



SAVAGE EXPLORER WORLDS

4



WEIRD WAR II: MEIN HIRS
FLASH GORDON: HAWKMEN PREVIEW
EAST TEXAS UNIVERSITY: CHILDREN OF THE MILL
WEIRD WARS ROME: CORRUPTION IN DALMATIA
CREATURE FEATURE: LIFE-IN-DEATH

SAVAGE EXPLORER WORLDS

WEIRD WAR II MEIN HIRS 2

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FLASH GORDON™ HAWKMAN 10

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EAST TEXAS UNIVERSITY CHILDREN OF THE MILL .. 12

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CREATURE FEATURE LIFE-IN-DEATH 26

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MEIN HIRS

This adventure is set in Belgium, during the Battle of the Bulge in late 1944. It's intended for Seasoned characters, but is also suitable for those of Novice or Veteran rank with a little tinkering to adjust the power of the opposing forces.

By default, the characters are referred to as American soldiers, but any member of a non-Soviet, Allied armed service can be assigned to the makeshift unit. The Office of Special Investigations (OSI) isn't that picky about the color of uniforms! The scenario also assumes the characters haven't been recruited by the OSI yet. However, if you're inserting this tale into an existing campaign where the heroes are already members of that organization, you shouldn't need to make any major changes to the plot to accommodate them.

ROAD BLOCK

The adventure begins on December 21, 1944. The Battle of the Bulge has been going on for about five days and the heroes are assigned to man a roadblock at a bridge crossing the Aisne River. The bridge is in the small Belgian town of Fanzel, home to barely a hundred souls.

While Fanzel is close to the German advance, Allied command does not believe the Germans are likely to exert much push in that direction. Fanzel has little strategic importance, and the Aisne isn't a serious impediment to any major offensive, as it is relatively small and there are numerous crossing points. In short, Fanzel does not appear to grant any tactical or strategic advantage for them to do so.

BETWEEN A ROCK AND ANOTHER ROCK

Actually, the only reason the hamlet has any defense is the OSI uncovered signs of German activity in the nearby village of Wéris where ancient peoples erected several tombs and standing stones. While the OSI doesn't understand what *Sonderkommando H* was up to in the area before the Allies pushed them back behind the Siegfried Line, it knows Hitler's secret occult unit is never involved in anything mundane.

Nonetheless, the OSI lacked enough evidence to sway Allied command into committing major resources to the area, especially in light of the aggressive German attack already underway. The agency was only able to get a handful of soldiers assigned to the protect the village, so it opted to station the

under-strength unit at the closest bridge across the Aisne, in the center of Fanzel.

REINFORCEMENT PLAN

Sonderkommando H was interested in the area because Nazi blood mages determined it lies at the nexus of several major ley lines. The menhirs and tombs were placed by the ancient original inhabitants around the countryside at important crossing points of the lines. One in particular, named the Devil's Bed, rests on top of the convergence of lines stretching across most of Belgium and northern France.

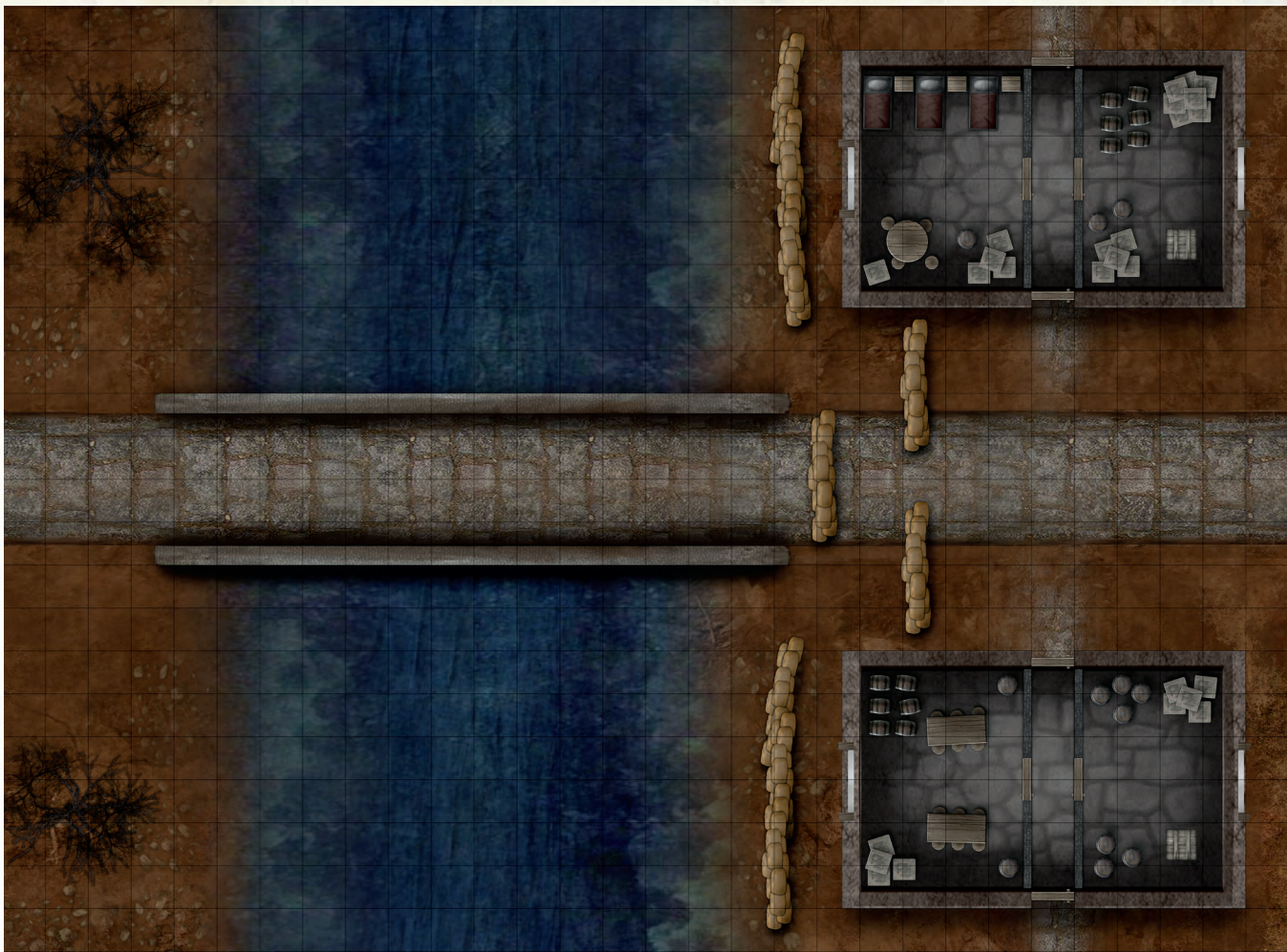
Although most historians believe the Devil's Bed to be a natural formation rather than worked stone, it is actually a powerful necromantic artifact. Prior to the Allied invasion of France, the blood mages were intrigued by the stone but saw no ready use for it. With the new offensive underway, they've finally found a purpose.

Part of the plan for the offensive includes capturing Allied fuel depots to resupply the German armored divisions spearheading the assault. However, Germany faces a manpower shortage by this time, and that's where *Sturmabannführer* Wilhelm "Willi" Gerlich, a particularly ambitious member of *Sonderkommando H*, sees his chance. Using particularly powerful rituals, the blood mage intends to enact a necromantic ritual of immense power, raising the slain across the entire front to fight for the Fatherland Germans!

For the magic to work, he needs to complete the spell at midnight on the winter's solstice—December 21, 1944.

INITIAL ASSAULT

The Battle of the Bulge has been underway for a little less than a week. Although the Allies don't consider Fanzel a high-value target, it does sit less than 40 miles north of Bastogne, where the 101st Airborne Division was just completely encircled by three German divisions. The German advance is continuing to press forward, so not surprisingly, every Allied soldier in the area is on high alert.



STAND TO!

By this point in the offensive, rumors are circulating that German commandos disguised as American soldiers are infiltrating checkpoints. Suspicions run high, as many GIs no longer trust those wearing the same uniform. Impromptu quizzes about famous baseball players or US geography are often tossed out at roadblocks and checkpoints to verify visitors' background. Unfortunately, not everyone is a sports fan or straight-A student, leading to even more confusion and mistrust.

Allow the player characters to set up whatever defenses and watches they desire, within the limits of their resources. In addition to their standard armament, the squad has been assigned a single M1919 (.30) machinegun (Range 24/48/96, Damage 2d8, RoF 3, AP 2, Auto, may not move) and a bazooka (Range 24/48/96, Damage 4d8, RoF 1, AP 9, HW, SBT, Snapfire), and six rockets. At your option, you can flesh out the player characters with enough Extras to bring them up to a full squad of troops—or leave them short-handed to make the fights tougher.

DEAD WOLVES IN GI CLOTHING

The German attack kicks off with an American jeep driven by two GIs approaching the squad's checkpoint. Allow any soldiers at the checkpoint to make a Notice roll to hear the

jeep's approach before it rounds the corner before the bridge. Any who succeed with a raise are fairly certain they hear more than one engine in the distance.

The GIs are actually recently resurrected American zombies created by *Sturmabannführer* Gerlich. They're freshly enough dead to be able to pass as regular Joes—and able to answer any clever trivia questions a suspicious guard might throw their way!

The jeep's driver initially complies with all commands by the soldiers on guard. If ordered to halt, he immediately stops the vehicle. The driver and passenger get out and approach on foot. Should the soldiers at the checkpoint seem nervous, the two zombies even disarm and walk forward with their hands raised.

The zombies have had most of their torsos filled with explosives. They try to get as many troops inside two overlapping Large Burst Templates as possible. Of course, if it looks like the characters are going to let them further into the defenses, they delay their detonation until they can cause the most damage.

The zombies are also equipped with smoke grenades which detonate with the other explosives. The smoke clouds cover Large Burst Templates centered on the zombies. The cloud only persists for 2d6 rounds, but it does provide cover (−4) for attacks against anyone obscured by the cloud. This paves the way for the next part of the German assault.

WEIRD WAR II: MEIN HIRS

- **GI Zombies (2):** Use the stats for Zombie, from *Weird War II*, adding the Explode and Fresh Special Abilities. Armed with M1 carbines (Range 15/30/60, Damage 2d6, RoF 1).

FOLLOW-UP ATTACKERS

As soon as the zombies explode, the second part of the German attack begins, with a dismounted squad of SS infantry moving forward through the village to assault the bridge. The heroes may—and probably should—enjoy some early success defending against the first wave, but it quickly becomes obvious they may be in over their heads.

Once the first squad suffers more than half its number in casualties, a halftrack rolls into view and a second squad disgorges from the back. The vehicle gunner begins fire support for the SS infantry. Still, the characters may be able to present enough of a defense to stall the German advance.

Three rounds after the first halftrack appears, the distinct sound of a much larger tank heralds the approach of a Tiger tank, as well as several transport trucks. The Tiger begins shelling any fixed strong points, while suppressing any GIs in the open with its machineguns. More and more SS infantry swarms out of the transports to press the heroes.

It's unlikely any weapon they have poses any threat to the Tiger. Allow the squad a chance to realize this is a battle they can't win. If they retreat, the German forces half-heartedly fire on them, but don't pursue. The bridge is neither big nor strong enough to support the weight of the massive Tiger. Furthermore, the German detachment's mission is to deliver the *Sturmabannführer* to his destination as quickly as possible, not engage in unnecessary combat. They are on a very strict timeline.

- **SS Infantry (7 per squad):** Use the stats for SS Infantry from *Weird War II*. Kar 98K (Range 24/48/96, Damage 2d8, RoF 1, AP 2, Snapfire) 2 *stielhandgranate* (Range 5/10/20, Damage 3d6–2, MBT).
- **SS MG42 gunner (2 per squad):** Use the stats for SS Infantry from *Weird War II*. MG42 (Range 30/60/120, Damage 2d8, RoF 4, AP 2, Auto, Snapfire).
- **PzKpfwVI Tiger (1):** Use the stats from *Weird War II*.
- **SdKfz 251 Halftrack (3):** Use the stats from *Weird War II*.

STRANGE CARGO

Once the checkpoint is breached, the German unit quickly secures the bridge and intersection in Fanzel. As long as the heroes keep their heads down, they can observe the occupation. The tank, any remaining halftracks, and the dismounted infantry depart in relatively short order, headed southwest along the Aisne. If your squad is composed of Veteran characters, you can keep one of the halftracks and SS squads to secure the bridge.

A staff car and a pair of Opel-Blitz cargo trucks carrying passengers pull into Fanzel. The staff car contains a driver and three passengers, all of whom remain in the vehicle. A small

contingent of SS soldiers disembark from the first truck. A successful Notice roll reveals a couple are particularly large men and one is *extremely* big.

The second truck carries what appear to be emaciated prisoners of war wearing Allied uniforms of various types and nationalities. The SS troops herd the prisoners into a building. A handful remain on guard outside, while the larger soldiers enter the building itself.

After the prisoners are off-loaded, some of the SS soldiers clamber back onto one of the trucks. It and the staff car then drive off on a dirt road toward the east and Wéris.

HOSTAGE CRISIS

The prisoners are kept inside Fanzel's small inn about fifty yards from the Aisne bridge. A small contingent of SS soldiers are stationed outside. Luckily for the squad, the Nazis believe they've crushed any resistance in their initial assault and don't expect any trouble. Treat them as inactive guards for purposes of Stealth rolls.

Inside the inn, the prisoners are being held in the building's large common dining room. An Axis stitch is stationed inside the room to prevent any escape attempts by the prisoners. Unlike the soldiers outside, the brutes and stitch are paying close attention to the charges and treated as active guards.

The prisoners are chained together, complicating any attempts to free them without first dealing with the stitch. Even if the rescuers manage to avoid detection by the monstrous constructs somehow, a separate Lockpicking roll is needed to release each prisoner from the chain.

If one of the halftracks and infantry squads remained at the bridge, they respond to any gunfire, reinforcing the guards at the inn almost as quickly as they can cover the distance between the two locations.

- **SS Infantry (2, plus 1 per hero):** See SS Infantry from *Weird War II*. Steel helmet (+2), 2 *stielhandgranate* (Range 5/10/20, Damage 3d6–2, MBT), Kar 98K (Range 24/48/96, Damage 2d8, RoF 1, AP 2, Snapfire), bayonet (Str+d4 or Str+d6, Parry +1, Reach 1, two hands).
- **Brutes (2):** See Brute from *Weird War II*. MP40 (Range 12/24/48, Damage 2d6–1, RoF 1, AP 1, Auto), combat knife (Str+d4).
- **Axis Stitch (1):** See Axis Stitch, *Weird War II*.

FREED, BUT NOT FREE

Once the GIs overcome the guards, they can set to releasing the prisoners. The captives are an unexpected mix of internment camp prisoners, a few captured Allied soldiers, and even a couple of locals. They are all thralls to the blood mage.

Gerlich has been replacing his “expended” thralls with new ones pulled either from prisoners of war or simply nearby townsfolk. Each is marked on the forehead with strange runes. A successful Knowledge (Occult) tells the characters the runes are associated with necromantic rituals and binding.

Any member of the OSI immediately recognizes the prisoners as thralls to a blood mage. Unfortunately, the character also realizes there's no way to release them from their bondage other than taking them out of range of the magic or killing the blood mage himself. It's unlikely the hero knows exactly how far the blood mage's influence extends, but he does know it's measured in miles.

Talking to the prisoners confirms this and the fact that several of their number have died over the past week, their life literally drained out of them. If the GIs haven't had experience with the weirder side of war yet, one of the prisoners can explain. Abraham Kaminski, an older Polish Jew, has survived several weeks under Gerlich's thumb. He's also a very observant and wise man.

"I have been watching for some time, and what I've learned may seem unbelievable, but on my life it is true. The German major is using us as batteries for dark magics. When something goes amiss with his rituals, one of us pays the price rather than him."

If asked about ways to break the spell, Abraham says, "My grandfather was a wise man, and I picked up a few bits of his knowledge, but I am no rabbi. I do not know of any way to break this charm, other than killing the monster himself. Even if you can, it will not stop his sorcery—but he will suffer the consequences if something goes awry."

Beyond that, Abraham knows Gerlich has something planned at the stones nearby. The SS officer was adamant the assault succeed before midnight. Although he doesn't know exactly what, he overheard enough to know he plans to invoke some sorcery affecting the dead over a very large area.

DECIPHERING GERLICH'S PLAN

Most of the captives know or at least guess Gerlich is planning something big. He's added several additional prisoners to the usual number of thralls over the last week or so, mostly pulling from the masses of POWs captured during the Ardennes Offensive as the Wehrmacht swept westward. Unfortunately, none have any idea exactly what the blood mage is up to.

A search of the cargo truck does turn up a map of the area. Fanzel is circled with a brief note in German beside it. If any of the squad can read German, the note says "Holding Area."

A network of several unlabeled and perfectly straight lines all converge on the map about a mile northwest of the village. The lines do not follow any roads or terrain features. Any character who makes a successful Knowledge (Occult) roll identifies them as ley lines and their nexus as a likely place of great power.



WEIRD WAR II: MEIN HIRS

INTERROGATION RESULTS

Margin of Victory	Results
1–2	States he was part of a squad guarding prisoners, per his orders.
3–4	Admits commander is <i>Sturmbannführer</i> Gerlich and a stone formation somewhere to the northwest was ultimate goal of assault.
5+	Gerlich told his troops if he could reach a place called the Devil's Bed by midnight, he would "raise armies to fight for the Führer."

INTERROGATION

If the GIs took any of the German soldiers prisoner, they can attempt to interrogate them. Handle this as a quick Social Contest. In this instance, the heroes can use Intimidation, Persuasion, or Taunt, or any combination of those skills. The subject resists Intimidation and Persuasion with his Spirit, and Taunt with his Smarts.

See the **Interrogation Results** table for what the squad can learn from their prisoners.

LOCAL SOURCES

Armed with either the map or information garnered from any prisoners they may have taken, the GIs can talk to any of the local residents for clarification. The innkeeper and his family were also being held by the Germans, and once the shooting stops several other residents begin to emerge from their homes. The villagers mostly speak French and German, but a few can get by well enough in English and are all happy to cooperate with any Allied troops.

If the squad hasn't narrowed the search down that far, one of the locals tell them she saw the staff car and other vehicle drive out of Fanzel on a dirt road to the west. The road eventually arrives in a smaller village named Wéris.

Once the soldiers get a little more information on Gerlich's objective, any local resident can identify the area marked on the map as the Devil's Bed: a flat stone that lies about a mile to the northwest at the western foot of a small hill sitting between Fanzel and Wéris. The Belgians don't know why a German officer would be seeking the rock, but can easily give the heroes directions.

Any of the residents can tell the GIs there are several menhirs around Wéris. Stones of that sort are fairly unique in the region, but the countryside in that vicinity has a number of them. Some appear to be tombs, others possibly navigational aids or territory markers, and others have unknown purposes. The Devil's Bed is one of the latter.

A few scholars believe it was an altar of some sort, while just as many believe it to be nothing more than an unusual natural formation. According to local legend, a demon crawls out from under another rock atop the nearby hill on some nights near midnight. He flies over the countryside before resting on the stone until the first rooster crows, signaling the time for him to return to Hell.

THE DEVIL'S BED

Once the squad knows the time or at least the place of Gerlich's ritual, the townsfolk are happy to provide them detailed directions to the site. The Devil's Bed lies on the far side of a low, forested ridge. The GIs should have plenty of time to move overland to it. Alternatively, a road passes relatively close to the Devil's Bed, so they can also drive a commandeered German vehicle if they're pressed for time.

Should they go overland, the journey takes about half an hour, but they do not encounter any Nazi patrols. Ideally, the squad should reach the Devil's Bed just as Gerlich begins his ritual, so feel free to require Survival rolls at a –2 penalty to navigate through the unfamiliar woods in the dark if they're too far ahead of schedule. However, even if the soldiers fail the rolls, they still make it to the Devil's Bed.

If the characters decide to drive, the trip would normally be much shorter—less than ten minutes—but they encounter roadblocks, each manned by a handful of SS troopers along the road leading to the menhirs. How many is up to you depending on how easy a time the characters are having, but there aren't more than three in any case.

Unless they have disguised themselves or some other way to avoid the guards, the Germans open fire as soon as they realize the vehicle is manned by Allied troops.

- **SS Infantry (3):** Use the stats for SS Infantry in *Weird War II*. MP40 (Range 12/24/48, Damage 2d6–1, ROF 3, AP 1), 2 *stielhandgranate* (Range 5/10/20, Damage 3d6–2, MBT). One of the soldiers is also armed with a *panzerfaust* (Range 12/24/48, Damage 4d8, RoF 1, HW, AP17, SBT).

BATTLE OF THE BOULDER

The Devil's Bed sits at the edge of the forest, with a pasture stretching out to the west. It is a roughly rectangular stone about 8' long by 5' wide. It stands approximately 2' high. The Germans drove a short distance across the field from an unimproved road to the north. Gerlich's staff car is parked about 10 yards from the stone, its headlights fully illuminating the immediate area around the Devil's Bed.

Gerlich stands behind the stone with his two assistants at opposite corners. A prisoner is tied down to the rock with ropes secured by stakes, obviously intended as a blood sacrifice. Depending on when the GIs arrive, the blood mage may still be preparing for the ritual or it may be already underway.

The rest of Gerlich's bodyguards—a number of Nazi brutes—have taken up positions around the perimeter, facing outward. At least two are on the forest side of the stone. Treat them as active guards (see **Stealth** in *Savage Worlds*) if the squad attempts to sneak up on the Devil's Bed.

DISRUPTING THE RITUAL

Gerlich doesn't begin his ceremony until just before midnight. Although it doesn't have to be completed at exactly 12 am, timing is still fairly critical. Once it begins, it takes only a single minute to complete, culminating in the sacrifice of the prisoner.

After Gerlich begins the ritual, he or either of his assistants can complete it, so all three must be taken out to completely stop it. A Shaken result does prevent that particular character from participating in the ritual until he recovers, but as long as at least one of them continues to perform the spell, the magic continues.

If the blood mage and his assistants are all Shaken or Incapacitated at any given time, the ceremony stops. Any of them can restart the ritual once they recover, but it resets the time to completion back to a minute.

BATTLE OF THE BOULDER

The brutes move to engage the GIs as soon as they detect them. Their preference is throw a *stielhandgrante* then close to melee, relying on their strength (and fixed bayonets) to give them an advantage.

As soon as combat begins, Gerlich turns maintaining the ritual over to his assistants, unless both are incapable to continue. His first action is to cast *quickness* on himself. On following rounds, he uses *fear* and *entangle* against any groups of GIs and *bolt* against any who appear to be a direct threat. If the situation becomes dire, he uses *puppet* against the soldier with the most powerful weapon and tries to turn it on the rest of the squad.

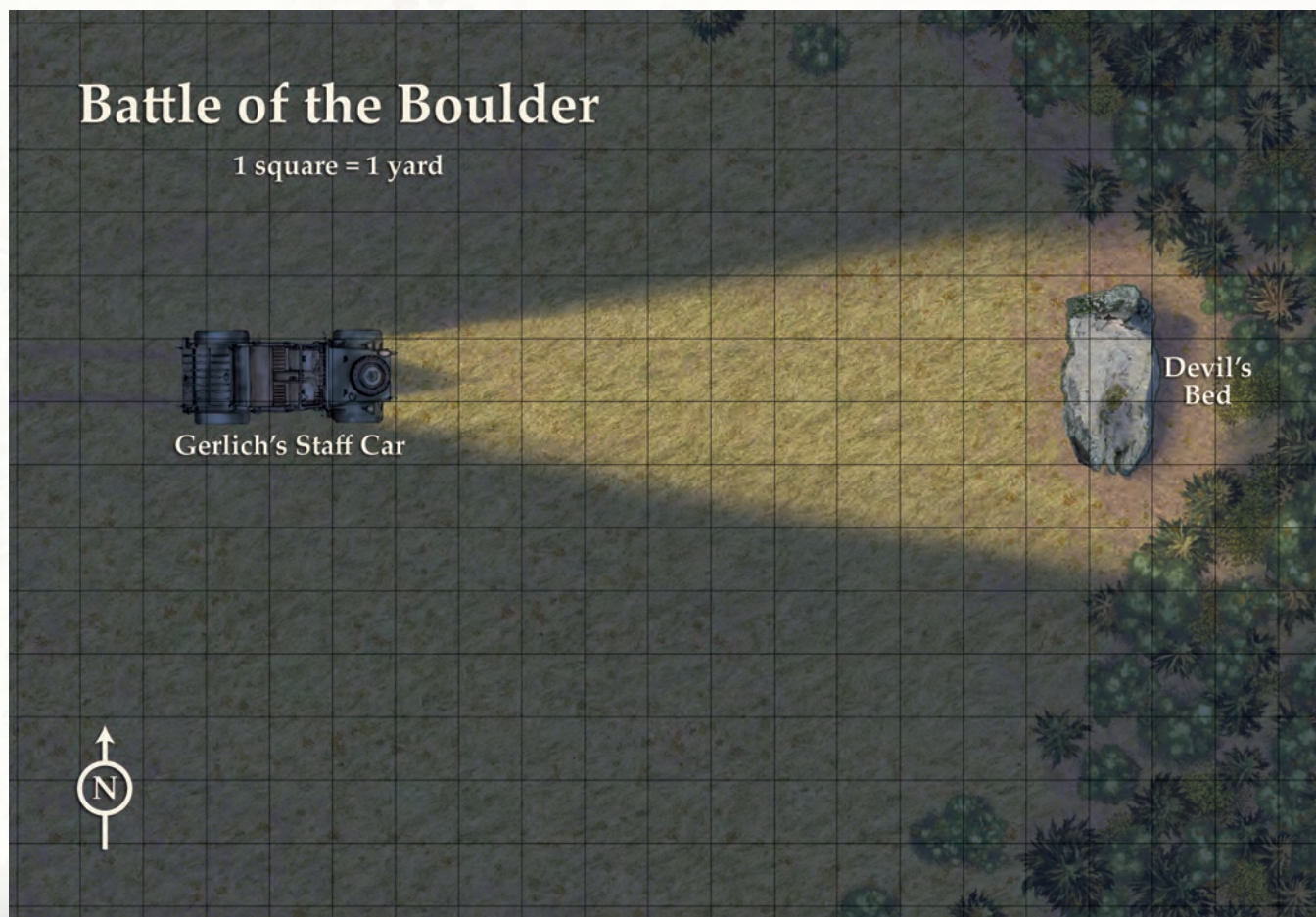
Should you feel the need to make this fight more challenging, one or both of Gerlich's assistants may be lower-ranking blood mages instead of run-of-the-mill SS officers. Use the stats for SS Blood Mage from *Weird War II* to represent them. In any case, one of the blood mages uses his action to maintain the ritual each round.

If the squad is unable to disrupt the ritual before the third round, its effects begin to take hold in the immediate area. The ground bursts asunder as ancient dead drag themselves up to fight for the necromancers!

All the German troops fight to the death.

✠ **Sturmbannführer Wilhelm "Willi" Gerlich:** See below

- **Assistants:** See SS Officer from *Weird War II*. Armed with Walther P-38 pistols (Range 12/24/48, Damage 2d6-1) and daggers (Str+d4)
- **Bodyguard (2, plus 1 per hero):** See Brute from *Weird War II*. Kar 98K (Range 24/48/96, Damage 2d8, RoF



WEIRD WAR II: MEIN HIRS

1, AP 2, Snapfire), *stielhandgranate* (Range 5/10/20, Damage 3d6-2, MBT), fixed bayonet (Str+d6, Parry +1, Reach 1, Two Hands).

- **Zombies:** See Zombie from *Weird War II*.

CONCLUSION

Once Gerlich and his assistants are eliminated, the ritual fails. The brutes and any recently animated zombies fight until they're killed, but there's no danger of Gerlich's efforts coming to fruition. If the squad hasn't pieced all of his plan together, a satchel in the staff car contains a German operations order detailing exactly what he hoped to accomplish.

Should they fail to stop the blood mage, whether or not his ritual works as expected is up to you as the War Master. It's entirely possible Gerlich's plan was fatally flawed and only works in a relatively small area. In that case, it has no major affect on the war and becomes a carefully hidden footnote in the OSI's history.

On the other hand, if it does, it could significantly affect the course of the Battle of the Bulge, giving the German offensive a much-needed boost in manpower. It's unlikely the German attack is ultimately successful due to a number of other factors, but it does make it very difficult to keep the Nazis' use of the supernatural under wraps from the average Joe on the front lines...

ADVERSARIES

AXIS STITCH

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d6

Pace: 4; **Parry:** 7; **Toughness:** 13 (4)

Edges: Combat Reflexes, Improved Frenzy, Two-Fisted

Special Abilities:

- **Armor +4:** Covered in metal plates
- **Construct:** +2 to recover from Shaken, no additional damage from called shots, immune to poison and disease.
- **Improved Arcane Resistance:** +4 armor vs. magic and +4 to resist magical effects.
- **Infravision:** Halves darkness penalties against heat-producing targets.
- **Steel Hands:** Str+d8.
- **Rend:** If it hits with a raise, gets an additional +2d6 bonus (instead of +1d6).
- **Size +2:** 8' tall and heavily muscled.
- **Slow:** Cannot run.

BRUTES

Follow-on troops

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

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

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: 1 *stielhandgranate* (Range 5/10/20, Damage 3d6-2, MBT), Kar 98K (Range 24/48/96, Damage 2d8, RoF 1, AP 2, Snapfire), bayonet (Str+d6, Parry +1, Reach 1).

Special Abilities:

- **Size +2:** Larger than normal humans and very solid.

SS INFANTRY

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

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Fanatic, Loyal

Edges: None

Gear: Steel helmet (+2), 2 *stielhandgranate* (Range 5/10/20, Damage 3d6-2, MBT), Kar 98K (Range 24/48/96, Damage 2d8, RoF 1, AP 2, Snapfire), bayonet (Str+d4 or Str+d6, Parry +1, Reach 1, two hands).

SS MG42 GUNNER

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

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Fanatic, Loyal

Edges: Rock and Roll

Gear: Steel helmet (+2), MG42 (Range 30/60/120, Damage 2d8, RoF 4, AP 2, Auto, Snapfire).



STURMBANNFÜHRER WILHELM "WILLI" GERLICH

Wilhelm Gerlich is a dedicated Nazi as well as utterly, ruthlessly ambitious. He is the architect of the plan to resurrect the dead to reinforce the German advance and sees it as his ticket to advancing—possibly meteorically—through the ranks of *Sonderkommando H*. As such, he is completely committed to its success.

Unlike many other blood mages, Gerlich has devoted nearly as much effort to his physical abilities as he has to his occult skills. Striving to match the Nazi ideal of the Aryan superman, he is a capable fighter even without his sorcery. Nonetheless, he prefers to avoid "fair" fights whenever possible.

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

Skills: Climbing d4, Fighting d8, Intimidation d6, Knowledge (Battle) d8, Knowledge (Occult) d10, Notice d8, Shooting d8, Spellcasting d10, Stealth d6, Taunt d8

Cha: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Arrogant, Bloodthirsty, Fanatic

Edges: Alertness, Arcane Background (Rune Magic), Block, Combat Reflexes, Command, Fervor, Level Headed, Rank (Officer), Strong Willed

Powers: *Bolt, entangle, fear, puppet, quickness, and zombie.*

Gear: Walther P38 pistol (Range 12/24/48, Damage 2d6-1), combat dagger (Str+d4), swagger stick, cyanide capsule.

AXIS STITCH

ZOMBIE GI

Fresh and exploding with zombie flavor.

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

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

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

Gear: Steel helmet (+2), M1 Carbine (Range 15/30/60, Damage 2d6, RoF 1).

Special Abilities:

- **Claws:** Str
- **Explode:** These undead are stuffed with explosives. Roll a die on any successful attack against them; on an odd result, it explodes for 3d6 Damage in a LBT.
- **Fear (-2):** Once exposed as undead, any viewing the zombie must make a Fear test at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from Shaken, called shots do no extra damage (except to head).
- **Weakness (Head):** Shots to head do additional +2 damage.



FLASH GORDON™

Here's a preview of some of Flash Gordon's staunchest allies. Watch for the Kickstarter, coming soon from Pinnacle!

HAWKMAN

Pennants flying, lances held in readiness, a squadron of savage hawkmen hurtles from the skies!

At first glance, hawkmen bear a striking resemblance to most human species, however this is soon betrayed by the appearance of their expansive, bird-like wings. These wings are attached at the shoulder blades and reach a span of eight to ten feet when fully extended. As flight comes naturally to hawkmen, they do not require any special skills to do it. They fly at their natural Pace and Climb at a rate equal to half this score.

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

Skills: Fighting d8, Notice d6, Shooting d6

Cha: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: —

Edges: —

Gear: Light pistol (Range: 3/6/12, Damage: 2d10).

Special Abilities:

- **Agile:** Hawkmen are swift-moving, airborne warriors. They begin with a d6 Agility instead of d4.
- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.



⚡ PRINCE VULTAN

Bearded and corpulent leader of the hawkmen, Vultan is boisterous, boastful, and more than a tad lecherous. He is also extremely charismatic, influential, and possessing of a highly-skilled military mind. Until Flash intervened and Dr. Hans Zarkov upgraded Sky City's gyroscopic array, Vultan was a reluctant supporter of Emperor Ming, but he has since changed his tune and become a reliable ally of the Freeman, even granting asylum to political prisoners.

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

Skills: Fighting d10, Intimidation d8, Notice d8, Persuasion d10, Shooting d8, Stealth d8, Taunt d10

Cha: 0; **Pace:** 5; **Parry:** 7; **Toughness:** 8

Hindrances: Amorous, Cautious, Cocky, Code of Honor, Impulsive, Obese

Edges: Agile, Brawny, Command, Command Presence, Flight, Hail of Blows, Hard to Kill, Hold the Line!, Iron Jaw, Noble, Rich, Shrug it Off, Steady Hands

Gear: Light pistol (Range 3/6/12, Damage 2d10), steel gauntlets (Str+d4).





A *Savage Worlds* adventure designed for use with the *East Texas University* setting, for 4–6 Sophomore (Seasoned Rank) students.

RECURRING NIGHTMARE

Years ago, Emile Weinstock promised a demon his firstborn son to make his lumber mill profitable. But instead of delivering his son, he hid him. The demon told Emile that 13 children could be sacrificed to settle the debt, so Emile set fire to a visiting carnival. The fire burned out of control and razed the town of Corliss. Ever since that day, Corliss rebuilds each night and the events of the day play out again — and will continue to do so until Emile is stopped.

A DEAL WITH OLD SCRATCH

The mill town of Corliss was founded in the Texas Piney Woods by Emile Weinstock's family company at the turn of the Twentieth Century. In 1917, the town's prosperity blossomed almost overnight. The mill's workforce grew to over 400, the town's population grew to over 2,500, and the mill churned out more than 20,000 feet of board each day. Soon Corliss had a full commissary, post office, school, town pool, doctor's office, newspaper office, ice plant, and movie theater.

Emile Weinstock's choice of mill location and its prosperity in its early years were not an accident. He built the mill on a small piece of property his father had bought and ignored, one of the only things left after Emile's father died. The family's

company had been bordering on bankruptcy, but Emile's father had never allowed anyone to know. Emile went to see if the small piece of Texas property could be of any use.

When Emile arrived, he found a small camp in the shadow of a black pine tree. A well-dressed man in the camp introduced himself as Mr. Scratch and invited Emile to sit and eat. Mr. Scratch enthralled Emile with visions of prosperity — he only had to make a deal. Desperate to save the company, Emile signed an agreement with Mr. Scratch to ensure growth and prosperity. In exchange, Emile agreed to never harm the black pine and deliver his firstborn son to Mr. Scratch in 13 years. Emile thought he was safe; he could never have children after a long fight with mumps as a child.

But when he returned home, Emile found his wife was pregnant and became worried about the deal. Thirteen years later, Emile tried to renegotiate. Mr. Scratch told Emile he could trade his son for 13 of the children of Corliss. As Emile searched for a way to pay his debt, a carnival arrived.

On the first day of November 1930, the Caine Bros. carnival set up on the north side of the town. As the carnival set up, clowns roamed through the town handing out flyers and selling tickets to the attractions. Children and parents grew excited. They eagerly awaited the end of the workday. The Weinstock family allowed the carnival to power its lights and attractions with their mill's steam engines. The next day was declared an employee holiday, except there wouldn't be a next day: Corliss virtually disappeared overnight.



ETU: Children of the Mill

THE SHORT CUT

After leaving *East Texas University* and Pinebox for a weekend away from tests, teachers, and studies, the students are late in returning to ETU. They've decided to take a shortcut back to Pinebox: an old logging road. After many twists, turns, and forks on the old road, the students find themselves lost in the backwoods. Things grow worse when the car breaks down just as sunset approaches.

The heroes' cell phones have no signal in this part of the woods and they are only a couple hours away from night. A short way down the road, a dislodged signpost tilts from a pine. The paint is faded and flaking away, but the words are legible, "Corliss Mill, Managed by the Weinstock Family Company, Pop. 2,613." As the students approach the sign they can see that the road turns and leads down a hill toward a large clearing — the remains of Corliss.

CORLISS

The students have a couple hours to explore Corliss before the sun sets and they find themselves in a ghostly replay of the fire that happened years before.

Very little remains of Corliss. Explorers spot partial walls and collapsed roofs of homes that have been retaken by the pines. The only discernible structures are those that line the main street of Corliss.

As the students walk down the hill toward Corliss they each smell the last wisps of smoke from the fire. Main Street is wide and lined with the remnants of the buildings that were once central to life in Corliss. The largest ones on Main Street are the commissary and the Rich Pines movie house. The doctor's office and post office bookend the commissary. The school sits at the end of a small lane that turns past the Rich Pines. Near the school, a small path leads to the town's swimming pool and pool house. Nearby is the stone building of the ice plant. The remains of the Corliss Mill are at the end of Main Street. At the edge of town, near the mill, sit the remains of the carnival and a massive black pine tree.

As the heroes explore Corliss, the Dean should use the following building descriptions.

COMMISSARY

The commissary is a two-story building with a porch that wraps around the ground floor. The wood is moldy, rotting in places, and all the windows are broken. Flakes of white paint cling to the walls. The front door falls off its hinges as the handle is grasped. The ground floor is full of collapsing counters and shelves. Most of the contents of the shelves are rotted and ruined. Searching the commissary results in the characters finding three old iron crowbars and a sealed barrel of salt. There is a stack of old newspapers on one

of the counters with a headline that reads, "Country's Depression Bypasses Corliss Mill." The article explains that the Corliss Mill seems to have been unaffected by the Great Depression.

RICH PINES MOVIE HOUSE

The Rich Pines is bigger than the commissary. A large portion of it has burned and the movie house lobby counters have collapsed. Dirt and rodent droppings cover the floor and the wall behind the counter still holds a poster for the movie, "The Doorway to Hell." Old paint labels the doors to the theater: Whites, Coloreds, Mexicans. The doorways labeled Coloreds and Mexicans lead up to balconies. The stairs are charred and the balcony's walkways crumble when walked on. The ceiling is missing and old chairs litter the floor.

While in the theater a movie starts to play on the torn and moldy screen. The film is scratched as static plays from the disconnected speakers that didn't burn with the roof and balconies. The film is short scenes and flashes: Emile meeting Mr. Scratch, Corliss expanding, Emile standing with his son, children playing and rushing toward the carnival, Emile and Mr. Scratch arguing, and finally the fire. The fire spreads in the movie and slowly turns to color as it bursts along the walls of the theater. While the heroes try to escape, the chairs in the theater start to float and spin through the air. This is the student's first brush with Emile.

Emile is not fully manifest and rolls a d6 plus a Wild Die to toss the chairs. The Dean rolls once for Emile each round and applies the roll to each character's Parry. The chairs are old and brittle and only deal 1d6+1 damage on a hit. Each one shatters when it strikes a student. Any hero who has a Spirit score of d8 or higher sees the ghosts of the town's children darting out of the theater, beckoning the character to follow.

Once back on Main Street they see the theater is no longer on fire. Those who saw the children watch them fade away in the sunlight.

 **Emile Weinstock:** See page 19.

DR. ABEGNALE'S OFFICE

Dr. Percival Abegnale's office is a look back at the history of medicine. Like the commissary, there is very little fire damage here. Students entering the office find shelves and cabinets intact but thrown open. The floor is littered with rotting bandages covered in decades-old blood. A surgeon's tray next to the medical bed is covered with gauze — some rolled and some bloodied.

POST OFFICE

The post office is missing part of its roof and a side wall from the fire. The interior is taken up by a massive counter that separates the front from the postal boxes

and the sorting room. A glass case full of pictures of Corliss residents hangs on the wall to the left of the door. One of the pictures shows Mr. Scratch standing with Emile clasping hands in front of the mill. Students studying the picture see Mr. Scratch's other hand is holding a folded piece of paper.

CORLISS PRIMARY SCHOOL

The primary school isn't much more than a scorched floor and the lower portions of the walls. Desks and chairs are scattered and each shows signs of the fire. Characters feel uneasy as the children's ghosts often congregate here. Any students wishing to cast a séance uses Ritualism with a +2 bonus. The medium speaks with several of Corliss's children if successful:

- **Failure:** None of the children of the town are summoned, instead attracting Emile who starts throwing debris around the school. The Dean rolls against all students' Parry; a hit inflicts 1d6+1 damage.
- **Success:** The 13 children killed to pay the debt to Mr. Scratch appear and talk about the fire. They were lost in the mirrors and couldn't get out. They know that Emile started the conflagration, but they don't know why.
- **Raise:** The 13 children and Emile's son Isaac are summoned. The medium gets the same info as with a success, but Isaac also tells the students Emile killed the children to protect him from Mr. Scratch.

CORLISS POOL

The pool and pool house are blackened from the fire, and the pool house roof burned. The tiles of the pool house are scorched and broken. Some pieces of tile are coated in salt crystals. The tile shards act as a handful of salt when used against a ghost, but add +1d4 to the normal damage.

ICE PLANT

The ice plant is the only other stone building in Corliss. The building is seared and soot-covered, and the tin roof is rusted in many areas. As the students explore the ice plant, sunlight shines through holes in the roof like spotlights. The main condensing units are intact and there are drip pans still under them full of crystallized salt. The characters also find rusted ice saws and hooks.

THE CARNIVAL

Very little of the carnival remains to be explored. The entrance is marked by a sagging ticket stall. Characters investigating within find an old rusty sledgehammer and a roll of moldy tickets. As the students enter the carnival grounds the smell of smoke mingles with the scent of popcorn and cotton candy. Ash on the ground clings to the student's shoes. The charred remains of a Ferris wheel marks the center of the grounds. There are the remains of wagons that once caged animals, a small roller coaster track in pieces, and a house of mirrors. The rest of the carnival is unrecognizable: The cars from rides, partial walls, and rubble lay where they burned.

Emile makes his presence known again in the carnival grounds. When the heroes approach the former animal cages they walk into a hot spot and the remaining cage bars glow. Ghosts of the animals once held there leap from the cage's remains!

- **Carnival Animal Ghosts (1 per 3 students):** See page 18.

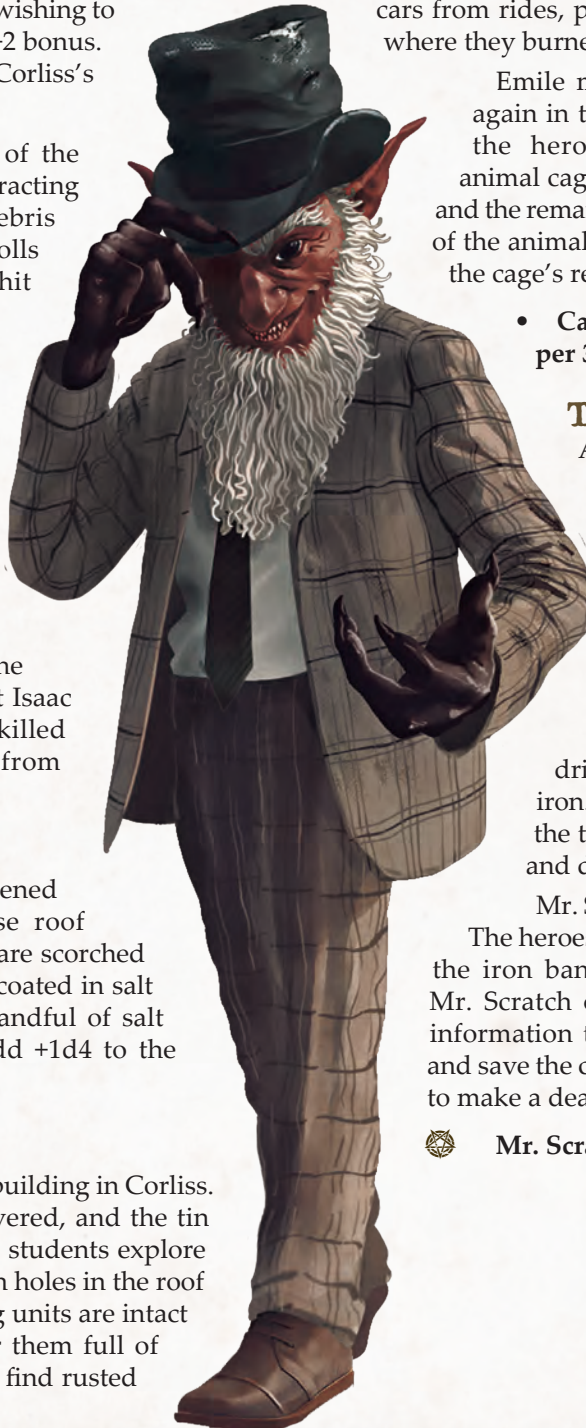
THE BLACK PINE

As the characters approach the black pine, they are hit with the smell of sulfur and rotting meat mixed with the scent of smoke. The tree's bark and needles are black. Three iron bands are wrapped around the tree. Each band is sticky with sap dripping along the edges of the iron. If the students touch iron to the tree a small rupture appears and drips sap to the ground.

Mr. Scratch is trapped in the tree. The heroes may free him by removing the iron bands from the tree. If freed, Mr. Scratch offers to give them all the information they need to free the town and save the children — if they are willing to make a deal.



Mr. Scratch: See page 18.



ETU: Children of the Mill

ENCOUNTER TABLE

For each hour the group spends in Corliss's ruins, draw a card and consult the following table to provide clues about what happened to the town. Combine each card's value with its suit to create a unique scene or event.

CARD VALUE

Card	Encounter
2-3	The everpresent smell of smoke intensifies and the crackle of flames fills the air.
4-5	The students walk into a hot spot where the air feels like it's wafting from an oven; immediately they begin to sweat.
6-7	The smell of fresh sawdust mixes with the smell of smoke, and the heroes find sawdust sticking to their clothes.
8-9	The air ripples as a clown appears and smiles. It hands one character a flyer for the carnival and disappears into smoky wisps.
Jack	Smoke rises from the buildings as glimpses of the past show through. Look at the card's suit for the scene the students see.
Queen	The students stumble and find themselves ankle deep in ash that falls like snow.
King	The students find themselves surrounded by 13 children, who clamor, "Help us, please, he won't let us go!"
Ace	The students see Mr. Scratch in front of them. He intones, "If you can help me, we can make a deal." Then he vanishes.

CARD SUIT

Suit	Effect
Hearts	The students see fire blazing through the city. It looks like it started at the carnival.
Clubs	The students see Mr. Scratch standing at the black pine, shaking a folded piece of paper at Emile.
Diamonds	Smoke surrounds the students and becomes a mirrored image showing them surrounded by flames.
Spades	A child steps from the smoke, mostly translucent, saying, "He keeps us here. He won't let us leave. Please, you have to stop him before the sun rises!"

SUNSET IN CORLISS

Read the following to your group as the sun sets:

As the sun vanishes over the horizon, the burnt smell becomes stronger and smoke starts to climb into the air from the wreckage. Buildings rebuild themselves as smoke rises. Sawdust covers the ground and fresh footprints appear. Smoke streams from each footprint as shoes, pants and dresses, and people appear. Laughter, conversations, and arguments flow as the specters become tangible. By the time the sun should have set, it instead hangs high in a bright blue sky. Corliss is whole again.

The students walk through Corliss as it was in 1930. The buildings are complete and the sounds of the mill can be heard through the town. The streets bustle with life. Buildings the students visited earlier are all intact and in use. The commissary is fully stocked with merchandise, people linger near the doctor's office, and the post office has people coming and going — a telegraph line runs from the roof. Corliss's people go about their day unaware of what's about to happen.

At the carnival, the Ferris wheel is almost complete. Beside it, a small wooden roller coaster and carousel have been set up. Red and white tents sit here and there. Midway games are ready to go and locals have set up small food and drink carts. Lights are strung from tent to tent with signs marking the larger attractions: House of Mirrors, Haunted House, The Death Defying Devil's Dominion, and Feast of the World.

TALKING TO THE LOCALS

The students can interact with everyone in Corliss. They face questions about who they are and how they came to be there. Most of the townsfolk believe anything they are told, even though the heroes still wear their modern clothes and carry anything they had with them when the sun set. The children, Mr. Scratch, and Emile all see the characters for who they are.

The residents give students the following pieces of information when asked, one per success and raise on a Persuasion or Streetwise roll.

- "Emile is a great boss; even with the stock market crash he's kept the mill running."
- "It's amazing here. There never seems to be a problem during harvest times, and injuries are far fewer than at any of the other mills."
- "The Black Pine is off limits! For some reason, though, Mr. Scratch is allowed to live in his own little camp there."
- "Everyone is excited for the carnival! They're setting up the Ferris Wheel now, and the town even closed school early so the children could go."
- "Emile was around here earlier today, but he didn't look like he was doing very well."



- “Emile and Mr. Scratch were arguing near the Black Pine earlier today. Scratch kept shaking that sheet of paper at Emile.”
- “We haven’t seen Mr. Scratch since he argued with Emile. Normally he’s skulking around town somewhere.”
- “No one has seen Emile in a while. Last I heard he was near the carnival.”

EMILE’S PLOY

The students’ presence in Corliss doesn’t go unnoticed by Emile — they challenge his power. Emile knows what he’s doing during each loop: His rationale is that as long as everyone’s stuck in the loop, no one is dead. Emile doesn’t understand that he is now a ghost. He doesn’t even remember his own attacks on the heroes before sunset.

Once they’re in Corliss’s past, students only have a few hours to stop the fire and break the cycle. Emile plans to set fire to the House of Mirrors as soon as 13 children enter the building. He’s using oil-soaked pine

knots to start the fire. Emile has been lifting the tent flaps of the House of Mirrors and tossing the pine knots inside to spread them. The oil’s scent is masked by the smell of pine sawdust and turpentine. Emile plans to start the fire at sundown, using the mirrors to confuse the children and prevent them from escaping.

Emile is found shunting the pine knots to the carnival from the mill and the characters will find him at one of those locations or moving between them. Emile has already imprisoned Mr. Scratch so he can’t affect the loop that’s been created. The students can free Mr. Scratch, if they do his offer is the same as if they freed him before the sun set.

FINAL ENCOUNTER

The heroes find Emile en route to the House of Mirrors, if they head directly for him. He doesn’t waste time trying to fight, but instead rushes to light the fire as quickly as he can and then turns to do anything he can to stop the characters.

ETU: Children of the Mill

If the students free Mr. Scratch, they see smoke rising in the distance. Scratch offers to help if each student makes a deal with him. Mr. Scratch can stop Emile easily...but at what cost?

If the heroes take too long — in the Dean's opinion — once the sun has set they see smoke coming from the carnival. They see Emile hurrying away from the fire.

Once the fire starts the characters have six rounds (after arriving at the fire) to stop Emile. They can either stop the fire from spreading or save the children. While Emile is still "alive," none of the people of Corliss help the students. The moment the students stop Emile, they end the loop and the townsfolk rally to help them battle the blaze.

 **Emile Weinstock:** See page 19.

AFTERMATH

If the heroes succeed in defeating Emile and saving the children, they are whisked back to Corliss in their own time. Most of the buildings are gone, but the main stretch of road remains. The commissary still stands with the post office and the doctor's office. The old movie theater has posters in its windows and the marquee holds a few crooked letters. All the buildings show the wear and tear of years of abandonment. There is no sign of the fire. Nothing suggests the place is anything more than another abandoned mill town.

If Mr. Scratch survived, he is in a small camp next to the black pine. The characters can visit him if they made deals with him. If the students return to their vehicle, they find that it now starts easily and they can leave Corliss behind.

If the students fail to save the children or stop Emile, read the following:

The fire burns through the carnival and the heat makes your skin feel like it's being pricked all over. You hear screams and shouts in the distance as Corliss responds to the fire. You stand, unable to move, as the fire's roar and crackle overtakes all other noises. The fire crawls closer and surrounds you. Spectral flames flare black, and you find yourself back in the ashes of Corliss. The morning sun is rising.

The students find themselves in the burned remains of Corliss. If they freed Mr. Scratch and he survived, he is waiting for them here. He offers to make a deal with them in exchange for fixing their car. Mr. Scratch lies and tells the heroes it's the only way to leave Corliss. Any hero can make a Notice check to realize Mr. Scratch is lying, opposed by the demon's Persuasion. If they decide to leave, the characters find their vehicle waiting and in working order. The students also have the option of staying until sunset and entering the time loop — in another attempt to save the town.

STATISTICS

CARNIVAL ANIMAL GHOSTS

The carnival animals released by Emile were large cats when they were alive. In their ghostly forms, they are translucent, shadowy versions of their former selves. As they move, wisps of smoke stream from their bodies.

Attributes: Agility d8, Smarts d4, Spirit d10, Strength —, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite or Claw:** Spirit +1d6
- **Fear (-2):** Seeing the ghosts causes a Fear test at -2. The ghostly animals sound as they did in life, but their roars echo strangely, and their feet leave embers in the ash of the ground.
- **Haunting Grounds:** The ghostly animals are unable to leave their cages unless they are opened for them, and are never able to leave the carnival grounds.
- **Weakness (Salt):** If used to attack, salt won't wound a spirit but can leave one Shaken. A thrown handful of salt (Range 1/2/4) does 2d6 damage to a spirit, and a weapon using salt (such as a shotgun shell) adds +1d6 to its damage.



MR. SCRATCH

Mr. Scratch is an imp, but he's an old imp that has been locked in the Black Pine for centuries. He does not tell anyone this, nor does he tell anyone who tied him to this place. In the centuries since, he has acquired a close connection with the Piney Woods. He has grown taller than most imps and no longer fears bright lights. His ears and teeth are too pointy, very little white exists in his eyes, and his fingers are the black of charcoal with small claws at the tips. He's dressed in clothes that match the century he's in — but off by a few decades — and he always wears a tattered top hat.

Scratch makes deals to help increase his power by gathering souls and memories. The memories he takes are lost forever to whomever makes the deal. Heroes who trade their souls must bargain about when they must pay up. Stolen souls are housed in the Black Pine. If the tree were ever to be cut down, Mr. Scratch would lose all his power and influence, reverting to a common imp (see *East Texas University*).

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

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d10, Persuasion d8, Stealth d10

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

Edges: Improved Frenzy

Special Abilities:

- **Claws:** Str+d6.
- **Demon:** Bane (Holy Items); Immune to poison and disease; +2 to recover from being Shaken; half-damage from nonmagical attacks; suffers +1d6 from pure iron weapons; Shaken or Fatigue by Holy Water.
- **Low Light Vision:** An imp ignores penalties for Dim and Dark lighting.
- **Powers:** Mr. Scratch has unlimited Power Points near the black pine, 15 Power points while away from the pine, and knows the *bolt*, *burrow*, *slumber*, and *intangibility* powers.
- **Snatch Essence:** Imps can sacrifice their claw attack to make a Touch attack. If successful, the victim must make a Vigor roll at -2 or suffer a level of Fatigue (which fades at the rate of one level every 10 minutes, and can cause Incapacitation but not death).
- **Weakness (Cold Iron):** Demons take +1d6 damage from pure iron weapons. "Cold" refers to their relative purity — not their temperature.



EMILE WEINSTOCK

Emile Weinstock is a ghost who doesn't realize he's a ghost. He thinks time resets with every fire. Emile is convinced that no one ever truly dies in the fire, even though he doesn't recall how the loop started. Emile is as stuck as everyone else. Everything he does is driven by a need to save his son; he believes that to do so, the fire must burn.

Emile doesn't know he died in the fire soon after it started, and that it destroyed the town and killed almost everyone. His son is one of the many who died. His actions against the students in Corliss's ruins are instinctual. Emile doesn't even realize he is attacking them. When confronted inside the vision of the past, Emile uses his Spirit Storm Ability on the second round of combat.

During combat, Emile talks about not wanting to hurt the students. Once he sustains a wound he actively works to kill the characters. Emile thinks he can still start the fire once the heroes are defeated. Emile is a tall man dressed in a suit that is tattered and blackened with soot. His eyes are bloodshot and swing wildly around, unfocused on anything.

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

Skills: Fighting d8, Intimidation d10, Notice d6

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

Special Abilities:

- **Ghost:** May only be harmed by magical attacks; can pass through physical matter; affects the physical world using Spirit for Strength; immune to Fear and Intimidation; invisible; salt may block or harm.

- **Phantom Weapon:** Emile manifests a dagger that causes normal damage, Spirit+d4.
- **Spirit Storm:** This causes a storm of objects in a Large Burst Template. Anyone within suffers the ghost's Spirit+d6 damage each round. The objects may be a chaotic swirl, or they might be targeted projectiles such as a coordinated attack of silverware.
- **Spirit Strength:** Ghosts can affect the physical world as they wish, using their Spirit die type as Strength.
- **Weakness (Salt):** If used to attack, salt won't wound a spirit but can leave one Shaken. A thrown handful of salt (Range 1/2/4) does 2d6 damage to a spirit, and a weapon using salt (such as a shotgun shell) adds +1d6 to its damage.



BRYAN
SYME



CORRUPTION IN DALMATIA

"Corruption in Dalmatia" is a *Savage Worlds* adventure in the *Weird Wars Rome* setting, designed for 3–5 Novice characters.

BACKGROUND

In 273–274 A.D., after decades of near constant chaos within the Roman Empire, Emperor Aurelian conquered the rebellious Palmyrene and Gallic Empires, restoring order and unity to the Empire and earning himself the title *Restitutor Orbis* (Restorer of the World).

Having dealt with the largest external quarrels, the Emperor and his legions now turn their attention to internal issues. In the province of Dalmatia, rumors have been spreading of monsters moving across the land. Merchants have brought back reports of curious weather patterns over the provincial capital of Salona, a growing change in the population of the city, and the sudden odd behavior of the provincial governor Septimius Flavius Gallus.

Lurking under Salona, however, is a force of darkness fleeing the ruins of the failed Palmyrene Empire. An Illyrian noble, well on his way to becoming a strigoi, has enthralled a force of mummies rescued from the city of Alexandria before it fell to Aurelian. He plans to use his newfound powers and his undead forces to carve out a kingdom across the Danube — but first he must complete the rituals to fully transform into a strigoi. He has chosen Salona for this task, and so the entire city suffers the corrupting influence of his rituals.

NEW ASSIGNMENT

The heroes are assigned to Legio I Adiutrix, based in Pannonia. Their cohort was part of a *vexillation* aiding in the conquest of the Gallic Empire. On their return journey to Pannonia, their century was ordered to escort Gaius Aelius Magnus, an Imperial *Frumentarii* (Agent of the Emperor), to Salona and aid in his investigation.

Outwardly, Magnus is a charming, laid-back individual. His calm demeanor masks the shrewd mind of a seasoned agent who has been dispatched to investigate strange occurrences before. He plays his cards close to his vest. Magnus is congenial to the soldiers and is careful not to issue orders unless they are necessary.

The adventure begins onboard a ship on the Adriatic Sea, due to dock at Salona in the early evening. Magnus is in a conference with the *Centurio* and *Optio* while the *Tesserarius* is moving through the century getting everyone prepared to disembark in an orderly fashion. The *Tesserarius* stops at the heroes and informs them that they have been selected to serve as escorts for Magnus and will be disembarking with him.

✦ **Gaius Aelius Magnus:** Use the Legionary, Tribune profile in *Weird Wars Rome*.

MEETING SEPTIMIUS

When the ship docks, Magnus and the heroes are among the first to disembark. Governor Septimius is waiting with a small retinue of personal guards, aides,

WWR: CORRUPTION IN DALMATIA

and servants. Septimius was once a proud general in the legions. Now he is a hunched over shadow of his former self. He is perpetually twitchy and his eyes dart around, seeking out hidden enemies. When he speaks, his voice is a shrill quaver that barely carries over the dockside noise.

The governor invites the Frumentarii and his escort up to the Palace, informing them that there is a Saturnalia Feast for the city's nobility that evening. As the conversation continues, Septimius becomes more and more erratic. His arms spasmodically jerk, his voice drops from its shrill pitch down to a powerful bass, and his head twitches like he's trying to shake something off. As the fits becomes more pronounced, one of the aides steps in and cuts the meeting short, insisting that the governor needs to return to the Palace.

Have the heroes roll Notice and consult the table below:

- **Failure:** The docks seem busy, but not exceptionally so.
- **Success:** The docks are not nearly as busy as you might believe for the evening before a feast day. There is also a heavy guard presence visible.
- **Raise:** Septimius's arms are jerking as though he is attempting to draw a gladius that is no longer at his side. His retinue all wear blank, glassy expressions, save for the aide who ends the conversation. Many

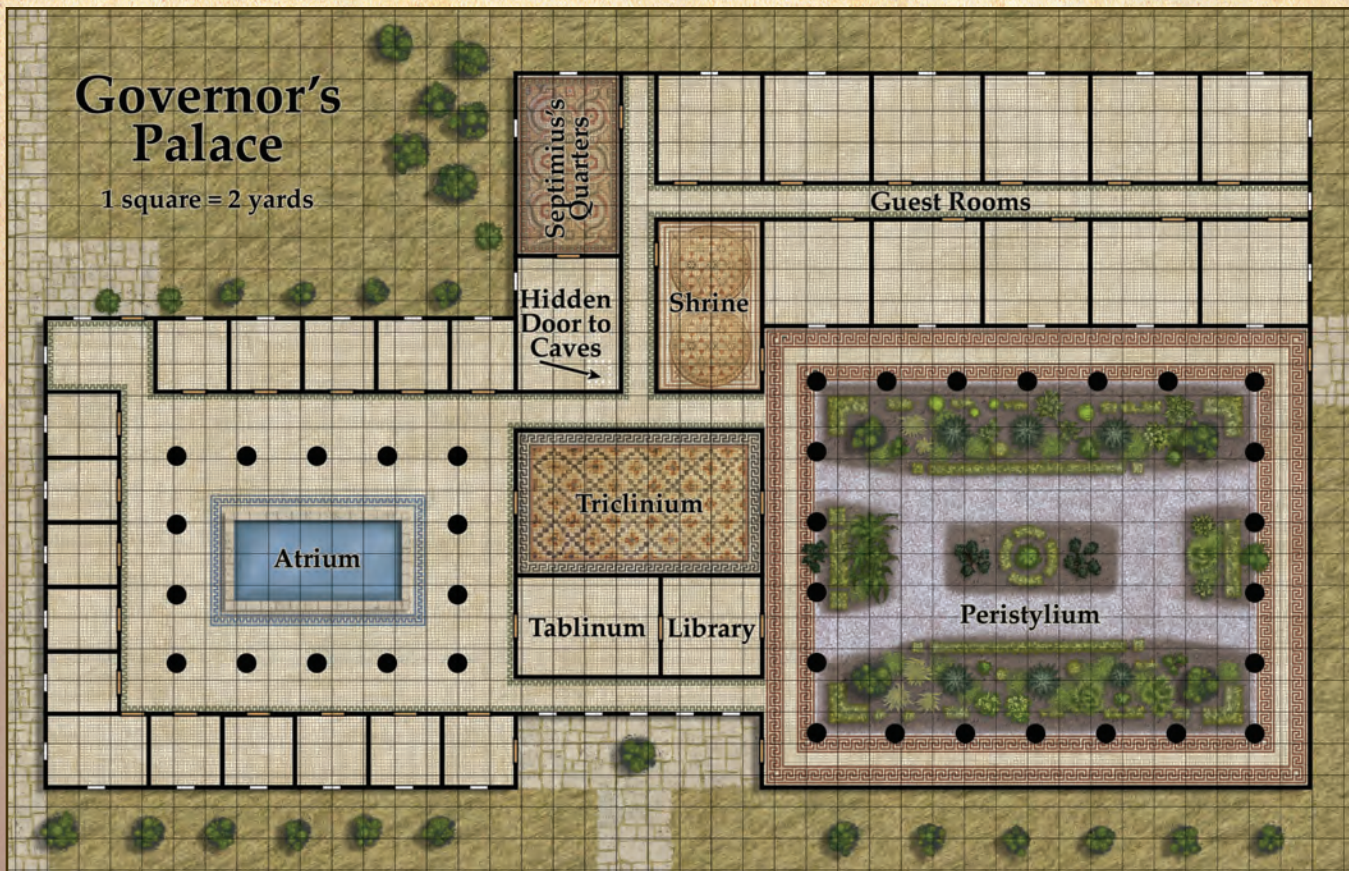
of the citizens moving around the docks have similarly blank expressions.

As the governor and his retinue move away, Magnus comments on Septimius' mental state, describing him in his prime as a proud soldier. He addresses the heroes directly and gives them two orders: Stay on their guard, and mention anything suspicious to Magnus — no matter how small. If the heroes elect to point out what they noticed, Magnus looks troubled and repeats the order to stay on guard.

- ✦ **Governor Septimius:** Use the Legionary, Tribune profile in *Weird Wars Rome*, adding the Defensive General package.
- **Aides (4):** Use the Citizen profile in *Weird Wars Rome*.
- **Bodyguards (4):** Use the Auxilia profile in *Weird Wars Rome*.
- **Slaves (2):** Use the profile in *Weird Wars Rome*.

THE GOVERNOR'S PALACE

The Governor's Palace is a large structure built in the traditional Roman *Domus* style but on a grander scale. The feast takes place across several rooms of the palace: the main atrium, the *tablinum* (Septimius' office), the *triclinium* (formal dining room) and the sprawling *peristylum* (an open courtyard). Each of these spaces is



WWR: CORRUPTION IN DALMATIA

richly decorated, with slaves scattered around to wait upon the guests. Members of Septimius's personal guard are posted in several locations in each room, often blocking access to other parts of the Palace.

When the heroes arrive, they are directed to a barracks space attached to the *praetorium* (a general's war room), while Magnus is directed to a guest room in the Palace. The heroes have about an hour before guests begin to arrive. Magnus meets with heroes in the barracks to give them instructions for the evening. He orders them to poke around the palace before the feast to learn the lay of the land. During the feast, he wants them to be in full legionary attire, mingle on the edges of the feast, and keep their eyes open for anything out of the ordinary.

If the heroes do explore the palace, they have easy access to the following locations:

- **Festival locations:** Slaves are putting last-minute touches on the decorations or preparing various food and drink settings. A successful Notice roll reveals that the slaves all have a glassy look to their eyes and only give vague responses to anything that is not a direct order.
- **Library:** Septimius's library holds many of the standard historic and military texts expected of a man of his station. A successful Investigation roll lets the investigators discover several texts detailing Roman encounters with strigoi during the conquest of Dacia. These texts have notes scrawled in the margins, mostly mocking the ancient strigoi for failing to overcome the Romans. A raise reveals some notes that someone attempted to scratch out. The first points out that Roman soldiers who had sacred or blessed weapons enjoyed greater success against the strigoi. The second mentions that decapitation was the only method of killing that worked consistently.
- **Shrine to Sol Invictus:** This is clearly Septimius's private shrine as it is located across from his personal rooms. It is dedicated to *Sol Invictus* (The Unconquered Sun), a monotheistic religion that is enjoying a resurgence under Aurelian. A successful Notice roll allows the heroes to discover that several of the icons have been defaced with odd symbols (hieroglyphics). A raise reveals a hidden bundle of *gladii*. Each one is individually wrapped, and an accompanying note on the bundle reads:

Governor,

As requested, we had the sitting pontifex bless these gladii in each of the existing temples, as well as on the site of the new temple being built. I hope that is sufficient for your needs.

—Fabius

FEAST OF THE SUN

Once guests begin to arrive, it doesn't take long before the feast is in full swing. The guests, mostly nobles and merchants of high standing, indulge themselves on both food and drink. Septimius makes an appearance not long after the feast begins. Gone is the skittish, hunched-over Governor and now Septimius is dressed in full military regalia, speaks loudly and clearly, and displays none of the unusual fits he was beset with at the docks.

During this early stage of the feast, the legionaries are free to mingle amongst the guests. The topics of discussion cover Aurelian's recent conquest of the Gallic Empire, the strange weather lately, the Governor's odd behavior, and rumors of monsters sighted in the province. If the heroes speak to any of the guests directly, the visitors gladly share what they know:

- **Conquest of the Gallic Empire:** It's rumored that Aurelian cut a deal with the Gallic Emperor Tetricus to avoid a massive war.
- **Local Weather:** The city has had near-perpetual cloud cover for three weeks, and it only seems to be spreading across the surrounding countryside.
- **The Governor:** Septimius's fits are well known amongst the locals. Many believe he is either sick in the head or he suffered a curse during one of his campaigns years earlier. Most of the guests are quite relieved that he seems to be in his right mind tonight.
- **Rumors of Monsters:** Reports have come in from the southern parts of the province of shambling creatures that kill anyone who gets too close. Some have described them as human-like, others as bestial.

MIND MAGIC

After a few hours, Septimius departs from the feast, leaving a visiting friend in his place as host. This guest, a noble named Titus Carus Cleitus, encourages the other guests to continue enjoying the feast. The mood slowly changes as partygoers become more wild in their revelry. As the evening turns into night, brawls break out with less and less provocation. In the center of it all, Cleitus reclines at a table, seemingly oblivious to the growing chaos.

Have the heroes roll Notice or Streetwise and consult the table below:

- **Failure:** This is typical of a Roman feast, if perhaps a bit rowdier than most.
- **Success:** This isn't right. The guards are not attempting to break up fights and slaves are nowhere to be seen. If anything, the guests are drinking less than they had been before.

- **Raise:** In one corner of each room of the feast, a noble stands dressed in dark green robes, holding something in his hands, with eyes tightly closed.

Magnus, who has been moving amongst the guests, gathers the heroes in a hall just off the atrium. If none of them saw the green-robed nobles, Magnus points them out. He tells the investigators that he suspects these nobles are magi from the fallen Palmyrene Empire and are casting a spell to incite the chaos growing at the feast. He sends the legionaries to do whatever they can to stop the magi while he goes to check on Septimius.

The spell requires all four magi to maintain their concentration to achieve full effect. The heroes need to disrupt at least two of them to halt the spell (see **Disruption** in *Savage Worlds*). If they are threatened, two guards move to aid each magi. The partygoers do not notice combat unless they are directly attacked, in which case the partygoer attacks whomever attacked her, ignoring all others.

Once the spell falters, Cleitus immediately flees with any remaining magi. They head for Septimius's rooms and use a hidden door to access the cave system below the palace. Septimius and Magnus are in the shrine to Sol Invictus, though Magnus steps into the hall to see what the commotion is. He pulls the heroes into the shrine, where a now-lucid Septimius explains that Cleitus and his magi had cast a spell on him to make him more compliant.

Septimius goes on to say that Cleitus was preparing for some dark ceremony down in the caves. Magnus orders the heroes to pursue Cleitus and put an end to him. He also gives the pursuers the blessed gladii. The gladii bypass a strigoi's Invulnerable ability.

- **Enthralled Guards (8):** See below.
- **Magi (4):** See below.
- **Partygoers (As many as needed):** Use the Citizen profile in *Weird Wars Rome*. They have Notice d4 and Persuasion d6.

ENTHRALLED GUARDS

These are members of Septimius's personal guard who have been enthralled by Cleitus.

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

Skills: Fighting d6, Notice d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Foreigner, Illiterate

Edges: —

Gear: Leather cap (+1), parma shield (Parry +1), gladius (Str+d6).

MAGI

These Parthian mages have fallen from the places of power their ranks were afforded in previous generations. They now serve as magical mercenaries.

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

Skills: Fighting d4, Intimidation d10, Notice d6, Spellcasting d10, Stealth d4

Cha: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Vow (Never reveal the Order's secrets)

Edges: Arcane Background (Magic), Level Headed, New Power

Powers: Bolt, blind, confusion; **Power Points:** 10

Gear: Dagger (Str+d4).



BELOW THE PALACE

The cave under the palace was once another natural limestone cave common to Dalmatia. Now, after three centuries of Roman rule, it has been expanded by each successive Governor into a series of tunnels stretching from the city center out to several hidden exits well away from Salona. Over the years, the larger chambers have been used as storage for emergency supplies, criminal hideouts, and meeting locations for Christians. During the last few weeks, Cleitus and his minions have driven out or killed every other occupant of the cavern, leaving them clear for his purposes.

With the head start they have, Cleitus attempts to complete the ritual and finish his transformation into a Strigoi. He has ordered a portion of his mummies and many of the reanimated corpses of the cave's former residents to hold off the heroes. The rest of the mummies are at the docks to load the ships he plans to use for his escape from the city. He has dispatched his remaining Magi up into the city to instigate the enthralled portion of the population into a frenzy.

CAVES OF THE DEAD

The legionaries descend into the caves and find themselves in a small chamber with one exit. They quickly discover that Cleitus' forces have been busy blocking up branches of the cave system save for the winding path that leads from the palace to the docks. As the heroes move through the caves, they learn firsthand that the rumors of monsters are quite true.

There are three larger chambers between the palace and the ritual chamber. A mummy and a three zombies are waiting for the heroes. There is enough distance between the chambers that combat is unlikely to spill over. The enemies are focused on buying time for the ongoing ritual, and are unlikely to flee.

- **Mummies (3):** See Mummy in *Weird Wars Rome*.
- **Zombies (9):** See *Savage Worlds*, but mummy rot has desiccated the corpses — they take +2 damage from fire.

BLOOD MAGIC RITUAL

As the final mummy falls, the heroes make out the sound of chanting from a chamber ahead of them. Three rituals are in progress as they enter:

- Nearest to the heroes are two magi in the middle of the transformation. The ritual is conducted by two mummy priests.
- On the far side of the chamber is Cleitus, who is just completing the transformation. His ritual is being conducted by a mummied high priest named Paser.

The legionaries are unable to reach Cleitus, but they have an opportunity to stop the two magi from completing the transformation: they need to disrupt the mummies conducting the ritual. If they succeed, the magical backlash kills the magi. If they fail, the magi fully transform into newborn strigoi, killing the mummies in the process. Either way, Cleitus and Paser flee down a tunnel toward the heart of the city. Four enthralled guards rush in to hold off the heroes. The strigoi strike whoever is closest to them, be they guard or hero.

When the guards and strigoi are dealt with, the soldiers are free to pursue Cleitus and Paser down the last tunnel. This leads up to an exit onto the Forum, not too far from the docks.

✦ **Paser:** Use the Mummy, Greater profile in *Weird Wars Rome*.

- **Enthralled Guards (4):** See page 23.
- **Newborn Strigoi (2):** See Strigoi in *Weird Wars Rome*. They have no gear.

A RIOTING CITY

While Cleitus has been undergoing his transformation, his surviving magi used their dark magic to induce the enthralled citizens of the city into mob violence. Brawls break out across Salona and portions of the city are already on fire. The guards stationed around the city are enthralled as well, but they are focused on keeping the route to the docks clear for Cleitus and Paser.

The chaos has not gone unnoticed by the heroes' century. The legionaries are slowly moving into the city, attempting to quell the riots as they go. The nobles and merchants who had been attending the feast at the Palace have remained there, believing it to be the safest place for them at the moment.

FLEEING STRIGOI

When the heroes emerge from the tunnel, they are greeted by the sight of a building ablaze directly across the forum from where they are. They can easily see which direction Cleitus fled by the trail of bodies. A successful Notice roll reveals that the path leads towards the docks. There are two options available to the heroes: the first is to follow Cleitus' path, the second is to take a shortcut through alleys and side streets in the hope of avoiding the rioting.

If they elect to follow Cleitus' route, they find it mostly clear of obstructions, though they are forced to fight their way through five guards and five enthralled citizens.

If they elect to take the shortcut, they find it deserted, but turned into a maze of rubble and fiery wreckage. There are five major blockages for the heroes to pass



through. Taking this route is a Dramatic Task using Agility or Strength. Failure means the enemies escape.

- **Enthralled Citizens (5):** See *Weird Wars Rome*. They have Notice d4 and Persuasion d6, and are armed with light clubs (Str+d4).
- **Enthralled Guards (5):** See page 23.

DOCKSIDE

Neither route is quicker than the other, and both place the heroes on a major dockside street close enough to see one ship sailing away. Cleitus shouts orders at the crew of a second ship as they finish loading several crates. He has two mummies beside him, though they are all focused on escape, allowing the heroes to approach before he notices. The Palmyrene noble seeks to flee across the Danube to establish an undead kingdom to challenge Rome.

When Cleitus does finally notice the pursuers, he adopts the haughty attitude of a proud noble and mocks them for being unable to halt any of his plans. He orders the two mummies to attack as he goes to board the ship. When the first mummy dies, Cleitus boards his ship and attempts to flee.

- ✦ **Titus Carius Cleitus:** Use the Strigoi profile in *Weird Wars Rome*.

- **Mummies (2):** See *Weird Wars Rome*.
- **Sailors (6):** See *Weird Wars Rome*.

AFTERMATH

With Cleitus dead or fled, the major threat is dispatched. The legionaries attempting to pacify the city are joined by Magnus, who aids them in finding and dispatching the remaining magi. This brings the riots to an end. Septimius and Magnus plan to travel to Rome to report the incident directly to Aurelian.

Should you wish to continue to explore the undead menace, there are several items of note:

- Paser was nowhere to be found on the docks, and was likely onboard the first ship with any of the remaining mummies. He now knows how to create strigoi.
- The crates being loaded onto the second ship contain relics and items brought with Cleitus out of the ruins of the Palmyrene Empire, including several items pointing to a hidden temple under Thebes.
- The heroes and their century eventually rejoin their legion in Pannonia where they frequently patrol the Danube. Rumors soon reach the legion of undead monsters wandering the forests on the far side of the Danube.

CREATURE FEATURE: LIFE-IN-DEATH

HER LIPS WERE RED, HER LOOKS WERE FREE,
HER LOCKS WERE YELLOW AS GOLD;
HER SKIN WAS AS WHITE AS LEPROSY,
THE NIGHTMARE LIFE-IN-DEATH WAS SHE,
WHO THICKS MAN'S BLOOD WITH COLD.

~SAMUEL TAYLOR COLERIDGE,
"THE RIME OF THE ANCIENT MARINER"

THE QUEEN OF THE LAND OF NOD

Welcome to the Land of Nod! It is a world ruled by that strangely beautiful but terrible queen called Life-in-Death — the same who won a certain crew after its captain ignorantly killed a bird of good omen. He gambled with Death and the stakes were the souls of the crew.

Nod is a dark and dour realm that exists alongside many other worlds. Occasionally, portals between the worlds form and some hapless person enters the depressing and somber shadows of Nod. Within the Land of Nod, the undead creatures of nightmare are spawned and sent forth at the behest of their vile queen, whose power is to bestow unnatural life to the dead.

Among her ranks of grotesque affronts to nature are animated skeletons, shambling zombies, dust shrouded mummies, and golems of stitched and stapled flesh, just to name a few.

SHADOW PORTALS TO NOD

Cemeteries, creepy old houses, dark wooded paths, and generally any locale where people experience a sense of rising horror serve as places where worlds overlap. Nod leaches fear at these haunted junctures to feed the power of Life-in-Death. She takes the power and perverts it into the life force which she channels into her undead creatures, giving them unnatural animation. Sometimes, these creatures enter other worlds and cause terror. Even more chilling, sometimes people of other worlds find themselves crossing over into the Land of Nod.

ADVENTURE SEEDS

Life-in-Death is a great antagonist, one that adventurers might eventually discover is behind much the undead phenomena they keep encountering. Here are some ideas for how to use Life-in-Death and the Land of Nod in various ways.

MAELSTROM OF THE MIDNIGHT SEA

Keeping with a nautical theme as presented in "The Rime of the Ancient Mariner," by Samuel Taylor Coleridge, 1834, this adventure takes place on the high seas — or under the high seas.

The ship and crew are overcome by a violent tempest one night. For hours, the ship is in complete darkness except for the occasional lightning strikes that split the sky to reveal the rocking and rolling ship on turbulent water. Finally, the storm abates and a sodden and waterlogged crew breathes a thankful sigh of relief. As midnight approaches, the night watchman calls to the crew below, telling them he sees a maelstrom pulling the ship like a child's toy into its mammoth maw.

The ship, pulled into the giant cataract, descends into an underground sea of gargantuan proportions. The Midnight Sea is the home to a series of islands for the crew to explore. Each island contains various undead creatures. The island-hopping continues for however long the GM wants to extend the adventure. In the end, the crew discovers the Island of Nod, domain of Life-in-Death.

Nod is an island made of the wrecked ships that Life-in-Death has lured into her realm as prey. The ships are jumbled together in chaotic mountains of

timber, rigging, sails, armaments, sea vegetation, and mounds of flotsam and jetsam that continually heave and undulate with the tides.

From the darkness above, the undead creatures drop randomly from the rigging. Because of the unstable footing, the terrain should be treated as Difficult Ground, as well as causing an Unstable Platform penalty (see *Savage Worlds*). Finding the center of this ship graveyard reveals a mound of black earth where Life-in-Death awaits the crew.

ENDLESS CEMETERY IN THE FOG

For a modern-day, paranormal, investigator-themed game, this setting is an ideal culmination. After a series of undead encounters, the team uncovers clues from each scene that lead to a strange cemetery in a fog-shrouded forest. Visibility becomes so bad that the investigators risk losing each other in the shrouded gloom.

The mist begins to glow a strange, green color and the players are stricken with an insatiable thirst. All heroes must succeed on a Vigor roll or suffer one level of Fatigue until they drink a quart of water. If the GM is feeling particularly nasty, this thirst can last for an unbearable length of time and cause the players to make the roll once per hour.

Just when the thirst becomes intolerable, the luminescent fog finally parts. The sleuths discover themselves in the Cemetery of Nod.

The Cemetery of Nod is gigantic and the heroes can never get out of it, no matter how far they travel. The green, glowing fog thwarts their attempts to escape and causes disorientation. The cemetery is also strewn with tombstones. This is both beneficial and a hindrance to the characters: A tombstone provides Medium Cover, but the cemetery is treated as Difficult Ground.

In the vast burial ground, the undead erupt from the graves randomly to harass the investigators, preparing the way for Life-in-Death's arrival.

THE DARK SIDE OF NOD

Horror works equally well in a science fiction game. To add some dark suspense to a spacefaring adventure, the characters must explore the surface of a strange planet that has suddenly appeared out of nowhere—the ghostly planet Nod.

The small planet has the same orbital properties as Terra's moon in that it is tidally locked to its host and thus, it has a dark side that exists in perpetual night.

The explorers are tasked with a recon mission to identify the planet's nature and a potential landing point.



Creature Feature: Life-in-Death

As the ship enters the planet's orbit, the instruments begin to go inexplicably haywire. After some efforts at troubleshooting, the crew is forced to land the vessel, which is a Dramatic Task (see *Savage Worlds*).

Whether the ship lands gently or crashes, it is forced to land on the dark side of Nod. The hardy adventurers are faced with a barren landscape strewn with cyclopean rock formations, some of which look eerily unnatural — as if they had been built by some intelligence using alien architecture never observed before.

As the team attempts to explore one of these massive structures, they are pursued by alien mummies who herd them into the inner citadel. Life-in-Death arrives and the final showdown begins.

RUNNING LIFE-IN-DEATH

Life-in-Death takes great pleasure in taunting her victims as she plays cat-and-mouse with them. She can disappear and reappear at will while in her realm of Nod and her attacks follow a particularly diabolical pattern. She begins by summoning undead minions that rise from graves, emerge from the darkness, or appear as if from out of nowhere to attack the characters. When these minions have been dealt with, Life-in-Death appears for three rounds and then disappears again.

During the three rounds she appears, she attacks in a specific order. The first round she always does a Test of Wills against a random hero. A character affected by this becomes her target. The next round she uses either her claw or scythe attack. For the third round, she uses one of her Special Abilities (Deluge of Disease, Deluge of Lightning, Roll the Bones, or Tornado of Bones). Play continues in this pattern until her prey begins to predict her next move and then she switches the order of attack. Life-in-Death regenerates her powers while she disappears so it isn't necessary to track her Power Points.



LIFE-IN-DEATH

Life-in-Death appears as a woman halfway between life and death. She has long, golden hair and full, red lips. She also has dazzling, blue eyes with full eyelashes. The rest of her face looks like bone, however. Her hands are skeletal and slender, ending in long fingernails. Life-in-Death wears long flowing robes and has the powers of all her minions at her disposal.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d6, Vigor d12

Skills: Fighting d10, Gambling d10, Intimidation d12, Notice d10, Shooting d10, Taunt d12, Throwing d10

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 11

Edges: Strong Willed

Special Abilities:

- **Claws:** Str+d6.
- **Create Undead:** This ability functions exactly as the *zombie* power, except it is activated with Spirit and costs no Power Points.
- **Deluge of Disease:** Range 10/15/20, Damage Special. Life-in-Death creates a deluge of diseased blood from the sky in a Medium Burst Template. Any character caught within the template must make an Agility roll to evade the deluge. Those failing must make a Vigor roll or suffer disease; those who fail suffer one level of Fatigue until healed or five days pass. Life-in-Death uses Shooting for this ability.
- **Deluge of Lightning:** Range 10/15/20, Damage 3d4. Life-in-Death can call three lightning bolts that descend from the sky and target three separate targets. Each attack is rolled separately using Life-in-Death's Shooting.
- **Fear (-2):** Life-in-Death causes Fear checks at -2 when she is first seen.
- **Fearless:** Life-in-Death is immune to Fear and Intimidation.
- **Roll the Bones:** Out of combat, Life-in-Death invokes this power when she feels like gambling — which she enjoys. Each character makes an opposed Gambling roll against Life-in-Death. The GM and players are free to haggle over the stakes, but a good beginning bet would be 2d6 points of damage. Every player treats their roll as a separate stake. For example, if four players gamble with Life-in-Death and two succeed while two others fail, the two successes would essentially deliver 4d6 damage to Life-in-Death while each of the failed attempts would deliver 2d6 damage to each of the failed players.
- **Summon Minion:** Life-in-Death can summon 1d4+2 minion Extras (Mummy, Skeleton, or Zombie) every four rounds.
- **Tornado of Bones:** Range 10/15/20, Damage 2d6. A swirling vortex of sharpened bones shoots out of Life-in-Death's hands. Use a Cone Template for this attack emanating from her location. Any character caught within it may make an opposed Agility roll to jump clear. Life-in-Death rolls Shooting for this attack.
- **Scythe:** Str+d6, Reach 2.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; never suffers wound penalties, immune to disease and poison.
- **Vanish:** Life-in-Death can fade from reality at will while in The Land of Nod. This functions exactly as the *intangibility* power, except it is activated with Spirit and costs no Power Points.

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