

The Iron Chancellor's Revenge!

A Demo Scenario for Pinnacles "Savage Worlds" RPG

Based on "League of Extraordinary Gentlemen" by Alan Moore

(Note: At the time of the scenarios revision Issue 5 of LoEG has been the last to be released. The Inclusion of the Invisible man may or may not be cannon by Issue 6, feel free to alter the story as you wish.)

"Welcome, Welcome, Welcome! You all seem like pretty sturdy folk, wanting to hear a tale right out the fires of the imagination. Come round the old curtain and see to your delight the wondrous items and objects that make the average man weak in the knees and the delicate woman swoon. That's right folks; behind this here curtain are things normal people like you and I were never meant to see. Marvel at the man of iron, fear at the sheer size and power of the creature they call Hyde, stand amazed at the scientific wisdom of an Indian prince, and touch the actual scarf of a woman, who's relations with a foreigner has given her abilities of the occult!

"Not for the weak of heart, enter at your own risk!"

"That will be 6 pence please."

Preface:

In our version of history, the great Chancellor Otto Von Bismarck was the great strength of Germany, and died a little over one century ago on July 30, 1898. Bismarck was Germany's first and indisputably greatest Chancellor and was, perhaps, the greatest statesman of the 19th century. He began his service to Prussia and Germany in the Prussian army and then served as a representative in the Prussian Bundestag. During the revolutionary period, he also served as Prussia's representative to the Frankfurt Assembly, which was attempting to draft a constitution for a unified German nation... but this is not the LoEG's history.

In 1862, King Wilhelm called upon Bismarck to become his Minister-President. At that time, Wilhelm was desperately trying to push an army reform and expansion bill through the Prussian Bundestag. Bismarck had been recommended as the man to do the job.

Bismarck and Wilhelm had correctly foreseen that in order to lead the German unification effort and neutralize foreign opposition, Prussia would ultimately need a strong and effective army in addition to strong diplomatic skills. During the fierce debates in the Bundestag Bismarck, in his famous 'Iron and Blood' speech (often quoted out of context), -made reference to Prussia's weak position during the time of the Frankfurt Assembly. In rebuking the Opposition, Bismarck stated, "Not by fine speeches and majority votes are the great issues of the day decided -but by iron and blood!"

Bismarck prevailed in pushing through the army reforms. This time, it was Austria that was diplomatically isolated and in a weak position. Bismarck had persuaded Russia to remain neutral in the debate but when Austria's weakness became apparent, Bismarck attacked Austria. Following up on the threat of Iron and Blood, Bismarck took on the Swiss Inventor "William Wonka" to create large steam and clockwork war machines and mechanical soldiers. The reformed, mechanical, and expanded Prussian army crushed Austria within 7 weeks. Bismarck then formed the North German Union, becoming its first Bundeskanzler.

Because of the strength of the North German Union, Napoleon III (the inept Emperor of France) became concerned in 1870 that he would no longer be able to expand his empire into Western and Southern Germany. Therefore, he found a pretext to declare war on Prussia. Bismarck responded with his powerful steam powered Prussian army and, together with the United German Armed Forces, quickly defeated the poorly trained and led French army even though they were numerically superior. The victorious Wilhelm I. was proclaimed Kaiser of a united Germany in January of 1871 and Bismarck was made Reichskanzler of the German Empire. Bismarck, during the succeeding years, passed much important social legislation with an Iron fist (literally, Bismarck lost his hand in the fight with France and it was replaced by an Iron Clockwork hand made by Wonka. Bismarck served as Chancellor until 1890, when the new Kaiser, Wilhelm II, decided to install his own Chancellor in order to have a greater voice in shaping policy. Bismarck lived the remaining years in self imposed exile, planning to take back Germany by force. Always suspicious of idealists and ideologies, Bismarck was a man of action and practicality who succeeded in creating a German nation where others had failed. Upon his Death in 1898 he had his brain and vitals moved into a Mechanical clockwork body made for him by Wonka. Wonka at this time moved to England to live out his life in seclusion with his servants the pygmy "Umpa Lumpa's", and carrying on his family business. Making Chocolate confections. The New Bismarck is preparing to take back Germany, and nothing will get into his way.

Episode One: The Ministry of Defense

The PC's are brought to the M.O.D. by a steam coach as requested by Mycroft Holmes, the Eldest brother of the great detective. It has come to MOD's attention that shipments of large undocumented crates are being shipped out of South Hampton docks to an undisclosed place in Austria. At the cost of one of their agents, they were able to find a ledger that has been showing activity back and forth for large sums of money. The transactions had been stopped for the past 10 years, but two oddities show through. One is the buyer, a Baron Von Heller. Heller does not show up on any research done so far, he may be one of the new-found nobles of the Kaiser and he has settled in a old abandoned castle with now holds his name. The seller on the ledger goes by the name "Dr. Lily w. Kwoan". The name itself sounds Asian, but my resources over at "The Crown" say that there are no female doctors, oriental ones at that, working legally in all of England. The last bit of oddity is that the name on the Ledger was "The Gearworks". Mycroft or "M" will want the members of the League to look into this activity. The Trans-Channel Bridge is almost at its completion, and with most of the country calming down after the failed invasion from the Aether, the MOD would rather not have such Mysterious happenings around.

(Weird Science Dept: The Crown is a vast network of Babbage engines that keeps most information about the Empire stored on data "Punch Cards". Think of "The Crown" as a more primitive version of the network in Gibson's/Sterling's "The Difference Engine". If you must have stats for the network, consider it having a D8 in Knowledge about anything Empire related, and a D6 for any outside info... In the hands of the untrained it's skill level drops 1 level to D6/D4. Mycroft has access to a Crown portal, the PC do not have clearance.)

Episode Two: South Hampton Docks

The League can reach South Hampton Docks by one of two methods, one being over land; this can take two days by a steam car or less time if the Nautilus is used. If the PC's go by land they will be followed by some of Wonka's Umpa Lumpa Spies in a smaller carriage. Wonka's technology is pretty impeccable for stealth, so Wonka's spies should be given a wild card die in regards to following the league. If the Umpa Lumpa's are caught they will die with the secret of their master, and if they are killed they will pay hell with Mr. Willy Wonka. Once in South Hampton, the PC's can either take the Warehouse by force, a bullying approach, or going in by stealth. The long shore men that work there are local roughs, and can care less who the PC's are. The leader of this motley crew is a man they call "Jaws" (ok it's a rip off), a very large Russian gent with sharp metal dentures. The shore men are all mooks for the League to beat up, Jaws is a Wild Card, and should fall into the water so he can come back and annoy Cambion Bond (Heh, Heh). After the smoke clears, there will be 2 large crates left; both are pieces of a giant metal hand, with clockwork innards. Going through papers the PC's will find a checklist of anatomy parts all checked off, except that of a heart, and that part will have a question mark on it. The Papers of ownership can be found in a Safe, which gives an address in Bristol. This will lead to the next part of the Story...

Moorlocks/Umpa Lumpas

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

Skills: Climb d6, Fighting d6, Guts d4, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d6, Swim d6

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

Gear: Wonka Guns 12/24/48 2d6 1 .45 4 7

Special Abilities

- **Infravision:** Moorlocks halve penalties for dark lighting against living targets (round down).
- **Size -1:** Moorlocks stand 3-4' tall.

Dock Workers

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

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Gear: Dock Hooks (Str+2)

Jaws

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

Skills: Fighting d12, Guts d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 8; **Toughness:** 11

Gear: Hatchet (Str+4)

Special Abilities

- **Size +1:** Jaws is one huge Man.
- **Sweep:** May attack all adjacent foes at -2 penalty.
- **Bite:** Str +2

Episode Three: The Mysterious Willy Wonka

The address will lead the PC's to the gates of Wonka Chocolates. If the PC's captured the Umpa Lumpas and managed to put two and two together, or figured out the Dr. Kwoan puzzle then this next lead will not come as a surprise. Wonka's factory is pretty much like the Movie version, but the players are not there to drink from the chocolate river, and in general should not be lead through the Hollywood way. The PC's once beyond the gate will be assaulted with harmless Candy Weapons that will incapacitate more than harm (taffy nets, gumdrop bullets, and giant jawbreaker ballista). If they get inside they will be confronted by Wonka who will explain that he only took the money to keep his business afloat and to fulfill a favor to a man who helped to fund his wonderful factory, Wonka will also admit that he had stopped production and never finished the completion of the heart. Wonka will not reveal who the buyer is because of his loyalty, and Wonka is a powerful mad scientist. If attacked the PC's will see a puff of smoke, and be chased out by Steam-powered mechanical guards. If the PC's are (or act) concerned, Wonka will help the PC's with things such as fizzy lifting drinks if asked for help. Wonka will also mention that at first he did build an odd Mechanical body for a client, but this order was for one about 150 feet tall.

Steam-Powered Guards

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Guts d8, Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 11

Gear: Thick Shell (+1), Steel Fists (Str+3)

Special Abilities

- **Size +3:** The Steam-Guards are over 8' tall with massive arms and legs and huge frame.
- **Sweep:** May attack all adjacent foes at -2.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half damage; Immune to disease and poison.

Well what would a linear convention demo be without heading to the next obvious step... of course if your one of those GM's who let's the pre-gens go about on their own, they will not find much more than they already found... but if you must throw another obstacle at the league...

Lets go to:

Episode Three point five: (*heh, get it 3.5*): Battle in the Sky (or Docks)

This part of the story is optional, but if the players are looking for a bit of fisticuffs, they have come to the right encounter. This little ditty will happen either if the PC's board the Nautilus, or if the PC's take an airship to the little town in Austria.

By Sea: While the PC's are boarding the Nautilus (either at South Hampton or London), another submergible will rise quickly on the opposite side of Nemo's vessel and start to unload 10-16 of the Iron Chancellors soldiers (double the number of the PC's). These Soldiers are some of Bismarck's special forces. They are normal humans, but enhanced with clockwork devices for accuracy, endurance, and strength. The Soldiers are wearing the infamous Kaiser helmets, gas masks, and large steel plated trench coats. Arm them as you see fit, and use the scenery around you for more cinematic results (Hanging cargo, steam cranes, large crates, ect.). The submergible will try and escape, but if disabled not much will be learned.

By Air: If the League takes the airship option, they will be followed by another smaller airship once the channel has been crossed. This is a great chance to do some swashbuckling in the skies. The airship will catch up with the PC's airship and attach it's self with grapples. If the PC's are the types to cut the grapples free, use Man-o-pults to fling them from ship to ship. This is the time to breakout good old fashion piracy on the high seas combat. Swinging from the rafters, climbing the crows-nest, fighting on the bow of the ship are all things that can make this combat great. Remember as well, if Jekyll turns to Hyde on the ship in the air, this will cause a momentary shift in altitude or tilt the ship. Again if the enemy aircraft is captured, nothing helpful will be found.

Steam-Borgs

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

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

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

Gear: Rifle 24/48/96 2d8 1 .45-47 10 15 AP 2

Clockwork-Optics: image enhancement teleoptics x20 +1 to aimed attacks

Special Abilities

• **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half damage; Immune to disease and poison

Episode Four: Austria

The Trip (either taken by the Nautilus or an airship) will take the PC's through (or over) the North Sea, to the Baltic and over to a small town outside of Kolberg, Prussia. The town is called Furstenburg, a sleepy little town that lies in the dark and it lays shadows of castle Von Keller. The town is a simple farming community, filled with simple folk (mostly farmers and craftsmen). The Villagers all live in fear, if they are interrogated, they will speak of the Kaiser's soldiers coming into town and abusing them, they will speak of Steam trucks bringing large boxes into the castle over the last few years, and the sightings of a metal men that walks the roads to the Castle at night. They say it makes a noise that sounds like machinery.

The Only Danger in this town is that of the Kaisers soldiers (the same ones from the previous fight). Once they hear of the PC's arrival, they will depart the castle and catch up with them, of course combat will ensue.

Episode Five: On the road to castle Von Helter

1. The PC's can enter the castle on of two ways: If the Guards over power them in combat in the town they will be brought up as prisoners, and be met by the Iron Chancellor (use the standard evil mastermind plan A routine. Tell the heroes about your evil plans and threaten to kill them) who will keep them locked up... in the belly of the giant steam-robot. The steam robot is ready to make it's test run (minus the heart, and a left hand) and scheduled to come down on the town of Furstenburg and destroy all that is within. If the PC's use stealth to infiltrate the castle, they will learn about the plans by chance (be creative) and have to figure out how to destroy the giant steam robot and defeat the Iron Chancellor. As with any predictable story, the doomsday machine is set to destroy at the strike of 12 midnight, so depending on when the PC's get their act together, they can have lots of time to plan. The entire compound is surrounded with the Chancellors elite soldiers so trying to take the castle by force is a bad idea, but then again it will allow you to skip the next and last episode. Of course there is the unexpected 3rd way the PC's could go to the castle... The PC's can go to the castle diplomatically, Günter the Midget Butler will meet them. The PC's will be invited to stay at the castle as guests. During the night they will find the Iron Chancellor, find the hidden plan room and see the Giant Robot and the plans to destroy the town below as a test before it crushes London.

Episode Six: The fall of castle Von Helter

The End of this scenario can go many ways for the PC's...

1. The Pc's being an inventive lot can defeat the giant steambot before it leaves the castle.
2. The League can sabotage the steambot and have it destruct on it's rampge in the town.
3. Nemo could find a way to launch a Missile at the thing from afar... or
4. Run back to London and forget about the whole thing.