

DANGER MAGNET

THE MAGAZINE OF DARING AND DANGEROUS PULP ADVENTURE

PREMIERE ISSUE!

#1

TOMB BEETLES

Scrumtumbler's BEASTiary Revealed at last!

TOOLS OF THE TRADE

Colin Chapman

THE SECRET LIFE OF HOWARD CARTER

Steven Hammond

New Surface World Adventure

THE THULE DEATH RAY

S.D. Hilton

Pulp Adventure just got sexier, deadlier, and a lot more fun at: WWW.DANGERMAGNET.COM

DANGER MAGNET

THE MAGAZINE OF DARING AND DANGEROUS PULP ADVENTURE

CONTRIBUTORS

Bob Bretz
Mike Demchak
Jamie Gooch
Nich "Rev" Gray
Steven Hammond
Andrew McColl
Daniel Potter
Nestor D. Rodriguez
M. Sechin Tower
And
Colin Chapman

EDITORS

Tom Cadorette
Scott Jones
Kate Masters

INTERIOR ART

Gregory Woronchak
T. A. Gray

COVER ART

Craig Shepard
Chris Theisen

GRAPHIC DESIGNER

Cody Jones

HGGIC

S.D. Hilton

DANGER MAGNET
Is published By Incredibly
Inappropriate
Entertainment
1201 South 17th Street
Kokomo, Indiana 46902

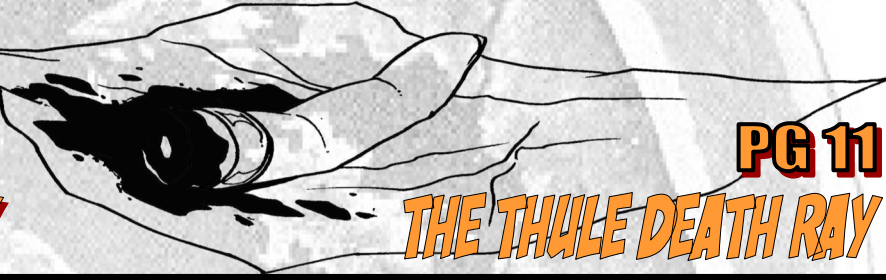
COPYRIGHT 2008

Danger Magnet

No part of this publication may
be reproduced without written
permission from the publisher.

CONTENTS #1

**ALL NEW
SURFACE
WORLD
ADVENTURE!**



PG 11

THE THULE DEATH RAY

TOMB BEETLES



PG 4

TOOLS OF THE TRADE



PG 26



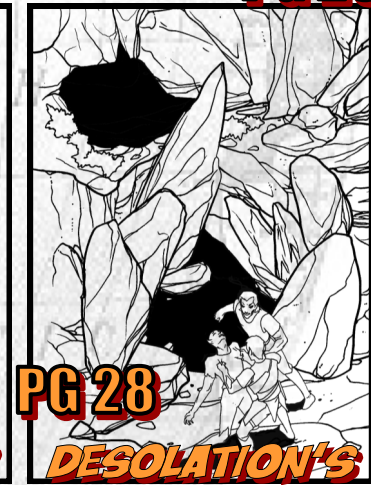
PG 7

**SECRET LIFE OF
HOWARD CARTER**



PG 22

**THE TWELVE TALISMANS
OF TAL'THEUS**



PG 28

**DESOLATION'S
CAVE CITY**

The Danger Magnet magazine is a work of fiction. Names, characters, places, and incidents are either the product of an author's imagination or are used fictitiously. No disrespect is intended to any actual persons, living or dead; organizations; events; or locales referenced in this magazine. The opinions expressed within the articles and other contents herein do not necessarily express those of the publisher, other authors within this magazine, authors of articles on the Danger Magnet website, or Exile Games. This magazine and the Danger Magnet website contain mature content. Reader discretion is advised.

Hollow Earth Expedition, HEX, Ubiquity, Ubiquity Dice, Ubiquity Roleplaying System, and Exile Game Studio; their logos; and other related content are properties of Exile Game Studio, LLC and used with permission. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Danger Magnet is Copyright (C) 2008 Incredibly Inappropriate Entertainment. All rights reserved.

DANGER MAGNET

THE MAGAZINE OF DARING AND DANGEROUS PULP ADVENTURE

Thank you for taking the time to check out DANGER MAGNET!, Issue No. 1.

DANGER MAGNET! is a work of love created by passionate fans (working with a professional or two) to create new material for our favorite roleplaying game system: Ubiquity. The Ubiquity System drives Exile Game Studio's award-winning *Hollow Earth Expedition* and Greymalkin Designs' *Desolation*, and Battlefield Press Inc.'s upcoming *Fantastic Worlds*. Through DANGER MAGNET!, our readers will be able to try out fan-created optional rules, run all-new adventures, face off against newly revealed beasts, and learn of discover strange and exotic places that have yet to be discovered or explored. DANGER MAGNET! will support the different kinds and settings that the Ubiquity System's story-telling cinematic action engine can cover, and we intend to cover a lot of ground. For our future issues, we're looking at covering adventures in the American Old West, Lovecraftian Horror, as well as more youth-friendly gaming with our Wilderness Kids Adventures.

DANGER MAGNET! looks forward to working with Exile Game Studio, Greymalkin Designs, and Battlefield Press to continue bringing you new and exciting material for the various game products these companies are producing. We will also take a look at other games and systems, as well as producing our own original material.

DANGER MAGNET! is a publication that is driven by fans, and as fans we are a passionate group of gamers. However, the one thing that we will never become is an elite club for a select group of people to participate. DANGER MAGNET! will always look for fans that love these games as much as we do, and we will be accepting submissions from potential contributors (authors, artists, and gaming companies) starting with our very next issue. For now DANGER MAGNET! is run by donations. Issue No. 2 is already in the works but we must make

enough in donations to keep us going. Please check out WWW.DANGERMAGNET.COM to learn how you can help. You can also leave us feedback, and we do want to hear from you!

I won't waste any more of your time telling you what DANGER MAGNET! will be in the future -- our future is NOW and THIS IS DANGER MAGNET!

Shawn Hilton,
Head Groovy Guy

Special thanks to:

Melissa McNally
Jeff "Freakin" Combos
Sechin Tower
Katie Tower
The Greymalkin Crew

The Exile Games forum members who have been a great sounding board. You guys and gals are an inspiration!

And all the loved ones of our contributors who did not kill us while we ignored them to work on DANGER MAGNET!

We are DANGER MAGNET!

And all of you are a bunch of SEXY BEASTS!

As DANGER MAGNET! was finishing lay out we learned that Exile Games had leaked the new name of their upcoming fourth book:

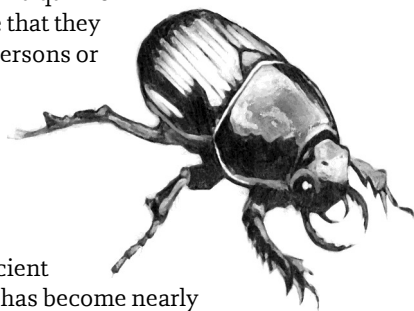
Revelations of Mars

or ROM for short. We have learned that the book is tentatively scheduled for a fall 2009 release, and will deal with planetary romance. As we learn more we will report it directly to you through DANGER MAGNET! and through our web site found at WWW.DANGERMAGNET.COM.

THE TOMB BEETLE

By S. D. Hilton & M. Sechin Tower

The Tomb Beetle is a ferocious and vicious defender of any site where it lays its eggs, and is capable of defending itself against nearly any intruder. The Tomb Beetle will live, forage, and nest for its entire life cycle side-by-side with its fellow hatchlings. In a quirk of nature which may indicate that they were specifically bred by persons or beings unknown, only the last remaining member of the hatching will go on to produce the next generation.



Once quite common in ancient eras, this species of beetle has become nearly extinct and nearly forgotten, having slowly been wiped out over the centuries with the advance of modern civilization. The Tomb Beetle has survived, therefore, far from the destructive expansion of humanity, primarily due to its ability to hibernate when lacking a steady food source. Each beetle in a hatching group simultaneously begins to form a hard carapace that will completely encase it and acts as protection from the elements as well as most natural predators. As their carapaces form, the beetles aggregate into cocoon balls or blocks, solidifying as their carapaces harden into something hard and glassy, greatly resembling obsidian. The larger the hatching group, the larger the ball or block.

In this state, the beetles periodically break out of their cocoon, usually every seven years, devouring the remnants of the cocoon, that may have perished - the awakening occurs at a startlingly rapid speed, despite their deeply slumbering state. It should also be noted that even during hibernation, the beetles are extremely sensitive to seismic disturbance or hard shock, and they often awaken to investigate the possible new food source trespassing near their nest - with the same lightning-like speed previously mentioned.

The many undiscovered and still-sealed tombs in the vastness of the world unexplored by modern man appear to have become the final resting places of the Tomb Beetle. It is believed that Tomb Beetles may be found in the Pyramids of Egypt, the ziggurats of South and Central America, and throughout the lost, undisturbed tombs of Central Asia and Eastern Europe. New tombs are being unearthed and explored every year, and with the current trade of antiquities (legal or otherwise), there is always the possibility that tiny nests of this species, encased and undiscovered within an item or artifact, may be exported to new parts of the world as well... and awakened thereafter.

The potential grows with each passing day that this old horror

might be unleashed upon a new world, a world completely unready to deal with such a deadly insect.

Tomb Beetles use the optional Swarm rule.

Tomb Beetle				
Archetype: Insect		Motivation: Survival		
Style: 0		Health: 1		
Primary Attributes				
Body: 0		Charisma: 0		
Dexterity: 2		Intelligence: 0		
Strength: 0		Willpower: 1		
Secondary Attributes				
Size: -8		Initiative: 1		
Move: 2		Defense: 2(4)*		
Perception: 1		Stun: 0**		
Skills	Base	Levels	Rating	(Avg)
Brawl	0	1	1	0+
Survival	0	4	4	2
Talents				
Tough Carapace (+2 Defense Rating)				
Swarm (Increased attack with increased numbers)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weap- ons	Rating	Size	Attack	(Avg)
Bite	0L	0	1L	0+L

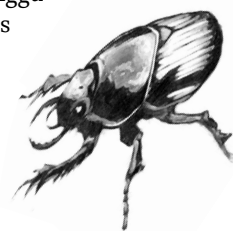
* Tomb Beetles have a thick hide that provides a +2 Defense bonus.

** Creatures with Swarm cannot be stunned or knocked out

Seeding Your Story

THE OBVIOUS

The PCs, while exploring a pyramid, ziggurat, tomb, or ancient ruin, come across a massive obsidian stone that doesn't appear to be of any relevant design to the actual structure they are exploring. The stone has several small fissures (the small gaps between each beetle) covering the entirety of its surface, but these fissures don't appear to have any particular pattern, nor do they seem to be any form of known writing. As the PCs examine the stone they begin to realize (Perception, Science: Biology, or any other relevant Skill) that the stone isn't one solid object, but is actually several smaller objects. Any player that has studied (or is perceptive enough to mention) entomology will receive a +2 modifier to identify the Tomb Beetles. After only a few moments of studying the cocoon, producing loud noises near the cocoon, or producing any sort of above-average seismic activity, the cocoon will awaken, releasing the deadly Tomb Beetles, which will be a fully-formed swarm within two



rounds of the stimulating action.

THE UNLIKELY

While exploring the Hollow Earth, the PCs come across a NPC that has been buried alive up to his neck, as natives are about to sprinkle beetles from a lidded cauldron nearby (have fun describing the scratching, buzzing sound inside, and the great care with which the natives are treating it). The NPC claims that he can help the PCs escape the Hollow Earth, but only if they save him. Cruel GMs may wish to replace the NPC with a PC as appropriate to the plotline or story.

THE OUTLANDISH

While Beetles at the wake. Melba was readied for her funeral, and her favorite obsidian pendant was placed around her neck. The pendant was a family heirloom that sat inside the family vault for years, and Aunt Melba's last wish was that the pendant be buried with her.

During the evening before the funeral, Aunt Melba's body was dropped while it was being moved from the preparation area to the viewing room. The funeral director quickly resettled Melba's body, but the massive jolt awakened the last remaining Tomb Beetle of its hatching. It then proceeded to lay the eggs for the next hatching... in Aunt Melba. When the guests begin to arrive the newly hatched tomb beetles pour out of Aunt Melba, in search of a fresher food supply, such as the PCs. Bon appétit!

OPTIONAL RULES

Swarm

Prerequisites: Animal or Insect

Creatures with the SWARM talent use their sheer numbers to bring down larger prey. They often work as a group, combining their strength to make up for their individual weakness or frailty.

Benefit: The size of a swarm is determined by the Swarm point value, with each additional Swarm point representing a significant increase in the number of creatures comprising the swarm. All creatures joined in a swarm effectively count as a single unit for the purpose of movement, defense, attacks, and so forth. They may attack each enemy within their range once per round. Swarming creatures gain the following advantages:

Add +1 to Brawl and Health for each point of Swarm.

+1 Size for each point of Swarm added.

A swarm cannot be stunned or knocked out



A swarm does not gain the benefit for the Multiple attacker rule (see *Hollow Earth Expedition*, p. 126), nor does it suffer a penalty for being attacked by multiple opponents.

Area of Effect attacks do full damage; all other attacks do a maximum of 1 point of damage.

For each 2 Lethal Wounds suffered by the swarm, it loses one Swarm point.

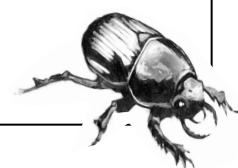
Creatures may only use this ability against opponents at least 2 size categories larger than the base size of the individual creature. Thus, a size zero human could be swarmed by locusts (size -8 each) or rats (size -4 each) or even cats (size -2 each), but would fight wolves (size -1 each) as individuals.

Normal: Creatures cannot normally use the Swarm talent, but they may gain the benefits of the Multiple Attacker rule.

Tomb Beetle		Swarm 8		
Archetype: Insect		Motivation: Survival		
Style: 0		Health: 9		
Primary Attributes				
Body: 0		Charisma: 0		
Dexterity: 2		Intelligence: 0		
Strength: 0		Willpower: 1		
Secondary Attributes				
Size: -8		Initiative: 1		
Move: 2		Defense: 2(4)*		
Perception: 1		Stun: 0**		
Skills	Base	Levels	Rating	(Avg)
Brawl	8	1	9	4+
Survival	0	4	4	2
Talents				
Tough Carapace (+2 Defense Rating)				
Swarm (Increased attack with increased numbers)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Avg)
Bite	0L	0	9L	4+L

* Tomb Beetles have a thick hide that provides a +2 Defense bonus.

** Creatures with Swarm cannot be stunned or knocked out



DESOLATION

You Survived the Apocalypse

- Full system and setting
- Seven playable races
- Free-form magic system
- Dozens of creatures
- New Skills, Talents and Flaws

Getting through today is another matter ...

Post-apocalyptic fantasy roleplaying powered by Ubiquity



Greymalkin Designs
www.greymalkindesigns.com



Wonderful Things: Howard Carter and the Tomb of Tutankhamun

By Steven Hammond

Howard Carter's excavations of Tutankhamun's tomb (or "King Tut" as the ancient boy Pharaoh was known in popular culture) appear to have been a straightforward and routine exercise in research, patience, and persistence. While the discovery process itself may have been dull, the discoveries themselves were anything but. Carter spent nearly a quarter of a century searching for and excavating the tomb that changed the world's understanding of ancient Egypt forever. The road he traveled to the discovery that would make his name famous for all time was long and challenging, to say the very least.

In 1874, Queen Victoria sat on the throne of Great Britain, the most influential and powerful nation in the world, and its power still growing. That same year, Howard Carter was born in Kensington, near London. A year later, Britain purchased Egypt's share in the Suez Canal, and in 1882, Egypt was made a protectorate of the British Empire, all but absorbing it as sovereign territory firmly under the control of the British Crown. Early in his childhood, Carter was moved away from the disease and congestion of London to Swaffham, a small market town in the county of Norfolk, where he was raised by his two maiden aunts.

As he grew up, Howard demonstrated great talent as an artist, receiving training from his father, a respected painter of the time. Carter's aspirations lay elsewhere, and his career in archae-



Howard Carter
1874-1939

ology began when he was only seventeen, when he traveled to Egypt to work on the excavations of several tombs at Beni Hasan. He recorded the inscriptions and paintings in the tombs by hanging tracing paper over them and copying them. He often lamented that this method produced poor results and wished that he could work freehand, but ultimately did as he was told.

In the following years, Carter worked on several different excavations, and became known for his practical abilities and attention to detail. In 1899, he took a position as one of two Chief Inspectors with the Egyptian Antiquities Service. As such, he was responsible for overseeing the Service's excavations, and inspecting those of foreign archaeologists as well. In 1905, Howard left this position after an incident with several drunken French tourists. Accounts of the incident vary wildly, but Carter's story was that the tourists forced entry into a tomb at Saqqara without paying, and roughed up some of Carter's Egyptian employees after being refused candles to see inside. Carter authorized, and some say even as-

sisted, the Egyptians to resort to fisticuffs to defend themselves. The French filed an official complaint and demanded an apology from Carter. When Carter refused, his dismissal became inevitable, and he resigned.

This turn of events would eventually prove to be a stroke of luck for Carter. While he had a couple of hard years, in 1907 he met the 5th Earl of Carnarvon, George Edward Stanhope Molyneux Herbert -- more simply known as Lord Carnarvon. Carnarvon was an avid collector of Egyptian antiquities, and fancied himself a gentleman Egyptologist. Impressed with Carter's abilities, he agreed to finance Carter's excavations in the Valley of the Kings, near Thebes.

Working with American lawyer Theodore Davis, Carter found a pit filled with linens and other embalming materials marked with the seal of Tutankhamun. Previously, Davis had found an exquisite cup with Tut's name on it, and a funerary cache that had apparently been moved from Armarna and sealed by the Pharaoh. While Davis disregarded this evidence, Carter became convinced that this previously unknown pharaoh was buried in the valley.



Examining a find

Carter started a series of diggings for the tomb in 1914.

Eight years later, after the 1921 digging season, Lord Carnarvon informed Carter that he would no longer provide funding for the excavations. Carter pleaded for one more season, agreeing that if nothing turned up he would pay for it himself, and Carnarvon reluctantly agreed.

Persistent and methodical, Carter picked up where he left off, below the tomb of Ramses VI. After only five days, on November 4, 1922, he found the top of a staircase that would descend into the tomb he sought, hidden under some ancient workmen's huts for 3,000 years.

It took only 22 days to enter the first chamber, but it would take nearly nine years to fully excavate the tomb.

Lord Carnarvon was there the day Carter peered into the tomb for the first time and he asked Carter a single question: Carnarvon asked, "Can you see anything?" Carter's reply, "Yes, wonderful things."

Barely five months after the tomb's discovery, Lord Carnarvon died of pneumonia. The tomb would prove to be the best preserved royal burial chambers ever to be unearthed, having only been broken into twice centuries earlier, with the thieves being unable to penetrate beyond the first chamber. Many of the won-

Carnarvon asked, "Can you see anything?"
Carter's reply, "Yes, wonderful things."

derful artifacts associated with ancient Egypt to this day were discovered inside. These discoveries included the Pharaoh's mummy and his now-famous opulent golden burial mask. During the 1924 off-season, Carter gave a series of lectures, beginning in New York City. For over two months, he traveled throughout the United States and Canada, speaking to sold-out crowds about his discoveries. Soon thereafter, fed by the sensational press covering his discoveries, "Egyptomania" would sweep the globe, with the world becoming absolutely fascinated with anything and everything to do with ancient Egypt. This fascination continued through the 30's, inspiring the 1932 film "The Mummy" (starring Boris Karloff), and innumerable stories in the "pulp" novels and magazines of the pre-war period -- a fascination that continues even to this day.

After completing the excavation of the tomb in 1931, Carter retired to follow in Lord Carnarvon's footsteps as a successful collector of Egyptian antiquities. He ended up with several items from Tut's tomb, though it was never clear if he obtained these in violation of his excavation permit, from the open market, or from Carnarvon's collection.

In his later years, Carter spent a lot of time in the Winter Palace Hotel in Luxor. People would say that he whiled away the days, sitting on the hotel veranda, staring in the direction of Tut's tomb, totally lost in thought. Carter was never a healthy man, and in the late 1930's, illness forced him to return to Kensington, requiring the full-time care of a nurse. On March 2nd, 1939, at the age of 64, he died from lymphoma. His funeral was small, attended by fewer than 30 people.

The Secret History of Carter and Lord Carnarvon

In the world of *Hollow Earth Expedition*, the group known as the Terra Arcanum has worked for thousands of years to protect and keep secret the mysteries of the Hollow Earth, and their conspiracies crossed Carter's path early in his career. The group was funding and operating its own digs in Egypt. Their motivations varied, including finding and selling antiquities from their digs to fund other operations, but primarily they sought to recover lost secrets related to the Hollow Earth before they might be exposed to the world. Their efforts were thwarted repeatedly by the probing questions of Howard Carter, the Chief Inspector of the Egyptian Antiquities Service. Carter was stubborn and inquisitive, and his refusal to be satisfied with



This pendant was one of the many fabulous treasures found within Tutankhamun's Tomb.

vague answers from the Terra Arcanum's field operatives often led him to more deeply investigate their efforts, causing interminable delays and other problems for the Terra Arcanum.

Carnarvon, a highly placed Overseer within the Terra Arcanum, was responsible for much of the Egyptian activity conducted by the London Chapter House. Carnarvon was instructed to address the situation. Instead of simply having him killed, he knew that Carter's stubbornness could be his downfall, and also that his talents could likely be turned to serve the Terra Arcanum's own excavation efforts. Carnarvon arranged the French tourist incident in Saqqara in order to have Carter dismissed, and thereby remove him as a threat. He let Carter suffer a couple of lean years before recruiting him to work on Terra Arcanum projects, as well as finance Carter's research.

When Carter uncovered the first evidence of Tutankhamun's tomb, Carnarvon was dismissive because Tut was virtually unknown, with no mention within the voluminous and comprehensive records of the Terra Arcanum records. However, Theodore Davis, an Overseer working for the Paris Chapter House, became convinced himself of Tut's reality, finding evidence that the discovery of Tut's might be very dangerous to the Terra Arcanum's mission. Davis was unable to stop Carter's search for Tut's tomb before his own death at the age of 78 in 1915.

During the long years searching for the tomb, Carter discovered that Carnarvon himself had mysterious backers, quickly deducing the Terra Arcanum's existence. Long a believer in ancient secrets himself, it was an easy task for the London Chapter House of the Terra Arcanum to recruit Carter, and he was initiated as an Overseer in 1920. When Carter found Tut's tomb in 1922, some of the Secret Masters saw credence in Davis' theory and tried to shut the operation down. Davis' replacement poisoned Carnarvon and spread rumors of a curse -- the Terra Arcanum was no stranger to internal conflicts that often ended in the death of a rival.

Carter, while saddened by the loss of his friend, refused to give up the excavation. He convinced the Grand Master in London to continue the operation, promising to deliver whatever secrets were found to the Grand Master. The Grand Master agreed, seeing a way to potentially increase his own power, while diminishing that of his rival, the Grand Master in Paris. His excavations did in fact reveal one great secret, the evidence of which Carter quietly passed to London -- the Mystery of the Aten.

Mystery of The Aten

The power wrangling and control of Terra Arcanum is not a recent development -- their conspiracies go back well over 3,000 years, when the Hollow Earth still existed in legends and the



Lord Carnarvon relaxing



Tut cartouche

Terra Arcanum struggled to control the Pharaohs of Egypt through the priesthood of Karnak.

During the 18th Dynasty, a religious revolution started by two successive Pharaohs, both enlightened and headstrong, briefly wrested control of Egypt from the Secret Masters. In the aftermath, evidence of this event was buried in the tomb of an 18-year-old Pharaoh, and his memory almost completely purged from history.

In 1380 BC, Amenhotep III reintroduced an obscure sun god to Egypt, the Aten. It was his son, Amenhotep IV, who brought the Aten to prominence. He renamed himself Akhenaten (Servant of Aten), and moved the capital of Egypt from Thebes to the city now known as Armarna. He declared the Aten as the one true god, and forbade worship of all others. He even attempted to purge their names from temples all along the Nile.

This religious revolution, along the movement of the capital, greatly reduced the influence and power of the priesthood at Karnak, thus increasing the power of the Pharaoh. Akhenaten also took the incredible step of sharing power with his first wife, Nefertiti, brilliant and powerful in her own right.

Akhenaten and Nefertiti ruled in Armarna for 20 years. Obsessed with evangelizing their new religion, near-constant plague and internal unrest weakened Egypt until Akhenaten died. A mysterious and obscure figure, Smenkhkare, reigned as regent less than a year before Akhenaten's son, the nine-year-old Tutankhaten, took power. Tutankhaten quickly abandoned the religion and city of his father, renaming himself Tutankhamun, and restoring the worship of the old gods, and the power of the priesthood, bringing order back to Egypt. His reign would be brief, however, with his life cut short at the age of 18, and he was all but forgotten until his tomb was rediscovered in the 20th Century by Howard Carter.

The Secret History of Imhotep and the Hollow Earth

More than a millennia earlier, Terra Arcanum records indicate that around 2600 BC Imhotep, high priest and architect of the Pyramids, discovered the Hollow Earth and even traveled to it, seeking wisdom that he believed would save Egypt from internal strife and discontent. Upon his return to the surface world, Imhotep realized the danger of the power that he uncovered, and soon found himself recruited and indoctrinated within the Terra Arcanum. With the Terra Arcanum's backing, he initiated the

largest building projects conceived since those of the Atlanteans themselves. Imhotep quickly rose to the Inner Circle, and from that point the Terra Arcanum would use the priesthood to exert control over Egypt and its powerful Pharaohs.

This state of affairs continued for over 1,000 years until Amenhotep III, Tutankhamun's grandfather, discovered a secret cache of Imhotep's records that had not been destroyed. Although a brilliant scholar, Amenhotep misunderstood Imhotep's reference to a great power in the sky (i.e. the Hollow Earth's sun) and began worshipping the sun as "the Aten," albeit in a minor way. After his death, his son renamed himself Akhenaten, taking the worship of the Aten to the next level.

When the Terra Arcanum, through the priests of Karnak, tried to stop the new religion, Akhenaten began to suspect that there was a greater conspiracy at work. He



A statue depicting Imhotep

moved the capital and tried to strip them of power. Additionally, he started expeditions to find the lost Temple of the Aten, as described by Imhotep.

The priests fought back. They spread a plague in Armarna and eventually assassinated Akhenaten. Intimidated by the priests' powers and fearing for her life and that of her step-son Tutankhaten, Nefertiti disguised herself and took the throne as regent, using the name Smenkhkare. In accord with the will of the priests, "Smenkhkare" began the de-Atenization of Egypt, continued under Tutankhamun, restoring the traditional gods to Egypt.

Tutankhamun ruled just long enough to ensure a return to the old ways, before dying of mysterious causes. The last evidence of the conspiracy to depose Akhenaten was entombed with Tut,

and over time, the priests worked to erase any evidence of the young king's existence. The tomb was discovered by thieves twice and resealed both times. The priests who served Terra Arcanum were concerned that if the tomb were looted its secret would be revealed, so 170 years after Tut's death, the priests started construction of Ramses VI's tomb, on top of Tut's. This act obliterated any evidence that Tut's tomb existed. Eventually even the Terra Arcanum would forget what happened, just as the Secret Masters wished... but they did not foresee that they would set the stage for another crisis that could unravel centuries of



Akhenaten and Nefertiti

their conspiracies when, in 1922, Howard Carter unsealed the inner chambers of Tutankhamun's tomb.

Nefertiti

Considered by many to be the most beautiful woman who ever lived, Nefertiti was a powerhouse in her day. She ruled next to Akhenaten as co-regent and was instrumental in the new religion they tried to introduce. She may also have been the Pharaoh Smenkhkare who ruled after Akhenaten and Tutankhamun's mother.



Image of Nefertiti

Her mummy has never conclusively been identified, so perhaps she followed the Aten to the Hollow Earth where she reigns again, thousands of years older.

Seeding Your Story

The Obvious

Sickly and slowly dying of lymphoma, Howard Carter contacts the PCs, seeking their help. He has had a profound change of heart about preserving the secrets he kept, and he now believes that the truth of the Hollow Earth might inspire humanity to avert the coming world war, and that the world has a right to know that truth. He wants to send the PCs to recover scrolls and other evidence he has hidden, and then deliver them to an agent of the Brotherhood of Man (see *Secrets of the Surface World*,

p.53). Carter is in London, the artifacts are in another city, and the Brotherhood agent is in a third, so this is an excellent adventure to showcase the various cities of Europe and the Middle East in 1936, as described in *SotSW*.

The Unlikely

Henry Herbert, the 6th Earl of Carnarvon, has uncovered evidence that his father did not die of pneumonia as was reported. Suspecting foul play, the 6th Earl hires the PCs to find out who is responsible for his father's death. Howard Carter may or may not be involved, but he is definitely the first stop in their search for clues.

The Outlandish

The PCs stumble upon Nefertiti in an Atlantean temple in the Hollow Earth, still amazingly alive and vibrant after all this time. Upon learning that her stepson's tomb has been discovered, she offers a huge reward if his body is returned to her along with those responsible for disturbing him. If the ill Howard Carter is brought to Hollow Earth, Nefertiti comes to love him and heals his lymphoma. They live long and happy lives learning from one another. Alternatively, in her long exile, spent in deep contemplation of Atlantean secrets, the PCs arrival stirs her to return to the surface world... as a conqueror!

Howard Carter 1936				
Mentor 3 [Ally 3]				
Archetype: Academic			Motivation: Truth	
Style: 0			Health: 5	
Primary Attributes				
Body: 1			Charisma: 1	
Dexterity: 2			Intelligence: 4	
Strength: 1			Willpower: 4	
Secondary Attributes				
Size: 0			Initiative: 6	
Move: 3			Defense: 3	
Perception: 8			Stun: 4	
Skills	Base	Levels	Rating	(Avg)
Archaeology	4	8	12	6
Art (Painting)	4	6	10	5
Bureaucracy	4	6	10	5
Firearms	2	2	4	2
Investigation	4	4	8	4
Streetwise	1	3	4	2
Talents				
Headstrong				
Resources				
Rank 2 (Terra Arcanum, +4 social, bonus resource)				
[Mentor 3 (Lord Carnavon, Terra Arcanum)]				
Flaw				
Stubborn, Sickly (1936 only)				

Nefertiti in the Hollow Earth 1936				
Ally 6				
Archetype: Queen		Motivation: Mysteries		
Style: 0		Health: 8 [
Primary Attributes				
Body: 2		Charisma: 6		
Dexterity: 3		Intelligence: 5		
Strength: 1		Willpower: 6		
Secondary Attributes				
Size: 0		Initiative: 8		
Move: 4		Defense: 5		
Perception: 11		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Sorcery	5	11	16	8
Academics	5	11	16	8
Religion				
Bureaucracy	5	11	16	8
Diplomcay	6	12	18	9
Empathy	5	5	10	5
Linguistics	5	5	10	5
Academics	5	9	14	7
(History)				
Talents				
Charisma, Bold Defense, Atlantean Blood, Atlantean Language (Hollow Earth only),Atlantean Power Words (Hollow Earth only), and Atlantean Commands (Hollow Earth only).				
Resources				
Rank 5 (Powerful Queen)				
Flaw				
Inscrutable, Elderly (Hollow Earth only)				

TRIPLE ACE GAMES INVITES YOU TO RIDE THE PULP TRAIN!

Daring Tales of Adventure are a series of Savage Worlds adventures in the best tradition of cinematic pulp adventure.

Each episode is packed full of action—fight crazed cultists, take the wheel in an epic car chase or discover ancient tombs! Whatever your poison you'll find it here.

These special adventures also make use of Triple Ace Games' unique pulp setting rules, designed to make two-fisted adventures more exciting and truer to the source than ever before!

For more information and to download our pre-gen characters to help you get into the action quicker visit our website.

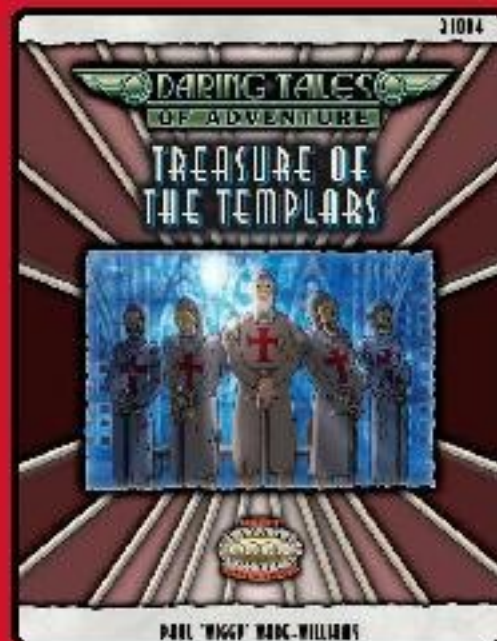


www.tripleacegames.com/DaringTales.php



© 2008 Triple Ace Games. Daring Tales and all related marks and logos are trademarks of Triple Ace Games. Savage Worlds, Smiling Jack and all related marks and logos are trademarks of Pinnacle Entertainment Group. All rights reserved. Used with permission. © 2008. All Rights Reserved.

AVAILABLE NOW!



THE THULE DEATH RAY!

By S. D. Hilton – M. Sechin Tower
D. Potter – T. Cadorette – Friends

The Thule Society has discovered cuneiform tablets in the Persian desert that depict an strange and powerful device. The translations appear to indicate that the device produces magnetic rays which dissipate or drain energy. The tablets show rays emanating from the Earth and draining the Sun. Thule scientists, based in Nazi Germany, have hypothesized that this is a mystical energy source that relies on the magnetic fields of the Earth to produce an invisible magnetic ray capable of draining modern energy sources. The Thule Society has tasked Major Anton Baurer, the "Iron Nazi" with locating and recovering the device, presenting it to Hitler himself as the ultimate Nazi super-weapon. OPERATION: THULE DEATH RAY has begun!

The Thules have recently learned that Dr. William McLaglen of the University of Aberdeen has discovered the emission of a sporadic magnetic emission that drains all power sources of their energy for a short amount of time. They believe that this is the device they seek, but have not been able to find it yet. Dr. McLaglen has created a device that will locate and measure the strength of these emissions. While Dr. McLaglen has been tight-lipped about his discovery, an article did appear in the *Aberdeen Press & Journal* reporting that he is scheduled to present his latest research findings at the Smithsonian Institute in Washington, D.C., and that he would be travelling by airplane from London to the States within the week.

The Thule Society has set a plan in motion to kidnap Dr. McLaglen and force him to help find the Thule Death Ray. Paul Davenport, an agent of the Brotherhood of Men (*Secrets of the Surface World*, p. 53), has infiltrated the Thule Society and has learned about both Dr. McLaglen's discovery and of the Thule plot to kidnap him. He has related this information, via coded letters, to his father, Prof. Darius S. Davenport (a member of the Order of Prometheus, *SotSW*, p. 57) at Miskatonic University. Paul learned of Dr. McLaglen's discovery before his superiors in the Thule Society and sent that information by coded letter to his father. He attempted to shield Dr. McLaglen's discovery from Baurer and the Thules, but was discovered and captured by Baurer. Using Paul's code book, Baurer sent a message to Prof. Davenport, along with Paul's left-hand ring finger.

Prof. Davenport, a scholar of antiquities and ancient legends, understands the importance of what McLaglen has discovered,

and sends word to his former pupils and most trusted allies to come to his aid. The players take the part of Davenport's trusted allies and must rescue Dr. McLaglen before the Thule Society captures him and his machine. But Baurer is aware of Prof. Davenport's knowledge and has taken measures to eliminate him...

Introducing the Characters

If this is your first session then it is easy enough to let the players know Prof. Davenport from their past or possibly current position. A lenient GM might even allow the Prof. to be considered an Ally or Mentor if the player writes up an interesting background that explains how their character and the Prof. know each other. Having a contact at Miskatonic could also be very helpful in the future, and will undoubtedly lead to several interesting adventure hooks.

If your campaign is already well along then one or two of the players might already know Prof. Davenport, a character might have contacted him in the past for information regarding another case or adventure, or perhaps the Prof. has had contact with one of the characters to do a small job for him in the past. If nothing else works you can have the Prof. be a "friend of a friend" who contacts the characters because he doesn't want to put anyone he knows well into harms way.

THE THULE DEATH RAY

An action packed Surface World Adventure in which the characters will face off against the nefarious Thule Society and the brutal Iron Nazi in a race that will decide the ultimate outcome of the human race.

Travelling by car, plane, submarine, dirigible, and possibly rocket pack the characters will find themselves in the thick of action, adventure, and a pure adrenaline thrill ride that will introduce them to the Ubiquity System and Hollow Earth Expedition.

Professor Darius S. Davenport

Prof. Davenport is a well-respected scholar who has been a fixture at Miskatonic University for as long as anyone can remember. He's been with the University longer than any other professor, and he has led several expeditions for the University over his tenure as the head of archeological studies. His articles pertaining to his many excursions to the remotest parts of the world have been printed in local and international news papers. He has been the focus of more than one news-reel, and he is in constant demand as a guest lecturer. Lately he has been starting to slow with age, and where once he would have packed his bags, flown to an exotic location, and rolled up his sleeves to get his hands dirty, he now supervises from his impressive mansion located just outside the campus of Miskatonic University.

Reel One: An Old Friend

Each character receives a telegram from Prof. Davenport (*Handout #1*) imploring them to come quickly to meet him at his residence. Prof. Davenport may have been a teacher, a counselor, a relative, or a mentor to one or more of the characters, but whatever the connection, the characters should be aware that Davenport is a respected elderly friend who is not prone to hysterics. See the "Introducing the Characters" sidebar for more tips on how to bring your players' characters into the adventure.

Describing for the Senses

Describing for the Senses helps the GM to describe a scene by encompassing all of the characters senses and helps to make the scene more vivid and memorable.

Sight: The darkness envelopes everything, strange shadows are formed by car and flash lights (using a lighter to light the way should earn a character a Style Point), and vision is reduced to a few feet. The snow falls lazily down upon the earth covering it in crystallized white.

Sound: Everything sounds slightly muffled as the falling snow absorbs much of the sound in the area, snow sticks to shoes causing them to slosh slightly as the snow melts off them, outside the motors are running, and inside the house, gunshots will rip apart the silent serenity of the scene very shortly.

Smell: The woods behind Prof. Davenport's home provide a pine scent that mixes with the cold air to give every breath a crisp clean scent.

Feel: The cold is numbing hands and feet as mustaches and eyelashes begin to freeze.

Taste: N/A

Mind: The house and the snowfall are a picture postcard of tranquil New England beauty, but within moments that scene will be shattered as the Prof. is attacked.

Arriving at Davenport's mansion (via their own cars or by taxi), the characters stand on the snow-covered crushed rock that forms the circular drive way in front of the impressive three-storied mansion, as the snow lazily continues to fall. The cold January air fills their lungs and the biting winds stings their eyes. The back of the mansion is surrounded by pine trees that stand within 50 yards of the back door. There is a light in the second story that winks out suddenly as the sounds of gunfire explode.

GM TIP

As you describe the scene for your players use a calm and soothing voice, emphasize the calm tranquility of the scene, and then when you announce the gunshot that rips through the night, raise your voice suddenly and bang on the table with both of your hands to emphasize the sudden change that has taken place. Your players are now in the scene, and ready for some combat.

ROLL: FIREARMS: 3 (must roll 3 or higher)

The character(s) recognizes the signature sound of a automatic weapon as the weapon(s) being fired, **4 or higher**, that the shots are in controlled bursts, indicating that the shooter(s) probably have military training.

As characters approach the house they will find the front door, back door, and all windows locked. There is no light within the building and no sound except the periodic gunshot.

STRENGTH: 3, to break in either the front or back door.

Breaking the glass in any of the windows will require no rolls of any kind as any player can break the pane of glass, and unlock the window easily or simply slip through the broken window. If a character mentions they are studying the surroundings, they will note that the front driveway is covered in the tracks of the characters' cars, and their own tracks, but there don't appear to be any other fresh tracks in the snow.

In the backyard, characters will easily see the tracks leading up to the back door, but those characters that make the roll below will notice more details. An untrained eye will just notice there are tracks, but won't be able to clearly define how many, nor notice the fact that the tracks haven't left the house.

SURVIVAL (TRACKING): 2, or **PERCEPTION: 3**, the character(s) sees four sets of distinct tracks in the backyard approaching the back door from a wooded tree line 50 yards from the back door. The tracks lead in to the house but there are no tracks leading out. The tracks are spaced in a manner that it appears that one set of tracks took the lead, and the other two sets of track covered the lead.

Inside the mansion, the characters will discover the power has been cut. A character with any points in Craft will be able to deal with the clean-cut wires once they discover the fuse box (in the kitchen by the back door). The downstairs appears to be undisturbed with the exception of snowy boot prints heading upstairs (no roll necessary to see these).



The downstairs of the Davenport mansion is made up of a greeting room/mud room which contains a narrow but long table with a floral arrangement on it, an umbrella stand, as well as a coat rack. Anyone who looks will see that a large coat is hanging on the coat rack, and a quick search (no roll necessary) will discover Prof. Davenport's library card in one of the pockets.

The large sitting room acts as a living room and contains two over stuffed couches, three chairs, and one tall chair that bears a resemblance to a throne (the Prof.'s chair). A massive black walnut table sits between the chairs with a cold cup of coffee and a newspaper which has been turned to the entertainment section (the main article appears to be related to Dirk Savage's recent disappearance in Tibet). The rest of the room has several pedestals with mementos from Prof. Davenport's many trips displayed upon them (the Golden Key of Ankhar, a vase from the Temple of Nastour, a medicine man's mask from the Dagon Cult of Polynesia, as well as an autographed picture of Dirk Savage), and a bust of a famous explorer, author, or historical figure (GM's choice). Observant characters may realize that several of these objects were donated to museums across the world over the last several years, but here they are in Prof. Davenport's sitting room. With some digging the characters will learn that the good Prof. has donated copies of his favorite treasures, but has never actually given up the real treasure.

The kitchen and dining room are typical versions of such rooms filled with the usual items that one would expect to find in them. Anything within reason should be easily found by a perceptive character. The back door leads into the kitchen. Characters that are following the tracks from the back door will realize that they lead through the kitchen, into the dining room, and into the main sitting room.

Another gunshot will ring out from upstairs. Any player familiar with the mansion will know that the gunfire seems to be coming from the direction of the Prof.'s study.

As the first characters begins to head upstairs, the wooden ball that caps the bottom of the banister explodes into splinters next to a character's head as a single bullet rings out.

ROLL INITIATIVE!

The Nazi death squad is now desperate to kill Davenport and burn the building before anymore outsiders can learn of the Thule Death Ray. The secret must be kept at any cost including the lives of these Nazi commandos. The Nazis will hit the characters with everything they got, and won't hold back until all the intruders are dead. After the characters have been dealt with, the Nazis will deal with the Prof. who has barricaded himself behind a heavy door when the shooting started.

THE NAZIS

The Nazis are all dressed in thick, white winter camouflage parkas. In the darkness they appear to be ghostly figures, but these ghosts carry Lugers and sniper rifles -- other than their weapons, they possess no other identification or indication that they are Nazis. One Nazi made it into Prof. Davenport's office and wounded him, but failed to kill him before he locked himself in

his newly installed private bath. This Nazi will continue trying to get Davenport out of the bathroom, but won't succeed. Another Nazi has taken up a position at the top of the stairs behind a banister (granting him a +1 partial cover to Defense). This is the Nazi that destroyed the banister cap that heralded the call for Initiative. A third Nazi has taken Jenkins (Davenport's butler) hostage, and will execute him when a character walks into the room, knocks on the door, or demands he comes out. This third Nazi may use Jenkins' body as a body shield granting him a +2 Defense for half cover. The Nazis will give no ground, won't accept surrender, and will fight to the death.

Nazi Assassin				
Archetype: Soldier		Motivation: Duty		
Style: 0		Health: 4		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 2		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 4		Defense: 4		
Perception: 4		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	2
Brawl	2	2	4	2
Firearms	2	2	4	2
Intimidation	2	2	4	2
Melee	2	2	4	2
Stealth	2	5	7	3+
Talents				
Long shot (Double weapon ranges)				
Resources				
None				
Flaw				
Intolerant (+1 Style point whenever he convinces someone else to hate what he does)				
Weapons	Rating	Size	Attack	(Average)
Luger PO8	2 L	0	6 L	(3) L
Dagger	1 L	0	1 L	(2+) L
Punch	0 N	0	4N	(2)n
Snper Rifle	3 L	0	7 L	(3+) L

GM TIP

Three Nazis is fine for a group of 4-6 players, but a larger group may require an additional Nazi to create an interesting challenge. Don't be afraid to add another Nazi soldier busting through the kitchen door and joining the fray if the characters are dealing with them too quickly and effortlessly. This isn't meant to be an epic battle, but it should be tough enough to keep the suspense and let the characters know that the Nazis are very serious about their business.

After the last Nazi has been defeated, the characters will find Davenport holed up in his bathroom crouched down in his large iron cast bath tub with the door locked. He has taken 2L when a bullet grazed his leg and he's aiming his double-barreled shotgun at the door. The GM can expedite the scene by having Prof. Davenport open the door as soon as he hears one of his friend's voices or the scene can be extended by having Prof. Davenport

leery about opening the door. The Prof. could be coaxed into opening the door through pure role playing or through the use of:

DIPLOMACY: 3, a successful character will coax the Prof. out of the bathroom. Characters receive a moderate bonus modifier (+2 dice) if they bring up facts that only the Prof. and they would know -- encourage the players to make these details up as opposed to you providing them.

Once out of the bathroom, Davenport will limp towards his office swearing and muttering about Thules and Nazis. He takes out a bottle of scotch and pours everyone a glass while he shares the following information:

- ◆ His son, Paul, infiltrated the Thules and sent back coded letters detailing their activities.

- ◆ The Thule Society is a group of occultists with Nazi ties that seek to increase their power from occult or other-worldly sources.

- ◆ The Thule Society has discovered some strange magnetic pulses emanating from within the Earth.

- ◆ These magnetic pulses are rays from a device that the Thules refer to as the "Thule Death Ray". He'll chuckle at their naming the device after themselves, calling them "arrogant fools."

- ◆ The Thules believe the ray can drain any modern energy source causing any materials that make it run to become inert, and Paul has verified this claim having noted that reports from around the world claim it has stopped gas-powered vehicles, electrical apparatuses, and even a steam engine.

Paul's last letter is still coded, covered in blood, and is not signed. Prof. Davenport is too frazzled to decode it currently. The letter (Handout #3) reads: *Qvb canrtqnal qrb snne detfinanu, reu unryc jvcq. Tfecvedn vecnaonavep reu lfd bqryy sn andevcnu.* (Prop-happy GMs might consider crafting a letter, complete with bloodstains -- SIMULATED bloodstains, please!).

LINGUISTICS: 3, a successful character decodes the message.

Alternatively, a GM may allow the characters to decode it through live-action roleplaying, and have their character use the information; be forewarned that this kind of activity can bog down the adventure if the players don't figure out quickly that the code is a fairly simple letter substitution. The message:

**His treachery has been uncovered, and dealt with.
Continue interfering and you shall be reunited.**



**Professor Darrius
S. Davenport**

Davenport reacts violently to the news, but quickly recovers, saying "we don't have time for my grief right now". He pulls out a newspaper article (*Handout #3*), and explains that he received it from Paul.

"We have to get this man and his device to safety, far away from the Thule Society and the damn Nazis. Once he's spoken to the science consortium in Washington next week, the world will know of the ray, and McLaglen will undoubtedly receive protection from the government. I've arranged transport that can leave within the hour. Are you willing to help me save this man, stop the Thules, and avenge my son's death?"

If the characters say no, close your books, wish the players a nice day as you send them home, and go watch a movie. If the characters say yes, Davenport sports a weary smile:

"I knew my faith in you was not misplaced. I've taken the liberty of gathering supplies for the journey."

Any items already on the characters' sheets have been provided, and any other supplies or pieces of equipment that the GM finds reasonable can be supplied at players' request. Davenport will provide the characters with a photo of Dr. McLaglen, an address where he can be found in Aberdeen, and will tell them that air transportation has been arranged for them, and is waiting nearby.



The characters may have captured one or more of the Nazis, and will probably attempt to question them. The Nazi commandos have all been fitted with cyanide pills, and will attempt to use them if they are taken captive. However, cautious characters may be able to take the Nazis captive, and prevent the use of the cyanide pills. Nazis that are forced to talk (intimidation, torture, bribery) will be reluctant to give any information regarding their mission, but if they do break and provide information they can answer the following:

Anton Baurer, the Iron Nazi, sent them on this mission to learn what the Prof. knows of the Thule Death Ray, and to learn how much information Paul had leaked.

They were sent to gather up the information that Paul had gathered, destroy anything they couldn't take, and kill Davenport. If the characters wish to follow the tracks of the Nazis back through the woods they will come across a vehicle slightly off the road nearly three miles back in the heart of the woods. The car, of German make, has no license plates or other markings that give away where it came from or how it got here. In the trunk the characters will find a shortwave radio, but no instructions or codes; no matter what the characters do the captured Nazis will not give up the codes or times to operate the shortwave radio that is in the trunk of their car. There won't be any incoming messages, and unless the characters can figure out the codes and times they won't be able to contact anyone related to the Nazi commandos. In the glove compartment they will find \$200.00 in cash, an extra Luger, and a signed copy of *Mein Kampf*.

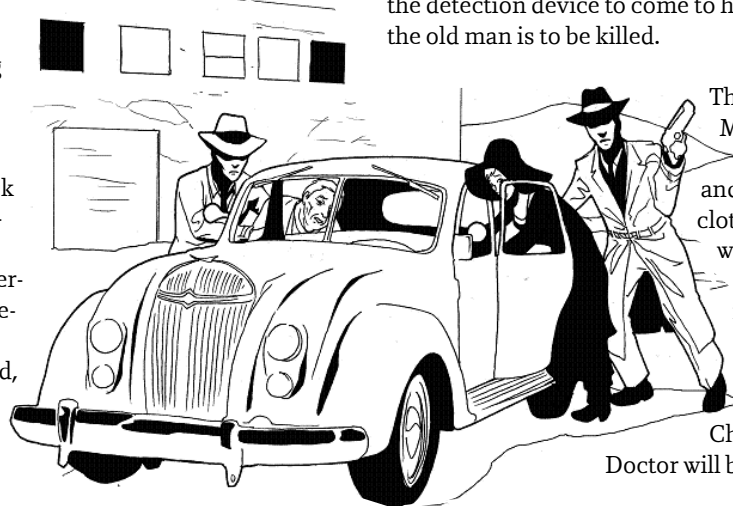
Davenport will urge the characters to leave before the police arrive, as there is no time to waste, telling them to take his Cadillac rush to a pier at a nearby lake where a flying boat (a Sikorsky S-42) is waiting for them, which the Prof. has hired to take them to Aberdeen, Scotland. Upon arrival at the pier, they are met by the pilot, Roger Finley, and his co-pilot Austin Gibson. Finley is a tall roguish looking fellow whose right eye is covered by a patch and sports a thin black mustache. Gibson is a younger fellow that looks like an Indiana hayseed transported to the big city of Arkham. The snow is blanketing the countryside, and as the characters hustle into the flying boat Roger explains that visibility will be limited until they clear the snow.

The flight goes smoothly, with a refueling stop at a fishing village in Greenland that also serves as a fuel depot for flying boats making the trans-Atlantic mail run. Finley will make everyone feel as comfortable as possible and even chit-chat with the characters. If asked, he'll explain he's known Prof. Davenport for years and that he owes him a few favors including one for helping him out of a jam with the Three Godfathers of Arkham, but he won't go into any details. Feel free to throw in other details that help to develop Finley and play him up as a "good egg", so that when he is killed in a few reels, his death will have more punch. This is also an excellent spot to allow players to roleplay amongst themselves with little GM interference

REEL 2: The Laboratory of Doom

In the early evening, the flying boat lands safely, albeit roughly, near a dock in Aberdeen where the characters will discover a car waiting nearby. The driver, Angus MacFadden, is holding up a card board sign that reads "DAVENPORT PARTY". MacFadden has received word from Prof. Davenport that he is to take the characters directly to the Dr. McLaglen's laboratory. The GM can extend this scene by having MacFadden be overly chatty. If the characters ask MacFadden a lot of questions he'll answer to the best of his ability, but he knows nothing of Dr. McLaglen other than the fact that his daughter is quite pretty, and picks up supplies in the Union Street marketplace once a week. If the characters press to know how MacFadden knows the Prof., he'll say he's done some rather discrete work for the "old codger" in the University's Department of Antiquities. If the characters try to squeeze more information out of MacFadden (using Con, Diplomacy, Investigation, etc., with a general Difficulty of 4), he'll admit that he's an antiquities forger who specializes in stone carving.

It is a cold, foggy Scottish evening as the characters arrive without incident at the warehouse where McLaglen's laboratory is located. They have traveled across the dock areas of the harbor, through a section of newly paved road that saw quite a bit of traffic, past the University, and then into a rundown warehouse area. MacFadden points towards a barely lit warehouse ahead, with a single streetlamp outside its front door, as the address that Davenport had given you for Dr. McLaglen.



As the characters get of the car, have them roll Perception:

PERCEPTION 3: The character(s) notices an automobile parked at the end of a two-way alley beside the warehouse, and despite the dark of night, they can see by the dim light of the streetlamp that its rear doors are open, as two dapperly dressed gentlemen are hustling a young woman and an elderly man into the car; **4 or higher**, the two men appear to have some kind of pistols in their hands, and there is a third man standing by the open door of the driver's seat; **5 or higher**, the elderly man is gingerly cradling a box in his arms that resembles a large, complex radio, with a small dish antenna on top.

Just as this information is conveyed to the characters, but before they can act, all the doors and windows of the lab explode as flames shoot out, with shattered glass and debris raining down upon the characters and their car, as the fiery wreckage comes down. The men, their car and their obvious captives are out of the blast zone in the shelter of the alley. The streetlamp is decimated, but the flames of the warehouse should light the scene nicely.

ATHLETICS or reflexive DEX (DEXx2): 2 to avoid injury, with failure causing 1N wound as the character is struck by falling debris.

Give the players a second to react to the situation before calling for an Initiative roll. The car in the alley is just out of range for a character to reach as a normal move.

ROLL INITIATIVE!

At the top of the round, the young woman breaks away from the man pushing her towards the car, and screaming "Help us, they have my father!" as she runs straight toward the characters. As the elderly man is shoved towards the car, he will drop the device he was carrying, which bursts into pieces, and the man standing outside of the driver's seat will begin cursing loudly.

LINGUISTICS: 1, the character understands that the man is speaking German. If a character speaks German they will understand him without a roll. The German is cursing the old fool for dropping the machine, berates the other two men for allowing the detection device to come to harm, and that everyone except the old man is to be killed.

The woman is Maureen McLaglen, and her father, Dr. McLaglen, is the older man, and the three men are plain-clothed Nazi commandos, armed with Lugers. The Nazis will make sure to be very careful in the fight to avoid harming either McLaglen or his machine, but the characters and his daughter are fair game.

Characters that get close to the Doctor will be safe from the Nazis' fire until

things get desperate -- by the same token, the GM should make clear to the players that shooting at the Nazis might very well end up hitting Dr. McLaglen.

In the second and subsequent rounds, if he gets the chance, Dr. McLaglen will break free and sprint, as best as a man in his condition can, into the burning warehouse while dodging burning beams and timbers falling around him. Any character that can see him through the flames and smoke will notice he seems to be searching for some unseen object. McLaglen forces his way to the center of the building and is smashing the floor with a still burning two by four. He begins to reach into the cracked floor when a timber from the second story crashes down, knocking McLaglen unconscious, and pinning him under it.



Maureen McLaglen



Dr. McLaglen

character added to the character with the highest Strength. Failure results in a loss of all further actions by the characters involved, with -2 to each successive roll in the next round. Once freed, the characters can move the unconscious McLaglen, with the impact inflicting 3N wounds. Any player with a STR of 2 or more can drag McLaglen out; two players can carry him out without problem. A character that looks into the hole that McLaglen opened will notice a large burlap sack. The sack weighs nearly 15 pounds, which is actually covering a small metal foot locker, within which is the doctor's Pulse Machine Detector (PMD for short).

If the characters stop McLaglen from going into the building then he'll tell them that the true PMD is under the floor in the center of the building. It's been covered by plaster, but they must save his machine. He's adamant about it, up to trying to run into the burning, collapsing building if not restrained (see above).

Once there's only one Nazi standing, he'll reach into his jacket and fire a flare into the air, and then will attempt to reload it as he runs down the alley. He will fire the newly reloaded flare at anyone that tries to stop him from reaching the Nazis that have been posted as backup further down the alley. If the final Nazi has been mortally wounded he'll use his last ounce of strength to pull the flare gun and fire it. Characters may still stop him from firing the warning to his backup nearby, but it should be difficult or possibly cost some Style Points to stop the Nazi in time

If the Nazi is successful in firing the flare call for:

LISTEN: 2, characters hear multiple cars roaring up the alley. For every extra success above 2, the characters will have 1 round for every extra success to act before the cars scream out of the alley and more Nazis rejoin the battle.

Angus has been shot and is dead, slumped over the wheel of the car. Maureen will cry in hysterics for the characters to get them away from here before they are captured by "those men". Dr. McLaglen is in and out of consciousness, or totally obsessed with keeping his device safe from harm -- both of the McLaglens are dead set against leaving the lab without the PMD. Characters will have to manhandle both of them into a car or leave the burning lab without the real PMD.

REEL 3: Rearview to Death

A chase ensues with the characters best chance of escaping with the McLaglens is to return to the flying boat and get away with the help of Captain Finley, but your players may have different ideas, so you might have to roll with the punches as they take it off the rails. In times like this, drink a stiff belt of Scotch or three -- that's what we do!

INITIATIVE!

In any event, if you want to make sure they head back to the fly-

Undercover Nazi

Archetype: Soldier		Motivation: Duty		
Style: 0		Health: 4		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 2		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 4		Defense: 4		
Perception: 6		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	2
Brawl	2	2	4	2
Firearms	2	2	4	2
Intimidation	2	2	4	2
Melee	2	2	4	2
Stealth	2	5	7	3+
Talents				
Alertness				
Resources				
None				
Flaw				
Intolerant (+1 Style point whenever he convinces someone else to hate what he does)				
Weapons	Rating	Size	Attack	(Average)
Luger PO8	2 L	0	6 L	(3) L
Dagger	1 L	0	1 L	(2+) L
Punch	0 N	0	4N	(2)n
Flare Gun*	1 L	0	5 L	(2+) L

See *SotSW* (pp. 112) for Signal/Flare Gun rules.

Characters that race into the burning warehouse to rescue him will have to make a couple of rolls:

COURAGE (WILLx2): 2, to enter the burning, collapsing warehouse. Failure means that the character hesitates for the round, losing any other actions, and their Active Defense.

STRENGTH (STRx2): 6, to pull the timber off McLaglen. Up to three other characters can assist, with +2 dice per additional

ing boat, you can have the Nazis trying to cut off their paths in an old-fashioned car chase. During the chase, the Nazis will be shooting and the characters will likely be hanging out of the doors and side windows, and/or smashing the back window so they can return fire.

STRENGTH: 2, to smash a car window.

The rules for vehicle combat can be found in *SotSW* (pp. 142-147), and to maximize the intensity of this chase sequence, it has been broken down into three mini-scenes. Each mini-scene will take two combat rounds before the car arrives at the next mini-scene. This will allow six "rounds" of action before the car arrives at the flying boat. It should be noted that this is not the exact amount of time it takes to arrive at the airfield, but does mark the useable amount of time for combat.

For the purposes of the chase, the characters' and Nazis' cars are considered to be the 1936 Scottish equivalents of a Lincoln Zephyr (*SotSW*, p. 122-123)

The rest of the time is taken up with ducking and reloading (which the players will not have to do during this scene, because it is assumed that players will reload during the ducking portion of the chase). At the beginning of each round, have the character that is driving make a Drive roll and consult the CHASES sidebar on *SotSW* p.145.

If the Nazis overtake the characters, they will Ram (*SotSW*, p. 145) their vehicle into the characters vehicle. The Nazis will attempt to kill all of the characters, and McLaglen's daughter, but will do everything they can to keep Dr. McLaglen alive. However, this won't stop them from firing on the vehicle in an attempt to stop it.

REEL 3.1: Hooch Alley

The characters are flying down a tight alley that is covered in trash and debris. The car is smashing through crates, running over garbage cans, and dodging parked cars. Once during this scene, a bum will be walking down the alley and the characters will catch him in the headlights as he freezes in place as his bottle, in slow motion, slips from his grasp and falls to the earth. Call for a roll:

DRIVE: 2, a successful character avoids the man. Otherwise the character whips the car to the left or to the right and smashes it into the wall narrowly avoiding the bum, but causing all players to make a **BODY:** 2, with failure indicates 1N and the character(s) loses their next attack action. The player can choose to pay one Style Point to avoid the damage, and another Style Point to offset the loss of their next action.

A second later the characters watching the Nazi car see them mow the man down.

Reel 3.2: The Path to Hell is Paved in... Blood

The characters' car rockets out of the alley and onto the main street of downtown Aberdeen. The road has quite a few cars on it that are driving much slower than the characters. The characters' car is whipping around, fishtailing and bumping into other cars, while soaring over every dip and bump in the road. Each time the

car goes over a bump it smashes to the ground in a cascade of sparks from the undercarriage. During the first round of this mini-scene, the lights of a constable's car come to life in front of the characters as they hurtle past. The constables take up chase of both the characters and the Nazis. During the second round the Nazis' spray of machine gun fire hits a kerosene truck in front of the characters and its engine bursts into flames right in front of the characters. Half a breath later the truck explodes into an orange mist, as the characters are careening right towards it.

DRIVE: 4, with failure indicates the characters shoot right through the flames. The car's covered in burning kerosene as smoke roils up through the windows and fire obscures their vision. Everyone is at -1 to Defense and Attack for the rest of the car ride. If the driver makes the roll he spins the car hard, puts it on two wheels and narrowly avoids the wreck. Dr. McLaglen wakes up muttering something about tea time.

Reel 3.3: The Fish and the Furious

The characters' car careens off the main road and slides onto Wharf Way at breakneck speeds. Vendors and fishermen dive for cover as their rickety stalls and carts filled with ice and fish are smashed into match sticks and fish sticks. The vendors are hurling curses at the characters and Nazis as they fly by with the constables following right behind them. As the characters nearly plow into an overturned dory (fishing boat) on the side of Wharf Way, a group of fishermen are unloading a huge net of fish onto the dock. The characters' car has scant inches before the net is lowered to a point where they will smash through it.

DRIVE: 3, the driving character smashes the gas pedal, and does a sliding turn onto the pier where the flying boat was docked. Failure sees the car smash through the net and become covered in North Sea halibut, forcing a:

DEX(x2): 3, failure indicates loss of next attack action, as the character works to get the fish off and get out of the car.

REEL 4: WATERY GRAVES

The characters' car is rumbling down the wooden planks of Pier 72, and they can see that the flying boat's propellers are going. Finley has apparently expected trouble, and has prepared a quick getaway. Call for a:

PERCEPTION: 3, Co-pilot Gibson appears to be slowly climbing a ladder down from the pier towards the water. At this vantage point the character(s) can't see the dory Gibson is slipping into, and Gibson can't be seen from the plane allowing him a chance to escape. **4 or higher**, allows the character(s) to see Finley on the dock right next to the door of the plane, waving them on towards the plane. **5 or higher**, the character(s) sees a barrel of a gun poking out of the plane's door at Finley's head.

As the characters roar down the planking, the Nazis are still behind them as well as the constables. As the driver applies the brakes, they discover that damage to the car from Nazi gunfire has destroyed the ability to brake. Sparks are flying as metal is grinding on metal and the characters' car isn't stopping. From up ahead the driver and any character facing forward see Finley start waving his hands wildly trying to steer them away when a

Nazi steps out from behind the plane's door and puts a bullet into the back of his head. Time seems to slow down as Finley's body slumps to the ground, the smoke wafts up from the silver plated Luger, and the Nazi smiles at the oncoming car, as he points his pistol and fires.

PERCEPTION: 4, the character(s) get their first good look at Anton Baurer, the Iron Nazi. This will allow them to identify or describe him during later scenes if he survives this one.

Characters may attempt to leap from the car into the water below by making a:

ATHLETICS: 3, with success indicating the character dives into the water before the car slams into plane or into any other obstacle.

For each Degree of Failure (however much the character missed the roll by) the character takes 1N.

The driver can attempt to put the car into a controlled slide and slam the car up against the massive poles that help support the wharf. This would require a:

DRIVE: 4, with success indicating that the character pulls off the maneuver, and brings the car to an abrupt halt.

This leads to a shootout with Anton Baurer, with the Nazis coming out of the cars and off the wharf where they were disguised as dockworkers, and the constables that have followed both cars. In three rounds, the flying boat will explode as the bomb that Anton Baurer placed aboard it goes off... but of course, the characters don't know this!

However, the driver has a second, much riskier maneuver that they can attempt. The characters see a few broken crates up ahead that are leaning against a few solid crates creating a makeshift ramp that the driver can attempt to use to vault the car over the plane and into the North Sea (this maneuver is worthy of two style points).

GM TIP

Before resolving any maneuver, the GM should contemplate making this a cliffhanger and ending the session at this point, but if you plan to continue playing the scenario right away it is advised that you make it a mini cliffhanger. Tell your players to take a short break (get a snack, use the rest room, or grab a smoke).

DRIVE: 4, sends the car soaring over the plane, landing it in the North Sea. A failure indicates that the car smashes through the plane, destroying it, appearing to kill Anton Baurer (but not really), and the car slams into the icy cold North Sea.

BODY(x2): 3, for each degree of dailure (however much the character missed the roll by) the character takes 1N as their heads and bodies slam into the seats and doors of the car.

It will take two rounds (12 seconds) for the car to sink. A character can hold their breath for 1 round per success on a **BODY** roll.

ATHLETICS (SWIM): 2, allows the character(s) to get out of the cars broken windows and swim away. 3 or higher, allows the swimmer to help another swimmer. Either the better swimmer can drag the weaker swimmer, or the better swimmer can add 2 dice to the weaker swimmer's **ATHLETICS** roll as they drag them towards the surface. Characters only need to roll once, but each time they wish to aid another swimmer, they must make another **ATHLETICS (SWIM): 3**. Failure indicates they failed to help the weaker swimmer, but they are not hampered by the weaker swimmer bringing them down unless they have a critical failure. A critical failure indicates that the stronger swimmer is being pulled down, and forces a new **ATHLETICS (SWIM): 3**.

Maureen and Dr. McLaglen are excellent swimmers and won't need help, but Dr. McLaglen will be screaming the entire time to save his PMD.

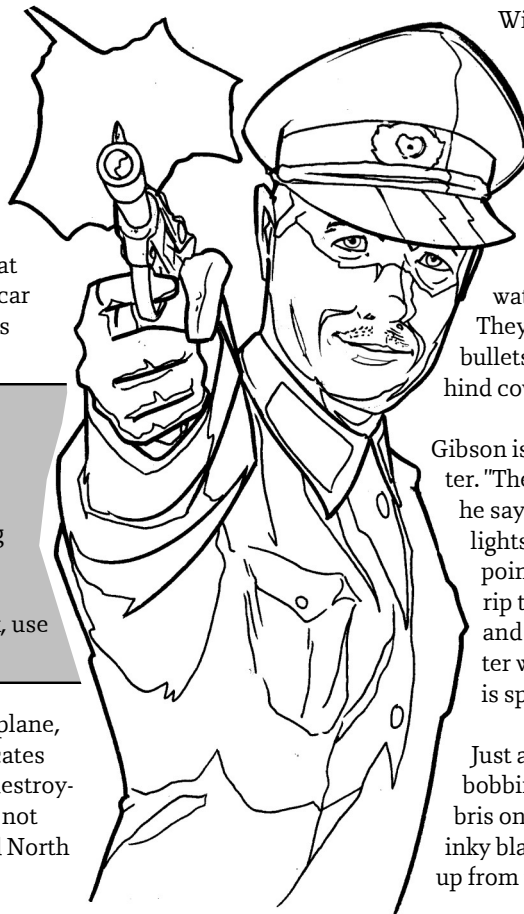
From the water, the characters can see that the plane has been destroyed, and that there is a dory with co-pilot Gibson coming towards them. They will also see (and likely hear) the Nazis on the pier peppering the ocean with machine gun spray. The constables who have been following the car chase call for the Nazis to drop their weapons, prompting the Nazis to turn the weapons on them and quickly mow them down.

Without hesitation they will turn their guns back on the characters. The characters receive a +2 dice modifier to their defense while they are in the water, and the Nazis are at -4 to their attacks due to the darkness.

PERCEPTION: 3, the successful character(s) see a red and green light just under the water several yards further into the ocean. They can't make out any other details as a hail of bullets forces them back under the water or behind cover if they are near the dock.

Gibson is yelling that they have to get to deeper water. "They're here for us -- we have to get to them!!", he says as he points towards the strange lights. Just as Gibson says this, the Nazis pinpoint him with a flashlight, and several rounds rip through his body forcing him to spin around and fall backwards into the water. If any character was nearby or in the dory with him their face is splattered with the co-pilot's blood.

Just as the Nazis' light focuses on a character bobbing in the water or hiding behind some debris on the dock a spot light emerges out of the inky blackness of the North Sea, a submarine raises up from the surface. Water plunges off of its sides,



and the distinct sound of a .50 caliber comes to life, either killing the Nazis, or driving them to cover. The characters can make their way toward the sub where they will find the crew waiting to take them aboard. If the character(s) try to swim away a voice from the sub will shout: "Davenport party get aboard. We don't have much time."

REEL 5: Descent into the Abyss

The players finally get a breather from the action as the crew supplies towels and coffee. The crew will only say that "Cap'n Muldoon will see them once they've settled into their quarters". The characters will receive a small crew area with "hot cots" (cots shared by crewmen who work alternating shifts). Eventually a crewman will escort the characters to Captain Muldoon, commander of the sub which he simply refers to the S-1138, a British S-class submarine, though apparently NOT a vessel of the Royal Navy (use whatever pertinent rolls you think best, if the players are actively seeking this information). Muldoon is a stern looking English gentleman who explains that Finley was supposed to deliver them to the sub further out at sea. Davenport and Finley had agreed to have the sub crew to deliver Dr. McLaglen (and the characters) to their next rendezvous to throw the Nazis off their trail. Gibson had been able to radio the sub and explain that a group of Nazis had taken the plane and planned to ambush the characters.

The sub arrived at the pier as quickly as possible. Muldoon didn't know Finley or Gibson but he says "they were obviously upstanding chaps who certainly didn't deserve to die as they did". He apologizes to the party on Davenport's behalf for keeping them in the dark about the secrecy of their transport. By keeping the mode of transport secret it kept them safe and allowed a better chance for Dr. McLaglen to arrive safely in Washington D.C. Captain Muldoon also knows a great deal about of Anton Baurer, and Davenport has asked him to brief the characters on him, surmising that it was Baurer who led the attack upon them in Aberdeen.

◆ Anton Diethelm Baurer is also known as the Iron Nazi, hand-chosen by Hitler to act as his liaison with the Thule Society.

◆ His father, Werner Baurer, was a highly placed member of the Society, and had been instrumental in aligning the Nazis with the goals of the Society.

◆ Rumor leaked out that Werner was using the Nazis to further the Thule Society. This came to the attention of Hitler who was greatly displeased. Hitler asked Anton, who had come up quickly through the ranks due to his father's connections, to speak with his father and make him see the Nazi Party was of foremost importance.

◆ Werner and Anton argued and in the end Werner believed the Thule Society was the greater of the two entities and that the Nazi Party was simply a means to an end. Anton didn't agree. He shared his conversation with Hitler who was greatly dissatisfied.

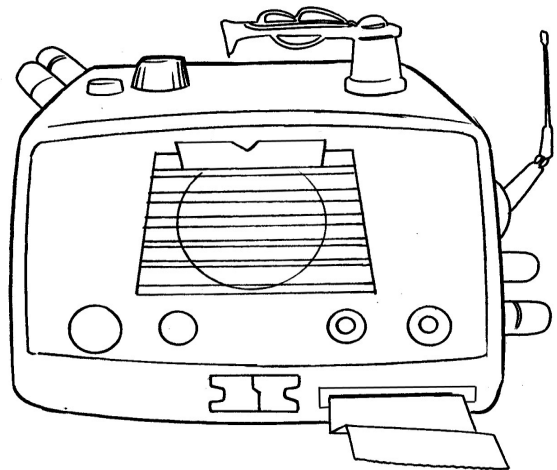
◆ Hitler asked Anton to prove his loyalty to the party. Anton murdered his father by stabbing an iron spike through both his

eyes and then plunged it through his heart and left the spike piercing his chest for all to see. He then removed his father's left ring finger and presented it to Hitler.

◆ Since then he's been Hitler's liaison with the Thule Society, and his presence seems to keep the cultists in line, and aligned with Hitler's plans.

After their meeting with Muldoon, the characters will have 48 hours aboard the sub. No matter how hard the characters press, Muldoon will not divulge any information about their next rendezvous, deferring that all will be revealed in good time. This will allow them some time to heal wounds, catch their breaths, re-equip, and roleplay amongst themselves. The characters can get proper medical treatment in the sub's infirmary. This adds a +2 modifier to medicine rolls.

Several downbeat occurrences can take place during this time. Dr. McLaglen will want to check out his PMD as soon as possible



and be quite obnoxious about working on the device, damaged in all of the hullabaloo. There's not much room and Dr. McLaglen will take up more than his fair share while spreading out all of the tools he'll use to fix the PMD and get the water out of it. Maureen might make a connection with one of the characters, possibly with a romantic angle between the two. For a more complex story line Maureen might show interest in two characters, but not pick one or the other as a romantic interest (the infamous love triangle, a la Leia, Luke, and Han in Episode IV). Some of the crew will want to play cards with the newly arrived characters, and if there are any female characters, the crew will quite obvious and blatant about meeting her/them. The crew will holler, make catcalls, and whistle at female characters. One will even go so far as to present some hand folded origami-style flowers to a female party member and stammer and act nervous while in her presence.

There's also the chance that any interaction with the crew (card games, drinking and/or carousing, or their approaches to the female character(s) of the party) will cause an old-fashioned (and obviously non-lethal) brawl to break out. This might actually be a great way to see the characters in action in a much different way -- you might need to remind the players that this is not the kind of fight for which they'd use lethal force.

Reel 6: Reign of the Rocketmen

After two days have passed, after the characters have had a chance to rest as best they can in the cramped crew quarters and dine on the unappetizing (but nourishing) preserved foodstuffs of the sub, the ship's speakers squawk to life with Muldoon's voice. "McLaglen and company, please report to the bridge," he announces. "McLaglen and company to the bridge. That is all."

PERCEPTION: 2, successful characters notice that the thrum of the diesel engines have ceased and the sensation of forward momentum has been replaced with the gentle lurching of the boat rising toward the surface.

When they arrive on the bridge, Muldoon is speaking into the handset of a crackling radio. "Affirmative. Cargo is packed and ready for retrieval." Turning to the characters, Muldoon says, "We've taken you as far as we go. You've got another ride ready to take you the rest of the way. It was a pleasure to make your acquaintance. Good luck." For the sake of operational security, Captain Muldoon is eager to make the rendezvous as quickly as possible, but he will answer questions as best he can as the characters head up to the open deck. In order to baffle pursuers, the U. S. government [or GM preference/choice of overarching supportive organization behind all of this] has arranged for the characters and the "cargo" to be transferred to a private zeppelin that will sail them to their final destination. Muldoon knows little about this zeppelin except that it is captained by a fanatically anti-Nazi mercenary.

The sub has surfaced in the middle of a North Atlantic squall, and it is being moderately rolled and buffeted about on the waves. On the upper deck, waves lap up over the sub's gunwales as driving winds force stinging saltwater sprays into the characters' eyes, soaking their clothes. The conditions are miserable, with wind-spray and gray skies limiting visibility to 20 feet, meaning that the sub will be nearly impossible to spot by any enemy observers in the area.

With one hand, Maureen McLaglen clutches her utterly drenched broad-brimmed hat to her head, while with the other hand she clutches the railing to keep the gusts from pushing her overboard. Her white knuckles clearly indicate that she is frightened, though it's anyone's guess whether she is more afraid that the storm will sink them or that the Thules will find them. Dr. McLaglen is much less composed, and begins to harangue Muldoon about their treatment, the poor weather, and the crew's rough handling of his delicate equipment. Although the howling wind carries away most of his words, he can be clearly heard repeating the phrase "This is totally unacceptable!" As the Dr. continues his tirade, a flexible metal ladder drops down from the grey skies above them, bonking the head of either a character or Dr. McLaglen (whichever seems funnier at the moment). Looking up, those assembled on the deck will see the clouds part overhead enough to reveal a zeppelin hovering above them. A couple of crewmen quickly secure the ladder to the sub railing, but it swings sickeningly in the wind, and climbers are splashed with plumes of seawater until they are over half way up. Still, the rungs are high-quality rubber and well-textured to provide for the best grip even in the worst weather, which means no Climb roll is necessary (except for those characters

who ask -- failure should result in nothing more than them falling in the ocean, with crewman on hand to fish them out with hooked poles).

Aboard the Red Witch

The image of a sexy, voluptuous red-headed pin-up girl, wearing a crimson witch's hat and a skimpy witch's dress is emblazoned on the forward hull of the dirigible. Beneath her are painted the words "Red Witch," the zeppelin's name.

INTELLIGENCE: 3, success indicates that may have heard of the Red Witch. If so, they would know that it is crewed by pirates and mercenaries from all over the world. The good news is that they have made a legend for themselves based on harassing German naval vessels and planes, spotting U-boats and communicating their travel routes to the British and American navies, and generally interfering with German merchant ships -- up to and including the boarding and sinking of three cargo ships, after their cargos were stolen and the crews were forced into lifeboats at gunpoint. They are allegedly led by an eccentric Texas oil-baron millionaire D. Potter Harrier, who has sworn eternal vengeance on Germany after his parents perished aboard the Lusitania. World War I ended before he could satisfy his thirst for vengeance, but the recent rise of the Third Reich has spurred him into action once again. The Red Witch and her crew have a sizeable bounty on their heads and were declared enemies of Germany by Hitler himself -- Harrier a modern-day Captain Nemo, and Germany is his eternal nemesis.

The characters are helped aboard the zeppelin by a group of strong-armed, steely eyed men who look like crosses between modern gypsies and classic pirates. Their clothes are mismatched but colorful, and each is bedecked with earrings, bracelets, rings, gold-teeth, and other assorted pieces of jewelry. They openly carry pistols and rifles, and a few even bear vintage cutlasses or blunderbusses. For all their evident eccentricity, they snap to and make way for Captain Potter as he sweeps into the cargo bay. He is a man in his late middle age, of medium height, with a patch over his left eye, and a gunslinger's brown duster flowing out behind him as he walks.

All the crew are smiling as though they are in on some kind of joke, and Captain Harrier wears the biggest smile of them all. "Welcome aboard the Red Witch," he says to the characters with a Texas twang. "I hope y'all brought yer own hooch, 'cause we're down to our last drop." At this, the crew laughs raucously until the captain snaps his fingers, instantly bringing an end to the merriment.

"Strip 'em to their skivvies and search 'em," the captain instructs his crew. As he walks away, he says "If any of them are Nazis, send 'em into the drink and shoot them." He stops, and after a second's pause, without turning around he says: "Reverse that last part," and then strides out of the room, leaving his crew to their task.

Regardless of gender, all the player characters will be strip searched and inspected for swastika tattoos, S.S. daggers, or other incriminating paraphernalia. At the GM's option, this sequence could be used to extend the game session by roleplaying the interrogation scene as the player characters are forced to

prove that they are not Nazis. Avoid letting things get too serious: the crew of the Red Witch may be gruff and set in their ways, but they are not enemies. If possible, turn this into a humorous encounter, perhaps with the characters attempting to out-boast crewmen about their Nazi-busting exploits.

Once the "guests" have proven that they are not in league with Hitler, they will be escorted to the captain's cabin where they will find Harrier playing darts with two Asian women. The women wear what might be a burlesque house's approximation of pirate garb, complete with plunging necklines on frilly shirts and painted-on fishnet stockings. The cabin itself looks a mess, with charts and instruments strewn everywhere: here, a compass sits in the melting ice of a champagne bucket; there, a slide rule projects from a gouge in the wall. Atop an unmade bed, a black cat glares at the player characters as if to scold them for interrupting her nap.

Describing for the Senses

Sight: The Red Witch has the lived-in, weather-worn look of a ship that has seen more than its share of action. To outsiders, the airship is a chaotic maelstrom of activity and clutter, but to the veteran crew everything is exactly where it needs to be. The decorations, like the crew themselves, are very diverse and tend towards a wide panoply of bright colors.

Sound: Aside from the rush of wind striking the hull as the zeppelin slips upward out of the storm, there are the quick, efficient shouts of men at their posts relaying orders and carrying out their duties. To the rear of the ship, the clank and hum of the engine room and bellows provide a steady din.

Smell: Gradually, the wind-whipped sea scents are replaced by the fresh, thin atmosphere of higher altitudes.

Feel: Nearly everything is metallic: the walls, floor, and ceiling are all riveted steel, as are most of the furnishings. Wooden chairs and the occasional fabric decoration are among the only organic materials within reach.

Taste: The food aboard the Red Witch is much more fresh and tasty than the Spartan preserved rations aboard the submarine. Although much is canned or otherwise imperishable, even the lowest-ranking swabbie aboard the zeppelin can look forward to more appetizing meals than the captain and crew of the S-1138 would get aboard their boat.

Mind: At first glance, one might disregard the Red Witch as piloted by a captain and crew of rag-tag know-nothings who lack the military decorum most would assume to be necessary for their line of work. But anyone who sees them in action will instantly recognize that their efficiency and skill make it no coincidence that they have managed to be such a thorn in the side of Germany for so many years.

Harrier waves them in and hands over champagne and cigars to each as they enter. "Glad to see no one was fed to the fish. This here is Houston, and this is Dakota and Wyoming." He nods towards the women and the cat, though it is perfectly unclear which name goes with which. Should the players wish to converse with Harrier, he will explain that he was paid a great deal of

money to safely convey them and their cargo to Washington D.C. He won't disclose the exact amount of money, but he will admit that he might have worked for significantly less, considering that he was told this delivery would cause great distress to the Nazi cause. He doesn't know what the cargo is, and he doesn't care. He doesn't know what the characters are up to, and he doesn't care. He doesn't know anything about Prof. Davenport, and he doesn't care about that either. All he does care about is getting paid and irritating Nazis.

Rocketman Assault

The conversation with Harrier is interrupted by a ringing claxon. A moment later, the crewman's shouts reach the captain's chambers: "NAZIS!" They have spotted another zeppelin astern, and the men are scrambling to their offensive posts. Captain Harrier smiles with unrestrained glee. "You can get involved if you want," he tells everyone present. "You can hide here if you need to, but you need to know this is gonna get fun." He takes a slug off the champagne bottle and charges out the door, a six-gun ready in each hand.

In the clear skies above the raging squalls below, the characters can quite easily see the sun glinting off the other zeppelin, and upon the painted black swastika against a red-and-white background on the zeppelin's tail airfoil. As the Nazi zeppelin closes in, the crew of the Red Witch prepares their weapons, which consist of machineguns and a few strange harpoon-casting devices that the characters are not familiar with. The booming drone of an airplane erupts from below deck as one of the Red Witch's fighter planes takes to the air.

The Nazi zeppelin stays out of range of the machineguns, but on a PERCEPTION: 2, the characters can spot the small figures of men jumping off of it as though bailing out, plummeting into the misty rain-clouds below.

ROLL INITIATIVE!

Several seconds later, these same men, wearing rocket packs, jet out of the clouds to board the Red Witch -- they are Hitler's elite Strahltruppen (rocket troops)!

Much of the following combat might likely get hand-waved or not as the GM sees fit -- the basic elements are the two zeppelins maneuvering to shoot at each other, as the Red Witch's bi-plane fighter attempts to shoot down the Nazi zeppelin. The number of Strahltruppen is dictated by the needs of the plot -- there are a LOT, and it should be a target-rich environment that will keep the characters engaged.

Those Strahltruppen that the characters or crew of the Red Witch do not shoot out of the skies (exploding in flames and fury, along with the accompanying "Wilhelm" screams) will quickly board, ejecting their rocket packs (they are equipped with parachutes), and as soon as their boots touch the Red Witch's decks, they will begin their search for Dr. McLaglen and the PMD, shooting anyone else who gets in their way. Another detachment of Strahltruppen takes to the air both to dogfight with the Red Witch's fighter, attempting to draw it away from the Red Witch's cover fire, and to support the . The charac-

ters will most likely stay busy defending the ship by directly counter-attacking the Nazi boarding parties - there should be at least twice as many Nazis as characters. Some characters may wish to man the Red Witch's machineguns to reduce the number of incoming enemies.

The GM might have the Red Witch's first plane shot down by the Nazi zeppelin, in which case up to two characters might also choose to pilot the second airplane that is still attached to the Red Witch. It is armed with a front gun for the pilot to use and a rear gun for the spotter/co-pilot. If the characters have the right resources, they might even be able to bring the fight over to the enemy zeppelin, in which case allow for the final confrontation to take place aboard the enemy ship (see Chapter 7 in *SotSW*, "Vehicle Combat Rules" p.142 for all you need to run this part of the encounter).

A twisted (or sadistic) GM might have the Strahltruppen equipped with Mauser, with Captain Harrier and the crew of the Red Witch strongly advising the use of heavier firearms due to the nature of the lightly armored gasbags above their heads, forcing the characters to go hand-to-hand with the Strahltruppen... just a thought!

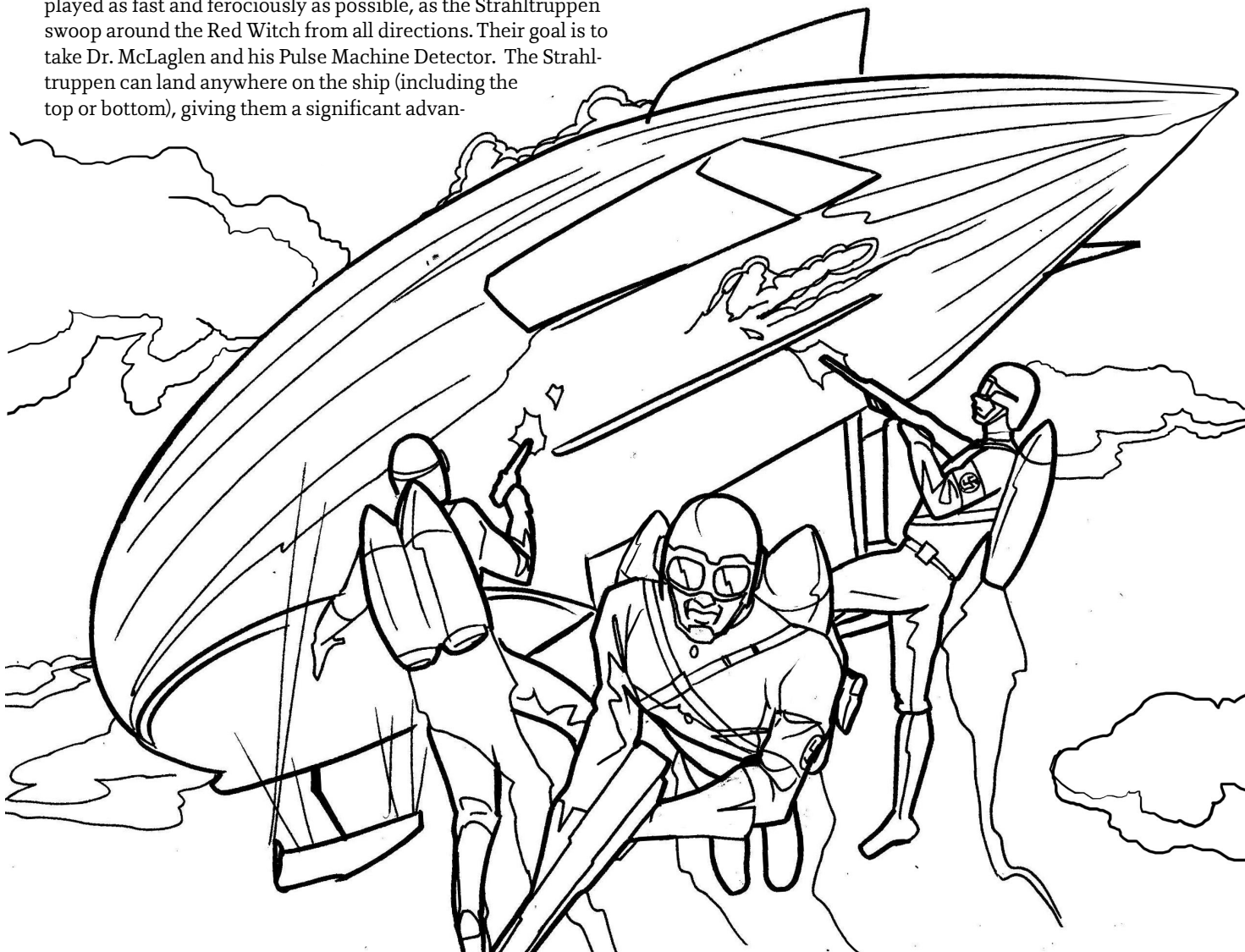
In any event, this is the finale for the scenario and it should be played as fast and ferociously as possible, as the Strahltruppen swoop around the Red Witch from all directions. Their goal is to take Dr. McLaglen and his Pulse Machine Detector. The Strahltruppen can land anywhere on the ship (including the top or bottom), giving them a significant advan-

tage in their positioning. Baurer has also strapped on a rocket pack, and he will make his appearance aboard the Red Witch, at the climactic moment of the battle, taking either one of the McLaglen's hostage perhaps, the PMD, or even one of the characters... don't forget to have him monologue for the glory of the Reich!

Conclusion

When Bauer is defeated, any remaining Nazis will retreat if any are still alive, allowing the player characters to successfully reach Washington to receive their reward for a job well done. To take advantage of forthcoming adventures in this series, you can turn this story into the beginning of a longer-running campaign by having Baurer (or his minions) successfully seize Dr. McLaglen even as the heroes successfully defend Maureen and the Wave Machine Detector. If they have the Dr., it will only be a matter of time before they build another PMD (or something even worse), and the characters will certainly be called upon to thwart the nefarious plan.

Stat blocks for Strahltruppen, Anton Baurer, Baurer's Iron Fortress (zeppelin), the Red Witch, and the player hand outs appear on the next two pages.

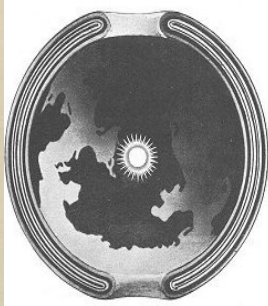


THE THULE DEATH RAY!

Hand Outs & Stat blocks

Hand Out #1

Patrons comments are respectfully requested for the betterment of services provided by EASTERN REUNION

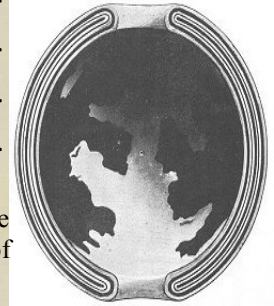


EASTERN REUNION

JOHN FORD PRESIDENT

MARION MORRISON V.P.

All communiqués are dated by station master, and all times are verified at time of sending. All times are related are in terms of Eastern Standard time.



BEGIN DEAR FRIEND Friend STOP YOUR ASSISTANCE NEEDED STOP IMMEDIATE RESPONSE IN PERSON REQUIRED STOP CONSEQUENCES DIRE STOP HURRY STOP TIME IS OF THE ESSENCE STOP 1201 South Howard St, Miskatonic, MASS. STOP PROFESSOR DAVENPORT STOP END

JANUARY 12th 1939
3:35 PM

OPTIONS

AM LETTER
PM LETTER
OVERNIGHT LETTER
WEEKEND LETTER
EXPRESS LETTER

Hand Out #2

Hand Out #3

Qvb canrtqnal qrb snne
detfinanu, reu unryc jvcq.
Tfecvedn vecnaonavep reu lfd bqryy
sn andevcnu.

Hand Out #3 translated

His treachery has been
uncovered, and dealt with.
Continue interfering and you shall
be reunited.

The Aberde

Thursday, January, 1936

Magnetic Pulse Detected

Dr. William McLaglen of the University of Aberdeen has discovered a new magnetic phenomenon that he believes could have tremendous impact on engineering and the future development of science. Dr. McLaglen was unwilling to share specific details regarding his discovery, but has stated that plans to present his findings before a consortium of researches during the Science

Symposium in Washington D.C. in the United States in two weeks. Dr. McLaglen did reveal that he had constructed a device that could detect and possibly pin point the source of the magnetic pulse.

The shock waves of McLaglen's discovery have rocked the scientific community as many rush to conjectures regarding the newly desocvered phenomena.

Ren folle imp The that rela the beh of a expi in li its beh con or v

THE THULE DEATH RAY!

Hand Outs & Stat blocks

Vehicles	Size	Def	Strc	Spd	Han	Crew	Pass
The Red Witch & The Iron Fortress	16	4	18	80	-2	36	20
Red Witch Fighter Plane (Hawker Osprey)	2	6	6	170	+2	2	0
Jet Pack	-1	4	4	180	0	1	0

Strahltruppen Rocket Nazis				
Ally: 1				
Archetype: Soldier		Motivation: Duty		
Style: 0		Health: 4		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 2		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 4		Defense: 4		
Perception: 4		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	2
Brawl	2	2	4	2
Firearms	2	2	4	2
Intimidation	2	2	4	2
Pilot: Aircraft	2	2	4	2
Talents				
None				
Resources				
Artifact 1 (Himmelsturmer Jet Pack)				
Flaw				
Intolerant (+1 Style point whenever he convinces someone else to hate what he does)				
Weapons	Rating	Size	Attack	(Average)
Bergmann MP35	4 L*	0	8 L	(4) L
Dagger	1 L	0	1 L	(2+) L
Punch	0 N	0	4N	(2)n

* Burst fire

Anton Baurer: The Iron Nazi				
Ally: 3 Mentor: 2				
Archetype: Soldier Style: 0		Motivation: Duty Health: 4		
Primary Attributes				
Body: 4		Charisma: 2		
Dexterity: 3		Intelligence: 3		
Strength: 3		Willpower: 3		
Secondary Attributes				
Size: 0		Initiative: 6		
Move: 6		Defense: 7		
Perception: 6		Stun: 4		
Skills	Base	Levels	Rating	(Average)
Athletics	3	4	7	3+
Brawl	3	2	5	2+
Bureaucracy	3	2	5	2+
Diplomacy	2	2	4	2
Firearms	3	3	6	3
Intimidation	2	3	5	2+
Pilot: Aircraft	3	2	5	2+
Talents				
Diehard				
Resources				
Artifact 1 (Himmelsturmer Jet Pack)				
Zeppelin: The Iron Fortress				
Flaw				
Intolerant (+1 Style point whenever he convinces someone else to hate what he does)				
Weapons	Rating	Size	Attack	(Average)
Modified Luger	3 L	0	9 L	(4+) L
Dagger	1 L	0	1 L	(2+) L
Punch	0 N	0	4N	(2)n



The Twelve Talismans of Tal'Theus

By Nestor Rodriguez

The Twelve Talismans of Tal'Theus are small, amber-colored amulets, each possessing unique magical powers. The story of the Talismans is woven into the tapestry of Atlantean lore.

The Talismans may serve as MacGuffins to motivate player-characters in an adventure or as props, used either by them or their adversaries.

From the Journal of Dr. J.M. Rookwood
February 19, 1936

A most curious aspect of my research into the Talisman artifacts is that, although I've been able to accumulate a plethora of oblique references and vague descriptions, there is a conspicuous lack of direct evidence of their existence. One almost suspects a conscious agency or concerted effort to conceal and suppress this information, were one subject to such paranoid flights of fancy.

"Nevertheless, I have pieced together a serviceable depiction of the artifacts' origin.

"Far back in the mists of time, an ambitious Sorcerer-Priest named Tal'Theus¹ amassed vast magical power. He proclaimed himself a God-King, placing the lands² about him under his cruel and merciless rule. Tal'Theus' long reign was unopposed, for no single man could stand against the Sorcerer's supernatural abilities.

"A faction of determined monks (whose origin is unclear) combined their skills to bring the evil God-King down and then stripped him of his occult gifts. However, the monks were unable to completely banish the arcane energies they'd extracted from their fallen foe. They used the synergistic harmony of the 'Twelve Corners of the World'³ to trap the energies into a dozen talismans, placing each of the defeated Sorcerer's mystical faculties into a single Talis-

man. There is no mention as to the fate of the Sorcerer once he'd been defeated; he simply disappears from legend.

"These Talismans, powerful amulets harboring powers beyond human ken, were scattered throughout the lands, hidden so as to prevent another from gaining their arcane powers and becoming as corrupted as the original wielder.

"The supposition I draw from the many allusions I've discovered is that the Talismans are still out there, bringing supremacy and calamity to those who possess them. What the implications are, if someone were to collect the whole set, seem dire indeed."

¹ The name "Tal'Theus" has ambiguous roots and may itself be a mistranslation of the original name.

² The land referred to is implicitly Atlantis, but the references are confusing; in one instance, it is referred to as "The Land of the Eternal Sun."

³ I'm certain that the "Twelve Corners" are a reference to Sanderson's Vile Vortices. However, there's not enough source material to confirm this.

"A MacGuffin? What's that?"

A common element in pulp adventures is the "MacGuffin," a term coined by Alfred Hitchcock to refer to something that motivates the characters to advance the plot, but whose details are intentionally left vague or even undeveloped. The Maltese Falcon in Dashiell Hammett's novel of the same name and the Ark of the Covenant in *Raiders of the Lost Ark* are two of the most famous pulp MacGuffins.

General Description of the Talismans

The twelve Talismans have a common appearance. Shaped like flattened teardrops, they are just over an inch in diameter, made of an unidentifiable translucent material that resembles amber.

The Talismans resist all attempts to break or scratch them. A Talisman can be worn by stringing a chain or thin rope through the small hole located near the tip of each teardrop shape.

Visible inside each Talisman is a unique sigil inscribed within, and are not recognizable as being from the alphabet of any known language. A character with the Atlantean Language Talent can recognize the sigils' Atlantean origin with a successful Linguistics roll. Additionally, a character with the Atlantean Power Words Talent will sense the hidden power in the sigils -- they will have a better chance to recognize the Talisman's ability and how to activate it (i.e., you can apply the Linguistics bonus to the roll described in the next paragraph).

Each Talisman must reveal its unique power to the character before they may use the Talisman's power. The circumstances of each Talisman's power manifestation will differ. It is the GM's prerogative to choose an appropriate dramatic (or humorous) moment for a Talisman's activation. Alternatively, a character can spend a Style point to make a Willpower[x2] roll to activate a Talisman.

When a Talisman is activated or used by a character, its internal sigil dimly glows. The faint light might be noticed by a character with the Alertness, Keen Sense (Vision), or Lucky Talent.

The Twelve Talismans... Revealed!

Combustion

Using the Talisman of Combustion, the character can summon fire! How the fire manifests is dependent on its bearer's will. It may be a stream of fire coming out of her mouth or hand, a fireball that she throws, or even a column of flame that bursts from the ground. The bearer can choose a method when first using the Talisman, but then is stuck with that particular manifestation.

When used as an attack, the character makes a Willpower(x2) roll (dice equal to double their Willpower attribute) versus the target's Active Defense. If successful, the target is set on fire and takes 3 lethal (3L) damage. The target continues to take fire damage each round until the fire is extinguished (see *Hollow Earth Expedition*, pgs. 135-136, for fire damage details).

When setting an inanimate object ablaze, the character takes a -2 penalty to her Willpower roll for every Size level over zero the object has. Conversely, every Size level below zero is granted a +2 bonus. For example, a car has a -4 penalty, but a chair (Size -1) is given a +2 bonus.

* The character must have direct line of sight to the target.

** The character can exert herself and take one nonlethal wound for each +2 bonus.



Talisman of Combustion	Modifier
Range*	
Character is within touching distance of target	+2
Target is within 10 feet	+0
Target is within 25 feet	-2
Target is within 50 feet	-4
Target is within 100 feet	-8
Size	
Size -4	+8
Size -2	+4
Size -1	+2
Size 0	+0
Size 1	-2
Size 2	-4
Size 4	-8
Miscellaneous	
Character exerts herself**	+2
Taking another action while using Talisman	-4

Communication

The Talisman of Communication allows its wielder to read minds and project thoughts. It functions the same as the Telepathy Psychic Ability (*Secrets of the Surface World*, pgs. 44-45).

If the character already possesses the Telepathy Psychic Ability, the Talisman enhances her ability, giving a +4 bonus to the Telepathy roll.

When this Talisman is used with the Talisman of Influence, the character can silently send commands to control the actions and thoughts of her opponent. (See *Talisman of Influence* for details.)



Concealment

The Talisman of Concealment allows its holder the ability to hide his presence from others. When activated, it functions exactly like the Cloaking Psychic Ability (*Secrets of the Surface World*, pg. 47). If the character already has the Cloaking Psychic Ability, the Talisman confers a +4 bonus to his Willpower rolls when using it.



Fortitude

The Talisman of Fortitude grants its possessor near-superhuman strength.

When activated, this Talisman automatically increases the character's Strength Attribute to his maximum (Str 5). If the character has the Strong Talent, his Strength is raised to 6. This increase also affects Secondary Attributes and Skills.



Fortune

The Talisman of Fortune increases a character's luck. When activated, the character can add a +2 bonus to any dice roll (same as the Lucky Talent, *Hollow Earth Expedition*, pgs. 67-68). If the character already has the Lucky Talent, the Talisman bonus acts as an additional level of the Talent. However, there is the risk of karmic feedback with this Talisman. For every +2 bonus the character uses (beyond a base of +4), the GM can choose a roll when the character will suffer a -2 penalty. (This is an example of the bad luck balancing the good).



Influence

The Talisman of Influence allows its wielder to control the actions and thoughts of others.

To control an opponent, the character must make a Willpower(x2) roll with appropriate modifiers. If the character rolls more successes than her target's Willpower attribute rating, the target must obey the character's commands as long as the character maintains control. If the character rolls double her target's Willpower rating on the original roll, she has control of her opponent until she chooses to stop (i.e. that target cannot roll to break the hold). On their first round after the initial roll, and each round thereafter, the



target can attempt to regain control, by making an opposed Willpower(x2) roll (assuming that the initial roll was less than double their Willpower rating)

A mind-controlled opponent will defend himself normally and cannot be ordered to harm herself.

Note that the character must deliver commands aloud and her target(s) must hear her. The Talisman of Influence does not grant the power of Telepathy. If the character has the Telepathy Psychic Ability or possesses the Talisman of Communication, she can send commands mentally.

If the character has the Mind Control Psychic Ability, the Talisman enhances her ability with a +4 bonus.

Talisman of Influence	Modifier
Range*	
Character is within touching distance of target	+2
Target is within 10 feet*	+0
Target is within 100 feet	-2
Target is within 1 mile	-4
Miscellaneous	
Character exerts herself**	+2
Character doesn't speak target's language	--2
Each additional target	-2
Target is a domesticated animal	-2
Target is a wild animal	-4
Taking another action while using Talisman	-4

* Target must be within hearing distance if the character doesn't have the Telepathy Psychic Ability or the Talisman of Communication.

** The character can exert herself and take one nonlethal wound for each +2 bonus.

Levitation

The Talisman of Levitation confers the ability to ignore gravity. A character possessing this Talisman can slow his rate of descent when falling or prevent falling altogether. The character can achieve true weightlessness (although she would still be subject to conservation of mass).

Note that stopping midair is not true flight. The Talisman of Levitation does not provide intrinsic motive power. However, if the character also possesses the Talisman of Manipulation, he can propel herself through the air. Acceleration and deceleration are equal to his Move rating. When the character wants to increase that rate (to catch a speeding car or before smearing himself against a cliff wall), he can make a Will-



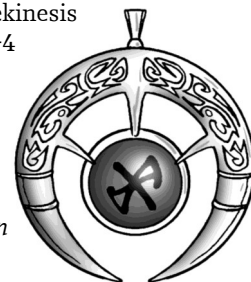
power(x2) roll and increase the rate by his Move multiplied by the number of successes.

The GM should factor in certain physical limitations when allowing high speeds (wind shear can be hell on the eyes or bare skin).

Manipulation

The Talisman of Manipulation grants its carrier the power to move objects without touching them. It functions the same as the Telekinesis Psychic Ability (*Secrets of the Surface World*, pgs. 45-46).

If the character already possesses the Telekinesis Psychic Ability, this Talisman provides a +4 bonus to the Telekinesis roll.



Used in combination with the Talisman of Levitation, the two Talismans' synergy grants their possessor the power of self-propelled flight. (See *Talisman of Levitation* for details.)

Perception

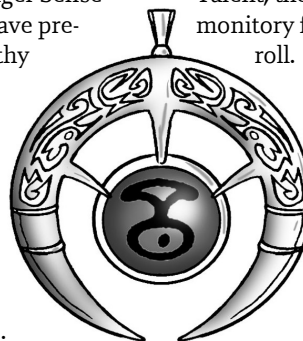
The Talisman of Perception enables its owner to see, hear, or perceive things far from her presence. It functions identically to the Extrasensory Perception (ESP) Psychic Ability (*Secrets of the Surface World*, pg. 46).



If the character already has ESP, the Talisman provides a +4 bonus on her Perception roll.

Prophecy

The Talisman of Prophecy grants its possessor the gift of foresight. This Talisman gives the character the equivalent of the Danger Sense Talent (*Hollow Earth Expedition*, pg. 63). If the character already has the Danger Sense Talent, the Talisman will allow the character to have premonitory feelings without needing an Empathy roll.



Characters possessing either the Talisman of Perception or the Talisman of Prophecy can use the Prophecy to see the future. In this case, the Talisman works like the Precognition Psychic Ability (*Secrets of the Surface World*, pg. 46).

Characters possessing either the Talisman of Perception or the Talisman of Prophecy can use the Prophecy to see the future. In this case, the Talisman works like the Precognition Psychic Ability (*Secrets of the Surface World*, pg. 46).

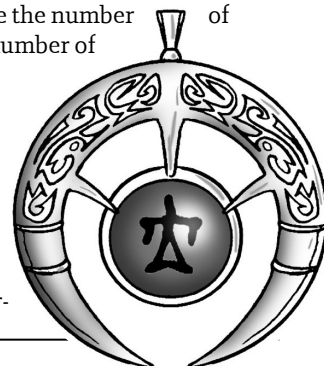
Protection

The Talisman of Protection creates a mystical shield that blocks attacks and protects only its owner from harm. If attacked, the character can roll Willpower(x2) to reduce the number of lethal or nonlethal wounds taken by the number of successes rolled.

Sustenance

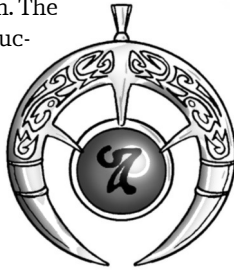
The Talisman of Sustenance heals damage. This includes injury from harsh environmental conditions.

The Talisman of Sustenance heals lethal and nonlethal wounds suffered. The act requires concentration and cannot be per-



formed in combination with any other action. The character makes a Willpower(x2) roll; each success heals one lethal or two nonlethal wounds.

This Talisman heals wounds almost immediately. However, for the healing to be permanent, the character must maintain ownership of this Talisman for an entire scene.



A character can use the Talisman of Sustenance to heal damage from severe weather or environmental hazards, such as exposure, starvation, or dehydration.

The character can also add her Willpower to her Body when rolling to avoid contracting or increase recovery from disease.

Living Up to the Legend

The power of the Talismans is nowhere near the god-like level of legend. On the surface world, their power is as described in this article.

However, the GM may choose to awaken the Talismans to their full

Talisman of Sustenance	Modifier
Each additional healing attempt	-2
Wound(s) more than one hour old	-2
Medicine roll was previously made	-2

potential within the Hollow Earth. One reason for the increased power in the Talismans within the Hollow Earth is their connection to the twelve Vile Vortices (see *Secrets of the Surface World*, pgs. 87-88, for more information).

Seeding Your Story

The character of Dr. J.M. Rookwood comes from the *Secrets of the Surface World* adventure, "Prisoner of the Reich!" GMs interested in using him further are encouraged to look there for inspiration.

Scavenger Hunt

The heroes are racing to recover the Talismans against other factions (such as the Thule Society). They might be hired by an avid collector, or attempting to recover the artifacts for themselves, or simply be fighting to keep the artifacts from "falling into the wrong hands."

The Talismans are invariably scattered across and within the globe, hidden in exotic locales and held by powerful leaders. For example, the heroes could encounter a beautiful priestess who holds the Talisman of Influence and is worshipped as a goddess by her tribe.

"In Apprehension How Like a God"

Anyone in possession of the twelve Talismans would have enough power to take on an entire team of heroes.

What Dr. Rookwood hasn't completely pieced together is the fate of the Atlantean Sorcerer-Priest, Tal'Theus. Stripped of his powers, Tal'Theus' essence was captured, bottled, and separated. When the

Talismans are reunited, the Sorcerer-Priest will attempt to possess the mind of the hapless character holding the twelve Talismans. If unable to inhabit a human host, Tal'Theus will physically manifest to wrestle the Talismans away from the unworthy scum possessing them.

Armed with ancient scrolls in a long-dead language, the heroes must perform the ritual that originally defeated the evil Sorcerer-Priest.

"Team Talisman"

GMs beginning a campaign may allow each CHARACTER to start with one Talisman. The heroes may recognize their unique situation and band together to use their abilities for good.

Joined by a magical bond, the heroes brought together thusly could be guided by a mentor versed in the mystical arts. They work to redress the evil once performed by the powers now trapped in the artifacts while defending their nations from the modern evil that threatens the entire world.

Vile Vortices?

The Vile Vortices are a set of twelve geographical regions evenly distributed around the Earth. When these twelve points are connected on a map, they form the vertices of an icosahedron, a regular twenty-sided crystal structure commonly found in nature. Five of the Vortices lie on a latitude just above the Tropic of Capricorn, with another five lie just below the Tropic of Cancer, and the last two being located at each of the poles.

As cited in [Wikipedia](http://en.wikipedia.org/wiki/Vile_vortices), the naturalist and writer Ivan T. Sanderson was the first to theorize their existence (he's also famous for coining the term "cryptozoology"). Sanderson observed a markedly high incidence of anomalous phenomena in these regions, including strange weather patterns, electrical and mechanical malfunctions, and mysterious disappearances.

The most famous Vortices are the Bermuda Triangle, the Devil's Sea and the South Atlantic Anomaly. Others have been sites of advanced prehistoric cultures, such as Egypt and Peru. A further description of the Vile Vortices can be found in *Secrets of The Surface World* (pp. 87-88).

A curious historical note: Sanderson did not publish his theories until much later in his life. So how was Professor Rookwood familiar with them? Sanderson spent much of his youth traveling extensively around the world on various expeditions, and it is quite likely that he and Rookwood crossed paths. Having similar interests in science and the paranormal, they would have found in the other a kindred spirit, and likely shared their ideas and theories with each other.

(Sources: *Vile Vortices*, http://en.wikipedia.org/wiki/Vile_vortices, and Ivan T. Sanderson, http://en.wikipedia.org/wiki/Ivan_T._Sanderson).

Win a copy of DESOLATION

DANGER MAGNET
THE MAGAZINE OF DARING AND DANGEROUS PULP ADVENTURE

& Greymalkin Designs

Have teamed up to give away a copy of
DESOLATION

To enter the drawing, submit your own After Community description to Greymalkin Design's forums (www.desolationrpg.com/forums.htm) and e-mail the word: PICKELS to info@greymalkindesigns.com along with your forum member name. You can review an After Community description on the next page.

DESOLATION

After an apocalypse nearly destroyed the high fantasy world in Desolation, the first game to license the Ubiquity Roleplaying System, the survivors came together during a year-long winter to form new communities. Desolation's publisher, Greymalkin Designs, has provided DANGER MAGNET! with one such community. A description of Cave City can be found below. You won't find it in Desolation or anywhere else.

form a community, though many understood the benefits that could bring.

Now that the Thaw has come, most of the caves' inhabitants still keep to themselves. They eke out a living by hunting small game. One cave, larger than the rest, has 12 occupants who lived through the winter. They survive by taking from anyone weaker. They rummage through the smaller cave dwellings en masse, treating them like their pantry. A few men stood up to them at first and died for their trouble. Now the cave dwellers hide away what they foraged or hunted and leave a little in plain sight to be taken.

The leader of the thieves is an elf named Finbod Halaccion. He blamed the world for his troubles Before, and the Apocalypse only strengthened his hatred of others. He was a small-time thief in the

Cave City

Population: 150 (70 humans, 24 mountain dwarves, 20 mongrels, 20 rovers, 7 elves, 8 Loranthians, 1 gnome)

Survival: Hunter-gatherers

Motivation: Survival

Personality: Independent, resigned, oppressed

History: Many small "caves" attracted survivors who have not formed a cohesive community and struggle to survive

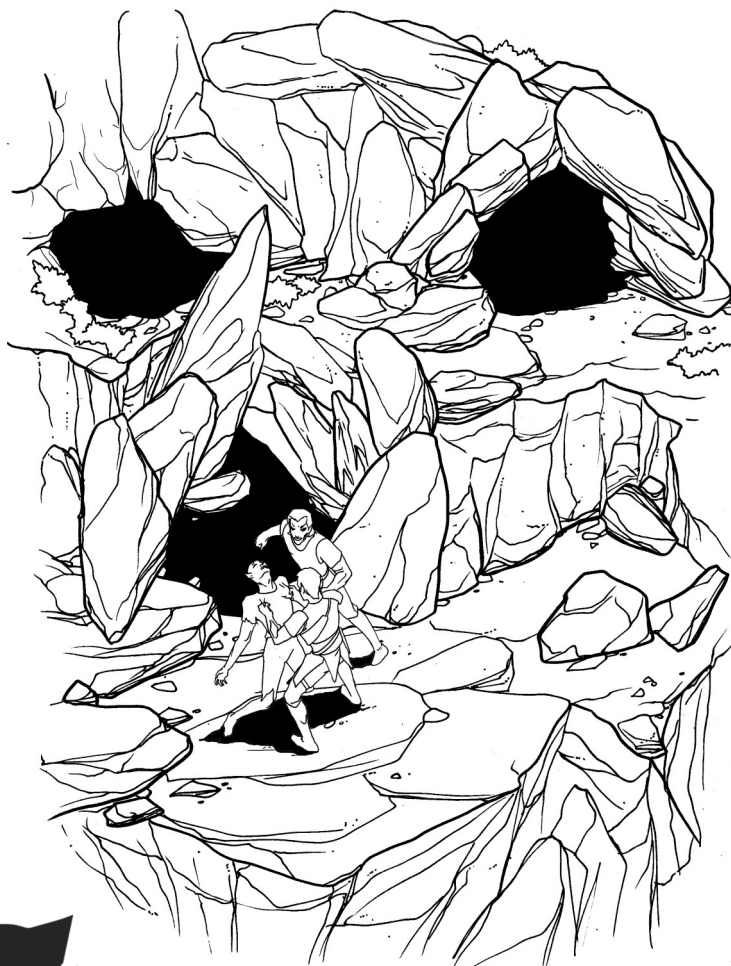
Attitude toward Magic: Fear, distrust

Government: Might makes right

Description:

When the center of the great Primea Mountain range exploded during the Night of Fire, the peaks of its southernmost leg toppled and shattered. They broke apart hundreds of times as they fell, forming massive boulders that piled upon one another. The space between these blocks of stone provided shelter from the Long Winter's bitter winds and falling snow. Survivors found many of these Apocalypse-made caves along a mile-long stretch, and staked claim to them like bears preparing to hibernate.

Though hundreds of people eventually came to occupy the caves, they did not intermingle much during the Long Winter. The caves were small – most only large enough for a few people – and were spread out over a wide area. When the cave dwellers did meet one another, conflict over food or hunting territory often ended violently. It was safer to lie low than to try to



Sal Kallar Before. He has a short, violent temper and leads his gang via intimidation and by keeping them well-fed. He has taken to calling the region “Cave City,” and has appointed himself mayor.

Geography:

Cave City is located in the remains of a stretch of the former Primea Mountains. It lies about 10 days’ journey south of the Rock Pit, an enormous sinkhole filled with shards of what once was a mountain peak before it caved in upon itself. Five days’ walk to the south of the city are lava fields, where magma bubbles to the surface and hisses as it meets the sea.

Somewhere to the southeast, supposedly, lie the ruins of Sal Kallar. It’s a hike that would take months to complete, however, and no one from Cave City has ever been there and returned.

Resources and needs:

Due to Halaccion’s leadership, or lack thereof, Cave City has not truly become a community. Its inhabitants don’t rely on one another for survival because they don’t trust one another. The people of cave city are tough, however. They have become good at hunting and foraging, and some have even begun small-scale mining. The caves make a good refuge from the freak storms and aftershocks that still occur all too frequently.

Cave City is in need of healers and metalsmiths. Livestock, such as goats and sheep, would be well-suited to the rocky terrain and could provide a stable food source. And, though few say it aloud, what Cave City really needs is someone to stand up to Halaccion and his gang.



Finbod Halaccion

Archetype: Scoundrel Motivation: Power

Style: 2 Health: 4

Race: Elf

Primary Attributes

Body: 2 Charisma: 3
Dexterity: 3 Intelligence: 3
Strength: 2 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 6
Move: 5 Defense: 5
Perception: 5 Stun: 2

Skills	Base	Levels	Rating	(Avg)
Archery	2	3	5	2+
Brawl	2	1	3	1+
Con	3	2	5	2+
Gambling	3	1	4	2
Intimidation	3	2	5	2+
Larceny	3	2	5	2+
Melee	2	2	4	2
Stealth	3	1	4	2
Survival	3	1	4	2

Talentes

Idefatigable: 1 extra die when spending style points on Willpower rolls.
Keen Hearing: +2 to hearing-related Perception rolls.
Musical: +2 to music-related Performance rolls.
Lucky (advanced): +2 to two rolls, or +4 to one roll per session

Flaw

Unnatural: -2 Skill rolls in woodlands, plants and animals receive +1 to attack elves.
Callous: Selfish, uncaring and insensitive to others.

Weapons	Rating	Size	Attack	(Avg)	Condition
Rusty dagger	1L	0	5N	(2+)L	Worn
Bow	2L	0	7L	(3+)L	Good
Armor	Defense	Str.	Dex.	Condition	
Patchwork Leather	1	1	--	Worn	

Finbod Halaccion

Finbod, a thief turned town bully, has long, dirty blond hair and a wicked sneer on his face. He has a jagged scar from his lower eyelid to his jaw line that was caused by a sharp rock that fell from the sky during the Night of Fire. He has pock-marked skin and is missing some teeth. He is about 6 ft. tall and wears a mish-mash of leather armor that he has scavenged and stolen. A rusty dagger is his favored weapon.

Check WWW.DANGERMAGNET.COM for three story points featuring cave city and Finbod in the near future.



TOOLS OF THE TRADE

By Colin Chapman

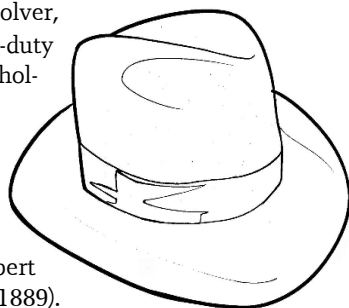
Dr. Jones, part-time Professor of Archaeology and History (and two-fisted treasure-seeker), possesses several key items of apparel and equipment he is seldom without when in the field. Admirers of his efforts to acquire rare, ancient artifacts will no doubt be intrigued to note what this experienced adventurer trusts and relies upon, and this article is an examination of the various items that the famous professor *cum* adventurer considers indispensable.

Apparel

Alden Boots: Purchased from the renowned Alden Shoe Company (est. 1884), Dr. Jones swears by these rugged lace-up ankle boots, made of heavy brown waxhide leather, with a cotton duck lining, rubber heel, all sturdily stitched. Wt: 2 lbs. \$2.50

Belt Holster: To carry his revolver, Dr. Jones always utilizes a heavy-duty button-down brown leather bolt holster. Wt: 1 lb. \$2.50

Fedora: To shade his eyes from the sun, Dr. Jones employs a sable rabbit-fur felt fedora made by the esteemed Herbert Johnson Hatters of London (est. 1889). Dr. Jones prefers the style with a tall crown and wide brim, lined with white satin. Made with superior quality craftsmanship, Dr. Jones' fedora is not only stylish but durable, resistant to the vagaries of sun, rain, and wind. \$2.50



Gloves: Dr. Jones' gloves are well-made workman's gloves of soft pale cowhide, protecting his hands from minor cuts and abrasions. \$2.50

Khaki Pants: Made of hard-wearing wool twill, Dr. Jones' choice of pants comes reinforced with military-style stitching. Wt: 1 lb. \$2.50

Leather Flight Jacket: Dr. Jones favors a U.S. Army Air Corps-style flight jacket, similar to the A-2 jacket introduced in 1931. Durable yet lightweight, it is made of dark brown lambskin, lined with brown cotton, and equipped with a brass zipper and a pair of two-way flap-covered pockets. Wt: 3 lbs. \$10.00

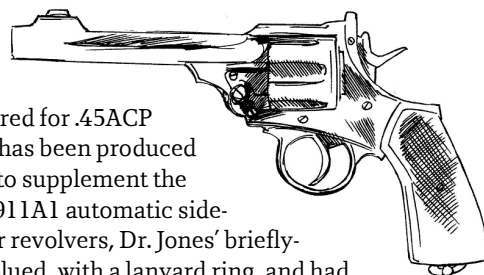
Safari Shirt: Dr. Jones prefers a pale khaki cotton safari shirt for comfort and appropriateness, when his travels take him to hot or tropical environments. \$2.50

Sam Browne Belt Strap: Over his right shoulder and attached at both ends to his waist belt, Dr. Jones uses the trusty old Sam Browne brown leather belt strap to support belt with its standard array of bullwhip, holster, and handgun. Wt: 1 lb. \$2.00

Armament

Browning High-Power: The only automatic ever used by Dr. Jones, and even then just briefly, the Browning GP (*Grand Puissance*, or "High-Power") was introduced into Belgian military service in 1935, intended solely for military sale. No doubt there is an intriguing story behind Dr. Jones' temporary utilization of this reliable, high-capacity, 9mm Parabellum automatic handgun, though given his obvious love of revolvers, it may never come to light. Wt: 2 lb. This weapon was not commercially available.

Colt New Service M1917: A no-nonsense revolver first manufactured to U.S. Army requirements in 1917, the New Service is chambered for .45ACP ammunition, and has been produced in vast quantities to supplement the standard Colt M1911A1 automatic side-arm. Like his other revolvers, Dr. Jones' briefly-used M1917 was blued, with a lanyard ring, and had a barrel cut down to 5 inches. Wt: 2.5 lb. \$30.00



Smith & Wesson Hand Ejector,

Model 2: When engaged in the hunt for a religious item of great significance to the faith of Judaism, Dr. Jones temporarily bore a pair of SGW Hand Ejectors, both revolvers

Weapon	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
Browning High-Power	3L	2	50 ft.	13 (m)	M	A	n/a	2 lb.
Colt New Service M1917	3L	2	50 ft.	6 (r)	M	A	\$30.00	2.5 lb.
S&W Hand Ejector (.45)	3L	2	50 ft.	6 (r)	M	A	\$30.00	2.5 lb.
S&W Hand Ejector (.455)	4L	2	50 ft.	6 (r)	M	A	\$60.00	2.5 lb.
W&S Green	4L	2	50 ft.	6 (r)	M	A	\$60.00	2.5 lb.

blued, equipped with lanyard rings, and with barrels cut down to 4 inches for ease of use. One revolver was chambered for the standard American .45ACP cartridge, while the other was chambered for the British .455 Eley cartridge, the favorable use of which likely led to Dr. Jones' purchase of the Webley Green. Wt. 2.5 lb each. \$30.00 for the .45. \$60.00 for the .455

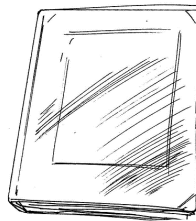
Webley Green: Although Dr. Jones has employed a variety of handguns in the course of his career, his personal favorite and the arm he has carried for most of his career, is the British-made Webley Green. This heavy revolver was manufactured between 1885 and 1912, and resembles the more common Webley & Scott Mk VI, save that it is slightly larger, with a bird's-head style grip. Like the Mk VI, it is chambered for the powerful .455 Eley round, with the standard blued finish that Dr. Jones prefers, with a military-style lanyard ring. Wt. 2.5. \$60.00

Equipment

Canvas Shoulder Bag: As a general carryall, Dr. Jones bears a button-down shoulder bag of heavy khaki canvas, suspended by a 1-inch-wide, adjustable brown leather strap. Wt: 1 lb. \$1.00



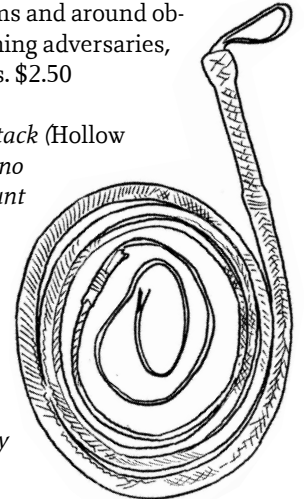
Leather Bound Journal: For his notes, sketches, and personal entries, Dr. Jones carries a journal bound in cowhide, complete with a hand-tooled cover embossed with various symbols and



motifs of ancient Egypt. Dr. Jones also keeps a variety of photos, clippings, and rubbings tucked inside the journal, which comes with a supple leather strap to keep all loose material within safely contained. Wt. 1 lb. \$1.50

Bullwhip: A 10-foot-long braided leather bullwhip is always found on Dr. Jones' side, a versatile tool that providing him with the means of swinging over chasms and around obstacles, as well as entangling or disarming adversaries, or keeping them at a distance. Wt: 2 lbs. \$2.50

***Entangle:** To entangle, make a touch attack (Hollow Earth Expedition, p. 126). If successful, no damage is done. Instead, compare amount of damage you would have done versus your opponent's Strength rating. If you rolled more damage than his Strength rating, your opponent is entangled and must spend a turn to free himself; if you rolled more damage than twice his Strength rating, your opponent is trapped and cannot escape until freed by someone else.*



Weapon	Dmg	Str	Rng	Rate	Spd	Cost	Wt.	Notes
Bullwhip	1 N	1	10 ft.	1	A	\$2.50	2lb.	Entangle

WILDERNESS KIDS UNLEASHED AT GEN CON 2008

The Wilderness Kids adventures debuted at the tables of Gen Con 2008. Initial reaction was tremendous. With more games scheduled than any other scenario at Gen Con 2008 using the Ubiquity system, "The Wilderness Kids and the Brain-Sucking Robots From Outer Space" faced an uphill battle of filling tables with players. But once the players sat down, read the character sheets, and started into the adventure, smiles and laughs erupted around the tables.

Mothers and fathers played alongside their children in an adventure where they found themselves on equal footing. Parents helped younger players grasp the mechanics of the Ubiquity system, while the kids showed veterans how to tap into their inner child. Wilderness Kids bridges the generation gap to bring gamers of diverse ages together at the same table to enjoy role playing.

For the lucky children who played Wilderness Kids, their first role playing experience was a fun and thrilling adventure in which they used teamwork and problem-solving skills to defeat robots and evil aliens bent on taking over the world. The characters were children enrolled in the Wilderness Kids, a coed group similar to the Boy Scouts and Girl Scouts. As a special reward for cleaning up their local park, the Wilderness Kids were gifted tickets to the premier

of Dirk Savage and The Brain-Sucking Robots From Outer Space. What they didn't know was that they would be living the adventure instead of watching it unfold on the silver screen.

This first adventure of the Wilderness Kids was brought to life by several of the best GMs that the Exile Games forums (<http://exilegames.com/forum>) has to offer. Taking up positions behind the GM screen were Robin Bree, Lauren Gray, Kate Masters, Nestor Rodriguez, and Steven Ross. They taught newcomers the Ubiquity system as well as shaped the first experience that some of these players had to role playing. These GMs were the essential element in making the scenario not only work but gain rave reviews from nearly every player. One player, a teacher, was curious if the Wilderness Kids adventures would be available for schools. Other players were interested in learning if there would be further adventures in the Wilderness Kids line.

The next Wilderness Kids adventure, called "The Jewel of Prometheus Falls," was written by Lauren Gray. It was play tested at Gen Con 2008 for a handful of lucky Exile Game forum members. The Jewel is currently being polished, but Wilderness Kids fans everywhere can look forward to experiencing it at WHO'S YER CON (March 13-15, 2009 in Indianapolis, Indiana).

The adventure and the characters for "Wilderness Kids and the Brain Sucking Robots From Outer Space" are available at no cost at WWW.EXILEGAMES.COM.

HOLLOW EARTH™

EXPEDITION

MYSTERIES OF THE HOLLOW EARTH



EXILE
GAME STUDIO

www.exilegames.com

COMING FALL 2008

**PULP
ADVENTURE
SOURCEBOOK**

©2008 Exile Game Studio, LLC. All rights reserved.