

SOMETHING FISHY



A ONE SHEET ADVENTURE FOR THE DAY AFTER RAGNAROK BY MITCH WILLIAMS

This One-Sheet can be dropped into any campaign in which the heroes are working for, or with, American or British military forces in the Pacific. They could be on assigned duty with the U.S. or Royal Navy or just catching a ride to from one location to another aboard a submarine. For an American submarine, use the *USS Drum*, a *Gato*-class boat, commanded by Lt. Commander Frank M. Eddy. For a British campaign, use *HMS Templar*, a T-class submarine helmed by Lt. Thomas Ridgeway.

AN ISLAND IN THE STORM

At some point in the journey, late in the day and when cruising at depth, several seismic shock waves hit the sub. The captain orders the boat closer to the surface and, closer to the surface.

Once at periscope depth, he easily determines the source of these shock waves: an active volcano on a nearby island is erupting violently. As the sub approaches for a closer look, the periscope clearly reveals Japanese troops abandoning a base on the island, hurriedly loading items onto rafts and then onto a medium sized freighter moored in a cove on the south side of the island. About 2 miles to the north, lava can be seen glowing brightly on the sides of the volcano, obviously on the advance toward the Japanese base. Ash falls like snow, the earth shakes, and the whole island obviously doesn't have much time left.

Rather than attacking, the sub commander calls the heroes to a private conference in his quarters, and informs them about intelligence about a high-level Japanese biological research facility in the area. He believes that this could be it. With the sun setting, he feels that they should be able to infiltrate the base and determine if there is a laboratory here, and loot it thoroughly if so. There's no telling how long until lava envelops the base, so time is of the essence.

INSERTION

The captain's plan is simple: the heroes will paddle a rubber raft about 600 yards to the easternmost point on the island, about half a mile from the base and a mile from the evacuation ship, while a second team harasses the Japanese. The base consists of barracks down near the cove, an air strip, a hangar, and what seems to be an administration building. The latter two seem most likely to hold something of interest, so he makes those the heroes' targets.

Especially cruel GMs may wish to complicate the heroes' rafting ashore with adverse conditions like choppy seas from tremors, or steam from molten lava hitting the water. A successful Boating check or two should be enough to reach land.

THE LAST PATROL

Night has fallen by the time they make it shore, but the volcanic fires above provide fitful, hellish light (Dim, -1). After moving about 1/2 mile toward the base, the heroes meet a squad of soldiers moving through their position from behind them, heading toward the Japanese ship. If the heroes are moving cautiously, the soldiers are easily spottable. If not, normal Notice rules apply, but all of these opponents are "inactive" for Notice checks; they're focussed on getting to their ship and off the island. The soldiers (1 per hero) can be easily avoided, but if a fire-fight does break out, no one comes to investigate.

WHAT LIES BELOW

When the heroes reach the edge of the compound, the closest structure is the administration building, distinguishable by a purposefully destroyed radio array. Everything within the building's offices has been hastily removed. Stairs leading down to an underground level are easily to find inside. The hangar, on the other hand, holds a single shabby-looking Kawasaki Ki-56 transport plane, which a cursory glance reveals is not currently operable, although the fuel tank is full. The hangar also features an operational elevator large enough for vehicles and heavy equipment, which descends to tunnels below when activated.

A rambling tunnel runs from the administration building in an easterly direction about 1/2 mile, with 10 small offices down each side. There is nothing significant left in these offices. The elevator from the hangar descends to a large tunnel that runs east for a similar distance, with recent truck tracks discernible in the packed earthen floor. Battery-powered lights provide dim illumination in the tunnels, both of which connect to a very large cavern at the east edge of the island.

A sea pool with access to the ocean covers about half of this space. The other half of the room contains various tables, aquariums, and other items that would be found in an aquatic animal lab. Several catwalks that the space about 20 feet up. The lighting from the sputtering electrical system is dim and erratic (-2), but clearly there was quite a fight here, and recently. A series of ten huge glass jars or tubes, easily man-sized or larger, line one wall of the cavern, all hooked up to irreparably-smashed water recirculating equipment. All the jars have been shattered, and a deliberate Notice check confirms that it was from the inside! The corpses of three Japanese males in lab coats lie strewn on the



floor, torn limb-from-limb, and four monstrous chimerae—half man, half octopus—lie motionless in pools of black blood on the cavern floor. A Guts check is definitely in order viewing this scene of carnage. Examining the strange corpses reveals that they’ve all been stabbed to death. Each has a the word “*tenshi-tako*” (angelic octopus) tattooed on the right forearm in *kanji*, and a number tattooed on his palm. The highest number of the four corpses is 8.

At this point, the special unit of *samebito* (shark-man) troopers (one per hero) reveal themselves. Sent by the base commander to finish cleaning up the lab, the *samebito* are on Hold, emerging from the ocean pool with grey skin glistening and distended jaws snapping. Have the heroes make Notice checks to avoid surprise. As if this wasn’t enough to deal with, once the heroes begin to turn the tide against the *samebito*, a live *tenshi-tako* hiding in the catwalks above drops into the melee! The *tenshi-tako* lashes out madly, attempting to grapple and crush as many targets—both hero and *samebito*—as it can. All the creatures fight to the death. On the off-chance the heroes are still winning too easily, the earth shakes and ice-cold ocean water starts flooding the sinking chamber! Call for Swimming rolls to stay upright and fighting.

If the heroes win the fight they should be able to (quickly) collect samples from various portions of each creature, and take photos of the smashed equipment with a miraculously unsmashed camera. A Search check digs up a manual of Japanese ophi-tech/chimera research, kicked under a table and soaked in seawater, which contains notes on the *tenshi-tako* experiments, along with the formula for the *samebito* serum. Rhodes University or Howard Hughes will pay well for any of this material; if the heroes work for the government, promotion is likely.

Search completed, the heroes must find a way to leave. If they’re too banged up, the GM can let them simply return to their raft (lava hot on their heels) and then to the sub. But if more trouble seems warranted, see the **Turning Up The Heat** sidebar for a some ideas.

Turning Up The Heat

The GM is encouraged to constantly remind the heroes of the oncoming lava, but the volcano is really meant to be mostly a story device in this One Sheet, acting as a timer to push the action forward. That said, if the heroes dispatch the *samebito* and *tenshi-tako* a bit too easily, it’s easy enough to bring the environment into play a bit more actively. Here are a few suggestions:

- Falling ash and cinders might inhibit breathing, calling for Vigor checks to avoid taking a Fatigue level, or set island vegetation on fire. Earth tremors might require Agility checks to avoid being knocked prone. If a tremor hits during the fight in the cavern, the *tenshi-tako* is noticeably and violently frightened by it.
- If the lava has reached the base by the time of the fight in the laboratory cavern, the heat, flames, and/or boiling seawater may add an extra complication. Lava might cut off the tunnels, forcing a departure through the ocean pool—and perhaps an underwater fight against the *samebito* unit’s rear guard! Hopefully, everyone can swim!
- Lava or fire set by it might cut off the route back to the rubber raft, or even destroy it! Will the heroes try and sneak through the chaos of the Japanese evacuation and steal a boat? Two Repair rolls can get the Ki-56 (which can carry 14 people) in the hangar running, and a very good, or very lucky, pilot can try to fly it out. With the possibility of lava on the runway and the amount of ash and rock in the air, this will require at least two successful Pilot checks (at -4), and may draw some fire from the Japanese troops, or even their own submarine!

Japanese Soldiers

Use the Soldier (**DAR** p.82) They are armed with Arisaka 99 Shiki assault rifles and bayonets.

Tenshi-Tako (Octo Man)

A *tenshi-tako* looks like a naked human male with an octopus grafted where his head and shoulders should be. Six powerful rubbery tentacle ‘arms’, each 8 to 10 feet long, surround a vicious snapping beak.



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

SKILLS: Climb d6, Fighting d8, Guts d6, Intimidate d6, Notice d6, Shooting d4, Stealth d8, Swimming D8

CHARISMA: 0 **PACE:** 6 **PARRY:** 6 **TOUGHNESS:** 7

EDGES: Ambidextrous, Improved Sweep

HINDRANCES: All Thumbs

Special Abilities

- **AQUATIC:** Pace 8
- **SIZE:** +1
- **BITE:** Str+d4
- **GRAPPLER:** The *tenshi-tako* may attempt to do strength damage to two grappled opponents as a free action.
- **IMPROVED SWEEP:** The *tenshi-tako* can attack up to 6 opponents with a Reach of 2” at no penalty. Any tentacle already grappling an opponent can’t be used for this attack.

Samebito (Shark Man)

These elite Japanese soldiers were exposed to an experimental serum, giving them some of the physical—and psychological—characteristics of sharks. The serum has also eroded their normal high level of discipline, and they prefer to attack in melee using their bayonets as spears. *Samebito* look more like normal men, except for grey pebbly skin, gills, black glassy eyes, and an enlarged jaw with shark-like rows of teeth. Use the statistics for elite soldiers (**DAR**, p. 82), but boost Fighting to d10, add the Brawny and Improved Frenzy Edges, the Bloodthirsty Hindrance, and the monstrous abilities **Aquatic:** Pace 8 and **Bite:** Str+d6. They wear standard Japanese Marine uniforms, and are armed with Arisaka 99 Shiki assault rifles and bayonets.

Kawasaki Ki-56 “Thalia”

Use the statistics for the Beechcraft Model 18 (**DAR**, p. 33) with a payload of 3 tons, a range of 2,000 miles, and Crew: 4+14.

Credits

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