

The Legacy of Nemo

by

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From 1941 to 1945, fifty-two submarines of the United States Navy did not return to port.
They carried a total of 374 officers and 3131 enlisted men.
Some say that those boats and their crews are lost.
Others say that they remain on patrol.

THE LEGACY OF NEMO

*"I shall go the way of the open sea,
to the lands I knew before you came,
and the cool ocean breezes shall blow from me
the memory of your name."*

Laurence Hope

In the 1870s, the man known as 'Nemo' was the world's most notorious terrorist. Originally, Nemo was Prince Dakkar, a scientifically-inclined son of an Indian Rajah. The British conquest of India never sat well with Prince Dakkar's family, and they were enthusiastic supporters of the 1857 Sepoy Rebellion (a failed revolt against British rule). Most of Prince Dakkar's family, including his wife and children, were killed in the rebellion.

Shattered by the loss of his family and disillusioned by the cooperation of so many of his people with the British during the rebellion, Prince Dakkar abandoned his old identity, taking on the new name Nemo (Latin for 'nobody'). Going into exile, Nemo devoted himself to scientific research. Eventually, Nemo developed a revolutionary submersible he called the 'Nautilus'. Decades ahead of its time, the 'Nautilus' was a scientific marvel.

At first, the 'Nautilus' was Nemo's home, as well as his instrument of exploration and scientific research. In the 'Nautilus', Nemo and his crew of outcasts roamed the world's oceans, learning secrets that would not be rediscovered for a century. Also, Nemo's fortune waxed as he explored the world's shipwrecks and recovered their treasures. But ultimately that wasn't enough for Nemo. In his heart, he still hated the British for what they had done to his family and homeland. Nemo eventually began pursuing his own, private war against the British Empire -- sinking English warships wherever he encountered them.

Nemo and the 'Nautilus' eventually disappeared. But men like Nemo never vanish quietly. They always leave behind a legacy.

[Note: Nemo and the 'Nautilus' are part of the

several 'Rippers' plot points. Be careful that you don't accidentally use the ideas presented here to create problems relative to those plot points.]

The Power Source of the 'Nautilus'

The machinery of the 'Nautilus' was electrically driven, but the source of that electricity remains unknown. Nemo apparently developed a power source for the 'Nautilus' that was incredibly efficient -- allowing him to cruise across entire oceans without the need for refueling. Some scientists suspected that Nemo had discovered the secret of super-efficient batteries. Others hypothesized that he had found some means of generating electricity that was based on poorly understood physical principals involving the atom. Some captured crewmen of the 'Nautilus' insist that their ship extracted power from seawater itself -- whatever that means. Nobody knows how Nemo did it, but a lot of people would dearly like to know.

Nemo's Secret Bases

Nemo had numerous hidden bases scattered throughout the world's oceans, usually on isolated islands. Some of those bases have been discovered by everyone from governments to pirates in the years since Nemo vanished. But many remain hidden to this day.

Nemo's bases ranged tremendously in size. Some were nothing more than a few isolated huts near buried supply caches, while others were full-blown facilities that could support hundreds of men for years, perform major research in fully equipped laboratories, and even had small shipyards that could be used to perform major repairs and build ships.

Most of the bases were abandoned in the year-or-so after Nemo vanished. Many of them were partially stripped of equipment and

supplies. But rumors persist that some are still manned, either by Nemo's original followers, or by others who have found and taken over the bases.

Finding Nemo : The Royal Navy's 'Section Nemo'

The Royal Navy lost a fair number of ships and men to Nemo. As part of their response, they formed a special intelligence group of naval officers whose only job was to find Nemo.

After Nemo vanished, the group took on a new mission -- discovering the secrets of Nemo's advanced technologies.

The senior men in 'Section: Nemo' have been pursuing Nemo in one form or another for decades -- and they've never found him. Obsession has set in for some of them.

Depth Charges: A Way to 'Reach Out and Touch Somebody' Underwater

As part of their effort to deal with Nemo, the Royal Navy developed the depth charge about forty years earlier than they did historically. Their first efforts were crude (sealed barrels of explosives with short fuses), but the Royal Navy kept working on the idea. They've never quite given up on the concept since it's inevitable that the submarine will eventually become a widely used instrument of war.

Currently, smaller Royal Navy warships usually have at least a few depth charges on board. They tend to be 'tucked away' and it would be an ordeal to get them and up and available in a hurry. But if Royal Navy ships were expecting submersible activity, they would have their depth charges ready for action.

Depth Charge: 3d6 damage, heavy, large blast template. They are configured to explode at a preset depth, or if the depth charge comes in contact with a solid object.

Using a depth charge in 1892 boils down to 'make a guess about where the sub is located and what its depth is, and then drop the darn thing'. Against the fast, deep-diving, well-armored 'Nautilus', the RN would have to get pretty lucky to do any damage. Against less sophisticated submarines -- such as 'Sea-Walkers' -- the situation is a lot more hopeful.

The 'Anemone'

The design for the 'Nautilus' didn't immediately spring forth from Nemo's mind. He built several prototypes. The 'Anemone' is his last prototype before he finally built the 'Nautilus'. The 'Anemone' incorporates the mysterious power technology of the 'Nautilus', but is much smaller and lacks many of the features (such as the electrified hull and the ram) of the 'Nautilus'.

The 'Anemone' is 120 feet long by 20 feet wide.

Acc/Top Speed 5/15 (37.5 mph)

Toughness 15(4); Crew 6+20.

Air Supply -- compressed air tanks holding 8,000 man-hours of air.

Heavy Armor -- Heavy advantage.

The 'Anemone' is dry-docked in one of Nemo's hidden island bases. This particular base is abandoned and is situated in a huge underwater cavern in an isolated, lifeless island located west of Sumatra. This particular island is a volcanic in nature and is uninhabited -- a series of minor eruptions over the last century has left the island covered with lava beds. Almost nothing grows on that island.

The men who knew the location of the 'Anemone' are almost all dead -- they were lost with Nemo. However, there is one exception. That man has renounced both violence and the sea and has returned to his native India, where he has become a Buddhist monk.

Dr. Trajan Cole

Dr Cole was born March 7, 1842 in London, England. He was the youngest son of a prosperous merchant. After a relatively uneventful childhood, Cole attended medical school in London.

After graduating (in 1866), Dr. Cole opened a moderately successful private practice and wrote a series of papers about the anatomy of the central nervous system that were published in the 'Lancet'

Dr. Cole vanished from London sometime in June of 1871. Details are sketchy, but it appears that he was under investigation for conducting radical experimental medical treatments. At least two of Cole's patients died and the several more were hospitalized under mysterious circumstances. However, no formal charges were every filed against Dr. Cole.

In the mid-to-late 1870s, Dr. Cole was named as an associate of the infamous Captain Nemo. He was apparently the ship's doctor on at least one voyage of the 'Nautilus'. After the disappearance of Captain Nemo (ca. 1878-79), Dr. Cole was arrested by the British authorities in India.

It was eventually determined that Dr. Cole was not involved in Nemo's later attacks on ships of the Royal Navy and he was released six months after his arrest.

Newspaper reports place Dr. Cole in Hong Kong during the late 1880s. Specifics of his activities in Hong Kong are not available. However he was one of several people questioned concerning a so-called 'resurrection scheme' (in which corpses were stolen from graves) that occurred at that time.

Cole Plot Point

The Rippers lodge that the players belong to will eventually discover that Dr. Cole has purchased a decrepit, abandoned factory that is located on a sparsely inhabited island just off

of the coast.

When the players investigate, they will find an economically depressed island with a few hundred inhabitants that mostly subsist by fishing and farming. Dr. Cole has made many of the inhabitants of the island friendly to him by the judicious application of the Circe Formula (see below). He also has a number of thugs and technicians working for him.

Cole is pursuing his research, using the island as a base of operations. Eventually, he will begin using the island's inhabitants as test subjects, but he hasn't gotten to that stage yet.

Name: Dr. Trajan Cole (Wild Card)

Agility: d6, Smarts: d12, Spirit: d10, Strength: d6, Vigor: d12+2

Toughness: 9, Parry: 5, Charisma: 0, Pace 6 + 1D6

Boating: d6, Climbing: d4, Driving d6, Fighting: d6, Guts: d10, Healing: d12, Intimidation: d6, Notice: d6, Persuasion d8, Riding d4, Shooting: d8, Stealth: d6, Streetwise: d6, Swimming: d6, Throwing: d4, Knowledge Skill(Rippertech) d12, Knowledge Skill(Hypnosis) d12

Edges: Improved Nerves of Steel, Harder to Kill, Accomplished Surgeon, Very Rich.

Hindrances: Quirk (insane -- but good at hiding it, major), Vow (discover the secret of immortality, major), Quirk (alarming unblinking stare, minor).

Cole's Motivations

Cole is searching for the biggest brass ring of all -- immortality. While he was ship's doctor on the Nautilus, Cole and Nemo discussed how the lifespan of many maritime creatures was unknown, but there was evidence that some of them (sharks for example) might live for an extremely long time.

Eventually, Cole satisfied himself that some

non-mammalian animals were capable of living for centuries. He resolved to learn the secret of long life and apply it to himself.

Looking at Dr. Cole's stats, it should be obvious that he has already modified himself somewhat. Cole works best as a recurring villain. Every time he reappears, he should be a bit less human as he continues to apply the results of his experiments to himself.

Dr. Cole's latest experiment revolves around creating human-serpent hybrid creatures.

Human/Serpent Hybrids.

Description: blackish-green scales over most of the body, with a yellowish-green scaled belly, two forearms with three-fingered hands and thick black claws, no legs. They are capable of 'upright' locomotion by using their powerful lower bodies to hold their upper body erect while slithering on their lower half.

Poisonous bite is awkward to use and a hybrid will normally depend on his claws instead.

The hybrids are amphibious -- suggesting a sea-snake component in their makeup.

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

Toughness: 8(1), Parry: 6, Charisma: 0, Pace: Land -- 4 + 1d4, Water -- 8 + 1D6.

Fighting 8, Guts 6, Notice 6, Swimming 8
Aquatic, +1 Armor, Fear, Infravision, Poisonous.

Attacks: Claws -- Str + 2, Bite -- Str + Poison.

Note that the poisonous bite is awkward to use: -2 to Fighting die roll.

The Circe Formula

During his travels in southwest Asia, Dr. Cole has developed / rediscovered a process for turning people into his obedient servants.

It involves a combination of a special serum and hypnosis. The safest and surest way to administer the serum is via long-term ingestion (the equivalent of a tablespoon a day). A

sudden, massive, injection can also work, but that has a big failure -- and death -- rate.

After the serum has prepared the way, a hypnotic process bonds the subject to his new master: Dr. Cole. The hypnosis session requires at least an hour and a successful Hypnosis knowledge skill roll versus the subject's Spirit. A -2 is applied to the subject's Spirit roll for every full week that they have been consuming the serum in their food. If the subject was injected with the serum, her first rolls a Vigor roll. On a 1, he dies, on a failure his is incapacitated, on a success he's woozy (-2 to all actions), but otherwise fine. And injected subject has a -2 to is Spirit roll versus the hypnosis roll

The 'Sea-Walkers'

'Sea-Walker' is a slang term for submersibles based on the designs of Delwin Walker -- who was in term influenced by Nemo. Those submarines use diesel engines while running on the surface and batteries while submerged. They are nowhere near as efficient as the 'Nautilus', but in 1892 they are about two decades ahead of their time relative to actual history.

Mr. Delwin Walker was a wealthy, eccentric, and brilliant engineer and ship's architect who advised Nemo while Nemo was building both the 'Anemone' and the 'Nautilus'. Mr. Walker didn't know the secret of Nemo's power source, but Nemo did share with Walker much of his practical knowledge about submersible design. Mr. Walker began developing his own submersibles after Nemo vanished.

The 'Shark' (a typical Sea-Walker), 100 feet long by 18 feet wide.

Acc/Top Speed 2/8 (20 mph) on the surface, 1/4 (10 mph) underwater.

Toughness 10(2); Crew 12; Cost L10,000.

Air Supply -- at first, this was limited to whatever air was in the boat when it dove. Later on, a 1000 man-hour compressed air supply was added.

Heavy Armor -- Heavy advantage.

Snorkel -- developed 50 years ahead of it's time. The snorkel allows the 'Shark' to run underwater without expending its compressed air supply -- as long as the submarine remains very near the surface.

A Sea-Walker uses its diesel engine while on the surface. Underwater, the submarine runs on batteries (with a significant reduction of speed). The batteries can be recharged via the diesel engine. It would be suicide to try to use the diesel engine underwater as that would quickly exhaust the sub's air supply. These boats also have a compressor that allows them to recharge their air tanks, but the diesel engine has to be used for recharging the air supply.

The Kings Under the Sea

The story of the Kings Under the Sea begins with Captain Elias Harding. Harding was the young captain of a Confederate commerce raider in the Civil War. During the war, he was noted for his brutality (he tended to massacre the crews of the ships he captured). Harding vanished after the war and ended up in the South Pacific, where he continued his violent career on a much smaller (but no less brutal) scale. When the Royal Navy began aggressively pursuing him and his crew, Harding vanished yet again. This time, he turned up in the Atlantic. Under the guise of a new and more respectable identity, Harding turned to smuggling. But smuggling wasn't enough for Harding. He yearned for the freedom, violence, and bloodshed of piracy. Unfortunately, the days of true buccaneering were long, long, gone in a modern world in which the seas were seemingly filled with warships.

As far as Harding was concerned, the only man who was really his own master was Nemo -- and Nemo was making the mistake of being political. Why, if Harding had command of the 'Nautilus', he wouldn't waste his time attacking warships!

That's when Harding heard of a man named Walker and his ideas about underwater ships that would at least partially replicate the abilities of the legendary 'Nautilus'. Harding contacted Walker and ingratiated himself with the engineer. Eventually, Harding became Walker's most trusted sea officer. When the 'Shark' (the first of Walker's submarines) put out to sea on her maiden voyage, Harding was at the helm.

Captain Harding bided his time until he knew almost everything that Walker had learned about submarine design. Then he murdered Walker, slaughtered the engineers and workmen at Walker's laboratory, stole or destroyed every scrap of paper that had any details about building submarines, and dynamited and burned Walker's lab and construction facility.

Then Harding and his cronies took the 'Sea King' (a converted small freighter that Walker used as a submarine tender), the 'Shark', and the rest of Walker's submersibles to sea. Within weeks, the age of undersea piracy had begun.

Modus Operandi -- Sea-Walkers have a fairly short range of about 500 miles on a full load of diesel fuel. So they tend to depend a lot on surface ships that act as 'tenders'. A Sea-Walker usually sneaks up on target vessels while submerged and then surfaces in order to attack. Normally the pirates use machine guns to sweep the decks of the ships that they are attacking and then board. Up to a dozen extra men can be packed into a typical Sea-Walker if extra fighting-men are needed, but that makes life aboard a Sea-Walker pretty uncomfortable and that's only done for short periods of time.

The Sea-Walkers were not designed for torpedo warfare. But Captain Harding is experimenting with the subject. Likewise, they weren't designed to support deck guns. But Harding and his thugs are experimenting with that as well.

Of particular interest to Harding is a weapon

called a 'Dynamite Gun'. A Dynamite Gun uses compressed air to throw encapsulated dynamite charges at a target. Use the dynamite rules from Savage Worlds (up to six sticks of dynamite to a charge) with short-medium-long ranges defined as 24"/48"/96". Since the technology is new and employing such a weapon from a Sea-Walker is an experimental process, a -2 to any Shooting rolls seems reasonable. However, Captain Harding and his crews will undoubtedly be getting better with their new toy with time.

The 'Lightless'

A few months back, a Sea-Walker called the 'Seahorse' was lost off the coast of Florida. Captain Harding doesn't know what happened to the 'Seahorse'. It simply didn't return to its tender.

Actually, the 'Seahorse' was having a pretty successful cruise right up until it boarded a schooner that was becalmed off of Miami. The raiding party from the 'Seahorse' was surprised to find that the schooner seemed to be abandoned. Searching the schooner, they discovered that it was carrying a cargo from Kiel to New Orleans. According to the log, the crossing had been extremely slow -- hampered by slow winds and a rudder problem that took days to fix. Entries into the log ended weeks before, when the schooner was still in the mid-Atlantic. There was no mention of what had happened to the crew.

About then, with the 'Seahorse' tied up alongside the schooner and the pirates scattered all over both vessels, the vampire who was hiding in the hold began picking off the pirates. It didn't take him very.

The 'Seahorse' is still in the piracy business. It even has the same crew. But the submarine has a new Captain and a new name and the crew isn't human any longer.

Heinrich Baden: Vampire Captain

Baden is a former sea captain who was made into a vampire in the late 16th century. Baden has always had a nautical bent despite his vampiric nature.

Baden has renamed the 'Seahorse'. It is now called the 'Lightless'. The schooner that Baden was traveling on is now the tender for the 'Lightless'. The schooner poses as an inter-island trader and has a crew of human miscreants who are very, very well paid by Baden.

The 'Lightless' is the unspoken terror of the Caribbean. Baden is relentlessly taking ships and raiding isolated villages and islands. He doesn't leave many survivors in the wake of his attacks. The United States and the major colonial powers of the Caribbean know that something is terribly amiss, but they have no idea of the nature of the threat that they are facing.

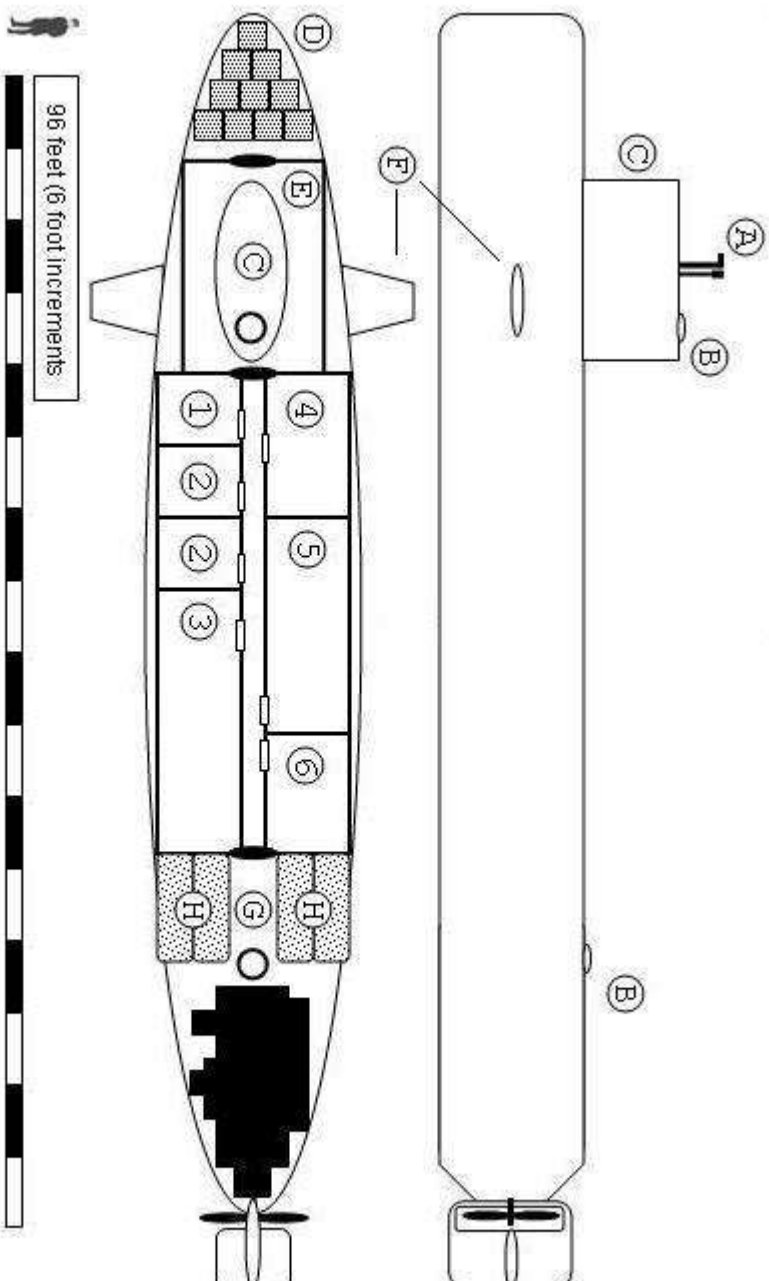
Depending on level of your players, I would recommend running Baden and his crew one of several ways:

If the players are extremely powerful, then I would make Baden a Vampire Count (as per the Rippers rules) and the officers and crew of the 'Lightless' would be normal Vampires.

Since a dozen-plus Vampires would obviously be a considerable handful for any group of PCs, other options that you might try would be:

- 1) Baden is slightly improved standard Vampire. The crew of the 'Lightless' consist of one to three additional Vampires and something like a dozen zombies.
- 2) Baden is a standard Vampire and his crew consists of a few human officers and additional zombies.

Shark / Seahorse Class Sea-Walker



- A - Periscope / Snorkel
- B - Hatches
- C - Sail
- D - Battery Room
- E - Bridge
- F - Planes
- G - Engineering
- H - Diesel Fuel

- 1 - Quarters (single occupant)
- 2 - Quarters (double occupant)
- 3 - Bunks / Living Space / Storage
- 4 - Kitchen / Storage
- 5 - Storage / Spare Parts / Compressed Air
- 6 - Machine Shop