whichever. Reshuffle your deck after every encounter. If once an hour is too fast, feel free to slow it down some, but Monster Island should leave the heroes breathless and on the run. Perhaps literally.

Modify the roll by +2 for night-time encounters, and consult the subtable corresponding to the side of the island the heroes are on.

Daikaiju

Japanese for "giant strange beast," this refers to any of the named Wild Card monsters listed under *Foes* below, including the Soviet ones. The GM should pick one, and have it smash something. Probably not the heroes.

Dinosaur

Might be any of the various dinosaurs listed under *Foes* below, or something else. If this is the first result for "Dinosaur," make it an unthreatening herd of hadrosaurs or a brontosaurus or something. Or roll 1d10 randomly: 1-3: Non-threatening herbivores; 4: Brontosaurus; 5: Small non-dangerous dinosaurs; 6: Velociraptor pack; 7: Allosaurus; 8: Stegosaurus; 9: Triceratops; 10: Tyrannosaurus Rex. At night, it will be a velociraptor pack, or a gang of smaller non-dangerous dinosaurs.

Enigmatic Megalith

Incised greenish-black basalt like the stones in the ruins, carved with weird bas-reliefs and horrifying ape heads. It can provide a clue to an ongoing plot, or produce weird time-effects, or just creep out the players.

Experimental Japanese Weapon

Weather control device, lightning cannon, vortex gun, ballistic rocket, time-warping radar array, oxygen destroyer ... the list goes on and on. Whatever it is might be guarded by 2d4 soldiers, or left to rust as the base reverts to savagery. It could be emplaced and ready for action, or broken and requiring 3d6 hours and 1d3 Repair or Ophi-Tech rolls to fix. It might be ophi-tech, or a more primitive mad science. It might merely be worth stealing for the SIS or Rhodes, or it might help take down a daikaiju.

Monster Island Encounters

D20	WESTERN ISLAND ENCOUNTER
1-4	Japanese Patrol
5	Wrecked Vehicle
6-7	Pterodactyl
8-12	Native Patrol
13	Tunnel Mouth
14	Quicksand
15-16	Experimental Japanese Weapon
17	Outsider
16-19	Giant Snake
20+	1d4 White Apes (1 in 6 chance that Daro (p. 12) is nearby)

D20	EASTERN ISLAND ENCOUNTER
1	Japanese Patrol
2-3	Wrecked Vehicle
4-5	Pterodactyl
6	Enigmatic Megalith
7	Gill-Man
8-12	Dinosaur
13	Daikaiju
14	Quicksand
15-16	Giant Snake
17	Outsider
18-19	2d4 Zombie Marines
20+	1d6 White Apes

Or it could just be an anti-aircraft emplacement: Model 96 25mm AA cannon (50/100/200; 3d8 damage; AP 4; RoF 3; Auto, HW). It requires a minimum crew of 4, one of whom must have Knowledge (Gunnery).

Giant Snake

Your standard issue (for the world after the Serpentfall, at least) giant snake. Roll 1d8; 1-2: 20', 3-4: 30', 5-7: 50', 8: 80'.

Gill-Man

A solitary swimmer in sea or river; if heroes have harassed or fought a gill-man, any second encounter with them is with a number equal to the heroes' party, and it's an ambush.

Japanese Patrol

2d8 Japanese soldiers (see stats on p. 12). If the heroes have angered the Japanese, this encounter might be a Zero on a strafing run (20mm cannon, 3d8, RoF 3, HW; 7.7mm MG, 2d8-1, AP 2, RoF 3; pilot's Shooting d6). Then the patrol comes out to check the bodies. On the eastern side of the island, this encounter is always a scout plane flying overhead.

Native Patrol

The indigenous residents of the island, out and about. 2d6 native warriors (see stats on p. 13). Roll 1d6: 1-4: Collaborators; 5-6: Faithful servants of Golyeong.

Outsider

This is a catch-all term for any non-Japanese, non-indigenous human on the island. Civilians are likely to be beautiful, handsome, or otherwise interesting to a hero. Use one of the hooks above for their ostensible (or actual!) purpose on the island, if need be. Secret agents will likely pretend to be civilians. Roll 1d8 for specifics: 1: Civilian castaway; 2: Crashed civilian pilot; 3-4: Crashed military pilot; 5: Stranded civilian scientist; 6: Stranded civilian sailor; 7: Stranded military sailor; 8: Secret agent. Roll 1d6 for allegiance: 1-2: American; 3-5: British; 6-7: Soviet; 8: Other.

Pterodactyl

1d4 pterodactyls. They will try to grab something that a hero is carrying and fly off with it.

Quicksand

The lead hero gets a Notice roll at -2 to detect the quicksand. On a failure, he drops waist-deep into the sand and begins sinking further, going completely under in three rounds unless pulled out. The hero can make a Strength roll (-4) to pull himself out, or get his comrades on the shore to pull him out (Strength unmodified). On a success, he stops sinking, on a raise, he escapes; on a critical failure, he goes under immediately and pulls any would-be helpers in waist-deep with him. Once under the surface, the victim immediately begins drowning. He cannot pull himself out; his friends must find him (Notice -2) and pull him out themselves (Strength roll at -2).

Tunnel Mouth

A camouflaged opening to the network of Japanese tunnels under the western half of the island. See **Tunnel Mouths**, p. 12, for details. If the GM wishes, this encounter can begin as an ambush by twice the number of Japanese soldiers as there are heroes.

Wrecked Vehicle

This might be a wrecked Japanese plane or boat, or more likely an American plane or boat lost during the aerial bombardment and naval blockade of Kaijūshima. On the eastern side of the island, it might even be a wrecked tank from the abortive Operation Acrobat landing! The vehicle might contain a skeleton, documents, maps, gun-camera footage, treasure, weapons, or

just a tank full of kerosene. It's up to the GM whether the vehicle can be salvaged enough (or cannibalized for parts) to get the heroes off the island (if it's a boat or plane), or whether the vehicle's armament (bombs, machine-guns, or even cannon) can be brought into action before the T-Rex ... or worse ... shows up.

SAVAGE SCENARIO STARTER: DEPLOY ALL MONSTERS! —

Customize this basic scenario to your whim; it can be an introduction to a long-running Pacific campaign, lead to other investigations in Russia or elsewhere, or just let your heroes have a big old monster fight in their dossier.

The Hook

Use any of the hooks in the *Hooks* section, above, to get the heroes to Monster Island.

The Tangle

The heroes get in over their head. Although they make major progress on solving the problem that brought them here—locate the survivor, track down an omnium deposit, get great footage—they expend way too much effort, and make way too much noise, in doing so.

The GM can simply run and fight them to exhaustion and empty ammo clips with repeated encounters, or set up a major ambush by the Japanese Navy, the collaborator natives, the zombie Marines, or Daro (p. 12) determined to sacrifice the strangers to Golyeong to restore her village's security. The specific nature of the Tangle depends on which side of the island the heroes wind up on, and who they tick off.

But just when things look blackest for Our Heroes ...

The Deus Ex Monstra

... the sun goes completely out.

Two mighty shapes cross the sky, blotting out the sun or moon or both. They are Batrak and Zmei Gorinich, sent to Kaijūshima by the Soviet Academy of Sciences. The Commies all ride on Batrak in a sort of collapsible shelter like a Quonset hut; Zmei Gorinich only lets Narts ride him.

The Soviet mission complement:

- Professor K.S. Malik, of the Institute of Genetics. (WC; use Bernard Childermass' stats from **DAR** p. 51, substituting Biology and Genetics for Astronomy and Rocketry.) He is in overall command of the mission, and tends to rant about glorious new frontiers in monster-building.
- Commissar Arkady Kashirin, NKVD. (WC Secret Agent with Intimidation d8, Knowledge (Biology) d6, and Dodge) As mission political officer, he enforces obedience to Moscow's directives. He has a Marconi gun.
- Elia and Yulia Orechova, twin 13-year-old girl psychics from the Makarenko Commune. (Smarts d8, Guts d10, Intimidation d8, Notice d10, Psionics d12; all other traits d6 if needed; Parry 5, Toughness 5; Arcane Background (Psionics); bolt, deflection, puppet, stun; 20 Power Points) They are Batrak's controllers, and are creepy in the extreme. They sing instead of speak. As long as they can look into each other's eyes, they can recover 1 Power Point per round. They use puppet on Batrak; he is conditioned to go under immediately when they contact him.
- A team of four man-apes (**DAR**, p. 85). The specific complement is up to the GM; their mission is to scout the island effectively for threats to the mission, imperialist agents, or other opportunities to advance Soviet science.

Destroyer Ex Machina

If the monster menace has gotten out of hand and you really need one—or if you’ve got six players but only five daikaijū—it’s always possible that the IJN has a destroyer in the area. Its guns and torpedoes have ranges in the miles; range is not relevant to a monster fight.

Use Knowledges (Gunnery) and (Torpedoes) d8 for the ship’s crew at first; after two wounds to the ship, the scratch gun crews will fire at Knowledges (Gunnery) and (Torpedoes) d6.

DD SERIZAWA

Acc/Top Speed: 3/15 **TOUGHNESS:** 25(0) **Crew:** 200

Notes: Heavy Armor

Weapons:

- 6 x 5" guns (5d10, Large Burst, AP 20, Heavy Weapon) in three turrets
- 2 torpedo tubes (18 torpedoes (5d20, Large Burst, AP 20, Heavy Weapon))
- Depth charges

- Sr. Sgt. Ghalev Rossiysk of the Red Air Force (WC Elite Soldier with Vigor d10, Guts d12, Throwing d6, Toughness 7, Command, Hold the Line!, and Jump Trained) and a squad of 10 airmen (add Piloting d6, Combat Reflexes, and Jump Trained to Soldier stats). His task is mission security and anything else that Professor Malik requires. Each man has an AK-47 and six grenades; Sr. Sgt. Rossiysk also has a Tokarev pistol. An SG-43 and 1,000 rounds of ammo are packed in mission stores on Batrak.

Moscow has ordered this team to track down the island’s mightiest monsters and take copious genetic samples from them, so that Stalin’s Institute of Genetics may breed more *chudovishchiye* (“marvels above”) for the greater glory of Soviet Science! And if it turns out that some of the island’s daikaijū are somehow connected with the power of Surtur, Norse lord of the fire giants, that will be very helpful to the Narts and to certain other Soviet specialists.

The Brawl

The Soviet monsters seek out Jigoryū and Golyeong (and Uwabami, if need be) to defeat in combat. The GM should try to drive the combat toward the heroes’ current location; if need be, both Jigoryū and Golyeong can cross the mountains in great leaps, to the western side. Jigoryū and Uwabami can both swim around the island, as well.

The players each take one of the daikaijū—Russian or Japanese, no matter—and play out the monster combat. The GM can play the leftover monsters in the fight, if any. It begins with Soviets vs. Monster Islanders, but the GM shouldn’t object to any switches that seem fun: last man standing, no holds barred, volcano cage match, whatever. Heroes can influence this fight slightly: if they have Daro’s confidence, she can speak with Golyeong; if they have a Soviet hostage (or one of them is psychic), they can communicate with Batrak’s twin controllers. Magical heroes might be able to communicate with Zmei Gorinich.

Needless to say, even if a monster dies during this fight, it didn’t *really* die. An Incapacitated *chudovishche* turns tail and flees back to Mother Russia. Golyeong dematerializes if Incapacitated; Jigoryū jumps in the nearest volcanic crevasse (or blows one open with one last breath) and disappears; Uwabami dives deep in the water or slithers into an unreachable burrow.

The Shuffle

If the GM can handle it without seeming too obvious and the players cooperate, the heroes’ captors might herd them onto a plane or boat for some reason and take them to the battle space. Or the Soviet troops might capture the heroes for their own purposes (“Aha! The NKVD was not

wrong when it said you might be here, Professor. A nice little bonus for us back in Moscow.”) or attack the heroes’ captors, likewise. (“Die, imperialist reactionary dogs!”) Perhaps they just want to loot fuel from the Japanese base, or they’re making their own searches for omnium.

There should be any number of ways to get the heroes and the Reds together: the easiest is for the Soviets to select wherever the heroes are entangled as their “base camp” and drop off the shelter, along with the airmen and man-apes to secure a perimeter. The twins almost certainly accompany Batrak; the Professor might come along, or he might stay behind to supervise things. If it looks like the heroes and the Soviets are getting too fraternal, eventually Professor Malik or Commissar Kashirin orders his men to disarm and subdue the heroes for questioning back in Moscow.

The goals of this scene are, in order: to break up the Tangle, let the heroes take on the Reds, and get a ringside seat to the monster fight. If the GM can’t accomplish all three, the most important goal is to break up the Tangle—one idle or “mis-aimed” volcano blast from Jigoryū should be enough to do that—and let the heroes bug out.

The Bug-Out

Once the big battle breaks the Tangle, the heroes can start working on their escape. This may or may not involve a gunfight with some of the Commies, but given that the Reds’ ride home is likely fighting a 90’ gorilla, waiting for a distraction is certainly feasible.

Hopefully by now the heroes understand that Monster Island is not a relaxing place to stick around. They potentially have access to the Soviet mission’s radio—suitable for calling for pickup by a British or American ship or submarine—and if they (or the GM) didn’t already have a way off the island planned, they might Notice one of these possibilities:

- A Japanese H8K2 “Emily” seaplane riding at anchor in the base harbor.
- A mostly-intact DC-3 crashed in the jungle somewhere, or a mostly-seaworthy PT boat beached on the shore likewise. A Repair raise gets the craft barely able to leave in time ... right after this one last dinosaur attack. Raiding the Japanese, or cannibalizing other wrecks, for fuel or spare parts could also serve as the “one last bloody thing” before the heroes can leave.
- Both native villages have outrigger canoes that could, theoretically, sail to Saipan. Assuming the heroes have a compass, a chart, and a lot of water. And the Boating skill.

Inside Monster Island

Most of Monster Island is a jungly hell. The rest is a swampy hell. At three points along the coast, the shore shelves into dry hills, instead of the cliffs and bluffs along most of the coastline. These three points, all on the western half of the island, are the island’s natural harbors, occupied by the Japanese and the natives. A thin scrub of sand beach runs along the north coast of the island, but the water off that coast covers rocky shoals unsuitable for boats.

Three volcanic cones punctuate the island’s “spine,” running southwest to northeast and dividing Kaijushima into two halves. The Japanese and the natives settle the “western” half (technically the northwestern half), and dinosaurs and monsters roam freely through the uninhabited “eastern” half (technically the southeastern half). Crossing the mountain spine between halves is almost impossible: volcanic crevasses, brimstone-choked sinkholes, jagged fields of obsidian, and even red-hot pools of lava decorate the slopes of the volcanoes above the jungle. Steep cliffs isolate the eastern half even along the shoreline. A skilled mountaineer could work himself along those cliffs (Climbing -2); a desperate one might even try crossing the spine (three attempts at Climbing -4; 3d6 damage on each failure).

Monster Island is Serpent Taint level 3, if you’re using those rules.

FEATURES

This section lists each of the major features of Monster Island, along with their characteristic encounter or hazard. The GM can change these up at her whim.

The Reef

A jagged coral reef surrounds almost the entire island. The submarine channel on the northwest corner is the only reliable way through the reef, although some natural channels shown on the map may be passable at high tide.

ENCOUNTER: On the seaward side of the reef, a school of sharks (2d6 medium maneaters, see **SWEX**) waits for the inevitable collision, sinking, and blood.

On the landward side of the reef, the mangrove swamps hold colonies of enormous sea scorpions (**DAR**, p. 88).

Kaijushima Base

Even a casual observer can tell that something has gone horribly wrong here. Huts and tents once laid out with military precision have become sloppy and disarranged. Pieces of salvaged sailcloth and corrugated metal serve as walls and roofs, discolored with smoke and other stains. A few vehicles sit rusting at the edges of the camp. The camp is, however, well-defended, with pods of 25mm anti-aircraft guns sited around it, and Nambu 99 LMGs in pits commanding the paths to the south.

Just west of the camp, barbed wire encloses slave pens full of 500 naked, sweating natives (and perhaps some Allied sailors or pilots washed ashore, or an intriguing NPC). They have no barracks; the long structures nearby are smokehouses, which give off an oily smudge or two from rusting chimneys. Heroes may make a Notice roll to realize that most of the slaves are missing one or more limbs.

The only remotely professional area of the Base is the airstrip, just to the north. It is cleared and guarded by uniformed airmen, behind its own barbed wire fence and gate. Behind the hangars sit a row of neat thatched huts and a large tent for enlisted men. How many (and what kind of) planes are on deck or in the hangar (or floating offshore) is up to the GM.



Kaijushima / Monster Island



- | | |
|---|--------------------------------|
| 1: The Reef | 6: Main Volcanic Caldera |
| 2: Kaijushima IJN Base | 7: Secondary Volcanic Calderas |
| 3: Native Village (Collaborators) | 8: The Ruins |
| 4: Native Village
(Golyeong Worshippers) | 9: Lava cliffs |
| 5: The Gate | 10: The Plateau |
| | 11: The Ravine |

Daro, Priestess of Golyeong



Daro is young and beautiful, and she knows it. Depending on how the GM wants to play it, she can be a fanatical worshipper of the great Golyeong, a heroic anti-Japanese warrior queen, a callous exploiter of her people, just waiting to meet a jut-jawed hero to fall in love with, a seductive femme fatale, or a magus eager for more mystical knowledge.



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

SKILLS: Boating d6, Fighting d8, Guts d10, Intimidation d8, Notice d6, Spellcasting d8, Stealth d6

CHARISMA: +4 **PACE:** 6 **PARRY:** 6 **TOUGHNESS:** 5

EDGES: Arcane Background (Magic), Very Attractive, Command, Healer, Inspire

HINDRANCES: Anemic

GEAR: Obsidian knife (Str+d4, AP 1)

POWERS: *beast friend, fear, healing, smite*; 25 Power Points

SPECIAL ABILITIES

- **SUMMON APE:** By expending 5 Power Points, she can summon 1d4 white apes from the deep jungle of the island (either side). They will arrive in 2d4 hours, unless Daro has already summoned them and has them waiting nearby.
- **SUMMON GOLYEONG:** By expending 20 Power Points and spending twenty minutes leading chanting, frenzied dancing, and discordant music, Daro can summon the mighty Golyeong. Golyeong appears in immaterial form at his idol, or in material form on the far side of the Gate. Whether or not Daro can banish Golyeong, even if she wanted to, is up to the GM. If so, it also probably takes 20 Power Points and 20 minutes of ritual.

If the tanks of airplane fuel near the airstrip, or the base ammo dump, detonated all at once, it would seriously discommode—perhaps even Incapacitate—even a giant monster.

ENCOUNTERS: The main camp holds some 2,000 Japanese military personnel, mostly naval infantry commanded by Colonel Kotorida. During the Allied blockade and bombardment of 1945, they turned cannibal, first eating prisoners and then the natives. Now, with the blockade gone, they keep their slaves alive longer, amputating limbs as needed.

Use Soldier stats (**DAR**, p. 82) plus Stealth d6, Bloodthirsty, and Bite (for Str+d4 damage) for the cannibals. They carry Arisaka 99 rifles (24/48/96, 2d8, AP 1, Bolt-Action). The heroes may encounter them as solitary sentries, squads on patrol, or a whole base-full.

The airmen, who fly supplies and messages in and out of the Base, are not cannibals, and stay well away from the rest of the base personnel. When boats come in from IJN ships, their sailors also stay in the airfield compound, or return to their ships for the night. The airfield holds, on average, 2d6 personnel per plane.

Use Soldier stats plus Piloting d6 for the airmen.

Tunnel Mouths

As with most Japanese fortified island positions, Kaijūshima Base has a network of tunnels dug or blasted out of the rock, mostly by slave labor. The tunnels under Kaijūshima go all over the western half of the island, allowing the GM to spring a surprise Japanese ambush from almost anywhere she wishes. Heroes are at -4 to Notice the tunnel openings before the Japanese emerge (-2 for heroes with Pacific island combat experience).

ENCOUNTERS: Cannibalistic Japanese soldiers are not made any prettier or less dangerous by penning them up underground for months at a time. They have begun to turn pale, blink in the sunlight (-1 to Notice and attack rolls; but +2 to similar rolls by night), and walk with a distinct crouch.

Native Villages

Both native villages huddle by the seacoast in stretches of laboriously cleared land planted with taro root, yams, breadfruit, and so forth. They have outrigger canoes beached on the shore, used for fishing and inter-village warfare.

Several hours' march through the jungle from the base, the northernmost village also plants rice; it has no pigs. It collaborates with the Japanese, raiding the other village for slaves and enjoying its own cannibalistic debauchery. Its population is around 250, with 50 warriors.

Cliffs cut off the southernmost village on both sides; the collaborators must raid by sea. Its population is around 150, with 30 warriors. These villagers keep pigs for their meat, but their village looks sad and raddled thanks to frequent raids. A large basalt idol of a misshapen ape sits in the middle of the village, sunk deep in the sandy soil. This is the idol of Golyeong, still worshipped by these faithful tribesmen. Were it not for the idol, they might well uproot their village and move it inland, clearing space in the jungle to do so.

ENCOUNTERS: Use Bandit stats (**DAR**, p. 79) for the village warriors, with Boating d6, Shooting d4, Woodsman, and no Hindrances except Bloodthirsty for the collaborators. They use bows (12/24/48, 2d6), spears (Str+d6, +1 Parry), and knives (Str+d4); 1 in 8 collaborators have Arisaka 99 rifles. Villagers speak Japanese and their own native tongue; heroes who know Korean or any Micronesian language can make themselves understood in halting pidgin. If need be, an Allied soldier can have taught either village headman some English.

The Gate

A very old trail, occasionally lined with enigmatic weathered stones, leads from the statue of Golyeong northeast into the jungle. After a few hours walk, it ends at a 60-foot tall wall, seemingly built of multi-ton blocks of jade or malachite, set across the mouth of a narrow crevasse. The sheer sides of the crevasse rise hundreds of feet above the wall, which blocks the only way into the crevasse—and the only accessible land route into the eastern half of the island. Climbing the smooth-worn wall (or the friable sides of the crevasse) is at -2 to Climbing skill.

An immense gate made of mahogany logs bound with verdigrised bronze pierces the wall, surrounded by eroded carvings of monsters and giants. Above the gate is carved the snarling head of an ape. A cunning system of pulleys and vine ropes allows a small party of natives to open the gate, but this is only done on the village priestess' command—usually when sacrifice is to be made to Golyeong. Sturdy mahogany stocks, complete with rawhide thongs at wrist and ankle points, sit just on the other side of the gate, surrounded by the bleached and smashed bones and skulls of previous sacrifices.

ENCOUNTER: If one of the heroes is being sacrificed to Golyeong, the priestess of the faithful village, Daro, supervises the action, along with an honor guard of 4d4 village warriors (all traits one die higher to reflect their religious fervor). At other times, one warrior guards the gate from a platform in a tree nearby, watching to see that it never opens. He has a conch shell to blow a warning if he is not silenced in one round.

The Volcanoes

Even after substantial erosion, the central cone on Kaijūshima rises over 3,000 feet above sea level. All three cones have resumed activity following the Serpentfall, belching out plumes of yellow smoke and the occasional lava bomb. Immense caves, reeking of sulfur, burrow deep into the sides of the mountain. On the western face, these caves often hold experimental Japanese anti-aircraft



weapons, a camped-out spy or infiltrator like the heroes, or even kamikaze planes fueled and waiting to go. On the eastern face, they emit dense fogs pouring down the sides of the mountains.

ENCOUNTER: Up in the volcanic crags, pterodactyls are likely to think you're raiding their nest. Which is not a bad idea, as they salvage anything shiny or interesting: guns, vital pieces of the crashed plane, satchels full of code books, etc. But you have to go through 1d4 pterodactyls first.

The Ruins

Multi-ton blocks of basalt piled into megalithic walls and structures sprawl in eerily irregular lines and curves covering 100+ acres of coastal swamp. Strange angled canals furrow through the swamps nearby, and the blocks continue well out into the water. A few of the blocks resemble the greenish stones of the wall surrounding the Gate (p. 13); others resemble immense cubes of smoky obsidian. Odd carvings cover some walls; others rise blank and inscrutable above mangrove trees and strangely luminescent orchids.

Heroes with a successful Knowledge (Archaeology) test (or longtime Pacific hands with Common Knowledge) note some similarities to the Nan Madol ruins on Ponape, but these seem immeasurably older somehow.

It's not impossible that these ruins connect in some way to the ritual used by the Ahnenerbe to open the way for the Midgard Serpent; such weird dimensional geometry might explain why dinosaurs continued to thrive on Monster Island long after they died out elsewhere.

ENCOUNTER: Plant anything you'd like in these ruins, from a Moon-Pool leading to another dimension to a horrific squid god to even-more degenerate tribesmen, or their ghosts. If you're stuck, 1d6 gill-men call these ruins home at the moment, and they might well be hungry—or love-struck by one of the heroines.

The Plateau

Two waterfalls pour down the 1,000-foot side of this immense upthrust plateau centered in the eastern half of the island. (Smaller plateaus rise a few hundred feet above sea level just east of the

ruins and to the south on one side of the crevasse leading to the Gate.) The sides of the plateau can be climbed in a few hours with ropes and patience; the limestone has crumbled in many places, and vines and jungle trees grow everywhere. Here Jigoryū rules a mighty kingdom of lost beasts; creatures that ... dare I say it? ... time forgot.

It's up to the GM whether dinosaurs simply survived on Kaijūshima, or whether the combination of Serpentfall and the weird dimension-twisting ruins on Monster Island has reawakened them. It's also up to the GM whether any dinosaurs (besides pterodactyls) exist outside the plateau, roaming the jungles elsewhere on the eastern half of Kaijūshima.

ENCOUNTER: If you're up here, you're fighting some dinosaurs.

The Ravine

Between the aforementioned plateau and the central volcano, a deep, jungly ravine runs north-south about half the width of the island. The slopes and crags above it cut the sunlight down to almost nothing; combined with the ever-present fog and the thick leafy canopy struggling for every sunbeam, it is a ravine of eternal night. Bat colonies nest in the walls, nocturnal lemurs howl, and immense fungi carpet the rotting floor.

ENCOUNTER: A Notice roll (or Knowledge (Botany)) will figure out that the “vines” in this area are uncommonly sticky and gray. 1d6+2 giant spiders (**DAR**, p. 92) come out to play.

FOES

This section begins with the native daikaijū of the island and the two Soviet chudovishchiye, continues with a passel of dinosaurs, and ends with some humanoid foes on Monster Island.

It should go without saying that the GM is free to add any extra monsters—especially dinosaurs and kaijū—from whatever source she likes. Similarly, if she thinks zombies or gill-men spoil the Kaijūshima soup, the GM can leave them out of adventures and ignore them on the **Encounter Table**.

Jigoryu

This mighty monster takes his name from the Japanese *Jigoku no kyōryū*, or “Hell dinosaur.” (IJN aviators and sailors have spotted him; some have even survived radioing his description.) Just after Serpentfall, when the three volcanoes on Monster Island reawakened and began belching forth lava, the whole island shook in an immense earthquake. From a newly opened fissure on top of an isolated plateau stalked a 100-foot-tall monster dwarfing every known dinosaur.



Ten times the size of the tyrannosaur he resembles, Jigoryū's thick slabs of muscle carry a bony armor shield like that of a titanosaur. His long snout and thick forearms resemble megalosaur or iguanodon features. Although no one has ever gotten close enough to find out, Jigoryū almost certainly shares Serpent-like biology: in no other way could he possibly power his immense body—or his fiery breath. Normally a blackish green color (similar to the stones in Monster Island's ruined city), he brightens to a deep scarlet when about to breathe fire. The mystically minded might connect this devastating weapon with the fire giant Surtur: is Monster Island another potential gateway to Muspellheim?

The Eye of Jörmungandr

The baleful looking symbol at right is the Eye of Jörmungandr. This symbol indicates which monsters and NPCs presented in **The Day After Ragnarok** are Wild Cards. Some monsters have boss versions that are also Wild Cards, but don't have the Eye of Jörmungandr there to show the way.



ATTRIBUTES: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+16, Vigor d12

SKILLS: Climbing d4, Fighting d8, Guts d12, Intimidation d12, Notice d6, Shooting d6, Throwing d4

PACE: 16 **PARRY:** 6 **TOUGHNESS:** 26 (3)

Special Abilities

- **ARMOR +3:** Tough hide and titanosaurian bone plates.
- **AQUATIC:** Pace 24. Jigoryū is an excellent swimmer.
- **CLAWS:** Str+d12, AP 4. Heavy Weapon.
- **COMBAT REFLEXES:** Jigoryū adds +2 to his Spirit roll when attempting to recover from being Shaken.
- **FEAR -2:** Anyone who beholds Jigoryū must make a Guts check at -2, even before the Intimidation starts.
- **GARGANTUAN:** Heavy Armor. Attacks against him by man-sized creatures are made at +4. Jigoryū's attacks are Heavy Weapons. Add Size to damage when stomping, ignore vehicular armor.
- **HARDY:** Jigoryū does not suffer a wound from being Shaken twice by a physical attack.
- **OTHERWORLDLY MIASMA:** Jigoryū carries with him the sulfurous stench of his origins. Heroes spending more than an hour (or engaging in strenuous physical activity such as combat) within a Large Burst Template of him must make a Vigor roll or become Snakebit.
- **ROAR:** As a full action, Jigoryū can emit a terrifying roar. All those in earshot—within two miles away—must make a Spirit roll or be Shaken.

Lavasaur

Following Serpentfall, the Mato Grosso in Brazil spews forth red-hot creatures called “lavasaurs” by the cowboys and adventurers who have encountered them. Use any dinosaur, drake, giant snake, or other reptilian creature as the basis for a lavasaur, and add any or all of the following special abilities to its template:

- **DEATH ERUPTION:** When a lavasaur dies, the alien magics in its belly detonate, no longer constrained by its form. Everything within a Burst Template centered on its body (depending on the Size of the lavasaur: up to +1, Small; +2 to +5, Medium; +6 or more, Large) takes 4d10 flaming explosion damage unless they make an Agility roll to dodge it (-1 for Medium, -2 for Large).
- **IMMUNITY (HEAT):** Lavasaurs take no damage from fire or heat attacks, and never suffer Fatigue from heat.
- **RED-HOT AURA:** Lavasaurs radiate intense heat. At the end of movement, all adjacent beings take 2d6 damage (ignoring armor).
- **RED-HOT SKIN:** Touching a lavasaur's skin is like touching a red-hot brick. Making flesh contact with a lavasaur costs 2d6 damage; for anything else roll 1d6 to see if it bursts into flame as per the Fire rules in Savage Worlds. Nonflammable objects (swords, gun barrels) warp and deform on a result of 6, making them useless.
- **ROCKY ARMOR:** Add +1 to creature's normal Armor.
- **VOLCANIC SPITTLE:** Lavasaur spittle is highly flammable, and some lavasaurs can spray it from their mouths like the jellied gasoline in a flamethrower. Such a spit attack is a Shooting attack (add Shooting at one die smaller than the lavasaur's Fighting) using the Cone Template. Characters within the cone must beat the lavasaur's Shooting with Agility -2 or get spattered with flaming, sticky sputum. Those who fail suffer 2d10 flame damage, and are on fire.
- **WEAKNESS (COLD):** Cold and ice attacks, magical or technological, cause +4 damage. Lavasaurs take an extra -4 penalty on Vigor rolls to withstand cold Fatigue.

- **SIZE (+15):** Jigoryū stands over 100' tall.
- **TAIL LASH:** Jigoryū can sweep all opponents (and objects) in his rear facing in a 5" long by 10" wide rectangle. This is a standard Fighting attack, and does d12+17 damage.
- **VOLCANIC BREATH:** Range 50/100/200; Damage 5d10; 10" diameter burst; Heavy Weapon. Jigoryū must "recharge" his breath for 1d8 rounds after each use, and he cannot stomp or claw when using his breath weapon.

Golyeong

The "gorilla ghost" may be a tulpa or other egregor, a guardian spirit summoned or created by Monster Island's former inhabitants, those who built the ruined city. Japanese (and possibly other) outsiders have encountered him both in the form of a 20' gorilla and as a 90' spectral monster. This raises several possibilities:



- The spectral form of Golyeong inhabits or possesses a giant ape native to the island, possibly a descendant of Gigantopithecus. Killing or capturing the host might kill or bind Golyeong, or he might switch to a new host ape.
- Golyeong can take multiple forms, specifics depending on his will, that of his priestess, or some other unknown factor.
- Golyeong is a psychic projection created by (or installed in) the island's ape population: the First God.
- Golyeong's "native" form is the giant specter; he materializes his smaller ape form out of ectoplasm.

The values before the slash are for Golyeong's 20' ape form; those after, for his 90' specter form. If only one trait value is given, it's the same in both forms.

ATTRIBUTES: Agility d8, Smarts d8 (A), Spirit d8/d10, Strength d12+6/d12+14, Vigor d8/d10

SKILLS: Climbing d8, Fighting d8, Guts d8/d12, Intimidation d10/d12+2, Notice d8, Swimming d6, Throwing d10

PACE: 12/24 **PARRY:** 6 **TOUGHNESS:** 10/21

Special Abilities

- **COMBAT REFLEXES:** Golyeong adds +2 to his Spirit roll when attempting to recover from being Shaken.
- **FRENZY:** Golyeong can make two Fighting attacks each round at a -2 penalty.
- **HARDY:** Golyeong does not suffer a wound from being Shaken twice by a physical attack.
- **LEVEL-HEADED:** Golyeong acts on the best of two cards.
- **SLAM:** Golyeong's basic attack is an arm or chest slam for Str damage. (Heavy Weapon as a 90' specter.)

20' Gorilla Form Only:

- **CLUB:** Str+d10. Golyeong can uproot a small tree and use it as a club.
- **FLEET-FOOTED:** In trees only, Golyeong's Pace is 14 and he rolls a d10 instead of a d6 when running.
- **ROCKS:** Golyeong can hurl 50-pound stones at his foes (5/10/20; Str+d10) Heavy Weapon.
- **SIZE (+4):** Golyeong stands 20' tall.

go' Specter Form Only:

- **ECTOPLASMIC:** Physical attacks do only minimum damage to Golyeong.
- **ETHERIC SHOCK:** Golyeong can administer an etheric shock (5d8) to any foe in his grasp. Heavy Weapon.
- **FEAR -2:** Anyone who beholds Golyeong must make a Guts check at -2, even before the Intimidation starts.
- **GARGANTUAN:** Attacks by human-sized opponents are made against Golyeong at +4. Golyeong's attacks are Heavy Weapons. Add Size to damage when stomping.
- **ROAR:** As a full action, Golyeong can emit a terrifying roar. All those in earshot—within two miles away—must make a Spirit roll or be Shaken.
- **SIZE (+14):** Golyeong stands 90' tall.

Uwabami

Named for a giant monstrous snake in Japanese legend, this is the IJN pilots' nickname for an enormous 120' serpent they've seen sunning itself in Kaijūshima's eastern rivers. Its ribs can expand into rudimentary "wings," allowing it to glide like a flying fish. It is fully amphibious.



ATTRIBUTES: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+12, Vigor d8

SKILLS: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d10

PACE: 16 **PARRY:** 6 **TOUGHNESS:** 22 (2)

Special Abilities

- **AQUATIC:** Pace 16.
- **ARMOR +2:** Scaly hide.
- **BITE:** Str+d12, AP 2. Heavy Weapon.
- **CONSTRUCT:** Uwabami bites when he succeeds at a Fighting roll and entangles when he succeeds with a raise. The round he entangles and each round thereafter, he automatically causes damage to his prey (ignoring armor) equal to Str+d8. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll.
- **CRUSH:** Str. Against human-sized opponents, Uwabami merely crushes them with a coil, not even bothering to wrap them up. He can make a crush attack anywhere along his length.
- **FEAR -2:** Seeing Uwabami requires a Guts roll at -2.
- **FLIGHT:** Pace 10, Climb 1, but only over distances of 220" or less.
- **GARGANTUAN:** Heavy Armor. Attacks against him by man-sized creatures are made at +4. Uwabami's attacks are Heavy Weapons. Ignore vehicular armor. He has no Stomp attack.
- **HARDY:** Uwabami does not suffer a wound from being Shaken twice by a physical attack.
- **POISON:** Anyone Uwabami bites must make a Vigor roll at -4 or become Exhausted until healed. Physical activity (such as combat) will bring on another Vigor roll (also at -4) in 2d6 rounds. Once Incapacitated by the poison, the victim must make another Vigor roll (also at -4) or die in 1d6 rounds.
- **POISON DROOL:** Any human-sized target adjacent to Uwabami's head must make an Agility roll to escape the melon-sized droplets of venom dripping from the great snake's jaws. Getting splashed with venom causes the above Poison effects; Vigor roll is at -2.

- **REACH 7:** Uwabami can rear and strike out to a third his length.
- **SIZE (+14):** Uwabami is 120' long and his head is 10' around.
- **TAIL LASH:** Uwabami can sweep all opponents (and objects) in his rear facing (or adjacent to his rear third, if he's extended) in a 7" long by 14" wide rectangle. This is a standard Fighting attack, and does d12+7 damage.
- **WEAKNESS (HEAT AND COLD):** Giant snakes are cold-blooded; they make Vigor rolls to withstand temperature extremes at -1.

Batrak

Grown on the Soviet Institute for Genetics' experimental farm at Kapustin Yar in the Volga valley, Batrak ("farmhand" in Russian) is an immense moth. Created by I.V. Persikov using genetic material from the Siberian vampire moth, Batrak craves blood; Serpent blood fuels his immense body, but animal (or human) blood will do in a pinch.



The original plan called for him to be controlled using pheromones (moths' susceptibility to such control was why Academician Lysenko selected a moth for the first genetic chudovishche) but Batrak's ferocity forced the Academy of Sciences to use other methods. Currently, twin pubescent girls (as a category, by far the most likely powerful psychics) from the Makarenko Commune serve as Batrak's immediate controllers.

The Red Air Force, the Institute for Genetics, and the NKVD are all tussling over ultimate jurisdiction over Batrak; Stalin has not yet decided who gets to command this fearsome yet peculiar Soviet asset.

ATTRIBUTES: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+9, Vigor d8

SKILLS: Fighting d8, Guts d10, Intimidation d8, Notice d10

PACE: 8 **PARRY:** 6 **TOUGHNESS:** 15

Special Abilities

- **BERSERK:** If one of Batrak's psychic controllers is wounded or killed, Batrak automatically goes berserk, as the Edge.
- **DIVING SLAM:** Batrak's standard attack is a body slam, doing his Str in damage. If he can fly at least 30" before hitting, he does his Str+Acceleration in damage to his target. Reduce damage for shorter dives proportionally.
- **FLIGHT:** Pace 30, Acc 15, Climb 15. Out of combat, Batrak can reach the jet stream, allowing him to fly at a top speed of 125".
- **GARGANTUAN:** Heavy Armor. Attacks against him by man-sized creatures are made at +4. Batrak's attacks are Heavy Weapons. Add Size to damage when crush-landing.
- **HARDY:** Batrak does not suffer a wound from being Shaken twice by a physical attack.
- **LIFT:** Batrak can carry 5 tons of weight, or pick up creatures or objects up to Size +5 with a Grapple attack. Every ton carried or +1 Size lifted slows Batrak's Flight stats by one-fifth: carrying 3 tons or lifting a Size +3 grizzly bear leaves him with Pace 12, Acc 6, Climb 6.
- **SIZE (+9):** Batrak is 70' long with a 220' wingspan, but his body is relatively light.
- **VAMPIRE MANDIBLES:** Batrak can Bite creatures adjacent to his head with a Fighting roll, which does only d12 damage. On a raise, or if he bites a wounded creature, the victim must make a Vigor roll at -2, or suffer Fatigue from blood loss. This can lead to Death.

- **WIND BLAST:** As a full action, Batrak can whip up a blast of wind by fanning his wings. Point one Cone Template facing forward from each wing; any target where those cones would intersect (up to 50" away) may make an Agility roll at -2 to retreat out of the path of the wind. Anything still standing in that overlap (including vehicles and structures: a house has 15 points of Toughness; a concrete bunker has Toughness 20; "wounded" structures collapse) takes 6d6 points of nonlethal damage and must make a Strength roll or be blown 1d10" backward and prone (possibly setting up more Falling damage). Heavy Weapon.

Zmei Gorinich

The Nart Terzhi awakened the three-headed flying dragon Zmei Gorinich ("dragon of the mountain") from its prison in the Urals, and bound the chudovishche to his own service. (Terzhi's unique gift is the gift of true oaths.) When Terzhi isn't using the dragon for his own purposes, the Nart loans him to the Red Air Force.



Zmei Gorinich has greenish-gold scales, wings instead of arms, and three wickedly spined and horned heads that breathe lightning.

ATTRIBUTES: Agility d8, Smarts d8, Spirit d10, Strength d12+18, Vigor d12

SKILLS: Fighting d10, Guts d12, Intimidation d12, Notice d8, Shooting d8

PACE: 12 **PARRY:** 7 **TOUGHNESS:** 25 (2)

Special Abilities

- **ARMOR +2:** Tough hide.
- **BITE/CLAWS:** Str+d12, AP 6. Heavy Weapon.
- **COMBAT REFLEXES:** Zmei Gorinich adds +2 to his Spirit roll when attempting to recover from being Shaken.
- **FEAR -2:** Anyone who beholds Zmei Gorinich must make a Guts check at -2, even before the Intimidation starts.
- **FLIGHT:** Pace 24, Acc 6, Climb 6. Out of combat, Zmei Gorinich can reach the jet stream, allowing him to fly at a top speed of 125".
- **GARGANTUAN:** Heavy Armor. Attacks against him by man-sized creatures are made at +4. Zmei Gorinich's attacks are Heavy Weapons. Add Size to stomping damage, ignoring vehicular armor.
- **HARDY:** Zmei Gorinich does not suffer a wound from being Shaken twice by a physical attack.
- **LIFT:** Zmei Gorinich can lift creatures or objects up to Size+8 (a T-34 tank or two). It takes him one round to Grapple the target; with a raise, Zmei Gorinich lifts the thing into the air and takes off with it.
- **LIGHTNING BLAST:** Each of Zmei Gorinich's three heads can breathe lightning: Range 50/100/200; damage 2d10; Medium Burst Template. Heavy Weapon; ignores metal armor. If multiple heads breathe lightning on a single target, treat all damage as one damage roll.
- **SIZE (+15):** Zmei Gorinich stands 90' tall, with a 150' wingspan.
- **THREE-HEADED:** Each of Zmei Gorinich's heads may attack (bite or breathe) once per round with no multi-action penalty. If Zmei Gorinich claws, grapples, lifts, or otherwise engages a target with a non-head attack, he may not use any of his heads.

Pterodactyl

With Monster Island's plentiful thermals, pterodactyls can swoop in and attack anywhere on the island, and many miles offshore as well.

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

SKILLS: Fighting d6, Guts d6, Notice d8

PACE: 1 **PARRY:** 6 **TOUGHNESS:** 8

Special Abilities

- **BITE:** Str+d6.
- **FLIGHT:** Pace 12, Climb 8.
- **LIFT:** With a successful Grapple attack, a pterodactyl has grabbed a victim in its long beaky mouth and flown off with him. (Lower flying Pace to 8 and Climb to 5.) Subsequent attempts to free yourself may result in Falling!
- **RUN QUIET:** Pterodactyls on the wing have +2 to Stealth rolls.
- **SIZE (+3):** These pterodactyls are almost the size of pteranodons; 10' long, with a 30' wingspan.

Triceratops

The IJN would like to capture triceratops (and eventually breeding pairs) from Kaijūshima to use as a sort of prehistoric tankette—one that consumes no steel, and refuels itself in the field—for jungle warfare. Such a *sankaku* has three soldiers (Riding d6) and a Nambu 99 mounted on its back in a wicker frame. Its horns are metal-clad, and do an additional +2 damage.



If the Japanese have indeed tamed such things, heroes might run into them anywhere from Sumatra to Saigon.

ATTRIBUTES: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d8

SKILLS: Fighting d8, Guts d8, Intimidation d8, Notice d6

PACE: 8 **PARRY:** 6 **TOUGHNESS:** 14/17 on head (2/5)

Special Abilities

- **ARMOR +2:** Tough hide. Head Armor is a +5 thick plate of frilled bone covering the whole front facing of the beast.
- **CHARGE AND GORE:** After a Charge maneuver, the triceratops gores its foes with its long horns. If it can charge at least 6" before attacking, it adds +4 to damage.
- **HORNS:** Str+d8. On a raise, it also tosses a human-sized target 1d4" to land prone; Agility roll to avoid 2d6 Falling damage.

Stegosaurus

A silent struggle grips the world of dinophilia: triceratops people, or stegosaurus people? It's the "Beatles or Stones" of paleontology. I am a triceratops people, but this is for my buddy Bill Brickman.

Stats for a stegosaurus are as triceratops, with these changes: Not a Wild Card; Strength d12+2, all Skills d6; Pace 6, Parry 5, Toughness 14 (3); Armor +3 all over; Size +5 (25' long, 3 tons); no combat abilities except Tail Smite for Strength+d8 damage, which can sweep all foes in its rear facing in a 2" long by 3" rectangle.



- **LARGE:** Human-sized opponents add +2 to attack rolls against a triceratops due to its size.
- **SIZE +6:** A triceratops is up to 30' long and 7 tons; bigger than a bull rhinoceros.
- **TRAMPLE:** Triceratops can trample foes of Size +3 or smaller. A running triceratops tramples anyone in its path who fails an Agility roll (-2 for prone victims) for Str+Size damage.

Tyrannosaurus Rex

With two exceptions, king of Monster Island.

ATTRIBUTES: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

SKILLS: Fighting d10, Guts d8, Intimidation d8, Notice d8, Stealth d6

PACE: 10 **PARRY:** 7 **TOUGHNESS:** 15/16 on head (2/3)



Special Abilities

- **ARMOR +2:** Tough hide; its thick skull acts as +3 Armor on its head.
- **BITE:** Str+d8; AP 1 (AP 4 on a raise.)
- **KEEN SMELL:** Tyrannosaurs have the largest olfactory nerves of any dinosaur; they receive +2 to all Notice rolls against foes with an odor.
- **LARGE:** Human-sized opponents add +2 to attack rolls against a T-Rex due to its size.
- **ROAR:** As a full action, the T-Rex can emit a terrifying roar. All those in earshot—within a mile—must make a Spirit roll or be Shaken.
- **SIZE +7:** A T-Rex is 20' tall and 40' long, weighing five tons.

Allosaurus

A more common predator than T-Rex. Stats for an allosaurus are as a T-Rex, with these changes: Not a Wild Card; Spirit d6, Strength d12; Fighting d8, Intimidation d6; Pace 8, Parry 6, Toughness 12/13 (2/3); no Roar, Size +4.

Savage Shortlist: Top Five Other Places To Fight Dinosaurs

In the wake of the Serpentfall, a lot of pilots have seen a lot of strange things all over the world. Sometimes they land and check it out; somewhat less often, they return to report their findings to general disbelief.

CAPRONA LAKE, ANTARCTICA

The Nazi refuge of Neuschwabenland is not the only warm-water anomaly on the Antarctic coast. An immense submerged volcano heats Caprona Lake to subtropical temperatures behind impenetrable ice cliffs along the Walgreen Coast south of Easter Island. Around the shore of that lake, in a district the size of Ceylon, fog shrouds a thick jungle dotted with open savannas. The Soviets may be planning to colonize Caprona Lake, to counterbalance the Nazi base across the continent.

HUPEI PROVINCE, CHINA

In the mountainous border between Hupei and Szechwan provinces, botanists have discovered forests full of “dawn redwoods,” trees thought extinct for tens of millions of years. Japanese, Nationalist, Communist, and mercenary forces operate in this remote region—and report sightings of mammoths, saber-tooth tigers, and savage flightless birds. Perhaps some Late Cretaceous dinosaurs survive even deeper in these valleys.

MATO GROSSO, BRAZIL

See *Day After Ragnarok*, p. 74 for the anomalous volcanoes and strange monsters that make this state the rumored “doorway to Muspellheim.” The Mato Grosso has increasingly become a target not only for prospectors and ranchers, but for Ahnenerbe sorcerers out of Paraguay and Rhodes Scholars looking for more strange biota for their experiments. Fringe archaeologists and adventurers comb the region looking for the Lost Cities of Akakor, Muribeca, and “Z,” and for Colonel Percy Fawcett, who disappeared on much the same quest in 1925.

NSUMBU FOREST, RHODESIA

This vast, immensely dense thicket of thorn bushes—approximately the size of Maryland—sits in the middle of an arid, treeless plateau between Lakes Mweru and Tanganyika on Rhodesia’s northern border with the Congo Protectorate. Inside the thorn barrier, a lush valley collects rain and runoff water from the whole area, creating an Edenic garden almost inaccessible to man. And a perfect hideout for an air pirate looking to expand his operations into the Congo.

RORAIMA PLATEAU, VENEZUELA

Straddling the border between newly aggressive Venezuela and vulnerable British Guiana, the Manhattan-sized Roraima Plateau towers into the clouds topping cliffs rising 1,300 feet above the jungle. Lord John Roxton led two expeditions into the area, in 1910 and 1914, disappearing on the second. Since the Serpentfall, Venezuelan Air Force pilots have reported numerous pterodactyl sightings in the region, and Rhodes University geologists are studying a peculiarly corrosive dust given off by caves and tunnels at the base of the plateau.

Velociraptor

For proper pulp emulation, this would be an allosaurus. (See above.) But let’s face it, everybody loves these homicidal scamps. They are pack hunters (encountered 3d4 at a time) who definitely use the Ganging Up rules on their targets.

A hero with Knowledge (Paleontology) will note that this is an unknown, larger species of velociraptor, possibly related to the dromaeosaur. And then have his throat torn out by its 5-inch sickle-like claw.

ATTRIBUTES: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

SKILLS: Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8, Swimming d6, Tracking d8.

PACE: 8 **PARRY:** 6 **TOUGHNESS:** 7 (1)

Special Abilities

- **ARMOR +1:** Scaly hide.
- **BITE OR RAKE:** Str+d8
- **FLEET-FOOTED:** A velociraptor rolls a d10 instead of a d6 when running.
- **LOW LIGHT VISION:** Halve penalties for Dim and Dark lighting conditions.
- **POUNCE:** A velociraptor can leap 2" to gain +4 to both its Fighting attack and its claw-rake damage. Its Parry is reduced by -2 until its next action.
- **QUICK:** Discard action cards of 5 or lower.
- **SIZE +o:** Although size varies (6' to 10' long; 40 to 200 lbs.), the average velociraptor is about the size of a man.

Gill-Men

Are they descendants of the original builders of the island's basalt ruins? Some relict species left over from the late Cretaceous? Atlanteans or Muvians, or some still older Deep Race? The basis for legends of merfolk or kappa? Are they the gold-hoarding Sindrungrar from Nidhavellir (the "dark vales"), as mentioned in the *Völuspá*, now returned as Serpentfall cracks open the way to the Nine Worlds? Evidence of Ivan Sanderson's "hostile underwater race" (**DAR**, p. 53)? All of the above?

They lurk not only in the shoal waters near enigmatic tropical ruins, but in Brazilian black lagoons, the Bermuda Triangle, drowned Boston, and other mysterious waters.

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

SKILLS: Fighting d6, Guts d8, Intimidation d10, Notice d6, Throwing d4

PACE: 6; **PARRY:** 5; **TOUGHNESS:** 7 (1)

Special Abilities

- **AQUATIC:** Pace 10.
- **ARMOR +1:** Thick rubbery scales.
- **CLAWS:** Str+d4.
- **LOW LIGHT VISION:** Halve penalties for Dim and Dark lighting conditions.
- **SPEAR:** Str+d6; +1 Parry when used two-handed.

White Apes

Seemingly combining the worst features of man and ape, these white-furred creatures alternate between shrieking displays of aggression and silent brooding menace. They are approximately as tall as men, but their ape muscles knot around thicker limbs and torsos; wide jaws full of razor-sharp teeth split their low skulls. Their eyes are not albino red, but pale blue or green. They carry stone axes and use other tools; trophies of their kills, carefully dried in the tropical sun, dangle from their knotted fur or from lanyards of sinew or rawhide.

Heroes with Knowledge (Paleontology) might theorize that these apes are an unknown pithecanthropoid species related to Java Man. Other well-traveled jungle adventurers might recall similar tales of vicious white apes in the Congo.

ATTRIBUTES: Agility d8, Smarts d8 (A), Spirit d10, Strength d12+1, Vigor d10

SKILLS: Climbing d8, Fighting d8, Guts d10, Intimidation d12, Notice d6, Stealth d8, Throwing d8

PACE: 8; **PARRY:** 6; **TOUGHNESS:** 8

Special Abilities

- **BITE:** Str+d4.
- **FRENZY:** White apes can make two Fighting attacks each round at a -2 penalty.
- **LEAP:** White apes can leap 2" from a standing start, or 4" running. (Add 1" for each raise on the Strength roll.)
- **SIZE +1:** White apes weigh more than humans of the same size.
- **STONE AXE:** Str+d6.

Zombie Marines

The unfortunate survivors of Operation Acrobat (see p. 4) held out in the jungles as long as they could. It wasn't long enough, but some of them lasted until Serpentfall. Without food or supplies, they had dwindled to a ragtag platoon—but Sergeant Mocquino somehow knew that what he learned in the bayou would work now. He could save his men from starvation, by bringing them through death's door—and out the other side.

Mocquino's Marines are zombies, but because most of them were alive when he fed them his zombie powder, they retain some traces of their human selves. For example, they will not attack anyone in an American military uniform, or anyone who can Persuade them he is a fellow Yank. Offering them .30-06 ammunition is a great way to start that process; their guns are useless (and filthy) at present.

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

SKILLS: Fighting d8, Intimidation d8, Notice d4, Shooting d8, Stealth d6, Throwing d6

PACE: 4 **PARRY:** 6 **TOUGHNESS:** 7

Special Abilities

- **BAYONET:** Fixed on their empty Garand rifles; Str+d6; +1 to Parry; Reach 1; 2H.
- **FEARLESS:** Zombie marines are immune to Fear and Intimidation.
- **FRESH APPEARANCE:** It takes some interaction and a Notice roll (or a Knowledge (Occult) roll or the equivalent) to realize that these Marines are undead. The realization will trigger a Fear check.

Not This Savage World

One great thing about Monster Island is that it's, well, an island. That means it can be pulled up wholesale from one world and dropped into another with very minimal adjustment. If you're not running a *The Day After Ragnarok* campaign, in other words, you can still use our Kaijushima.

For example, it fits exactly into a *Weird War II* game: all you have to do is switch the Pacific War back to "on." For a pre-War pulp game, the Japanese aren't cannibals yet, but their collaborators sure are ... and maybe a few Japanese are "going native" on the sly anyhow. (They definitely are in a *Rippers* game. Or worse, in a *Realms of Cthulhu* game.) For a post-War "atomic horror" game, move the cannibal Japanese into the jungle on the north side of the island: now, they're survivors holding out, unable to believe that the War is over. The base can be abandoned, or it can be a very isolated U.S. Navy base, monitoring the effects of atomic testing. Effects such as Sudden Giant Monsters! Batrak and Zmei Gorinich can still serve Stalin, or they can be more surprises here on the Island. Change Jigoryu's power to "atomic" rather than "volcanic" flame, and you'll be halfway home; his Serpent aura becomes radiation rather nicely, too. (If you're feeling really mean, or really authentic, add Fast Regeneration to the "big J," triggered by electrical energy.) Pop any of our giant monsters into a superheroic *Savage Worlds* game as villainous constructs; plop your *Tour of Darkness* G.I.s onto Monster Island for the Worst Leave Ever ... heck, maybe Solomon Kane can find his ship blown off course while harrying the Spanish across the Pacific.

No matter what game you're playing, Monster Island is as close as your imagination.

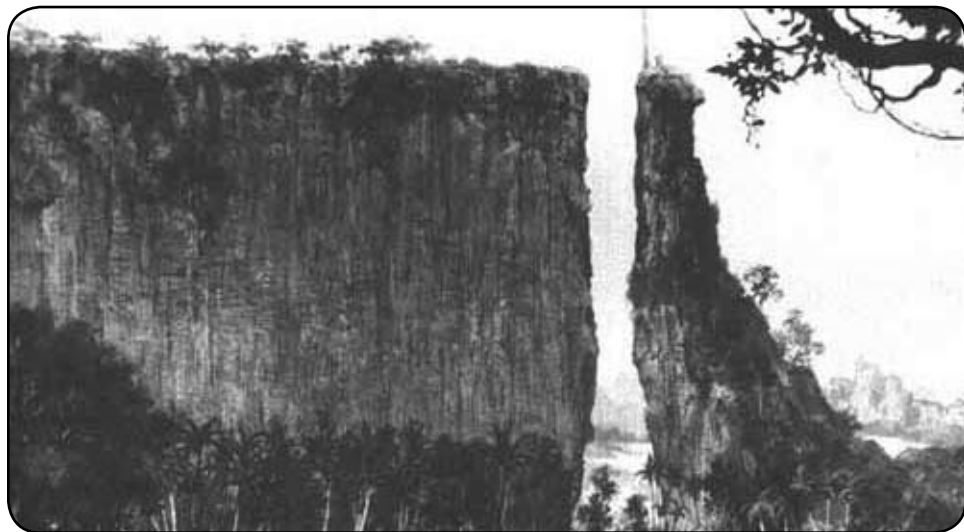
- **HARDER TO KILL:** When “killed,” roll a die. On an even result, he is Incapacitated but survives anyway.
- **IMPROVED NERVES OF STEEL:** Insensible to pain, zombie Marines can fight on ignoring 2 points of wound penalties.
- **K-BAR FIGHTING KNIFE:** Str+d4.
- **UNDEAD:** +2 to Toughness; +2 to recover from being Shaken; Called Shots (except head shots) do no extra damage; piercing weapons do half damage. Immune to poison and disease.
- **WC:** Sergeant Mocquino is a Wild Card with Smarts d6, Spirit d8, Knowledge (Juju) d8, Command, Fervor, Giant Killer, and Level Headed. If left with the dead body of a zombie Marine he can reanimate it in 2d6 hours, after sewing it back together if need be.

ESCAPE FROM MONSTER ISLAND

The problem with using Monster Island as written in some *Day After Ragnarok* campaigns is geographic. In other words, the North Pacific seems very far away, and an island isolated in Japanese waters even moreso. But don't worry: anything you really like here, you can probably move somewhere else.

It's probably pushing it to include both Kaijūshima and Skull Island in the same world, but you can pull up almost all of this sourcebook by the roots, transfer the island to the seas south of Sumatra with almost no changes (except, probably, eliminating Jigoryū), and have a perfectly good alternative lost world far more accessible to potential adventurers in Australia, India, or Africa. From a secure Japanese strong point, Kaijūshima (or is that Zugaikotsushima?) becomes a nearly abandoned frontier outpost. Change the zombies to British commandos, reshape the plateau like a skull, and switch the name of the gorilla god to Khan. Or to something like that.

Many of the hazards and geographical features (and some of the less specific denizens, such as zombie Marines and gill-men) could show up on other tropical islands around the world. Even dinosaurs are no longer impossible elsewhere in the world after Serpentfall (see box, p. 23). The Soviets might deploy Batrak or Zmei Gorinich on other missions anywhere across the globe, as the Persikov Directorate build more chudovishchiye for Stalin. More daikaijū may spring from living dinosaurs elsewhere: perhaps some mad French sky pirate-slash-geneticist in the Congo “eugenically sculpts” enormous pteranodons and names them after French sculptors: Redon, Robin, and Rodin.



And any of Monster Island's daikaijū might show up to attack the Japanese anywhere in the Pacific, especially if an IJN destroyer shelled Jigoryū during the adventure. Golyeong is somewhat less likely to leave his island, unless his worshippers are forced to, or someone takes his priestess away to America ...

INSPIRATIONS

In case you couldn't tell, when I was growing up Channel 43 showed *a lot* of Japanese monster movies, and Ray Harryhausen triumphs, and the original *King Kong*, and similar worthy objects of love. Jonathan Woodward's triumphantly unofficial Netbook **GURPS Godzilla** helped me translate that love into this book, as did an unofficial **Savage Worlds** translation of the Big G by Shane Lacy Hensley on an RPG.net forum thread long ago.

As always, there's some real steel among the fairy gold: Japanese soldiers on Chichi-jima actually did resort to cannibalism, Siberian vampire moths do exist, and Zmei Gorinich really is a legendary Russian dragon who's a dead ringer for King Ghidorah. Stephen Dedman's **GURPS Dinosaurs** helped me navigate through real paleontology, as did a number of other, stodgier texts.

There is nothing stodgy about Edgar Rice Burroughs' *The Land That Time Forgot* and its two sequels. Politics, war, survival, dinosaurs, and weird science—if there's one non-cinematic source for Monster Island, it's ERB's Caspak. Or possibly it's Robert Kanigher's manic *The War That Time Forgot*, a bizarre series of "Fightin' WWII soldiers vs. Dinosaurs" comics available in a Showcase omnibus reprint from DC Comics. I only wish I could have figured out how to put that book's G.I. Robot—and his Nazi archenemy—into **DAR's** Kaijūshima, but my world wasn't weird enough. Think *that* one over.

Dinosaur Central's "Lost Worlds of Dinosauria" compendium at http://www.dinosaurcentral.com/lost_worlds.php pointed me down many wonderful side paths, and provided a clue or two to the rest of the world's lost worlds. If there is one website that made this sourcebook late, it's Dinosaur Central. I hope you understand.

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ART BY MIKE PERRY SOME ART TAKEN FROM THE LOST WORLD (1925)

CARTOGRAPHY BY HAL MANGOLD AND KENNETH HITE

FOR JONATHAN WOODWARD, THE MENSCH FROM PLANET X

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