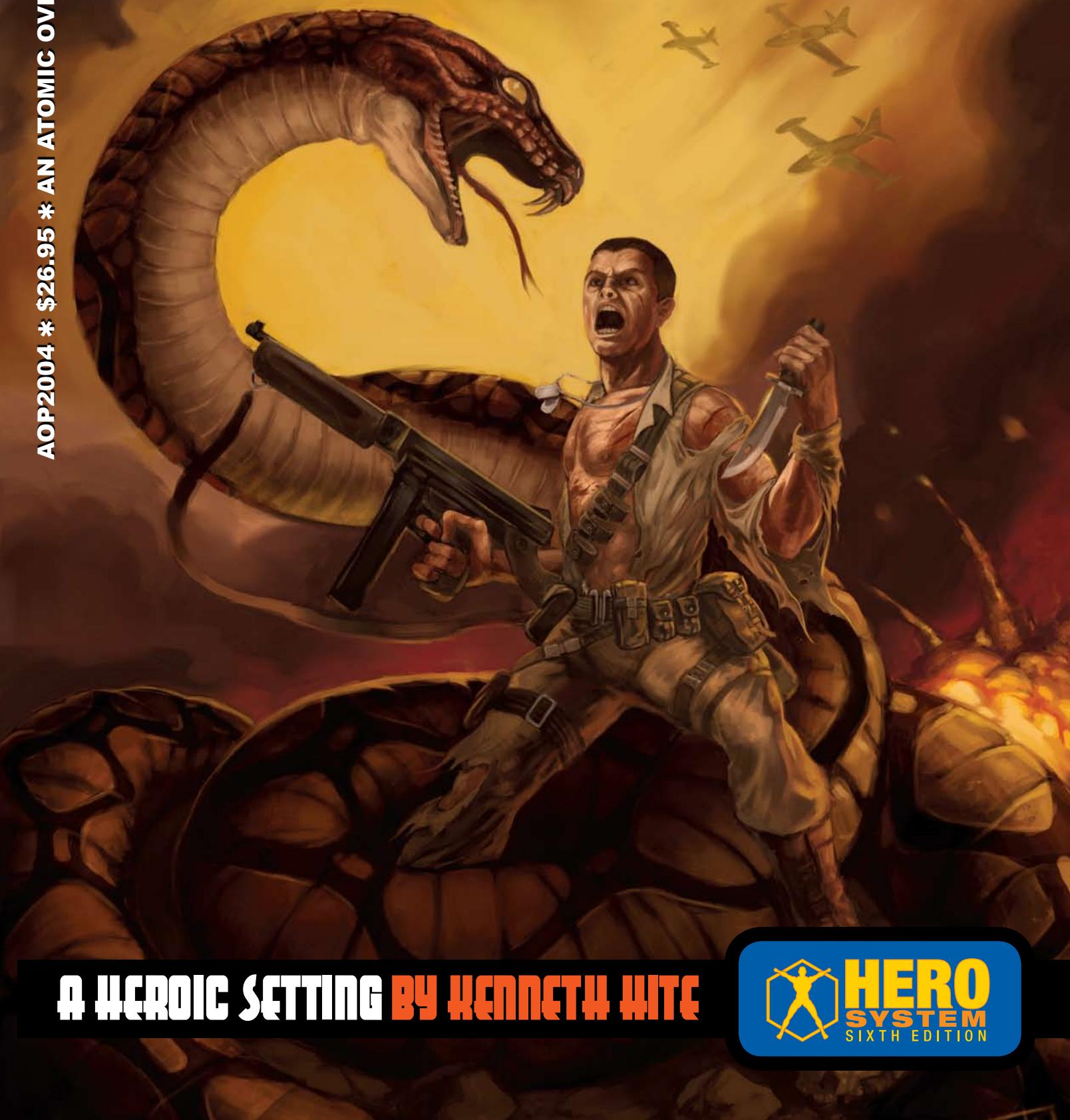




AOP2004 * \$26.95 * AN ATOMIC OVERMIND BOOK

THE DAY AFTER RAGNAROK



A HEROIC SETTING BY KENNETH WITE

 **HERO**
SYSTEM
SIXTH EDITION

Know, O Prince, that between the years when the Serpent fell and the oceans drank America and the gleaming cities, and the rise of the Sons of Space, there was an Age undreamed of, when nations guttered low and flared brilliant across the poisoned world like dying stars—California and Texas each claiming the flag of the West, France torn asunder and facing the desert, harsh Mexico, slumbering Brazil, Argentina where the seeds of Thule lay waiting, ancient lands of Persia and Arabia and Iraq between two empires, the coldly clutching Soviet Union whispering behind its Wall of Serpent, Japan whose warriors wore steel and silk and khaki. But the proudest kingdom of the world was Australia, the last green and pleasant land, ringed around by its dominions and bulwarked by the sea...



Welcome to the world at the end of the world. The skies are shrouded with burning, oily smoke, the Earth groans under a poisoned corpse, and the only way out may be deeper into the belly of the beast. It's a world nearly killed by the death of wonder, although far from all the wonders are dead. Put the "grim" back in "grime" and see the world outside the smeared Perspex windscreens.

See it smolder. See it burn. See if you can save it.



**Dedicated to Jess Nevins,
Two-Fisted Scholar.**

THE DAY AFTER RAGNAROK HERO EDITION

By Kenneth Hite

Hero System 6th Edition Statistics by Darren Watts

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Special thanks to Andrew Linstrom, Clint Black, Darren Watts, and Steve Long.

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HERO
SYSTEM
SIXTH EDITION

Table of Contents

Heroes' Section	13
Welcome to the End of the World	15
Character Concepts	15
Arcane Scholar	15
Barbarian	15
Bush Pilot	15
Engineer	15
Hunter	15
Mercenary	15
Oilman	16
Outlaw	16
Prospector	16
Rebel	16
Scientist	16
Secret Agent	16
Soldier	16
Speleo-Herpetologist	16
Making Heroes	17
Heroic Templates	17
Acrobat	17
Aviator	17
Barbarian	18
Cowboy	20
Detective	20
Diplomat	21
Engineer	21
Explorer	22
Gadgeteer	23
Gangster	23
Grease Monkey	24
Holy Warrior	24
Hunter	25
Lawman	25
Mentalist	26
Miracle Man	26
Musician	27
Professor	28
Reporter	30
Sailor	30
Scientist	30
Secret Agent	31
Soldier	33
Sorcerer	34
Speleo-Herpetologist	34
Thrillseeking Criminal	34
Superhuman Abilities	35
Gear	36
Money	36
Gear Notes	40
Vehicles	40
Ground Vehicles	40
Aircraft	42
Watercraft	45
Weapons	46
Weapon Notes	46
AK-47	46
Arisaka 99 <i>Shiki</i>	46
Arrows	46
Flare Pistol	46
Lee-Enfield No. 4 <i>Mk I</i>	48
M1 Garand	48
M2 Carbine	48
Mills Bomb	49
Molotov Cocktail	49
Nambu 14 <i>Shiki</i>	49
Nambu Type 99	49
Owen <i>Mk I</i>	49
RPG-2	49
SG-43	49
Thompson M1A1	49
Ophi-Tech	51
Acquiring Ophi-Tech	51
Ophi-Tech Gear	51
Ablative-Metabolic Suit	51
Crotaline Drops	52
Fiber Bomb	53
Gill Array	53
Hypox Apparatus	53
Jet Pack	54
Marconi Gun	54
Neural Stimulator	55
Ophiline	55
Sinew-weave Vest	56
Other Ophi-Tech Gear	56

Game Master's Section	57	Secret Agent	93
The World After Ragnarok	59	Soldier	93
The British Empire	59	Elite Soldier	93
Australia	60	Militia Soldier	93
South Africa	60	Officer	93
British India	60	Thug	93
Canada	62	Thug Boss	93
British Isles	62		
The Caribbean	63		
The United States	64	Chimeras	94
Alaska	65	Aunt Jenny	95
Hawaii	65	Ghoul	95
Utah	68	Man-Ape	95
Texas	68	Swamp Devil	96
The Poisoned Lands	69		
The High Plains	69	Monsters	97
The Iowa Soviet	69	Death-Worm	97
The Drowned Coast	70	Dero	97
The Mayoralties	71	Devil-Flower	100
France	74	Enormous Scorpion	101
Spain	75	Fly-By-Night	101
The Soviet Union	75	Giant Alligator	102
The Soviet Sphere	77	Giant Gila Monster	104
The Japanese Empire	77	Giant Snake	104
China	78	Giant Spider	105
The Philippines	79	Hydra	105
Congress India	79	Jotun	105
The Middle East	81	Kraken	108
Turkey	81	Naga	108
The Levant	82	Thunderbird	108
The Oil States	82	Wendigo	109
Ras al-Thuban	83		
Latin America	86	Adventures in the Serpent's Shadow	111
Mexico	86		
Brazil	86	Heroic Campaigns	111
Argentina	87	Wolves Beyond the Border	111
Peru	87	Servants of the Crown	112
Born Of Venom and Ice	89	Phoenix and the Sword	113
Bad Guys	89	City of the Emerald Night	115
Bandit	89		
<i>Bandit Chief</i>	89	Adventure Generator	116
Cultist	89		
<i>Cult Leader</i>	90	Heroic Examples	128
Loner	91	The Shadows Over Ponape	128
Police	92	You Can Always Tell Blood	129
		Snakes and Leaders	129
		The Corpses Have Begun To Sprout	130
		Appendix:	
		Poisoned Lands Encounters	131
		Inspirations	137
		Index	139

Das Ahnenerbe

Watschenfeld Bayreuth am 22. September 1944.

Der Reichsmanager

Leute leben glücklich im Geschenk und in der Zukunft, solange sie ihrer Vergangenheit und der Größe ihrer Vorfahren bewusst sind

HIGHLY SECRET

TO: Heinrich Himmler

Reichsführer-SS

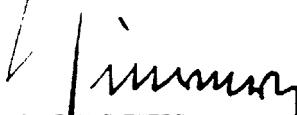
RE: FALL RAGNAROK

1. At last, Weisthor has spoken! Sturmbannführer Skorzeny's success in UNTERNEHMEN WALKÜRE has, as promised, "severed the rope of the Norns." With the death of the American General Patton, Weisthor says, "a world-branch is broken, and our Midgard now swings loose, fruit falling through the World-Tree for us to catch." I report his exact words as you requested. The full transcript of his trance-prophecy is attached to this report.
2. FALL RAGNAROK can now go forward on a basis of potential success, as the prerequisites are complete:
 - a. The tests at Dachau have produced the correct formulation of amphetamines for the Sleepless Rite.
 - b. Reich botanists have successfully cultivated the necessary Pleistocene bog-herbs from the samples harvested in Finland.
 - c. The deciphered texts from Gothland-Ukraine offer the correct poetic structure for the Seers to work within. All Ahnenerbe resources will now be dedicated to translating the Edda into this new structure.

Dosed with the correct herbal mixture, Sleepless Seers will continuously incant in parallel, each working from a separate translation to ensure redundancy of effect.

3. If the Reich can hold out until Midsummer 1945, I as Reichsmanager Ahnenerbe promise to you the awakening of Garm, Jörmungandr, and Fenrir, and consequently the unstoppable beginning of Ragnarok. The Jotunn will destroy the Bolsheviks from the North, and the Svartalfar will emerge from Nidhavellir to bedevil the Americans in the South. The Aryan race will rule the new-made world forever, as the restored Vanir.

Heil Hitler!



WOLFRAM SIEVERS

Standartenführer-SS

Reichsmanager Ahnenerbe



Forschungs- und Lehrgemeinschaft das Ahnenerbe e.V.

WAR DEPARTMENT
OFFICE OF THE CHIEF OF STAFF
WASHINGTON, D.C.

20 July 1945

TO: General Carl Spaatz
Commanding General
United States Army Strategic Air Forces

RE: OPERATION JOHN HENRY

1. The 509 Composite Group, 20th Air Force will deliver its first special bomb as soon as reliable visual intelligence is available on its target: the so-called "Midgard Serpent." To carry military and civilian scientific personnel from the War Department to observe and record the effects of the explosion of the bomb, additional aircraft will accompany the airplane carrying the bomb. The observing planes will stay several miles distant from the point of delivery of the bomb.

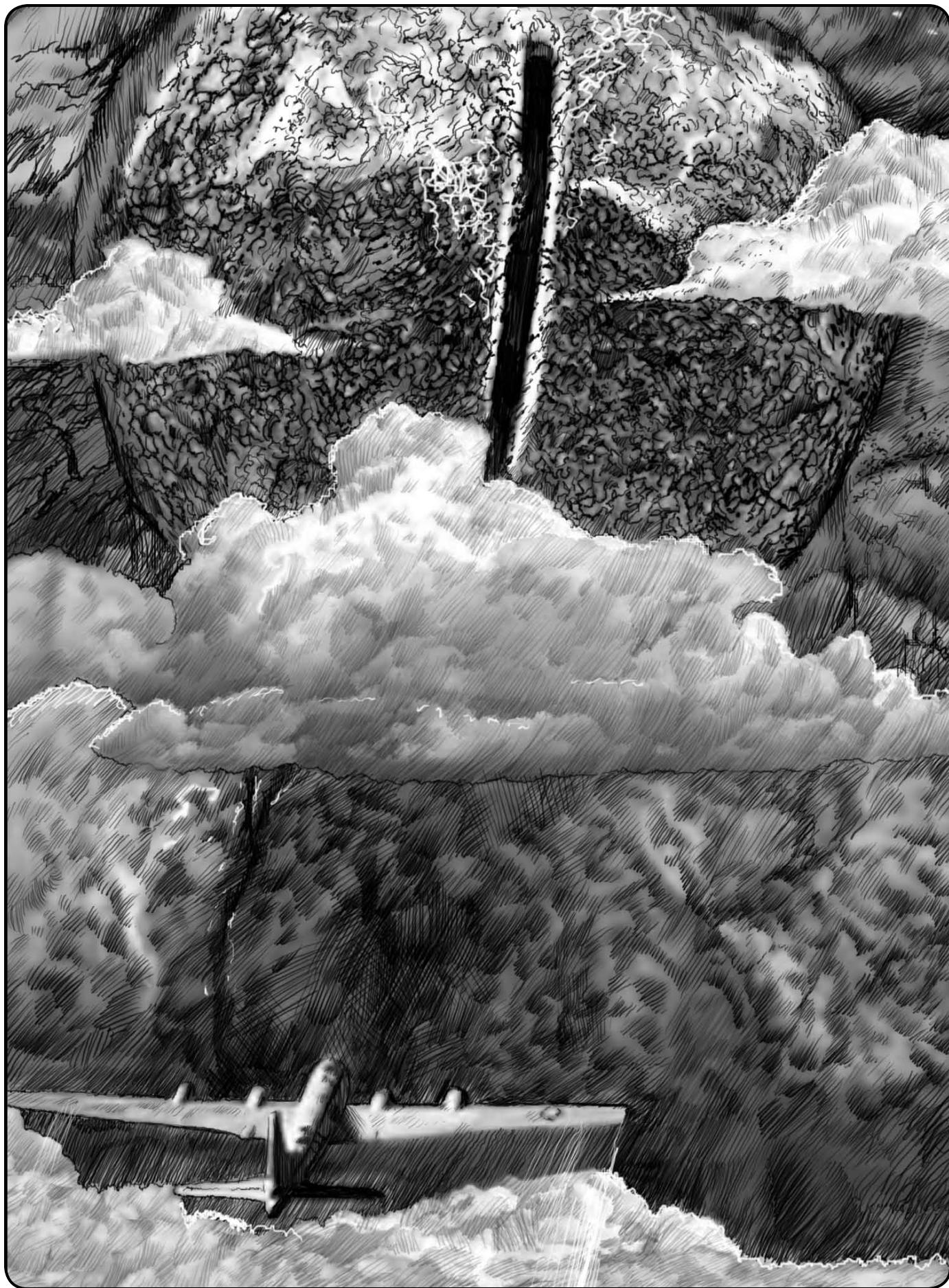
2. Additional bombs will be held in readiness pending analysis of OPERATION JOHN HENRY as soon as made ready by the Project staff. Further instructions will be issued concerning targets other than the one listed above.

3. Discussion of any and all information concerning the use of the weapon is reserved to the Secretary of War and the President of the United States. No communiques on the subject or releases of information will be issued by Commanders in the field without specific prior authority. Any news stories will be sent to the War Department for specific clearance.

4. The foregoing directive is issued to you by direction and with the approval of the Secretary of War and of the Chief of Staff, US Army. It is desired that you personally deliver one copy of this directive to General Eisenhower and one copy to Admiral King for their information.

Thos. Handy
THOS. T. HANDY
General, G.S.C.
Acting Chief of Staff

cc: General Leslie Groves



SERPENTFALL

“The Nazi myth which is important ... [to] men like Hitler requires a Götterdämmerung...”

— U.S. WAR DEPARTMENT COUNTERINTELLIGENCE ASSESSMENT, FEB. 12, 1945

Patton's death in September didn't do it, although the wilder-eyed addicts in the Wewelsburg basement claimed that Skorzeny's “Operation Walküre” had changed things, that the American general was “the rope of the Norns,” somehow tied to past and future in a way that others weren't. His breaking, they swore, signaled the new Twilight. But the Bulge ground to a halt in sight of the Moselle, and Montgomery slowly pushed the Wehrmacht back across the Ardennes. Not to worry, swore the Ahnenerbe men, sweating out the amphetamines and stinking of extinct herbs pulled from Finnish bogs. The Norns' rope was broken. Things would be different.

Montgomery swept into Lübeck, and Bradley's armor growled closer to Nuremberg, and Zhukov smashed across the Oder, and the sun of July rose over a prostrate Reich. Wagner's Götterdämmerung played on Berlin Radio night and day, and the smoke blotted out the stars. And then it happened; the whole world heard the howl of Garm, and the moon was eclipsed in blood. The head of Jörmungandr, the Midgard Serpent, 350 miles across, breached the surface of the Arabian Sea and rose up into the troposphere. Its first lunge destroyed three troop convoys and their escort carriers, swallowed in one bite 100 miles south of the Azores. A coil of the Serpent now stretched across Africa from Mogadishu to Morocco.

When the head reared up again off Vigo Bay, it gulped down the U.S.S. Essex and TF 24, and paused to splinter a few hundred thousand tons of shipping. President Truman gave the go-ahead, and a lone B-29 took off from Iceland. Its original target had been Berlin, but Captain Joseph Westover had new orders. He, and the crew of the *Strange Cargo*, were to seek out and engage the Midgard Serpent with the Trinity Device. On July 21, 1945, spotter planes for “Operation John Henry” zeroed the *Strange Cargo* in on the Serpent, its head 20,000 feet above Oslo and moving southeast at 80 knots. Captain Westover was an ace pilot, capable of flying a plane through something much smaller than a snake's pupil 500 yards across. The Device detonated, tearing a piece of the Sun down from heaven and destroying the Serpent's brain in a torrent of atomic fire. Westover and his crew died instantly. Jörmungandr took a little bit longer than that.

THE SERPENT DIES

The polar vortex drove strong high easterlies that day, and a plume of radioactive venom hit the upper atmosphere and headed west. It slowly fell out of the sky into clouds and storms, twisters and waterspouts, all headed west. Dark crimson rain fell from Dublin to Denver. Where it struck, the seas boiled and the earth drank poison. And things engendered, mutated horrors born of dragon's blood and broken strontium atoms. Some coiled down to the sea's depths; others clumped together and pulled apart ships. Some climbed or flopped or skittered or slunk from swamps and sewers and gutters and ponds and everywhere else rain ran in eastern North America. And some people and beasts drank from those pools and reservoirs before they knew, and some people's blood changed and they knew it not. Or at least not yet.

But it hardly mattered, not at first, because the fall of the Serpent's body back into the Atlantic sent up a wall of water a hundred miles high that smashed into the coast from Halifax to Havana. New York, Washington, Boston, Charleston, Philadelphia, Miami (and poor low-sunk New Orleans) all drowned. Montreal and Cleveland and Chicago, and Veracruz and Houston and Caracas, were merely battered. Salt water, flecked with venomous foam, lapped against the Appalachians.

The Serpent's head, its skull cored out by nuclear flame, kept moving toward Nuremberg where it had been Called, but its dead muscles overshot their mark. The head finally crashed to earth in Egypt—or rather, *on* Egypt. Its body followed it down, thunderously settling across Europe in a 300-mile wide swath from Scotland to Sicily, and setting off earthquakes 100 miles on both sides of its fallen body. England, the Low Countries, western Germany and Austria, the boot of Italy, coastal Yugoslavia, southern Greece all vaporized beneath the monster's coil. Wales was not obliterated, a stretch of western France and Savoy could see the sun, Spain survived. (The other side of the tsunami battered Portugal.) Most of the armies of the Western Allies, and millions of those they had come to liberate, died, smashed beneath the scales. The coil across Africa had also come down hard, mostly in the Sahara, although Ethiopia had little chance to enjoy its hard-won independence. Reptilian flesh blocked the Mediterranean Sea and the Suez Canal. The earth trembled, cities around the world toppled and burned. Smoke filled the air. Snow fell in August.

THE GIANTS REVIVE

The shock resounded around the world, but nowhere more than in the icy depths of the Caucasus Mountains. These peaks that Hitler tried to reach in 1942 (on what advice, learned from what unknown insects' mead?) held the bound giant who had betrayed the gods. Hitler would call him Loge or Loki, the Eton-and-Oxford lads would have known he was Prometheus, but to the Ossetians of the valleys he was Nasren, greatest of the Narts, the giants at the dawn of the world. The thunder of the Serpent's fall shook him loose from his icy chains and he slid down the mountains, walking north toward Moscow, where he knew another god-hater ruled.

East of the Serpent's fall, the Red Army was mostly intact, and Eastern Europe likewise, safe in the Red Army's embrace. Russia had lost little, and the few hundred thousand dead in Hungary were nothing next to the thirty million that Stalin had killed or left to die in the last two decades. Moreover, the deadly venom fallout never touched Mother Russia; her monsters would be solely of human making. And of the giants': Molotov and Suslov declared Nasren a bogatyr, a glorious Russian giant born of Soviet Man from the scientifically nurtured soil of Soviet Georgia. Stalin's scientists (and those who had been oh-so-recently Hitler's scientists, at distant camps in Poland) pulled venom from the fallen beast and injected it into "volunteers," or collected Nasren's wisdom about the dawn time. Mysterious fires burned all across Siberia. Frozen mammoths struggled back to their feet, and resumed chewing their buttercup breakfasts. Other giants clambered out of the permafrost, or sailed south on the ice: Soslan of the steel body, Batyrez the invincible swordsman, Satanya the beautiful. It is a shame, Stalin told each of them, looking at them with his wise brown eyes, it is a shame that your sons the Ossetians and the Ingush were killed to the last child by the fascists and the imperialists. It is a shame, they agreed, and their own icy eyes narrowed.

THE EAGLE BROKEN

It is 1948, the third year without a summer since the Fall of the Serpent. America's Pacific fleets sailed home, to shore up the Western remnant of a shattered nation. The Evacuation of '46 ended in death and horror; only General MacArthur's troops kept order even on the West Coast. With Washington gone, a controversial election made California Governor Earl Warren the President of the United States, or of six of them, anyway. The war in the Pacific is over—holding on to Hawaii is challenging enough—and the Russians are welcome to the wreck of Europe. It took two years, but the last of the great monsters have been driven back down east of the Rocky Mountains. The Americans—and Texans—have their own continent to win back, from the things that wash up now with every Atlantic tide. But left alone across the Rockies for years of famine and fear, the survivors may be building their own future without waiting for permission from Los Angeles or Austin.

Chicago, Detroit, Toronto, Buffalo, Birmingham, Pittsburgh, Memphis: Such city-states survived the Serpentfall by being more willing, and more able, to push other folks to the wall. They had to feed their people when the grain was poisoned and the water was full of vileness. They had to act fast, and cut up rough, when the crisis hit. And for these cities, the crisis isn't over yet. All across the Poisoned Lands, from Houston to Hudson Bay, life is still brutal, short, and all too interesting.

THE LION WAITING

What's left of Wales and Cornwall still swear to King Henry IX in Sydney, as does Australia, and a third of India, and what's left of Canada, and South Africa in its own accent. The battered British Empire made an armistice with Japan through gritted teeth, and looks at independent "Congress India" with bitter regret. But the Empire survives.

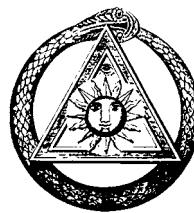
It is British Petroleum who came up with drilling the Serpent for oil, and Royal Dutch-Shell who set up the great cracking plants in Wales and Kenya to refine it. The Russian advisers in Arabia and Persia don't like it, but there's nothing they can do, yet. It is the Royal Navy that dives deep to salvage things from the rift where Jörmungandr rose. It is the Royal Society who have cut into the Serpent at Hereford, and (at hellish cost) brought back living samples of the things, the cultures, swarming in its cavernous belly. It is Rhodes University men in South Africa who took those writhing creatures and strapped them down and drew out the sera and built the equipment that allowed Sir Edmund Hillary and his team to climb to the top of the Spine and look down at the curving world. It is Vickers who brought Jean-Jacques Barre from France (and salvaged Goddard's plans from the wreckage of Roswell) to build the rocket planes to get the Royal Rocketry Air Force (RRAF) there faster. It is Prime Minister Menzies and his government who alone seem worried about what Stalin means when he promises a "final titanic struggle." Spies, and rocketeers, and oilmen, and speleo-herpetologists gather in Sydney and Capetown and Plymouth and Nairobi, and wonder if the sun has set on the British Empire at last, or if somewhere in this smoke-stained, poisoned world there is still room for a green and pleasant land.

MOST SECRET

12 May 1948

TO: Sir Reginald V. Jones
Senior Scientific Advisor
Office of the Prime Minister

RE: PROJECT JAMBRES



*Ex Serpentis,
Scientia*

Sir Reginald:

Per your office's request to Project HQ, we can provide the following executive summary of the Project's ongoing research and analysis of the Serpent.

1. According to Project estimates, the Serpent is slightly over 8,000 miles long, and 250 miles in body diameter. The head is rather wider; at its highest point (an eyebrow ridge roughly on the former site of Cairo) it stretches 272 miles into the atmosphere. The Serpent masses approximately 1,500 trillion metric tonnes (1,500 quintillion US/Short Scale). It most closely resembles Enhydrina schistosa, a particularly venomous sea snake native to the Arabian Sea area.
2. Only a portion of this mass is currently present on the Earth's surface. For example, the Serpent is discontinuous between Morocco and the George Bligh Banks, disappearing in the western canyons of the Horseshoe Seamount and reappearing several hundred miles north on the Rockall Plateau beneath the North Atlantic. (If it were continuous, it would naturally breach the ocean's surface all along its length, the ocean being no more than four miles deep.) Also, roughly half of the Serpent's total length (its tail section) similarly disappears in the Indian Ocean southeast of Mogadishu. RN submersibles have been unable to reach sufficient depth to survey the Serpent's points of emergence and disappearance. (See attached Reports for OPERATION ALISANDER.)
3. The American "Operation John Henry" atomic strike took place while the Serpent's current mass and geometry were still in flux. This would explain why the available records indicate that the Strange Cargo encountered and fatally engaged a Serpent "merely" 60,000 feet long. (See the attached Minority Report Summary for arguments that the USAAF bomber instead somehow expanded into "the God Realm" at the moment of coming to grips with the Serpent.) If the Norse sagas are correct, and the Serpent at one point encircled the world, then its final rest state is only a third of its potential mass. In short, the Americans killed the Serpent before it grew to full size.
4. It is the current consensus of the Project that the Serpent's "missing mass" is folded into a bubble or pocket of space-time perhaps tangent to our own, and that the act of summoning the Serpent somehow focuses and directs the zero-point energy of its space-time pocket into our own universe. The energy of the two universes being incompatible, gross physical and biological anomalies result throughout our local space-time as the Serpent's energy "grounds itself" in local matter. (This "grounding" may explain why the Serpent so closely resembles a sea-snake native to the ocean where it first manifested itself.) It is the current consensus of the Project that the time component of the two universes is also incompatible, which provides a hypothetical cause for the biological anomalies' greatly enhanced rates of growth and geographic spread.

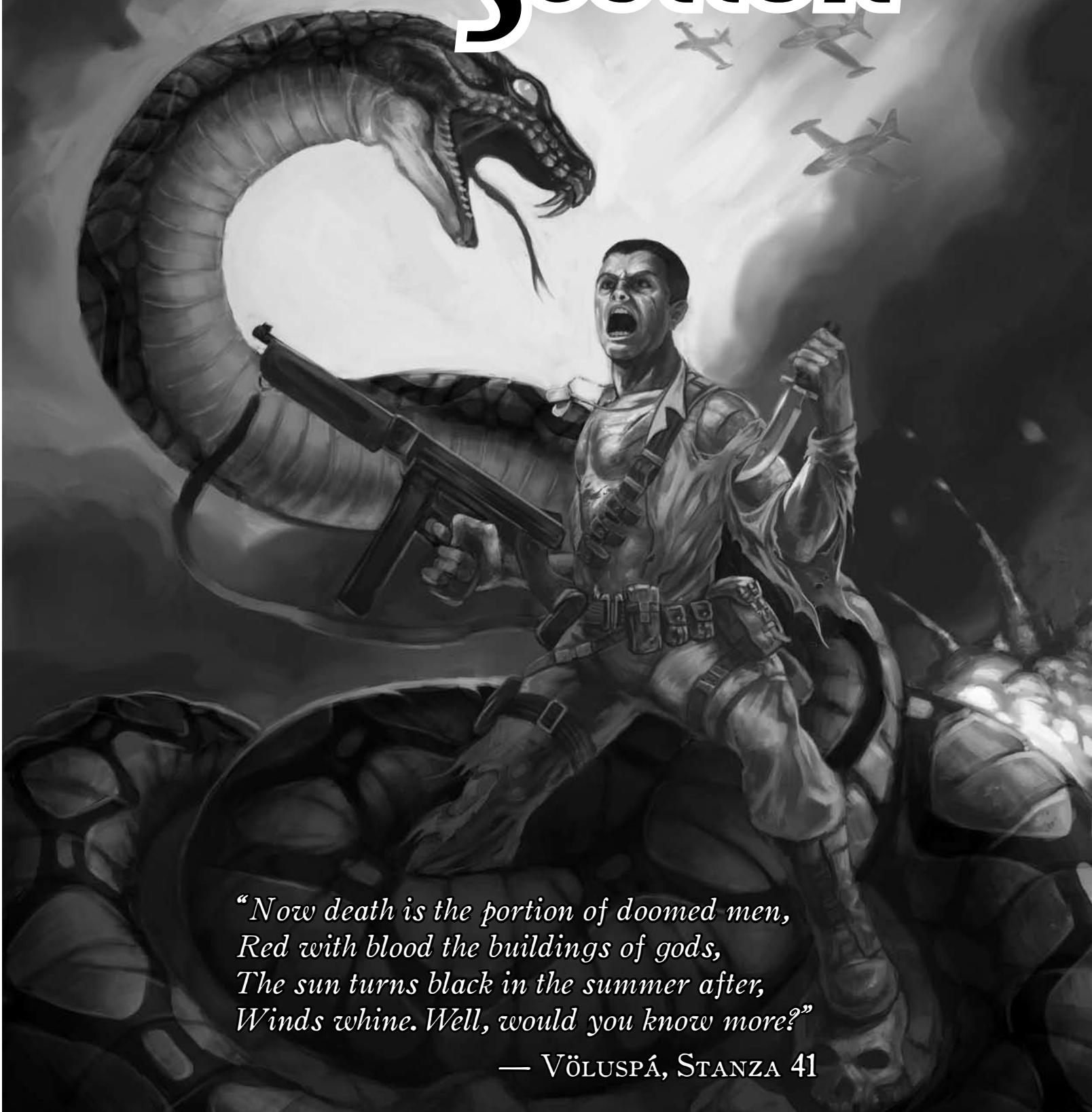
Should you require a briefing on the directions in which these data have driven Project scientific and technical research, or a redacted copy of the current Ophiurgical Progress Report from the EOG, please see the Group's liaison in your office, Wing Commander Lethbridge-Stuart.

Edward A. Challenger

Edward A. Challenger

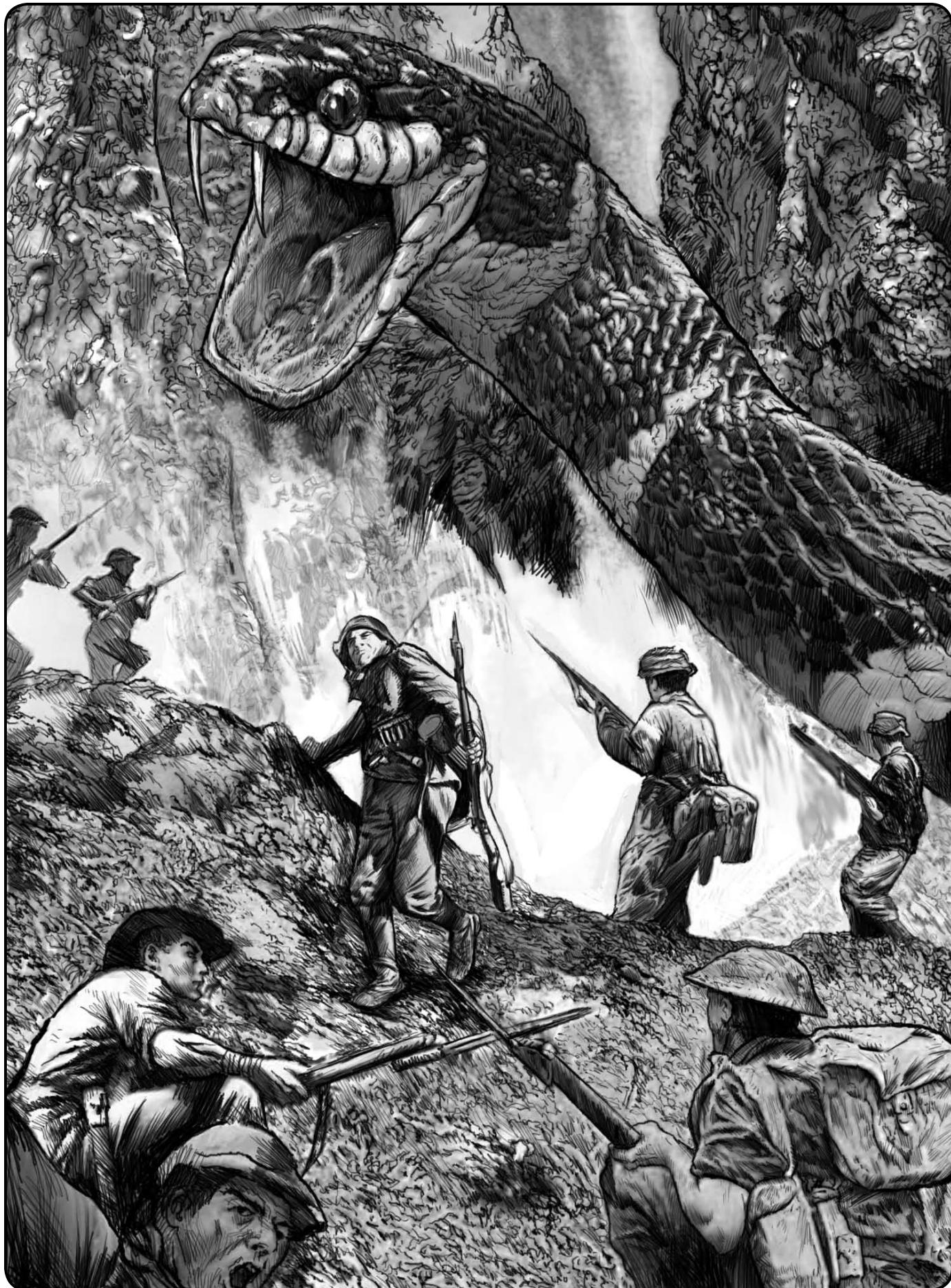
Project Co-ordinator
Experimental Ophiurgy Group

HEROES' SECTION



*“Now death is the portion of doomed men,
Red with blood the buildings of gods,
The sun turns black in the summer after,
Winds whine. Well, would you know more?”*

— VÖLUSPÁ, STANZA 41



—Welcome to the End of the World—

What would you do if you knew the world would end yesterday? Light out for the territories with all the ammunition you can carry? Rage against the dying of the light? Sign up to do your duty for King and Country? Dive into moldy legends and try to find a counter-spell? In ***The Day After Ragnarok***, you can do any or all of those things. With a tommy-gun. And you're just the hero the world needs. Or if not, you can create him.

Character Concepts

You've got a whole world to play with, even if a lot of it is smashed, drowned, or poisoned. Here are a few character concepts to help you narrow down the possibilities:

ARCANE SCHOLAR

Yes, yes, it's a tragedy that the Nazis summoned a monster from Norse myth and crushed 400 million people under it. But think what it means for your studies! Magic is once more an open book, and there's nothing more important than reading as much of it as possible.

BARBARIAN

So civilization is smashed. Small loss. It was doomed anyway. Now, it's time to find out how a free man lives when the rest of the sheep die, and measure your steel against fellow wolves...and against worse things than men.

BUSH PILOT

You fly to live, and maybe you even live to fly. The military let a lot of pilots go after the Serpentfall: there wasn't a War on, and there was a lot less fuel and spare parts to fight with. At the same time, in plenty of places around the world, the roads just don't exist any more. So you set out to beg, borrow, mortgage, or steal planes in any kind of condition to fly cargo, refugees, or anything else, really, anywhere someone will pay to fly it.

ENGINEER

Where there is wreckage, there is a need for rebuilding. You can throw bridges across rivers, or raise walls to protect those inside from the Serpent's monsters and Fimbulwinter's cold winds. First, dig trenches; then, make sure they don't become graves.

HUNTER

A world full of monsters is a world that needs hunters. You kill 'em for the Lord, or because a demon got your dad in '46, or because smart towns pay a fat bounty for every giant snake head brought in.

MERCENARY

You might be a pilot with a fast plane and a few machine guns, or a tanker who got out of Europe before the snake fell. Or you're just a bloke who spent the last five years of his life learning war, and you're hanged if you'll stop just when you were getting good at it. Loads of targets around, whichever way you jump.

OILMAN

Just because the world stopped, doesn't mean the wheels stop moving. Whether the customer wants to escape or rebuild or fight, he'll need oil to do it. Your job is to find that oil, and get it away from your competitors, and sell it for hard gold. And you'll do your job if you have to drill it out of the Serpent's flank yourself.

OUTLAW

When the world falls apart, who can blame you for grabbing what you could get? Maybe someone died, or maybe they just really want their stuff back. Or maybe you didn't do it at all, and a military court didn't want to hear about your alibi. For whatever reason, you're on the run, and on the wrong side of the guys with badges. Clear your name, or clear out of Dodge.

PROSPECTOR

There's a whole continent of stuff out there just waiting to be found! Cars that might still run, food that might still be edible, art that someone might still pay for. There's steel just lying around in building frames and railroad tracks, copper for the taking in all those wires nobody's calling, gems and gold as close as the ruined jeweler's. Sure, there's monsters and bandits out there. If it were easy, everyone would do it.

REBEL

The world fell apart, but somehow the oppressors are still here. Your people deserve liberty—from the Russians, or the British, or the Japanese, or the French, or the Americans, or someone. You aim to get it, by any means necessary.

SCIENTIST

The single most important event in the history of mankind just happened. And it happened where you can measure it. The Serpent redefines physics; what's inside it, and what came after it, turns biology on its head. Understanding the Serpentfall—shorn of superstitious nonsense—is the key to saving humanity. And humanity really needs saving, about now.

SECRET AGENT

What does Stalin hide behind the Serpent Curtain? What are the Japanese planning on that strange island? Who's behind all these Serpent cults cropping up all over? And what are your oh-so-precious allies—and your bosses, come to think of it—really up to? You have to find out what's going on. After all, the last time someone surprised your side, a giant snake killed Europe.

SOLDIER

You, my friend, are the thin line between your loved home and utter chaos. Bandits, monsters, and the fricking Japanese are still out there somewhere, trying to kill you and your buddies and that nice lady who sells food to the base cheap. You'd better mount up, look sharp, and keep your powder dry.

SPELEO-HERPETOLOGIST

You've seen it all, and come back alive dragging it behind you. The writhing creatures that dwell deep inside the Serpent hold biological—and perhaps magical—secrets on which depend the survival of the free world. It is you, the speleo-herpetologists, or “snake-cavers,” who go in to get those secrets.

Making Heroes

Heroes in *The Day After Ragnarok* might be bold pulp aviators landing on remote Pacific islands or brawny swords-and-sorcery barbarians clashing in the ruins of Jackson, Mississippi. In both cases, they will likely be Standard Heroic characters, with 100 Base Points plus up to 75 Character Points from Complications. GMs who want “bigger than life” PCs may opt for Powerful Heroic (125 + 100) or even Very Powerful Heroic (150 + 125) characters.

Regardless of the eventual point spread, characters should follow Normal Characteristic Guidelines as a campaign ground rule (and thus get no Complication

points because of this). On the bright side, any standard equipment or weaponry the heroes can buy or salvage is “free,” or at least doesn’t cost Character Points. The GM may even throw in a normal vehicle of the types on pp. 40-45, especially if she plans to wreck it a lot. If an aviator hero has a signature plane—especially if it’s “souped up,” or experimental, or fueled with ophiline—it’s probably worth paying points for. All characters should have to pay points for ophi-tech or other “weird science” type devices, with the possible exception of military or special ops RRAF-based campaigns or the like.

Heroic Templates

The following templates represent characteristic—not necessarily *common*—professions, occupations, backgrounds, or careers for adventurers after the Serpentfall. These are the kinds of people celebrated in cheap illustrated papers and “shilling shockers” in Los Angeles and Sydney. These are the exciting people. With each template, three examples of such exciting people appear, from all over the world of *The Day After Ragnarok*.

Templates in general exist to enhance creativity; they’re spark plugs, not governors. Each one contains convenient and likely groupings of Characteristics, Skills, and abilities to make setting up your hero faster and easier. Unless the GM requires them, you don’t have to use one. And unless the GM requires them to be used as written, you can custom-chop them: switch and swap points to your heart’s delight.

ACROBAT

An Indian temple dancer, fleeing an arranged marriage back home; a Mohawk “high steel” worker brought West in the Evacuation of ’46; a “grease

Everyman Skills

Acting; Climbing; Concealment; Conversation; Deduction; AK: Home country or region; KS of player’s choice 8-; Native Language (4 points’ worth, with literacy); Paramedics; Persuasion; one PS at 11- (representing the character’s job, hobby, or the like); Shadowing; Stealth; TF: Common Motorized Ground Vehicles or Riding.

man” for a criminal ring in France, now seeking new opportunities where the cops don’t speak French.

ABILITIES

COST	ABILITY
10	+5 DEX
2	Running +2m (14m total)
5	Acrobatics 13-
3	Breakfall 12-
9	9 points worth of Skills from the following list: Climbing, Contortionist, Martial Arts, Riding, Sleight Of Hand, Stealth, any Background Skill

TOTAL COST OF TEMPLATE ABILITIES: 29

AVIATOR

A former RAF pilot during the War, now flying bush in the Outback; a stringer for the ONI, flying tramp cargo anywhere from Mosul to Macao; an ophi-tech test pilot for Hughes Aircraft, eager to beat the British into space.

ABILITIES

COST	ABILITY
3	Aerobatics
7	Combat Piloting +2 (free TF is Small Planes)
2	Navigation (Air)
1	Mechanics 8-
2	WF: Vehicle Weapons for two types of aircraft

TOTAL COST OF TEMPLATE ABILITIES: 15

OPTIONS

VALUE	ABILITY
2	<i>Ace Pilot</i> : Add +1 to Combat Piloting
var	<i>Aviation Mogul</i> : Money (10 points' worth, or more)
4	<i>Barnstormer</i> : +2 to Aerobatics
10	<i>Expatriate</i> : An AK or CK of his home-in-exile (INT Roll) plus an additional 7 points' worth of Background Skills and other Skills appropriate to the setting
1	<i>Helicopter Pilot</i> : Add TF: Helicopters
14	<i>Hotshot Pilot</i> : Add the <i>Hotshot Pilot</i> Talent
+2	<i>Mechanically Inclined</i> : Increase Mechanics to an INT Roll
var	<i>My Very Own Plane</i> : Add Vehicle (a plane or other flying vehicle)
11	<i>Jet Pack Jockey</i> : Add TF: Jet Packs and Vehicle (a Jet Pack; see p. 54)
-33	<i>Active Duty</i> : Add PS: Airman, Fringe Benefit: Military Rank, Complications from Soldier Template (p. 33)
-15	<i>Daredevil</i> : Add Psychological Complication: Aerial Thrillseeker (Common, Strong)
-5	<i>I'll Show Them I'm The Best</i> : Rivalry (Professional, with other Aviators)
var	<i>Not the Plane's Owner</i> : Hunted (Watched by whoever owns the airplane the character pilots)

WHEELMAN OPTION

An Amarillo stock-car racer who runs cargoes (and salvaged cars) out of the Poisoned Lands for the thrill of it; a Calcutta cabbie who knows every street by night; a hardbitten trucker who runs dynamite (or anything else) across the Andes for hard silver.

OPTION

VALUE	ABILITY
n/a	<i>Wheelman</i> : Trade Navigation (Air) for Navigation (Land), Combat Piloting for Combat Driving, and Aerobatics for appropriate ground-based TFs

BARBARIAN

A Sioux brave, exiled from the reservation for killing an enemy; a Massongwe "Lord of the Jungle" deep in the Congo, fighting a one-man war against the Belgian (and British) occupiers; a Pennsylvania state cop who escaped with a sword and nothing else when his town got blitzed by Pittsburgh raiders.

ABILITIES

COST	ABILITY
5	+5 STR
10	+5 DEX
5	+5 CON
3	+3 BODY
10	+1 OCV and DCV
3	+6 STUN
6	<i>Senses As Keen As An Animal's</i> : +2 to PER Rolls with all Sense Groups
6	<i>Swift-Footed</i> : Running +6m (18m total)
2	Animal Handler (choose one category)
3	Climbing
3	Stealth
6	Survival (choose one environment category) +2
3	Tracking
2	TF: Riding Animals
2	WF: Blades, Bows

TOTAL COST OF TEMPLATE ABILITIES: 69

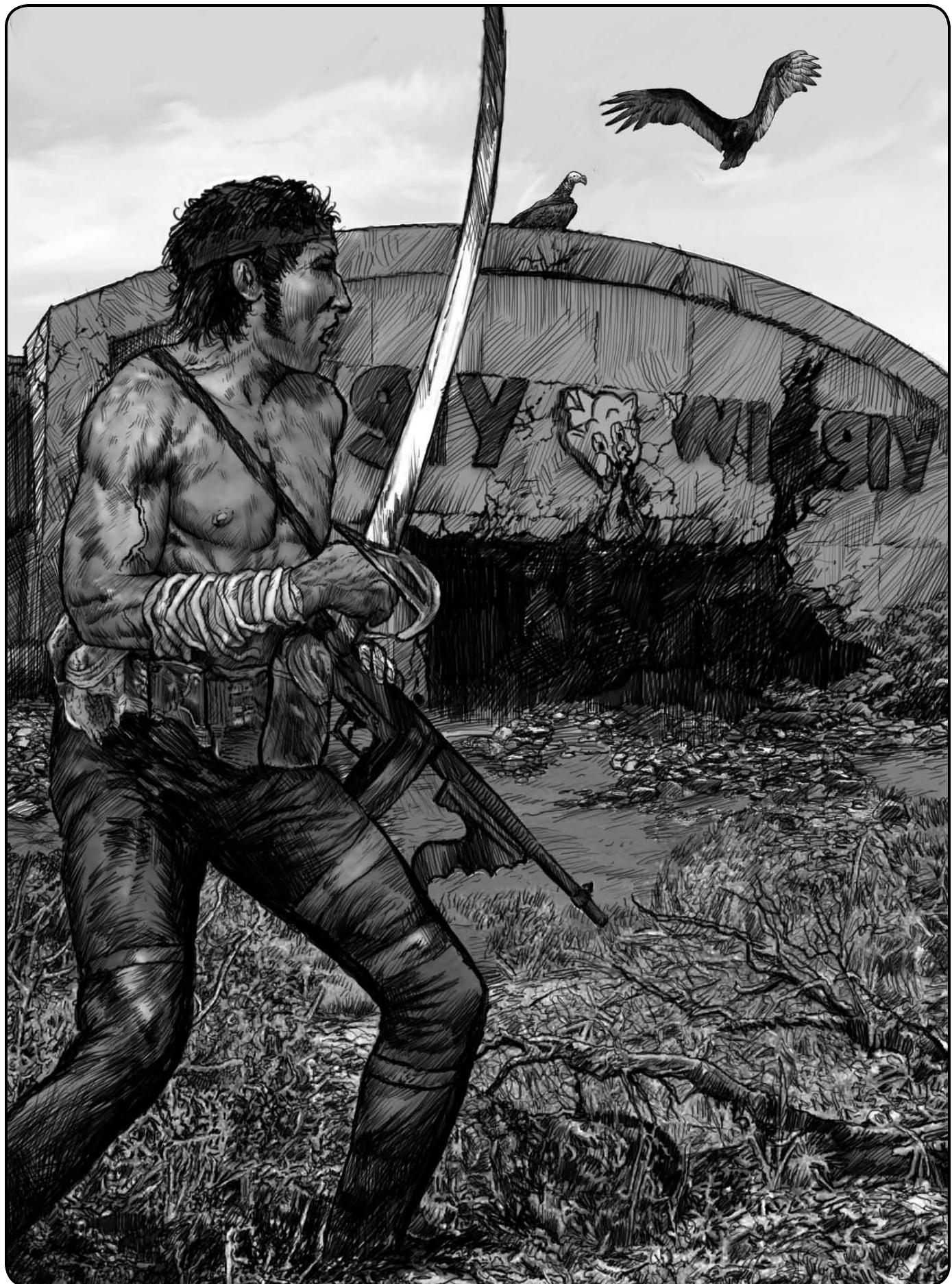
COMPLICATIONS

VALUE	COMPLICATION
10	Social Complication: Despises Civilization (doesn't particularly care about "civilized" human interaction; usually suffers a -2 or greater penalty on Interaction Skill Rolls with civilized persons) (Frequently, Minor)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 10

OPTIONS

VALUE	ABILITY
+18	<i>Animal Friendship</i> : Substitute the <i>Animal Friendship</i> Talent for Animal Handler.
var	<i>Animal Companion(s)</i> : Followers (one or more animal companions)
var	<i>Faithful Mate</i> : DNPC (his girlfriend, wife, or the like; may be a Follower instead if she's more a help than a hindrance)
5	<i>Jungle Travel</i> : Swinging 8"; OIF (vines of opportunity; -1/2)
+3	<i>Really Strong</i> : change to +8 STR
+5	<i>Really Really Strong</i> : change to +10 STR
12	<i>The Sword is Just a Longer Claw</i> : Add Martial Arts (Fencing)
var	<i>Tribal Leader</i> : one or more local tribes considers the character a leader of some sort. Buy an appropriate Fringe Benefit to represent his status.



COWBOY

A ranch hand in Texas, driving off starving rustlers and electric death-worms alike; an Aboriginal beef-drover in the Outback with connections to both the Royal Army and his tribal magicians; a gaucho on the high pampas of Argentina with little love for the new German owners of the neighboring estancia.

ABILITIES

COST	ABILITY
4	+2 OCV with firearm of choice
2	Animal Handler (Bovines)
3	Fast Draw (Small Arms)
5	Riding +1
4	WF: Small Arms, Knife, Lariat
6	6 points' worth of abilities from the following list: Animal Handler (Canines, or Equines), Breakfall, Climbing, Gambling, Interrogation, Martial Arts (Dirty Infighting), Navigation (Land), Paramedics, Persuasion, Shadowing, Skill Levels, Stealth, Survival, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 24

OPTIONS

VALUE	ABILITY
4	<i>At Home In The Saddle</i> : +2 with Riding
7	<i>Bar-Room Brawler</i> : HA +2d6
var	<i>My Very Own Spread</i> : The character owns a ranch or like piece of land (a Base)
-10	<i>Don't Talk Much, Do He?</i> : Psychological Complication: Laconic (Common, Moderate)

DETECTIVE

A tough-as-nails P.I. on the mean streets of Los Angeles; an intuitive “pattern analyst” employed by the Buenos Aires police; a cagy inspector from the Brisbane office of the Commonwealth Investigations Branch.

ABILITIES

COST	ABILITY
3	INT +3
3	Concealment
5	Deduction +1
2	CK: city of character's choice 11-
2	KS: The Law Enforcement World 11-

COST	ABILITY
5	Shadowing +1
3	Stealth
3	Streetwise
2	WF: Small Arms
6	Contacts (6 points' worth)
9	9 points' worth of abilities from the following list: Acting, Bribery, Bugging, Bureaucratics, Combat Driving, Combat Skill Levels, Contortionist, Conversation, Criminology, Disguise, Fast Draw, Gambling, High Society, Interrogation, Lockpicking, Mimicry, Paramedics, Persuasion, Security Systems, Seduction, Skill Levels, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 43

COMPLICATIONS

VALUE	COMPLICATION
10	Hunted: the police (or Internal Affairs) 8- (Mo Pow, NPI, Watching)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 10

OPTIONS

VALUE	ABILITY
16	<i>Hardboiled</i> : Add +3 CON, +2 BODY, +5 PRE, and HA +2d6
4	<i>Inspector</i> : Fringe Benefits: Local Police Powers, Law Enforcement Rank, and Weapon Permit
3	<i>Private Eye</i> : Fringe Benefits: Private Investigator License and Weapon Permit
var	<i>Slow Sidekick</i> : The character has a sidekick or assistant who follows him around and asks questions so the Detective can explain things to him (and thus to the reader). Buy him as a Follower.
0	<i>Trained Investigator</i> : Choose Criminology as one of the character's optional Skills.
12	<i>Two-Fisted</i> : Martial Arts (12 points' worth of maneuvers from Fisticuffs or Cinematic Brawling)
9	<i>Undercover Detective</i> : Choose Acting, Disguise, and Mimicry.
-15	<i>Alcoholic</i> : Dependence: must drink liquor at least once per Day or suffer Incompetence (Very Common, Addiction)
-5	<i>Always On The Lookout For Some Dough</i> : Poor

OCULT DETECTIVE OPTION

A Seattle bookseller whose twin sister disappeared in a haunted house; a witch-smeller in the Gold Coast; one of “Sir Maxwell’s boys” in MI5, tracking the Daughters of Dionin.

ABILITIES

COST	ABILITY
3	Concealment
5	Deduction +1
2	CK: city of character's choice 11-
5	KS: Arcane And Occult Lore (INT Roll +2)
2	KS: The Mystic World 11-
6	Other KSs pertaining to occult subjects
5	Languages (5 points' worth)
3	Stealth
2	WF: Small Arms
10	Contacts (10 points' worth)
6	6 points' worth of abilities from the following list: Acting, Bureaucratics, Conversation, Criminology, Disguise, Gambling, High Society, Paramedics, Persuasion, Skill Levels, Weapon Familiarity, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 49

OPTIONS

VALUE	ABILITY
10	<i>Practitioner Of The Occult</i> : 30 points' worth of mystic abilities, spells, and the like; plus mandatory Cost of Sorcery complication (see page 34)
4	<i>Well-Known In Occult Circles</i> : Reputation: famed occult detective (throughout the Mystic World) 14-, +2/+2d6
-10	<i>Occult Enemy</i> : Hunted: by a single occult enemy, monster, or the like (As Pow, Capture/Kill)

DIPLOMAT

The senior bureaucrat in Chicago's Federal Building, "showing the flag" in the Poisoned Lands; the Royal Navy's aviation attaché in Algiers, keeping an eye on the Action Francaise; Venezuela's consul in Japanese-occupied Shanghai, cut off from his home government and able to act on his own recognizance.

ABILITIES

COST	ABILITY
3	Bureaucratics
3	Conversation
3	Deduction
3	High Society
2	AK or CK of posting 11-
2	KS: Politics 11-

COST	ABILITY
4	Languages (4 points' worth)
3	Persuasion
6	Contacts (6 points' worth)
5	Fringe Benefit: Diplomatic Immunity
6	6 points' worth of abilities from the following list: Acting, Disguise, Gambling, Oratory, Seduction, Skill Levels, Streetwise, Survival, Tracking, Weapon Familiarity, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 40

COMPLICATIONS

VALUE	COMPLICATION
10	Hunted: by own government 8- (Mo Pow, NCI, Watching)
10	Hunted: by local government 8- (Mo Pow, NCI, Watching)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 20

OPTIONS

VALUE	ABILITY
0	<i>Colonial Administrator</i> : choose an additional KS relevant to posting, and perhaps Streetwise if appropriate.
0	<i>Colonial Bush Posting</i> : choose Survival, Tracking, and a 1-point WF.

ENGINEER

A wildcat oilman, slant-drilling the Serpent in Morocco; an "improvisational engineer" who works as a railroad company trouble-shooter; a "book-learned" expert in medieval sieges hired to fortify Murfreesboro, Tennessee.

ABILITIES

COST	ABILITY
3	Electronics
3	Inventor
5	Mechanics +1
3	PS: Engineer
3	SS: Physical Engineering
3	SS: Civil Engineering
15	15 points' worth of Skills from the following list: Area Knowledge, Combat Driving, Combat Piloting, Knowledge Skills (usually related to specific specialties), Lockpicking, Science Skills, Security Systems, Weaponsmith

TOTAL COST OF TEMPLATE ABILITIES: 35

OPTIONS

VALUE	ABILITY
11	<i>Oilman</i> : Add the following: AK: Oilfields, KS: Mining, PS: Oilman, SS: Petrochemistry
10	<i>Expatriate</i> : An AK or CK of his home-in-exile (INT Roll) plus an additional 7 points' worth of Background Skills and other Skills appropriate to the setting
var.	<i>Successful</i> : Add up to 10 points of Wealth, and perhaps an appropriate Reputation
5	<i>Trap-Master</i> : Add Security Systems +1
-20	<i>Snakebit</i> : See below. Especially common for oilmen and others who breathe ophiline fumes.
-15	Psychological Complication: Devoted To His Projects, To The Detriment of Other Concerns (Common, Strong)
-5	Rivalry: Professional (other engineers)

EXPLORER

A Rhodes University stringer, re-mapping the interior of Africa after the Serpentfall shifted rivers and filled lakes; an Apache scout for the Arizona National Guard, following Dero tunnels wherever they lead; an OSS captain “on detached duty” in Burma encountering lost tribes and hidden cities in Japanese-held Southeast Asia.

ABILITIES

COST	ABILITY
3	+3 STR
3	+3 CON
3	Climbing
6	6 points' worth of KSs
4	Languages (4 points' worth)
3	Riding
4	Survival (4 points' worth)
15	Traveler and 12 points' worth of AKs, CKs, and CuKs

COST	ABILITY
6	TF: Common Motorized Ground Vehicles, 4 more points' worth
3	WF: Small Arms, Blades
6	Contacts (6 points' worth)
6	6 points' worth of abilities from the following list: Bureaucratics, Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Disguise, Gambling, Lockpicking, Martial Arts, Mechanics, Paramedics, Persuasion, Security Systems, Seduction, Skill Levels, Sleight Of Hand, Stealth, more Survival, Systems Operation, Tactics, Weapon Familiarity, any Background Skill, Contacts, Follower (a native sidekick or manservant of some sort)

TOTAL COST OF TEMPLATE ABILITIES: 62

OPTIONS

VALUE	ABILITY
10	<i>Handy To Have Around</i> : Jack Of All Trades and 7 points' worth of PSs
+11	<i>Linguistically Inclined</i> : Increase Languages to Linguist and 12 points' worth of Languages
+0	<i>Mountain Climber</i> : Choose Mountains as one Survival category, and choose +1 with Climbing and KS: Mountains Of The World 11- as two Skills from the list
-10	<i>Running From His Past</i> : Hunted: an old enemy (As Pow, Capture/Kill)
-5	<i>Wanderlust</i> : Psychological Complication: Wanderlust; Hates To Stay In Any One Place For Very Long (Uncommon, Moderate)

ARCHAEOLOGIST OPTION

A University of Chicago scholar, piecing together ancient Mound Builder magic in the Poisoned Lands; an unorthodox archaeologist attached to Rhodes University, looking for pre-human artifacts in the Congo; a freelance tomb raider in chaotic China.

New Physical Complication: Snakebit

With Serpent oil powering an increasing percentage of the Western world, and Serpent sera driving new research and development, more and more people have ingested or inhaled enough Serpent venom to get “Snakebit.”

This Physical Complication gives a Character -2 on any EGO or PRE Rolls caused by serpents of any sort, from Jörmungandr, all of its spawn, and even (if the GM chooses) to perfectly ordinary snakes. Also, the Character suffers a -10 PRE penalty vs. PRE Attacks from such creatures. This Complication is worth 20 Character Points (Frequently, Fully) in most *The Day After Ragnarok* campaigns.

It may also be appropriate for Snakebit characters to take an additional Vulnerability to serpent-derived poisons and/or diseases.

ABILITIES

COST	ABILITY
62	To Explorer Template, add the following:
2	KS: World History 11-
2	Languages (+2 points' worth, usually ancient or forgotten languages related to the character's area of specialty)
7	Scientist and 4 points' worth of relevant SSs (such as Geology) in addition to those listed below
2	SS: Anthropology 11-
5	SS: Archaeology (INT Roll +2)

TOTAL COST OF TEMPLATE ABILITIES: 80

OPTIONS

VALUE	ABILITY
-15	<i>It Belongs In A Museum!</i> : Psychological Complication: Must Recover Artifacts For The Betterment Of Mankind (Common, Strong)

GADGETEER

A black-market scrounger on the docks in Capetown, tossed out of Rhodes University for... um...personal reasons; a garage inventor in Dallas with a lifelong dream of going to Mars; a visionary technical genius who defected to Australia from Bulgaria just ahead of the Red Army.

ABILITIES

COST	ABILITY
40	<i>Gadgets</i> : 40 points' worth, or use these points to help buy Ophi-Tech gear (pp. 51-56)
5	+5 INT
5	Electronics +1
3	Inventor
3	Mechanics
5	Science Skills (5 points' worth)
3	Systems Operation
6	6 points' worth of abilities from the following list: Bugging, Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Lockpicking, Paramedics, Persuasion, SS: Ophi-Tech, Security Systems, Seduction, Skill Levels, Stealth, Weapon Familiarity, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 70

OPTIONS

VALUE	ABILITY
var	<i>Just A Guy With A Gadget</i> : Reduce Gadgets to a single gadget the character has, such as a jet pack or a Marconi pistol, and possibly remove some Skills.
11	<i>Adventuring Gadgeteer</i> : +2 STR, +2 DEX, +2 CON, +3 PRE
-20	<i>Snakebit</i> : See p. 22. Especially common for ophiurgical engineers and ophi-technologists.
-15	<i>Awkward Around Other People</i> : Social Complication: gets along better with machinery than people; suffers a -2 to Interaction Skill Rolls (possibly even -3 with women) (Frequently, Major)
-5	Rivalry: Professional (with other gadgeteers and inventors)

GANGSTER

A would-be warlord squeezed out by his former partners in St. Paul, Minnesota; a Triad underboss in Manila selling guns (and more) to all sides; a racketeer and longshoreman in Belize, dealing with pirates and the Royal Navy.

ABILITIES

COST	ABILITY
2	CK: city where he lives
3	Streetwise
2	WF: Small Arms (in America) or Blades (in Commonwealth)
1	Fringe Benefit: Criminal rank (member in gang, organized crime group, or the like)
12	12 points' worth of abilities from the following list: Bribery, Combat Driving, Combat Skill Levels, Concealment, Demolitions, Disguise, Fast Draw, Forgery, Gambling, High Society, Martial Arts (Dirty Infighting or the like), Lockpicking, Mechanics, Persuasion, Seduction, Shadowing, Skill Levels, Sleight Of Hand, Stealth, Weapon Familiarity, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 20

COMPLICATIONS

VALUE	COMPLICATION
20	Hunted: the cops 8- (Mo Pow, NCI, Capture)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 20

OPTIONS

VALUE	ABILITY
var	<i>Gang Leader</i> : The character has a whole gang of loyal crooks at his beck and call, whom he buys as Followers
10	<i>The Chinatown Connection</i> : 3 points' worth of Chinese languages, AK: Chinatown 11-, and 5 points' worth of Contacts in Chinatown
-15	Psychological Complication: Greedy (Common, Strong)
-10	Social Complication: Criminal Record (Frequently, Minor)

GREASE MONKEY

A U.S. Navy carrier air mechanic during the War, now on the beach on half-pay; a born jury-rigger keeping things running (just barely) somewhere in Newfoundland; a Scots engineer on a Pacific tramp steamer; a village mechanic from Zululand who's never had the right tools.

ABILITIES

COST	ABILITY
3	+3 STR
3	+3 CON
3	Demolitions
1	Electronics 8-
3	Inventor
2	KS: Vehicles 11-
7	Mechanics +2
3	SS: Mechanical Engineering (INT Roll)
4	Science Skills (4 more points' worth of appropriate SSs)
2	WF: Small Arms
6	6 points' worth of abilities from the following list: Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Lockpicking, Navigation, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Systems Operation, Weapon Familiarity, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 37

OPTIONS

VALUE	ABILITY
-15	<i>Awkward Around Other People</i> : Social Complication: gets along better with machinery than people; suffers a -2 to Interaction Skill Rolls (possibly even -3 with women) (Frequently, Major)

HOLY WARRIOR

A Turkish ghazi who battles Communism in the name of Allah; a Mormon Son of Dan who kills monsters to help decent folk survive on the frontiers of Utah; a Navajo medicine man who works for the U.S. military because his father was treated well in the Army.

ABILITIES

COST	ABILITY
30	<i>Miracles</i> : 30 Points worth of Miracle-based magical spells or abilities
3	+3 EGO
2	+2 CON
5	+1 OCV
3	Interrogation
1	KS: Appropriate theology 8-
7	+2 Combat Skill Levels with the Limitation, "Only When Battling Opponents Of His Religion (-1/2)"
6	<i>Breastplate of Faith</i> : +3 PD and ED Resistant Protection, Only Vs. Attacks from Opponents Of His Religion (-1/2)
9	9 Points worth of Skills and Abilities from the following list: Fast Draw, KS: Theology, Martial Arts, Riding, Tactics

TOTAL VALUE OF TEMPLATE ABILITIES: 66

COMPLICATIONS

VALUE	COMPLICATION
20	Psychological Complication: Appropriate Set of Faiths and Moral Beliefs (Very Common, Strong)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 20

OPTIONAL ABILITIES

COST	ABILITY
12	<i>Laying On Hands</i> : Healing 4d6, Can Heal Limbs, Concentration (1/2 DCV), Extra Time (1 Turn), Gestures, Incantations
-15	Psychological Complication: Intolerant of Other Religions (Common, Strong)
-15	Psychological Complication: Holy Roller-Belligerently Inserts Religious Beliefs Into All Areas Of His Life (Common, Strong)
-20	Psychological Complication: Vow Of Poverty (Very Common, Strong)
-20	Psychological Complication: Pacifist (Very Common, Strong)
-15	Social Complication: Outsider- Representative Of Unusual Religion For Local Area (Frequently, Major)

HUNTER

A Filipino scout and resistance fighter; a “lone wolf” Wyoming monster-hunter; a trained Masai askari.

ABILITIES

COST	ABILITY
3	+3 STR
3	+3 CON
2	+2 BODY
3	+3 INT
3	+3 PRE
3	Climbing
8	AKs, CKs, and CuKs (8 points' worth)
2	KS: Monsters 11-
2	Navigation (Land)
3	Stealth
4	Survival (4 points' worth)
3	Tracking
4	WF: Small Arms plus 2 more points' worth
6	6 points' worth of abilities from the following list: Animal Handler, Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Gambling, Martial Arts, Paramedics, Persuasion, Riding, Security Systems, Seduction, Shadowing, Skill Levels, Survival (more environments), Systems Operation, Weapon Familiarity, Weaponsmith, any Background Skill, Jack Of All Trades, Linguist, Traveler, Contacts, Follower (a native helper or guide, a companion animal, or the like)

TOTAL COST OF TEMPLATE ABILITIES: 49

OPTIONS

VALUE	ABILITY
var	Floating DNPC: safari hunter (or the like) for whom he's serving as guide
-10	Psychological Complication: Thrill Of The Hunt (will go out of his way for an entertaining hunt, may even take steps to make the hunt more difficult for himself, won't "cheat" or use unfair tactics, and so on) (Common, Moderate)
-5	Social Complication: "Barb" or "Gone Native" (which causes him to be looked down upon and even discriminated against by white colonial society) (Occasionally, Minor)

LAWMAN

An Alderman's Guardsman working “Little Hell” in Chicago; an Indian Police constable riding circuit in Rajasthan; a French police inspector in Spanish Casablanca shocked—shocked!—to find Gaullist cells operating there.

ABILITIES

COST	ABILITY
2	<i>Observant</i> : +1 PER with Sight Group
1	Combat Driving 8-
3	Criminology
2	AK or CK appropriate to job or jurisdiction, 11-
2	KS: Criminal Law And Procedure 11-
2	KS: The Law Enforcement World 11-
2	PS: Police Officer (or the like), 11-
3	Streetwise
2	WF: Small Arms
4	Contacts (4 points' worth)
2	Fringe Benefit: Local Police Powers
1	Fringe Benefit: Law Enforcement Rank
1	Fringe Benefit: Weapon Permit
6	6 points' worth of abilities from the following list: Acting, Animal Handler (Canines or Equines), Bribery, Bugging, Bureaucratics, Climbing, Combat Driving, Combat Skill Levels, Concealment, Conversation, Deduction, Demolitions, Disguise, Electronics, Fast Draw, Forensic Medicine, Gambling, Interrogation, Lockpicking, Martial Arts, Paramedics, Persuasion, Security Systems, Shadowing, Skill Levels, Stealth, Tactics, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts, Deep Cover

TOTAL COST OF TEMPLATE ABILITIES: 33

COMPLICATIONS

VALUE	COMPLICATION
5	Distinctive Features: Uniform and/or Badge (Easily Concealed)
10	Hunted: department he works for 8- (Mo Pow, NCI, Watching)
20	Social Complication: Subject To Orders (Very Frequently, Major)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 35

OPTIONS

VALUE	ABILITY
+1	<i>Detective</i> : Choose Deduction and Shadowing, increase Law Enforcement Rank by 1
+1	<i>G-Man</i> : Increase Local Police Powers Fringe Benefit to National
0	<i>Undercover Cop</i> : Choose Acting and Disguise
15	<i>Something's Wrong Here...</i> : Danger Sense (self only, out of combat, intuitional) (INT Roll)
10	<i>The Chinatown Connection</i> : 3 points' worth of Chinese languages, AK: Chinatown 11-, and 5 points' worth of Contacts in Chinatown
2	<i>Walking The Beat</i> : AK: specific neighborhood in the city 11-
-15	<i>Dedicated Cop</i> : Devotion To Duty (Common, Strong)
-5	<i>On The Take</i> : Add Social Complication: Harmful Secret (Occasionally, Minor)

OUNTIE OPTION

Mounties advance in rank using the Promotion table (see p. 33), but always start as constables. Mountie constables are given a badge, a red coat, jurisdiction over civilians in Canadian territory, and suitable Arctic training to give them an edge in the cold.

ABILITIES

VALUE	ABILITY
33	To Lawman Template, add the following:
2	AK: Canada
3	Navigation (Land)
3	Riding
3	Survival (Arctic)
3	Tracking
1	Fringe Benefit: Increase Local Police Powers to National (Canada)

TOTAL COST OF TEMPLATE ABILITIES: 48

TEXAS RANGER OPTION

Rangers advance in rank using the Promotion table (see p. 33), but always start as privates (a rank usually called “Ranger,” as it is in the **Soldiering** sidebar on p. 32). Rangers are given a badge, a gun, and jurisdiction over civilians in Texas-patrolled territory.

ABILITIES

VALUE	ABILITY
33	To Lawman Template, add the following:
2	AK: Texas

VALUE	ABILITY
3	Riding
1	Fringe Benefit: Increase Local Police Powers to National (Texas)

TOTAL COST OF TEMPLATE ABILITIES: 39

MENTALIST

A defector from the Soviet psi program, working for SIS now under deep cover; a pilot and playboy trained in a remote Himalayan lamasery; a Hungarian émigré who worked at Los Alamos with a lot of strange radioactive elements.

ABILITIES

COST	ABILITY
40	40 Points of Appropriate Mental Powers
3	+3 INT
3	+3 EGO
10	+2 OECV
3	KS: Meditation
16	<i>Biometric Feedback</i> : Aid 3d6 (Any Lowered Characteristic One At A Time +1/2); Extra Time (1 Turn; -1-1/4), RSR (Meditation; -1/2)

TOTAL COST OF TEMPLATE ABILITIES: 75

COMPLICATIONS

VALUE	COMPLICATION
15	Pacifist (Will Only Fight in Self-Defense or Defense of Loved Ones) (Common, Strong)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 15

MIRACLE MAN

A mambo of the Rada rite of Voodoo, fighting zombies in nearly-drowned Haiti; a Presbyterian missionary in the Chinese interior, working with the Nationalist resistance and banishing demons he's never heard of; a Jewish kabbalist rabbi who got out of Lisbon just ahead of Franco's troops with his notes on ghosts.

ABILITIES

COST	ABILITY
30	30 Points worth of miracle-based Spells
10	<i>Exorcise/Banish Demons</i> : 20d6 Dispel vs. Summon, OAF (-1), Extra Time (1 Hour; -3), Gestures (-1/4), Incantations (-1/4), RSR (KS: Theology -1/2)
3	+3 EGO

COST	ABILITY
3	+3 PRE
3	Conversation
3	KS: Theology
3	Oratory
3	PS: Preacher (INT-Based)
2	Language: Appropriate Liturgical Or Scriptural Language
9	9 Points worth of Skills and Abilities from the following list: Acting, Conversation, Fast Draw, Languages, Martial Arts, Paramedic, Persuasion, Riding
2	Fringe Benefit: Ordained (Priest, Minister, Rabbi, Imam, etc.)
1	Fringe Benefit: Right to Marry
TOTAL COST OF TEMPLATE ABILITIES: 72	

COMPLICATIONS

VALUE	COMPLICATION
20	Psychological Complication: Appropriate Set of Faiths and Moral Beliefs (Very Common, Strong)
TOTAL VALUE OF TEMPLATE COMPLICATIONS: 20	

OPTIONAL ABILITIES

COST	ABILITY
2	<i>Beware The Arcane</i> : Detect Magic (INT Roll), Gestures (-1/4), Incantations (-1/4), RSR (KS: Theology)
12	<i>Laying On Hands</i> : Healing 4d6, Can Heal Limbs, Concentration (1/2 DCV), Extra Time (1 Turn), Gestures, Incantations
12	<i>Turn Undead</i> : +60 PRE; Only to Make Presence Attacks (-1), Only Works Against Undead Creatures (-1), Extra Time (Full Phase; -1/2), Limited Effect (see Fantasy Hero ; -1), Only When Serving the Lord's Purposes (-1/2). +2 Character Points per +10 PRE.
20	<i>Gift Of Tongues</i> : Universal Translator (INT Roll)
-15	Psychological Complication: Intolerant of Other Religions (Common, Strong)
-15	Psychological Complication: Holy Roller-Belligerently Inserts Religious Beliefs Into All Areas Of His Life (Common, Strong)
-20	Psychological Complication: Vow Of Poverty (Very Common, Strong)
-20	Psychological Complication: Pacifist (Very Common, Strong)
-15	Social Complication: Outsider- Representative Of Unusual Religion For Local Area (Frequently, Major)

MUSICIAN

A big band clarinetist in Rio de Janeiro, rubbing shoulders with swells and spies; a Mississippi bluesman with a hellhound on his trail; a Bollywood playback singer in hock to the Bombay mob.

ABILITIES

COST	ABILITY
2	CK: the campaign city 11-
3	KS: Style Of Music (Jazz, Classical, etc.) (INT Roll)
6	Professional Skills involving music or playing instruments (e.g., PS: Play Saxophone)
3	Streetwise
6	6 points' worth of abilities from the following list: Acting, Combat Driving, Conversation, Deduction, Disguise, Gambling, High Society, Mimicry, Oratory, Persuasion, Seduction, Shadowing, Skill Levels, Sleight Of Hand, Ventriloquism, Weapon Familiarity, any Background Skill, Contacts
TOTAL COST OF TEMPLATE ABILITIES: 20	

OPTIONS

VALUE	ABILITY
2	<i>Man, Can That Guy Play!</i> : Reputation: skilled musician (throughout the US) 11-, +1/+1d6
Spec	<i>Met The Devil Down T' Th' Crossroads</i> : The character went to a lonely country crossroads one night, where he met the Devil and sold his soul for musical talent. He gains +3 with all musical PSS (9 points) and Luck 3d6 (15 points), but also the Complications <i>Distinctive Features: Has No Soul</i> (Not Concealable; Causes Extreme Reaction; Detectable Only By Unusual Senses; -15 points) and <i>Hunted: the Devil</i> 8- (Mo Pow, NCI, Watching; -10 points)
3	<i>Perfect Pitch</i>
3	<i>Stage Presence</i> : +3 PRE
10	<i>Snakecharmer</i> : 8d6 Mind Control, Only Vs. Serpents and Serpentlike creatures (-1), OAF (Instrument) (-1), Gestures (-1/2), Incantations (Musical) (-1/2)
3	<i>Songwriter</i> : PS: Composition
-5	<i>Always Needs Money</i> : Poor
-15	<i>Alcoholic</i> : Dependence: must drink liquor at least once per Day or suffer Incompetence (Very Common, Addiction)
-15	Psychological Complication: Skirtchaser (Common, Strong) (character may also have a <i>Hunted: jealous husbands he's cuckolded</i>)
-10	Social Complication: Minority (Frequently, Minor)

SKALD OPTION

A former Ahnenerbe poet cursed to roam forever; a wandering Appalachian folk singer with a *Pow-Wow Book* and the Old Songs; a *griot* in French Senegal acting as a courier for a rebel alliance.

ABILITIES

VALUE	ABILITY
20	To Musician template, add the following:
3	Conversation
3	High Society
3	KS: Legends And Lore (INT)
3	KS: Stories & Tales (INT)
var	Literacy if not standard for region
3	Oratory
3	Persuasion
3	Seduction
5	Eidetic Memory

TOTAL COST OF TEMPLATE ABILITIES: 46

OPTIONS

VALUE	ABILITY
5	Contacts (Across His Wandering Territory)
3	Fringe Benefit: Skald (Can Enter Any Lord's Hall, And Is Guest-Holy While There)
29	<i>Satire</i> : Multipower, 160-point reserve, all Concentration (1/2 DCV throughout use; -1/2), Extra Time (minimum of 5 minutes, and often more; -2), Incantations (complex, throughout use; -1), Must be Performed In Public Before A Large Crowd (-1), Only Works Once Per Season Per Target (-1), Requires A Skill Roll (PS pertaining to composing or playing music, no Skill Roll penalty; -0) 1) Scorn and Derision: Drain PRE 4d6, Area Of Effect (One Hex Accurate; +1/2), MegaScale (Hex is large enough to cover all of one nation; +1 1/4), Indirect (affects target regardless of direction or intervening barriers +3/4), Reduced Endurance (0 END; +1/2); common Limitations described above, plus Presence Reduction Only Applies Versus The Subject's People/Followers (or similar appropriate targets, like a hotel-keepers customers; -1) 2) Slander: Major Transform 3d6 (inflict Negative Reputation (11-) on target; Heals back normally), Area Of Effect (One Hex Accurate; +1/2), MegaScale (Hex is large enough to cover all of one nation; +1 1/4), Indirect (affects target regardless of direction or intervening barriers +3/4), Reduced Endurance (0 END; +1/2); common Limitations described above

PROFESSOR

A historian at Oberlin College, trying to keep culture alive after the Serpentfall; a professor's daughter from Bombay, spoiled with books and by scholars since infancy; a civilian instructor at the Royal Military College, Duntroon, who wants some real-world experience.

ABILITIES

COST	ABILITY
5	Cramming
3	Deduction
3	Scholar or Scientist
5	Knowledge Skill or Science Skill representing favored subject of study (INT Roll +3)
12	Additional KSs, PSs, and SSs (12 points' worth)
5	Languages (5 points' worth)

TOTAL COST OF TEMPLATE ABILITIES: 33

OPTIONS

VALUE	ABILITY
5	<i>Memory Like A Steel Trap</i> : Eidetic Memory
10	<i>Polymath</i> : +2 with all INT-Based Skills
-10	<i>Absent-Minded</i> : Psychological Complication: Absent-Minded (must make an INT Roll to remember anything important that's not directly related to his area of expertise) (Common, Moderate)
-6	<i>Frail</i> : -2 STR, -2 CON, and -2 BODY
-15	<i>Obsessed</i> : Psychological Complication: Must Study [Favorite Subject] At Every Opportunity (Common, Strong)
3	<i>Observant And Clever</i> : +3 INT
var	<i>Old Man</i> : Add the Age Complication

ARCANE SCHOLAR OPTION

An obsessed “ghost-breaker” working in the ruins of Paris; a Caltech physicist interested in black magic; a Bengali mathematician attempting to derive the Kabbalah from first principles.

ABILITIES

COST	ABILITY
5	Cramming
3	Deduction
3	Scholar or Scientist
5	KS: Arcane And Occult Lore (INT Roll +2)
2	KS: The Mystic World 11-

Martial Art: Sykes-Fairbairn Close Combat

During the War, William Fairbairn and Anthony Sykes taught knife combat techniques to American and Commonwealth commandos. You listened, or you listened to someone who listened.

MANEUVER	COST	OCV	DCV	EFFECT
WE: Knives	1	-	-	n/a
Aikido Throw	3	+0	+1	STR +v/5, Target Falls
Belly Stab	5	-2	+1	Weapon +4 DC
Choke Hold	4	-2	+0	Grab One Limb, 2d6 NND (2)
Escape	4	+0	+0	+15 STR vs. Grabs
Grapple	3	-1	-1	+10 STR for Holding On
Head Butt	4	+2	+0	STR +2d6 Strike
Knee Strike	4	+0	+2	STR +2d6 Strike
Knife To Neck	5	+0	+1	Weapon +4 DC, Must Follow Grab From Behind
Neck Snap	3	-1	+0	HKA 1/2d6 (2DC), Must Follow Grab From Behind

Appropriate Skills: Breakfall, Combat Levels with Thrown Knives, Contortionist (for tying and escaping from knots), Rapid Attack, Sleight Of Hand, Stealth, WF: Knives, Thrown Knives, Improvised Weapons

COST	ABILITY
6	Other KSs pertaining to occult subjects
5	Languages (5 points' worth)
10	Contacts (10 points' worth)

TOTAL COST OF TEMPLATE ABILITIES: 39

OPTIONS

VALUE	ABILITY
10	<i>Practitioner Of The Occult:</i> 30 points' worth of mystic abilities, spells, and the like; plus the Cost of Sorcery complication (see p. 34)
10	<i>Two-Fisted:</i> Martial Arts (10 points' worth of maneuvers from Fisticuffs or Cinematic Brawling)
4	<i>Well-Known In Occult Circles:</i> Reputation: famed occultist (throughout the Mystic World) 14-, +2/+2d6
-10	<i>Occult Enemy:</i> Hunted: by a single occult enemy, monster, or the like (As Pow, Capture/Kill)

RHODES SCHOLAR OPTION

A Rhodes Scholar is associated with Rhodes University (see p. 60) in some fashion: formal faculty, paid researcher, or academic “stringer” charged with finding exploitable (or just plain interesting) anomalies and bringing them back to Grahamstown for study. He receives a £20 monthly stipend to support his work.

If a Rhodes Scholar can contact the University (telegram is most reliable), he can either receive advice or arrange to pick up needed equipment (at no cost)

once per adventure. The equipment pickup must be made somewhere Rhodes either has a bank account (any city in the surviving English-speaking world; any major city in the French- or Spanish-speaking world) or at the site of an ongoing Rhodes research project or expedition. If the GM allows it, a Rhodes Scholar can trade in one piece of ophi-tech for another instead of making a normal pickup of equipment.

Rhodes Scholars, however, are expected to help out Rhodes expeditions or research whenever they can, and to turn over any interesting artifacts or other discoveries to Rhodes at the end of the adventure (for a suitable bonus, in most cases), along with any borrowed equipment. Failure to do so endangers their stipend...at the very least.

ABILITIES

COST	ABILITY
33	To Professor template, add the following:
4	Library Access (See Computer Link)
5	Contacts At Rhodes
5	Well-Off

TOTAL COST OF TEMPLATE ABILITIES: 47

COMPLICATIONS

VALUE	COMPLICATION
10	Hunted: Rhodes University 8- (Mo Pow, NCI, Watching)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 10

REPORTER

A gossip writer in Los Angeles with a nose for scandal; a war correspondent beached in the Pacific looking for the big story that'll be her ticket home; a crime-scene photographer in Capetown who's taken more pictures than he tells his boss or the SAP.

ABILITIES

COST	ABILITY
3	+3 INT
3	+3 PRE
3	Conversation
2	KS: What's Going On In The City 11-
2	KS: Who's Who In The City 11-
6	Additional KSs (6 points' worth) pertaining to his job
3	PS: Reporter (INT Roll) (may be changed to PS: Photography, if appropriate)
2	PS: Research 11-
3	Streetwise
6	Contacts (6 points' worth)
1	Fringe Benefit: Press Pass
9	9 points' worth of Skills from the following list: Bribery, Bureaucratics, Combat Driving, Concealment, Cramming, Deduction, Gambling, High Society, Lockpicking, Persuasion, PS: Photography, Seduction, Skill Levels, Systems Operation, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 43

COMPLICATIONS

VALUE	COMPLICATION
15	Psychological Complication: Annoyingly Curious; Often Sticks His Nose In Where It Doesn't Belong (Common, Strong)
15	Psychological Complication: Has To Get The Story (Common, Strong)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 30

New Science Skills

SS: Ophi-Tech governs the practical design, repair, and operation of ophi-tech items.

SS: Ophiurgy is devoted to the theory behind their operation, and to the larger questions of biology, cosmology, and physics opened up by the Serpent.

OPTIONS

VALUE	ABILITY
-15	<i>Alcoholic</i> : Dependence: must drink liquor at least once per Day or suffer Incompetence (Very Common, Addiction)

SAILOR

A Zambezi river pilot used to dodging crocodiles and shooting whitewater (and the occasional bandit); a Tanka "junk person" smuggler working the South China Sea between Japan, the Nationalists, and Manila; a fishing boat captain out of Long Beach who keeps running into bigger fish.

ABILITIES

COST	ABILITY
3	Breakfall
2	Navigation (Marine)
2	PS: Sailor 11-
18	Traveler and AKs, CKs, and CuKs reflecting his travels (15 points' worth)
6	6 points' worth of Skills from the following list: Acrobatics, Animal Handler, Bribery, Climbing, Combat Sailing, Combat Skill Levels, Concealment, Conversation, Gambling, Interrogation, Lipreading, Martial Arts, Mechanics, Paramedics, Persuasion, Skill Levels, Sleight Of Hand, Systems Operation, Weapon Familiarity, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 31

OPTIONS

VALUE	ABILITY
26	<i>Captain</i> : Add a Vehicle (the captain's ship) and a 1-point Fringe Benefit
-5	<i>Always Needs Money</i> : Poor
-15	<i>Alcoholic</i> : Dependence: must drink liquor at least once per Day or suffer Incompetence (Very Common, Addiction)
-33	<i>Active Duty</i> : Add PS: Seaman, Fringe Benefit: Military Rank, Complications from Soldier Template (p. 33)
var	<i>Not the Boat's Owner</i> : Hunted (Watched by whoever owns the boat the character captains)

SCIENTIST

An émigré Dutch Rhodes University biochemist; a fanatical dreamer building robots beneath a plaza

in Mexico City; an astronomer in Australia tracking odd anomalies on the Moon.

ABILITIES

COST	ABILITY
40	<i>Scientific Apparati And Inventions:</i> 40 points' worth of gadgets <i>or</i> the <i>Gadgets</i> ability (p. 23) <i>or</i> a Base (laboratory)
3	Electronics
3	Inventor
3	Mechanics
8	Scientist and one favored Science Skill (INT Roll +3)
8	Additional SSs (8 points' worth)
3	Systems Operation
6	6 points' worth of abilities from the following list: Bugging, Criminology, Deduction, Forensic Medicine, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Weapon Familiarity, any Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 74

OPTIONS

VALUE	ABILITY
15	<i>Adventuring Scientist:</i> +3 STR, +4 DEX, +4 CON
3	<i>Observant And Clever:</i> +3 INT
var	<i>Old Man:</i> Add the Age Complication
-15	<i>Awkward Around Other People:</i> Social Complication: gets along better with machinery than people; suffers a -2 to Interaction Skill Rolls (possibly even -3 with women) (Frequently, Major)
-6	<i>Frail:</i> -2 STR, -2 CON, and -2 BODY
-10	Psychological Complication: Absent-Minded (must make an INT Roll to remember anything important that's not directly related to his area of expertise) (Common, Moderate)
-5	Rivalry: Professional (with other scientists and inventors)
-15	<i>They Called Me Mad At The University:</i> Psychological Complication: Devoted To Favorite Subject And Projects (will risk his own safety and the safety of others for scientific advancement) (Common, Strong)

SECRET AGENT

A former SOE-trained Maquis saboteur, politically purged in Algeria and looking for a new outlet for her skills; the ONI's man in Macao; a former SIS agent with a lot of contacts in the Middle East.

ABILITIES

COST	ABILITY
2	Gambling (choose one category)
3	High Society
3	KS: The Espionage World (INT Roll)
2	KS: The Military/MMercenary/Rebel World 11-
3	PS: Tradecraft (INT Roll)
3	Stealth
2	WF: Small Arms
3	Fringe Benefit: Espionage Rank
3	Fringe Benefit: Security Clearance
15	15 points' worth of Skills from the following list: Acting, Bribery, Bureaucratics, Climbing, Combat Driving, Combat Piloting, Combat Skill Levels, Concealment, Conversation, Cramming, Cryptography, Deduction, Demolitions, Disguise, Forgery, Lipreading, Lockpicking, Martial Arts, Mimicry, Navigation, Persuasion, Security Systems, Seduction, Shadowing, Skill Levels, Sleight Of Hand, Streetwise, Tracking, Transport Familiarity, Weapon Familiarity, any Background Skill, Contacts, Deep Cover

TOTAL COST OF TEMPLATE ABILITIES: 39

COMPLICATIONS

VALUE	COMPLICATION
20	Hunted: enemy nation or espionage agency 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: his own nation or espionage agency 8- (Mo Pow, NCI, Watching)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 30

OPTIONS

VALUE	ABILITY
5	<i>On His Majesty's Serpentine Service:</i> Add SS: Ophi-Tech, TF: Jet Pack, and WF: Marconi Gun
0	<i>Undercover Spy:</i> Choose as optional abilities Acting, Disguise, Deep Cover(s), and a selection of appropriate Background Skills for his Deep Cover(s)
-15	Psychological Complication: Patriot (Common, Strong)
-15	Psychological Complication: Womanizer; Can't Resist A Pretty Face (Common, Strong)
-15	Psychological Complication: Thrillseeker (Common, Strong)
-5	Rivalry: Professional (with another spy in his agency)

Soldiering

Active duty military personnel are on duty at all times; player heroes will likely be part of a special unit “on detached assignment” to reduce the annoyances inherent in soldiering. Such heroes may be members of one or another special unit, such as the USMC Raiders or the British Special Air Service (SAS). In such games, the players may want to specialize not only by MOS, but also by story role: planner, brick, tech, face man, buffer, etc.

Military characters advance in rank along the track given in the Military Pay Table below, at the GM’s discretion and as the flow of the story indicates. In most games, if heroes are all part of a military unit, they won’t be spending a lot of money on gear. Their guns and ammo are provided, as are uniforms and other equipment, room and board (or tents and C-rations), and the other necessities of life. If the intelligence officer needs to flash a few bills around the squatter camp to get answers, he can just be assumed to have them. Even in police units like the RCMP and the Texas Rangers, without room and board allowances, the focus of their adventures isn’t the pay, it’s the job.

But some game groups like tracking their finances, so with that in mind, here are the **Day After Ragnarok** monthly pay scales for American and Commonwealth militaries.

Military Pay by Rank

ARMY RANK (US)	NAVY RANK (RN)	AIR RANK (RAF)	US PAY	COMMONWEALTH PAY
Private	Jnr Seaman	Aircraftman	\$50	£8
PFC	Able Seaman	Leading Aircraftman	\$54	£9
Corporal	Ordinary Seaman	Corporal	\$66	£10
Sergeant	Leading Seaman	Sergeant	\$78	£16
Staff Sergeant	Petty Officer 2nd Class	Chief Technician	\$96	£20
Technical Sergeant	Petty Officer 1st Class	Flight Sergeant	\$114	£23
Master Sergeant	Chief Petty Officer	Master Aircrew	\$138	£28
2nd Lt	Midshipman	Pilot Officer	\$80	£20
1st Lt	Sub-Lt.	Flying Officer	\$95	£40
Captain	Lieutenant	Flight Lt.	\$150	£50
Major	Lt. Cmdr.	Sqdn. Leader	\$250	£65
Lt. Colonel	Commander	Wing Commander	\$300	£75
Colonel	Captain	Flight Cpt.	\$330	£100
MOUNTIE RANK	PAY	TEXAS RANGER RANK	PAY	
Constable	£10	Ranger	\$70	
Corporal	£12	Sergeant	\$90	
Sergeant	£20	Lieutenant	\$100	
Staff Sergeant	£22	Captain	\$200	
Staff Sgt.-Major	£24			
Sergeant-Major	£28			
Inspector	£30			
Superintendent	£35			
Chief Superintendent	£40			

SOLDIER

A Royal Indian Army rissaldar patrolling the Afghan border for Soviet infiltrators; a U.S. Marine turned mercenary captain in Memphis; a Foreign Legionnaire who goes on “independent patrols” looking for ancient Egyptian treasure in Africa.

ABILITIES

COST	ABILITY
2	Running +2m
2	KS: The Military/M Mercenary/RebelWorld 11-
2	KS: [Military Force] History And Customs 11-
2	PS: Soldier (or other relevant PS) 11-
3	Tactics
3	WF: Small Arms, Knives
4	Contacts (4 points' worth)
0	Fringe Benefit: Military Rank
9	9 points' worth of Skills from the following list: Autofire Skills, Bureaucratics, Climbing, Combat Driving, Combat Piloting, Combat Skill Levels, Concealment, Demolitions, Electronics, Fast Draw, Interrogation, Language, Martial Arts, Mechanics, Navigation, Paramedics, Persuasion, Riding, Security Systems, Skill Levels, Stealth, Survival, Systems Operation, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts
TOTAL COST OF TEMPLATE ABILITIES: 27	

COMPLICATIONS

VALUE	COMPLICATION
5	Distinctive Features: Uniform (Easily Concealed)
10	Hunted: military force character belongs to 8- (Mo Pow, NCI, Watching)
20	Social Complication: Subject To Orders (Very Frequently, Major)
TOTAL VALUE OF TEMPLATE COMPLICATIONS: 35	

OPTIONS

VALUE	ABILITY
12	<i>Commando Training:</i> Martial Arts (Sykes-Fairbairn Close Combat)
0	<i>Combat Engineer:</i> Choose SS: Civil Engineering and at least one other engineering-oriented Skill
0	<i>Foreign Legionnaire:</i> Choose Language: French (fluent conversation) and AKs related to posting
0	<i>Pilot:</i> Choose Combat Piloting

Promotion Table

If the GM wants a mechanical system for rank advancement, she can roll on the Promotion Table below. Heroes may also lose rank by dereliction of duty, poor performance, cowardice, sheer dumb luck, or the whim of the GM.

At the completion of a hero's mission, roll 3d6 and add the modifiers below. On an 18+, the hero is promoted.

MODIFIER	SITUATION
-2	Easy Mission
+0	Average Mission
+2	Difficult Mission
+4	Risky Mission
+6	Suicidal Mission
-2	Hero holds lowest rank in organization
-2	Hero is a Captain (army) or equivalent (Navy Lt.; RAF Flight Lt.; Mountie Supt.; Ranger Lt.) or higher
+2	Hero was injured on mission
+2	Hero committed an act of conspicuous bravery or heroism witnessed by others on mission.

VALUE	ABILITY
0	<i>Tanker:</i> Choose TF: Tracked Military Vehicles
0	<i>RRAF:</i> Choose TF: Rocket-Plane and WF: Marconi Gun

WWII VETERAN OPTION

Add this template to another one to create one of the millions who came back from the War and wanted to do something else.

ABILITIES

COST	ABILITY
2	+2 CON
2	KS: WWII 11-
2	PS: Soldier (or other, as appropriate) 11-
3	Tactics
2	WF: Small Arms
3	3 points' worth of Skills from the following list: Combat Piloting, Language (German, French, Japanese, Filipino), Systems Operation, Weapon Familiarity, Weaponsmith, any relevant Background Skill, Contacts

TOTAL COST OF TEMPLATE ABILITIES: 14

SORCERER

The Romany seventh son of a seventh son from all over, but mostly from Sydney; a taciturn Finnish sorceress who somehow walked out of the Gulag and into Alaska; a fakir from Calcutta with family enemies in the Congress Party.

ABILITIES

COST	ABILITY
40	<i>Magic</i> : 40 Points worth of appropriate magical Spells
3	+3 INT
3	+3 EGO
5	KS: Arcane And Occult Lore (INT Roll +2)
2	KS: The Mystic World 11-
6	Other KSs pertaining to occult subjects
5	Languages (5 points' worth)
TOTAL VALUE OF TEMPLATE ABILITIES: 64	

COMPLICATIONS

VALUE	COMPLICATION
20	<i>The Cost of Sorcery</i> : Must Take One Of: Physical Complication: Inept With Machinery (-3 On All DEX Rolls when Using Mechanical Devices) (Frequently, Fully) OR Vulnerability (2x Effect From Poisons, Diseases and Similar Environmental Effects)
TOTAL VALUE OF TEMPLATE COMPLICATIONS: 20	

OPTIONS

VALUE	ABILITY
var	<i>Magical Mastery</i> : Reduced END Cost on some or all Spells
4	<i>Well-Known In Occult Circles</i> : Reputation: famed occultist (throughout the Mystic World) 14-, +2/+2d6
-10	<i>Occult Enemy</i> : Hunted: by a single occult enemy, monster, or the like (As Pow, Capture/Kill)

SPELEO-HERPETOLOGIST

A hard-core “belly man” on call in Hereford; a pensioner consulting for Rhodes University and hunting monsters to relax; a security specialist at the ophiurgical labs in Nairobi, secretly glad to be away from the Belly.

ABILITIES

COST	ABILITY
7	<i>I Know Their Weak Spots</i> : +2 Combat Skill Levels with the Limitation, “Only When Battling Creatures of, or in, the Serpent (-1/2)”
3	+3 CON
3	+3 EGO
2	+2 BODY
5	+1 DCV
2	AK: The Serpent
3	Climbing
8	Scientist and SS: Speleoherpetology (INT Roll +3)
3	PS: Spelunking (DEX Roll)
2	SS: Biochemistry 11-
2	SS: Ophiurgy 11-
4	WF: Small Arms, Flamethrowers, and Grenade Launchers
6	6 points' worth of abilities from the following list: Breakfall, Combat Skill Levels, Contortionist, Deduction, Demolitions, Fast Draw, Paramedics, Persuasion, Skill Levels, Stealth, Systems Operation, Tactics, Weapon Familiarity, Weaponsmith, any Background Skill
TOTAL COST OF TEMPLATE ABILITIES: 48	

OPTIONS

VALUE	ABILITY
15+	<i>It's Too Easy...</i> : Danger Sense
6	<i>I Saw A Flicker</i> : +2 to PER Rolls with all Sense Groups
-20	<i>Snakebit</i> : See p. 22. It happens to the best of us.
var	<i>What Doesn't Kill You</i> : Take an appropriate Physical Complication, such as One Eye, One Arm, One Leg, or some similar Complication

THRILLSEEKING CRIMINAL

A gorgeous cat burglar in glamorous Rio de Janeiro; a “box man” recruited by the SOE during the War, given a pardon, and gone *mostly* straight as a locksmith; a security expert (former ONI) in San Francisco playing both sides against the middle on the docks.

ABILITIES

COST	ABILITY
8	+4 DEX
3	+3 INT

COST	ABILITY
3	+3 PRE
5	+1 DCV
3	Acting
3	Concealment
3	Disguise
3	Lockpicking
3	Security Systems
3	Stealth
3	Streetwise
9	9 points' worth of Skills from the following list: Acrobatics, Breakfall, Bribery, Climbing, Contortionist, Demolitions, Electronics, Fast Draw, Forgery, Gambling, High Society, Martial Arts, Mechanics, Mimicry, Persuasion, Skill Levels, Sleight Of Hand, Trading, Weapon Familiarity, any Background Skill

TOTAL COST OF TEMPLATE ABILITIES: 49

COMPLICATIONS

VALUE	COMPLICATION
20	Hunted: Police 8- (Mo Pow, NCI, Capture)

VALUE	COMPLICATION
15	Psychological Complication: Commits Crimes For The Thrill, Not The Money (Common, Strong)
15	Social Complication: Secret Identity (Frequently, Major)
TOTAL VALUE OF TEMPLATE COMPLICATIONS: 50	

OPTIONS

VALUE	ABILITY
15+	<i>Clever Foresight</i> : Danger Sense
15	Money: Filthy Rich
var	Reputation (as a famous criminal; extent of Reputation and its roll vary)
var	<i>Signature Weapon</i> : character has a special or distinctive weapon, such as a Gas-Gun
var	Hunted (by a crimefighter, enemy gangster, or the like)
var	Hunted (by a cruel or corrupt cop, the dramatic opposite of the good-natured "criminal")
-10	<i>You Stole From Me, So I Steal From You</i> : Psychological Complication: Must Recover His Stolen Inheritance (Common, Moderate)
-5	Rivalry: Professional (with a cat burglar or other criminal)

Superhuman Abilities

The world of the arcane is dark, twisted, and dangerous in ***The Day After Ragnarok***, poisoned by the Serpent and by the magics of Thule. Even those who work wonders by the will of God seem a little unhinged, with a dangerous light never far from their eyes. Psionics are an unknown frontier, the power set ablaze more often than not by totalitarian terror, not blossomed from within a genuine seeker.

Magic

Magic is inherently tricky and dangerous, and it imposes a cost on its practitioners over and above any danger to their souls. Their body energies flare and flux and interfere with precision equipment and electrical gear, or simply dwindle and drain slowly into Niflheim. Although all the major nations deny any official magical efforts, there may well be secretive government magical programs ongoing at Mount Shasta or Ayers Rock, not to mention whatever Stalin has bubbling away behind the Wall of Serpents.

A magical hero might follow any sort of tradition, if the GM thinks it belongs in her game: an Aleister Crowley wannabe, a Pennsylvania hex magician, a Kenyan witch-smeller...whatever. The player and GM should work together to establish the proper "feel" for any given magical tradition, which will always involve some sort of ritual components or activities—in game terms, suitable Limitations like Activation Roll, Concentration, Extra Time, Requires A Skill Roll (against KS: Occult Lore, for example), and even Side Effects.

See the Cost of Sorcery Complication on p. 34 for the specific rules effect of harnessing the eldritch.

Miracles

Triggering Ragnarok and awakening the Midgard Serpent definitely demonstrated that miraculous powers exist in the world. The GM may determine that harnessing the forces of the gods (Nordic or otherwise) requires lengthy ritual preparation, priestly investment and vows, hallucinogenic trance states, or other restrictions. This may leave

it entirely in NPC hands, or the GM can represent it with Concentration, Extra Time, Gradual Effect, Requires A Skill Roll (KS: Theology), and so on.

If player characters can be miracle men, the GM will likely impose one of the Complications in the Miracle Man template (p. 27).

Psionics

Virtually all the psionics-users in the world are products of the Leningrad Brain Institute or the Makarenko Commune outside Kharkov in the Soviet Union, and thus probably not best suited to heroic characters. Indeed, the heroes will be more likely to battle Stalin's psionic spies than to welcome mind-benders into their own ranks. That said, there's always a Himalayan lamasery or mysterious glowing meteorite available if players want their hero to harness the powers of the mind.

The death of a sentient being nearby unsettles a psi; hence the Pacifist Complication in the Mentalist template on p. 26. (The NKVD well and truly grinds this Complication out of NPC Soviet psis, of course.) Similarly, that means most PC psionicists will shine out of combat—interrogation or investigation, for example—and should consider buying powers to reflect this.

Heroic Abilities

The Day After Ragnarok is, at its heart, a pulp setting. Characters will likely be Heroic characters, without overt four-color powers or levels of power. However, Talents and even Heroic Abilities are more than plausible in a world of Nazi magic, Soviet psionics, and the weirdness brewing in Rhodes University's inner labs.

Gear

Unless the government, or maybe Rhodes University, is picking up your tab, you're going to have to shift for yourself doing odd jobs—some of them very odd indeed—or hoping to stumble across something someone wants to pay for. Of course, those are usually the kinds of things other people want to get without paying you.

So with your starting cash, you may want to buy something to discourage those sorts of people with.

MONEY

The Texas dollar and the U.S. dollar (\$) are at rough parity, since both of them have to stay pegged to the price of silver dollars—plenty of folks don't take paper money at home, and nobody does in the

Poisoned Lands. Indeed, in the Poisoned Lands, a rifle bullet is worth a dollar, and is often used as currency in the drifter camps, prospector warrens, and less appetizing places out there. Sharp-eyed heroes will note that a rifle bullet only costs 30 cents back in civilization—there's your first opportunity! But then, greenhorns riding into the Poisoned Lands with boxes of ammunition they'd rather sell than shoot are, well, not always the best insurance risks.

A British pound sterling (£) is worth about \$5 American. (Each pound is divided into 20 shillings; a shilling is worth 12 pence.) Other currencies hardly matter; the GM can make something up to suit herself.

Cheap Gear

Adventurers on a budget, which is to say most of them, might want to go for cheaper stuff than listed on the price guide: jerry-rigged, scavenged, rebuilt, or very used. Anything you might use with a Skill Roll—guns, vehicles, equipment, tools, other weapons—you can find for half the normal price in a big town, or even in a big squatter camp in some places like the outskirts of drowned cities. But Game Masters should periodically allow for a chance at a malfunction whenever dramatically appropriate (perhaps if a Skill Roll is missed badly or if a character has the Unluck Complication) if there's any possible way it could break, corrode, or generally let you down. This, of course, does not apply to special equipment paid for with Character Points instead of money.

Cheap clothing and other gear not related to Skill Rolls just looks, well, either cheap or dangerous. Either way, your character may suffer penalties on any Interaction Skill Rolls at the Game Master's discretion due to his worthless looks.

Armor

ITEM	COST	WEIGHT (KG)	NOTES
Flight Suit	\$35	7	1 PD/ED; Life Support (Safe Environment: Extreme Cold)
Gas Mask	\$15	1	Life Support (Self-Contained Breathing); -2 Penalty to all user's PER Rolls while worn
Helmet	\$7	2	4 PD/ED, Only protects Locations 3-4

Clothing

ITEM	COST	WEIGHT (KG)	NOTES
Belt	\$1	—	
Boots	\$10+	1	
Business Suit	\$15+	—	
Coat	\$5+	—	
Coveralls	\$8	—	
Dungarees	\$5	—	
Fedora	\$8	—	
Field Jacket	\$15	—	
Formal Wear	\$25+	—	
Gloves	\$5	—	
Goggles	\$5	—	
Hat, Stetson	\$5	—	Or bush hat; +1 to offset Sight PER Penalties in bright sunlight.
Leather Jacket	\$15	—	1 PD/ED, Only protects Locations 7-13
Shirt	\$1+	—	
Shoes	\$8+	—	
Trenchcoat	\$25	—	
Uniform	\$12	—	

Communications & Special Gear

ITEM	COST	WEIGHT (KG)	NOTES
Camera, 35mm	\$50	2	32 shots of film for \$1
Camera, Movie	\$50	1	8mm reel, 8 mins for \$5
Developer Kit	\$30	18	Requires dark room
Metal Detector	\$150	8	Detects metallic objects on 14- within 2 meters
Radio, Pack	\$30	11	5-mile range
Radio, Field	\$100	40	30-mile range; see note
Telegraph Key	\$5	1	
Telegram, per word	\$0.05	—	International, \$0.25

Explosives

ITEM	COST	WEIGHT (KG)	NOTES
Detonator	\$20	5	Plunger, 500' of wire, 50 caps
Dynamite Stick	\$5	1	EB 5d6 Explosion; +1d6 per additional stick
Primacord (1000')	\$50	10	See note
Satchel Charge	\$60	11	EB 8d6 Explosion
Thermite	\$8	1	RKA 2-1/2d6 AP, 2 meter radius, 1 Turn/charge

Field Equipment

ITEM	COST	WEIGHT (KG)	NOTES
Aqualung	\$200	14	
Backpack	\$10	1	Holds 45 kg
Battery, Car	\$25	23	
Bedroll	\$20	2	
Binoculars, 8x	\$100	2	+4 to Range Modifier for Sight Group
Binoculars, 12x	\$200	3	+6 to Notice distant objects
Candles, Wax	\$3	1	Set of 8; burn 12 hrs.
Canteen	\$1	1	Holds 1 liter (1 kg) of liquid
Climbing Gear	\$3	4	Rock hammer and 10 pitons
Compass	\$5	—	
Cot	\$5	11	
Entrenching Tool	\$2	1	1d6 HKA damage in combat
Fishing Tackle	\$20	5	Rod, reel, line, hooks, creel
Flashlight	\$2	1	+4 to Sight Per Rolls in darkness
Flare, Road	\$1	1	Burns for 30 minutes
Grapnel	\$5	1	
Handcuffs	\$10	1	Entangle DEF3 BOD 5; Takes No Damage, Set Effect (Hands Only)
Lantern	\$12	1	8 meter radius; burns kerosene
Lockpicks	\$50	1	+2 To Lockpicking Roll
Parachute	\$100	14	
Rappelling Harness	\$10	2	+2 to Climbing rolls with rope
Rope, Hemp (200')	\$5	15	See note
Rope, Nylon (200')	\$15	2	See note
Shelter Half	\$10	2	Two shelter halves make a two-man tent
Skis	\$16	4	Includes poles and bindings.
Snorkeling Gear	\$3	3	Mask, fins, snorkel; +2 meters Swimming
Snowshoes	\$5	2	
Stove, Camp	\$5	1	
Trap, Bear	\$7	15	See note
Wristwatch	\$5	—	Luminous dial, wind-up, watertight
Zippo Lighter	\$1	—	

Firearm Accessories

ITEM	COST	WEIGHT (KG)	NOTES
Cartridge Belt	\$2	—	Holds 25 rounds
Gun Cleaning Kit	\$5	3	
Holster	\$5	1	
Rifle Scope, 4x	\$25	1	+2 to Range Modifier for Sight Group
Rifle Scope, 10x	\$75	2	+4 to Range Modifier for Sight Group
Silencer, Pistol	\$25	1	-3 to Hearing PER Rolls
Suppressor, Rifle/SMG	\$75	1	
Web Gear	\$3	2	

Food & Drink

ITEM	COST	WEIGHT (KG)	NOTES
Beer, can	\$0.05+	—	
Candy	\$0.40	—	
C-Ration	\$3	1	Per meal
Cigarettes, pack	\$0.30	—	
Coca-Cola, bottle	\$0.40	—	
Iron Rations	\$1	0.5	Oats and sausage bar; per meal
Meal, average	\$3+	—	
Meal, excellent	\$10+	—	
Spam	\$0.50	—	
Whiskey, bottle	\$3+	—	

Medical

ITEM	COST	WEIGHT (KG)	NOTES
Amphetamines	\$5	—	See note
First-Aid Kit	\$3	1	Without it or better, Paramedic rolls are at -2
Medic's Kit	\$10	7	+1 to Paramedic rolls
Stretcher	\$8	5	
Surgical Kit	\$30	7	+2 to Paramedic rolls

Tools

ITEM	COST	WEIGHT (KG)	NOTES
Axe	\$2	1	1-1/2d6 HKA in combat
Chain, 20'	\$15	28	Pulls 6.5 tons; 5/5 DEF and 3 BOD to break
Crowbar	\$2	2	+3d6 HA in combat
Cutting Torch	\$50	13	1d6 RKA No Range, Pen; spare gas bottles \$5, 7 kg.
Fire Extinguisher	\$30	9	
Pick	\$1	2	1d6 HKA in combat
Saw	\$2	1	
Shovel	\$1	2	
Spotlight	\$50	5	2 hr battery
Swiss Army Knife	\$5	—	Mechanics or related Skill rolls at -1 if only tool
Tool Kit	\$60	9	Without it, Mechanics or related Skill rolls are at -2
Welder	\$200	160	100 spare rods are \$5, weigh 9 kg.
Wheelbarrow	\$2	3	Loads up to 160 kg.
Wire Cutters	\$2	2	

Transportation

ITEM	COST	WEIGHT (KG)	NOTES
Air Travel, per mile	\$0.30	—	Travel time 90-150 mph
Bit and Bridle	\$5	1	included in Saddle and Tack
Cab Fare, per mile	\$0.10	—	
Gasoline, per gallon	\$0.25	4	
Horse	\$600	500	
Horseshoes	\$25	2	Set of four
Mule	\$200	450	
Ocean Liner fare, 1st/2nd/3rd Class	\$50+/\$25/\$10		Per day; 600 miles per day, depending on weather
Pullman Car Travel, per mile	\$0.20		Average 40 mph or 900 miles per day, depending on stops
Saddle and Tack	\$75+	14	-2 to Riding rolls without
Saddlebags	\$10	1	Holds 10 kg.
Train Travel, per mile	\$0.05		Day trips; average 35 mph, depending on stops
Tramp Steamer fare, per day	\$2-\$10		

Services

ITEM	COST	NOTES
Apartment, per month:		
Flophouse	\$12	
Studio	\$25	
Decent	\$40	
Swanky	\$100+	
Hospital Stay, per day	\$15+	Quality hospital care doubles REC rate of Body per month (at least \$30)
Hotel, per night:		
Fleabag	\$1	
Average	\$5	
Luxury	\$20	
Office rent, per month:		
Seedy	\$10	
Respectable	\$30	

GEAR NOTES

Amphetamines

Very common, especially in the RAF and RRAF. These effectively give 1 point of Life Support: Diminished Sleep, and Aid +2d6 to END. However, while under the effect of amphetamines, users suffer a -2 penalty to any INT-based rolls, including Skills and PER. Extensive use can lead to characters acquiring a Dependence: Amphetamine Addiction (Uncommon, -1 to Skill Rolls, Addiction) for 20 points at the GM's discretion. When suffering from this, characters may experience anxiety, aggressive behavior, increased excitability and the perception that one has become more creative (whether this is true is again a matter of GM's discretion.) Overdoses can cause psychotic breaks and hallucinations, as well as risking heart attacks or similar physical maladies.

Bear Trap

Spring-powered jaws snap shut on unwary strollers, who must make a PER Roll at -1 (or Tracking Roll at +1) to see a trap before walking into it. It does 1d6+1 Killing Damage and applies a Grab with a STR of 30; it can also be escaped with a Lockpicking Roll (typically requiring 5 minutes).

Primacord

Fast-burning explosive used to trigger other explosives. It looks like clothesline, and explodes for 1/2d6 KA per 0.3 meters if detonated all at once. Can also be used to burn through locks, blow off hinges, etc. with a Demolitions Roll.

Radio

To use a field radio at longer (short-wave) ranges requires a Systems Operations Roll and clear weather.

Rope

Both types of rope safely support 300 lbs. of weight. If a character puts more weight on it than it can hold, it takes the Normal Damage generated by the STR required to lift the total amount of

weight. Hemp rope has 3 DEF and 3 Body, while nylon rope has 4 DEF.

Thermite

An aluminum-based pyrotechnic that, once activated, burns incredibly hot (over 5000 degrees) for a very brief period. If left around as an incendiary, it will set anything within a 6-meter radius on fire once it goes off. Applied to a target (a giant snake, a jailhouse door, a T-34, etc.) it does 2d6 RKA AP damage for 1 Turn per 0.1 kg charge before being consumed. The weight listed includes the "acid-pencil" timer-detonator, and a metal case to carry it in. A smaller cigarette-pack sized thermite device costs \$3 and weighs .5 kg, and does 1d6 RKA AP for 1 Turn. Applying thermite to a target requires a SS:Chemistry or Lockpicking Roll (either one at -2 in combat); when just tossing it—into the mouth of a giant snake, say—and hoping for the best, it has a Range Modifier of -2.

VEHICLES

GROUND VEHICLES

HUMBER ARMORED CAR		
CHARACTERISTIC	VALUE	COST
SIZE	5m x 2m	25
STR	40	30
DEX	12	4
BODY	16	6
PD	12	15
ED	12	15
OCV	4	5
DCV	3	0
SPD	3	20
MOVEMENT	16m, x4nc	9
WEAPONS		
15mm HMG (600 rounds) (+1 OCV, +4 RMod, 3-1/2d6K, +1 Stun, AF3)		
2 x 7.92mm Coax MG (1500 rounds each) (+1 OCV, 2-1/2d6K, AF3)		

Primary armored car of the British Commonwealth forces; civilian versions are available to Rhodes Scholars and other loyal servants of the Crown.

COST: \$2,600 or Military Only

JEEP

CHARACTERISTIC	VALUE	COST
SIZE	3m x 2m	15
STR	35	25
DEX	14	8
BODY	15	5
PD	6	6
ED	6	6
OCV	5	10
DCV	4	5
SPD	3	20
MOVEMENT	32m, x4nc	25

With 600,000 built by Willys-Overland alone during the War, Jeeps can be found on every continent in all states of repair and customization.

COST: \$365

MOTORCYCLE

CHARACTERISTIC	VALUE	COST
SIZE	2.5m x 1m	0
STR	25	15
DEX	16	12
BODY	11	1
PD	4	2*
ED	4	2*
OCV	6	15
DCV	5	10
SPD	4	30
MOVEMENT	12m, x4nc	5

*(Does not protect passengers -1/2)

Increasingly common as gasoline, rubber, and other commodities become decreasingly common.

COST: \$80

2-1/2 TON TRUCK

CHARACTERISTIC	VALUE	COST
SIZE	8m x 4m	40
STR	40	30
DEX	10	0
BODY	18	8
PD	3	1-1/2
ED	3	1-1/2
OCV	3	0
DCV	3	0
SPD	3	20
MOVEMENT	16m, x4nc	9



Humber Armored Car



Jeep



2-1/2 Ton Truck



Beechcraft Model 18



Bell 47



DC-3 Dakota



Noorduyn Norseman



Lockheed Constellation

Built by Kaiser Motors from old GMC specifications, or one of the hundreds of thousands built during the War. Most of them have a canvas cab top and canvas truck bed cover, for a PD of 2 and ED of 1 for those locations.

COST: \$1,650

AIRCRAFT

BEECHCRAFT MODEL 18

CHARACTERISTIC	VALUE	COST
SIZE	8m x 4m	30
STR	30	20
DEX	16	12
BODY	15	5
PD	4	3
ED	4	3
OCV	5	10
DCV	5	10
SPD	3	20
MOVEMENT	12m 75m Flight, x4nc	80

The most common utility aircraft in North America; as the C-45 Expeditor it saw service with all the Allied militaries including China. It can carry a payload of 1200 lbs. (six passengers, or half a ton of gear) up to 1200 miles without refueling. (The Australian DeHaviland Dragon II biplane has a range about half that, but the other stats are the same.)

These stats can apply to any small twin-engine, propeller-driven transport; for a somewhat larger plane, use the DC-3 stats.

COST: \$50,000

BELL 47

CHARACTERISTIC	VALUE	COST
SIZE	10m x 5m	35
STR	25	15
DEX	18	16
BODY	15	5
PD	4	3
ED	4	3
OCV	6	15
DCV	6	15
SPD	3	20
MOVEMENT	60m Flight, x4nc	65

Advantages: No Ground Movement

The first, and so far only, helicopter in the world produced for the civilian market, the Bell 47 is manufactured in Fort Worth, Texas. Notwithstanding, the Texas Rangers buy plenty of them. It can carry a pilot and 1000 lbs. of gear 245 miles without refueling.

COST: \$18,000

DC-3 DAKOTA		
CHARACTERISTIC	VALUE	COST
SIZE	20m x 10m	50
STR	50	40
DEX	10	0
BODY	20	10
PD	5	4/1/2
ED	5	4-1/2
OCV	3	0
DCV	3	0
SPD	2	10
MOVEMENT		12m Ground 32m Flight, x16nc 47

The legendary “Gooney Bird” transport plane was repurposed as the C-47 Skytrain during the War. DC-3s can be found almost anywhere in the world; even the Soviets produced their own version. It can carry a payload of 3 tons up to 1000 miles without refueling.

COST: \$83,000

NOORDUYN NORSEMAN		
CHARACTERISTIC	VALUE	COST
SIZE	8m x 4m	30
STR	23	13
DEX	16	12
BODY	15	5
PD	3	1-1/2
ED	3	1-1/2
OCV	5	10
DCV	5	10
SPD	3	20
MOVEMENT		12m Ground 39 34m Flight, x8 nc
Advantages: Float		

A single-wing STOL bush plane built in Canada; it can be fitted with floats, wheels, or skis. It is of wood and steel construction. It can fly 900 miles without

refueling. Similar single-engine bush planes are built in Australia, California, and Texas; DeHavilland Canada (reconstructed in Vancouver) is working on a superior all-metal bush plane, the Beaver.

COST: \$20,000

LOCKHEED CONSTELLATION		
CHARACTERISTIC	VALUE	COST
SIZE	40m x 20m	65
STR	60	50
DEX	10	0
BODY	25	15
PD	6	6
ED	6	6
OCV	3	0
DCV	3	0
SPD	2	10
MOVEMENT		12m Ground 32m Flight, x16nc 47

The C-69 high-speed, long-distance (range: 4,500 miles) transport became the Constellation airliner after the War. These stats can apply to any four-engine, propeller-driven transport.

COST: \$200,000

PBY CATALINA FLYING BOAT		
CHARACTERISTIC	VALUE	COST
SIZE	20m x 10m	50
STR	40	30
DEX	12	4
BODY	14	4
PD	4	3
ED	4	3
OCV	4	5
DCV	4	5
SPD	3	20
MOVEMENT		12m Ground 28m Flight, x4nc
Advantages: Can land on water		

This seaplane can land on water or land, and take off from water given a suitable headwind. It can carry a payload of 2 tons, and stay aloft for 24 hours, traveling 2,520 miles without refueling or maintenance. Military models can mount up to five guns.

COST: \$85,000



PBY Catalina Flying Boat



P-80 Shooting Star



Piper J-3 Cub



Fairmile Motor Launch

P-80 SHOOTING STAR

CHARACTERISTIC	VALUE	COST
SIZE	8m x 4m	30
STR	35	25
DEX	17	14
BODY	16	6
PD	4	3
ED	4	3
OCV	7	20
DCV	6	15
SPD	3	20

MOVEMENT

12m Ground 75

75m Flight

Advantages: Infrared Vision;

WEAPONS

6 x 12.7mm MG (300 rounds each) (+1 OCV, +4 RMod, 3-1/2d6K, +1 Stun, AF3)

8 x 5-inch rockets (+6 RMod, 5d6K Exp)

2 x 1,000 lb. bombs (4d6K Exp, Dropped Only)

This is the top of the line jet fighter in the USAAF. Similar statistics apply to the RAF Gloster Meteor, the Red Air Force MiG-9, or the IJAF Nakajima Ki-201.

COST: Military only

PIPER J-3 CUB

CHARACTERISTIC	VALUE	COST
SIZE	8m x 4m	30
STR	20	10
DEX	14	8
BODY	14	4
PD	2	0
ED	2	0
OCV	5	10
DCV	5	10
SPD	3	20

MOVEMENT

12m Ground 37

32m x8nc Flight

A single-engine light plane produced in prodigious numbers (20,000 units) during the War as a trainer, now most common as an airmail plane. It can fly 220 miles without refueling. Taylorcraft in Texas produces a similar plane, the L-2. The British equivalent is the Auster V; the Australians produce a biplane with similar stats, the DeHaviland Tiger Moth.

COST: \$2,000

WATERCRAFT

FAIRMILE MOTOR LAUNCH

CHARACTERISTIC	VALUE	COST
SIZE	34m x 5m	50
STR	60	50
DEX	10	0
BODY	28	18
PD	8	9
ED	8	9
OCV	3	5
DCV	3	5
SPD	3	10
MOVEMENT	34m Swim	17

Advantages: Infrared Vision

WEAPONS

2 x 7.62mm Coax MG (5000 rounds each)

40mm Vickers Quick-Fire Tank Gun (120 rounds)

12 depth charges

The somewhat larger Royal Navy version of the USN PT Boat. Similar patrol boats operate off the coasts of Japanese-occupied China, the Mediterranean coasts of France, and Argentina. The cost is given for a similar civilian craft, without weapons.

COST: \$12,000 or Military only

SPEEDBOAT

CHARACTERISTIC	VALUE	COST
SIZE	6m x 3m	25
STR	30	20
DEX	16	12
BODY	14	4
PD	3	1/2
ED	2	0
OCV	5	10
DCV	5	10
SPD	3	20
MOVEMENT	50m Swim	25

Wooden hull, outboard motor. It can be fitted with a wooden top.

COST: \$400

TRITON-CLASS SUBMARINE

CHARACTERISTIC	VALUE	COST
SIZE	84m x 8m	65
STR	75	65
DEX	13	6
BODY	26	16
PD	8	9
ED	8	9
OCV	4	5
DCV	4	5
SPD	3	20
MOVEMENT	30m Swim	15

Advantages: Life Support (Self-Contained Breathing, High Pressure), Sonar

WEAPONS

102mm HE (300 rounds) (7-1/2d6 RKA, +1 Stun, AoE 1 Hex, AF5)

3 x 7.62mm Coax MG (2350 rounds each)

10 torpedo tubes (26 total torpedoes)

The main attack submarine of the Royal Navy. It has a crush depth of 600 feet.

COST: Military only



Triton Class Submarine

WEAPONS

This table lists just a smattering of the more characteristic weapons available to post-Serpentfall heroes. Feel free to raid the weapons tables of other books—especially **Western Hero**, **Pulp Hero**, **Golden Age Champions**, and **Post-Apocalyptic Hero**—for suitable arms and armor to salvage from the ruins. City militias, especially, arm themselves with a wild variety of guns, and rebels and bandits have to use whatever they can steal.

WEAPON NOTES

AK-47

Invented in 1944 by the Soviet designer Mikhail Kalashnikov, Stalin has ordered these assault rifles issued to the Red Army. They are available only where the tide of Red subversion has washed.

Arisaka 99 Shiki

The standard rifle of the Japanese Army. Although these specific rifles will not be commonly available in North America or Africa, use these stats for civilian hunting rifles.

Arrows

Outdoors, arrows and quarrels are recovered on a d6 roll of 4-6. Underground or indoors, the chance is reduced to 5-6.

Flare Pistol

Flare pistols fire illumination rounds, pyrotechnics, etc. Flare rounds come in red, green, white, or amber star-shell visible for 7 seconds; red or green parachute flares that hang in the air for 20-30 secs.; red or green smoke rounds (also in parachute form)

Melée Weapons

TYPE	DAMAGE	WEIGHT	COST	STR MIN	NOTES
Bayonet	1d-1K	1	\$4	6	Can be fixed to a rifle (below)
Bayonet, Fixed	1d-1K	—	—	—	Can Block, 2H
Bowie Knife	1d-1K	1	\$10	6	Can be thrown
Bullwhip	1/2dK	1	\$6	5	3" reach, can Grab
Katana	1-1/2dK	3	\$65	12	+1 OCV, 1-1/2H, Japanese Only
K-Bar	3dN	1	\$5	10	Can Block, can be thrown
Kukri	1dK	1	\$7	10	Commonwealth Only, can be thrown
Machete	1dK	2	\$5	10	
Saber	1d+1K	2	\$50	10	
Switchblade	1/2dK	—	\$3	5	Can be thrown

Ammunition

TYPE	WEIGHT	COST	NOTES
Arrow	1/5	\$1/2	
Bullets, small	3/50	\$3/50	.22, .32 pistol rounds
Bullets, medium	5/50	\$8/50	.357M, 9mm, .45 pistol rounds, .22 rifle rounds
Bullets, large	8/50	\$16/50	.50 and rifle rounds larger than .22
Flares	1/3	\$5/3	
Quarrel	1/5	\$2	
Rocket, Bazooka	7/2	Military	
Shells, shotgun	5/50	\$14/50	
Slugs, shotgun	2/10	\$9/10	

Ranged Weapons

Type	RMod	Damage	Cost	Weight	Shots	Str Min	Notes
Bows							
Crossbow	+1	1d+1K	\$15	5	—	12	2H, Concentration, 1 Phase to Reload
Longbow	+1	1d+1K	\$35	3	—	10	2H, Concentration
Shortbow	+0	1d-1K	\$10	2	—	5	2H, Concentration
Pistols							
Colt M1911 (.45)	+0	2d-1K	\$30	1	7	9	+1OCV, Semi-Auto
Flare Pistol	+0	1dK (Energy)	\$30	1	1	5	See note
Nambu 14 Shiki (8mm)	+0	1dK	\$15	1	8	8	Semi-Auto, See note
S&W Magnum (.357)	+0	1-½dK	\$60	2	6	9	Revolver
Tokarev TT33 (7.62mm)	+0	1d+1K	\$25	2	8	9	Semi-Auto
Webley Mk IV (.38)	+0	1dK	\$20	1	6	8	Revolver
Submachine Guns							
Kokura 100 Shiki (8mm)	+0	1dK	Military	4	30	10	AF5
M3 "Grease Gun" (.45)	+0	2d-1K	\$45	4	30	12	AF5
Owen Mk I (9mm)	+0	2d-1K	\$40	5	33	12	AF5
Thompson M1A1 (.45)	+0	2d-1K	\$50	6	30	13	AF5
Shotguns							
Browning Automatic (12g)	+0	2-½dK	\$50	4	5	12	2H, AE1, LR (20"), RR, RP, Semi-Auto
Winchester 1897 Pump (12g)	+0	2-½dK	\$45	4	5	12	2H, AE1, LR (20"), RR, RP, Pump-Action
Rifles							
Arisaka 99 Shiki (7.7mm)	+1	2dK	\$45	4	5	12	+1OCV, 2H, Bolt-Action
Lee-Enfield No. 4 Mk I (.303)	+1	2-½dK	\$30	5	10	13	+1 OCV, 2H, Bolt-Action
M1 Garand (.30)	+1	2d+1K	\$100	5	8	15	+1 Stun, 2H, Semi-Auto, See note
Springfield M1903 (.30-06)	+1	2d+1K	\$35	4	5	13	+1 Stun, +1 OCV, 2H, Bolt-Action
Assault Rifles							
AK-47 (7.62mm)	+1	2dK	Military	5	30	14	+1 Stun, +1OCV, 2H, AF5
M2 Carbine (.30)	+1	1-½dK	\$70	3	30	14	+1 Stun, 2H, AF5
Machine Guns							
Bren Mk II (.303)	+1	2dK	\$120	12	30	14	+1 Stun, +1 OCV, AF5, Bulky
M-1918A2 BAR (.30-06)	+0	2d+1K	\$50	15	250	15	+1 Stun, AF5, Bulky
M-2HB (.50)	+0	3dK	\$1,000	38	200	20	+1 Stun, AF8, Bulky
Nambu Type 99 (7.7mm)	+0	2-½dK	Military	9	30	16	+1 Stun, AF5, Bulky, See note
SG-43 (7.62mm)	+4	2dK	Military	23	250	18	+1 Stun, +1 OCV, AF5, Bulky
Flamethrowers							
Flamethrower	+0	2-½dK AP	\$180	32	10	10	AE (line 27" or Cone 15"), Continuous, Mobile, Bulky
Rocket Launchers							
M-1 Bazooka	+1	4dKX	Military	17	1	12	2H, Extra Time (1 Turn), SFW
RPG-2	+1	4dKX	Military	5	1	12	2H, Extra Time (1 Turn), SFW
Grenades							
Mills Bomb	—	2dKX	\$10	1	—	RBS	See note
MkII "Pineapple"	—	2dKX	\$10	1	—	RBS	
Molotov Cocktail	—	1-½dK	\$0.20	1	—	RBS	AE 1 Hex, 1 Turn/charge, See note

Weapons of the Post-Serpentfall World



AK-47



Colt M1911



Nambu Type 14 Shiki



StG-43



Owen Mk I



Thompson M1A1



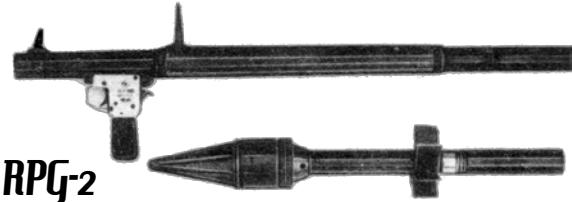
Lee-Enfield No. 4 Mk I



Arisaka Type 99



Nambu Type 99



RPG-2

that emit smoke for 20-30 secs. A flare fired into the air rises to 600 feet; table range is the practical distance to start a fire with a flare pistol. Americans are likely to use the M-8; British subjects use the Very pistol.

Lee-Enfield No. 4 Mk I

The primary Commonwealth rifle, available throughout the British Commonwealth, Congress India, the Middle East, and even Siam.

M1 Garand

The first semi-automatic rifle ever issued as a standard infantry combat weapon, the American-made Garand dominated the battlefields of the War with its high rate of fire. Preparing to fire a bolt-action rifle (i.e., chambering a round) requires a Half Phase Action. Once a round is chambered, firing the rifle requires an Attack Action. Unlike bolt-action rifles, chambering a Garand round occurs in the same Half Phase Attack Action in which the rifle is fired.

M2 Carbine

Some U.S. forces are equipped with this selective-fire version of the M1 Carbine developed in 1945 just before the Serpentfall. Its carbine round suffers trajectory drop at longer ranges.

Mills Bomb

The standard British grenade has either a 4- or 7-second fuse, depending on which one the thrower inserts.

Molotov Cocktail

A bottle full of gasoline; less aerodynamic than a real grenade, but less pricey, too. Make sure to check the *Hero System* Fire rules.

Nambu 14 Shiki

A cheap imitation of the Luger, this is the primary Japanese sidearm. It jams frequently, and is essentially Cheap Gear (see the box on p. 36). The GM can use these stats (and the Cheap Gear rule) for any “Saturday Night Special” or ill-maintained gun.

Nambu Type 99

The Japanese light machine gun. It fires Japanese rifle ammunition, but often jams or breaks down. It is Cheap Gear (p. 36). It is not available outside the Japanese Empire, China, or the Philippines.

Owen Mk I

The first submachine gun invented and manufactured in Australia, this rugged SMG has become standard issue for Commonwealth forces.

RPG-2

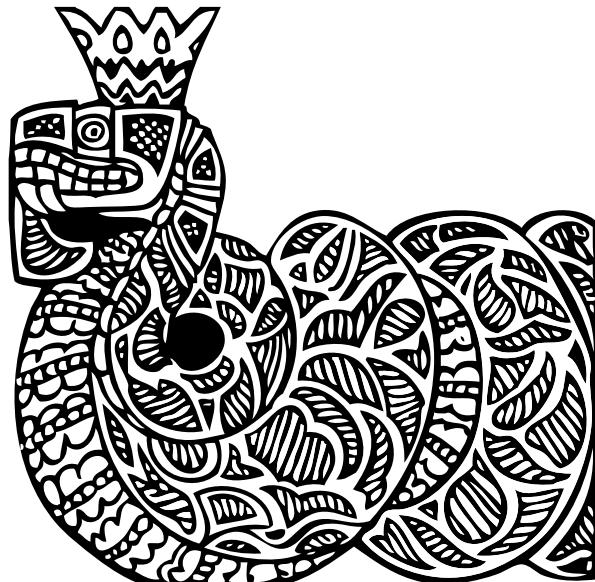
A Soviet modification of the German Panzerfaust, the RPG-2 fires HE anti-tank rockets that must be assembled before loading.

SG-43

The primary Soviet medium machine gun uses a thick barrel rather than a water jacket (which could freeze). Its mount is not a tripod but a two-wheeled cart. It is not available outside the Soviet sphere.

Thompson M1A1

The “Tommy gun” is far more often encountered with the military-issue 30-round box clip than with the 50-round or 100-round drum.





Ophi-Tech

The Serpentfall not only reshaped the geopolitics, and even the geography, of the Earth; it also reshaped the sciences. Quite simply, the Serpent should be impossible: Nothing that large should exist, or be able to move. And it certainly shouldn't breed monsters when it's dead, or while alive have responded to magical rituals cast by deranged Nazis in amphetamine fugue states. Understanding the "how" of the Serpent is the goal of ophiurgists from Grahamstown to Gorkiy—but they're not even sure about the "what" yet.

But the pinpricks of knowledge the ophiurgists have drained from the Serpent's corpse have created an flow of "ophi-tech," which some people (and governments) are willing to use without knowing anything else.

ACQUIRING OPHI-TECH

Rhodes University engineers and scientists are at the forefront of biotechnology, energy, and advanced airframe research based on study of the Midgard Serpent. Although some Rhodes-developed devices have been around long enough for gray-market knock-offs to emerge, virtually all the cutting-edge experimental "ophi-tech" or "ophiurgy" is still in the hands of Rhodes researchers and/or His Majesty's Government. Not that there's much difference. Of course, there are also ophi-tech programs at Caltech (the U.S. government program), the Howard Hughes Herpetic Institute in San Jose, and at Los Alamos and the Nouvelle-Sorbonne in Algiers, to say nothing of the Pingfan Institute in Japanese Manchukuo or Science City 14 outside Tomsk. But Rhodes still does it most and best.

Hence, almost everyone with reliable access to ophi-tech works for Rhodes University, a government, or another high-powered research institution. The GM is perfectly within her rights to insist that any hero with ophi-tech has to accept such apron strings as a condition of the Skill.

However, the GM might also decree that independent heroes can begin with "gray-market" knockoff versions, post-military issue equipment, or (hopefully) untraceable black-market stolen ophi-tech. It might even be available later in the game, to people who know just who to ask. (A Streetwise Roll at -4, even in a suitable location, is likely to be required.) She should set the price considerably higher than the heroes can pay, at least not without doing something horribly risky and adventurous to earn it...

In such a version of the setting, the GM might also decide that such street versions of ophi-tech are less reliable than the officially issued gear: Where Rhodes University ophi-tech has an Activation Roll of 15-, the unlicensed sort might be considerably lower.

In no version of the setting should heroes be able to invent new ophi-tech devices, unless they have access to a major research laboratory like Bell Labs or the Woomera Proving Grounds. Ophi-tech research is like atomic research: even the unclassified stuff takes million-dollar pieces of equipment and a team of Ph.D.s. Getting new equipment should be justified by story developments: taking a jet pack off the fallen body of a villainous Argentine fascist, or getting a Marconi gun as a reward for services rendered to His Majesty's Government.

OPHI-TECH GEAR

Ablative-Metabolic Suit

Resembling a flight suit made of snakeskin and stuffed with particularly lively eels, the ablative-metabolic suit protects the wearer from any extreme of temperature or pressure known on the Earth's surface (though not magma) or in near space. It is a full body suit including gloves, boots, cowl, and visor; the wearer looks out through polarized obsidian goggles. It weighs 30 lbs. while carried; while worn, it supports its own weight and has a negligible impact on Encumbrance. Given its bizarre appearance, it is usually carried in a pack until needed. Once unfolded and stepped into, it crawls over the wearer's body rapidly; donning the suit takes 1 minute.

The ablative-metabolic suit is a quasi-living pouch or sandwich of harvested Serpent-skin on the outside and germ plasm made of Serpent stem cells (mined on the Spine) inside. The stem cells endlessly multiply, dying in response to whatever environmental condition exists, breeding themselves to withstand the new stimulus and keep the Serpent-skin (and thus the wearer inside it) alive. This process is not instantaneous: the skin cannot survive a sudden major breach or drastic changes in stimuli, so it does not protect against flamethrowers, lightning, or other similar hazards. It is not bulletproof. To function in vacuum, unbreathable gas, or thin atmosphere (or underwater), the suit's wearer must also use the hypox apparatus (below).

Activating the Ablative-Metabolic Suit requires a successful SS: Ophi-Tech Roll. .

MALFUNCTION: On a failed Activation Roll, the suit's internal metabolic system goes haywire, over-reacting to the stimuli and breeding metastatic cells that attack each other. The suit begins to flail and jerk around, with the wearer still inside it, and begins compensating for nonexistent environmental problems: increasing the air pressure in a desert, or heating up underwater. It requires a DEX Roll to escape before it begins doing 2d6 NND damage to the wearer each round. It must be repaired in a biological laboratory before it can be worn again; restoring the suit's metabolic equilibrium requires a successful SS: Ophi-Tech Roll (or SS: Biology at -4) and 6 hours.

ABLATIVE-METABOLIC SUIT

Life Support (Safe Environment: Low Pressure/Vacuum, High Pressure, Intense Cold, Intense Heat) plus Sight Group Flash Defense (5 points) (14 Active Points); OIF (-1/2), RSR (SS: Ophi-Tech) (-1/2), Activation Roll (15-, Jammed) (-3/4), Extra Time (1 minute, only to activate) (-3/4), Side Effect (see description, only when Activation Roll failed) (-1/4). Total cost: 4 points.

Crotaline Drops

Many of the beings living inside the Serpent can see in the dark. A serum derived from their aqueous humor and from the nerve fibers of the pit viper (family *Crotalinae*) can stimulate thermoreception through the human optic nerve. Mixed with ethyl alcohol, this serum is administered as eye drops that give the user infrared vision. Rhodes University herpetologists have engineered photosynthetic glands to secrete this serum; crotaline drops come in a glass bottle with a gland in a compartment, or well, at the bottom. If the bottle is out of drops (if the user has expended his charges), the gland can manufacture more with sugar or sunlight and time (1 charge per hour). The user still needs to refill the alcohol, or the drops badly burn the eyes for 1d6 NND damage and -4 on all Sight Perception rolls for the hour.

Activating crotaline drops requires 1 full phase of undistracted time to put drops in the user's eyes, and an EGO Roll to put something that icky in your eye.

MALFUNCTION: On a failed Activation Roll, the drops overfunction, and the user is blinded by a wave of unfamiliar sensations as his brain ceases processing information from the optic nerve (a 12d6 Flash to the Sight Group.) Restoring the drops' balance requires 6 hours in a chemical or biochemical laboratory and a successful SS: Ophi-Tech Roll (or SS: Biology at -4).

CROTALINE DROPS

Infrared Perception (Sight Group) (5 Active Points); OAF (-1), Activation Roll 15- (Jammed) (-3/4), 8 Recoverable Continuing Charges lasting 1 hour (+1), Extra Time (Full Phase, only to activate) (-1/4), Side Effect (see description, only when Activation Roll failed) (-3/4). Total cost: 3 points.

Sometimes The Serpent Bites Back

As an optional rule, the GM can decide that any hero who suffers from a certain number of ophi-tech malfunctions—3, or 13, or whatever—gains the Physical Complication “Snakebit” (see page 22), as whatever safeguards exist on the biochemistry of these horrid things are obviously not working any better than the rest of the design. A hero who's already Snakebit and suffers such repeated malfunctions might have the level of the Complication increased, or perhaps add exciting new problems.

Fiber Bomb

Among other things, the Serpent has been a cornucopia of bizarre long-chain organic molecules. One polymer found mostly in its parasite species is such an enormous molecule that it is actually visible (barely) to the naked eye, nicknamed “pythine” by the researchers who isolated it. It shows a marked tendency to attract other organic matter. Loading a compressed-air capsule with pythine and mineral oil creates a “fiber bomb”; when the capsule breaks, the air propels the pythine out in a blast to cling to whatever organic material (skin, clothing, leather, hydrocarbons, rubber, wood, plastic, etc.) it touches. In the field, agents travel with a “starter” of pythine and decant it (very carefully) into capsules; the mineral oil makes sure it doesn’t start clamping onto them. Small capsules just affect a single man-sized target; larger ones will fill an entire hex. Even a man in full plate armor will soon discover just how much of plate mail consists of tiny crevices with leather straps behind them; at the GM’s discretion, all-metal targets like robots or totally sealed bathyspheres shed pythine without effect. Eventually, pythine breaks down in the air, but cleaning it off even then is slow going.

Loading more fiber bombs from the starter (“recharging” the power) requires a SS:Ophi-Tech Roll (or a DEX Roll at -4).

MALFUNCTION: On a missed Activation Roll, the fiber bomb has either gone off without effect (the pythine became inert for some reason) or goes off prematurely and affects the thrower; GM’s choice.

FIBER BOMB, SMALL

Entangle 4d6 (40 Active Points.) OAF (-1), Activation Roll 15- (-1/4), Cannot Form Barriers (-1/4), 16 Charges (-0), Extra Time (1 Turn, cannot activate other powers, Only to activate) (-3/4), Side Effects (see description, only when Activation Roll failed) (-1/4). Total Cost: 11 points.

FIBER BOMB, LARGE

Entangle 4d6, Area Of Effect (1 hex) (+1/2) (60 Active Points.) OAF (-1), Activation Roll 15- (-1/4), Cannot Form Barriers (-1/4), 8 Charges (-1/2), Extra Time (1 Turn, cannot activate other powers, Only to activate) (-3/4), Side Effects (see description, only when Activation Roll failed) (-1/4). Total Cost: 15 points.

Gill Array

This is actually a modified version of the hypox apparatus immediately below, although it resembles a bizarre cross between a tank-less SCUBA rebreather and a pair of snorkels (actually exhausts for waste hydrogen). A small ophiline-fueled compressor electrolyses the water as the wearer inhales it through a Serpent-lung membrane, creating a flow of oxygen laced with neurotransmitters to speed reaction time and control oxygen narcosis. The result is the same speed and mobility underwater as above it, or even better. The gill array does not protect the wearer from icy cold or high pressure below the thermocline; for that, he should have an ablative-metabolic suit or other protection.

Activating the gill array requires an SS: Ophi-Tech Roll. It weighs 3 kg, including the face mask.

MALFUNCTION: If the Activation Roll is failed, the wearer begins to drown. Repairing a malfunctioning gill array usually requires nothing but 6 hours, a decent workshop, a spare part or two, and an SS: Ophi-Tech Roll.

GILL ARRAY

Life Support (Expanded Breathing (Underwater)) (5 Active Points) plus Environmental Movement (Aquatic) (3 Active Points) (8 Active Points.) OAF (-1), Activation Roll 15- (-1/4), RSR (SS: Ophi-Tech) (-1/2.) Total Cost: 3 points.

Hypox Apparatus

The Hyper-Oxygenation Apparatus, to use its formal name, resembles nothing so much as a large mechanical spider clinging to the wearer’s face over the mouth and nose, its “legs” reaching across the

jaws and throat. The “legs” are actually a metal framework to keep the wearer’s throat and jaws from collapsing (or exploding) in variable breathing pressures; the “body of the spider” is a biomechanical compressor built around a slice of Serpent lung (an alveolus, actually) that draws in all available oxygen in the environment—mountaintop, underwater, poison cloud—compresses it, and respirates into the wearer’s trachea through the mouth. If there is no oxygen whatsoever in the environment—a hard vacuum—it draws on stored oxygen in the alveolus.

Activating the hypox apparatus requires an SS: Ophi-Tech Roll. The hypox apparatus allows the wearer to breathe underwater, but does not grant any bonuses to Swimming. It weighs 3 kg. carried, but when worn does not add to Encumbrance.

MALFUNCTION: On a failed Activation Roll, the hypox apparatus ceases to feed oxygen to the wearer. If the wearer happens to be in a breathable atmosphere, nothing too terrible happens; in other atmospheres, suffocation likely ensues. Repairing a malfunctioning hypox apparatus requires either the same process as repairing a gill array, or the same process as repairing an ablative-metabolic suit (see above for both), depending on whether the GM rules that the compressor failed, or the alveolus “caught cold.”

HYPOX APPARATUS

Life Support (Self-Contained Breathing) (10 Active Points.) OAF (-1), Activation Roll (15-) (-1/4), RSR (SS: Ophi-Tech) (-1/2.) Total Cost: 4 points.

Jet Pack

This is just what it sounds like: a jet pack! Powered by an ophiline engine, it is controlled with a joystick handle like a helicopter yoke; a shark-like fin on the back provides stabilization and looks cool.

Activating a jet pack requires either a SS: Ophi-Tech Roll or Combat Piloting at -2, but all other maneuvers use Combat Piloting (and require TF: Jet-Pack.) Hand-to-hand attacks while flying can be done at a -4 penalty to OCV, while using Ranged Attacks while flying can be done at only a -2 penalty; it’s easier to correct aim for a gun than a sword swing while zooming around. The jet pack weighs 18 kg.

MALFUNCTION: On a missed Activation Roll, the jet pack “flames out” and fails to start, which is bad enough if the user is in midair at the time. If the user suffers from Unluck, however, it does work, but at some point during its use it may explode, doing 8d6 Energy Explosive damage. If any pieces can be recovered from the crash, repairing it requires 6 hours and a really good workshop, plus a Mechanics Roll.

JET PACK

Flight 10" (20 Active Points); OIF (-1/2), Activation Roll 15- (-1/4), RSR (Combat Piloting) (-1/2), Side Effects (see description, only when Activation Roll fails and Unluck succeeds, -0), Fuel Charge (1 Continuing Charge lasting 1 hour) (-0). Total Cost: 10 points.

Marconi Gun

This pistol-grip weapon, the size of a large submachine pistol, is the most commonly available piece of ophi-tech in the world, with the exception of ophiline itself (see below). The South African Police (South Africa’s internal security agents) carry them as sidearms, as do the RRAF and some specialist units of various Commonwealth militaries. Possession of an unlicensed Marconi gun is a hanging offense in South Africa, and a very serious charge elsewhere in the Commonwealth. Despite this, they are eagerly sought after on the black market. Manufactured by Marconi SAF in Pretoria, the Marconi gun transforms power generated by a microbial fuel cell (utilizing fever microbes found within the Serpent’s intestine) into excited microwave radiation ionized by passage through a tuned chromium barrel. In short, it fires a bright-colored burst of deadly microwaves that boil and explode flesh, disrupt electronics, and create brief explosive arcs of electrical discharge in metal.

The gun has a “Standard” setting, although the firer can set the gun to a hi-power setting that uses up the charges more rapidly. Alternately, the firer can set the gun to “Pain,” which heats flesh to 130 degrees

Fahrenheit, triggering the target's pain receptors but not causing actual burning damage. A "Pain" burst has no effect on electronics or metal. All Marconi gun shots largely ignore armor; they boil the victim from the inside.

COST: If the heroes can even find a black-market Marconi gun (requiring a Streetwise at -4 plus a suitably clever plan in the course of a scenario), it will cost at least \$1,000. Replacement fuel cells cost \$240; replacement barrels cost \$100. 4 kg. Replacement fuel cells weigh 2 kg; replacement barrels weigh 1 kg.

MARCONI GUN	
COST	POWER
19	<i>Marconi Gun: Multipower, 30-point base, 32 Charges (+1/4); all OAF (-1)</i>
1u	1) <i>Standard Setting: 1d6 RKA, AP (+1/2); OAF (-1)</i>
1u	2) <i>Autofire Setting: 1d6-1 RKA, AP (+1/2), Autofire (3 shots) (+1/4); OAF (-1)</i>
2u	3) <i>Overload Setting: 1-1/2d6 RKA, AP (+1/2); Uses 2 Charges (-1), OAF (-1)</i>
2u	4) <i>Pain Setting: 3d6 NND (defense is inhuman physiology or non-metallic Resistant ED- +1); OAF (-1)</i>
TOTAL COST: 25 POINTS.	

Neural Stimulator

A fairly complex nerve agent distilled from the Serpent's venom. The Japanese bio-weapons laboratory in Manchukuo has a vast variety of venom varieties, conveying various powers to Kempeitai and other elite Japanese agents. The neural stimulator is the only such serum known (publicly, at any rate) to come out of Rhodes University's labs. It must be injected into a vein. Continued use increases the effect. Carrying a syringe and an ampoule of neural stimulator has negligible impact on encumbrance.

Injecting is a full-phase action. If the Activation Roll is successful, the user gains +1 SPD for 1 minute. Once the stimulator wears off, the user's nervous system requires at least 4 hours of rest before he can inject again.

MALFUNCTION: On a malfunction, the user is immediately incapacitated (see below), though not otherwise damaged unless the GM feels like adding a heart attack, a congenital twitch, etc. (GMs may add such things with repeated malfunctions.)

NEURAL STIMULATOR

+1 SPD (10 active points); OAF (-1), Activation Roll 15- (-1/4), 6 Continuing Charges lasting 1 minute, Restricted Recovery (individual cannot use more than one charge every four hours) (-1/4), Side Effects (If Activation Roll failed, then user takes 6d6 NND Damage) (-1). Total Cost: 3 points.

Ophiline

Ophiline is refined Serpent oil, pumped from the Serpent's body by slant-drilling derricks in East Africa and England. Royal Dutch-Shell has developed a "stepped-down" version suitable for standard internal combustion engines (herpetrol, called "O-gas" in America), but the pure stuff is available for research purposes...and for other purposes as well. Wildcat drillers have made ophiline potentially available almost anywhere motor vehicles might get fueled, although it costs nearly \$3 a gallon! For full effect, it requires a specially built alloy engine, such as those in the jet pack (previous page) or RRAF rocket-planes, but even in conventional vehicles it has a remarkable effect on performance.

Just pouring ophiline into a normal vehicle's gas tank almost always merely melts down the engine. It takes both customized additives to the fuel and adjustments to the engine—which is to say, an SS: Ophi-Tech Roll and 2d6 hours, as well as access to a decent garage and a chemistry laboratory—to strengthen any given conventional engine enough to run on ophiline. On a successful Roll, the vehicle's Movement is doubled; if the Roll succeeds by 3 or more, the vehicle's mileage is also doubled. (Thus the range of an airplane, for example, is quadrupled.) An ophiurgist can only work with ophiline for so long before becoming woozy and in danger of Snakebite (see page 22); the GM might call for CON Rolls at the end of every full day, with increasing penalties for working several days consecutively.

MALFUNCTION: An 18 on the SS: Ophi-Tech Roll blows up the vehicle, causing a 15d6 Explosion centered on the engine. An “ophilized” vehicle also acquires an Activation Roll Limitation of 15-; failure on that roll merely burns out the motor and starts a fire in the engine compartment.

Sinew-weave Vest

Woven from collagen fascicles from the Serpent’s tendons, the sinew-weave vest is still too heavy, bulky, and expensive for general issue even to Commonwealth forces. It is available on the open market for \$350; it weighs 6 kg. and protects the torso (Hit Locations 10-13). It provides 4 Resistant PD and ED. An even heavier version sells for \$700; it weighs 9 kg., and provides 8 Resistant PD/ED.

A hero with Inventor and SS: Ophi-Tech and a stash of sinew-weave fascicles can, on successful Rolls, impregnate them into a normal garment (this takes 2d6 hours.) This roll should be made retroactively when the wearer is hit by a bullet or other attack; he should not know whether he’s been successful until then. If he is successful, the fascicles coagulate at the point of impact, granting an additional 4 PD and ED of Resistant Defense above the value of the original garment. This Resistant Defense is bought as 5 Continuing Charges each lasting 1 Turn; in other words, the fascicles remain active for 1 Turn, then must relax for at least one segment. After a given sinew-weave garment has been activated 5 times, an ophiurgist needs to re-stitch it and re-treat it with chemical nutrients for 10 hours; it’s then good for another 5 potential activations.

OTHER OPHI-TECH GEAR

The GM can invent similar items, either as potential hero equipment or as gizmos used by Soviet science-villains, Deros, walk-on Rhodes researchers, or other NPCs. Here’s one such item.

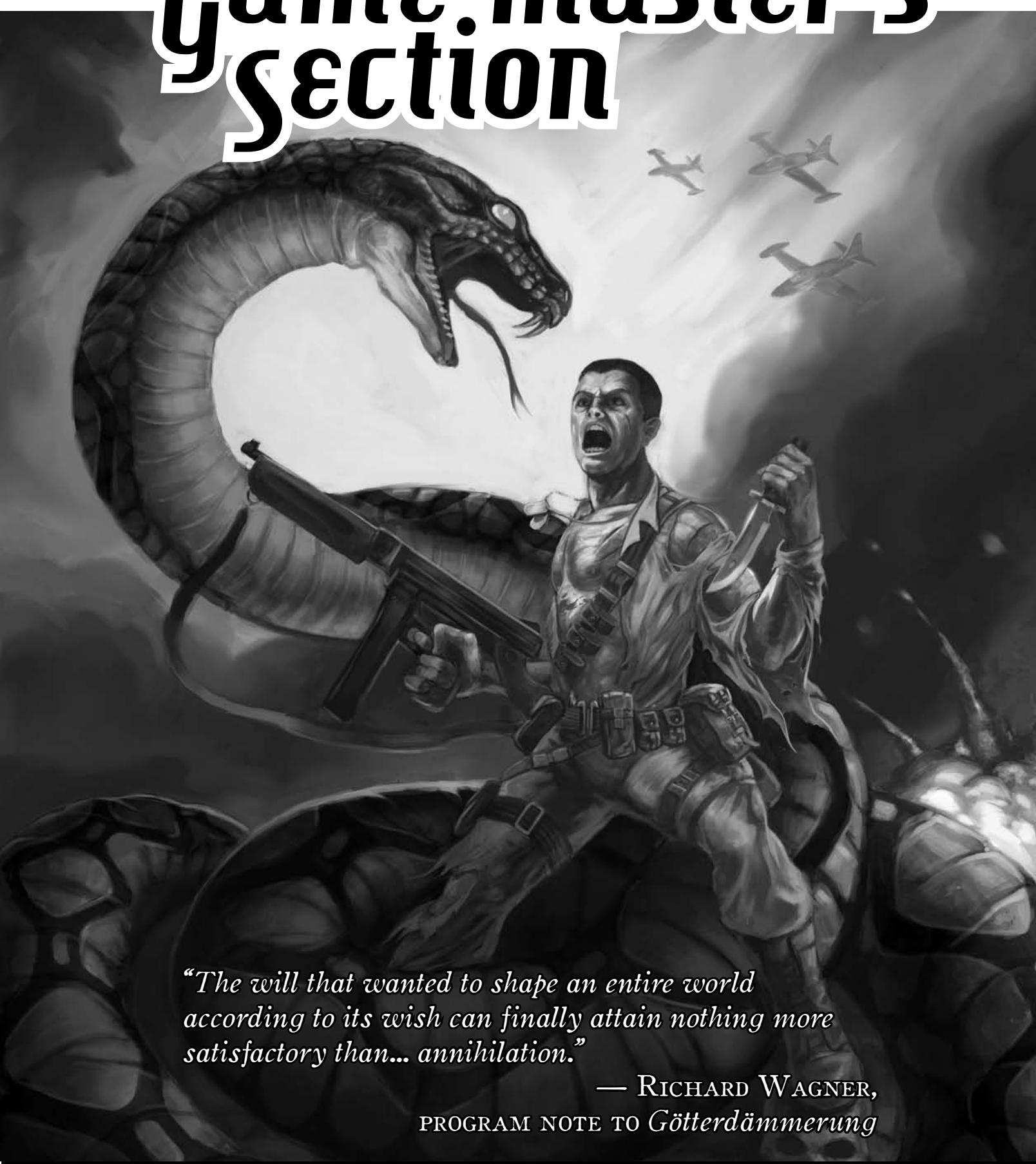
Avro Blackhawk

The RRAF deploys this delta-winged rocket-plane for missions onto the Spine, as well as the occasional Most Secret “over-the-Wall” shot into Soviet territory. It has a ramjet for high-atmospheric flight, a rocket for launch flight, and two maneuvering jets; as much as possible of its flight time is ballistic. Needless to say, it is fueled by ophiline. The Blackhawk is too rare to use for mere conventional globe-hopping, although successor craft may well take on that role for missions or cargoes requiring stealth and speed. The Soviets are rumored to have a similar craft, the Keldysh N-1. The listed Movement is for normal flight; the Blackhawk reaches nearly Mach 3 in rocket mode, after takeoff. (In game terms, its noncombat multiplier becomes x128 for its first Turn after launch.) The Blackhawk can reach the Spine from Zanzibar Field in 2 hours, or anywhere on Earth in 12 hours. It cannot reach stable low Earth orbit.

COST: Military only

AVRO BLACKHAWK			
CHARACTERISTIC	VALUE	COST	
SIZE	20m x 10m	50	
STR	50	40	
DEX	18	16	
BODY	19	9	
PD	8	9	
ED	8	9	
OCV	7	20	
DCV	6	15	
SPD	3	20	
		MOVEMENT	12m Ground 57 32m Flight, x32nc
Notes: Infrared Vision			
WEAPONS			
6 x 12.7mm MG (300 rounds each) (+1 OCV, +4 RMod, 3-1/2d6K, +1 Stun, AF3)			
8 x 5-inch rockets ((+4 RMod, 4d6 RKA EX)			

Game master's section



“The will that wanted to shape an entire world according to its wish can finally attain nothing more satisfactory than... annihilation.”

— RICHARD WAGNER,
PROGRAM NOTE TO *Götterdämmerung*



The World After Ragnarok

Adventures can happen anywhere and everywhere on ***The Day After Ragnarok***. This guide gives you the lowdown on the world situation, with enough information to get you started running heroic adventures in any corner of the globe. Don't worry about history: It went off the rails in a big way a few years back. Inventions might get made early or not at all, plenty of folks died in this world that didn't in others, and the geopolitics can go any which way in the wake of the Serpentfall.

*"Brothers shall fight and fell each other,
And sisters' sons shall kinship stain;
Harsh times on Earth, a wanton age;
An Axe Age, a Sword Age, when shields are sundered,
A Wind Age, a Wolf Age, before the world falls;
No man to another shall show mercy."*

— VÖLUSPÁ, STANZA 45

THE BRITISH EMPIRE

The falling Serpent smashed the British Isles, but the Empire was bigger than that. The Duke of Gloucester, Prince Henry, serving as Australia's Governor-General in 1945, transferred the Imperial capital to Sydney and took the throne as King Henry IX. He and Prime Minister Menzies have taken controversial steps since then: negotiating an armistice with the Japanese, holding on to as much of India as they could, pushing ahead with ophiurgic research, and drawing a "thin red line" across the path of Soviet expansion. However, most Australians see no better plan on offer, and the rest of the Empire is if anything even more monarchist and supportive. So far, Henry has managed to govern an Empire of four parliaments (Australia, New Zealand, Canada, and South Africa) with one (mostly Australian) Cabinet; constitutional reform is one more question that opponents accuse Menzies and the King of ducking. They, on the other hand, see other problems as bigger and more immediate: the Soviets, the Serpent, and the need to hold onto Empire by the skin of their teeth or see barbarism roll over the world unresisted. His Majesty's Government has decided who and what its enemies are, and what it needs to do and build to fight them in this new world.

Fimbulwinter

According to the sagas, the "Great Winter" comes before Ragnarok: three years without a summer before Garm howls. And indeed, 1941-1944 were exceptionally cold and wet, another doom for Operation Barbarossa. But in 1945, the Serpentfall truly brought on the great cold.

The Serpent's coil fell into the sea, splashing not just the mega-tsunami across the Atlantic but a plume of water up into the atmosphere. There, it froze out and fell again as snow in August. And September. And for nine months after that. Burning cities tossed their share of soot and smoke into the darkening skies, as people starved and rioted all across the Northern Hemisphere. (Except in Russia, where the Narts' "Red Spring" held winter at bay, and the NKVD liquidated any rioters.) The icy atmosphere reflected more of the sun's light back into space. The Gulf Stream, blocked by the Serpent's corpse, slackened. The globe began to cool.

In Africa, rain fell in the Sahara, as the wet air hit the miles-high wall of the Serpent's coil. Even more rain fell in Algeria and Libya, on Spain and France, as the wet air from the Atlantic poured between the Serpent's coils in a storm channel from Ireland to Aden. None of that moisture crosses the Serpent's European coil—without the Narts, the Soviet empire would be in the first stages of a millennia-long drought.

While running games, make sure to mention the terrible weather: snow, rain, sleet, freezing rain, hail, blizzard, ice storm, drizzle, fog. The skies are gray, and cloudy, and overcast, and threatening, and roiling, and murky, and thunderous. Roads are slick, and treacherous; passes are snow-choked and impassable. Good weather should feel like a reward; like a dramatic sunbeam at the end of the movie. Or it should be a contrast: Australia is still sunny, while the rest of the world grays out.

Rhodes University

With Cambridge and Oxford smashed under a trillion tons of Serpent, the surviving scientific and scholarly minds of the British Empire needed somewhere to pool their urgent research. Rhodes University in Grahamstown, South Africa, stepped up and offered substantial signing bonuses “to any exemplary English-speaking scholar regardless of speciality.” Rhodes University experts work with the Royal Society speleo-herpetologists, with the Vickers-Barre rocketeers, with Royal Dutch-Shell geologists, and every other group in the Empire studying the Serpentfall and its implications—very much including His Majesty’s Government. Rhodes engineers and technicians design ophi-tech devices for those groups, and keep improving new prototypes. “Rhodes Scholars” explore Africa and the world, cataloging (and sometimes capturing) new life forms and ancient survivals.

The University finds itself politically split: institutionally, Rhodes very much favors the Nationalist “strong hand” in Africa, but many of its scholars are socialists, internationalists, liberals, and otherwise suspicious of Boer policy.

Australia

With a population of 10 million, Australia is the country on Earth least affected by the Serpentfall physically. Even the “years without a summer” were milder in Australia, on the other side of the world from the Serpentfall’s plume of dirt and mist. But it is one of the most affected politically: it has suddenly become the heart and fulcrum of the British Empire.

Australia has no bandits worth mentioning, although some Aboriginal tribes in the interior worship the Serpent. The desolate Outback allows the government to isolate major experimental facilities such as the Woomera Proving Grounds for ophiurgical and rocketry research.

South Africa

The Union of South Africa is the other major pole of the British Empire. Its white population of less than 3 million maintains near-total control over the economy and political structure of the country, although it is split between the monarchist South African Party and the pro-independence National Party of mostly Boer stock. The National Party believes first in controlling the 10 million Xhosa, Zulu, and other blacks in South Africa, and secondarily in pursuing South African independence. (There are also about 3 million Indians, mostly laborers and small businessmen, in British Africa.) King Henry and his government must walk a fine line in South Africa. Trying to bring it completely into the Imperial mainstream will offend the Boers and possibly splinter the Empire; leaving the Boers to their own devices will encourage white nationalism and stir up native unrest throughout Africa. Complicating matters further, South Africa also produces strategic minerals necessary for British industrial and weapons development, and holds Rhodes University, the Empire’s premier (and indispensable) research facility.

With the British Isles destroyed, there is an urgent shortage of colonial administrators for King Henry’s Empire. South African and Rhodesian whites increasingly flow into African colonial posts, including Tanganyika, the “protectorates” of formerly Portuguese Angola and Mozambique, and the former Belgian Congo. (British East Africa has its own native British aristocracy.) Hence, South Africa and Australia find themselves competing for influence in Africa under the common British Imperial crown.

With its vital strategic location, mineral deposits, colonial presence, and Rhodes University, South Africa has a good deal of scope for independent action. For example, the South African Police (SAP) maintains their own network of spies and mercenaries to keep rebel groups and “subversives” down. The SAP does not accept MI5 control or oversight, although it cooperates with British Intelligence on a case-by-case basis.

British India

After the Serpentfall, the British government altered its policy of treating India as an indivisible dominion on a single track to independence. The elections of 1947 included an option to remain under British control: the Muslim and Sikh sections of India, along with a number of the “princely states,” voted

Professor Bernard Childermass

Professor Childermass (b. 1896) is the head of the Experimental Royal Rocketry Group, based in Woomera, Australia and Nairobi, Kenya. Born in Kenya, Professor Childermass originally wanted to be an African explorer, but after meeting Wernher von Braun during a trip to Germany in 1936 he turned his attention to rockets and space research. After the Serpentfall, he convinced Vickers to recruit Jean-Jacques Barre and his team from France to serve as the core of a British rocket group. He also led an RRAF team that salvaged Robert Goddard's Roswell laboratory—and a number of odd artifacts found in the desert nearby—in 1947. He often goes on such field missions when some scientific puzzle attracts his attention.

Lean, acerbic, and completely dedicated to scientific knowledge (especially knowledge of outer space) at all costs, Childermass runs the ERRG through sheer strength of will. He has an estranged daughter, Paula, but otherwise has little interest in mere human contact. Despite such apparent misanthropy, he has a powerfully humanist moral code.



PROFESSOR BERNARD CHILDERMASS

13	STR	3	OECV
18	DEX	3	DECV
12	CON	3	SPD
18	INT	5	PD
15	EGO	5	ED
20	PRE	6	REC
6	OCV	25	END
6	DCV	10	BOD
		20	STUN

ABILITIES

Perk: Director of ERRG, Combat Driving 11-, Combat Piloting 12-, Electronics 13-, Inventor 13-, Mechanics 13-, SS: Astronomy 16-, SS: Ophi-Tech 14-, SS: Physics 13-, SS: Rocketry 18-, System Operations 13-, TF: Small Planes, Large Planes, Rocketpacks

COMPLICATIONS

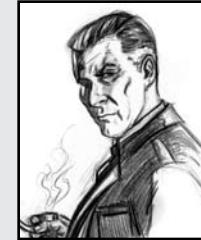
Psychological: Arrogant, Psychological: Overconfident, Psychological: Stubborn

NOTES

In the field, Childermass might also have a small Gadget Pool, primarily made up of small but practical rocketry-related technology or ophi-tech.

Sir Maxwell Knight

During the War, Sir Maxwell (b. 1900) ran the counter-extremist section of MI5, recruiting and turning agents in the British fascist underground. He worked with Aleister Crowley and Ian Fleming, among others. His occult training and intense anti-Communism qualified him for the post of Director General of MI5 after the Serpentfall. So, too, did the fact that he was almost the only high-ranking MI5 officer to survive the catastrophe. Sir Maxwell does not discuss how he managed that particular feat.



He has piercing eyes and magnetic charm. He keeps a private menagerie, including a baboon and two peacocks. In conversation, he rasps out a few incisive orders or sits silently listening. His enemies in the Service and in the Cabinet have accused him of having had lovers in the Daughters of Dionin.

MAXWELL KNIGHT

10	STR	3	OECV
8	DEX	3	DECV
12	CON	3	SPD
14	INT	3	PD
15	EGO	2	ED
15	PRE	4	REC
4	OCV	20	END
4	DCV	10	BOD
		22	STUN

ABILITIES

+2 All PER Rolls, +1 with Pistols, Animal Friendship (15-), Perk: Head Of MI5, Perk: Knight, Followers (see below), Money: Well Off, Charm 12-, Gambling 14-, Interrogation 14-, KS: The Occult 12-, Persuasion 13-, PS: Tradecraft 15-, SS: Botany 13-, Streetwise 12-, WF: Small Arms

COMPLICATIONS

Psychological: Curious, Various Appropriate Hunteds

NOTES

As head of MI5, Sir Maxwell has free access to any number of agents within the British Empire (typically built on 25+25 Character Points.) If you decide that Sir Maxwell is an actual occult practitioner, rather than merely a student of the Art, then you might give him a small Multipower filled with suitable divination, scrying, and astral travel spells.

to remain British rather than join the rest of India in independence under the Congress Party of Nehru and Gandhi. "Congress India" denounced the results, claiming that the British and their native client rulers had manipulated their subjects to once more "divide and conquer" India. This was almost certainly the case, although neither side's hands were clean in that election. British India and Congress India both remain tense, with political rioting and the occasional massacre common events in both jurisdictions.

William Samson, Jr.

The "Wolf of Kabul" (b. 1902) has been working for the Intelligence Department of the Indian Army for 25 years. He has contacts throughout Central Asia, from Tehran to Tibet, and knows every native language and custom. He keeps abreast of anything strange or inimical to British interests on the northwestern frontier, paying special attention to Soviet machinations in the region. He often wears native garb, with only his glinting blue eyes to give him away.



WILLIAM SAMSON, JR.

13	STR	3	OECV
15	DEX	4	DECV
18	CON	3	SPD
13	INT	6	PD
15	EGO	5	ED
15	PRE	8	REC
7	OCV	35	END
5	DCV	12	BOD
		30	STUN

ABILITIES

FB: Indian Army Intelligence Officer (with appropriate clearances and Contacts); +2 All PER Rolls, +2 with Kukri Knives (see below), +1 with all firearms, Ambidexterity, Danger Sense 12-, Linguist, AK: Central Asia 16-, Climbing 13-, Conversation 12-, Disguise 13-, High Society 12-, Interrogation 12-, KS: The Espionage World 14-, KS: The Military World 12-, Languages (Fluent in English, Hindi and Russian, plus Basic in most other languages of the area), Persuasion 13-, PS: Tradecraft 15-, Riding 13-, Stealth 12-, Streetwise 12-, Survival (Mountains, Temperate, Tropical, Desert) 13-, Tracking 12-, WF: Common Missile Weapons, WF: Small Arms

COMPLICATIONS

Psychological: Personal Code Of Honor, Psychological: Loyal To British Empire

NOTES

Regular equipment includes 2 Kukri knives, called the "Fangs Of The Wolf" (1-1/2d6K), as well as a .303 Lee-Enfield No. 4 Mk I rifle (see p. 47), climbing gear and a disguise kit.

In both Indias, angry majorities pressure or coerce people who voted "wrong" to emigrate to the other side of the border.

The main areas of India remaining under British control include: Baluchistan, Sind, Bengal, Rajasthan, the Punjab, Nepal, Kashmir, Hyderabad, and Mysore, along with the "associated colonies" of Ceylon and Burma. A Viceroy administers British India from Calcutta.

Canada

Thanks to the Japan Current, Pacific Canada remains habitable even in these "years without summer." Vancouver is an increasingly important manufacturing and shipbuilding center, although the primary government priority is restoring civilization in, links to, and oil production from Alberta on the other side of the Rockies.

The Royal Canadian Mounted Police (RCMP) serves as the national police and counter-intelligence service in Canada, and the exploration and reclamation force in the Canadian Poisoned Lands. That means everything from guarding oil-fields from wendigo to uncovering Soviet spies on the waterfront in Vancouver to fighting plesiosaurs in the Great Slave Lake.

British Isles

Most of Great Britain was crushed under the Serpent, and Ireland drowned in the mega-tsunami. (It also absorbed a vast quantity of Serpent blood; Ireland is, for all intents and purposes, a Poisoned Land of bogs and fens now.) Although Bristol and Portsmouth both (barely) lie to the west of the Serpent's coil, earthquakes smashed both cities to flinders.

At present, Plymouth is the largest city remaining in the British Isles. Although it, too, was hit hard by quakes and flooding, it has survived and serves as the center of the island's military government; Britain remains under Royal Navy jurisdiction. A program of subsidies and incentives slowly depopulates the islands, resettling the surviving

The SIS

The Secret Intelligence Service (SIS, also called MI6) is the foreign espionage arm of the British Empire. The SIS director, currently Major-General Sir Richard Hannay (though always known as "C"), reports to the Foreign Minister. His agents are coolly competent, well equipped with ophi-tech and other gadgets, and almost always deeply familiar with the cultures and countries in which they work. However, no spy service is flawless. Two organizations, especially, seek to infiltrate and subvert the SIS. Just how far either has gotten is up to you.

DAUGHTERS OF DIONIN

This secret society of Serpent-worshippers goes back at least to Victorian times, if not earlier. (The Daughters claim a lineage going back to before the Roman invasion of Britain; "Dionin" was a Serpent-god worshipped in Derbyshire.) As the name implies, priestesses of the Sepent, almost all of aristocratic lineage, run the cult. Their connections in British society provide access to the highest ranks of the military, government, and the SIS; magic or other techniques then complete the subversion. Most of the Daughters died in the Serpentfall; a few scattered covens (run by less-favored priestesses) in the colonies are recreating their network.

NKVD

The Soviet intelligence service had penetrated SIS deeply during the War, but most of its key double agents (Kim Philby and his associates) died in the Serpentfall. The Russians have been attempting to rebuild their network within SIS, opposed by the suspicious Sir Maxwell Knight, head of MI5, the British counter-intelligence Special Service. The other main Soviet targets are the ophiurgical and rocketry research facilities in Australia and Africa; on this front, many top scientists' Communist sympathies smooth the road for the NKVD.

Britons in Australia or New Zealand and removing what remains of British culture, art, and science to the new Imperial center.

But England has one new attraction: the Hereford Cut, a hole cut into the belly of the dead Serpent by the Royal Society (and the Royal Engineers). A major ophiurgical research institution flourishes at Cardiff, the base of the Imperial Speleo-Herpetological Corps. To a lesser degree, the Royal Dutch-Shell ophiline-cracking refineries in Wales also engage in ophi-tech research.

The Caribbean

Cuba shielded Jamaica, the British "crown jewel of the Caribbean," from the worst effects of the

Commander Ivan Sanderson

A British Naval Intelligence officer stationed in Belize, British Honduras, Sanderson (b. 1911) has a sensitive, intelligent face fringed with sleek brown hair and beard. During his global travels before the War, Sanderson became fascinated by rumors of sea-serpents, living dinosaurs, and other cryptozoological oddities. Since the Serpentfall, he has had plenty of chances to study them close up.



Despite this specialized knowledge, Sanderson is not in good odor with his Naval superiors at the moment. Too many of his reports deal with the supposed threat from "an intelligent, and hostile, underwater race" who Sanderson holds responsible for ship disappearances from Belize to Bermuda, and beyond. Only the desperate shortage of personnel, and the nagging feeling of some in the Admiralty that he just *might* be right, keeps Sanderson in his posting. With little official cooperation, Sanderson is eager to recruit passing adventurers for monster hunts or expeditions to scout out the "invisible residents" underwater.

COMMANDER IVAN SANDERSON

10	STR	3	OECV
10	DEX	3	DECV
14	CON	3	SPD
13	INT	4	PD
10	EGO	3	ED
13	PRE	4	REC
4	OCV	25	END
3	DCV	10	BOD
		30	STUN

ABILITIES

FB: British Naval Intelligence Officer (with appropriate clearances and Contacts), Perk: Commander; +2" Swimming, Climbing 11-, Combat Piloting 11-, KS: Cryptozoological Tales 12-, PS: Tradecraft 12-, SS: Botany 12-, SS: Geology 12-, SS: Zoology 14-, Survival: Marine 13-, Tracking 12-, TF: Small and Large Motorized Boats, TF: Small and Large Military Ships, TF: Small Planes, TF: Submarines, WF: Small Arms

COMPLICATIONS

Psychological: Curious, Psychological: Believes In Undersea Intelligences, Psychological: Questions Authorities

NOTES

It's up to you whether Sanderson is delusional on the topic of undersea aliens.

Serpentfall. The tropical warmth, and the opportunities to loot the drowned American coast (or to loot the looters thereof) make the loosely-held islands of the Caribbean once more a destination for pirates and soldiers of fortune. Although keeping the Panama Canal operational, and the sea lanes to and from it clear, remains a major British priority, the Naval assets actually on hand are inadequate in the extreme. Sinarquist Mexico threatens British Honduras, and Venezuela likewise eyes British Guiana (expanded to include Dutch Surinam after Holland died under the Serpent).

THE UNITED STATES

East of the Rockies, the United States essentially ceased to exist following the Serpentfall. The mega-tsunami killed tens of millions of Americans and drowned the entire East Coast from Galveston to Maine; the rain of venom rapidly poisoned lakes and rivers, and awakened monsters, as far west as Albuquerque and Denver. With the federal government drowned, and virtually the entire U.S. Army in Europe crushed under the fallen Serpent, it was every state for itself. Almost the entire remaining industrial and political might of the country went into the Evacuation of '46, an attempt to keep people

“Thor shall put to death the Midgard Serpent, and shall stride away nine paces from that spot; then shall he fall dead to the earth, because of the venom which the Snake has blown at him.”

— SNORRI STURLUSON, PROSE EDDA

Heroic Helper: Top Five Places To Get Mercenary Work

Now as always, the premier employer of mercenaries is the French Foreign Legion, currently occupied with garrison and anti-piracy duty in North and West Africa. But you can't leave the Legion for a better contract, and you have to eat a lot more sand than you want. Here are five better places to get mercenary work.

BURMA

The British are hiring mercenaries to put down Japanese-sponsored rebel insurrections in Burma, and to support anti-Japanese rebels in Malaya, Siam, and Indochina. Most of the mercenaries hired here are from British India and the dregs of Europe.

CHINA

A good mercenary can pick and choose his boss in China, fighting for the Nationalists, for individual warlords, or for the British or the Americans (at a discreet remove). The Japanese don't often hire mercenaries, but they do bribe them to switch sides, which keeps things interesting. Most mercenary commanders touch base in Macao, where they can get Western arms (at a markup) and replacement mercenaries (at less of a markup).

LEOPOLDVILLE, CONGO PROTECTORATE

This city serves as a hiring hall for dirty wars all across Africa. Belgian officials (surly and recalcitrant under the Union Jack) hire soldiers for Congolese counter-insurgency, various French factions seek potential praetorians for potential coups d'état and punishing raids into Ras al-Thuban, the South Africans are looking for a lot of good white men to staff their internal security forces and hunt rebels in Rhodesia and fascists in Angola.

THE MAYORALTIES

Like the Italian city-states they increasingly resemble, the Mayoralty cities would rather pay experts to fight their mini-wars than risk their own populations' hides (and loyalties). Even cities with strong armies like to stiffen them with better fighters, or hire cadre to train their own troops. Currently, Pittsburgh is a good place to get hired, as it offers “open city” hospitality to mercenaries merely on the pledge of civic defense cooperation. It's also very convenient to war zones in Pennsylvania, Ohio, and Kentucky.

MEXICO

If you don't mind working for the Sinarquists, they pay pretty well to hunt rebels in Oaxaca and Yucatan. If you don't mind rotten pay from the rebels, shooting Sinarquists just feels so right. Cuba is another good place to hire on with one of the rival gangs warring for the country, as is Colombia, ditto. Colombia has the bonus of emerald mines, but the added danger of deros.

from starving once it became apparent that most of the crops east of the Rockies were Serpent-tainted. Of course, the Evacuation was a colossal failure: blizzards closed the passes, giant snakes attacked the trains, and chaos swept over the land.

West of the Rockies, although there was plenty of rioting and chaos, things stayed functional. Edible food could be harvested in California despite the summerless cold. California oil, hydroelectric dams, and Washington coal kept the lights on, many places. Hollywood made propaganda pictures and morale boosters: Ronald Reagan fought giant snakes and evil magicians in a movie version of Robert E. Howard's *Conan of Cimmeria*. The U.S. forces in the Pacific returned (mostly) intact, and drove off the monsters that slithered over the Rockies or swarmed up from underground. The West Coast survived under General Douglas MacArthur and martial law, and then under a Coordinating Committee of six state governors: California, Oregon, Washington, Idaho, Nevada, and Arizona. In August of 1946, California Governor Earl Warren won a controversial special election to become the President of the United States, with the strong support of MacArthur. As 1948 continues, controversy swirls around new elections: Should Warren have to win a "normal" quadrennial election in November 1948 to continue as President? Is MacArthur planning to run himself? Make himself dictator?

The United States "recognizes" the British-Japanese armistice, and has mostly redirected its efforts to reclaiming the East. But not everybody wants to be reclaimed.

Alaska

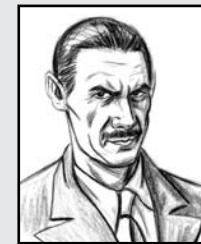
Lt. General Delos C. Emmons, USAAF, runs Alaska under martial law. He gives lip service to President Warren, but keeps his own options open; he feels that Warren is weak and cannot be trusted. Warren, for his part, depends too much on Army support to risk a showdown. Alaska has been badly battered by the cooling weather, and reports of yet more snow monsters worry Alaskans clinging to survival.

Hawaii

Hawaii has been under martial law since the War, and is currently commanded by U.S. Army Lt.

Howard Hughes

Film mogul, aircraft designer, engineer, industrialist, and eccentric, Howard Hughes (b. 1905) may be the richest man in what's left of the world. Hughes Aircraft and Hughes Tool Co. lead the aircraft and oilfield equipment sectors, both among the few bright spots on the economic horizon. Hughes owns the movie studio RKO and the airline TWA; his Howard Hughes Herpetic Institute is the largest private-sector ophi-tech research company in the world. Hughes mostly lives in Los Angeles, but often flies one of his private planes to his offices in Houston; his political connections in Texas are almost as good as the ones he has in L.A.



HOWARD HUGHES			
8	STR	3	OECV
12	DEX	4	DECV
11	CON	3	SPD
19	INT	3	PD
13	EGO	3	ED
20	PRE	4	REC
3	OCV	20	END
4	DCV	8	BOD
		20	STUN

ABILITIES

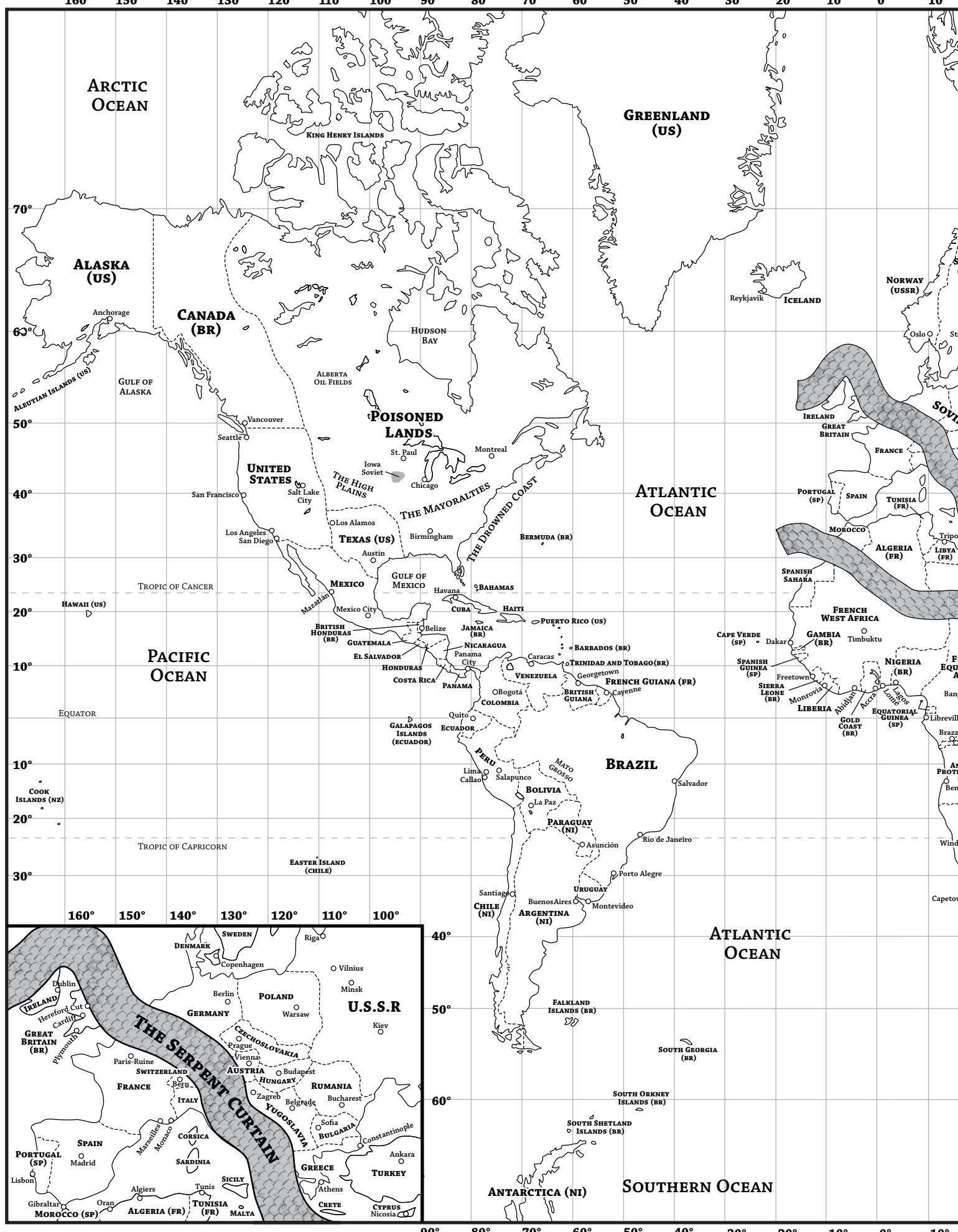
Perk: Dozens of useful Contacts, Followers and Favors; Perk: Filthy Rich; Charm 13-, Combat Driving 11-, Combat Piloting 11-, Conversation 13-, KS: Engineering Projects 14-, KS: Finance 15-, Mechanics 13-, TF: Common Ground Vehicles, TF: Small and Large Planes, TF: Combat Aircraft, TF: Small and Large Motorized Boats

COMPLICATIONS

Physical: Hard Of Hearing (-2 on PER Hearing), Psychological: Overconfident, Psychological: Various Quirky Beliefs and Behaviors

NOTES

It's up to you to determine exactly which Howard Hughes is on display here: The visionary inventor and potential patron for ophi-tech wielding heroes? (Add a Gadget Pool.) The vindictive zillionaire, crushing his enemies with a private army? (Add Psychological Complication: Vengeful, and lots of Followers.) The heroic anti-Communist crusader, willing to fund any plan that will hurt the Reds, no matter how wild? (Add Psychological Complication: Red-Hater.) The corrupt political fixer, trying to build a megacorporation on government funding? (Add Psychological Complication: Greedy.) The raving drug-addled lunatic, fixated on germs and Freemasons? (Add Psychological Complication: Delusional and Major Phobia of Germs, and Physical Complication: Drug Addict.) Howard Hughes can make a terrific patron, ally, enemy, rival, guest star, or victim, depending on the campaign flavor.





BR

BRITISH EMPIRE

U.S.

USA
TERRITORY

NI

NAZI INFLUENCE

JP

JAPANESE EMPIRE

SP

SPANISH TERRITORY

TAINTED LANDS

THE POISONED LANDS,
NORTHERN BRAZILLIAN
COAST, IRELAND, HAITI,
RAS AL-THUBAN

THE DAY AFTER RAGNAROK

THE POST-SERPENTFALL WORLD SUMMER 1948

10° 20°

20°

A larger, full color version of this map can be downloaded for free at the Atomic Overmind Press website: www.atomicovermind.com

The Texas Rangers

While the Texas National Guard clears the Gulf and guards the border, the Texas Rangers have taken up the slack. Short of manpower to enforce and expand order after the Serpentfall, the government in Austin agreed to a rapid expansion of the Rangers, from a couple of hundred lawmen to over a thousand troopers, many of them deputized in the field.

The Rangers have become a combination mobile cavalry unit (complete with helicopters) and law-enforcement division covering the whole of Texas—and as far outside Texas as they need to ride. The Rangers protect oil rigs, fight monsters, and break up bandit gangs from Los Alamos to Lawrence, Kansas. Although Rangers ride in troops, Rangers of all ranks are expected to work independently and solve problems themselves: “One riot, one Ranger,” after all.

General Robert Richardson. The Army and the Navy pursue a slow-motion institutional tug-of-war over control of Hawaii: Nobody in the Navy wants to actually run it, but the Army cannot supply the islands without Naval convoys from California. Those Naval convoys prove distressingly intermittent, and not just because of Naval political brinksmanship. Freelance Japanese submarine pirates kill increasing numbers of ships, as do (as on other oceans) krakens, sea serpents, and monsters rising up from the deeps.

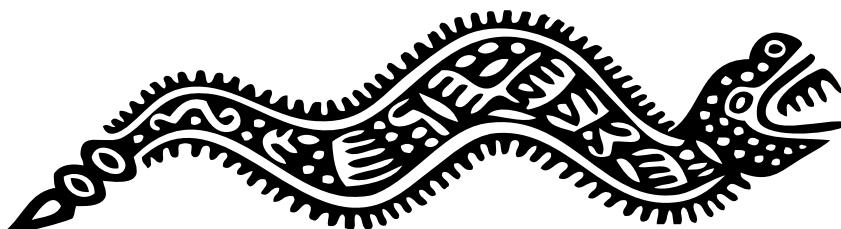
Utah

Under Governor Herbert Maw (and, perhaps as importantly, Mormon Church President George Albert Smith), Utah declined to participate in the 1946 elections, citing “graver concerns.” Utah, with its Mormon emphasis on community and preparation against disaster, weathered the initial shock of the Serpentfall better than any other Rocky Mountain state. The Sons of Dan, a volunteer vigilante organization, has essentially coopted the Utah National Guard while aiding it in battling monsters throughout the Great Basin. The upcoming gubernatorial elections pit Governor Maw against J. Bracken Lee, who has called for continuing “fraternal separation” from the federal government to preserve Utah’s “freedom of action.” Governor Maw has responded to the pressure by imposing tolls on all roads in and out of the state: since almost all passable roads from California to the East go through Utah (along the old Atchison Topeka & Santa Fe Railroad lines), President Warren has denounced the tolls as “strangulation.” Newspapers in California, meanwhile, print wild accusations of secret polygamist revolutionaries seeking to “destroy America,” and “land pirates looting vital reconstruction materials.” This, of course, only stokes the fires of Utah separatism.

Texas

In the wake of the Serpentfall, Texas was one of the few states east of the Rockies to remain essentially intact. The mega-tsunami destroyed Galveston, but merely battered Houston. The Red, Pecos, and Brazos rivers were less poisoned than others, and Texas’ long tradition of self-sufficiency (and its immense oil supplies) helped keep order intact. The Texas National Guard eventually wiped out the giant toad colony near Houston, but perforce redeployed along the Rio Grande to control floods of Mexican refugees from the new Sinarquista government south of the border, and then to keep an eye on the Sinarquist forces themselves.

Battered but unbowed, Texas stood on its own two feet. Texas Governor Coke Stevenson refused to accept the 1946 election as legitimate, and does not cooperate with U.S. forces from California, but has not *quite* declared Texas an independent republic. His ambitious Lieutenant-Governor, Lyndon Johnson, may well do so if elected Governor in 1948. The third force in Texas politics is former Vice-President “Cactus Jack” Garner, who supports federalism in principle but despises Earl Warren in person.



THE POISONED LANDS

Wherever the Serpent's radioactive venom fell, monsters bred and growing things twisted, accelerated, changed. Beings boiled out of the groundwater, or lurked in the bloodstreams and brain stems of the unlucky. Grain died, or grew fat with secret venom. Animals bloated, altered, became vicious and vile. The people mostly died, in famine and freezing cold and fights against monsters and then against each other for food and coal. Canada east of the Rockies, the American Great Plains east of the Rockies and north of Oklahoma, the entire Mississippi Valley and everything to the east of it—these are the Poisoned Lands.

For adventuring ideas in the Poisoned Lands, see the **Poisoned Lands Encounter Tables**, in the **Appendix** on pp. 117-122!

The High Plains

Kansas, Nebraska, and the Dakotas all froze in the first year without a summer, and froze harder in 1947. Denver fell to the monsters in the blizzard summer of 1946; the Rockies' eastern watershed became a hunting ground for untold numbers of things. For two years, these things tried to smash south into New Mexico (where the Texas Rangers barely held them off) and west over the passes (where the blizzards did as much as the Army to keep them back). When they failed, they devoured the small cities and large towns that had kept the lights burning behind them.

Now, the High Plains is once more the Great American Desert, a windswept taiga of giant beasts and desperate drifters. A tenuous link stretches across the north, from Lewiston, Idaho to Minneapolis, the Empire Builder's Road. Towns hunker down and hold out, a thin line of fire and life. The old Northern Pacific Railroad is broken in a hundred places, but during the high summer, caravans can get through over the railbeds. A few caravans, anyway. If they're well defended.

The Iowa Soviet

Most places, they pray over the crops and hope for the best. Some places, they plant the fields with moly and mistletoe and laurel and all the plants the hex-book or the "herbal almanac" advises. A few places, they have enough food and men and time to cull the obviously tainted plants, tear them out and burn them. In Iowa, they have strains of grain that grow true and taste sweet, brought back from Inner Asia in the 1930s by the mystical painter-guru Nicholas Roerich, and given to then-Secretary of Agriculture Henry A. Wallace, who believed in mysticism, and Inner Asia, and scientific agronomy. Henry Wallace became Vice-President in 1940. Perhaps another world almost seeded and flowered.

But by 1945, Wallace was on his way out. A sincere socialist and a definite fellow traveler, he got dropped from the ticket in 1944, and sent to the make-work job of Secretary of Commerce. Disgusted and ignored, he wasn't even in Washington when the Serpentfall happened. But something happened to him then:

Fuel

In the Poisoned Lands, virtually all motor vehicles have been modified to run on ethanol alcohol. Gasoline is virtually impossible to obtain outside guarded mayoral reserves, and Pennsylvania's petroleum production goes entirely for lubricants. Alcohol engines have the same game statistics as regular ones; they get about 2/3 the mileage, but driving distances in the Poisoned Lands are usually short. Another advantage to ethanol is that inedible Serpent-tainted grain can be distilled into alcohol; some refineries in Kentucky are attempting to produce an ophiline equivalent, "ophethanol," from extremely tainted grain. So far, those refineries have produced only grim death and monsters.

*"Men wade there through rivers wild,
Murderous men, and men forsborn
And artful seducers of other men's wives;
There the Worm sucks the blood of the slain
And the wolf tears them."*

— VÖLUSPÁ, STANZA 39

Red Iowa

A few final Heroic Hints on the subject of the Iowa Soviet:

- Did Roerich's mystical teaching, or perhaps some telepathic wave from Leningrad, give Wallace his insights?
- Are the people of the Iowa Soviet brainwashed? Devoted Communists? Desperately going along to survive? Part of a psionic hive mind spread by the grain?
- Can Roerich's Serpent-immune wheat strains work anywhere? Do they have other side effects? How much would the government of Texas pay for the chance to find out?
- In addition to intriguing agriculture research, Iowa State A&M is also the home of the Atanasoff-Berry Computer, the world's first electronic digital brain. Did the Serpentfall, or some putative Grain Field, wake it up as well? If it's awake, what does it want?
- Iowa State A&M also processed high-purity uranium for the Manhattan Project—nearly 2 million pounds of it. It takes a little over 140 lbs. of uranium-235 to make an atomic bomb. Just mentioning, is all.
- Henry Wallace is insane, Communist, mind-controlled, mystically awakened, or all of the above. He is also the highest-ranking surviving Cabinet member, and so according to the Presidential Succession Act of 1886, he is actually the Acting President of the United States of America. What is he worth, dead or alive, to "President" Earl Warren? To LBJ? To their enemies?

mystical awakening or "Serpent shock" or simply madness. He turned up in Ames, Iowa with his seeds and strains, and with his soft pink sympathies turned to fiery Red. If you wanted his grain, you joined him in the "Iowa Soviet." If not, you starved like the counter-revolutionary kulaks in the Ukraine did a decade before. The people who ate Wallace's grain agreed with him, on more and more, and they didn't die or turn into monsters—at least, not where anyone could see. Now, in the Iowa Soviet, if you're a stranger, a "capitalist," or a "reactionary," you eat the "People's Bread" or you feed the people's crops.

The Iowa Soviet centers on the Iowa State College A&M campus at Ames, and extends over seven or ten counties. The ruins of Des Moines mark its southern border; the Kiwanis, Elks, and Lions hold out with stiff guerrilla resistance. You can tell when you've entered the Soviet: although the skies are still gray, the grain is golden and straight and thick. The people are stoic, even blank-faced—until they decide you're an enemy of the Revolution. Then the fun begins.

The Drowned Coast

On July 22-23, 1945, a 200-foot tall tidal wave smashed into every coastal city and town in North America from Hopedale, Labrador, to Galveston, Texas, and washed inland past Jackson, Mississippi and Manchester, New Hampshire. Whales choked in the new lake where the Potomac once flowed; fishing boats grounded in the Appalachian foothills. Florida's coastline disappeared; the Mississippi removed itself from the drowned bowl of New Orleans and flowed through another bayou inland. All along the coast, inlets became bays, bogs became lakes, meadows became marshes, and everything became mosquitoes and swamp and muck and snakes.

Most towns in the mega-tsunami's path simply disappeared, buried under stinking, salty mud. Buildings in some cities survived, like teeth sticking out of diseased mouths. Some places, the cities sat on cliffs, or pieces of the town could again support life after a fashion: squatters crawled back into Charleston and Providence and Mobile and Paterson, New Jersey. But most places, nothing was left but the wreckage and the corpses and the things that came in with the sea.

Currently, the Drowned Coast draws treasure-hunters, salvageurs, adventurers, and people looking for new lives. Their old lives have to be fairly unpleasant to make a life on the Drowned Coast look good by comparison, but in the wreck of America, that describes a lot of people. The Drowned Coast also breeds monsters of the sea and the land and in between: giant alligators and toads, fish that walk and people that flop, everything that creeps and crawls in slime and muck, and snakes. Ghouls feed and breed in

the corpse-cities; swamp devils float through the steaming morasses that once were Pensacola and Wilmington and Bangor. After nearly three years of constant combat, the Texas National Guard has almost cleared Houston of monstrous taint. Just four thousand more miles left to go.

The Mayoralties

Between the Drowned Coast and the High Plains, some of the lights stayed on. The United States was gone; even the individual states couldn't hold things together. But some of the cities survived. They didn't have a lot of food—after the first week or so, they didn't have *any* food—but they had a lot of people, and National Guard Armories, and they had mayors used to breaking heads to get law and order. Not every city starved to death like Akron or burned down like Omaha. Some survived those first months, and went looking for food. Monsters had overrun the isolated farms; the land lay open. Even small towns didn't have the weight of men and metal to fight for their lives, not against the horrors that bloomed from the Serpent's blood—and not against the cities that had to eat or die in flames. The towns that wanted to live joined the burgeoning city-states around them, what travelers call "the Mayoralties."

Urban Demographics

For any given city in the Mayoralties, its current population is only between 5% and 30% of its pre-Serpentfall population. Larger cities, like Chicago (1940 pop.: 3.4 million) and Detroit (1940 pop.: 1.6 million) more likely fall toward the low end of that ratio. Smaller cities, like Little Rock (1940 pop.: 88,000) and Utica, N.Y. (1940 pop.: 100,000) more likely cluster at the higher end. Even in the successful Mayoralties, in other words, city populations have fallen to levels reminiscent of 14th-century Italian city-states. In those few cities or towns that survived in the Drowned Coast and the High Plains, the ratios lie in the 1% to 4% of pre-Serpentfall population range. In all cases, a good chunk of the current population is new, people who retreated to the safety of the city walls from destroyed suburbs and too-isolated small towns.

The average city in the Mayoralties maintains order with a police force of about 3 men per 1,000 population. This may be supplemented (or supplanted) by a paramilitary "Mayoral Guard" in cities with repressive governments, and by factional forces in oligarchies. A city in the Mayoralties usually controls a rural population (almost all farmers) between five and nine times its urban population. For example, Chicago, the largest city in the Mayoralties, has a population of just over 200,000, and controls a rural population (including several smaller towns like Gary, Indiana and Aurora, Illinois) of almost 1.8 million. The Chicago Police Force is 600 men, bolstered (or hampered) by 150 Mayoral Guardsmen and several different aldermanic guards ("Ward Police") of 50-100 men each.

The cities' other forces vary widely in size. Some cities still join in multi-city leagues protected by a single "State Guard," while others have fielded "County Guards" or "Civic Defense Forces" that function, to all intents and purposes, as city armies. As a rule of thumb, a prosperous city in the Mayoralties can field a standing army of 0.5% of its combined (urban and rural) population. A particularly rich, aggressive city like the Grand County of Birmingham can get as much as 2% of its population into a standing army, though not without some economic strain. Chicago's army is 12,000 strong; like most ambitious cities, it usually adds as many mercenary units as it can afford on campaigns. City militias are only levied in emergency; they theoretically include every able man between 16 and 45, or about 15% of the total population. In case of invasion by a coalition of Milwaukee, Springfield, Indianapolis, and Detroit, Chicago could raise a militia of 300,000 (not very effective) troops. It couldn't arm or feed them for any length of time, of course.

For the number of businesses of varying types to be found in a given city, use the nearby table as a baseline. Some cities are different: a university city like Athens, Ohio will have a larger number of scientific laboratories than normal, for example.

ESTABLISHMENT	NO. PER 50,000 POP.
Churches	140
Taverns	125
Distillers	60
Gunsmiths	50
Vehicle repair shops	30
Doctors	30
Hotels	25
Engineers	25
Cemeteries	10
Pilots	3
Laboratories	2
Newspapers	1

Random Poisoned Lands City Generation

Even after the Serpentfall and the famines and the fires and the monster attacks, there are still quite a few cities in the eastern two-thirds of the United States. Way more than we can describe in this sourcebook, anyhow. So if the heroes are heading for Rolla, Missouri, or Spartanburg, South Carolina, or Allentown, Pennsylvania, or Grand Rapids, Michigan, or any other place we haven't described yet, here's a quick way to figure out what's happening in those storied cities of legend and fable. You're free, of course, to ignore, twist, or judiciously select from the results of these tables.

GOVERNMENT

Roll 2d6 to determine the political organization of a city in the Poisoned Lands. Modify the roll on the **Government Table** by +2 for the Mayoralties.

- **DEMOCRATIC:** The city has more than a semblance of democracy. Elections since the Serpentfall have been fair and open. Dissent can be freely voiced.
- **DESPOΤISM:** The city's mayor rules by force and fear. He may have rivals, but they have only the power he allows; he may have the genuine support of his people, but they cannot dissent even if they wished to.
- **MACHINE:** An alliance of political factions controls the city. The mayor may be its head, or the figurehead of a boss or group of bosses. Elections have been open, perhaps, but not fairly administered or counted. Dissent is marginalized, but usually not overtly persecuted.
- **RUIN:** The city is in ruins and has no government or population. Human population, that is: roll 1d6; on a 1 or 2, the city is infested with ghouls (2d6 ghouls per warren).
- **SQUATTERS:** The city has no effective unified rule, being little more than a hobo jungle or collection of prospectors' tents. This might also apply to a boomtown like Burningtown, North Carolina, where a major sapphire find in 1947 attracts thousands of desperate characters.
- **STRONGMAN:** The city's mayor holds power undemocratically, or after a single election, but does not have completely free rein. Either other local notables, other institutions (the churches, factory owners, etc.), or the will of the people constrain him.

PROBLEM

Roll 2d6 to determine the main problem facing the city or its leaders. Cities may have many problems, of course—in the Poisoned Lands, it's downright likely. But this is the one that seems the biggest, soonest. Quite often, this is the problem the civic leaders will be willing to pay wandering heroes to resolve...

- **FACtIONS:** The city has several powerful factions interested in seizing more power for themselves. These factions may paralyze city government, cause rumbles in the streets, agitate for strikes, or incite outright rioting.
- **FUEL OR FOOD SHORTAGE:** A perennial problem, even in coal belt cities (which can still get hit with spot famines). This usually sparks higher prices at the very least.
- **GANGS:** Criminal elements, whether Outfit or bandits, are interested in suborning the city's power structure or even in destroying it. The gangs may be unified in a single mob, or rivals locked in a gang war. If the mayor is mobbed up, it may be the mayor's rivals who ask the heroes for help...

Government Table

2D6	GOVERNMENT
2-6	Ruin (on a roll of 1 or 2 infested with ghouls, 2d6 per warren)
7	Squatters
8-9	Strongman
10	Despotism
11	Machine
12+	Democratic

Problem Table

2D6	PROBLEM
2-3	Fuel or Food Shortage
4-5	Unrest
6	Gangs
7-8	Factions
9	Hostile City
10	Serpent Cult
11-12	Monsters

Random Poisoned Lands City Generation

- HOSTILE CITY:** Another city is attacking, or plotting an attack, or paying off enemies, or hoarding coal or food, or raiding the city's supply lines.
- MONSTERS:** A monster or batch of monsters is specifically threatening something the city values. Few cities in the Mayoralties might actually be destroyed by a single monster, although some settlements in the Drowned Coast are vulnerable to sudden waves of kraken or other activity.
- SERPENT CULT:** Accusing enemies of secret Serpent Cultism often pays off. Sometimes, it's even true.
- UNREST:** The city's population (or some large fraction thereof) is restive and riotous. In many cities, this is likely to involve a racial component.

Combine any or all of these results: Fearful of an attack, Macon, Georgia might secretly be funding a bootlegger gang in Birmingham run by a Serpent cultist who plans to summon monsters to attack the city's ghetto and spark black unrest. And why isn't the High Kleagle's police chief (and Klan rival) trying harder to find the bootleggers?

• HEROIC OPPORTUNITY

Roll 2d6 to find out what opportunity the city might offer to wandering heroes, either officially or unofficially.

- ARCANA:** According to rumor, the city has a mad scientist's laboratory, a crashed RRAF ophi-tech rocketplane, a miraculous pilgrimage site, or a haunted magical library.
- BOUNTY:** Someone in the city wants something (or someone) killed or captured, and they're willing to offer good money (or really good favors) for it.
- LEGENDARY TREASURE:** Something in this city is very worth stealing, so much so that word has gotten out to other cities. Is it the Hope Diamond, looted from the Smithsonian just before the waves hit? Is it the Fort Knox gold stash, missing since 1946? Is it the bat that Mel Ott hit home run number 500 with?
- MERCENARY WORK:** A city is always looking for a few good men to go kill a few good men from elsewhere for it. This might be for a specific campaign, or more in the nature of a retainer. There's always bandits to hang, after all.
- PERSONAL:** Someone from one of the heroes' past is in this city: friend or foe, family or lover. They need a favor, or they need a thrashing.
- TECHNOLOGY:** The city has the facilities to repair the heroes' treasured Duesenberg, or it's the nearest place to buy a specific technical device the heroes need for some other adventure.
- TRADE GOODS:** The city produces something the heroes can escort to its destination for a handsome reward, or sell themselves for an even handsomer reward. Or, perhaps, it's where the heroes can sell something they got in the last city.

• CITY ASPECT

Finally, roll 1d6 to get a sense of the city's character. What's it like? How would a pulp writer describe it? What buildings pop out of the coal-smoke, and who's on top? On this table more than any other, feel free to mix and match. (Corrupt and religious, like Renaissance Naples? Dying and free-wheeling, like 1980s Atlantic City?) Also, feel free to come up with more aspects, and lengthen the list at your whim. These are just intended as a few examples.

Heroic Opportunity

2D6	OPPORTUNITY
2	Arcana
3-4	Bounty
5	Legendary Treasure
6	Mercenary Work
7	Personal
8	Technology
9+	Trade Goods

City Aspect

1D6	ASPECT
1	Corrupt
2	Dying
3	Free-wheeling
4	Mercantile
5	Militaristic
6	Religious

The crazy-quilt of city-states runs as far west as Minneapolis (fighting a low-level war against St. Paul), east to Concord, New Hampshire (trying to knit together a League of Towns against the horrors infesting coastal Massachusetts), and south to Montgomery, Alabama (a cringing vassal state of the industrial Grand County of Birmingham). Every city has its own problems and its own politics, over and above the problems of food and fuel and fighting monsters. Food comes from local farms, bought with trade goods or “taxed” at bayonet-point. Fuel comes from coal mines, dug by convicts or prisoners of war (from Germany, or from other cities) or nosy strangers. Fighting monsters comes second, sometimes, to fighting amongst themselves for food and fuel. Distrust and deception wrecks trade, which increases the pinch on the cities, which leads to more distrust and deception. This drives up prices for trade goods, encouraging dangerous types to take up trade, or banditry, or both. Cities hire mercenaries to guard trade routes to rivers and coal mines. Roving bands of mercenaries turn bandit, or vice versa.

“Colonel” Zeke DaCova

Sergeant Zeke DaCova (b. 1918) got a foot blown off at the Bulge, after fighting into Africa and up Italy and across France. He came home to Dayton, Ohio in February, and didn’t die with the rest of the U.S. Army in July. After the Fall, he guarded a food warehouse. Then he ran it. Then he guarded a convoy. Then he fought off bandits. Then he fought off Cincinnati. Then Cincinnati offered him more money. Now, “DaCova’s Eagles” are the premier mercenary outfit in southern Ohio. And Zeke is looking across the river at Kentucky. Tobacco prices keep going up, and those fields could pay someone really well.

“Colonel” DaCova is a wiry brunet with a small frame and keen gray eyes. He favors an M3 “Grease-gun,” the closest thing to the “Schmeisser” he brought back from the War. (He lost his trophy during a disastrous raid on Muncie.) He’s used to his artificial foot, and doesn’t limp much any more, even in cold weather. His men (three over-strength companies and a heavy-weapons battery) are truck- and Jeep-mounted; DaCova served under George Patton and reads about Nathan Bedford Forrest.



“COLONEL” ZEKE DACOVA

14	STR	3	OECV
10	DEX	3	DECV
13	CON	3	SPD
13	INT	7	PD
15	EGO	4	ED
18	PRE	8	REC
6	OCV	30	END
5	DCV	11	BOD
		25	STUN

ABILITIES

Combat Luck (3 PD/3 ED), Followers: “DaCova’s Eagles”; +1 HtH Combat, +1 w/ Rifles, AK: Ohio 12-, Climbing 11-, Combat Driving 12-, Interrogation 13-, KS: Military World 12-, KS: Military History/Customs 13-, PS: Soldier 13-, Riding 11-, Survival (Temperate) 12-, Tactics 13-, WF: Emplaced Weapons, WF: Knives, WF: Small Arms

COMPLICATIONS

Physical: Lame (-1” Run), Psychological: Code Of Honor, Psychological: Loyal To His Men

GEAR

M3 submachine gun (See p. 47).

Independent warlords are hatching; three lean years and fifty million unburied dead unravel the fabric of the nation. Free Colored Armies battle the Night Riders of the “New Konfederacy”—the KKK has made another comeback in the wake of the Serpent. The telephone and telegraph lines have been torn down for the copper; the rails are being torn up for the steel. Wild-eyed preachers and shifty demagogues—and decent men pushed beyond their limits—call for witch-burning, or Serpent-worship, or Communism, or all three.

Things fall apart. The center cannot hold. Mere anarchy is loosed upon the Midwest.

FRANCE

The Serpentfall did not crush Paris, but the earthquakes and Seine floods destroyed it nonetheless. The Serpentfall did kill General de Gaulle, along with much of the Free French Army. The French government now meets in Marseilles, where it remains deadlocked between three factions: the “Gaullists,” the pro-fascist Action Francaise, and the Communist Party. President Giraud is a Gaullist, but has little support even within his own party. Generally speaking, the remains of European France are Communist-

dominated, French North Africa (Algeria, Tunisia, and Libya) is AF territory, and French West and Equatorial Africa (the belt of French territory south of the Serpent's African coil, governed from Dakar and Brazzaville) are mostly Gaullist. But individual provincial governors, bureau directors, and mayors in all three regions have their own allegiances, often working against their nominal superiors for others' ends or their own power, or both. Every French general and admiral remembers the examples of Petain, Darlan, and de Gaulle...and of Napoleon.

Such powerful men provide secret patronage for the bands of air pirates in the Sahara. From oasis bases concealed in the Serpent's shadow, the pirates' planes intercept trucks, planes, and boats traveling across West Africa and Algeria. The pirates (some holding "*lettres députée*" purporting to grant them law-enforcement or quasi-military authority) swoop down, loot or hijack the shipments, and sell the spoils in Leopoldville, Oran, Abidjan, or other cities controlled by their allies.

SPAIN

Franco's fascist Spain survived the Serpentfall in remarkably good order. The mega-tsunamis barely scratched Bilbao and Seville (compared to other cities), and with no forces at war, Spain lost no military power in the aftermath. Instead, Franco was able to force wave-battered Portugal into "close association" and absorb the remainder of French Morocco into his African mini-empire. As a bonus, he captured the new Holy See, which had relocated to Lisbon in the wake of the destruction of Rome. Franco has since forged a close alliance with Pope Pius XIII, the former Josemaría Escrivá de Balaguer. A siege of Gibraltar ended in 1947 with the British enclave still holding out; Franco has attempted to make common anti-Communist cause with the British since.

THE SOVIET UNION

Under the absolute rule of Joseph Stalin, the Soviet Union recovers from the War, digests its conquests, and plots global dominion. Between famines, purges, and the War, the Soviet population (even including the new annexed

The Phantom Ace

The most feared air pirate of all, *l'As Fantôme* is not a cold-blooded murderer. No, "the Phantom Ace" delights in murder, and pursues it with artistry and style. No one knows what he looks like, or even his true identity: speculation ranges from the son of an exiled Russian archduke to an English crime boss. He is a master of disguise, with agents throughout France; those who attempt to arrest or thwart him meet grisly death in impossible circumstances. His daughter, Hélène, is the only person he trusts.



THE PHANTOM ACE

15	STR	3	OECV
15	DEX	4	DECV
20	CON	3	SPD
20	INT	6	PD
18	EGO	4	ED
20	PRE	6	REC
7	OCV	30	END
6	DCV	11	BOD
		25	STUN

ABILITIES

Combat Luck (3 PD/3 ED), Danger Sense 13-, Followers: Agents, Perk: Filthy Rich, Hotshot Pilot; +2 HtH Combat, Acting 15-, Aerobatics 14-, Climbing 13-, Combat Driving 13-, Combat Piloting 17-, Disguise 18-, Fast Draw 12-, KS: International Crime World 13-, Language: Arabic, Berber, English, and Russian, (Fluent, French is native), Lockpicking 16-, Mechanics 13-, Navigation (Air) 13-, Stealth 18-, Streetwise 14-, Tactics 13-, TF: Large and Small Planes, WF: Small Arms, WF: Plane Weapons

COMPLICATIONS

DNPC: Hélène, Hunted: Various International Police Forces, Psychological: Arrogant, Psychological: Overconfident, Psychological: Vengeful

*"A third I see, that no sunlight reaches,
On Dead Man's Shore: the doors face northward,
Through its smoke vent venom drips,
Serpent skins enskein that hall."*

— VÖLUSPÁ, STANZA 38

Col. Maxim Maximovich Isayev

A top NKVD agent, Maxim Isayev (b. 1900) spent the War under deep cover as an SS officer. Now assigned to SMERSH, his ongoing mission is to find enemy agents and provocateurs, infiltrate their operations, and neutralize them once he has obtained enough information. He operates out of Bombay, but his remit is global; before the War he worked out of Paris and Shanghai, and knows both well. NKVD chief Lavrenti Beria trusts him, knowing that despite his bourgeois tastes for cognac and Silk Cut cigarettes, Isayev's loyalty is absolute. Isayev is calm, stoic, and always plausible. He is handsome in an intellectual way, in excellent shape for his age, but not particularly youthful.

Isayev might infiltrate the heroes' operations as a potential ally, or hire them (using another identity) to snarl up some British or Japanese agent's plans. He might, if they seem to be devoted anti-Communists, try recruiting the heroes under a false flag, posing as "Oscar Stirling" of the SIS. (His Oxbridge accent is perfect, and the late unlamented Kim Philby provided him with a bulletproof SIS cover.) In the final extremity, he might have to kill them, but he'd rather not: he prefers to out-think and out-maneuver his opponents, leaving them happy and ignorant while Soviet aims silently advance.



COL. MAXIM MAXIMOVICH ISAYEV

10	STR	3	OECV
12	DEX	4	DECV
20	CON	3	SPD
20	INT	4	PD
16	EGO	4	ED
20	PRE	6	REC
5	OCV	25	END
4	DCV	10	BOD
		24	STUN

ABILITIES

Perk: Rank (Colonel), FB: NKVD Agent (with top-level Clearances, etc.), Perk: Deep Cover, Combat Luck (3 PD / 3 ED), Danger Sense 13-, +1 HtH Combat, Acting 13-, AK: The World 16-, Bureaucratics 13-, Charm 17-, Combat Driving 11-, Combat Piloting 12-, Conversation 13-, Deduction 13-, Gambling 16-, High Society 13-, Interrogation 13-, KS: Espionage World 17-, Languages (Fluent in several useful), PS: Tradecraft 20-, Lockpicking 13-, Stealth 12-, Streetwise 14-, TF: Small Planes, WF: Small Arms

COMPLICATIONS

Hunted: The SIS

territories) is only 170 million, many of whom are members of "suspect minorities" such as Jews, Germans, Chechens, Tatars, Poles, Finns, etc. In his most recent atrocity, Stalin exterminated all the Ossetians and Ingushetians. Many of them died in the special Science Cities the dictator ordered built to experiment with ophi-tech and venomous sera, to catch up to the British lead in ophiurgy. All of them died to avoid any counterclaim to Stalin's command of the Narts—Stalin is himself part Ossetian, on his mother's side.

The Narts, gigantic primordial figures of Ossetian myth, emerged from the Caucasus glacier and the Arctic ice pack during Ragnarok. It is their ancient lore that allows the *Krasnaya Vesna*, the "Red Spring," to protect Russia from the cooling effects of the Serpentfall. They have revealed other arts to Stalin and his circle, revelations less publicized in the pages of *Pravda*, but still potent. Some Narts walk alongside Soviet forces in occupied Europe or the Middle East, seeking their own revelations and keeping their own counsel. But if they do plan for another time, for now they seem more than willing to aid Soviet plans.

Having essentially conquered, plundered, and neutralized everything east of the Serpent in Europe, Stalin finds his options for expansion less than ideal. Even if his Communist agents can turn France into a People's Republic (and the French Communists, on the other side of the Serpent, don't always toe the Moscow line), virtually all the useful heavy industry in Europe is either smashed or evacuated to Algeria or Australia. The Middle East holds oil, but British command of the sea keeps the sheiks' and shah's options open. (The Soviets are also nervous about inciting unrest in their own Moslem population with too much aggressive action toward the Holy Places.) Crushing and occupying Japan is possible, but without the Americans and British to help, it would cost millions of men and (more importantly) vast quantities of irreplaceable materiel. For now, Stalin merely spreads Communist subversion across the globe, encouraging rebels in both Empires and Reds in Latin America and France. He waits for Nart sorcery, Soviet ophiurgy or psionics, or the further crumbling of the West to give him an open road to victory in a final titanic struggle.

The Soviet Sphere

Following the Serpentfall, Soviet forces easily smashed into Berlin and mopped up the few surviving Axis units in Europe. Stalin swallowed Finland and the Baltic States outright, and annexed a swathe of territory from East Prussia to Azerbaijan.

Soviet forces installed “People’s Governments” in Poland, Norway, Denmark, Czechoslovakia, Hungary, Rumania, Bulgaria, and the surviving portions of Greece, Austria, and Germany, as well as formerly Vichy Syria and formerly British Palestine. All these nations have substantial Red Army and Air Force garrisons and NKVD supervision of the internal police. Local Communist governments in Sweden and Yugoslavia joined the Soviet alliance on slightly more equal terms. Mongolia and East Turkestan already had Soviet-backed governments; both received substantial Red Army and Air Force reinforcements to keep the Japanese from trying anything.

Teams of Soviet experts comb through former Axis bases and arsenals, looking for prototypes and plans to ship East to Soviet labs. (There they can join captured Nazi rocket and atomic scientists.) Soviet “recovery specialists” who uncover magical tomes or items have tougher decisions to make: official Soviet dogma dismisses all magic as “reactionary superstition,” but enough high-level officials believe otherwise that careers can be made or lost with a single grimoire or pentacle.

THE JAPANESE EMPIRE

The Serpentfall saved Japan. The Americans left Okinawa and Iwo Jima, pulling back to Saipan and the Philippines; the British pulled out of Borneo and stopped at the Burma border. For a wonder, the Imperial Council and Army High Command recognized this opportunity to survive the War with much of the Greater East Asia Co-Prosperity Sphere intact. The Japanese concentrated on rebuilding their bombed-out industries along more modern lines (including as much ophiurgical research as they can manage), looting Southeast Asia more effectively, and redoubling their efforts to conquer China.

Lung Choi San

The “Dragon Queen of the Pirates” (b. 1916) has been fighting the Japanese since their invasion, and anyone else who impeded her since childhood. Ruthless, but with an occasional sentimental streak, the Dragon Queen will seduce an enemy, challenge him to a duel, or simply have him killed by her men, depending on whim. She is a crack shot and expert fighter. She may wear traditional Chinese garb (male or female), Western dress (likewise), or a military uniform of her own devising. As “Madame Roulette,” she runs an exclusive casino in Macao that doubles as a listening post and fence for her stolen loot. Her ships moor in the hundreds of inlets and islands along the southern coast of China; her agents are everywhere in the East.



LUNG CHOI SAN

13	STR	3	OECV
18	DEX	3	DECV
12	CON	3	SPD
18	INT	5	PD
15	EGO	5	ED
20	PRE	6	REC
6	OCV	25	END
6	DCV	10	BOD
		20	STUN

ABILITIES

Perk: Followers (see notes), +2 With Small Arms, Striking Appearance, Wealthy, AK: China 18-, Charm 13-, Climbing 13-, Conversation 13-, Fast Draw 13-, Gambling 14-, KS: Naval Tactics 16-, Martial Arts (20 pts. of Karate maneuvers), Streetwise 13-, Tactics 13-, TF: Small and Large Boats, WF: Small Arms

COMPLICATIONS

Hunted: Japanese Authorities

GEAR

Pian dao (Chinese cutlass, 1d6 HKA), 9mm Luger 9mm Luger (+1 OCV, +0 RMod, 1d6+1 RKA, 8 shots)

NOTES

Her ship has a crew of 90 pirates, with 4 pirate chiefs; her flotilla has hundreds of pirates devoted to her whims or fearful of her rage or both. Even if separated from her ship, Lung Choi San has ready access to at least 4d6 pirates (and two pirate chiefs) anywhere in the China Seas, or 2d6 thugs (and one thug boss) on the streets of Macao.

As the armistice has continued, however, the military has once more grown overconfident and cocky. American and British aid to Chinese Nationalists and to other forces fighting Japan in Indochina, Malaya, and the Indies provokes Japanese anger. Generals and admirals on the far front lines turn blind eyes to attacks on Allied ships and planes, and retaliate when the British or Yanks target their own. So far, no Japanese commander has yet taken it upon himself to push the Americans off of Tarawa, or cut the Burma Road, but repeated clashes and incidents have a way of building tension that nobody is much interested in peacefully resolving.

CHINA

Japan invaded China in 1937, and has been fighting to stay on the tiger's back ever since. With American and British aid cut by the Serpentfall, the Nationalist Chinese have had to fall back into the west and southwest of the country. The Communists hold Shansi Province bordering Mongolia, where they can get a trickle of Soviet supplies, and put most of their effort into building underground revolutionary movements in both Japanese- and Nationalist-held territories. The Japanese control almost the entire coast, the main cities, and Manchuria, but cannot hold the Chinese countryside without massive occupation forces.

Fukien province (on the southern coast) and Hunan province (west of Fukien) are no-man's land. No side can control either territory for long without local warlords switching sides for gold or pique. Outside

Heroic Helper: Top Five Places To Find A Remote Castle Ruled By A Madman

Whether it's a black tower in the wasteland, or a near-ruin piled over the dungeon burrow of a crawling Thing, remote castles are where adventure lives. And, as might be expected, such structures draw (or create) a certain kind of personality as their lord. Here's where to find those castles, and such madmen:

ABYSSINIA

This isolated mountain kingdom (also called Ethiopia) suffered a devastating Italian invasion in 1935, reducing it to brigandage and misery. The Serpent's first coil smashed the southwestern third of the country, completing Abyssinia's collapse into chaos. The castles range from primeval Aksumite ruins to medieval forts to Portuguese watch-towers to Italian bunker complexes. (Second prize, in the "war-torn medieval backwater" category, is Afghanistan.)

THE ANDES MOUNTAINS

Colombia, at the mountains' northern extremity, is collapsing into civil war; both Argentina and Chile at the southern end have long been refuges for European criminals and dictators. Coastal Peru falls under Japanese sway, leaving the interior to revived Inca worship, the deros, and who knows what else? The castles are likely Inca or Spanish conquistador, but you can't rule out eccentric copper barons.

THE MEDITERRANEAN

Sicily, Sardinia, and the various surrounding islets were swamped by the Serpentfall into the Med, but plenty of fine castles survived. In the Balearic Islands or the Pyrenees Mountains, the castle's mad ruler might also be a high-ranking Spanish fascist, for double points.

THE POISONED LANDS

Did you know there are more than 70 castles in New England, and that many again in New York alone? That there are 30 castles in each of Pennsylvania and Ohio, and 25 in Illinois? Eccentric millionaires, reactionary prison architects, and occasionally genuine European aristocrats built castles throughout the United States down to the 1930s. Without any nearby artillery—or government—their potential truly blossoms.

THE PRINCELY STATES OF INDIA

Part of the devil's bargain the British made with the Indian princes was freedom from local control in exchange for allegiance to King Henry. King Henry is far away, and knows not what every rajah and rani gets up to on some crag in the Himalayan foothills or the remote Deccan.

Manchuria, all of China roils with bandits, guerrillas, rebels, cult leaders, and wandering kung-fu bravos. An ancient empire's wealth is open to anyone with a map, a lot of guns, and more than his share of luck.

THE PHILIPPINES

Although the Allies abandoned the aggressive war against Japan after the Serpentfall, the just-liberated Philippines stayed free, after a fashion. Influential planters jockey for power, Hukbalahap Communist guerrillas control the waist of the country, and the Japanese run "stay-behind" networks throughout the islands. The American military is divided: some want to return to America and leave the Philippines to disintegrate, and others believe that building the Philippines up can only help America in the long run (and themselves in the short run). Until things settle out, the Philippines remain a stew of intrigue and borderline chaos, useful mainly as a base from which the British and Yanks "unofficially" supply arms and advisers to anti-Japanese resistance forces in the Indies, Indochina, and China.

CONGRESS INDIA

With most of the populated and industrialized part of the country (except Bengal) under its control, the Congress Party should be moving the independent Republic of India from strength to strength. Unfortunately, Gandhi's assassination (by either a Serpent cultist or a fanatical Moslem, depending on which story you believe) has left the Party confused and leaderless. Nehru does not have Gandhi's

Heroic Helper: Top Five Places To Be Attacked By Pirates

In addition to the five places listed here, ships on the high seas increasingly suffer from submarine piracy: "ronin" Japanese sub captains and "wolfshead" German U-Boat skippers bribe port officials for sailing manifests and course plots, then hijack cargoes in the empty Pacific or Atlantic. Some steal small valuables, others whole ships: they sell the loot in Peru or Argentina.

THE ARABIAN SEA

To shore up local support, their British governors give fractious warlords based in Somaliland or Aden free rein to harass Russian (or Russian-friendly) shipping; Russia (and increasingly Congress India) have begun to fight back by arming and supporting Gujarati and Tamil pirates.

FRENCH AFRICA

Air pirates fly out of camps in the increasing "rain shadow" of the Serpent's coil across the Sahara, attacking cargoes traveling on the few roads and rivers in French Africa. Rumor has it that at least one pirate mastermind ("Le Robur") has run an elevator cable over the Serpent in a remote location.

THE GREAT LAKES

From Duluth to Toronto, every lake city sponsors armed vessels to protect its trade; these privateers become pirates in times of peace, or whenever they see a good opportunity come along.

THE GULF COAST

Raiders based in the Bahamas and other islands swoop down on salvage operations, trading posts, and anything else that looks profitable or interesting from New Orleans to North Carolina. They can always sell their takings in Mexico, Nicaragua, or Venezuela, or to another salvage operation.

THE SOUTH CHINA SEA

Chinese and Filipino families run large-scale shipping operations that easily turn into pirate enterprises, or back again, depending on local conditions. "Freedom fighters" from Celebes to Haiphong to Hong Kong prey on (mostly) Japanese ships to pay the costs of resistance, often with a handsome profit to themselves. American authorities in the Philippines turn a blind eye to stolen Japanese goods; Japanese governors in China, likewise for other loot.

DJEHUTI-YAMUN

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6
14	DEX	8	12-	
15	CON	5	12-	
18	INT	8	13-	
20	EGO	10	13-	
23	PRE	13	14-	
6	OCV	15		
6	DCV	15		
8	OECV	15		
8	DECV	15		
4	SPD	20	Phases: 3, 6, 9, 12	
5	PD	3	Total PD: 8/3	
5	ED	3	Total ED: 8/3	
10	REC	6		
40	END	4		
10	BOD	0		
28	STUN	4		

TOTAL CHAR COST: 144

COST	ABILITIES	END
6	Combat Luck (3 PD / 3 ED)	
5	FB: Leader Of The Children Of Set	
15	Filthy Rich	
55	Followers: 1,000 25-pt. Cultists	
30	Danger Sense (Immediate Area, Out Of Combat, Any, 13-)	
2	<i>Slow-Aging</i> : Life Support: Longevity (400 years)	
42	<i>Horrible Spells</i> : Variable Power Pool, 30 base + 15 control cost; Magic Only (-1/4)	var.
7	<i>Ring Of Set</i> : +5 to Power Skill Roll, OIF (Ring; -1/2)	0
11	<i>Ring Of Set</i> : Endurance Reserve (80 END, 8 REC); OIF (-1/2)	
7	<i>Blood Sorcery</i> : +10 Points to VPP, OAF: Blood Of Freshly Slain Victim (-1)	
53	<i>Eye Of The Serpent</i> : 8d6 Mind Control, AoE 10m Radius (+1), Extra Time (Full Phase; -1/2)	8
43	<i>Animate Object</i> : Summon 150-point animated object, Expanded Class (any object; +1/2), Slavishly Loyal (+1); Summoned Being Must Inhabit Locale (-1/2), Costs Endurance (to maintain; -1/4)	8
162	<i>Name Inscribed On The Scroll Of Maat</i> : Megascale and Targeting On Hearing (Planetary, +1-1/4), Trigger (When Someone Speaks His Name, +1/4) plus Mind Scan 6d6 (Linked (to Megascale Hearing, -1/2)), One-Way Link (+1), 0 END (+1/2) plus Telepathy 6d6 (Only To Read Surface Thoughts And Basic Identification, -1/4; Linked (to Megascale Hearing, -1/2)), 0 END (+1/2)	6

COST	ABILITIES	END
25	Summoning Rite: Summon 8x 150-point Demon, Any Lesser Demon (+1/4), Ranged (+1/2), Megascale (Planetary +1-1/4), Slavishly Loyal (+1); Extra Time (3 hours; -3 1/2), Only If He Has An Item Or Earth From Location (-1)	14
SKILLS		
5	AK: Middle East 14-	
3	Deduction 13-	
3	Interrogation 14-	
3	KS: Arcana 13-	
3	KS: History 13-	
5	KS: Occult 15-	
3	KS: Poisons 13-	
3	Paramedics 13-	
13	Power (Magic) 18-	
3	Stealth 12-	
TOTAL ABILITIES COST: 507		
TOTAL COST: 651		

75+	COMPLICATIONS:
15	Physical Complication: All Thumbs (-2 On DEX Rolls) (Frequently, Greatly)
10	Physical Complication: Elderly And Slow (Frequently, Slightly)
15	Psychological Complication: Arrogant (Common, Strong)
15	Psychological Complication: Callous (Common, Strong)
25	Psychological Complication: Vengeful (Very Common, Total)
496	Experience Points

NOTES
RING OF SET

Djehuti-Yamun possesses this legend-haunted relic of the prehuman Serpent Empire.

NAME INSCRIBED ON THE SCROLL OF MAAT

Djehuti-Yamun can sense when anyone in the world speaks his name, and discover the speaker's identity and location. He need not be distracted by it, but he can hear the whole conversation (or recall it) at will.

SUMMONING RITE

Djehuti-Yamun can summon a demon with three hours of chanting and pentacle-drawing. He can summon such demons at a distance—into a room in Arizona while he remains in Africa, for example—if he has an item or earth from that location. He can see through his summoned demons' eyes, hear through their ears, etc. He has many such demons already summoned and bound into small jars, which he can unleash merely by breaking the seal (an instant action). Djehuti-Yamun can command any demon he summons until sunrise dispels it. (Roll on the **Random Demon Table** on p. 100, or pick a demon that feels right.)

influence or vision; the sole policy his Congress Party can agree on is opposition to the British. The Indian Communist Party agitates for open war with Britain and total alliance with the Soviets; the other parties wrangle for spoils. Meanwhile, Tamil, Gujarati, Gondi, Tulu, and other separatists threaten to declare independence if their own provinces are not granted more power.

THE MIDDLE EAST

Turkey

After the Serpentfall, the Soviets turned European Turkey over to Communist Greece, and annexed the Turkish portion of Armenia outright. The rump Turkish state was left intact under a forced “treaty of friendship” that legalized the Turkish Communist Party and stripped Turkey of its air force and navy.

Djehuti-Yamun

None can say when Djehuti-Yamun was born. British police records indicate he was active in the Egyptian fascist military underground during the War. Aleister Crowley's diaries mention him as a “visionary scholar” in Cairo in 1904. An Ottoman internal report describes a very similar figure as the deadliest thief in Alexandria—in 1822! Now, he makes his home somewhere in the Stygian darkness of the Ras al-Thuban swamps. From there, he directs the Children of Set, a Serpent cult of great influence and malignity. The Children of Set are active from Mombasa to Mandalay, with unknown ties to the Daughters of Dionin. Djehuti-Yamun is not averse to slaying other Serpent cultists, especially if they question his pre-eminence or otherwise interfere with his plans.



Djehuti-Yamun is mighty of stature and somber of mien. His leathery, wrinkled skin is the color of stained teak. His eyes burn with inhuman emerald fire. He seldom takes the field himself, preferring to work through sorcerous cut-outs, summoned monsters, or hordes of local cultists.

Heroic Helper: Top Five Cities For Spies

In another timeline, this list might include Berlin or Tangier. In the world of *The Day After Ragnarok*, here (in alphabetical order) are the top five cities in which spies congregate.

BOMBAY, CONGRESS INDIA

Russian and Japanese spies use Congress India to keep tabs on Royal Navy deployments in the Indian Ocean. All three powers (Japan, the USSR, and the British Empire) attempt to subvert and sway Congress India into alliance both here and at the Congressional capital city, New Delhi.

LEOPOLDVILLE, CONGO PROTECTORATE

Many banned French political parties base themselves in Leopoldville, a Francophone city just over the border from French Africa. It's also a major entry point into the African interior, with easily bribed or suborned Belgian officials.

MACAO, CHINA

Where the Kempeitai, the SIS, the NKVD, and the OSS compete for leverage in Asia. The only neutral port in Asia, Macao is nominally under Portuguese control. Macao police authority is mostly European fascists hired by Spain, although the Japanese Navy maintains a battle cruiser here. Spies of all kinds run agents and guerrilla wars from Malaya to Manila to Manchuria from here.

MAZATLAN, MEXICO

A major Pacific port and listening station for agents spying on the U.S. Pacific Fleet. Sinarquist Mexico is drifting toward a Japanese alliance; American agents here attempt to bribe local officials to prevent it.

SYDNEY, AUSTRALIA

As the new center of the British Empire, Sydney is the new center for all intelligence agencies trying to influence, discover, or subvert British policy. Sydney also holds embassies from every nation on Earth; all of them, of course, have their own spies here on staff.

Heroic Helper: Top Five Secret Bases

Rather than list five locations, here are five types of secret bases and some examples of each.

COVERT OUTPOST

The Samiran RAF radar-monitoring station in the Elburz Mountains in Persia tracks Soviet air traffic; icebreakers supply “Camp Bering,” the Red Army Spetsnaz base in northern Alaska; the Yamashita underground tunnel complex holds a “hidden division” of Japanese soldiers in eastern New Guinea for operations against Australia.

GUERRILLA TRAINING CAMP

The Ukrainian Insurgent Army (UPA) prepares to ambush Soviet troop and supply trains from compounds in the Carpathians and the Pripet Marshes; Kikuyu guerrillas (the “Mau Mau Society”) build camouflaged arboreal hideouts in the Aberdare Forest in Kenya as bases for defoliation missions against white planters; Vietminh cadres plan urban insurrection against the Japanese from warrens disguised as temple complexes in Hanoi and Haiphong.

IMMENSE ENGINE OF DESTRUCTION

In an isolated German mountain, the Soviets (using slave labor including captured German scientists) are building a “supergun,” based on scaled-up Nazi V-3 plans, that can fire an artillery shell (or a man-carrying capsule) over the Serpent; with the aid of kidnapped and reanimated human geniuses, the dero have constructed a death-ray cannon on the Iguaje Mesa deep in the Colombian jungle; the Japanese atomic bomb program “F-go” is well underway at Konan, Korea.

ISOLATED AIRSTRIPE

“Point Pushkin” in the Nubian desert allows Soviet aircraft access to northeastern Africa, as OGPU (Soviet military intelligence) has paid off the Bedouin tribe along the Wadi ‘Amur; “Omaha Field” is a USAAF forward operating base deep in the Poisoned Lands under near-constant siege from monsters and bandits; “La Cicatrice” is a primordial scar miles deep in the flank of the Serpent, somewhere above Africa where a bold air-pirate—perhaps the Phantom Ace himself—maintains an impregnable hideout.

SUBMARINE PEN

Norse and Finnish partisans keep the Laksefjord open for Royal Navy submarines mounting covert operations into the Soviet sphere; mutated amphibian-people in Galway Bay do the same for Soviet Navy subs on Atlantic patrol; the remaining Nazi U-Boat fleet musters in a warm-water cavern beneath Neuschwabenland in Antarctica, the Final Refuge of the Reich.

The Turks, of course, responded by becoming even more ferociously anti-Communist. Mirroring interwar developments in Weimar Germany, the Turkish Army pursues a covert remilitarization project with as much support as the British can provide. Agents of the Turkish National Security Service (MAH) operate throughout the Turkic-speaking parts of the Soviet empire, spreading dissension and Islamic “anti-atheist” militancy.

The Levant

British authority in Syria and Palestine disintegrated with the Serpentfall. The Serpent’s head smashed into Egypt, obliterating Cairo, demolishing the local British command structure, and triggering massive earthquakes all up and down the coast. Damascus, Jerusalem, Beirut, and other major cities lay in ruins. Local Communist parties were among the first to organize, and loudly requested Soviet aid. By the time anyone could react in Sydney, the Red Air Force had airlifted millions of Jews liberated from Nazi camps (and Soviet gulags) into Palestine as cadre for a Jewish People’s Republic. Syria (including Lebanon) became its own Arab People’s Republic, which Stalin intends to be the core of a Communist Arab state from Algeria to Afghanistan.

The Oil States

The Red Army lines their northern frontier. The Royal Navy prowls their southern seacoast. Saudi Arabia, Iraq, and Persia are all monarchies sitting between two empires, and atop a sea of oil. Persia (with a

Heroic Helper: Top Five Places To Stomp Nazis

The main bad guys in the *Day After Ragnarok* setting are the Soviets, the Russkies, the godless Commies, the Red Menace, the guys who put the “cold” into Cold War. That said, there’s nothing quite like kicking Nazi butt. Here are the top five places to do it.

ANTARCTIC REFUGE

Due south of Germany, behind the icy coast of Queen Maud Land, Kriegsmarine architects and slave laborers have blasted out a strange network of warm-water caverns and tunnels. The Ritscher Antarctic Expedition discovered and claimed this territory as Neuschwabenland; here, Admiral Dönitz built “an impregnable fortress” and a place of refuge. MI5 is very concerned about increasing contacts (and even trade) between the Refuge and Boer extremists in South Africa.

ARGENTINA

As mentioned on p. 87, President Perón builds Argentina’s future on a skeleton of Nazi expatriates. Paraguay, Chile, and Bolivia do the same to the extent that they can. In a secret Pampas airfield, Nazi aerospace genius Reimar Horten works on rocket planes, flying saucers, and anything else that will allow the Argentines to climb to the top of the Serpent.

IRAQ

The Ba’ath Party is technically illegal, and definitely fascist, but King Faisal II of Iraq increasingly warms to the notion of a disciplined cadre of fighters who hate Russia and Britain equally. Former Waffen-SS men who escaped the Balkans wind up here, building the nucleus of a mighty Arab army.

MEXICO

Before their coup, the Sinarquistas depended heavily on German and Spanish subsidies and support. Now that they control (most of) Mexico, they are happy to provide jobs for dedicated specialists. Former Gestapo interrogators are particularly welcome; Ahnenerbe mystics interested in studying Aztec necromancy need to keep a somewhat lower profile in this increasingly theocratic Catholic country.

SPAIN

Franco keeps his former Nazi allies at arm’s length, moving everyone without the price of Spanish citizenship along to Macao, Morocco, or Mexico. He makes an exception for intelligence officers, especially those with extensive files on Soviet activity. There are so many Abwehr and SD veterans in SECED (the Spanish intelligence agency) that German is as common as Spanish in the meeting rooms.

strong local Communist Party) is probably the most pro-Soviet, Saudi Arabia (established by British diplomacy and guarded by British Aden) the most pro-British. But the Shah is willing to host RAF spy planes, and King Saud is happy to allow the Red Navy port access at Jiddah. All three monarchs have advisers from both powers, some of whom are working for their own ends rather than their imperial (or royal) masters.

Ras al-Thuban

The Nile is blocked. Cairo is buried. British power is eradicated. The Nile Valley slowly becomes a swamp, lit by fanaticism and marsh gas. This is the land the Serpentfall made of southern Egypt and the Sudan, the land of Ras al-Thuban, the “Head of the Serpent.” Barely governed by the authorities at Khartoum in the best of circumstances, Ras al-Thuban is very far from the best of circumstances.

Perhaps it is the dead, staring atomic wound where the Serpent’s Eye once was. Perhaps it is the curdling psychoactive venom pooling from the Serpent’s dead jaw. Perhaps it is truly, as the Sons of Apep call it, the New Aeon. But Ras al-Thuban is a land of utter chaos and madness; every man for himself, where Hell lets out for breakfast from Darfur to the Ethiopian highlands. Cults of all kinds flourish here, from fundamentalist Islamic sects who search for the Next Mahdi to vile Serpent Cults who search for a way to reopen the Serpent’s wounded Eye, and to bring about the New Aeon indeed.

Optional Darkness: Serpent Taint

The rising of Jörmungandr tore a great wound in the Earth's magical immune system, injecting evil venom into the air, water, and soil. The biological echoes of this spiritual horror are the monsters, the birth defects, the poisoned grain, the tainted wells all over the world. But some places are worse than others; where the Serpent's venom fell like rain or washed up in the sea, where its head lies on the world pooling its poison beneath it. The question, as ophiline fumes pour into the air and Serpent cults plot subversion, is this: Are things getting worse, as the venom festers? Or is the planet slowly healing itself?

If you want to make the world of **The Day After Ragnarok** still more deadly and poisonous, use these optional rules for Serpent Taint.

-ST LEVELS-

Every region of the world has a given Serpent Taint Level (ST Level) based on the "background count" of Serpent venom, cult activity, etc. An increase in the local level of Serpent Taint increases the "effectiveness" of creatures of the Serpent (monsters, giant snakes, cultists, Aunt Jennies, etc.) while diminishing that of ordinary humans (including the heroes, of course) according to the following chart:

Serpent Taint Level Effects

ST LEVEL	EFFECT
0	No change.
1	All Serpent monsters gain +1 Overall Skill Level.
2	As above, plus humans get -1 on all EGO or PRE Rolls caused by serpents, and a -5 PRE Penalty vs. Presence Attacks against them. Just like the Physical Complication: Snakebit, except the whole country is Snakebit.
3	As above, except that monsters gain an additional Overall Skill Level, for a total of +2.
4	As above, except that human penalties are now -2 on Rolls and the PRE penalty is -10.
5	As above, except that monsters gain a third Overall Skill Level.

The pattern can be extended to even higher ST levels. You might want to compromise, of course, and only use the ST Level to determine human penalties while leaving monster statistics the same, or vice versa. It's your game, after all.

Here's how you can present the various "background" ST Levels in terms of look and feel, and a guide to which regions of the world they might apply. As always, change them at your whim.

ST LEVEL 0

Normal. The skies are blue, the water clear, people move with confidence and meet your eyes gladly. Night is a time for crickets and fireflies, for moonlit walks and comforting silences. (The Australian Outback, the South American Pampas. Possibly the regions of the "Red Spring" in Russia. Antarctica. The high seas of the Pacific and Antarctic.)

ST LEVEL 1

Okay. There's no doubt that something was out there, once upon a time, but it's mostly gone now. The skies are clear, the water fine. People are a little brash, and a little relieved. Night is good for adventure, even romantic adventure. Probably. Most places. (Pacific seacoasts, most of the Southern Hemisphere. The rest of the Soviet Union. The Japanese Empire, China. California, Oregon, Washington, surviving Canada, the Iowa Soviet. Greenland and the Arctic icecap. High seas in the Atlantic and Indian Ocean.)

ST LEVEL 2

Tolerable. The shadows are a little too long, the light a little too green at sunset. The water is well filtered. People start a bit, if they hear something like rustling leaves. Don't go near a sewer entrance if you can't help it, don't look at strange snakes. Going out at night is not safe, per se, but it can still be a lot of fun. (Texas, Idaho, Utah, Arizona. Mexico. Atlantic and Indian Ocean coasts. India, Persia, Iraq, Eastern Europe, Turkey, Spain, southern France. Much of Algeria and West Africa. Iceland. Cities with a lot of ophiline pollution: Sydney, Capetown, Buenos Aires.)

ST LEVEL 3

Problematic. Things are a little weird here. The sky is cloudy or strangely colored, and so is the water. People are skittish and don't meet your eyes. Sometimes folks just disappear, and it's maybe best not to ask a lot of fool questions about it.

Optional Darkness: Serpent Taint

There's something leaving tracks on the riverside, or living in the abandoned chemical works. Don't go out alone at night, unless you're lucky or armed or both. (The Mayoralties, New Mexico, Oklahoma, coastal Texas, Arkansas, Alaska. Most of the rest of Canada. Arabia, Abyssinia, Kenya, the Levant, the Red Sea coast, the shatterzone in Europe and Africa, the Congo. Yucatan, Jamaica, and the southern Caribbean.)

ST LEVEL 4

Not Good. The sky never looks good, even when it's clear. The water clings oddly, and always has an oily cast even if you boil it. The vegetation mats itself, or grows in strange shapes. It rustles when there's no wind, and when there is wind, it moves the wrong direction, like it was out of practice. People are clannish and tribal; they have to stay together or they reappear in pieces. Go out at night well-armed, with friends, unless you want people arguing whether that can possibly be your arm. (The Drowned Coast and High Plains, Ireland, Cuba, the Bahamas).

ST LEVEL 5

Bad. The sky and the water are the same color, and neither is the color they ought to be. Both of them flow toward you when you're not looking. The fetid air is always too close, and you can smell yourself getting gangrene. You don't recognize half the plants, and wish you didn't know the rest. Even the land is leering at you now. People are hunted animals here, or they are predators. Night is for hunkering down and hoping. (Ras al-Thuban, Haiti).

By comparison, conditions inside the Serpent's body are ST Level 8.

CHANGING ST LEVELS

Some specific areas might be higher or lower: A purified Mormon temple garden in Wisconsin might have an ST Level 2, one lower than the surrounding countryside, or Wisconsin lake with an Orm in it might have an ST Level 4, one higher. Nagas lower ST Levels, lots and lots of burning ophiline plants raise them. A Serpent cult might work great magics to raise the ST Level in their city, or in some neighborhood of it; a Hong Kong feng-shui architect might design buildings to divert Serpentine chi away and thus lower the ST Level there. In the short term, heroes can lower ST Levels locally (or at least stop them from raising) by killing Serpent-spawned monsters, busting up Serpent cults, and that sort of thing. In the longer term, other possibilities might work:

MAGIC

What magic has caused, magic might be able to undo. Certainly the primordial lore of the Narts, and the mystic revelations of Henry Wallace's guru, have had some success at holding the taint at bay. Planting moly and mistletoe among the crops hasn't done any harm, either. Perhaps some solar magic, or cleansing ritual, holds the key.

MIRACLES

Jörmungandr came from a religious ritual, herald of a literal apocalypse. Getting right with the Lord will restore the Lord's Creation to its wonted state. Mormon temple gardens clear out the worst of the poison; the Sufis in Turkey use prayer and dance to heal Snakebite; churches in Tennessee can take up vipers without harm. Moses and Jesus both promise victory over the Serpent; it shall come to those who believe truly.

TECHNOLOGY

What killed the Serpent was an atomic device, invented by a team of geniuses and built in gritty laboratories in Tennessee and New Mexico and Washington state. Science killed it; science can cure it. Better chemistry, new understandings of biology and heredity, will lead to not just an end to the Serpent's poison but a better world for the survivors.

RETURN TO BARBARISM

The problem is not the taint but the broken, foolish responses to it: Cluster together! Tamper with what caused it! Pray for a miracle! Burn its fuel and drink its parasites! Human beings survived two Ice Ages and untold horrors—they can survive this, and evolve to flourish again, if they return to what they're good at. Killing, and living. If cities invite in cults and poison, all the better—they should burn.

COMPLETING RAGNAROK

According to the sagas, Ragnarok ends with the rebirth of the human race, living in a new earth. Perhaps finishing the cycle is the key. Or perhaps it continues even now; Thor has killed the Serpent, and died in turn. Now, we await the howling of Fenrir, and the death of Tyr.

Brigadeführer-SS Otto Skorzeny

Known as "Hitler's commando," Otto Skorzeny (b. 1908) stands 6'4" in his jackboots. He has dark blond hair, a thin mustache, and a dashing saber scar; he looks like a meatier version of Errol Flynn. He led the rescue of Mussolini, the kidnap of the Hungarian Admiral Horthy, and the assassination of Patton. His "Operation Greif" disinformation campaign slowed Montgomery down to a crawl after the Bulge. After the Serpentfall, he escaped the Soviet ring around Berlin by piloting an experimental rocket-plane to a secret U-Boat haven in Norway.

Skorzeny currently holds Spanish citizenship (and a colonel's rank in the Spanish Army), and splits his time between a villa in Spain and a training camp in Argentina. He is an excellent shot, and a champion fencer and racing car driver. The once and future "most dangerous man in Europe" has his finger in everything from ophiurgical research to freelance espionage to training up the seeds of the next Reich wherever he can find them.



BRIGADEFÜHRER-SS OTTO SKORZENY

13	STR	4	OECV
14	DEX	4	DECV
11	CON	3	SPD
13	INT	4	PD
13	EGO	3	ED
18	PRE	6	REC
6	OCV	24	END
5	DCV	10	BOD
		24	STUN

ABILITIES

3/3 Combat Luck; 5 pts. Mental Defense; 5 pts. Power Defense; +1 All PER Rolls, +2 Levels w/ Firearms, Danger Sense 12-, Perk: Military Rank, Followers (see below), Contacts (Just about everywhere), Climbing 12-, Analyze Tactics 12-, Combat Driving 13-, Combat Piloting 12-, KS: History Of Warfare And Commando Tactics 13-, KS: Military Sabotage 15-, KS: Tradecraft 13-, Martial Arts (both Fencing and Sykes-Fairbairn; see p. 29), Mechanics 13-, Persuasion 13-, PS: Soldier 14-, SS: Ophi-Tech 12-, Stealth 12-, Streetwise 13-, Survival (Forest) 12-, System Operations 13-, Tactics 14-, Tracking 12-, TF: Small Planes, Large Planes, Tracked Military Vehicles, Small Military Ships, Large Military Ships; WF: Blades, Small Arms

COMPLICATIONS

Hunted: The NKVD, Physical: Snakebit, Psychological: Overconfident

NOTES

Skorzeny is regularly armed with a Jet Pack and Marconi Gun (see p. 47), as well as a Sturmgewehr 44 assault rifle (+1 OCV, +1 RMod, +1 Stun, 1-1/2d6 RKA, 30 shots, 2H, AF5), a 9mm Luger (+1 OCV, +0 RMod, 1d6+1 RKA, 8 shots), a saber, and a hidden knife or two. He is almost always accompanied by 8-10 elite soldiers. If on a mission, he commands a company (80-100) of such soldiers.

LATIN AMERICA

In most of Latin America, life moves on much as before. Cuba was shattered by the mega-tsunami, and brutal Communist rebels battle refugee American gangsters to establish a dictatorship over the wave-battered island. Perhaps Guatemala would like to move into the Soviet sphere, but neither America nor Mexico wants that to happen. The U.S. military runs Panama as a private fief, taxing it to keep the Canal open, but otherwise leaving matters to the locals. Colombia topples into civil war; Bolivia and Paraguay square off for border wars every dry season. Venezuela grows (relatively) rich on oil and piracy; for Nicaragua, there is just piracy.

Mexico

Shortly after the Serpentfall, General Juan Andreu Almazán launched a successful coup that put the Sinarquist Party into power in Mexico. Many Mexicans believe that Texas or California oil interests instigated the Sinarquist coup; if so, it has backfired fairly spectacularly. Among the Sinarquists' main aims (including restoring the Catholic Church to primacy, and returning the peasants to serfdom) is the Reconquista of the American Southwest. Both Texas and California have fought armed clashes with the Sinarquistas' Mexican forces.

Fortunately for the Yanquis, the Sinarquistas are busy putting down revolutionary rebellions (and a major Kulkulkan cult army in the Yucatan) throughout the south of Mexico. Less fortunately for America, the Sinarquistas increasingly turn to Japan for arms and aid.

Brazil

The populist dictator Getulio Vargas keeps the lid on Brazilian politics as best he can, alternately favoring the Integralist Right or the Communist Left. Brazil's upper crust ignores the whole problem, partying the long night away in the exquisite mansions and luxurious casinos of Rio de Janeiro, the world's last, best city of sin and pleasure. By contrast, the Serpentfall tsunami hit northeastern Brazil fairly hard, driving the peasants into the hills as *cangaçiero* bandits.

A bigger potential problem exploded at the same time in the interior, when a chain of geologically unprecedented (not to say impossible) volcanoes burst forth all around the Mato Grosso plateau.

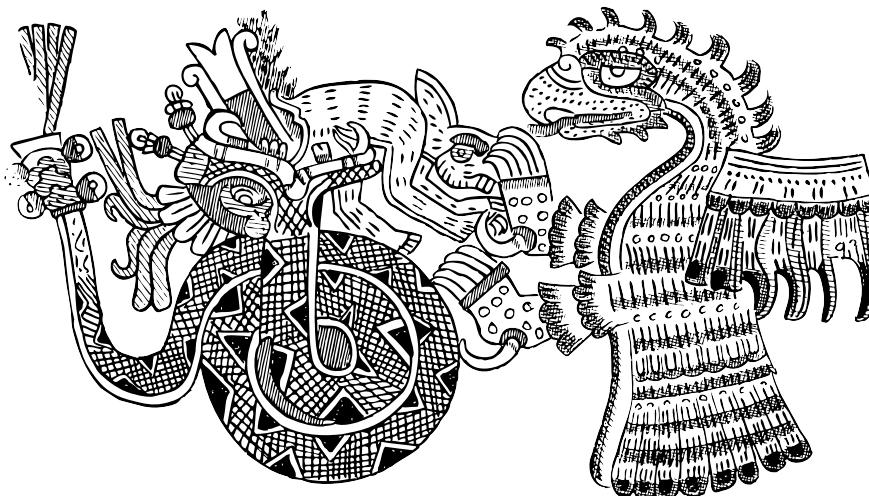
Most scientific opinion considers the eruptions an aftershock of the Serpentfall; that the crash of the Serpent's head into Egypt "knocked loose" a current of magma that came out in Brazil. By contrast, the popular mystic Zelio de Moraes believes that the door to Muspellheim (the land of the fire-giants in Nordic myth) has cracked open in Brazil. By his reckoning, the death of the Serpent prevented the "door" from opening all the way. Lumberjacks and cowboys in the area have reported monsters, including glowing red-hot dinosaurs (called "lavasaurs" in the sensational press), giving strange credence to Moraes' theory.

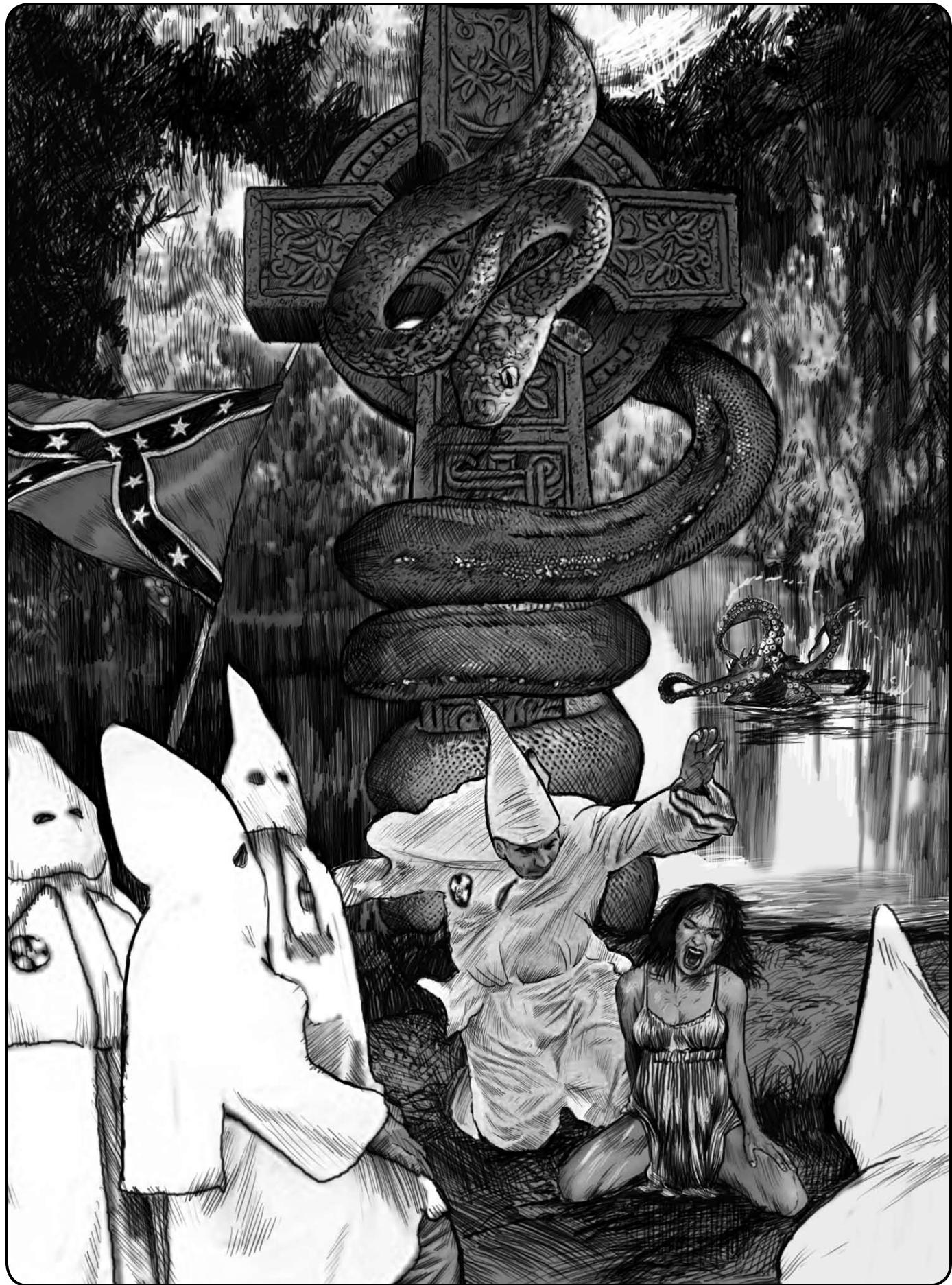
Argentina

Under President Juan Perón, Argentina stayed scrupulously neutral during the War. With America wrecked and Britain distracted, Perón has thrown off his cloak of neutrality, and thrown open his country to any and all veterans of the Nazi regime. Although most of the Reich's commanders died under the Serpent's coils or in front of Soviet firing squads, and the Reich's experts vanished into gulags and Science Cities, some few remained on the loose or escaped the Russian net. Some of the Ahnenerbe's mystics had precognitive warning; some of them found their sorceries suddenly more efficacious in the new world of the Serpent. Mystics, soldiers, or technicians; whoever they were and however they came to Buenos Aires, they are welcome to help build Perón's Argentina into the new master nation of the world.

Peru

A week after the Serpentfall, General Eloy Ureta was elected President of Peru. Peru was a staunch American ally, but General Ureta was an ambitious man—and the Yankees were busy in their own continent for a change. Peru had 30,000 Japanese settlers before WWII, most of them interned after 1942. Ureta used them as bargaining chips, teasing out Japan's willingness to supply his military. Now, the IJN makes port calls at Callao, and the Peruvian Air Force flies Zeros over disputed borders with Ecuador and Chile. Ureta has apparently decided to leave the Andes to the deros, who have emerged in some force from Salapunco, Chavin de Hauntar, and other primordial gorges and tunnels. Perhaps he seeks to win them away from their Soviet allies, hoping to combine dero and Japanese weapons to conquer a new Inca Empire. Ureta's only opponents are the banned leftist party APRA and the network of American agents run by the tennis star, anthropologist, and FBI agent William Clothier II from the National Museum in Lima.





Born Of Venom and Ice

In the world after the Serpentfall, the laws are suspended—both the laws of man, and the laws of nature. Chaos flows into both voids. Bandits, pirates, and thugs prey on the weak; those who would stop them must enforce order first, and justice a distant second. Worse things wait in the darkness, and some men would bring them out, or bring the darkness down on all the world. Some men drink the darkness into themselves, and cease to be men at all. Serpents and crawling things grow to monstrous size, and the earth and water give forth horrors.

BAD GUYS

Even without supernatural poison or Stalinist experimentation, the damaged world would be a dangerous place. Some of these people are as vile and awful as the slimiest serpent; others are just in the heroes' way.

BANDIT

Rebuilding the world is hard. It's much easier to take stuff from people who are doing all the hard work. Bandits roam the Poisoned Lands, and hide out in hills and forests from Mexico to Matabeleland. In Afghanistan, Central Africa, and other places, whole tribes of bandits survive by raiding their neighbors. Others practice banditry part-time, as it were.

Bandit Chief

He has to stay one step ahead of the law—and of his own men, sometimes.

CULTIST

Throughout the world, the coming of the Serpent caught up the weak and evil in its toils. Secret cults sprang up or were revitalized, from the aristocratic Daughters of Dionin in the British Empire to the tent-city Church of the Brazen Serpent in the Poisoned Lands. In some places, the cults operate overtly; in others, they control through fear and secret killing; in still others, they lurk behind a facade of decency and respectability...until their hour comes around again.

BANDIT			
10	STR	3	OECV
10	DEX	3	DECV
10	CON	2	SPD
8	INT	4	PD
8	EGO	2	ED
10	PRE	4	REC
4	OCV	20	END
3	DCV	10	BOD
		22	STUN

ABILITIES

Gambling 8-, Stealth 11-, Survival (Appropriate Environment) 11-, Tracking 8-, WF: Small Arms, Knives

COMPLICATIONS

Hunted: Various Law Enforcement, Psychological: Greedy, Psychological: Callous

GEAR

Discarded or cast-off weapons

NOTES

Bandits in the remoter parts of Africa and South America don't have as many guns as they want. Bandits in the Poisoned Lands, North Africa, or the Middle East will have Riding 11-.

Some bandits, especially rebellious tribesmen or back-country folk, have the Social Complication: Outsider

For pirates, trade Survival and Tracking for TF: Boats and Climbing, and add +2m Swimming.

BANDIT CHIEF			
10	STR	3	OECV
11	DEX	3	DECV
11	CON	3	SPD
11	INT	4	PD
10	EGO	3	ED
13	PRE	4	REC
5	OCV	25	END
4	DCV	12	BOD
		24	STUN

ABILITIES

+2 INT, Gambling 8-, Stealth 12-, Streetwise 8-, Survival (Appropriate Environment) 11-, Tracking 11-, WF: Small Arms, Knives

COMPLICATIONS

Hunted: Various Law Enforcement, Psychological: Greedy, Psychological: Callous

GEAR

Better than his men.

Serpent Cults

Not surprisingly, the most active and dangerous mystical cults around the world worship some aspect of the Serpent. Its awakening was, after all, an overwhelming event, setting off as big a tsunami in the astral-magical realm when it rose as it did in the Atlantic when it fell.

Most Serpent Cults hate and despise Americans—the Serpent-Killers—but, as blasphemous and evil sorts, also oppose any agent of order or decency. Although the official Soviet propaganda line is that all religions (including mad cults) are counter-revolutionary and false, some Soviet agents provide aid and comfort to particularly venomous Cults working against the British Empire and its allies. Of course, some Serpent Cults hate the godless Soviets, too, and at least one Aranda cult in Australia worships Harry S Truman on the grounds that anyone powerful enough to kill the Serpent must be worthy of fearful reverence.

Here's a quick run-down of the various names under which various cults and traditions worship the Serpent:

- **ALGONKIN (EASTERN AMERIND):** Gitchee Knebic, Misikinipik
- **PUEBLO (SW AMERIND):** Kolowisi
- **SALISH, KWAKIUTL (NW AMERIND):** Sisiutl
- **MEXICO:** Quetzalcoatl
- **YUCATAN, GUATEMALA:** Kulkulkan
- **HAITI:** Damballah, Dan Petro
- **WEST AFRICA:** Aida Wedo
- **FINLAND, BALTICS:** Aiatar
- **ALBANIA:** Kulshedér
- **PERSIA:** Zahhak, Azi Dahaka
- **INDIA:** Ananta Shesha, Aparajita, Kadru, Varuna, Vasuki
- **CHINA:** Chu-Lung, Chu-Yin
- **JAPAN:** Kuraokami, Okami, Orochi, Ryujin
- **PHILIPPINES:** Bakunawa
- **BORNEO:** Djata
- **MELANESIA:** Agunua, Degei, Hatuibwari, Make
- **AUSTRALIA (ABORIGINES):** Aranda, Borlung, Bulaing, Ngalyod, Rainbow Serpent, Yurlungur
- **ISLAMIC:** Falaq
- **HERMETIC MAGIC:** Aion, Apophis, Azazel, Glycon, Ophion, Ouroboros, Tiamat, Typhon
- **BRITISH EMPIRE:** Dionin
- **GLOBALLY:** Jörmungandr, Leviathan, Lucifer, Rahab, the Serpent, Yig

Anthropologists note that some of these gods are traditionally “good” gods who favor mankind. Has the Serpent corrupted those religions, or were they always mistakenly worshiping Jörmungandr?



Garrotes

Many cults of the Serpent practice ritual strangulation, using a silk cord or scarf or piece of piano wire as a garrote. To garrote a foe, the cultist must approach from behind, usually with surprise.

A normal garotte chokes the victim to death, doing 3d6 NND damage, where the Defense is armor around the neck or no breathing requirement, and is no good against any Hit Location except the Head. A wire garotte can slice through flesh, and can therefore cut a throat or cut a head entirely off; it harms any body part the attacker can loop it around as a ½d6 Killing Attack. (Remember that successful Surprise Attacks do double Stun!)

Cult Leader

Cults not led by a naga or a were-serpent will likely have human sorcerers at their apex. Some of these devotees of dark gods pose as respectable members—even leaders, sheriffs, or bankers—of their community, or as priests of more acceptable religions. A clever cult leader might rise to power in a small town simply by dint of the fact that since he's been in charge, the giant snakes don't come into town any more! He just has to sacrifice you passing strangers to keep his job...

CULTIST

10	STR	3	OECV
11	DEX	3	DECV
11	CON	3	SPD
8	INT	4	PD
11	EGO	3	ED
10	PRE	4	REC
4	OCV	22	END
4	DCV	11	BOD
		22	STUN

ABILITIES

FB: Membership (in cult), KS: Cult Doctrines 11-, KS: The Occult 8-, Stealth 11-, Survival (Appropriate Environment) 11-, WF: Small Arms, Knives, Garrote

COMPLICATIONS

DF: Cult Garb, Watched: Cult Leader, Psychological: Bloodthirsty, Psychological: Fanatic

GEAR

Sacrificial daggers or garrotes for rituals; any for other occasions.

CULT LEADER

10	STR	4	OECV
14	DEX	4	DECV
12	CON	3	SPD
13	INT	5	PD
15	EGO	4	ED
15	PRE	6	REC
5	OCV	30	END
5	DCV	11	BOD
		25	STUN

ABILITIES

KS: Cult Doctrine 13-, KS: Occult 12-, Oratory 13-, Stealth 13-, Survival (Appropriate Environment) 12-, WF: Small Arms, Knives, Garrote

COMPLICATIONS

DF: Cult Garb, Psychological: Bloodthirsty, Psychological: Fanatic

GEAR

Some Cult Leaders have genuine magical or psychic abilities- in general these should be limited to 20-30 Active Points. Cult Leaders might be armed with any sort of magical, cursed or unholy weapons or devices.

LONER

The collapse of society leaves a lot of broken bits out at the edges. If you live alone in this world, you've got to be tough, and mean, and suspicious. Loneliness, unpleasant habits, or other things can turn someone from a mere creepy recluse into a creepy, *dangerous* recluse.

LONER

15	STR	3	OECV
13	DEX	3	DECV
13	CON	3	SPD
10	INT	5	PD
16	EGO	4	ED
13	PRE	6	REC
4	OCV	25	END
4	DCV	11	BOD
		24	STUN

ABILITIES

+1 All PER, AK: Local Wilderness 12-, Stealth 12-, Survival (Appropriate Environment) 13-, Tracking 12-, WF: Small Arms, WF: Axes

COMPLICATIONS

DF: Various Unsavory Habits, Psychological: Bloodthirsty

GEAR

Cleaver, hunting knife

NOTES

Add bandits to make a Loner into the patriarch of a clan of cannibals. Personalize the minor habit; a creepy giggle, licking of the lips, constant sharpening of axes, whatever.

POLICE

10	STR	3	OECV
12	DEX	3	DECV
12	CON	3	SPD
10	INT	4	PD
10	EGO	3	ED
4	PRE	4	REC
4	OCV	25	END
4	DCV	10	BOD
		22	STUN

ABILITIES

+1 Sight Group PER, FB: Local Police Powers, Combat Driving 8-, Criminology 11-, AK: Appropriate 11-, KS: Criminal Law/ Procedure 11-, PS: Police 11-, Shadowing 11-, Stealth 11-, Streetwise 12-, WF: Small Arms

COMPLICATIONS

DF: Uniform or Badge, Watched: His Superiors, Psychological: Stubborn

GEAR

Truncheon, revolver

NOTES

Beat police in most Commonwealth countries will not have WF: Small Arms, although detectives and special units might. Use these statistics for elite and secret police as well, with +1 level with Guns and Interrogation 12-.

SECRET AGENT	
10	STR 4
11	DEX 4
10	CON 3
13	INT 5
13	EGO 3
15	PRE 4
4	OCV 25
4	DCV 11
	24 STUN

ABILITIES

FB: Appropriate Security Clearance, FB: Organizational Rank, Charm 12-, Conversation 12-, High Society 12-, Interrogation 12-, KS: Espionage World 12-, PS: Tradecraft 12-, Shadowing 12-, Stealth 11-, WF: Small Arms

COMPLICATIONS

Hunted: Enemy Agencies, Watched: His Own Agency, Psychological: Curious

GEAR

Top of the line weapons and equipment. Additionally, British agents may have access to ophi-tech.

NOTES

This template can be used for many types of internal and secret police officials (FBI, MI5, SAP) and for really good regular police detectives, with KS: Law in for PS: Tradecraft. Some secret agents might have Psychological Complication: Patriot, while in others this trait might be notably absent.

SOLDIER	
11	STR 3
11	DEX 3
13	CON 3
10	INT 5
10	EGO 3
10	PRE 4
5	OCV 25
4	DCV 11
	22 STUN

ABILITIES

FB: Military Rank, KS: Military 11-, PS: Soldier 11-, Tactics 11-, WF: Small Arms, WF: Knives

COMPLICATIONS

DF: Uniform, Watched: Superiors, Social: Subject To Orders

GEAR

Rifle, bayonet, entrenching tool, etc.

ELITE SOLDIER	
13	STR 3
13	DEX 4
14	CON 3
11	INT 6
13	EGO 4
13	PRE 6
5	OCV 30
5	DCV 11
	24 STUN

ABILITIES

FB: Military Rank, +1 w/ Rifles, KS: Military 12-, PS: Soldier 12-, Survival (Appropriate Environment) 12-, Tactics 11-, WF: Small Arms, WF: Knives

COMPLICATIONS

DF: Uniform, Watched: Superiors, Social: Subject To Orders

GEAR

Assault rifle or SMG, bayonet, etc.

NOTES

Really elite troops—SAS, Spetsnaz, U.S. Rangers—may have higher Characteristics and Skill Rolls.

MILITIA SOLDIER	
10	STR 3
10	DEX 3
11	CON 2
9	INT 4
9	EGO 2
10	PRE 4
4	OCV 25
3	DCV 10
	20 STUN

ABILITIES

FB: Military Rank, KS: Military 8-, PS: Soldier 8-, Tactics 8-, WF: Small Arms, WF: Knives

COMPLICATIONS

DF: Uniform, Watched: Superiors, Social: Subject To Orders

GEAR

Rifle, bayonet, etc.; not as good as regular soldiery.

POLICE

Even the best of heroes may find themselves on the wrong side of the law now and then. And in some cities, the police might be on the wrong side of the law themselves.

OFFICER

13	STR	3	OECV
13	DEX	4	DECV
14	CON	3	SPD
13	INT	6	PD
13	EGO	4	ED
15	PRE	6	REC
5	OCV	30	END
5	DCV	11	BOD
		24	STUN

ABILITIES

FB: Military Rank, +1 w/ Rifles, KS: Military 13-, PS: Soldier 12-, Survival (Appropriate Environment) 12-, Tactics 12-, WF: Small Arms, WF: Knives,

COMPLICATIONS

DF: Uniform, Watched: Superiors, Social: Subject To Orders

GEAR

Automatic pistol, etc.

NOTES

Officers in the Japanese Army have katanas.

SECRET AGENT

Whether wearing a trenchcoat or a tuxedo, a secret agent does things his country doesn't tell anyone. And sometimes, things his country doesn't even know about. Although most heroes will face the feared agents of the NKVD or the Kempeitai, it's not impossible to imagine that they find themselves at cross-purposes to the SIS or the OSS, either.

SOLDIER

Red Army or Royal Army, theirs is but to do and die.

Elite Soldier

Red Guard Shock Army, Black Watch, Foreign Legion, Marine Corps; they're the best units for the job, and the job is combat.

Militia Soldier

National Guardsmen, the Home Guard, a town militia in the Poisoned Lands, or the "professional" army of a corrupt (or enfeebled) country like Iraq or Peru.

Officer

Their job is to lead men into battle, and ideally to lead them back out of it again.

THUG

13	STR	3	OECV
10	DEX	3	DECV
11	CON	3	SPD
10	INT	5	PD
9	EGO	3	ED
12	PRE	5	REC
5	OCV	25	END
3	DCV	11	BOD
		22	STUN

ABILITIES

Combat Driving 8-, Gambling 8-, Streetwise 11-, WF: Knives, WF: Small Arms

COMPLICATIONS

Hunted: Local Law Enforcement, Psychological: Mean

GEAR

Knives, clubs, cheap pistol if lucky. A really powerful boss can equip his thugs with tommy guns.

THUG BOSS

12	STR	4	OECV
13	DEX	4	DECV
15	CON	3	SPD
14	INT	6	PD
13	EGO	4	ED
15	PRE	6	REC
5	OCV	30	END
4	DCV	11	BOD
		24	STUN

ABILITIES

Perk: Wealthy, FB: Various Underworld Contacts, Gambling 12-, KS: Criminal World 12-, Streetwise 12-, WF: Small Arms, WF: Knives

COMPLICATIONS

Hunted: Local Law Enforcement, Psychological: Arrogant

GEAR

Automatic pistol.

THUG

Urban bullies of some sort, usually part of a criminal gang.

Thug Boss

Anyone from a single gang leader to a racket boss.

CHIMERAS

Some of the monsters infesting the world used to be human, or have some connection with humanity. Not everyone treats these “chimeras” as simple monsters to be killed—their inner humanity deserves better. Of course, some people think chimeras are even worse than regular monsters—and chimeras are certainly more creatively evil when they do go bad. Which is usually.

“*The victor Perseus with the Gorgon-head,
O'er Libyan sands his airy journey sped.
The gory drops distill'd, as swift he flew,
And from each drop envenom'd serpents grew,
The mischiefs brooded on the barren plains,
And still th' unhappy fruitfulness remains...*”

— OVID, METAMORPHOSES,
BOOK IV (TRANS. JOHN DRYDEN)

AUNT JENNY

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 400 kg; 3d6
16	DEX	12	12-	
16	CON	6	12-	
10	INT	0	11-	
11	EGO	1	11-	
15	PRE	5	12-	
6	OCV	15		
6	DCV	15		
4	OECV	3		
4	DECV	3		
4	SPD	20	Phases: 3, 6, 9, 12	
6	PD	4	Total PD: 8/2	
6	ED	4	Total ED: 8/2	
8	REC	4		
30	END	2		
12	BOD	2		
30	STUN	5		
TOTAL CHAR COST: 106				

COST	ABILITIES	END
6	+2 All Sight Group PER	
15	Bite: HKA 1d6	1
6	Scaly Skin: 2 PD/ 2 ED Resistant Defense	0
47	Charm: Mind Control 8d6 (Telepathic +1/4), Reduced Endurance (0 END, +1/2); No Range (-1/2)	0
SKILLS		
5	Stealth 13-	
40	Skills & Talents (unique to individual)	
TOTAL ABILITIES COST: 119		
TOTAL COST: 225		

75+	COMPLICATIONS
15	Physical: Cold-Blooded (Frequently, Greatly Impairing—see Hero System Bestiary)
10	Physical: Affected By Certain Music (Infrequently, Greatly Impairing—see below.)
125	Experience Points

NOTES

Some Aunt Jennies have additional features:

ARCANE BACKGROUND

Some Aunt Jennies have (additional) magical powers. These may be represented with Magical VPPs of 20-40 Active Points.

DEVOUR LIKENESS

Some Aunt Jennies can take the shape of any human being they have eaten. Eating the brain provides enough memories to aid the impersonation.

Devour Likeness: Shape Shift (Sight and Touch Group; any humanoid form), Imitation, Reduced Endurance (0 END); Only to take on form of recently eaten (-1); **plus** Disguise skill 14-; **plus** Telepathy 6d6 (Only vs. target being eaten, to learn recent memories and personality traits. (-1)) **Total Cost: +49 points.**

SHAPE CHANGE

Some Aunt Jennies can shapechange to Giant Snakes, various sorts of venomous snakes, or even multiple snakes. These abilities should be bought as Multiforms, at the appropriate point cost for the new form.

VENOM

Some Aunt Jennies have venomous bites even in their “human” forms.

Venomous Bite: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); 4 charges (-1), Bite Must DO BODY (-1/2), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes) -3/4 Linked (to RKA; -1/2) **plus** RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1); Personal Immunity (+1/4); No Range (-1/2), 4 Charges (-1), Bite Must Do BODY (-1/2), Extra Time (onset time begins 5 Minutes after victim is bitten; -2) Gradual Effect (15 Minutes; 1d6/5 Minutes; -3/4) **Total Cost: +42 points.**

MUSICAL WEAKNESS

An Aunt Jenny must undergo EGO Rolls to resist being controlled by specialized music. You might rule that specific music has specific strength—Hindi snake-charming music (6d6 Mind Control); Navajo Blessing Song (8d6 Mind Control)—or require a hero to test her KS: Music or KS: Singing to thwart a reptoid.

AUNT JENNY

The name comes from the Navajo *'ant'ihni*, or “witch,” and is slightly more common (much moreso in the Southwest) than “were-snakes” or “reptoids.” They are people who can turn into serpents, or serpents who can turn into people—nobody quite knows which. Some Aunt Jennies turn into snakes of human mass (see giant snakes, on p. 104); others turn into normal-sized venomous snakes (see the **Hero System Bestiary**); others turn into 6-8 normal-sized venomous snakes; still others have a sort of interim form between snake and man (their stats remain the same). Priestesses of the Daughters of Dionin cult, which began during pre-Roman times in Britain and has spread throughout the Commonwealth since then, are were-snakes of this latter sort.

GHOUl

After the Serpentfall came the famines; two years without summer, and the land covered with salt water. Some people turned to cannibalism, eating the dead and then the living. Corpses picked up venom from the water, and the brains of corpses bred new monstrosities in those who ate them. Cannibals became ghouls, gray of skin and coyote-like in feature.

MAN-APE

Even before the Narts revealed the lore of the giants to him, Stalin dreamed of building super-soldiers. One such project was the human-ape hybrid project, begun by Ilya Ivanov in Soviet Georgia in 1927, using apes taken from expeditions to French Guinea. Ivanov’s research bore strange fruit; the Narts’ lore has multiplied the ranks of Soviet man-ape warriors still further.

Most Soviet man-apes are used as infiltration and commando forces in British Africa, but they might turn up anywhere else the Reds do. It’s up to you whether Robert Yerkes’ similar research in Cuba and Florida produced man-apes to haunt the Drowned Coast of the Poisoned Lands.

GHOUl				
VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 300 kg; 2-1/2d6
15	DEX	10	12-	
13	CON	3	12-	
8	INT	-2	11-	
8	EGO	-2	11-	
15	PRE	5	12-	
5	OCV	10		
5	DCV	10		
3	OECV	0		
3	DECV	0		
3	SPD	10	Phases: 4, 8, 12	
2	PD	0	Total PD: 5/3	
3	ED	1	Total ED: 4/1	
5	REC	1		
25	END	1		
10	BOD	0		
24	STUN	2		

TOTAL CHAR COST: 52

COST	ABILITIES	END
6	<i>Ghoul's Nose:</i> +3 All Smell/Taste Group PER	0
5	<i>Ghoul's Nose:</i> Tracking for Normal Smell	0
5	<i>Bite:</i> HKA 1 point	1
8	<i>Claws:</i> HKA 1/2d6	1
6	<i>Tough Skin:</i> 3 PD/ 1 ED Resistant Defense	0
11	<i>Blood Poisoning:</i> RKA 1d6, NND (defense is appropriate LS [Immunity]; +1), Does Body (+1), Personal Immunity (+1/4); No Range (-1/2), Claws Must Do BODY (-1/2), 4 Charges (-1), Extra Time (onset time begins 5 Minutes after victim is clawed; -2), Linked (to Claws, -1/2)	0

SKILLS

3	Concealment 11-
5	Stealth 13-

TOTAL ABILITIES COST: 49

TOTAL COST: 101

75+	COMPLICATIONS
20	Enraged at the sight/smell of blood (Common), go 11-, recover 11-
6	Experience Points

MAN-APE

VAL	CHAR	COST	ROLL	NOTES
20	STR	10	13-	Lift 800 kg; 4d6
15	DEX	10	12-	
18	CON	8	13-	
10	INT	0	11-	
8	EGO	-2	11-	
18	PRE	8	13-	
5	OCV	10		
5	DCV	10		
3	OECV	0		
3	DECV	0		
3	SPD	10	Phases: 4, 8, 12	
8	PD	6	Total PD: 10/2	
6	ED	4	Total ED: 8/2	
8	REC	4		
30	END	2		
13	BOD	3		
30	STUN	5		

TOTAL CHAR COST: 88

COST	ABILITIES	END
5	<i>Bite:</i> HKA 1 point	1
8	<i>Claws:</i> HKA 1/2d6	1
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presense Attacks (-1), Incantations (must roar; -1/4)	0
6	<i>Tough Skin:</i> 2 PD/ 2 ED Resistant Defense	0
2	<i>Quick:</i> +2m Running	1
SKILLS		
3	Acrobatics 12-	
3	Climbing 12-	

-SWAMP DEVIL-

These human-plant hybrids likely germinated in the stomachs or wombs of survivors who ate venom-tainted fruit or roots. They lurk in ruins and bayous all along the Gulf Coast and as far north as the Chepachet Swamp in Rhode Island. They occasionally become shamans or chieftains of bandit clans or gangs.

Some may lurk in the Sudd, the swamp in the Nile Valley now increasingly tainted with venom from the Serpent's fallen head.

Swamp devils have a thick, bark-like integument. They glow with phosphorescent fungi, called

COST	ABILITIES	END
3	Concealment 11-	
3	Tactics 11-	
2	WF: Small Arms	

TOTAL ABILITIES COST: 39**TOTAL COST: 127**

75+	COMPLICATIONS
15	Psychological Complication: Animal Instincts Occasionally Dominate (Common, Strong)
37	Experience Points

NOTES
GEAR

Most Soviet chumanzees and orang-humans carry AK-47s; some Soviet man-rillas carry modified SG-43 machine guns in a sling so they can be fired from the hip. Maboons prefer bladed weapons.

MAN-APE TYPES

The specific man-ape form modifies the Characteristics and Abilities as follows.

Chumanzee: Increase Climbing Skill to 13-, Add +2 levels with Grab, the Martial Dodge Maneuver, and Environmental Movement (Trees). **Total Additional Cost: +13 points.**

Maboon: Increase OCV and DCV to 6 and Bite to HKA 1/2d6, and add Nightvision. **Total Additional Cost: +28 points.**

Man-rilla: Increase STR to 25 and CON to 20. **Total Additional Cost: +7 points.**

Orang-human: As Chumanzee above, and also add Ambidexterity and +2 OCV with Sweep. **Total Additional Cost: +26 points.**

“foxfire;” this confuses enemies’ aim and allows swamp devils to see in the dark.

Swamp devils emit a cloud of pollen spores that, when inhaled, have a strongly psychoactive effect. One common illusion swamp devils create is to change their own apparent position: attacks on an illusory devil, of course, will miss! Swamp devils release their pollen in a burst around themselves; some impregnate puffball mushrooms with their spores and leave them in their victims’ path as “land mines”.

Some Swamp Devils are also powerful spellcasters, with several spells in the 40 AP range or even more.

SWAMP DEVIL						
VAL	CHAR	COST	ROLL	NOTES		
20	STR	10	13-	Lift 800 kg; 4d6		
20	DEX	20	13-			
18	CON	8	13-			
10	INT	0	11-			
10	EGO	0	11-			
18	PRE	8	13-			
6	OCV	15				
8	DCV	25				
6	OECV	9				
3	DECV	0				
3	SPD	10	Phases: 4, 8, 12			
6	PD	4	Total PD: 12/6			
6	ED	4	Total ED: 8/2			
8	REC	4				
40	END	4				
15	BOD	5				
30	STUN	5				
TOTAL CHAR COST: 131						
COST	ABILITIES		END			
19	<i>Claws:</i> HKA 1d6, Armor Piercing (+1/4)		2			
5	<i>Foxfire Sight:</i> Nightvision		0			
TOTAL ABILITIES COST: 173						
TOTAL COST: 304						
COST		ABILITIES		END		
75+		COMPPLICATIONS				
20		Distinctive Features: Plant/Human Hybrid (NC, Major)				
209		Experience Points				

MONSTERS

Though none of them are technically monsters, running into a bear, a pack of wolves or feral dogs, or a mountain lion that has lost its man-fear is still not good news for travelers in the Poisoned Lands. See the **Hero System Bestiary** for stats on such animals.

But there's much worse, there and elsewhere...

DEATH-WORM

Apparently native to the Western desert, this seismically sensitive species was awakened after long dormancy by the Serpentfall. Death-worms nearly destroyed Los Alamos in August of 1945, but were driven off by the scientists there and a relief force of Texas Rangers. Unconfirmed rumors out of Japan say that there are colonies of death-worms in the Gobi Desert of Mongolia as well.

DERO

More technically, "dwergar," but the name "dero" stuck with American fans of *Amazing Stories*.

Since both the scientifictional dero and the Nordic mythical dwarves are vile, cruel, swarthy, twisted, dwarfish troglodytes, it's a natural mixup. Deros stand about 3' to 4' tall.

Dero apparently dwell in both natural cave formations and vast underground cities in Latin America, North Africa, and Central Asia. Disturbingly, some dero have been seen using AK-47s, implying some connection (or worse, an alliance) with the Soviets.

Dero are generally armed with the awful weapon called a "Pain Whip"; when it touches non-dero flesh, it leaves the target whimpering and shaken. Deros also may have any other nasty weapon, from barbed and poisoned cleavers to dazzle-rays that intentionally blind. Deros are inherently emotionally harmful; anyone within 8 meters may feel unusually fearful and uncertain. Deros also have "Fear Rifles" which fire rays with an enhanced version of the same effect.

DEATH-WORM

VAL	CHAR	COST	ROLL	NOTES
30	STR	20	15-	Lift 3200 kg; 6d6
12	DEX	4	11-	
35	CON	25	16-	
5	INT	-5	10-	
5	EGO	-5	10-	
25	PRE	15	14-	
5	OCV	10		
2	DCV	-5		
3	OECV	0		
2	DECV	-3		
3	SPD	10	Phases: 4, 8, 12	
12	PD	10	Total PD: 20/8	
10	ED	8	Total ED: 18/8	
16	REC	12		
60	END	8		
25	BOD	15		
60	STUN	20		
TOTAL CHAR COST: 139				

COST	ABILITIES	END
45	<i>Toothy Maw:</i> HKA 2d6, AoE 2m (+1/2)	5
10	<i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-1/2)	1

VAL	CHAR	COST	ROLL	NOTES
8	STR	-2	11-	Lift 75 kg; 1-1/2d6
14	DEX	8	12-	
10	CON	0	11-	
10	INT	0	11-	
10	EGO	0	11-	
10	PRE	0	11-	
4	OCV	5		
5	DCV	10		
3	OECV	0		
3	DECV	0		
3	SPD	10	Phases: 4, 8, 12	
4	PD	2	Total PD: 4	
4	ED	2	Total ED: 4	
4	REC	0		
25	END	1		
10	BOD	0		
20	STUN	0		
TOTAL CHAR COST: 36				

COST	ABILITIES	END
20	<i>Pain Whip:</i> Ego Attack 3d6, Personal Immunity (+1/4), Reduced Endurance (1/2 END, +1/4); Limited Range (6m; -1/4), OAF (-1)	2

COST	ABILITIES	END
50	<i>Electric Surge:</i> RKA 2d6, AoE 12m (+1-1/4), Personal Immunity (+1/4); No Range (-1/2)	7
24	<i>Tough Skin:</i> 8 PD/ 8 ED Resistant Defense	0
20	<i>Heavy:</i> Knockback Resistance -20m	
50	<i>Boring:</i> Tunneling 16m through PD 8 material, Reduced Endurance (1/2 END, +1/4)	2
14	<i>Slithering:</i> Running +14m (26m total)	1
38	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0

TOTAL ABILITIES COST: 251

TOTAL COST: 390

75+	COMPLICATIONS
15	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Complication: Enormous (8m; +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Complication: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
5	Physical Complication: Cannot Leap (Infrequently, Slightly Impairing)
15	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
270	Experience Points

DERO

COST	ABILITIES	END
60	<i>Instill Fear Field:</i> Drain PRE 2d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), Personal Immunity (+1/4), Area Of Effect (8m Radius, +1), Reduced Endurance (0 END, +1/2)	0
40	<i>Fear Ray Rifle:</i> Drain PRE 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), Personal Immunity (+1/4), Ranged (+1/2); 16 charges (+0), OAF (-1)	0
5	<i>Lamp-Like Eyes:</i> Nightvision	0

SKILLS

3	Climbing 12-
3	Shadowing 11-
3	Stealth 12-
4	WF: Small Arms, Common Melee

TOTAL ABILITIES COST: 138

TOTAL COST: 174

75+	COMPLICATIONS
10	Physical Complication: Small Size (3-4' tall) (Frequently, Slightly)
15	Physical Complication: Poor Sight in Direct Sunlight (-2 to Sight PER Rolls) (Frequently, Greatly)
15	Psychological Complication: Extremely Unimaginative and Predictable (Common, Strong)
59	Experience Points

DEVIL FLOWER

VAL	CHAR	COST	ROLL	NOTES	COST	ABILITIES	END
30	STR	20	15-	Lift 1,600 kg; 6d6	30	<i>Flytrap Digestion:</i> 1d6 RKA, NND (Defense is LS: Zootoxins or at least 12 Resistant ED: +1), Does Body (+1); No Range (-1/2)	4
15	DEX	10	12-		12	<i>Tough Fibers:</i> Resistant Protection 6 PD/ 2 ED	0
20	CON	10	13-		24	<i>Rooted:</i> Knockback Resistance -12"	0
8	INT	-2	11-		-12	<i>Rooted:</i> Running -6"	
5	EGO	-5	10-		-2	<i>Rooted:</i> Swimming -2"	
20	PRE	10	13-		38	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Sense, Targeting	0
7	OCV	20				TOTAL ABILITIES COST: 90	
3	DCV	0				TOTAL COST: 190	
2	OECV	-3					
2	DECV	-3					
3	SPD	10	Phases: 4, 8, 12				
6	PD	4	Total PD: 12/6				
6	ED	4	Total ED: 8/2				
6	REC	2					
35	END	3					
20	BOD	10					
40	STUN	10					
TOTAL CHAR COST: 100							

ENORMOUS SCORPION

VAL	CHAR	COST	ROLL	NOTES	COST	ABILITIES	END
-10	STR	-20	7-	Lift 1.6 kg; 0d6		after victim is stung; -2), Gradual Effect (10 Minutes; 1d6/5 Minutes; -3/4), Linked (-1/2)	
10	DEX	0	11-		15	<i>Pincers:</i> Multipower, 15-point reserve	
7	CON	-3	10-		1u	1) <i>Rending:</i> HKA 1/2d6	
5	INT	-5	10-		1u	2) <i>Grasping:</i> +10 STR, Reduced Endurance (0 END, +1/2); Only to Grab (-1)	
5	EGO	-5	10-		4	<i>Scorpion Body:</i> Life Support (Diminished Eating: Once per year, Safe Environment: High Radiation)	
10	PRE	0	11-		8	<i>Scorpion Senses:</i> +4 Touch Group PER Rolls	
4	OCV	5			38	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Sense, Targeting	0
7	DCV	20			6	<i>Eight Legs And A Stinger:</i> Extra Limbs, Inherent (+1/4)	
2	OECV	-3				SKILLS	
2	DECV	-3			9	Concealment 15-; Self Only (-1/2)	
3	SPD	10	Phases: 4, 8, 12		15	Stealth 16-	
2	PD	0	Total PD: 3/1			TOTAL ABILITIES COST: 138	
2	ED	0	Total ED: 3/1			TOTAL COST: 124	
4	REC	0					
20	END	0					
5	BOD	-5					
10	STUN	-5					
TOTAL CHAR COST: -14							

COST	ABILITIES	END
8	<i>Sting:</i> HKA 1/2d6	1

33 *Sting Venom:* Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -3/4) **plus** RKA, 2d6, NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); No Range (-1/2), 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes

75+	COMPLICATIONS
15	Physical Complication: Small Size (18" Long) (Frequently, Greatly)
15	Physical Complication: Animal Intelligence (Frequently, Greatly)
15	Physical Complication: Very Limited Manipulation (Frequently, Greatly)
15	Physical Complication: Poor Eyesight (Frequently, Greatly)

NOTES
SEA-SCORPION

As above, but add Swimming +4m and note that its Environment is underwater.

GIANT SEA SCORPION
As above but add +15 STR, +5 PRE, +3 BOD, -4m Knockback Resistance and +2 PD and ED Resistant Defense for its thicker carapace.

FLY-BY-NIGHT				
VAL	CHAR	COST	ROLL	NOTES
18	STR	8	13-	Lift 300 kg; 3-1/2d6
15	DEX	10	12-	
20	CON	10	13-	
10	INT	0	11-	
10	EGO	0	11-	
10	PRE	0	11-	
5	OCV	10		
5	DCV	10		
3	OECV	0		
3	DECV	0		
4	SPD	20	Phases: 3, 6, 9, 12	
5	PD	3	Total PD: 8/3	
4	ED	2	Total ED: 7/3	
8	REC	4		
30	END	2		
13	BOD	3		
30	STUN	5		

TOTAL CHAR COST: 87

COST	ABILITIES	END
4	<i>Eagle Eyes:</i> +2 All Sight PER	0
9	<i>Thick Hide:</i> 3 PD/ 3 ED Resistant Protection	0
20	<i>Bite:</i> HKA 1d6+1	2
5	<i>Fearsome:</i> +10 PRE; Only for Fear-Based Presence Attacks (-1)	
13	<i>Wings:</i> Flight 20m; Restraining (-1/2)	2
5	<i>Infravision:</i> Infrared Perception (Sight Group)	0

SKILLS		
4	+2 OCV with Grab	
5	Stealth 13-	

TOTAL ABILITIES COST: 65**TOTAL COST: 152**

75+	COMPLICATIONS
77	Experience Points

NOTES**BLOOD-THIRSTER**

If the Fly-by-night is a blood drinker, add the following power:

- 33 *Drink Blood:* RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does Body (+1), Continuous (+1), Reduced Endurance (0 END; +1/2); No Range (-1/2), Bite must do BODY first (-1/2)

Random Demons

Need a threat on the fly? Just make a roll on the **Random Demon Table** and see what kind of threat is nearby to menace your players. While most common in the Poisoned Lands, it should be noted that this table is good for random demons anywhere in the world.

Random Demon Table

2D6	DEMON
2-3	Fly-By-Night
4-5	Carnivorous Ape
6-8	Giant Snake
9	Enormous Scorpion
10	Sentient Swarm
11	Giant Ghost Snake
12	Primordial Serpent-Man

- **CARNIVOROUS APE:** Use statistics for the Man-rilla (p. 96) but add the *Instill Fear Field* power from the Dero statistics (p.98), and increase its Bite to $\frac{1}{2}$ d6 and its Presence to 25.
- **ENORMOUS SCORPION:** See p. 99, but add the *Instill Fear Field* power from the Dero statistics (p.98).
- **FLY-BY-NIGHT:** See at left, add the *Instill Fear Field* power from the Dero statistics (p.98).
- **GIANT SNAKE:** See p. 104 and roll 1d6 (1-2: 20' 3-4: 30' 5: 50' 6: 80'); add the *Instill Fear Field* power from the Dero statistics (p. 98).
- **GIANT GHOST SNAKE:** as Giant Snake (above) but add Desolidification (affected by fire, electricity and magnetized or red-hot weapons); add 50% Damage Reduction, Only Vs. Magnetized or Red-Hot Weapons.
- **PRIMORDIAL SERPENT-MAN:** Use statistics for the Aunt Jenny (p. 94), with a Magic 20-point VPP.
- **SENTIENT SWARM:** Use statistics for the Stinging Insect Swarm in the **Hero Bestiary**, with an INT of 10 and the *Instill Fear Field* power from the Dero statistics (p.98).

A Dero's lamp-like eyes provide the ability to see in darkness, but make it very difficult for them to function in bright, open sunlight.

Some Dero are "Bosses," built on the same statistics as below except somewhat smarter and tougher: add 3 INT and 3 CON, as well as some Combat Luck if appropriate.

DEVIL-FLOWER

The Poisoned Lands have sprouted lots of different kinds of man-eating carnivorous plants since the Serpentfall, from vampiric ivy to strangling

GIANT ALLIGATOR OR CROCODILE

VAL	CHAR	COST	ROLL	NOTES
38	STR	28	17-	Lift 4800 kg; 7-1/2d6
15	DEX	10	12-	
20	CON	10	13-	
8	INT	-2	11-	
5	EGO	-5	10-	
25	PRE	15	14-	
7	OCV	20		
1	DCV	-10		
2	OECV	-3		
2	DECV	-3		
3	SPD	10	Phases: 4, 8, 12	
13	PD	11	Total PD: 17/4	
7	ED	5	Total ED: 9/2	
8	REC	4		
30	END	2		
19	BOD	9		
44	STUN	12		

TOTAL CHAR COST: 113

COST	ABILITIES	END
9	<i>Thick Hide:</i> 4 PD/ 2 ED Resistant Protection	0
23	<i>Bite:</i> HKA 1-1/2d6	2
5	<i>Tail Bash:</i> HA +2d6; HtH Attack (-1/2), Only With Extra Limb (-1/2)	
18	<i>Heavy:</i> Knockback Resistance -18m	0

willows. These stats are for the devil-flower, or mantrap orchid, a Venus flytrap about 10' around capable of ingesting a large man. They grow inside other brush or vegetation, along trails or near tempting springs or water holes.

Rhodes University teams have also spotted similar plants in the Sudan and in Central Africa growing near the fallen Serpent.

ENORMOUS SCORPION

Not quite “giant,” but eighteen inches is still pretty big for a scorpion. They travel in swarms of 1d6+2 arthropods, and range in color from rust to brazen to deep black. They roam the Southwest, but sea scorpions of similar size crawl through the ruined coastal cities. Scientists speculate that the latter are evolved versions of eurypterids, prehistoric scorpions that lived in the Permian Era.

COST	ABILITIES	END
4	<i>Swimming:</i> Swimming +8m (12m total)	1
1	<i>Lunge:</i> Leaping +2m; Only To Lunge At Things Near The Water (-1)	
6	<i>Crocodilian Senses:</i> +2 PER with all Sense Groups	
5	<i>Crocodilian Eyes:</i> Nightvision	
6	<i>Tail:</i> Extra Limb, Inherent (+1/4)	
3	<i>Aquatic:</i> Environmental Movement: No Penalties In Water	

SKILLS

2	+1 OCV with Grab
3	Stealth 12-
TOTAL ABILITIES COST: 85	
TOTAL COST: 198	

75+**COMPLICATIONS**

15	Physical Complication: Animal Intelligence: (Frequently, Greatly Impairing)
15	Physical Complication: Cold-Blooded (Frequently, Greatly Impairing)
10	Physical Complication: Huge (+6 PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Complication: Reduced Leap (2m) (Infrequently, Slightly Impairing)
15	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
63	Experience Points

•FLY-BY-NIGHT•

These winged terrors have appeared all over the world since the Serpentfall. A man-sized cross between bat, great ape, and toad in appearance, they swoop out of the sky and snatch human prey, taking them to isolated mountain caves or ruined skyscrapers. Some unconfirmed reports claim they drink blood—ranchers have discovered cattle, horses, and water buffalo dead and exsanguinated from mysterious slashing wounds. Or the blood-drinking Thing may be different from what Americans call the fly-by-night, which is also ironically called “the Valkyrie” by British authorities, after the legendary “choosers of the slain” in Nordic myth.

Elsewhere it has other names: the camazotz in Mexico, the kinyan tiwicakte among the Sioux, the

GIANT GILA MONSTER

VAL	CHAR	COST	ROLL	NOTES
45	STR	35	18-	Lift 12,800 kg; 9d6
15	DEX	10	12-	
23	CON	13	14-	
8	INT	-2	11-	
5	EGO	-5	10-	
25	PRE	15	14-	
5	OCV	10		
1	DCV	-10		
2	OECV	-3		
2	DECV	-3		
3	SPD	10	Phases: 3, 6, 9, 12	
15	PD	13	Total PD: 21/6	
7	ED	5	Total ED: 9/2	
8	REC	4		
40	END	4		
20	BOD	10		
50	STUN	15		

TOTAL CHAR COST: 121

COST	ABILITIES	END
12	<i>Thick, Pebbly Hide:</i> 6 PD/ 2 ED Resistant Protection	0
23	<i>Bite:</i> HKA 1-1/2d6	2

guiafairo in Senegal, the sasabonsam in the Gold Coast, the kikiyaon in Upper Volta, the olitiao in Central Africa, the kongamato in Rhodesia, the ahuil in Java, the orang-bati in the Moluccas, and the wakwak in the Philippines.

Some Theosophists believe that the fly-by-night is actually a Lemurian survivor reawakened by the cataclysm; some African and Asian tribes consider it a transformed witch. If they're right, it might have a Magic-based VPP of up to 40 Active Points, primarily for spells manipulating air and weather.

GIGANTIC ALLIGATOR

Giant alligators roam the entire American southeast outside the Appalachian mountain chains. Giant crocodiles infest the Nile valley, and reports are coming in to Rhodes University of giant crocodiles seen in the Congo, Zambezi, and Limpopo Rivers as well. The beasts easily top 20 feet long and reach almost 2 tons in weight.

COST	ABILITIES	END
33	<i>Venomous Bite:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -3/4) plus RKA, 2d6, NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); No Range (-1/2), 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (10 Minutes; 1d6/5 Minutes; -3/4), Linked (-1/2)	
5	<i>Strong Jaws:</i> +10 STR, only for Grabbing (-1)	
18	<i>Heavy:</i> Knockback Resistance -18m	0
8	<i>Tremendous Sense of Smell:</i> +4 PER with Taste/Smell Sense Groups	
5	<i>Tracking Scent:</i> Tracking on Taste/Smell Group	
6	<i>Tail:</i> Extra Limb, Inherent (+1/4)	

TOTAL ABILITIES COST: 110**TOTAL COST: 231**

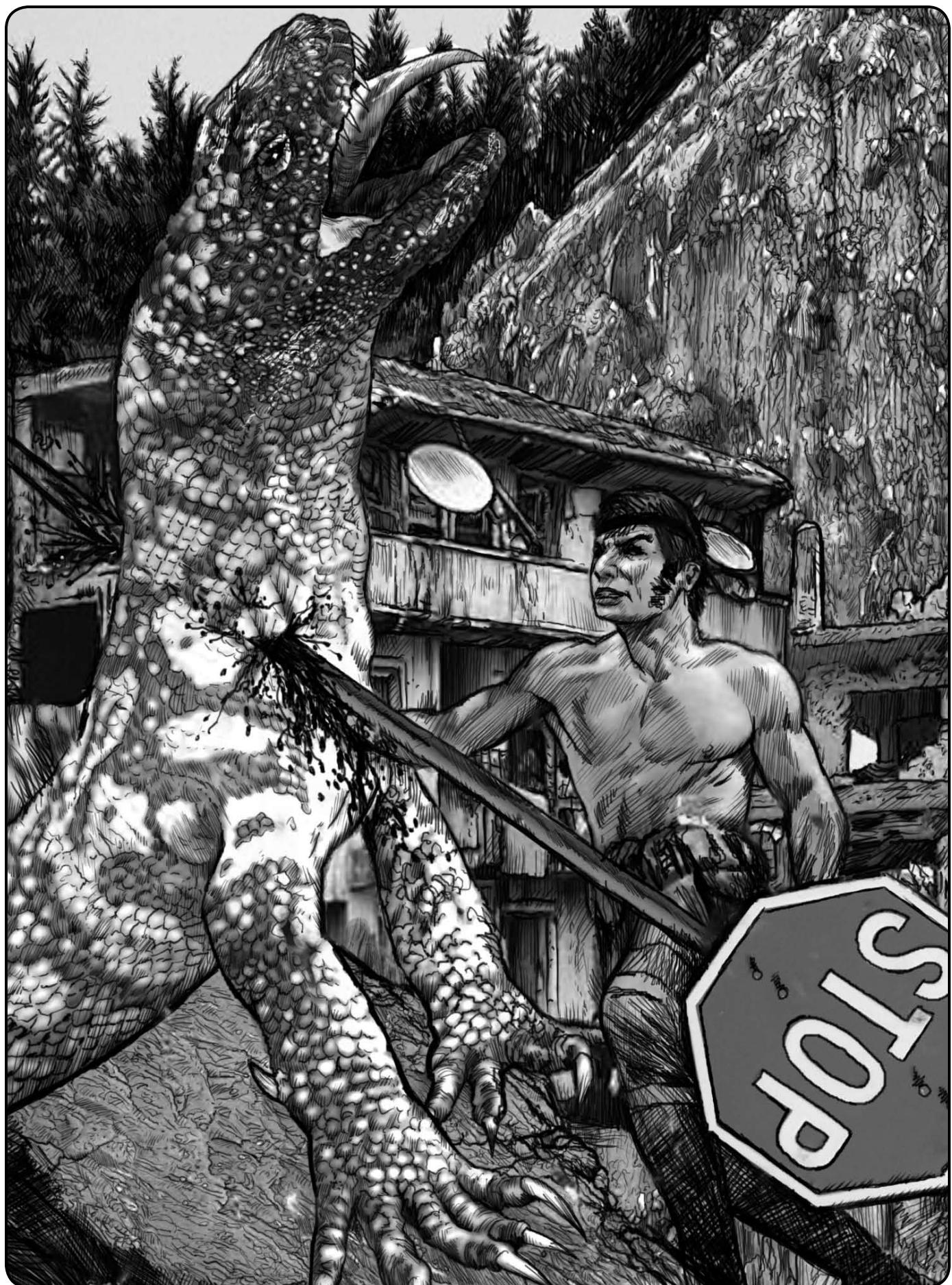
75+	COMPLICATIONS
15	Physical Complication: Animal Intelligence: (Frequently, Greatly Impairing)
15	Physical Complication: Cold-Blooded (Frequently, Greatly Impairing)
10	Physical Complication: Huge (+6 PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
101	Experience Points

NOTES**BREATH CLOUD**

The Apache believe that the Gila monster breathes a poison cloud; if the giant Gila monster has this power, add the Area Of Effect (56m Cone; +1-1/4) to the Venomous Bite power, increasing its cost to 50 Total Points.

REALLY GIANT GILA MONSTER

A 70' long Gila monster has been reported in northern Mexico. It would have STR 60, BOD 23, PRE 30, Knockback Resistance -24m, and possibly some extra Resistant Protection and Running.



GIANT SNAKE

VAL	CHAR	COST	ROLL	NOTES
20	STR	10	13-	Lift 800 kg; 4d6
14	DEX	8	12-	
20	CON	10	13-	
8	INT	-2	11-	
5	EGO	-5	10-	
25	PRE	15	14-	
5	OCV	10		
1	DCV	-10		
2	OECV	-3		
2	DECV	-3		
3	SPD	10	Phases: 4, 8, 12	
6	PD	4	Total PD: 12/6	
4	ED	2	Total ED: 8/4	
8	REC	4		
40	END	4		
15	BOD	5		
36	STUN	8		

TOTAL CHAR COST: 67

COST	ABILITIES	END
15	<i>Thick Hide:</i> 6 PD/ 4 ED Resistant Protection	0
7	<i>Coils:</i> +15 STR, Only To Grab (-1/2)	1
15	<i>Bite:</i> HKA 1d6	2
33	<i>Venomous Bite:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -3/4) plus RKA, 2d6, NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); No Range (-1/2), 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is	

GIANT GILA MONSTER

So far, the closest thing anyone in America has seen to a dragon. But nobody knows what else might crawl down out of the Sangre de Cristo Mountains, or up from somewhere else.

A normal-sized Gila monster can track an egg rolled across bare rock. Giant Gila monsters can track anything with an odor, including prey hiding underground, in vehicles, or in caves.

Giant Gila monsters reach 20' from snout to tail, and weigh over 3000 lbs.

COST	ABILITIES	END
12	stung; -2), Gradual Effect (10 Minutes; 1d6/5 Minutes; -3/4), Linked (-1/2)	
8	<i>Heavy:</i> Knockback Resistance -12m	0
8	<i>Long Body:</i> Running +8m	1
SKILLS		
6	+3 with Grab	
3	Concealment 12-; Self Only (-1/2)	
3	Stealth 12-	
TOTAL ABILITIES COST: 102		
TOTAL COST: 169		
75+		
COMPLICATIONS		
15	Physical Complication: Animal Intelligence: (Frequently, Greatly Impairing)	
15	Physical Complication: Cold-Blooded (Frequently, Greatly Impairing)	
10	Physical Complication: Huge (+6 PER Rolls to perceive) (Frequently, Slightly Impairing)	
15	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)	
39	Experience Points	

NOTES

Variant Versions

Larger Snakes Yet: Larger snakes have more formidable statistics, as follows:

30' Snake: 25 STR, 16 BOD, RKA of Venom is 3d6

50' Snake: 40 STR, 18 BOD, KB Resistance -24m, **Poison:** As 30' snake.

80' Snake: 55 STR, 21 BOD, KB Resistance -30m, RKA of Venom is 4d6

Sea Snakes: River, lake, or ocean giant snakes have Environmental Movement (Aquatic) and 16m of Swimming.

Snow Snakes: Living in glaciers and mountains, snow snakes have white scales (-4 to PER Rolls to spot in snow). They are warm-blooded.

GIANT SNAKE

By far the most common monster appearing after the Serpentfall, giant snakes infest all continents (except Antarctica) and all but icy polar seas.

Giant snakes come in all varieties, including venomous constrictors, a combination not found in pre-Serpentfall nature. Giant snakes range from 20' to 80' or even longer. These statistics are for a 20' long venomous constrictor weighing 200-300 lbs.

GIANT SPIDER

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 400 kg; 3d6
18	DEX	16	13-	
20	CON	10	13-	
6	INT	-4	10-	
5	EGO	-5	10-	
20	PRE	10	13-	
6	OCV	15		
2	DCV	-5		
2	OECV	-3		
2	DECV	-3		
4	SPD	20	Phases: 3, 6, 9, 12	
4	PD	2	Total PD: 8/4	
4	ED	2	Total ED: 8/4	
8	REC	4		
40	END	4		
16	BOD	6		
30	STUN	5		

TOTAL CHAR COST: 79

COST	ABILITIES	END
12	<i>Exoskeleton:</i> 4 PD/ 4 ED Resistant Protection	0
8	<i>Bite:</i> HKA 1/2d6	2
33	<i>Venomous Bite:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -3/4) plus RKA, 2d6, NND (defense is appropriate LS	

COST	ABILITIES	END
	[Immunity]; +1), Personal Immunity (+1/4); No Range (-1/2), 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (10 Minutes; 1d6/5 Minutes; -3/4), Linked (-1/2)	
12	<i>Heavy:</i> Knockback Resistance -12m	0
8	<i>Long Legs:</i> Running +8m	1
6	<i>Pounce:</i> Leaping +6m	1
6	<i>Eight Eyes:</i> +3 with Sight PER	0
6	<i>Spider Senses:</i> +3 With Touch Group PER	0
38	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Tough Group), Discriminatory, Analyze, Range, Targeting	0
8	<i>Spider Legs:</i> Clinging (normal STR), Cannot Resist knockback (-1/4)	
6	<i>Eight Legs:</i> Extra Limbs, Inherent (+1/4)	0
SKILLS		
10	+2 with HtH Combat	
3	Climbing 13-	
3	Stealth 13-	
TOTAL ABILITIES COST: 159		
TOTAL COST: 238		

75+	COMPLICATIONS
15	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Complication: Enormous (+4 PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
123	Experience Points

GIANT SPIDER

Increasingly common in the Poisoned Lands and Africa, where witch-doctors and shamans have trained them as guard beasts, hunting coursers, and pets. Giant spider legs are reinforced with some sort of resinous chitin that keeps them from collapsing under their own weight; some bandit clans in the Poisoned Lands make scale armor (4 PD/ED) out of them.

HYDRA

Giant snakes aren't bad enough—the lakes and fens of the Poisoned Lands (and of the Sudan) host giant snakes with multiple heads! The body of a hydra more resembles an alligator's than a snake's, being many times thicker.

JOTUN

At the beginning of Ragnarok, the jotun, or frost giants, emerged from the ice. The sagas describe the jotun as fierce, inhuman killers of monstrous size, but possessed of the ancient wisdom of Mimir. Stalin's giantish allies are known to have provided him with much antediluvian lore; those who have faced them can confirm the rest of the description. The best-known of the jotun are the Stalin-allied Narts of the Caucasus Mountain glaciers, but USAAF personnel in Greenland have reported sighting jotun while on patrol. Rumors persist of giants hidden in caves in the Rockies, but Canadian and American officials eager to get their own hands on primordial lore have found...or at least reported...none.

HYDRA				
VAL	CHAR	COST	ROLL	NOTES
40	STR	30	17-	Lift 12,800 kg; 8d6
15	DEX	10	12-	
25	CON	15	14-	
8	INT	-2	11-	
10	EGO	0	11-	
30	PRE	20	15-	
7	OCV	20		
3	DCV	0		
3	OECV	0		
3	DECV	0		
3	SPD	10	Phases: 4, 8, 12	
7	PD	5	Total PD: 15/8	
7	ED	5	Total ED: 15/8	
13	REC	9		
50	END	6		
20	BOD	10		
50	STUN	15		
TOTAL CHAR COST: 153				

HYDRA HEADS				
VAL	CHAR	COST	ROLL	NOTES
20	STR	10	13-	Lift 800 kg; 4d6
15	DEX	10	12-	
20	CON	10	13	
8	INT	-2	11-	
10	EGO	0	11-	
15	PRE	5	12	
7	OCV	20		
3	DCV	0		
3	OECV	0		
3	DECV	0		
3	SPD	10	Phases: 4, 8, 12	
7	PD	5	Total PD: 15/8	
7	ED	5	Total ED: 15/8	
10	REC	6		
40	END	4		
10	BOD	0		
30	STUN	5		
TOTAL CHAR COST: 88				

COST	ABILITIES	END
62	<i>Nine Heads:</i> Duplication (creates 8-point Duplicates); Cannot Recombine (-0)	0
4	<i>Cut Off A Head and Two Take Its Place:</i> +24 Duplicates; Two Duplicates Appear Only When One Existing Duplicate Is Slain (-1), Does Not Work If Regeneration Is Stopped (-1/2)	0
24	<i>Scaly Skin:</i> 8 PD/ 8 ED Resistant Protection	0
20	<i>Bite:</i> HKA 1d6+1	2
33	<i>Sting Venom:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -3/4) plus RKA, 2d6, NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); No Range (-1/2), 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (10 Minutes; 1d6/5 Minutes; -3/4), Linked (-1/2)	
12	<i>Heavy:</i> Knockback Resistance -12m	0
32	<i>Regeneration:</i> 3 BOD per Turn; Does Not Work On Cauterized Wounds (-1/2)	0
6	<i>Hydra Senses:</i> +3 With All Sense Groups	0
8	<i>Long Body:</i> Running +8m	1
SKILLS		
10	+2 with HtH Combat	
3	Stealth 12-	
TOTAL ABILITIES COST: 214		
TOTAL COST: 367		

75+	COMPLICATIONS
15	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Complication: Enormous (+4 PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Complication: Cold-Blooded (Frequently, Greatly Impairing)
15	Physical Complication: No Limbs (Frequently, Greatly Impairing)
237	Experience Points

COST	ABILITIES	END
24	<i>Scaly Skin:</i> 8 PD/ 8 ED Resistant Protection	0
20	<i>Bite:</i> HKA 1d6+1	2
33	<i>Sting Venom:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -3/4) plus RKA, 2d6, NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+1/4); No Range (-1/2), 4 charges (-1), HKA Must Do Body (-1/2), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (10 Minutes; 1d6/5 Minutes; -3/4), Linked (-1/2)	
12	<i>Heavy:</i> Knockback Resistance -12m	0
32	<i>Regeneration:</i> 3 BOD per Turn; Does Not Work On Cauterized Wounds (-1/2)	0
6	<i>Hydra Senses:</i> +3 With All Sense Groups	0
8	<i>Long Body:</i> Running +8m	1
SKILLS		
10	+2 with HtH Combat	
3	Stealth 12-	
TOTAL ABILITIES COST: 148		
TOTAL COST: 236		

75+	COMPLICATIONS
15	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Complication: Enormous (+4 PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Complication: Cold-Blooded (Frequently, Greatly Impairing)
15	Physical Complication: No Limbs (Frequently, Greatly Impairing)
106	Experience Points

JOTUN				
VAL	CHAR	COST	ROLL	NOTES
45	STR	35	18-	Lift 12.5 tons; 9d6
15	DEX	10	12-	
30	CON	20	15-	
10	INT	0	11-	
10	EGO	0	11-	
30	PRE	20	15-	
6	OCV	15		
3	DCV	0		
3	OECV	0		
3	DECV	0		
3	SPD	10	Phases: 4, 8, 12	
18	PD	16	Total PD: 18	
16	ED	14	Total ED: 16	
15	REC	11		
50	END	6		
28	BOD	18		
60	STUN	20		
TOTAL CHAR COST: 195				

KRAKEN				
VAL	CHAR	COST	ROLL	NOTES
60	STR	50	13-	Lift 100 tons; 12d6
14	DEX	8	12-	
30	CON	20	15-	
8	INT	-2	11-	
5	EGO	-5	10-	
30	PRE	20	15-	
5	OCV	10		
-3	DCV	-30		
2	OECV	-3		
2	DECV	-3		
4	SPD	20	Phases: 3, 6, 9, 12	
10	PD	8	Total PD: 12/2	
6	ED	4	Total ED: 8/2	
10	REC	6		
50	END	6		
30	BOD	20		
70	STUN	25		
TOTAL CHAR COST: 134				

COST	ABILITIES	END
22	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +1/2) for up to 45 STR	2
8	<i>Heavy:</i> Knockback Resistance -8m	0
2	<i>Jotun:</i> Life Support (Safe Environment: Intense Cold)	0
14	<i>Long Legs:</i> Running +14m	1
4	<i>Reach:</i> Stretching +2m, Reduced Endurance (0 END, +1/2); Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)	0
8	<i>Magically Resistant:</i> Power Defense 10 Points (Only Vs. Magic -1/4)	
SKILLS		
10	+2 HTH	
5	KS: Arcane Magics and Primordial Lore 12-	
4	Survival (Arctic, Mountains) 11-	
4	WF: Common Melee, Common Missile	
TOTAL ABILITIES COST: 81		
TOTAL COST: 276		

75+	COMPLICATIONS
10	Physical Complication: Large (15' tall, +2 PER Rolls to perceive) (Frequently, Slightly)
191	Experience Points
NOTES	
GEAR	

A typical Jotun is armed with an ice-coated mail hauberk (4 PD/4 ED Resistant Protection) and a great axe (2d6 HKA, AP).

INNATE GIFT

All Narts, and possibly all jotun, have some innate gift: Soslan has steel skin, Batyrez cannot be defeated with the blade, Satanya is impossibly beautiful, Nasren can see the future. Give each Nart in your game a unique Power between 20 and 40 Active Points, and note that most of their Powers should be 0 END.

COST	ABILITIES	END
6	<i>Tough Skin:</i> 2 PD/ 2 ED Resistant Protection	0
25	<i>Beak:</i> HKA 1-1/2d6	2
6	<i>Tentacles:</i> Extra Limbs, Inherent (+1/4)	0
80	<i>Tentacles:</i> Stretching 32m, Inherent (+1/4), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Always On (-1/2), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4), Limited Body Parts (tentacles; -1/4)	0
1	<i>Aquatic:</i> Life Support (Safe Environment: High Pressure)	0
7	<i>Suction Cups:</i> Clinging (Normal STR); Cannot Move Up Vertical Surfaces (-1/2)	0
24	<i>Heavy:</i> Knockback Resistance -24m	0
28	<i>Swimmer:</i> Swimming +56m	3
-12	<i>Only Swims:</i> Running -24m	
22	<i>Underwater Senses:</i> Spatial Awareness	0
SKILLS		
6	+3 with Grab	
TOTAL ABILITIES COST: 193		
TOTAL COST: 327		

75+	COMPLICATIONS
15	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Complication: Gigantic (+8 PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Complication: Limited Manipulation (Frequently, Slightly Impairing)
212	Experience Points
NOTES	

VISCOUS COMPOSITION

Some krakens are seemingly composed of a weird jelly-like substance that bullets simply pass through when they hit, doing minimal damage. Give such krakens Physical Damage Reduction, Resistant, 75% for an additional 60 points.

NAGA

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 400 kg; 3d6
18	DEX	16	13-	
20	CON	10	13-	
18	INT	8	13-	
18	EGO	8	13-	
20	PRE	10	13-	
6	OCV	15		
6	DCV	15		
7	OECV	12		
6	DECV	9		
4	SPD	20	Phases: 3, 6, 9, 12	
7	PD	5	Total PD: 12/5	
7	ED	5	Total ED: 12/5	
7	REC	3		
40	END	4		
10	BOD	0		
40	STUN	10		

TOTAL CHAR COST: 155

COST	ABILITIES	END
60	<i>Mind Control:</i> 12d6 Mind Control, Telepathic (+1/4), Reduced Endurance (+1/4); Eye Contact Required (-1/2)	3
15	<i>Thick Hide:</i> 5 PD/ 5 ED Resistant Protection	0
7	<i>Coils:</i> +15 STR, Only To Grab (-1/2)	1

KRAKEN

The Norse kraken was supposedly the size of an island, but the term is now applied to any tentacled monstrosity in the ocean. Krakens infest the coasts of the Poisoned Lands, the Mediterranean, and the waters around the Serpent's body, but have been spotted globally.

NAGA

Human-headed snakes have appeared in the rivers of the Poisoned Lands since the Serpentfall. The British and Congress Indian governments both deny rumors of these "nagas" emerging in South Asian rivers. Debates rage on their nature: are they chimeras—mutated or twisted humans—or an entirely separate sort of monster? They reportedly have the power to cleanse water of Serpent venom, but demand human worship and the rejection of all technology in return. So far,

COST	ABILITIES	END
8	<i>Bite:</i> HKA 1/2d6	1
5	<i>Aquatic:</i> Life Support (Expanded Breathing; Breathe Underwater)	
6	<i>Aquatic:</i> Swimming +12m	1
8	<i>Long Body:</i> Running +8m	1
10	<i>Proof vs. Poison:</i> Life Support (All terrestrial poisons and chemical warfare agents)	0
20	<i>Create Water:</i> Major Transformation (nothingness into water) 2d6	2
10	<i>Purify Water:</i> Minor Transformation (spoiled water into clean water) 2d6	1
5	<i>Tail:</i> Extra Limb, Inherent (+1/4); Limited Manipulation (-1/4)	

SKILLS

3	Concealment 13-
3	Conversation 13-
3	Stealth 13-

TOTAL ABILITIES COST: 163**TOTAL COST: 318**

75+	COMPLICATIONS
15	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Complication: Hates technology (Very Common, Strong)
10	Psychological Complication: Seeks Human worshippers (Common, Strong)
198	Experience Points

only a few towns in Vermont have taken them up on the offer.

THUNDERBIRD

Scientists call these creatures pteranodons, but cannot explain their strange effect on luck except to mutter about *folies a deux* and "mass hysterical self-hypnosis." They raid ranches and farms, carrying away sheep and goats and the occasional small child. Ranged attacks on thunderbirds are difficult for some reason; attackers are prone to suddenly find the sun in their eyes or their weapon suddenly jamming.

Anyone who angers or kills a thunderbird may receive a curse (see below.) At your discretion, this curse can be removed by some medicine men, miracle workers, etc. Also at your discretion, a thunderbird might grant a hero Dice of Luck in exchange for some activity or favor.

THUNDERBIRD				
VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 400 kg; 3d6
15	DEX	10	12-	
11	CON	1	11-	
8	INT	-2	11-	
5	EGO	-5	10-	
15	PRE	5	12-	
5	OCV	10		
9	DCV	18		
2	OECV	-3		
2	DECV	-3		
3	SPD	10	Phases: 4, 8, 12	
4	PD	2	Total PD: 5/1	
4	ED	2	Total ED: 5/1	
5	REC	1		
30	END	2		
10	BOD	0		
24	STUN	2		

TOTAL CHAR COST: 47

COST	ABILITIES	END
60	<i>Curses & Blessings:</i> 6d6 Major Transform (Grant up to 3 Dice of Luck or Unluck to target, heals back if target does some boon for the bird or by ritual by other sorcerer)	6
20	<i>Winged Flight:</i> Flight 24m, Reduced Endurance (1/2 END; +1/4); Restraining (-1/2)	1
-10	<i>Short Legs:</i> Running -10m	
3	<i>Thick Skin:</i> 1 PD / 1 ED Resistant Protection	0
6	<i>Good Eyes:</i> +3 PER with Sight Group	0
8	<i>Bite:</i> HKA 1/2d6	1

SKILLS

7 Stealth 14-

TOTAL ABILITIES COST: 94

TOTAL COST: 141

75+	COMPLICATIONS
15	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
51	Experience Points

WENDIGO

Wendigowak (the plural of wendigo) may be chimeras like ghouls, or they may be creatures similar to yeti or sasquatch that have gained a taste for human flesh. Their reputed powers over cold might be the result of a dark bargain with

WENDIGO				
VAL	CHAR	COST	ROLL	NOTES
25	STR	15	18-	Lift 1600 kg; 5d6
15	DEX	10	12-	
20	CON	10	13-	
10	INT	0	11-	
10	EGO	0	11-	
30	PRE	20	15-	
5	OCV	10		
4	DCV	5		
3	OECV	0		
3	DECV	0		
4	SPD	20	Phases: 3, 6, 9, 12	
8	PD	6	Total PD: 11/3	
8	ED	6	Total ED: 11/3	
10	REC	6		
40	END	4		
15	BOD	5		
40	STUN	10		

TOTAL CHAR COST: 127

COST	ABILITIES	END
30	<i>Bite/Claws:</i> 2d6 HKA	3
24	<i>Icy Touch:</i> Entangle 4d6, Reduced Endurance (0 END, +1/2); No Range (-1/2), Vulnerable (Heat/Fire based attacks) (-1)	0
6	<i>Terrifying Howl:</i> +10 PRE, only for Fear-based PRE attacks (-1/2), Incantations (-1/4)	0
2	<i>Immune To Cold:</i> Life Support (Safe Environment: Intense Cold)	0
10	<i>Leaping:</i> Leaping +10m	1
5	<i>Infravision:</i> Infrared Perception (Sight Group)	0

SKILLS

10 +2 HTH

3 Shadowing 11-

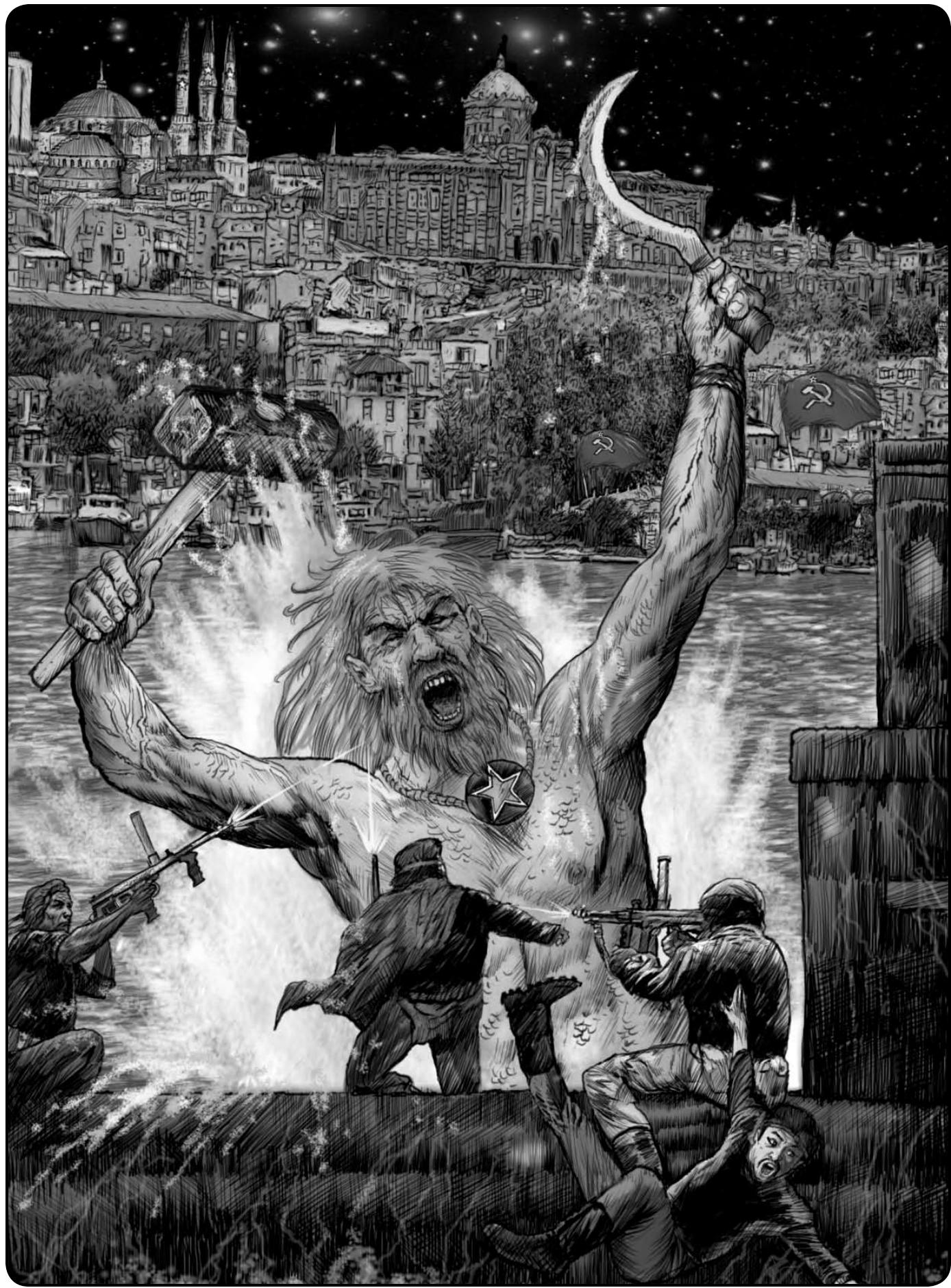
3 Stealth 12-

TOTAL ABILITIES COST: 93

TOTAL COST: 220

75+	COMPLICATIONS
145	Experience Points

some icy god, or just superstitious panic spread by survivors of wendigo attacks. These survivors' stories describe a hairy creature with webbed or deformed feet; it can leap great distances or fly. Its eyes are red and glowing. Being grabbed or struck by a wendigo freezes to the marrow.



—Adventures in the Serpent's Shadow—

You've got your heroes, their killing (and surviving) gear, and a whole world of monsters and Commies to kill and survive. What's next? Adventuring!

HEROIC CAMPAIGNS

Rather than limit your adventuring to one sort of campaign in one part of the world, this section lays out four different campaign types, any of which can be played most anywhere in the heroic world of *The Day After Ragnarok!* For each type, we've provided a few pointers to sample heroes, locations, stage dressing, and such. (But go ahead and surprise us!) If a bunch of you seem interested in such a thing, we'll offer up a good old-fashioned Plot Point campaign—or more than one!—later on down the road. But for now, it's all just possibilities. There aren't any Points that have to happen, any more—Stalin might live to be a hundred, or Richard J. Daley might build a mighty pirate empire on the Great Lakes. The world got a whole lot *bigger*, somehow, after the Serpent fell...

Wolves Beyond the Border

This first type, the “freelance heroes” saga, is the most traditional sort of campaign. Your heroes are outlaws or barbarians or just footloose types who don’t fit in anywhere. They wander the Poisoned Lands, or Africa, or the Pacific, or anywhere, killing horrors and living by their own code. They might be roving bounty hunters taking down monsters for money in the Mayoralties, a crew of master thieves ready to liberate museums from their masterpieces and generals from their loot, a driven squad of crusaders fighting spectral evil across the globe, an occult cabal seeking lost tomes and sorcerous wisdom, or prospectors looking for unique specimens to sell to Rhodes University or for antique lamps in submerged mansions on Long Island.

The key to this campaign is flexibility, or freedom: the heroes can pick up or turn down anything they want. If they make things too hot for themselves in Algeria, they can hop a convenient steamer to Colombia, or barter a favor for a plane trip to Macao. If they hear a rumor, they can chase it; if they make a friend, they can help him. Your job is to throw tempting loot, dangerous monsters, and fascinating strangers into their path as often as you can.

- **TYPICAL HEROES:** Barbarians, mercenaries, bounty hunters, bush pilots, prospectors, jacks-of-all-trades, thieves, hunters, bards, archaeologists, cowboys, missionaries, outlaws, pirates, explorers, investigators, martial artists, sorcerers, deserters, Rhodes Scholar stringers.
- **WELL-SUITED LOCATIONS:** The Poisoned Lands, French Africa or the Congo, Ras al-Thuban, China, the South China Sea, the Andes, the Caribbean, globe-trotting.
- **LIKELY SETTINGS:** Ruined cities, haunted jungles, windswept battlefields, someone else’s mansion or vault, the high seas, seedy dives, archives with indifferent security, caravan routes, gambling dens, just past a bribed guard, prisons and dungeons, remote airfields, the docks.
- **PROBABLE OPPONENTS:** People just like the heroes only worse, the long arm of the law, monsters, Serpent cults, rivals for love or money, femmes (et hommes) fatale, tinpot would-be dictators, the other side’s Red Army advisers, racket bosses, targets of opportunity.
- **WELCOME REWARDS:** Fabulous gems, Krugerrands and double-eagles, loose pieces of ophi-tech, the dirt on someone, gold bars, a cargo of rifles, a plane of your own, much-needed repairs, true love’s kiss (or the best substitute money can buy), pre-Fall whiskey, a good fight against bad people, a ticket out of Dodge on the next fast boat.

Heroic Head Start: Pirate's Grand Tour

Here's how a sample "Wolves Beyond the Border" campaign arc might run. The heroes are pirates in the Caribbean...to start with.

- **ADVENTURE ONE:** The heroes spot a fine wallowing yacht off the coast of Alabama. Best of all, it belongs to a Klansman looking to set up a slave entrepot in the ruins of Biloxi!
- **ADVENTURE TWO:** Whoever the Klansman was buying the slaves from must have lots of cash! The heroes go to Haiti to rob those slavers blind! Oh, yeah, and free all those slaves, too.
- **ADVENTURE THREE:** Turns out Haiti is full of zombie-monsters. Who knew? Fortunately, there's a French daredevil on the island, and she'll fly the heroes to Dakar if they do her a little favor when we get there.
- **ADVENTURE FOUR:** Her "little favor" turns out to be "act as muscle for a raid on the Foreign Legion payroll." The Legion, a scorned daredevil, and an ambitious French politician chase the heroes across the Sahara in any vehicle that will carry them!
- **ADVENTURE FIVE:** The mad sky-pirate "Le Robur" knows how the heroes can get over the Serpent and away, but they have to beat his five champions in a series of awesome smackdowns.
- **ADVENTURE SIX:** The heroes' plane is caught in an impossible jet stream; they have to kill the sky-kraken responsible for it before they get sucked into its horrific maw.
- **ADVENTURE SEVEN:** Coming down from the sky-kraken, the heroes crash into Japanese-held Sumatra. Fight or connive their way through the Japanese on the coast, or follow the rumor of the Jade Temple in the interior?
- **ADVENTURE EIGHT:** Either way, the heroes run into Lung Choi San and her flotilla of pirates. She falls hard for one of the heroes, and the romantic challenge of keeping her interest becomes increasingly adventurous. ("If you really loved me, you'd kill that warlord.")
- **ADVENTURE NINE:** The heroes need to steal a fast boat and get out of Chinese waters before the Dragon Queen loses interest...fatally. It's a caper, a chase, and maybe a fight against a sea serpent! Where to next?

Servants of the Crown

If the heroes start (or start out) consistently taking one side or helping one employer—MI5, Free China, or the great State of Texas—then the campaign is a "mission-driven" campaign. Someone gives the heroes orders, or suggestions, or a good hard shove in the back; they go in the indicated direction and do damage to their patrons' enemies. It's most likely that the "someone" is, at one or another remove, the British Empire: the SIS, the Royal Navy, MI5, Rhodes University, and so forth. The heroes might be contract employees of a deniable sort, or fully enlisted fighting men. The heroes might be SAS, RRAF, or similar, or they might be Easy Company or the Fightin' Roughnecks. This sort of structure also works if the heroes are Texas Rangers, Foreign Legionnaires, U.S. Marine Raiders, a mercenary company in the Midwest or South America, or members of any other military or paramilitary outfit. Similarly, the SIS version of the campaign applies (with a few fillips) to the American ONI or OSS, or some other mostly-secret service, or even to geological prospectors and troubleshooters for Royal Dutch-Shell Oil! The heroes' employer might be on the up-and-up, or the campaign might be a long story arc of betrayal...and revenge!

With a slightly broader remit, this campaign structure can blend with the "Wolves Beyond the Border" sort. The heroes might be wandering stringers for Rhodes University, freelance "eyes on the ground" for the Colonial Office, or a bunch of crooks given a pardon by the FBI on the condition that they always answer a telegram from "Mr. Able." Such a connection can provide plenty of mission-driven adventures alongside the explore-kill-and-loot stories that a pure "freelance heroes" (or "freelance outlaws") campaign supplies.

What you need to bring to a "Servants of the Crown" campaign is a good variety of missions, an interesting cast of "headquarters types" (think M, Moneypenny, and Q from the Bond movies), and a few nice recurring villains. The keys to this sort of campaign are structure and predictability; make those its strengths, not its weaknesses.

Heroic Head Start: Yesterday Was Quite Enough

Here's how a sample "Servants of the Crown" campaign arc might run. The heroes work for the SIS, on His Majesty's secret service.

- **ADVENTURE ONE:** The SIS sends the heroes to an experimental Rhodes University psi laboratory in Uganda to see why it was destroyed, and find out if Soviet man-apes in the area did it.
- **ADVENTURE TWO:** Rescuing the sole survivor of the lab, the heroes have to get her back to Nairobi while dodging Mau-Mau assassins.
- **ADVENTURE THREE:** Otto Skorzeny was spotted in the ruins of Boston, looking for something. The heroes have to find him, find what he's looking for, and keep it politely out of the hands of the American ONI team who arrive halfway through.
- **ADVENTURE FOUR:** He was looking for a rare grimoire from a small university library wrecked in the tsunami—and everyone in the Empire who can translate it is dying mysteriously!
- **ADVENTURE FIVE:** The heroes have to infiltrate a fashionable Brazilian casino frequented by royalty—and run by the Daughters of Dionin, who (it turns out) were the ones killing off those scholars. But Skorzeny shows up there, too, in a gambling mood.
- **ADVENTURE SIX:** Word from "C"—the girl from the psi lab has left Nairobi, on a plane heading for Buenos Aires. On her own, or kidnapped? Is Skorzeny involved here, too?
- **ADVENTURE SEVEN:** The heroes track the girl to a secret Argentine black magic lodge, run by a fugitive Ahnenerbe scholar. Bust in and kill everyone, or infiltrate and find out what's going on?
- **ADVENTURE EIGHT:** Skorzeny plans to restart Ragnarok with an incantation from that grimoire, amplified by the girl's psionic powers! The heroes must battle South American Nazis on the threshold of Muspellheim!
- **ADVENTURE NINE:** And then the Soviet Strategic Rocket Troops show up—the girl was an NKVD esper all along. Is Stalin working with the Nazis? After all, opening Muspellheim would mostly wreck the British and Americans, not Russia. Or can the heroes trust the Reds?

- **TYPICAL HEROES:** Soldiers, secret agents, sailors, aviators, grease monkeys, scientists, rocketeers, detectives, holy warriors, assassins, oilmen, chaplains, mercenaries, diplomats, lawmen, speleoherpetologists, Texas Rangers, Mounties, Rhodes Scholars, archaeologists, mentalists, professors.
- **WELL-SUITED LOCATIONS:** The borders of the British Empire, Kansas and Arkansas, the Philippines, the Congo, the Mayoralties, the Oil States, behind the Serpent Curtain, enemy territory however defined.
- **LIKELY SETTINGS:** Enemy airbases, hidden fortresses, illicit laboratories, the edge of space, a good spot for an ambush, island battle-stations, the belly of the beast, storm-wracked battlefields, huge gun emplacements, radar stations, bandit camps, Serpent cult compounds.
- **PROBABLE OPPONENTS:** The NKVD and Commies in general, the Kempeitai and the Japanese military in general, the Grand Kounty of Birmingham, goons and cannon fodder, strategic geniuses, "the player on the other side," Serpent cults, a bald man with a scar and a monocle, bandit chiefs, warlords, rogue ophiurgists, rebels, fugitive Nazis, jerks and traitors on your own side, mad scientists, man-apes, demons, Djehuti-Yamun.
- **WELCOME REWARDS:** Promotion, access to cutting-edge black ophi-tech, battlefield honors, saving lives (your comrades or innocent civilians), "all found," hazard pay, not getting shipped back to Robben Island, another dose of the experimental drug you need to keep your powers under control, bigger guns.

Phoenix and the Sword

The "rebirth and rebuilding" campaign differs somewhat from the "Servants of the Crown." The heroes are still consistently on one side, but it's the side of recovery. They aren't romantic barbarians striding past the gleaming battlements of Dayton, or pirates swooping down on a freighter full of looted temple

Heroic Head Start: Our Own Private Iowa

Here's how a sample "Phoenix and the Sword" campaign arc might run. The heroes have decided to protect, preserve, defend, and rebuild Davenport, Iowa.

- **ADVENTURE ONE:** Welcome to Davenport—introducing the ongoing NPCs and their immediate crisis, a river serpent that devours the local children.
- **ADVENTURE TWO:** A Serpent cult in Rock Island, across the Mississippi, was behind the monster; rooting them out and making enemies in Rock Island.
- **ADVENTURE THREE:** Tension builds when Cedar Rapids demands exclusive access to the ruins of Iowa City. Negotiate or fight?
- **ADVENTURE FOUR:** Exploring the area for salvageable resources; wandering monsters and more NPCs.
- **ADVENTURE FIVE:** Davenport is divided: war with Rock Island or not? Whichever side the heroes are on—and maybe some are on each side—they have to convince their opponents or see the town dissolve.
- **ADVENTURE SIX:** A huge dust storm wrecks vital machinery in town; do we trade with Cedar Rapids for replacements, steal the parts we need, or find a better solution?
- **ADVENTURE SEVEN:** A flotilla of pirates sails down the Mississippi from Dubuque, looting everything they can. They must be stopped, with allies from a suspicious (or occupied!) Rock Island.
- **ADVENTURE EIGHT:** Building a bridge across the Mississippi, with lots of monsters to keep the engineering exciting. Someone in town is working for the Iowa Soviet, and doesn't want the bridge built.
- **ADVENTURE NINE:** A big caravan arrives from Chicago, with an ultimatum from its Mayor. Or maybe it's an offer of alliance. Or both...

furnishings. They may be U.S. Army Rangers defending Dayton from hordes of bandits, or crusaders avenging the looting of a temple whose gardens fed hungry refugees. Or they may be a pocket of heroes determined to take a stand somewhere that needs them, and take on all comers for it. They may be deputized by the Crown or the President or the Baptist Convention, or mercenaries carving out their own pocket empire on the fringes of a crumbling world. They may be one band of brave rebels throwing off the dead hand of Japan or Russia or Britain, or they may be true only to some personal vision of a better future. Heroes like this can still rove around, doing good and moving on in the morning, finding points of light in a dark world and brightening them. But it's more likely, and often more satisfying, for the heroes to stay where they know they make a difference, and often call the shots.

This doesn't have to be a campaign about hope. You can model a "Phoenix and the Sword" campaign on the classic Western—gunfighters building a civilization—and get plenty of pathos out of it as the new peace and safety makes the heroes unnecessary. After all, the greatest "rebuilding" story in the world ends in tragedy and destruction: Arthur brings a new era of peace and unity to Britain...until Camelot collapses in the new Dark Age.

The key to this campaign type is pacing. While the setting is important, so much of it will be built or co-created by the players over time that you can focus on the challenges they face. Some challenges might be internal—political or social opposition from the people they help, rival adventurers with their own goals for the future—but mostly the challenges are external. Keep the problems coming, from all directions, but mix in a sprinkling of reward moments—easy fights against someone who was pretty tough awhile back, connections with the people the heroes help, unexpected allies building their own town up in the next county. By such contrast, bring out the danger and sweat of the next crisis.

- **TYPICAL HEROES:** Engineers, rebels, cowboys, merchants, lawmen, scientists, gadgeteers, preachers, soldiers, holy warriors, professors, frontiersmen, doctors, grease monkeys, Mounties, bards.
- **WELL-SUITED LOCATIONS:** The Mayoralties, the Caribbean, Mexico, Canada, France, British Africa, India, Palestine, Pacific islands, the East Indies.

Heroic Head Start: Istanbul Not Constantinople

Here's how a sample "City of the Emerald Night" campaign arc might run. The heroes, a loose collection of troublemakers, live in Istanbul, a city taken from the Turks and given to the People's Republic of Greece. The heroes, broadly, object to this.

- **ADVENTURE ONE:** The heroes get into a turf war with a neighboring gang of Albanians. This adventure establishes the neighborhood boundaries and NPCs.
- **ADVENTURE TWO:** The Albanians bring in the sorcerous artillery, a Serpent cultist of Kulshedér. This adventure introduces a colony of ghouls in the sewers, and not in a pleasant way.
- **ADVENTURE THREE:** The city officials want to know what caused the huge fire in the sewers, and start rounding up usual suspects. The heroes have to find a better sap to hang the frame on before they get jugged.
- **ADVENTURE FOUR:** Recai, a cunning Turkish detective, sees through their frame. (Or, if it didn't work, he springs them from jail.) He needs a grotesque monster killed in order to open the water gate in the Golden Horn to a smuggler.
- **ADVENTURE FIVE:** To raise a little quiet cash, the Greek government removes a jeweled sword from the Topkapi Museum. If the heroes can liberate it in transit, the Greek government can never admit it was ever stolen. Free Turkey! Or free jewels!
- **ADVENTURE SIX:** There's a new Soviet commissar in charge of the Russian navy base. He's honest, and smart. He has to be embarrassed, broken, or otherwise removed without anyone catching on.
- **ADVENTURE SEVEN:** The Albanians have kidnapped some girls from the heroes' turf, to sell—or to sacrifice to Kulshedér? Or are they just bait for a hero-trap?
- **ADVENTURE EIGHT:** Recai is back! His smuggler friend knows where the heroes can get a Marconi gun, but he needs radio antennas put up on five separate rooftops. Each house is its own challenge: One is a convent in Albanian turf, one has a pterosaur nest in its attic, one is full of tempting illegal goods, and so forth.
- **ADVENTURE NINE:** Someone has sicced a fly-by-night on one of the heroes—and it gets stronger every night. Which makes putting up those last two antennas darn inconvenient. Who have they made an enemy of? Moonlit rooftop chases, and fistfight-punctuated investigations, ensue.

- **LIKELY SETTINGS:** Frontier stockades, river crossings and bridges, abandoned university libraries, burned-over city neighborhoods, the new mill, potentially idyllic islands, monster dens inconveniently nearby, meeting halls, caravan routes and caravanseries, rough-hewn saloons, railheads, the wilderness around any of the above.
- **PROBABLE OPPONENTS:** Bandits, ghouls, the weather, rival mercenaries, troublemaking know-it-alls, Serpent cultists, panicky demagogues, plague, famine, barbarians, the all-too-local monsters, the hated British and other oppressors, shortages, hoarders, failing technology, migrating monsters, river-pirates, interfering officials from elsewhere, extortionists, and did I say bandits?
- **WELCOME REWARDS:** Survival, a decent harvest, a successful caravan, twenty dollars in gold, technical progress, a melting look from the schoolmarm, political power, getting to design your own flag, the next generation of humanity, life, liberty, the pursuit of happiness.

City of the Emerald Night

A campaign in which the heroes work for the LAPD is strikingly similar to a campaign in which the heroes work for L.A. crime boss Mickey Cohen. Both have strong similarities to a campaign in which the heroes just walk the mean streets of L.A., helping the wounded and trying to keep the sun coming up each morning. Whether outlaws or lawmen, barbarians or builders, the city remains the same. Which is why city-based campaigns are their own special thing. It hardly matters if the heroes are Special Branch anti-terrorist cops in British Calcutta, or Vietminh rebels in Japanese-held Saigon, or freelance hellraisers in the Motor City, Detroit. The heroes might be protectors of a neighborhood, troubleshooters for a political boss, the best grifters in the whole damn town, or adrenaline junkies who hunt Things through sewers and subways. It's all urban adventures, all the time.

The key to this campaign type is, unsurprisingly, its setting: You need to make the city feel real, breathe riotous life and challenge and mystery and familiarity into every neighborhood and building. Give the *players* a sense of belonging and comfort, although you can keep the heroes feeling like outsiders on their last shilling. Anything can happen anywhere, and somehow it couldn't have happened anywhere else. This "Arabian Nights" sense of wonder will keep your heroes on their toes, while they grow to feel like your city is their own, their home to defend...or to judiciously loot, or both.

- **TYPICAL HEROES:** Rebels, cops, priests, private eyes, con men, boxers, merchants, musicians, reporters, spies, thieves, monster slayers, wheelmen, gangsters, secret police, artists, occult detectives, exterminators, diplomats, holy warriors, acrobats, professors, sorcerers.
- **WELL-SUITED LOCATIONS:** Los Angeles, San Francisco, Vancouver, mostly-cleared Houston, Chicago, another city in the Mayoralties, Rio de Janeiro, Marseilles, Leopoldville, Nairobi, Capetown, Sydney, Calcutta, Bombay, Shanghai, Macao, Manila.
- **LIKELY SETTINGS:** The docks, a neighborhood bar, jail, the university campus, the city gates, the sewers, fleabag hotels, City Hall, that weird old bookshop, opium dens, the stadium, the parish church, the bank, the red-light district, the casino, subway stations, Chinatown, the heroes' office, parks, cemeteries, penthouses, pawnshops, the rather less welcoming bar, diners, conspirators' basements, the cathedral, crime scenes, the plaza, Old Town.
- **PROBABLE OPPONENTS:** Thugs, mobsters, rivals, the police, Serpent cults, the Mayor, aldermen, the occupation authority, creepy foreigners, high society, monsters in the sewers, demagogues, blackmailers, thieves, Aunt Jennies, ghouls, loudmouths at the next table in the bar, the town watch, torch-bearing vigilantes, bureaucrats, spies, serial killers, rich and powerful scumbags.
- **WELCOME REWARDS:** Cash, a round on the house, clout, a blind eye to those weapons charges, the true set of books, Madame Dumont's emeralds, the friendship of the rich and powerful, the enmity of the rich and powerful, new windows, getting the street light fixed.

ADVENTURE GENERATOR

The following tables exist to help you, the GM, come up with thrilling adventures for the heroes of a *Day After Ragnarok* campaign. They are intentionally generic and wide-ranging—after all, adventures might occur anywhere in this world, with heroes ranging from French air-pirates to Chinese rebels to Texas Rangers to British secret agents! Thus, if something doesn't fit your present campaign, feel free to change it, re-roll, or just pre-select a result from one or another table.

For example, in a "Servants of the Crown" campaign in which all the heroes are Royal Marine Commandos, the Hook is almost always going to be "Patron"—the Marines order the heroes to go somewhere and do something! Likewise, a campaign centered on the mean streets of occupied Shanghai is always going to have a "City" Location. In short, use these tables to inspire your campaign, not to drastically change or strait-jacket it.

These tables call for a **DHEX** reading of a number from 1 to 12. Roll two d6 of different colors to generate a hexadecimal result: the first die is the "sixes place" (1-3: 0, 4-6: 1) and the second is the "ones place" (1 to 6). Add the sixes place to the ones place to get a DHEX: a result of 1, 4 is a "4"; a result of 4, 1 is a "7". Or just roll a d12. We know you have them.

The Hook

The Hook is the reason the heroes get involved, the story element that draws them into the adventure. Some hooks might overlap—an Old Enemy becomes a Patron by hiring the heroes—or combine—the heroes attend an Innocent Beginning function and receive a MacGuffin (or a Dying Message) there. Roll a DHEX on the **Hook Table**.

The Hook

DHEx	Hook
1	Caught Up in Events
2	Duty/Honor
3	Dying Message
4	Innocent Beginning
5	Legend/Rumor
6	MacGuffin
7	Motivation
8	Mystery
9	Old Enemy
10	Old Friend
11	Patron/Client
12	Squeeze Play

- **CAUGHT UP IN EVENTS:** The heroes just happen to be passing through or hanging around when a crisis hits, and their course of action is obvious or compelled. Alternately, a previous adventure might have fallout that triggers this adventure.
- **DUTY/HONOR:** One of the heroes (or all of them) have made a promise, or sworn an oath, or somehow feel their duty calls them to right some wrong. Or perhaps someone calls the heroes cowards for neglecting the problem, or otherwise impugns their honor over it. Tailor the nature of the adventure to a hero's pre-existing duty.
- **DYING MESSAGE:** The "dead man falls through the door" introduction always works, but this might be a diary that turns up, or a treasure map, or a hero's name scrawled in blood on the wall at a murder scene.
- **INNOCENT BEGINNING:** The heroes are invited to something innocent and seemingly unadventurous: a unit reunion, a lecture, a social function at the Palace, a bar brawl. Something or someone here sets them on the course of adventure—maybe the host tells them a story, or a girl runs away in intriguing fashion, or a different fight breaks out.
- **LEGEND/RUMOR:** The heroes hear about the Lost Dutchman Mine, or the Lemurian city in the Grand Canyon, or the City of the White Apes in the Congo. Or they hear a rumor of something unpleasant or profitable going on where they can get involved. Perhaps they find an old book in the ruins of Toledo, or they receive a most-secret briefing from the SIS.
- **MACGUFFIN:** The heroes get ahold of something that somebody else wants badly enough to harass, burglarize, and perhaps kill them for. What is it? And who wants it? And what can they do with it?
- **MOTIVATION:** Something triggers a pre-existing motive for one or more heroes. It could be something or someone from their past, or something more generic like "I never like to see a kid get hurt" or "I should know better than to listen to redheads, but..." Tailor this to a specific hero's past or personality, ideally something revealed or developed in play.
- **MYSTERY:** Something strange is going on, and it piques the heroes' curiosity. Maybe it seems like the kind of thing the heroes might want to know, or it's just the sort of weirdness that anyone with a Tommy gun would want to look into. It might be a formal murder mystery, or just the enigma of why nobody has robbed the payroll for the Scranton Mining Co. yet when it *seems* so undefended.
- **OLD ENEMY:** An enemy from a previous adventure shows up in town, or in a rumor, or in a field report. What's he up to? How did he survive that explosion? Wouldn't you like to know...
- **OLD FRIEND:** An old friend gets the heroes involved somehow, either by asking for their help directly or by getting into trouble they hear about later. Essentially, this is usually a modified version of the Patron/Client hook or the Legend/Rumor hook.
- **PATRON/CLIENT:** Someone orders, hires, or begs the heroes to do something. This "someone" can be an official, a senior officer, a mysterious blonde, or a bandit chief.
- **SQUEEZE PLAY:** The heroes are forced into action by coercion, threats, or danger to themselves. The mayor promises to let the heroes leave Cleveland in one piece if they do him one favor, a Japanese

colonel threatens to kill a hero's loved one in a POW camp somewhere if she doesn't steal a British weapon prototype, a giant snake chases the heroes into a ghoul-haunted ruined arsenal.

Location

This is where the main action of the adventure will occur. "Globe-trotting" adventures, or serial adventures with a series of goals and clues, might involve several locations—roll a DHEX on the **Location Table** just once, or until you get tired.

- **CITY:** The adventure happens in a city, possibly the heroes' home base, or another city they encounter on their travels. If lots of city adventures are on the agenda, roll on the City Location Subtable (see sidebar) to spread the fun around town.
- **DARK LAND:** The heroes must enter a land controlled by tyranny: the Soviet sphere, the Japanese Empire, the Grand County of Birmingham. This adventure will likely require covert entry, and possibly a hasty exit. Even if they're not the main villains, the tyrant's forces will be omnipresent obstacles and threats.
- **EXOTIC LAND:** The adventure happens somewhere far away and different from the heroes' usual stomping grounds. Getting there could be an adventure or three in its own right, or as simple as a red line moving across a map in a montage scene. The adventure should play up some characteristic feature of the foreign setting: a unique monster, villain, dilemma, or larcenous opportunity.
- **FORT/MILITARY BASE/PRISON:** All harder than normal to get into and out of; all guarded better than most places, by people with better weapons and lots of justification for using them. Most such places are isolated, but some might be right in the middle of a bustling city. This can be a caper scenario or a prison-break adventure, or begin as one and become the other!
- **MANSION:** An adventure in a mansion might be a haunted house story, a daring art theft, a tale of "social combat," or a fight with a rich villain or criminal boss. Layout and décor take pride of place when designing such tales; lots of places to hide and things to steal or break.
- **ON THE ROAD:** The journey, as the Chinese saying has it, is the destination. The "real" purpose of the adventure—bandit attack, fortuitous plane crash, damsel in distress—happens on the way to somewhere else. That "somewhere else" may be a sequel, a red herring, or a jumping-off point to another adventure entirely.
- **RUINED CITY:** The world has plenty of ruins, from archaeological sites to drowned Eastern

Location

DHEX	LOCATION
1	City
2	Dark Land
3	Exotic Land
4	Fort/Military Base/Prison
5	Mansion
6	On the Road
7	Ruined City
8	Settlement/Outpost
9	Subterranean
10	Villain's Lair
11	War Zone
12	Wilderness

City Locations

DHEX	CITY LOCATION
1	Gate/Checkpoint
2	Jail
3	Laboratory/Factory
4	Church
5	Rich Neighborhood/Bank
6	Slum/Criminal Dive
7	Dock/Airport/Railway Station
8	Sewers/Subways
9	City Hall/Government Building
10	University
11	Barrio/Ghetto/Ethnic Enclave
12	Secret Location, roll again for type

Seaboard towns to quake-ravaged Paris and Hereford. Something in those ruins attracts the heroes' attention: treasure, a monster, an enemy hideout, or all of the above. Maybe it wasn't ruined yet last year...or yesterday!

- **SETTLEMENT/OUTPOST:** A remote site on the fringes of civilization, be it Poisoned Kansas or the Upper Congo. It might be a fort, a struggling town, or a caravanserai. The threat might come from farther out in the wilds, or from corruption or chicanery where authority is thin on the ground.
- **SUBTERRANEAN:** Underground adventures can range from dero warrens to the medieval sewers of Agra to a network of bomb shelters in Brisbane. As for what might be lurking in a maze of tunnels and confined rooms: surely we don't need to spell it out?
- **VILLAIN'S LAIR:** Best as the climax of a series of adventures (although an adventure where—the horribly outgunned—heroes just stumble over it is great) this one is all about bagging the bad guy. Who is likely to be surrounded by henchmen, traps, tame monsters, and escape hatches. Bring lots of ammo! You may want to roll again to see just where the villain's lair happens to be.
- **WAR ZONE:** Whether it's as big as China or as small as a bandit-ridden county in Pennsylvania, a war zone means lots of jumpy strangers with heavy weapons in the heroes' way. The heroes may have a military mission ("Get the convoy through!") or they may be trying to hunt down treasure (or a lost friend) and avoid both sides.
- **WILDERNESS:** Jungle, desert, poisoned plains, mountains—this adventure takes place where Nature (and super-Nature) are red in tooth and claw. No buildings, no roads, no reinforcements. Foes are less likely to be human...or mostly human.

Heroes' Goal

This tells you what the heroes' actual purpose will turn out to be after all the introductory hooks have been swallowed and straightened. While one goal is plenty for a team, you can roll two and combine them ("Solve Mystery" may lead to "Destroy," for example). For complex adventures, roll once for each hero, and build those motives into the setup! However many times you roll on the **Heroes' Goal Table**, you roll a DHEX.

- **ASSIST/GRATITUDE:** The heroes want to help someone, be it a lost scholar or a town besieged by ghouls. They fundamentally seek gratitude, which might take on romantic, political, or other dimensions. This is a good choice for knight-errant heroes, or heroes who always want to help out the underdog.
- **DESTROY/HUNT:** The heroes want to destroy someone or something: a wizard, a siege gun, a dragon. They may have to hunt it across the countryside, or merely beard it in its den. Maybe they just need to collect a new type of Serpent-spawn for Rhodes University, or have to chase a fugitive. This goal requires a good, red-meat hook, but players are usually willing to unleash their bloodthirst.
- **DISCOVER/SOLVE MYSTERY:** Find the dingus, clear up the crime, figure out how the Reds know all about the new rocket plans—the mystery-solving adventure is an old favorite. The heroes might have to clear their own names, and stay one jump ahead of the rightful

Heroes' Goal

DHEX	HEROES' GOAL
1	Assist/Gratitude
2	Destroy/Hunt
3	Discover/Solve Mystery
4	Escape/Rescue
5	Explore
6	Liberate
7	Money/Reward
8	Prevent/Protect
9	Retrieve/Steal/Acquire
10	Revenge/Thwart Villain
11	Survive
12	Win Battle/Contest

authorities while they hunt down the true villain. Or the mystery might be intellectual: who built these ruins? What destroyed them? Is it coming back?

- **ESCAPE/RESCUE:** The heroes have to get out of somewhere bad, or they have to go into somewhere bad and get someone out. This adventure might begin with the heroes in prison, or with a plane crash that traps them in trouble. Figuring out who to trust on the inside is a key part of this adventure.
- **EXPLORE:** This can be a dungeon crawl through a ruined Manhattan, a scouting mission through once-thriving Ontario, or a journey into the belly of the Serpent itself. This goal almost always requires a Patron or Client unless the heroes are unusually curious about blank spots on the map.
- **LIBERATE:** As opposed to the rescue, in this adventure the heroes have to go into somewhere bad and turn it less-bad. The heroes might mount a coup d'état, kill an evil warlock, suborn a bandit chief, or open the road for the Marines to come in.
- **MONEY/REWARD:** “Do this and I’ll pay you handsomely.” It may be an old standard, but it’s reliable. The heroes might have a Patron who hires them, or simply hear about a treasure too rich to ignore. This goal also encompasses specific promises, from “I’ll tear up that warrant” to “There’s a promotion in it for you.”
- **PREVENT/PROTECT:** A fundamentally reactive goal; the heroes have to guard a bridge, bodyguard the mayor’s daughter, keep a secret from getting out, hide an arms cache, escort a ship through Japanese-patrolled waters, keep bandits away from a village.
- **RETRIEVE/STEAL/ACQUIRE:** There is a thing the heroes want to get for themselves, or for the rightful owners. Perhaps they have to keep the theft secret, even from the victim. Perhaps the target has moved. Perhaps the thing does more than sparkle in the moonlight.
- **REVENGE/THWART VILLAIN:** This goal is personality-driven, and works best if the heroes have crossed paths with the villain before. The villain might be a mastermind safe back in Moscow or Tokyo, or a neighboring politician they can’t just kill outright. Or maybe this is the “47 Ronin” adventure, where they kill the unkillable bad guy or die trying.
- **SURVIVE:** Their only goal is to stay alive and get out of this. “This” might be a monster attack, a Japanese raid, a zombie plague, a gang war in Kansas City, or anything else seemingly too big to actually stop. This might be a “gauntlet” the heroes have to run or just a Really Bad Night.
- **WIN BATTLE/CONTEST:** The heroes have to win a battle, a race, a martial arts tournament, a living chess game, a dragon hunt. Their foes will undoubtedly cheat.

Villain

Who is the villain, the prime mover of the bad things in the adventure? Most adventures only have one, but a “team-up” story can be interesting, especially if both villains have appeared before. Roll DHEX on the **Villain Table**.

- **AGENT:** The villain works for someone else. He might be a SMERSH operative or a Kempeitai asset... or he might work for ONI, SIS, or the Texas Rangers! Maybe he’s gone rogue, or maybe he just doesn’t think the heroes ought to be running around loose. Maybe everyone’s at cross-purposes.
- **BANDIT/REBEL:** This might be the stereotypical “irregular” out in Arkansas somewhere, or a Mau-Mau warrior who lives to give the British fits, a sky-pirate in the Sahara, or a racketeer on the Los Angeles docks. These villains have a “home turf” where they’re comfortable and dangerous, and a crew of desperate sorts at their beck and call.
- **CHIMERA/MONSTER:** The villain might be a fiendish skinwalker or simply a Really Big Serpent that needs killing. A monstrous villain can be cunning and proactive or lumbering and reactive.

- **CONSPIRATOR:** This villain lurks in the shadows, furthering a secret agenda. Maybe he's a Red, or part of a cabal of influential fascist bankers, or just planning to overthrow the mayor of Wheeling for his own aggrandizement. Depending on how wild you want to get, he might be a Freemason mystic, a dero fifth-columnist, or a psionic agent of the hidden city of Shangri-La in Tibet.
- **CORRUPTOR:** This villain wants to undermine an existing institution and turn it to his own purposes. Maybe he's a South African general who wants to start a race war, or a mayor who wants to declare Boise independent, or a Navy man who wants to turn pirate.
- **CULTIST:** A servitor of the Serpent. He might be a high-ranking Dionin worshiper in the Admiralty or a tabernacle preacher gone 'round the bend in the ruins of Lavonia, Georgia. Cultists might be secretive conspirator-types or foaming maniacs or subtly twisted scholars.
- **DESPOT:** The ruler of somewhere: a mad sharif in the ruins of Morocco, the raja of Bundelkund, the mayor of St. Paul, the Imperial Kleagle of Yazoo City, the Soviet commissar in Nablus.
- **FANATIC:** This villain is devoted to some monomaniac goal, be it Soviet Communism, the greater glory of the Serpent, inventing anti-gravity, or Alaskan independence. More than most, this villain might overlap with another sort on this list.
- **MASTERMIND:** While a conspirator is part of a larger organization, the mastermind is the spider in the center of his own web. He might be a "Napoleon of Crime," or the devil-doctor of Buenos Aires, or the NKVD station chief for a whole country.
- **ROGUE:** The sort of villain who gets played by Errol Flynn...or Veronica Lake. Charming, possessed of a unique sense of honor, this villain's story depends more on her style than her agenda, which may simply be "beat the heroes to the Ruby of Rajnapur." This sort of villain makes an excellent romantic interest for a hero, either before or after his villainy is clear.
- **WARLOCK:** This villain uses magic to further his foul ends. He might serve the Serpent, but he does so with open eyes (or so he thinks). This die result might also indicate a "mad scientist" ophiurgist wholly contaminated by the Serpent, or some other unwholesome blend of science and sorcery.
- **WARLORD:** This villain has a military command, and uses it to increase his power and wealth. He might be a militia captain in Kentucky, a Soviet general in Persia, a Japanese commandant in Java, or a Belgian colonel deep in the Congo.

Villain's Goal

Villains don't just sit around the burned-out skyscraper waiting for heroes to drop by. They have plans and dreams and schemes of their own, driving plots that unfold whether the heroes show up or not. To see what the villain is up to, roll DHEX on the **Villain's Goal Table**.

- **CONQUER:** The villain wants to conquer something, by military force, by threats, or by political machinations. This might be the town the heroes are passing through, a stretch of ground they have friends in, or something unrelated to the main plot. Everything the villain does is intended to increase his strength or weaken his foes.

Villains

DHEX	VILLAIN
1	Agent
2	Bandit/Rebel
3	Chimera/Monster
4	Conspirator
5	Corruptor
6	Cultist
7	Despot
8	Fanatic
9	Mastermind
10	Rogue
11	Warlock
12	Warlord

- **DESTROY:** The villain wants to destroy something; this is the same goal as the heroes' Destroy/Hunt. The villain may want to destroy it before the heroes can steal it, or to destroy it because the heroes value it, or because it lies in the way of his larger agenda, whatever that may be.
- **DISCOVER:** The villain wants to find something out, from mad-scientific curiosity or in order to further his vile plans. He may want to find the heroes, or uncover the SIS presence in his city, or locate the map to King Solomon's Mines. Villains seldom want to solve a mystery, unless there's another villain crossing them up somewhere.
- **GREED:** The villain wants something that's worth a lot of money. The money may be its own reward, or it may be needed to build an experimental rocket to Mars, or it may be for the coffers of the Party. Perhaps the villain is running a racket or a smuggling ring, or plotting a brilliant series of jewel thefts, or blackmailing rich worshipers of Dionin.
- **KIDNAP:** The villain wants somebody, alive. The heroes may be protecting the victim, or one of them may be the kidnap target! This may just be about the ransom, or it may tie into another goal, or the villain may just be in love with Princess Manisha.
- **REVENGE:** The villain wants somebody to suffer. Again, the heroes may be connected with this person, or they may be the villain's *bête noir*. Perhaps the revenge is aimed at a city, or an organization, or a military unit. Perhaps the villain's revenge is justified!
- **RIVALRY:** The villain is driven by a rivalry; he wants something (possibly another roll on this table) because his rival wants it. The villain may be an NKVD agent trying to one-up the SIS station chief, or a mad scientist trying to prove something to a competitor, or a jewel thief trying to beat his mentor. Again, the heroes may be the rivals in question, or connected somehow to the rivalry, or simply drawn into the action.
- **STEAL:** The villain wants the dingus, or the treasure, or the prototype. This is the same as the heroes' Retrieve/Steal/Acquire goal. The heroes might be racing the villain to steal it for themselves, or assigned to protect it, or have it dropped in their lap by a dead man on the wharf.
- **SUBVERT/RECRUIT:** The villain wants to subvert or recruit some target, bringing them over to the villainous way of thinking. This might involve psionics, blackmail, bribery, persuasion, or simply the right offer at the right time.
- **SURVIVE:** The villain wants to keep alive and free, and believes the heroes to be an obstacle to that goal. The heroes may not know that they threaten the villain, or the villain may be mistaken! This goal also works for monsters, vampires, or any other predator.
- **TWISTED HONOR:** The villain is driven (or constrained) by an oath: magical, military, or something else. This might be a variant on Revenge, if the heroes killed the villain's brother, or it might be just a quirk of villainous behavior in pursuit of some other goal.
- **WORSHIP:** The villain worships the Serpent, and does what he does for its greater glory and power. If this comes up, add a Cultist flavor to whatever else got rolled on the **Villain Table**.

Villain's Goal

DHEX	VILLAIN'S GOAL
1	Conquer
2	Destroy
3	Discover
4	Greed
5	Kidnap
6	Revenge
7	Rivalry
8	Steal
9	Subvert/Recruit
10	Survive
11	Twisted Honor
12	Worship

Henchmen

Villains seldom work alone, if only because the heroes need more than one person to beat on. Roll DHEX as many times as seems right on the **Henchman Table** to see who's helping the villain this time around.

- **ASSASSIN:** This henchman has a specialized job: killing people, usually from a distance or in secret. An assassin might be a trained Russian sniper, a knife-wielding brute, or a Serpent death cultist. Tune the assassin's m.o. to the villain's style unless the contrast is intentional—assassin henchmen often come from faraway, exotic lands.
- **CHIMERA/MONSTER:** The villain has a “tame” monster, perhaps penned up in a death-pit underneath her base. Alternately, the villain works with a chimera: a Soviet agent might have a man-ape on staff, or a corrupt politician might employ an Aunt Jenny for unsavory but deniable deeds.
- **CORRUPTED HERO:** The villain has turned a former hero into a henchman, with money or extortion, or perhaps the hero was always a bad apple. This is the sort of henchman that turns out to be the Old Friend who vanished way up in the Hook section.
- **CULTISTS:** The villain has a whole nest of Serpent cultists to do his bidding. He might be a cult leader, or he might have suborned them to his purposes with trickery or promises, or he might control them with a jade serpent crown he found in the ruins of the Louvre.
- **FEMME FATALE:** This henchwoman often poses as an innocent (or not-so-innocent) victim to lure the heroes into a trap, or simply to keep tabs on their plans. She might be the villain's inamorata, or she might be a consummate professional. Her skills might be murderous, magical, or anything, really. This henchman might, of course, be *un homme fatale* if the scenario calls for it.
- **IGOR:** Deformed, devoted, and fearful in equal measures, Igor does his master's bidding with the occasional over-enthusiastic screwup. Most common with mad scientist type villains, Igor might be a spy, a preternaturally strong snatch-and-grab artist, or just someone to beat when times get frustrating.
- **MOB:** The villain has an angry mob at his beck and call; perhaps he is a demagogue, or has one in his pay. Perhaps he is (or can pass as) prominent in a restive neighborhood. Either way, he can arouse the populace in his defense, whether they know it or not.
- **OPERATIVE:** The villain has a “secret agent” sort of henchman, expert at infiltration and acquisition. The operative may work under cover, or simply be a master of disguise. Operatives can kill, but aren't assassins *per se*.
- **RIGHT-HAND MAN:** The villain has a trusted assistant with much the same skills (command, tactics, etc.) as the villain, ready to step in should anything happen. The right-hand man might pose as the main villain, or be sent off to manage things in the other part of the adventure.
- **SOLDIERS:** The villain commands soldiers, whether uniformed military, tough bandits, or a secret nest of Red Army troops disguised as longshoremen. With enough soldiers, he may be able to get a sniper, an engineer, or any number of specialists.

Henchmen

DHEX	HENCHMAN
1	Assassin
2	Chimera/Monster
3	Corrupted Hero
4	Cultists
5	Femme Fatale
6	Igor
7	Mob
8	Operative
9	Right-Hand Man
10	Soldiers
11	Thugs
12	Warlock

- **THUGS:** The villain has a criminal following, from common leg-breakers to a crew of thieves to a “beggar’s guild.” The villain isn’t necessarily a gangster: spies, cult leaders, and shady politicians (for example) can all use thug followers.
- **WARLOCK:** The villain has a magical specialist in his retinue. Whether the villain fears, trusts, or even believes his henchman is a separate question. He may consider the warlock just another expert, or he may constantly seek the warlock’s advice on omens and fate.

Victim

This is the person the villain is aiming at, or that the heroes are protecting, or both. The “victim” might not necessarily die, or even know the adventure is going on around him. Roll once or twice (for a cross-purposes sort of adventure) on DHEX.

- **COP/SOLDIER:** The victim is a uniformed servant of a government. The villain may attack a specific cop, or just strike at the Sydney Police in general; the motive may or may not have anything to do with the victim’s uniform. Perhaps the victim has betrayed that uniform in some fashion.
- **DAMSEL IN DISTRESS:** A classic potential romantic interest as victim, the “damsel in distress” may be coincidentally present at the scene, or the specific target of the villain for reasons of lust, revenge, or genetics. The “damsel” may, of course, be highly competent in her own right, or male, or both.
- **DECENT FOLK:** The villain is targeting decent but essentially powerless folk: shopkeepers, farmers, teachers, preachers, etc. They may be in his way, he may want to corrupt them, or he may just hate decency.
- **DESERVING:** This sort of victim deserves whatever happens to him; maybe he’s a criminal, a traitor, a coward, or just a repellent human being. (You can re-roll on this table to see what sort of deserving victim they are.) However, the heroes can’t let the villain win...no matter how much they’d like to.
- **HERO’S ASSOCIATE:** The villain is targeting a hero’s friend, family member, lover, mentor, or sidekick. Does the villain know of the connection? Is this just a ploy to entrap the hero?
- **INANIMATE/INFRASTRUCTURE:** The villain is aiming at a thing, not a person: a crucial railroad bridge, the prison, the bank.
- **INNOCENT:** The victim is fundamentally not involved in whatever is going on. (Except, of course, as a victim.) An “innocent victim” may be guilty of a whole different set of things, from embezzlement to black magic; this sort of red herring tangles the story nicely.
- **INVESTIGATOR/JOURNALIST:** The victim is someone who looks into mysteries or shines light on dark places. Has she uncovered the villain’s tracks? Is his investigation connected with the villain’s larger plan, or is it just bad luck? Is the villain competing with the investigator, or hiding from her?
- **MARGINAL TYPES:** The victim or victims are those on the margins of society: prostitutes, petty criminals, junkies, vagrants, etc. Aunt Jennies love to prey on those that society has abandoned, as do other monsters, some of them human.
- **POLITICIAN:** The victim is politically or financially connected to the local (or global!)

Victims

DHEX	VICTIM
1	Cop/Soldier
2	Damsel in Distress
3	Decent Folk
4	Deserving
5	Hero’s Associate
6	Inanimate/Infrastructure
7	Innocent
8	Investigator/Journalist
9	Marginal Types
10	Politician
11	Professor
12	Relative

power structure. As with the Cop/Soldier, the villain may have targeted them because of these connections, or because of their personal activities or attitudes.

- **PROFESSOR:** The victim is a scholar, inventor, or other egghead type. Villains love to kidnap, blackmail, or suborn Professors to make them use their research for villainy, or kill them if they won't cooperate. Professors surprisingly often have beautiful daughters, for a bonus Damsel in Distress victim.
- **RELATIVE:** The victim is a relative of someone else in the story: a hero, the villain, or a long-running NPC. The blood tie may be the key to the adventure, or just a convenient hook to get things going.

Guest Star

Many adventures have a “guest star” who is neither (primary) villain nor (primary) victim, but just shows up to help, to snarl things up, or to die informatively. (Or all three.) Sometimes the guest star provides the Hook; other times, the guest star provides a subplot or a red herring. This table can also work for “random guests at a party,” or (with some adjustment) for random encounters generally. Roll DHEX on the **Guest Star Table** if desired:

- **CRIMINAL:** Someone on the other side of the law, though perhaps on the same side as the heroes. This might be a bandit, a racketeer, a rival thief, a smuggler, or anyone else with an interest in the main chance. Criminals make excellent sources of heroic gear, either bought on the black market or picked up from cooling bodies.
- **DETECTIVE:** Cooperative or competitive, someone else is looking into the heroes' mystery, and perhaps into the heroes. The detective might be a relentless pursuer, a convenient way to get clues, or just another Marconi pistol at the show-down.
- **EXPERT/SCHOLAR:** Someone knows more than anyone about what's going on. That someone may have their own agenda, or be blithely ignorant of the bigger picture. Experts are great for delivering key exposition right before dying even more informatively.
- **EXPLORER/SCOUT:** Back from the frontier, or met out in the wilds, an explorer is a breath of wilderness in civilization or a breath of civilization in the wilderness. The scout might guide the heroes to the adventure...or into a trap. Did they know?
- **FRIEND/RELATIVE:** Ideally, this should be someone who's been on screen in another adventure, or at least mentioned awhile back. It's not a bad idea to toss a friend into every couple of scenarios just so you have a backlog to kill, or endanger, or otherwise involve when you need one.
- **LOVE INTEREST:** Not necessarily a full-time girlfriend or spouse, the “love interest” can be a cute blonde or that helpful young lieutenant. They're on screen to intrigue at least one hero. If the love interest intrigues *two* heroes, there's your subplot right there.
- **MADMAN:** Ranting preacher, mad genius in a deserted warehouse, a soldier who's seen too much, a fanatic obsessed with the heroes...madmen don't have to be wrong to be interesting. Quite the reverse.

Guest Star

DHEX	GUEST STAR
1	Criminal
2	Detective
3	Expert/Scholar
4	Explorer/Scout
5	Friend/Relative
6	Love Interest
7	Madman
8	Mercenary
9	Merchant
10	Official/Bureaucrat
11	Priest/Preacher
12	Rich and Powerful Man

- **MERCENARY:** Someone combat-ready and combat-capable, tossed in to tangle up the chess game. The heroes have one more factor to keep their eye on...or perhaps one more gun in their posse.
- **MERCHANT:** Not necessarily an open and above-board shopkeeper or trader, a merchant might be a fence, a drug kingpin, an arms dealer, or something else convenient. Merchants also provide ready supplies for heroes and villains alike, and often have the most interesting stories about what's going on just over the horizon.
- **OFFICIAL/BUREAUCRAT:** Almost always shows up to irritate, delay, harass, or even imprison the heroes, even in a campaign where the heroes work for the same bureaucracy. Every so often, throw in a helpful one as a change-up...which should make the heroes suspicious.
- **PRIEST/PREACHER:** As a guest star, the preacher is probably a good guy, if almost always out of his depth. (As a villain, the sky's the limit.) He can provide introductions, medical care, and maybe a miracle or two.
- **RICH AND POWERFUL MAN:** If he's not the Patron, he wants to be...unless he actually wants to be the villain. Rich and powerful men seldom involve themselves in adventures without a motive, or without lackeys and goons to make their motive known.

Guest Star's Goal

To figure out what the guest star wants, should it come up, roll once on the **Heroes' Goal Table** and once on the **Villain's Goal Table**, and see which one you like better. Or which one makes more sense. Many guest stars just sort of want to know what's going on, and then they just want to survive it. That's often enough.

Obstacles

An adventure is the story of things going wrong in exciting fashion. Hence, there will likely be obstacles twisting the heroes' path and opening pits for the unwary. Roll DHEX on the **Obstacle Table** and make some trouble.

- **ACCUSED:** The heroes are accused of something and have to clear their name or flee the jurisdiction. This might be the Hook, or it might happen midway through the action to goose things along, or it might happen at the end to get them moving on to the next adventure.
- **BANDITS/CRIMINALS:** Someone violent or unseemly or both tries to muscle in on the heroes' racket, or has been hired by the villain to delay them, or just shows up on (or across) the same trail.
- **CHIMERA:** A chimera is active in the area, or is guarding the treasure, or otherwise adds a nasty complication. Chimeras can drive the story in other directions: an Aunt Jenny might be a rival villain, while man-apes imply Soviet involvement.
- **DISASTER/WEATHER:** A great way to get rid of inconvenient excess gear, slow the heroes down, or keep them focused. This might be a blizzard, an avalanche, a hurricane, a shipwreck or plane crash, a monsoon, or anything else that can't be evaded but has to be dealt with.
- **MONSTER:** What's life without a wandering monster or three? This can just be a simple combat to get everyone's blood flowing, or it can be tied in with the main story line by plot or theme. Killing a giant snake while hunting Dionin cultists, or battling the wendigo and a Spetsnaz team in the Canadian wilds, can juice the scenario all kinds of ways.
- **MYSTERY:** Something in the adventure isn't what it looks like, and the heroes have to figure it out before they can go forward. A mystery can drop into any scenario; that said, most mystery scenarios are already mysterious enough without it.
- **OFFICIAL OPPOSITION:** Whoever's in charge doesn't want the heroes to succeed. This is par for the course in adventures of infiltration or theft, of course; it's more interesting when the powers that

be shouldn't care—or should support—the heroes' actions.

- **RIVAL:** The heroes have a rival who wants the same thing they do, or wants to make sure that they don't get it. He can be the Hook at the beginning, show up in mid-story, or be the hidden villain behind it all along. He might be a “good guy” or a friendly rival, or he might be the “player on the other side” working for the Reds.
- **SECURITY:** The heroes have to complete their mission in secret: No explosions, no calling in the cavalry, no big holes left in the treasury or the landscape. Maybe they have to hide from surveillance the whole time, or mount a distraction, or frame someone else.
- **SOCIAL OPPOSITION:** The powers that be might be okay with it, but the locals don't like it. Maybe they're afraid, or deluded, or they worship the thing in the lake. Maybe they've got a secret of their own that they don't want the heroes to uncover while solving mysteries around them.
- **TRAP:** The heroes stumble into a trap in the course of things: a monster lair, a bandit ambush, a band of slavers “recruiting” for the mines, a quicksand bog, or just a horribly dangerous ruin. Perhaps the trap is set by the villain, perhaps it just happens to be in the way.
- **WAR:** War doesn't necessarily make robbing a bank any harder, but it sure doesn't make it easier. The same is true for most things heroes want to do. The war might be a Japanese attack, a gang war, a bandit raid, a rebel uprising, or a full-blown mercenary throw-down between St. Paul and Duluth.

Twist

And then, suddenly, came the twist in Act Three! Not all adventures need twists, and if they all have them anyway then the campaign is either a cynical spy game or desperately unrealistic. That said, throwing a curve every few pitches keeps everyone honest. Spit on the ball or roll DHEX on the **Twist Table**.

- **ALLY IN TROUBLE:** Either as a consequence of the heroes' actions, or as an unwelcome coincidence, a valued ally needs their help. Can they abandon the case to save their friend, or abandon their friend to save their plan? This can also be the “innocents in peril” twist, in which the heroes' action potentially endangers innocent bystanders. Do they risk it?
- **COOPERATE WITH VILLAIN:** Something bigger than either—a runaway doomsday robot, a dragon attack, a dero invasion—forces the heroes and the villain to cooperate. Who backstabs whom first?
- **DISCOVERY:** Resolving this adventure casts new light on something else. This discovery may change the heroes' relationship with an NPC, kick-start a new adventure, or force them into flight.
- **DOUBLE CROSS:** Somebody (likely whoever set the Hook) double-crossed the heroes and left them to take the fall. This often sets up an immediate sequel scenario with Revenge as the Heroes' Goal.
- **ESCALATION:** Settling one problem just opens the door to an even bigger problem. The monster has a mother off in the reservoir, the bandits were the only thing keeping the fascist Federales out of the valley, killing the Japanese general brings in reinforcements under a more competent admiral.

Obstacles

DHEX	OBSTACLE
1	Accused
2	Bandits/Criminals
3	Chimera
4	Disaster/Weather
5	Monster
6	Mystery
7	Official Opposition
8	Rival
9	Secrecy
10	Social Opposition
11	Trap
12	War

- **FALSE FLAG:** The heroes were recruited under false pretenses. Their Patron didn't work for Rhodes University, but the South African Police; the girl wasn't actually the professor's daughter but his lover; the dragon (and its treasure) doesn't exist, but there was plenty of awfulness in the ruin just the same. This isn't quite the same as a Double Cross, but the heroes were lied to, and might well resent it.
- **NATURAL HAZARD:** It was at just that moment that the volcano erupted! Something the heroes didn't count on and can't control shows up and wrecks things. This has a lot of similarities to the Disaster/Weather obstacle, but happens at the climax, not in the beginning or middle of the adventure.
- **SHOCKING REVELATION:** "He's not dead after all!" "So you were the Yellow Mask all along!" "You mean the ONI is in contact with undersea monsters?" "The doom-wolf Garm still lurks in the upper atmosphere?" The answer to the mystery turns something important on its head; it's the Discovery twist on steroids.
- **TICKING CLOCK:** Suddenly the adventure has a time limit. If the heroes don't steal the ruby tonight, it will be removed to the mayor's palace; if they don't stop the villain by sundown, he can escape on a Soviet sub; if they don't break up the cult before the new moon, the girl is snake-bait.
- **TRAP:** The whole thing was a trap! Were they double-crossed, or was the villain expecting them, or both? A macro-trap like this often involves a lesser trap, like fighting giant scorpions in the arena, or escaping a flooding bank vault.
- **UNEXPECTED ALLY:** The heroes have help from somewhere they didn't expect: the villain's beautiful mistress, the local tribes, an RRAF air strike. Sometimes this help comes with strings attached, or at least with the expectation of protection or payback.
- **UNEXPECTED FOE:** The heroes have trouble from somewhere they didn't expect: their native guide, a hidden Serpent cult, an IJAF air strike. The villain might not have expected it, either, of course.

HEROIC EXAMPLES

To set up this shakedown for the Adventure Generator, I rolled a whole bunch of dice...well, I had the computer do it, which was easier and made less noise. Let's use the raw results to bake some adventures; one for each of the Heroic Head Starts in the Heroic Campaigns section.

THE SHADOWS OVER PONAPE

The first Heroic Example is for the "Pirate's Grand Tour" story, a "Wolves Beyond the Border" style campaign. I rolled: 2, 6, 10, 8, 5, 4, 8, 1, 11, 2. The first Hook I get with the 2 is "Duty/Honor," which seems unlikely for a bunch of pirates. So I toss that and go with the 6, for a "MacGuffin." What's a better pirate MacGuffin than a treasure map? The Location is 10, "Villain's Lair," so we have a map to a Japanese admiral's cache of loot.

The Twist

DHEX	TWIST
1	Ally in Trouble
2	Cooperate with Villain
3	Discovery
4	Double Cross
5	Escalation
6	False Flag
7	Natural Hazard
8	Shocking Revelation
9	Ticking Clock
10	Trap
11	Unexpected Ally
12	Unexpected Foe

The Heroes' Goal would seem obvious (get treasure), so we skip ahead to Villain, which is also obvious (a Japanese admiral), but the 8 means he's a "Fanatic," and that's always fun. His Villain Goal is 5, "Kidnap," which might mean he planted the map to lure the heroes to his island lair. I rolled a 4 for his Henchmen, "Cultists" (I'm liking this Pacific island better and better...) and an 8 for his Victim, "Investigator." Sounds like the admiral meant to plant the map for someone else, and the heroes got in the way; this implies an opening scene with the investigator and the heroes fighting over the treasure map.

It doesn't sound like we need a Guest Star, so we'll skip that and look for Obstacles. We get a 1, "Accused." Does the investigator accuse the heroes of stealing his map? That sounds like it would slow down the story; the next one is an 11, "Trap," which sounds more like it. Of course a Pacific island controlled by a fanatical Japanese admiral, stocked with Ryujin cultists, would be full of death traps. If we need a Twist, we have 2, "Cooperate With Villain," so maybe some horrible tentacled monstrosity rises up at the climax, and the heroes need to convince the Japanese Navy to bombard it, hopefully while they escape with the treasure and the investigator on their own fast boat to somewhere else.

YOU CAN ALWAYS TELL BLOOD

Now, let's do a Heroic Example for the "Yesterday Was Quite Enough" story, a "Servants of the Crown" style campaign. I rolled: 4, 8, 3, 8, 6, 7, 10, 7, 12, 3, 7, 3, 12. The Hook is 4, "Innocent Beginning," which we can fill in once we get some sense of the rest of the adventure. The Location is an 8, a "Settlement/Outpost," let's say somewhere on the Afghan frontier.

The Heroes' Goal is a 3, "Discover/Solve Mystery," which seems straightforward enough. The Villain is, let's see...we got an 8, and then a 6, which gives us a "Fanatic" or a "Cultist," but we just used those in the last example. So the next one is a 7, or a "Despot." What does he want? The Villain's Goal is 10, "Survive." This is interesting: how does a British fort threaten the life of a despot? Is the despot under the gun, maybe from the Russians? Maybe the despot is a vampire, and the fort sits on his ancestral burying ground. The first idea sounds more like a spy story, so we'll go with it. The villain's Henchman is a 7, a "Mob." The populace of his benighted principality, most likely, who turn their delightful local folkways (and sharp Afghan knives) against the heroes. The Victim is a 12, a "Relative." It might be more interesting if the commander of the fort was (unbeknownst to him?) related to the despot; maybe he'd even make a claimant to the throne, if the relationship were discovered. The Russians have turned up proof of the relationship, and are urging the despot to act.

Cue the Guest Star, 3, an "Expert/Scholar," doubtless of the local genealogy. Does the despot's attempted assassination of the genealogist—perhaps at an innocent royal reception in Kashmir—trigger the heroes' involvement? (What does the genealogist want, what's her Guest Star's Goal? Comparing the 7 "Reward" from the Heroes' Goal table with the 3 "Discover" from the Villain's Goal table gives us a genealogist who either wants to find the truth...or wants to blackmail the despot with it. Hmm.) The Obstacle is a 3, "Chimera," which sounds like there's a fight with a troop of Soviet man-apes in the works, probably once the heroes get onto the track of the despot. And the 12 on the Twist, "Unexpected Foe," sounds like the genealogist turning on the heroes once they blow her blackmail scheme. Excelsior!

SNAKES AND LEADERS

Our third Heroic Example is for "Our Own Private Iowa," a "Phoenix and the Sword" type campaign. I rolled: 9, 1, 4, 4, 6, 5, 3, 3, 6, 10, 7. The Hook is 9, an "Old Enemy." Let's say it's one of the political bosses of Cedar Rapids, just to start with. The Location is 1, "City," so maybe the adventure happens in Cedar Rapids. (Our City Location is 4, "Church.") A 4 on the Heroes' Goal is "Escape/Rescue." Are they trapped in Cedar Rapids? Or does their old enemy the boss want the heroes to rescue someone? Or did the boss kidnap someone the heroes have to rescue? All good story possibilities; let's see.

Our Villain is 6, a “Cultist,” and since we got a Church location, we’ll let it ride. The Villain’s Goal is 5, “Kidnap,” which works well enough with the Escape/Rescue heroes’ goal to keep around. For Henchmen we get a doozy, 3, a “Corrupted Hero.” This sounds like a former ally in Davenport who has fallen for the Serpent cult. The Victims are 3, “Decent Folk,” which fits well enough, too. For Guest Star, we get a 6, a “Love Interest.” Did she get kidnapped? Let’s leave her goal out of it, as it’s probably to rescue the heroes or get rescued by them. The Obstacle is “10,” Social Opposition—the boss (or the Cult, or both) have grassroots support in Cedar Rapids. The Twist is 7, a “Natural Hazard,” which is probably a fire given the setting.

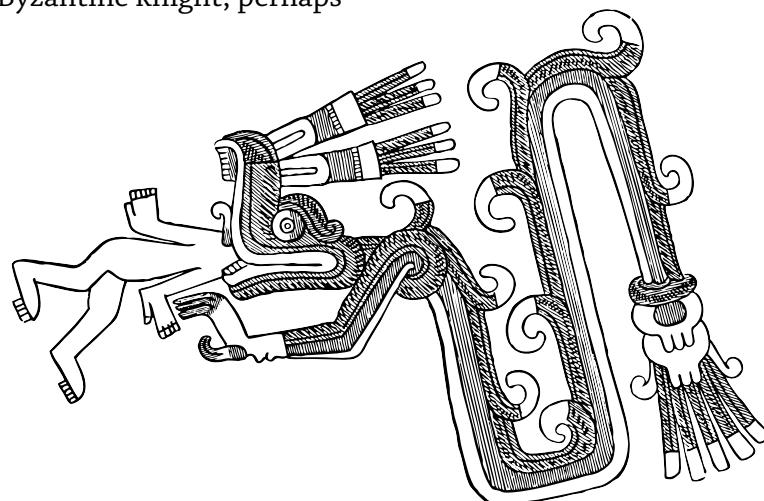
Putting it all together: The heroes track the disappearance of their ally and girlfriend to Cedar Rapids, where their old enemy the boss seems tied up in things. But (after suitable persuasion, which alienates the townsfolk) he claims he’s as confused as they are. Do they trust him? They have to find the girl, and root out the Serpent Cultist, and suffer the shock of finding their old friend on the Serpent’s side. It can only end in fire...

THE CORPSES HAVE BEGUN TO SPROUT

Our final Heroic Example is for the “Istanbul Not Constantinople” series, a “City of the Emerald Night” type campaign. I rolled: 1, 12, 8, 11, 9, 10, 5, 7, 3, 9, 7, 11. The Hook is 1, “Caught Up in Events,” which sounds promising. We know the main location is the city, so on the City Location Subtable, we get a 12, a “Secret Location,” and rolling again we get an 8, “Sewers/Subways.” A quick consult with Wikipedia tells us that Istanbul didn’t have a subway in 1945, so it must be an old Byzantine-era sewer tunnel, lost centuries ago during some long-forgotten spate of urban renewal.

The Heroes’ Goal is 11, “Survive,” which sounds about right if they’re merely caught up in events. Who’s down in that forgotten sewer? A 9, a “Mastermind.” This is great stuff! His rolled goal is 10, “Survive,” which definitely makes him a vampire. Perhaps he’s Dracula himself, killed by the Turks in 1476 and buried down here where the waters of the Bosphorus would keep him at bay forever—until the Serpentfall shifted the sea levels. With the help of his Henchman, a 5 or “Femme Fatale,” he is rebuilding his army of the night...just when the heroes stumbled into things. His key Victim is, unsurprisingly, an “Innocent” (from the 7), and there’s a Guest Star who is another 3, an “Expert/Scholar,” but what’s Dracula without a Van Helcingle?

To make it interesting, let’s apply that 9 to the Villain’s Goal table and decide that Helcingle’s goal is not to destroy Dracula but to “Subvert/Recruit” Dracula to the side of the Turkish resistance to the Communists! Quite a tall order, you might think. Do the heroes help Helcingle, or do their best to kill Dracula and his bride? If they oppose Helcingle, they may meet 7, “Official Opposition” from the Turkish resistance commanders; if they need one, they might find an 11, an “Unexpected Ally,” even deeper in the sewer: a reanimated Byzantine knight, perhaps



- Appendix: Poisoned Lands Encounters -

Each day the heroes spend traveling in the Poisoned Lands (as opposed to adventuring inside a city), make an Encounter Roll on 3d6. On a result of 4-8, roll on the **Main Encounter Table**, and then on the indicated secondary table or tables, to see just what trouble the heroes wander into. On an Encounter Roll result of 3, it's a really exciting day: roll twice on the **Main Encounter Table** and combine the results.

These tables can also inform encounters in the west slope of the Rockies, or in the wilder stretches of Texas jurisdiction: New Mexico, Oklahoma, Louisiana, etc.

Modify the roll on the **Main Encounter Table** by +1 for the Drowned Coast and +2 for the High Plains. Roll on the corresponding table for the specifics of a given adventure.

ANIMAL ENCOUNTERS

Modify the roll on the **Animal Table** by -1 for the Drowned Coast, +1 for the Mayoralties, and +2 for the High Plains. Refer to the **Hero System Bestiary** for statistics for all these critters.

EVENTS

Modify the roll on the **Event Table** by -1 for the Mayoralties, and +2 for the Drowned Coast.

- **BANDITS:** For any result of “Bandits,” roll 1d6. On a 1-2, On a 1-2, use Seasoned Bandit statistics (p. 133). On the Drowned Coast, bandits are likely (2 in 3 chance) to be pirates.
- **BATTLE:** Roll twice on the **Random Allegiance Table** (see p. 136) to identify the sides. Roll 1d6 to determine each side’s equipment; 1-2: No transport to speak of; 3-4: One or two heavy weapons, horses, mules, and wagons; 5: 2d6 heavy weapons or motor vehicles; 6: Sufficient heavy weapons and motor vehicles. Modify this roll by +2 for Elite Soldiers, +1 for Soldiers, and -1 for Bandits. A “heavy weapon” is a machine gun, a mortar, a rocket launcher, a light artillery piece, or (rarely) an AFV. Officers and bandit chiefs may be mounted even in all-foot units. In mixed units (Elite Soldiers and Soldiers, or Soldiers and Militia), the more skilled unit has a 1 in 4 chance of being mercenaries.
- **CRASH SITE:** In the Drowned Coast, a roll of 9+ is a wrecked boat or ship, depending on the local conditions.
- **RUIN:** Roll again on the **Monster or People Table** (or both!) to populate the ruin, or just roll on the Crash Site “what’s left” subtable to see what’s left in the ruin.
- **SLAVERS:** Slave traders, either admitted (usually part of the New Konfederacy) or sub rosa (“indenture-dealers,” “vagrant-takers,” “POW handlers”). Slaves are usually destined for field work or coal mining. Use Bandit statistics, and add 3d6 slaves in a coffle.

Main Encounter Table

2D6	ENCOUNTER TYPE
2-6	People
7	Event
8	Hazard
9	Animal
10+	Monster

Animal Encounters

2D6	ANIMAL ENCOUNTERED
1	1d6 -2 Sharks (minimum 1)
2	1d6 Alligators
3	1d6-2 Bears (minimum 1)
4-5	4d6 Bison
6-9	Wolves; roll 1d6 for type:
1	2d6 Giant wolves
2-3	3d6 Wolves
4-6	4d6 Feral dogs
10	Lion; roll 1d6 for type:
1	1d2 escaped zoo lions
2-6	1 mountain lion
11+	1d6-2 Bears (minimum 1)

Events

2d6	Event Encountered
0-1	Battle; roll 1d6 for timing (1-5: Grisly aftermath; 6: In progress) and 2d6 twice for the two sides: <ul style="list-style-type: none"> 2 1d6x10 Elite Soldiers 3 3d6 Elite Soldiers and 1d6x100 Soldiers 4 1d6 Elite Soldiers and 1d6x100 Militia 5 1d6x100 Soldiers 6 2d6x10 Soldiers and 1d6x100 Militia
7-8	1d6x100 Militia
9-10	3d6x10 Bandits
11	1d6-2 (minimum 1)x100 Bandits
12	2d6 Elite Soldiers and 1d6-2 (minimum 1)x100 Bandits
2-5	Ambush; roll 1d6 for timing (1-2: In progress; 3-4: Grisly aftermath; 5-6: Of the heroes!) and 2d6 for ambushers: <ul style="list-style-type: none"> 2 1d6+2 Cultists 3 1d6+2 Ghouls 4-8 2d6 Bandits 9-10 4d6 Militia 11 2d6+2 Soldiers 12 2d6 Slavers
7	Crash Site; roll 2d6 to see what crashed (2-3: Plane; 4-5: Truck; 6: Car; 7-8: Jeep; 9-10: Train; 11-12: AFV) and 2d6 for what's left: <ul style="list-style-type: none"> 2 Being Looted Right Now (roll 1d6 for by who) <ul style="list-style-type: none"> 1-3 2d6 Bandits 4 3d6 Militia 5 1d6+2 Soldiers 6 Roll on People table 3 1d3 Survivors 4-7 Mere wreckage 8-9 Documents 10-11 Treasure or gear 12 Vehicle salvageable with Mechanics 14- or better.
8	Cave. Roll 1d6 to see who or what dwells within: (1-3: Monster; 4: Bear; 5: Bandit hideout; 6: Bandit hideout with 1d6 bandits)
9+	Ruin; roll 1d6 for its age (1-2: Very recent; 3-5: Serpentfall or after; 6: Old pre-Serpentfall ruin) and 2d6 for what it was: <ul style="list-style-type: none"> 2-3 Cemetery 4 Mansion 5-6 Farmhouse 7 Large Building 8 Hamlet 9 Church 10-12 Small Town

HAZARDS

Modify the roll on the **Hazard Table** by -2 for the High Plains and +1 for the Drowned Coast. Apply the same modifiers to the 1d6 roll under the Storm result.

MONSTER ENCOUNTERS

Modify the roll on the **Monster Table** by -4 for the Drowned Coast and +4 for the High Plains.

PEOPLE

Roll on the **Transport Table** (see p. 135) and **Allegiance Table** (see p. 136) to flesh out people encountered in the Poisoned Lands. Modify the roll on the **People Table** by -2 for the High Plains and +1 for the Drowned Coast.

Determine the encounter time of day, and roll 1d6. By night, a result of 1-4 means the people encountered are encamped; a result of 5-6 means they are on the move. Reverse these results for daytime, for fugitives or refugees, and for Serpent cultists.

- BANDITS:** For any result of “Bandits,” roll 1d6. On a 1-2, these are Seasoned Bandits: use Bandit Chief statistics for normal bandits, and add a further +3 INT and +3 PRE to their chief, along with +1 OCV. On the Drowned Coast, bandits are likely (2 in 3 chance) to be pirates.
- BOUNTY HUNTER:** Almost always armed with a rifle, and mounted on horseback. Use Elite Soldier statistics without military KS or PS; add Riding 13-, Tracking 13-, KS: Monsters 11-, and either Navigation (Land) or Streetwise at 11-. See the Hunter template on p. 25 for more possibilities.
- FRIEND:** Someone previously known to the heroes, ideally someone on good terms with them who they owe a favor.
- FUGITIVE:** Usually exciting NPCs (or an exciting NPC with a few followers) fleeing a possible adventure hook. Roll on the **Guest Star** table in the **Adventure Generator** (p. 125) for their nature, and apply a pre-existing template or generate additional statistics ad hoc.
- GERMAN P.O.W.s:** By 1945, the U.S. held over 425,000 Axis prisoners of war (mostly Germans) in 125 camps spread over 45 states. “Elite Soldiers” will be former Waffen-SS, Airmen will be former Luftwaffe (mostly fighter pilots), Sailors will be former Kriegsmarine (U-boat crew), Soldiers will be former Wehrmacht. You can also mix the types.

Hazard Table

2D6	HAZARD ENCOUNTERED
0-3	Avalanche/Landslide
4-4	Tornado
6	Fire
7	Storm; roll 1d6 for type: (<2 = Dust, 2 = Blizzard, 3 = Sleet/Ice, 4+ Downpour)
8	Flood
9	Fog
10	Bog/Mud/Swamp
11-12	Flood
13	Hurricane

Monster Table

4D6	MONSTER ENCOUNTERED
0	Devil-Flower
1-2	1d6 Giant Sea Scorpions
3	Kraken
4	1d2 Giant Alligators
5	Swamp Devil (roll 1d6; on a 1 or a 2, add 2d6 Bandit servitors)
6-7	1d6-2 Nagas (minimum one)
8-9	2d6 Ghouls
10	Hydra (with 1d6+7 heads)
11	Aunt Jenny
12	Demon (roll on the Random Demon Table on p. 100)
13-16	Giant Snake (roll 1d6; 1-2: 20', 3-4: 30', 5: 50', 6: 80')
16-17	1d6+2 Ghouls
18	1d6+2 Giant Spiders
19-20	Fly-By-Night
21	1d6+2 Enormous Scorpions
22	Thunderbird
23-24	1d6-2 Wendigo (minimum one)
25-26	1d2 Giant Gila Monsters
27+	1d6-2 Death-Worms (minimum one)

People

4D6	PEOPLE ENCOUNTERED								
2	Loner								
3-4	1d6+2 Indians; roll 1d6 for what they're doing now: <table> <tr> <td>1-2</td><td>Hunting</td></tr> <tr> <td>3-4</td><td>Hot pursuit</td></tr> <tr> <td>5-6</td><td>Fleeing from whites</td></tr> </table>	1-2	Hunting	3-4	Hot pursuit	5-6	Fleeing from whites		
1-2	Hunting								
3-4	Hot pursuit								
5-6	Fleeing from whites								
5	Texas Rangers; roll 1d6 for their numbers: 1-3: One Ranger; 4-6: 1d6-2 Rangers (minimum one)								
6	1d6-2 Bounty Hunters (minimum one); roll 1d6 for what they're doing now: <table> <tr> <td>1-3</td><td>Looking for escapees or fugitives</td></tr> <tr> <td>4</td><td>Looking for wanted criminals</td></tr> <tr> <td>5-6</td><td>Hunting for monsters</td></tr> </table>	1-3	Looking for escapees or fugitives	4	Looking for wanted criminals	5-6	Hunting for monsters		
1-3	Looking for escapees or fugitives								
4	Looking for wanted criminals								
5-6	Hunting for monsters								
7-8	1d6 Preachers								
9	Friend								
10	Merchants; roll 1d6 for the composition of their party <table> <tr> <td>1-2</td><td>1d6-2 merchants (minimum one) (small group)</td></tr> <tr> <td>3-5</td><td>Small group of 1d6-2 merchants (minimum one), with 1d6 guards</td></tr> <tr> <td>6</td><td>Caravan; 1d6+2 merchants, with 1d6+2 guards apiece</td></tr> </table>	1-2	1d6-2 merchants (minimum one) (small group)	3-5	Small group of 1d6-2 merchants (minimum one), with 1d6 guards	6	Caravan; 1d6+2 merchants, with 1d6+2 guards apiece		
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3-5	Small group of 1d6-2 merchants (minimum one), with 1d6 guards								
6	Caravan; 1d6+2 merchants, with 1d6+2 guards apiece								
11-12	3d6 Soldiers plus 1 officer; roll 1d6 for T.O.: <table> <tr> <td>1</td><td>Elite soldiers with 1d6-2 heavy weapons (minimum one)</td></tr> <tr> <td>2</td><td>Elite soldiers without heavy weapons</td></tr> <tr> <td>3</td><td>Normal soldiers with 1d6-2 heavy weapons (minimum one)</td></tr> <tr> <td>4-6</td><td>Normal soldiers without heavy weapons</td></tr> </table>	1	Elite soldiers with 1d6-2 heavy weapons (minimum one)	2	Elite soldiers without heavy weapons	3	Normal soldiers with 1d6-2 heavy weapons (minimum one)	4-6	Normal soldiers without heavy weapons
1	Elite soldiers with 1d6-2 heavy weapons (minimum one)								
2	Elite soldiers without heavy weapons								
3	Normal soldiers with 1d6-2 heavy weapons (minimum one)								
4-6	Normal soldiers without heavy weapons								
13-14	2d6 Bandits plus one bandit chief								
15	3d6+2 Militia; roll 1d6 for their mission: <table> <tr> <td>1-2</td><td>Tax collecting</td></tr> <tr> <td>3-4</td><td>Coal convoy guards</td></tr> <tr> <td>5</td><td>Hot pursuit</td></tr> <tr> <td>6</td><td>Patrol</td></tr> </table>	1-2	Tax collecting	3-4	Coal convoy guards	5	Hot pursuit	6	Patrol
1-2	Tax collecting								
3-4	Coal convoy guards								
5	Hot pursuit								
6	Patrol								
16	1d6+2 Serpent Cultists: roll 1d6 for their leadership (they have a cult leader along on a 1) and another 1d6 for what they're doing now: <table> <tr> <td>1-2</td><td>Kidnapping someone</td></tr> <tr> <td>3-5</td><td>Engaging in vile rituals (always with cult leader)</td></tr> <tr> <td>6</td><td>Hunting the heroes</td></tr> </table>	1-2	Kidnapping someone	3-5	Engaging in vile rituals (always with cult leader)	6	Hunting the heroes		
1-2	Kidnapping someone								
3-5	Engaging in vile rituals (always with cult leader)								
6	Hunting the heroes								
17	2d6 Settlers or Refugees								
18	1d6 Fugitives; roll 1d6 to see who or what they are escaping from: <table> <tr> <td>1-2</td><td>The nearest city</td></tr> <tr> <td>3-4</td><td>Roll on People table</td></tr> <tr> <td>5</td><td>Roll on Monster table</td></tr> <tr> <td>6</td><td>Roll on Hazard table</td></tr> </table>	1-2	The nearest city	3-4	Roll on People table	5	Roll on Monster table	6	Roll on Hazard table
1-2	The nearest city								
3-4	Roll on People table								
5	Roll on Monster table								
6	Roll on Hazard table								
19	Politician (1-2: Alone; 3-6: With entourage and guards)								
20	7d6 Chain gang prisoners (plus 1d6+2 guards; use Militia or Police)								
21-22	1d6-2 Prospectors								
23	German P.O.W.s; roll 1d6 for their statistics (1: Elite Soldiers; 2: Airmen; 3-4: Sailors; 5-6: Soldiers) and then 1d6 again for what they're doing now: <table> <tr> <td>1-4</td><td>3d6+2 Chain Gang</td></tr> <tr> <td>5</td><td>2d6 Mercenaries</td></tr> <tr> <td>6</td><td>1d6+2 Bandits</td></tr> </table>	1-4	3d6+2 Chain Gang	5	2d6 Mercenaries	6	1d6+2 Bandits		
1-4	3d6+2 Chain Gang								
5	2d6 Mercenaries								
6	1d6+2 Bandits								
24	1d6 Thugs								
25+	Loner								

- **INDIANS:** With the collapse of the U.S. government in the north and east, members of some Indian nations have left their reservations to hunt for food and defend themselves against monster attacks. Use Militia Soldier statistics; add Riding 11-, Survival (Plains) 11-, and Tracking 11-. It's up to you whether the Indians are accompanied by a medicine man, and whether (or which) of such a shaman's claimed powers actually work.
- **PREACHERS:** Itinerant preachers, Mormon, Catholic, Baptist, etc. Use Bandit characteristics with -1 STR and DEX, +2 INT and EGO, and +1 PRE. Abilities: KS: Theology 11-, PS: Preacher 11-. See the Miracle Man template on p. 26 for more possibilities.
- **PROSPECTORS:** Transients looking for salvageable gear, stores, or raw materials. Use Bandit statistics; add Mechanics 8-, Trading 11-, and PS: Scrounging 11-.
- **SETTLERS OR REFUGEES:** Normal folks seeking a better life, one way or another. Use Bandit characteristics with -1 STR and DEX. Abilities: Survival (Appropriate Environment) 8-, PS: (Specific trade or craft) 11-, other Everyman skills as appropriate.
- **SOLDIERS:** A "heavy weapon" is a machine gun, a mortar, a rocket launcher, a light artillery piece, or (rarely) an AFV.
- **TEXAS RANGERS:** If the encounter is too far from Texas to seem reasonable (north or east of Memphis, Tennessee, say), reroll or use local law enforcement instead.
- **THUGS:** Only encountered very near cities, except as escorts for major crime figures traveling to (rare) meetings. If the encounter is too far from a city to be believable on its own merits, and if you can't come up with an entertaining justification, replace thugs with bandits or reroll.

Random Transport Table

Roll 2d6 for random travelers in the Poisoned Lands. Slaves in a coffle, prisoners on a chain gang, and young children will not have horses or (probably) vehicles. Modify the roll by -2 for Indians, +1 for soldiers, +2 for elite soldiers or merchants, and +3 for politicians, Texas Rangers, or caravans. In the Drowned Coast, replace "horse and wagon" with rowboat or skiff.

Random Allegiance Table

Roll 3d6 for randomly encountered people in the Poisoned Lands. At your discretion, such random allegiances may be temporary, rented, lightly held, or fanatical.

Modify the roll by -1 for the Drowned Coast and -3 for the High Plains. Gang, City, and City Faction sub-results indicate the attitude toward the heroes (enemy, neutral, or allied) of the distant leaders of the gang, city, or faction. The specific encountered people might still react differently, depending on the heroes' actions or attitudes.

- **ALMIGHTY DOLLAR:** This result might indicate thieves, bandits, prospectors, or mercenaries. Interpret it based on the situation.
- **AMERICA:** Decide whether this indicates loyalty to President Warren, to Texas, to Utah, or to some other aspect of the United States.

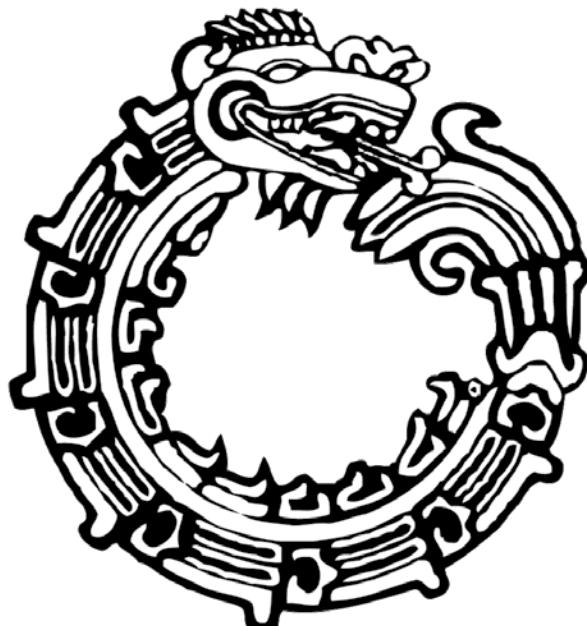
Random Transport

2D6	TRANSPORT
0-4	On foot
5-6	Pack mules
7	Pack mules if needed; Horses for leaders only
8	Horse and wagon
9	Horses for everyone, wagon if needed
10-11	Horses for everyone, motor vehicle for leaders
12+	Motor vehicles for everyone

- **CITY FACTION:** Indicates allegiance to a faction within a city, not to the city per se.
- **ELKS, KIWANIS, LIONS:** The fraternal orders attempt to remain true to their larger ideals: decency, patriotism, respect, mutual assistance, and “small-town values.” Some of them have begun recruiting their own mercenaries; perhaps in a century, they will be the equivalent of the Templars and Hospitallers.
- **GANG:** This result indicates bandits, thugs, or other crooks with allegiance to a larger group of their own, or to a specific bandit chief or thug boss.
- **KKK:** Support for the “New Konfederacy” is not merely a Southern phenomenon in the wake of the Serpentfall, although only in the Grand Kounty of Birmingham in Alabama has the Klan been able to take open control of the government.
- **NONE:** This result indicates loners, barbarians, and others who reject society. Interpret it based on the situation.
- **OUTSIDE:** In the High Plains, change this result to None. In the Drowned Coast, this might indicate Royal Navy anti-piracy patrols, or their informers. In the Mayoralties, this might indicate advisers, spies, or couriers, or escaped German P.O.W.s loyal to the Reich.
- **THE SERPENT:** In the case of soldiers, politicians, or others who should have a different overt allegiance, it indicates secret Serpent cultism. Roll again for the allegiance they pretend to hold.

Random Allegiance

3D6	ALLEGIANCE
0-3	The Serpent
4-5	Outside (Russian, British, etc.)
5-7	None
8	America
9	Gang (1-4: Enemy, 5: Neutral, 6: Allied)
10	Almighty Dollar
11-12	City (1-2: Enemy, 3-4: Neutral, 5-6: Allied)
13	City Faction (1-2: Enemy, 3-4: Neutral, 5-6: Allied)
14	Elks, Kiwanis, Lions
15	KKK
16-17	Free Colored Army
18	Iowa Soviet



Inspirations

Some of this book is based on actual fact. Stalin's ape experiments really happened, though they didn't bear fruit. Former Vice-President Henry Wallace really was a Communist fellow-traveler with a mystical hookup for Inner Asian grain. The Nazis really did have a sub-division of the SS dedicated to, among other things, poetry research.

My immediate inspiration for ***The Day After Ragnarok*** was reading the quote that starts off the "Serpentfall" chapter:

"The Nazi myth which is important...[to] men like Hitler requires a Götterdämmerung..."

— U.S. WAR DEPARTMENT COUNTERINTELLIGENCE ASSESSMENT, FEB. 12, 1945

If you take that literally, what does it mean? It means that the end of the world was a Nazi war aim. And one end specifically: Wagner's *Götterdämmerung*, the Twilight of the Gods, or in the Norse, *Ragnarok*. For *Ragnarok*, and Norse myth in general, H.R. Ellis Davidson's *Gods and Myths of Northern Europe* remains my go-to source. It's probably a trifle academically outmoded by now, but it's matchlessly clear and honest, two qualities not often found in mythography. I prefer W.H. Auden's translation of the *Völuspá* ("The Song of the Sibyl") in sheerly poetic terms, but I kludged together a bunch of different versions for the header quotes in this book, with a strong bias toward dramatic language. The poem shaped the way I shaped the world. I discovered the Narts in C. Scott Littleton and Linda A. Malcor's extraordinarily strange book *From Scythia to Camelot*; the specific connection between Prometheus, Loki, and Nasren I owe to John Colarusso's essay "Prometheus Among the Circassians."

Every scenario involving Nazi invocation of Norse deities probably owes its seed-pearl to David Brin's short story "Thor Versus Captain America." I just took Brin's message ("The Nazis were schmucks!") to its logical extreme. Most of the mega-tsunami came from just scaling up the various disaster scenarios for the Canary Islands mega-tsunami that's supposedly in store once La Palma drops into the sea. The rest came from *Lucifer's Hammer*, by Larry Niven and Jerry Pournelle. This 1977 post-apocalyptic novel is about a cometary impact, but it's the same sort of thing.

There's a lot of the Seventies in this setting, or rather, a lot of fiction I devoured in the Seventies in order to avoid paying too much attention to the Seventies. That was the decade that I discovered the biggest single influence on this book: Robert E. Howard's Conan stories. I don't honestly know if I read the Marvel comic first or the Lancer Books paperbacks hacked together by L. Sprague de Camp and Lin Carter. While I can't in good conscience recommend those Lancer editions (though they did a great job of hooking my ten-year-old self), Roy Thomas' Marvel Comics *Conan the Barbarian* still holds up today. Dark Horse Comics has collected Thomas' entire run on the series in sixteen or so trade paperbacks, featuring glorious art by (among others) Gil Kane, Howard Chaykin, John Buscema, and of course Barry Windsor-Smith. I took further inspiration from Ian Sturrock's ***Conan RPG*** (from Mongoose), Michael Surbrook's lovingly detailed "Creature Adaptations" Web page for the ***Hero System*** (which includes several Howardian monsters), and Curtis M. Scott's ***GURPS Conan***, but I single out for praise Steve Rennick's wonderfully old-school ***Savage Worlds*** Netbook, ***Savage Sword of Conan***. His encounter tables, especially, inspired and propelled my Poisoned Lands random tables to new heights. All that said, the first and last resort must now be to Howard's original material, published in three fine volumes by Del Rey: *The Coming of Conan the Cimmerian*, *The Bloody Crown of Conan*, and *The Conquering Sword of Conan*. (In Britain, they're published by Wandering Star, under the immensely dull title *Conan of Cimmeria*.)

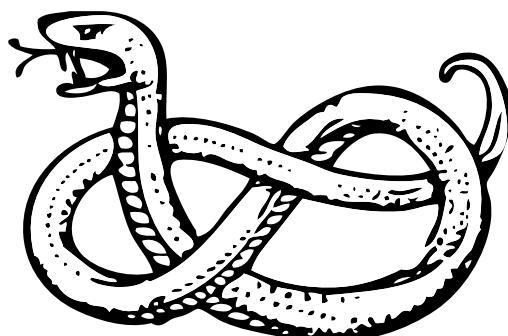
The other major influence on this setting is a sort of cloud of stuff, having something of its last hurrah in the Seventies: a bunch of SF, spy fiction, and adventure stories in which Britain was still the center of

the world. This cloud swirls around such icons as Ian Fleming's James Bond, Nigel Kneale's wonderful Professor Quatermass, Terrance Dicks' UNIT (from *Dr. Who*), and Frank Hampson's *Dan Dare: Pilot of the Future*. All of this wonderfulness came surging into my forebrain once I figured out that some of the British Empire survived the Serpentfall, and I wrote accordingly. This is probably where I should mention S.M. Stirling's alternate history novel, *The Peshawar Lancers*, in which a comet strike (again!) wipes out Europe and America in 1878, leaving the British Empire to rebuild in India. (Stirling even tied that universe to Conan, in his short story "Shikari in Galveston," a stalker-ish homage to Robert E. Howard's Conan story "Beyond the Black River.") While I have my nits to pick with Stirling, this novel is better than his average, and is an undeniable inspiration for ***The Day After Ragnarok***.

I packed in all manner of other war, adventure, and spy shows and comics around the edges; much of it I no doubt absorbed back then, and some of it I've discovered (or rediscovered) since. Of that material, Milton Caniff's *Terry and the Pirates* and *Steve Canyon* comics should be obvious influences. Jess Nevins continues to serve as my un-indicted navigator on these adventures, this time primarily through his *Encyclopedia of Pulp Heroes*, coming soon from Monkeybrain Books. It's about time I dedicated one of these to him.

About the Author

Kenneth Hite is the multiple Origins and Ennie Award-winning author, co-author, or designer of over 70 roleplaying game books and supplements, including ***GURPS WWII: Weird War II, Back East: the South*** for ***Deadlands***, ***Targets of Opportunity*** for ***Delta Green***, and ***Trail of Cthulhu***. For ten years, he was the Higher Strangeness columnist for *Pyramid* magazine, producing over 300 "Suppressed Transmissions." Other recent works include a work of Lovecraftian criticism, *Tour de Lovecraft: the Tales*, the Mythos introduction *Cthulhu 101*, and two children's books: *Where the Deep Ones Are* and *The Antarctic Express*. His ***Hero System*** supplement ***Adventures Into Darkness*** combined H.P. Lovecraft with Golden Age comics; he has not yet tackled Clark Ashton Smith. He lives in Chicago with his wife Sheila, the mandatory writer's cat, seven thousand or so books, and a well-tempered blade.



INDEX

- Ablative-metabolic suit 51-52.
- Acrobat template 17.
- Aden 59, 79, 83.
- Adventure Generator: *City Location*, 118; *Guest Star*, 125-126; *Guest Star's Goal*, 126; *Henchmen*, 123-124; *Heroes' Goal*, 119-120; *Hook*, 116-117; *Location*, 118-119; *Obstacles*, 126-127; *Twist*, 127-128; *Victim*, 124-125; *Villain*, 120-121; *Villain's Goal*, 121-122.
- Adventuring 111-130; *adventure generator*, 116-128; *freelance*, 111-112; *mission-driven*, 112-113; *rebuilding*, 113-115; *sample adventures*, 128-130; *urban*, 115-116.
- Afghanistan 33, 62, 78, 82, 89, 129.
- Ahnenerbe 6, 28, 83, 87; *memo*, 6.
- Aircraft 42-44; *Avro Blackhawk*, 56.
- Alaska 34, 65, 82, 121.
- Alligator, giant 102; *stat box*, 101.
- American Indians 17, 18, 22, 24, 90, 95, 101, 135.
- Ammunition 46.
- Amphetamines 40.
- Arcane scholar 15; *template option*, 28-29.
- Argentina 20, 45, 51, 78, 79, 83, 86, 87, 113.
- Armor 37; *price and weight*, 37; *sinew-weave vest*, 56.
- Atomic bomb 7, 9, 70, 82.
- “Aunt Jenny” 84, 90, 94-95, 100, 116, 123, 124, 126.
- Australia 11, 20, 23, 31, 42, 43, 44, 49, 59, 60, 61, 63, 76, 81, 82, 90.
- Aviator template 17-18; *see also Bush pilot*.
- Bad guys 89-93; *see also Nazis, NKVD, pirates, South African Police, etc.*
- Bandits 26, 68, 72-74, 79, 82, 86, 89, 91, 96, 105, 113, 115, 119, 120, 126, 131, 133; *chief*, 89, 96, 113, 117, 120, 125.
- Barbarians 15, 25, 85, 111, 113, 115, 136; *template*, 18.
- Bear trap 40.
- Birmingham, Alabama 11, 71, 73, 74, 113, 118, 136.
- Bombay 27, 28, 76, 81, 116.
- Brazil 27, 34, 86-87, 113, 116.
- Britain 34, 62-63, 95.
- British Commonwealth 23, 29, 32, 40, 46, 48, 49, 54, 91, 95.
- British East Africa, *see Kenya*.
- British Empire 11, 59-64, 81, 89, 90, 113; *see also RAF, SIS, etc.*
- British India 11, 59, 60, 62, 64, 78, 108.
- British Isles, *see Britain or Ireland*.
- Burma 22, 62, 64, 77, 78.
- Bush pilot 15.
- Calcutta 18, 34, 62, 115, 116.
- California 11, 20, 43, 65, 68, 86; *Caltech*, 28, 51.
- Campaign Types: *City of the Emerald Night*, 115-116; *Phoenix and the Sword*, 113-115; *Servants of the Crown*, 112-113; *Wolves Beyond the Border*, 111-112; *see also Heroic Head Starts*.
- Canada 11, 26, 43, 59, 62, 69, 114.
- Capetown 11, 23, 30, 116.
- Caribbean 63-64, 111, 112, 114.
- Character concepts 15-16.
- Character templates 17-35.
- Cheap gear 36.
- Chicago 10, 11, 21, 22, 25, 71, 114, 116, 138.
- Childermass, Prof. Bernard 61.
- Chimeras 94-97, 108, 109, 120, 122, 126; *see also specific monstrosities*.
- China 22, 30, 42, 45, 49, 64, 77, 78-79, 81, 90, 111, 112, 119.
- Cities: *demographics*, 71; *random generation*, 72-73; *random locations in*, 118; *rebuilding*, 113-115; *ruined*, 101, 111, 118-119; *Science Cities*, 51, 76, 87; *Serpent Taint in*, 84; *Top Five for spies*, 81; *urban adventuring*, 115-116; *see also the Mayoralties, specific cities*.
- “City of the Emerald Night” campaign type 115-116.
- Colombia 64, 78, 82, 86.
- Congo 18, 22, 60, 64, 81, 84, 102, 111, 113, 117, 119, 121.
- “Congress India” 11, 34, 48, 62, 79, 81, 108.
- Cost of Sorcery (Complication) 34.
- Cowboy template 20.
- Crotaline drops 52-53.
- Cuba 63, 64, 85, 86, 95.
- Cultists 73, 79, 80, 81, 84, 89-91, 115, 121, 123, 126, 133; *cult leader*, 79, 90-91, 122, 123, 124, 134; *Djehuti-Yamun*, 80-81.
- DaCova, “Colonel” Zeke 74.
- Death-worm 20, 97-98.
- Demons 15, 26, 80, 100, 113; *Random Demon Table*, 100; *summoning*, 80.
- Denver 9, 64, 69.

- Deros 22, 56, 64, 78, 82, 87, **97-98**, 100, 119, 121, 127.
 Detective template 20; *Occult Detective template option*, 20-21; *see also Police*.
 Devil-flower 99-101.
 Dionin, Daughters of 20, 61, **63**, 81, 89, 95, 113, 121, 122, 126.
 Diplomat template 21.
 Djehuti-Yamun **80-81**, 113.
 Drowned Coast **70-71**, 73, 95, 131-136.
 Dwergar, *see Deros*.
 Egypt 10, 33, 81, 82, 83, 87; *see also Ras al-Thuban*.
 Engineer 15; *template*, 21-22.
 Ethanol fuel 69.
 Experimental Ophiurgy Group memo 12.
 Explorer template 22; *Archaeologist template option*, 22-23.
 Explosives 37; *Primacord*, 40; *thermite*, 40.
 FBI 87, 92, 112.
 Fiber bomb 53.
 Fimbulwinter 59.
 Finland 9, 34, 77, 90.
 Firearms 46-49; *accessories*, 38; *ammunition*, 46; *Luger 9mm*, 77; *Marconi gun*, 54-55; *Sturmgewehr 44*, 86; *table*, 47.
 Flare pistol 46.
 "Fly-by-night" 101-102; *stat box*, 100.
 France 10, 11, 17, 45, 59, 61, 64, **74-75**, 76, 114, 116.
 French Africa 31, 33, 64, 75, 79, 81, 89, 95, 102, 111.
 French Foreign Legion 33, 64, 93, 112.
 Gadgeteer template 23.
 Gangster template 23-24.
 Garrotes 90.
 Gear 32, **36-49**; *cheap*, 36; *notes*, 40; *see also Ophi-tech*.
 Ghouls 70, 72, **95**, 109, 115, 116, 118, 119.
 Gila monster, giant 104; *stat box*, 102.
 Gill array 53.
 Grease Monkey template 24.
 Ground vehicles 40-42.
 Haiti 26, 85, 90, 112.
 Hawaii 11, **65**.
 Henry IX, King 11, 59-60, 78.
 Heroic Head Start Campaigns: *Istanbul Not Constantinople*, **115**, 130; *Our Own Private Iowa*, **114**, 129; *Pirate's Grand Tour*, **112**, 128; *Yesterday Was Quite Enough*, **113**, 129.
 Heroic Helpers: *Mercenary work*, 64; *Nazi-stomping*, 83; *Pirate attacks*, 79; *Remote castles ruled by a madman*, 78; *Secret bases*, 82; *Spies, cities for*, 81.
 High Plains **69**, 131-136.
 Holy Warrior template 24.
 Houston 10, 11, 65, 68, 71, 116.
 Hughes, Howard 17, 51, **65**.
 Hunter 15; *template*, 25.
 Hydra 105-106.
 Hypox apparatus 54.
 India 11, 18, 27, 28, 34, 48, 59, **60**, 62, 64, 76, 78, **79**, 81, 108, 115, 116.
 Indochina 64, 78, 79; *Vietminh*, 82, 115.
 Inspirations 137-138.
 Iowa 69-70, 84, 114; *Davenport*, 114; *Iowa Soviet*, **69-70**, 84; *Iowa State A&M*, 70; *Our Own Private Iowa*, **114**, 129.
 Iraq **82**, 83, 93.
 Isayev, Col. Maxim Maximovich 76.
 Ireland 59, 62, 85.
 "Istanbul Not Constantinople" campaign **115**, 130.
 Japanese Empire 11, 15, 21, 22, 30, 33, 45, 46, 49, 51, 55, 59, 64, 68, 76, **77-78**, 79, 81, 82, 86, 87, 90, 93, 97, 112-114, 115, 117, 118, 120, 121, 127-129; *IJAF*, 44, 128; *see also Kempeitai*.
 Jet pack 18, 31, **54**, 55, 86.
 Jotun 105; *stat block*, 107; *see also Narts*.
 Kempeitai 55, 81, 93, 113, 120.
 Kenya 11, 34, 35, 61, 82, 116.
 KKK 74, 136.
 Knight, Sir Maxwell 61.
 Kraken 68, 73, **108**; *stat box*, 107.
 Lawman template 25-26; *see also Mounties, Police, Texas Rangers*.
 Leopoldville 64, 75, 81, 116.
 Levant, the 82.
 Loner 91.
 Los Alamos 26, 51, 68, 97.
 Los Angeles 11, 17, 20, 30, 65, 115, 116, 120.
 Lung Choi San 77.
 Macao 17, 31, 64, 77, 81, 83, 116.
 Magic 35; *Cost of Sorcery Complication*, 34; *Serpent Taint and*, 85; *Sorcerer template*, 34.
 Making Heroes 17.
 Man-apes **95**, 113, 123, 126, 129; *stat box*, 96.
 Marconi gun 23, 31, 33, **54-55**, 86, 115.
 Martial Art (Sykes-Fairbairn Close Combat) 29.
 Mayoralties, the 64, **71-74**, 111, 113, 114, 116, 131-136; *urban demographics*, 71.
 Mentalist template 26.
 Mercenaries 15, 33, 60, 71, 73, 74, 111-115, 126, 127, 131, 136; *French Foreign Legion* 33, 64, 93,

- 112; *Top Five Places For*, 64; *Zeke DaCova*, 74.
- Mexico 31, 64, 79, 81, 83, **86**, 89, 90, 101, 102, 114.
- MI5 20, 60, 61, 63, 83, 92, 112; *Sir Maxwell Knight*, 61.
- MI6, *see Secret Intelligence Service (SIS)*.
- Middle East 31, 48, 76, **81-83**, 89.
- Midgard Serpent, *see Serpent, The*.
- Military pay and rank 32.
- Minneapolis 69, 74; *St. Paul*, 23, 74, 121, 127.
- Miracles 35-36; *Miracle Man template*, 26-27; *Serpent Taint and*, 85.
- Money 36.
- Monsters 63, 64, 70-71, 73, 87, **97-109**, 111, 115, 116, 119, 122-124, 126; *Gila, giant*, 102, 104; *Random Monster Table*, 133; *Serpent Taint and*, 84.
- Mormons 24, 68, 85, 135.
- Mounties 14, 26, 62, 113, 114; *template option*, 26; *rank and pay*, 32.
- Musician template 27; *Skald template option*, 28.
- Naga 85, 90, **108**.
- Nairobi 11, 34, 61, 116.
- Narts 10, 59, 76, 85, 95, **105**; *stat block*, 107.
- Nazis 9, 77, 82, 83, 87, 113; *Otto Skorzeny*, 86; *Top Five Places to Stomp*, 83.
- Neural stimulator 55.
- NKVD 36, 59, **63**, 76, 77, 81, 86, 93, 113, 121, 122; *Maxim Isayev*, 76.
- NPCs: *Bernard Chidermass*, 61; *Zeke DaCova*, 74; *Djehuti-Yamun*, 80-81; *Howard Hughes*, 65; *Maxim Isayev*, 76; *Sir Maxwell Knight*, 61; *Lung Choi San*, 77; *Phantom Ace*, 75; *William Samson, Jr.*, 62; *Ivan Sanderson*, 63; *Otto Skorzeny*, 75.
- Office of Naval Intelligence (ONI) 17, 31, 34, 112, 113, 120.
- Office of Strategic Services (OSS) 22, 81, 93, 112.
- Oilman 11, 16, 21, 113; *template option*, 22.
- Oil States **82-83**, 113.
- “Operation John Henry” 7, 9, 12; *memo*, 7.
- Ophiline 17, 22, 53, 54, **55-56**, 63, 69; *and Taint*, 84, 85.
- Ophi-tech 17, 23, 29, **51-56**, 60, 61, 63, 65, 73, 76, 92, 111, 113; *acquiring*, 51; *SS: Ophi-Tech skill*, 30; *see also specific gear*.
- “Our Own Private Iowa” campaign **114**, 129.
- Palestine 77, **82**, 114.
- Persia 11, **82-83**, 90, 121.
- Peru 18, 78, 79, **87**, 93, 111.
- Philippines 23, 25, 30, 49, 77, **79**, 81, 90, 102, 113, 116.
- “Phoenix and the Sword” campaign type 113-115.
- Pirates 23, 64, 68, 75, 77, 79, 82, **89**, 111, 115, 120, 131, 133; *Lung Choi San*, 77; *The Phantom Ace*, 75; “*Pirate’s Grand Tour*” campaign, **112**, 128; *Top Five Places to be Attacked By*, 79.
- Pittsburgh 11, 18, 64.
- Point totals 17.
- Poisoned Lands 11, 18, 21, 36, 62, **69-74**, 78, 82, 89, 93, 95, 97, 100, 105, 108, 111; *fuel in*, 69; *Random City Generation* 72-73; *Random Encounter Tables* 131-136; *urban demographics*, 71.
- Police 92; *Detective template*, 20; *force strength in cities*, 71; *Lawman template*, 25; *stat box*, 91.
- Portugal 10, 60, 75, 78, 81.
- Price lists 37-39; *weapons*, 46-47.
- Prisoners of war 74, 135.
- Professor template 28.
- Promotion Table 33.
- Prospectors 16, 36, 72, 111, 112, 135.
- Psionics 35, **36**, 70, 76, 113, 121; *Mentalist template*, 26.
- Pterosaur, *see Thunderbird*.
- Race, *human only*.
- Random encounters 100, 131-136; *animals*, 131; *demons*, 100; *events*, 132-133; *hazards*, 133; *monsters*, 133; *people*, 133-135.
- Rank, military 32; *see also Promotion Table*.
- Ras al-Thuban 64, 81, **83**, 85, 111.
- RCMP, *see Mounties*.
- Red Army 10, 23, 46, 77, 82, 93, 111, 123.
- “Red Spring” 59, 76, 84.
- Remote castle ruled by a madman, top five places for 78.
- Reporter template 30.
- Reptoid, *see “Aunt Jenny”*.
- Rhodes Scholars 22, 29, 30, 40, 56, 60, 111, 112, 113; *template option*, 29.
- Rhodes University 11, 22, 23, 29, 30, 34, 36, 40, 51, 52, 55, **60**, 101, 102, 111, 112, 113, 119, 128.
- Rhodesia 30, 60, 64, 89, 102.
- Rio de Janeiro 27, 34, 86, 116.
- Royal Air Force (RAF) 17, 40, 44, 82, 83; *rank and pay*, 32; *see also RRAF*.
- Royal Dutch-Shell 11, 55, 60, 63, 112.
- Royal Navy 11, 21, 23, 45, 55, 62, 81, 82, 112, 116, 136; *Ivan Sanderson*, 63; *rank and pay*, 32; *Royal Marine Commandos*, 29, 116.
- RRAF 11, 17, 33, 40, 54, 55, 56, 61, 73, 112, 128.
- Russia, *see Soviet Union*.
- Sailor template 30.

- Samson, William, Jr. 62.
 Sanderson, Ivan 63.
 Saudi Arabia 82-83.
 Scientist 16; *template*, 30-31.
 Scorpion, enormous 101; *stat box*, 99.
 Secret agents 16, 31, 82, 83, **93**, 112-113, 116, 120, 123; *Maxim Isayev*, 76; *stat box*, 92; *template*, 31; *Top Five Cities For*, 81; *William Samson, Jr.*, 63; “Yesterday Was Quite Enough” campaign, **113**, 129; *see also* NKVD, ONI, *Secret Intelligence Service*.
 Secret bases, top five types 82.
 Secret Intelligence Service (SIS) 26, 31, **63**, 76, 81, 93, 112, 113, 117, 120.
 Serpent, The 9, 12, 16, 59, 82, 90; *cults and cultists*, 89-91; *Cut*, 11, 34, 63; *description and measurements*, 12; *Djehuti-Yamun*, 80-81; *fall*, 9-11; *head of* 9, 10, 82, 83; *inside it*, 16, 52, 85; *oil from*, 11, 21, 22, 55, *see also* Ophiline; *Spine*, 11, 52, 56; *Taint*, 84-85; *see also* specific sub-entries.
 Serpentfall **9-11**, 16, 18, 51, 60, 82; *weather and*, 59.
 “Servants of the Crown” campaign type 112-113.
 Sinew-weave vest 56.
 Skills: *Everyman*, 17; *new Science Skills*, 30.
 Skorzeny, Brigadeführer-SS Otto 6, 9, **86**, 113.
 Slavery 82, 83, 112, 127, 133, 135.
 Snakebit (Complication) 22; *from ophi-tech malfunctions*, 52.
 Snakes, giant 15, 65, 90, 94-95, **104**, 118; *as demons*, 100; *ghost snakes*, 100; *snow snakes*, 104; *see also* “Aunt Jenny,” *Naga*, *Serpent*.
 Soldier 16, 33, 34-24, **93**, 113, 114, 123, 124, 135; *elite soldier stat box*, 92; *militia soldier stat box*, 92; *officer stat box*, 93; *pay and rank*, 32; *stat box*, 92; *template*, 33; *WWII Veteran template option*, 33; *see also* *Mercenaries*.
 Sorcerer template 34.
 South Africa 11, 23, 30, 54, 59, **60**, 64, 83, 116, 121; *see also* *Rhodes University*.
 South African Police (SAP) 30, 54, 60, 64, 92, 121, 128.
 Soviet Union 10, 26, 33, 36, 43, 46, 49, 56, 59, 63, **75-76**, 77, 78, 81-83, 86, 87, 90, 95, 97, 113, 115; *Soviet sphere*, **77**, 82, 118; *see also* NKVD.
 Spain 10, 59, **75**, 81, 83, 84, 86.
 Speleo-herpetologists 11, 16, 60, 63, 113; *template*, 34.
 Spetsnaz 82, 92, 126.
 Spider, giant 105.
 Spies, *see Secret Agents*.
 Stalin, Joseph 10, 11, 16, 35, 36, 46, 75-77, 82, 95, 105, 111, 113.
 Submarines 12, 68, 79, 82, 86; *Triton-class*, 45.
 Superhuman abilities 35-36.
 Swamp devils 71, **96**; *stat box*, 97.
 Sydney 11, 17, 34, 59, 81, 82, 84, 116, 124.
 Sykes-Fairbairn Close Combat (Martial Art) 29.
 Syria 77, **82**.
 Tables: *Adventure Generator*, 118-128; *Allegiance*, 136; *Ammunition*, 46; *Animal*, 131; *City Generation*, 72-73; *Demon*, 100; *Events*, 132; *Hazard*, 133; *Military Pay by Rank*, 32; *Monster*, 133; *People*, 134; *Poisoned Lands Encounters*, 131; *price lists*, 37-39; *Promotion*, 33; *Transport*, 135; *Urban Demographics*, 71; *Weapons*, 46-47.
 Taint, Serpent 64-65, 69, 70, **84-85**, 96.
 Templates, Heroic 17-35.
 Texas 20, 26, 36, 43, 44, 65, **68**, 70, 86, 112, 131.
 Texas Rangers 43, **68**, 69, 92, 97, 112, 113, 116, 120, 135; *rank and pay*, 32; *template option*, 26.
 Thrillseeking Criminal template 34-35.
 Thugs 77, **93**, 116, 124, 135; *Gangster template*, 23-24; *thug boss*, 93.
 Thunderbird 108; *stat box*, 109.
 Toronto 11, 79.
 Turkey 24, **81-82**, 85, 115, 130.
 United States of America 11, **64-65**, 90, 112.
 USAAF 12, 44, 65, 82, 105.
 USMC 33, 93; *U.S. Marine Raiders*, 112.
 Utah 24, **68**, 136; *see also* *Mormons*.
 Vehicles 40-45; *Avro Blackhawk*, 56.
 Venezuela 21, 64, 79, 86.
 Wales 10, 11, 63.
 Warren, Earl 11, 65, 68, 70, 136.
 Watercraft 45.
 Weapons 46-49; *garrotes*, 90; *Luger 9mm*, 77; *pian dao*, 77; *Sturmgewehr* 44, 86; *tables*, 46-47; *see also Explosives*.
 Wendigo 62, **109**.
 Were-snake, *see* “Aunt Jenny.”
 “Wolves Beyond the Border” campaign type 111-112.
 Woomera, Australia 51, 60, 61.
 “Yesterday Was Quite Enough” campaign **113**, 129.

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