

CHILDREN OF THE APOCALYPSE JUMPSTART



**A POST APOCALYPTIC FANTASY
SETTING FOR SAVAGE WORLDS**



CHILDREN OF THE APOCALYPSE

DEMO KIT

CREDITS

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To Joy, without whom neither this adventure nor Happy Monster would exist

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THE RUINS OF BOSTON, YEAR 491 AFTER THE WAR OF THE GODS

Joan Campion peered through the cracked brick of the ancient wall. No immediate danger materialized, and she beckoned the others forward. Her husband, James, drifted up without a sound, keeping as much of his considerable bulk in the shadows as possible. Behind him, the four-armed bastelin Geraldine Foster hefted a long, cylindrical device to her shoulder and trained it at the square ahead. On her helmet, an ancient diadem glowed with a faint purple light, showing that her night vision spell was active. At the rear, the lean form of the aleulama Lightbringer Karen Ashe raised a sword in one hand and the book-and-scales symbol of the goddess Iset in the other. They were ready.

The quartet burst into the square at a dead run, making for the ancient walled citadel on the other side. A weathered stone sigil over the half-collapsed gate showed a shield supported by a broken scroll reading "Harvard Univ" in Old Speech. The gate itself had long rusted to brown streaks on the flagstone, and posed them no barrier as they flew in, splitting into pairs on each side and surveying the ruined buildings within. "Ogrin!" yelled Geraldine, unleashing a tornadic burst of air from her Dyson cylinder at the six creatures emerging from a burrow under one of the ruins. Jane dropped behind a stone bench and drew her pistol, cocking the flint and taking careful aim, as Karen muttered an invocation to Iset and lashed out with a bolt of frozen air. Beyond these creatures lay a trove of ancient technology - if they could reach it alive.

INTRODUCTION

Children of the Apocalypse is set in a post-apocalyptic alternate Earth, where magic is not just real but everyday, and where the relics of the ancient technological society fuel powerful magical artifacts. It is a world where gods are real... and omnipresent.

HISTORY SINCE THE APOCALYPSE

Fran Stern bent to her notebook as Professor Campion continued her lecture. "We have identified multiple hostile species in Boston, but no organized force has been able to take and hold the area. Definitive sightings include ogrin, tannain, giant spiders and insects of various sorts, and at least two dragons."

"Dragons," thought Fran. "Now that would be a glorious fight."

Roughly 500 years ago, the gods went to war. Various sects and historians have various theories or doctrine about why the war started, but the results were catastrophic. Almost all intelligent beings perished in the war, and the pre-war civi-

lization collapsed in a matter of a few years. The survivors fled to remote areas where they could establish farmsteads and try to rebuild. While technology was far advanced before the war, post-war society reverted to a combination of primitive muscle-powered technology and scavenging. Gradually, and with the help of the surviving gods, old skills were rediscovered and the population of survivors increased.

In the area around the great ancient ruin of Boston, four powers have risen to contest for the ruin itself and the surrounding lands. The Protectorates of Iset, beloved of the Goddess of Justice and Learning, form a loose confederation of city states, each centered on a Greatschool devoted to educating scholars, artisans, adepts, and soldiers to serve their cities. The Rahelian Empire, devoted to the Goddess of Law and War, has been expanding from its base in the southwest and has begun to collide with the Protectorates, sometimes peacefully, sometimes less so. Dotted in between the Protectorates and the Empire and surrounding Boston are enclaves of Adharcan followers of the Demon God Turlough and undead-haunted



ruins. Boston itself is a no-man's land filled with creatures of all sorts, so dangerous a ruin that no faction has been able to achieve any kind of control of the territory; its rich troves of ancient artifacts are the greatest attraction in the area to aspiring treasure hunters and Tinker Mages.

Far to the west of Boston lies Chicago, a ruin in flux. On the shores of a vast freshwater lake, the ruin of Chicago is a patchwork of fiefdoms, each petty baron striving to control part of a vital artery of commerce through the ruined city. No sect has established a lasting presence in the area, and some fiefs have no official church at all, nor any significant clerical presence. Ships from the city-states that dot the shores of the lake converge on the Chicago Road, the best route to exchange the woodwork and metals of the lake cities with the grain, beer, and livestock from the west. Below the city lies a complex tunnel system, home to a growing Adharcan tribe with ambitions to take the city for themselves.



SETTING RULES

“I understand, my lady.” Professor Cobb looked at Lady Virginia with serious annoyance. “You’re convinced that psionics are the root of all other magic powers. But if that were the case, why are they so limited?”

EARLY BLACK POWDER

Technology has recovered to the level of early black powder firearms; however, these weapons are still rare, and cost 10 times the standard Savage Worlds prices.

NEW EDGE: QUICK LOADER

With this edge, a character can load a black powder weapon in one round instead of two.

TONGUES OF THE GODS

Nearly all sentient races in the campaign share a common language generally known as as Common Speech. Other languages must be taken as Knowledge skills. Available languages are Goblaen (Adharcans secret speech, Gaelic), Rougich (speech of the Rogue’s Congregations and clerics of Stein, German), High Speech (religious language of Iset and the Church of the Four, Arabic), and Wartalk (religious language of Rahel’s Towers, Hebrew).

NEW SKILLS

New Smarts-based skills in the post-apocalyptic world include Religion, Medicine, Engineering, and Nature. Engineering is used for siegecraft, including operation of siege weaponry.

EXPLORATION RULES

Many adventures in CotA involve exploring ruins or traveling long distances through wilderness. The rules below give the gamemaster and players more flexibility in managing these explorations.

Pace

The party must select a pace for exploration. The table below shows the % of Pace/Speed used to calculate travel or exploration distances and the bonus or penalty on checks associated with that pace.

Pace Table

Movement Pace	Speed %	Check Bonus/ Penalty
Fast	125%	-2
Moderate	100%	0
Slow	50%	+1

SHORT-DISTANCE EXPLORATION

At a short distance, the exploration “round” lasts 10 minutes. Characters are assumed to be making frequent pauses to decide on directions, do a quick search for secrets, etc. The distance that can be covered in 1 round is therefore 40 feet per 1 Pace at Moderate (e.g. a party moving at Moderate pace where all characters have Pace 6 covers 240 feet per round). Short-distance exploration tasks and random encounters are rolled/drawn every 10 minutes (1 exploration round). Tasks are:

Keep Watch: This task involves keeping an eye out for traps, enemies, treasures, and other hazards and benefits of exploration. The GM should assess a Notice check from the player against the chance of spotting anything interesting that might be along the characters’ path during the exploration.

Make a Map: This task requires two free hands, a writing instrument, and something to write on. If multiple characters take this task, multiple maps can be created.

Sneak: The character makes a Stealth roll and the GM assesses it against Notice checks for any enemies that the party might encounter.

Performing multiple tasks imposes a -2 penalty for each additional task (i.e. Keeping Watch, Mapping, and Sneaking would all be at -4).

RACES

Human: Humans are by no means a majority in the world, but they are a common race. Humans follow the standard Fantasy Companion description. As befits their racial versatility, they can be found in nearly any habitat or occupation, but they are particularly noted for water-going trades such as fishing and sailing.

Aleulama: Iset's love of learning and justice manifested in the Aleulama, a race of humanoids blessed with profound gifts of knowledge and an innate sense of truth and falsehood. Aleulama stand about 5'10" on average, with pale blue skin and white hair. They tend to congregate in cities and pursue lives of scholarship, often including magical or psionic study. Aleulama typically live to 100-120 years old.

Gift of Knowledge: Aleulama start with a d6 in Smarts and a d8 in Notice, with a +2 to detect lies.

Cold Affinity: Aleulama are vulnerable to heat and take a -4 penalty to resist heat effects and +2 on heat damage.

Illuminated: Edward the Lightbringer created luminous beings as his chosen people. The Illuminated appear as floating humanoids similar to mermaids, but made of pure glowing light. The specific hue of each Illuminated varies, with every possible shade represented. Their light dims but does not vanish when they sleep. Illuminated have a natural affinity for magic and tend towards professions like clergy and mage that allow them to use it. Most Illuminated are on the short side, with 5'4" being average, but often levitate to seem taller. Illuminated generally live to around 200 years old.

Unearthly: Illuminated hover above the ground and may move at their Pace without touching the ground.



Empowered: Illuminated have 5 extra power points for any Arcane Background except Weird Science.

Strange: Because of their great differences from other humanoid races, Illuminated have -2 Charisma with non-Illuminated.

Sherzi: The trickster god Stein created a race of great beauty and wit, but often concealing treachery. This reputation hurts most Sherzi who try to lead honest lives, and it is no wonder that many turn to shady dealings. Sherzi are often entertainers or performers of some kind. They have angular features and are uniformly slender and willowy, with brightly colored hair of every possible shade, nearly always worn long. They average around 5'8" in height. Sherzi generally live to around 100 years of age.

Stunning: Sherzi have a +2 to Persuasion because of their sheer attractiveness, despite their untrustworthy reputation.

Witty: Sherzi start with a d6 in Spirit.

Fragile: Because of their slender build, Sherzi have a -1 Toughness.

Adharca: The Adharcans, sometimes known as beastmen, come in many sizes and colors, but all have one thing in common – the Horns of Turlough, three protrusions from their foreheads indicating their membership in this strange race. Adharcans generally keep to themselves and are rarely seen in Isetian or Rahelian communities. They range in height from 4'6" to over 7' tall. Adharca have a typical lifespan of 140 years.

Enemy of Civilization: All Adharca have a -2 to Persuasion outside their own lands.

Survivor: Adharca have a d8 in Survival and receive a +1 to Toughness.



CHARACTER ARCHETYPES

AUGUST FIERO, SHERZI MUSKETEER

August has been army-mad since he first saw a contingent of the Peterborough Guard march through his farming hamlet. Over the objections of his farmer parents, he hitched a ride into Peterborough and presented himself at the guard post for training. After completing his initial training, his guard sergeant marked his potential, especially at marksmanship, and recommended him for advanced training at the Greatschool. Not long after, however, word reached August of the deaths of his parents in a tannain attack on his village. August descended into drink and barely completed his training at the Greatschool; now his only wish is to avenge himself on the tannain who destroyed his family.

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

Skills: Shooting d10, Fighting d6, Gambling d6, Stealth d8, Athletics d6, Common Knowledge d4, Notice d4, Persuasion d4

Pace: 6; Parry: 6/5; Toughness: 4

Hindrances: Death Wish, Habit - Alcohol (Minor), Vengeful - Tannain (Minor)

Edges: Quick Loader (Reload musket in one round)

Gear: Brown Bess musket (10/20/40, 2d8, ROF 1, AP 1, 2 actions to reload), bayonet (Str+d6, 2H, Reach, Parry+1)

LADY VIRGINIA HILL, HUMAN PSIONIC

Lady Virginia is the heir to a noble family with holdings north of Peterborough. When she showed signs of psionic gifts, sending her to the Greatsch-



ool was the obvious choice. As a pampered heiress, Lady Virginia never had to do any manual work, and so is completely inept at it; she views it as work for inferiors. She also subscribes to an unpopular school of thought that psionics is the most fundamental of all the arcane disciplines, which simply adds to her aristocratic arrogance.

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

Skills: Psionics d10, Riding d6, Fighting d6, Persuasion d4, Religion d4, Taunt d6, Notice d4, Athletics d4, Common Knowledge d4, Stealth d4

Pace: 6; Parry: 6/5; Toughness: 6/5

Hindrances: Arrogant, Stubborn, All Thumbs

Edges: Arcane Background: Psionics (15 PP), Noble

Gear: Leather armor (+1 Torso/Limbs), pot helmet (50% chance of +3 Head), rapier (Str+d4, Parry +1), flintlock pistol (5/10/20, 2d6+1, ROF 1, 2 actions to reload)

Powers: *fear, stun, blind*

PETER BURNES, ADHARCAN TREASURE HUNTER

Peter has always known what he wanted out of life – wealth, and lots of it. Born to a family of weavers, he spent his youth running with a dangerous crowd – some say worshippers of the trickster god Stein. On attaining adulthood, he immediately applied to the Greatschool to study at the feet of the great treasure hunters of the Champion family. Peter has an enormous hunger for knowledge and a nearly equal hunger for treasure. From the troubles of his youth, he is hesitant to start a fight, and tends to fight defensively when he can – but do not mistake that hesitancy for lack of skill.

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

Skills: Notice d8, Repair d8, Fighting d6, Academics d6, Thievery d6, Stealth d6, Athletics d4, Common Knowledge d4, Persuasion d4

Pace: 6; Parry: 7/5; Toughness:6

Hindrances: Curious, Greedy (Minor), Pacifist (Minor)

Edges: Alertness, McGuyver

Gear: Buckler (Parry +1), rapier (Str+d4, Parry +1), lockpicks

LEWIS HAWKINS, ALEULAMA MINION OF ISET

Lewis was the wandering aleulama who brought the quest for the Powerstones to the Shrine of Iset. He has been serving Iset's will for nearly 80 years, and has met her in person several times. While utterly devoted to his mistress, he also has a pragmatic view of her and is highly focused on accomplishing the tasks she sets. As such, he approaches dangerous situations with patience and caution, because he will not permit his mission to fail.

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

Skills: Persuasion d6, Miracles d10, Intimidation d4, Fighting d4, Shooting d4, Healing d6, Religion d8, Riding d6, Research d6, Notice d8 (+2 to detect lies), Athletics d4, Common Knowledge d4, Stealth d4

Pace: 5; Parry: 6/4; Toughness: 5/4

Hindrances: Elderly, Cautious, Hard of Hearing (Minor)

Edges: Arcane Background: Miracles (10 PP)

Gear: Rapier (Str+d4, +1 parry), sling (4/8/16, ROF 1, Str+d4), buckler (+1 parry), 20 sling stones

Powers: Wind Arrow (*bolt*), Sense/Hide Magic (*detect/conceal arcana*), Shield of Air (*deflection*), Cure (*healing*)

FRAN STERN, ILLUMINATED CHAMPION OF ISET

Those Illuminated who choose religious service are always devoted warriors for their gods, and Fran is no exception. Her inner fire burns especially hot against the devotees of Tivoli, who slew her older brother horribly 13 years ago. She has

devoted herself to the study of arms, attending the Greatschool of Perburgh to build her ability and apprentice with some of the best fighters in the land. She has sworn an oath of poverty until her brother's death is avenged, and is halfway through her mandated service to the Lord Protector of Perburgh. Serious, driven, and motivated, she has few friends, but holds that handful very close.

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

Skills: Fighting d8, Miracles d6, Persuasion d6, Intimidation d6, Riding d6, Athletics d8, Stealth d4, Common Knowledge d4, Notice d4

Face: 6; Parry: 7/6; Toughness: 7/4

Hindrances: Code of Honor, Poverty, Vengeful (Minor, Tivoli)

Edges: Arcane Background: Miracles (15 PP), Champion

Gear: Plate corselet (+3), pot helm (+3), longsword (Str+d8), buckler (Parry +1), whetstone, flint and steel, 2 torches

Powers: Iset's Blessing (*boost trait*), Ward of Iset (*protection*), Illumine (*light*), Cure (*healing*)



THE NINE GODS

Lewis Hawkins sipped his tea and gestured with the mug. "Now, Iset holds my oath and faith, as is good and proper for an aleulama, but I've walked this earth many years. I've encountered noble followers of all of the four - and black priests of Iuno and Tivoli as well. Stein? Well, I've lost a few games of chance that I suspected weren't as chancy as all that, so perhaps his followers too."

The number of gods living before the War of the Gods is unknown, but in the aftermath, nine survivors emerged and began the reconstruction of civilization, each in his or her own way. The gods are not distant presences - they appear regularly to their worshippers to provide guidance and direction, but almost never intervene directly with their own powers.



THE FOUR

ISET

GODDESS OF JUSTICE AND LEARNING

Iset is the patron goddess of many cities, and represents learning, wisdom, and just rule. Her domains tend to be relatively peaceful, but the punishments for heresy, especially worship of the devil or demon gods, can be harsh. Legends tell of Iset taking Jonas and Edward as lovers, and of her rivalry with Rahel and bitter hatred of Turlough and Tivoli.

EDWARD

GOD OF MAGES AND PSYCHICS

Edward is the patron of mages and psychics, of mystics of all sort. Myth states that he created the first spells and taught them to the first wizards. Edward is reputed to be Iset's lover and strong right hand, but rarely acts as patron of any known cities in his own right. Edward's Lightbringers are often concerned with recovering lost knowledge of the ancient world, as well as with researching new spells and applications of magic. Edward is known as a bitter enemy of Iuno and Vered.

JONAS

GOD OF TINKERS AND ALCHEMISTS

Of the Four, Jonas is perhaps the most mysterious, rarely appearing to even his most devout worshipers. Clerics and temples of Jonas are rare, and legends of his deeds sparse. He is reputed to be the second of Iset's lovers, and known to be the patron of tinkers, alchemists, and engineers of all sorts, but his relations with the other gods are unclear.

RAHEL

GODDESS OF LAW AND WAR

Rahel is the most warlike of the Four, and her cities tend to expand aggressively. A loose assemblage of Rahelian cities forms the Rahelian Empire, but the cities within the empire struggle against each other about as often as against outsiders. Rahel is the patron of law and war, and her cities tend to be orderly and well-defended, sometimes at the expense of the people living in and around them. Rahel is married to Stein, and has an established rivalry with Iset. She is also a

ruthless foe of Turlough. Rahel's Judges focus on bringing civilization and order to the wild places of the world, by force if need be, and often involve themselves in the politics and expansion efforts of their home cities.

THE FIVE

STEIN

GOD OF LUCK AND GREED

Stein is the least malevolent of the Five, more of a trickster and mischief-maker than a malign influence. Stein has few open followers, although merchants and other tradesmen often toss a coin in his honor when wishing for luck on a deal. However, most large cities have a Rogue's Congregation, a secret assemblage of thieves, assassins, and confidence artists, where Stein's priests reign. Stein is Rahel's husband, but does not support her efforts - indeed, legends say that he often frustrates her ambitions in the hopes that she will pay him more attention. Stein has no reputed enemies among the gods, but all are suspicious of his capricious nature.

TURLOUGH

DEMON GOD OF TYRANTS AND BLOOD WAR

Turlough is the patron god of the Adharcans, and charges them with conquest and rule of the ancient cities. His Bloodwardens promote conquest and warfare against the other humanoid races, and he is the patron of many cities. Turlough is reputed to have an Adharcan wife of great stature and power, and also to be the occasional lover of Vered, and as the latter to have some command of Vered's monsters. He is an enemy of all of the Four, but especially of Iset and Rahel, whom he views as rivals for control of land and resources.

TIVOLI

DEVIL GODDESS OF LUST AND TORMENT

Tivoli is patroness of lust, torment, and perversion. She is never worshiped openly, but her priests are found hidden within the power structures of many cities, pandering to the dark desires of the elites. Tivoli has reputedly slept with all of the Nine except Iset, and is obsessed with compelling Iset to her bed for that reason.



VERED

DEMON GOD OF BEASTS AND DESTRUCTION

Vered's domain is monsters, and he has few worshipers among humanoids or adharcans; even many tannain choose to follow the saner worship of Turlough. Legends describe Vered as capricious and mad, delighting in chaos and destruction, and filled with hatred for beauty and grace.

IUNO

DEVIL GODDESS OF DISEASE AND DEATH

Iuno is the most feared of the Nine, and legend holds her responsible for the great plagues and destruction that annihilated the ancient world. She is the patroness of the undead, her Deathsworn building armies of skeletons, zombies, and more fearsome creatures to command the ruins she helped create.



QUEST FOR THE POWERSTONES

A patron informs the characters of the need for Powerstones for use in a magical ritual. These stones may be found in the ruins of Boston, and the one needed must be at least a half-inch in diameter. The patron has provided a rough idea of the location, and the characters have made their way near to the site.

Powerstones are clear gemstones with a faint blue or yellow tint, and are known for being the hardest material on Earth. The ancients prized them as decor on rings, usually a large single stone with other stones sometimes added as accents.

Boston: The ruins of Boston are a battlefield; adharcan, undead, and humanoid forces have all tried to claim control over them at one time or another, and none has succeeded in driving out the concentration of Vered's beasts that still occupy the city. Dragons and drakes are some of the most formidable opponents there, but many other monsters occupy the city. Currently, the adharcans of Haverhill, the undead of Salem, and the Isetians of Plymouth all mount expeditions to the city on a regular basis, but none has built the strength to capture it once and for all.

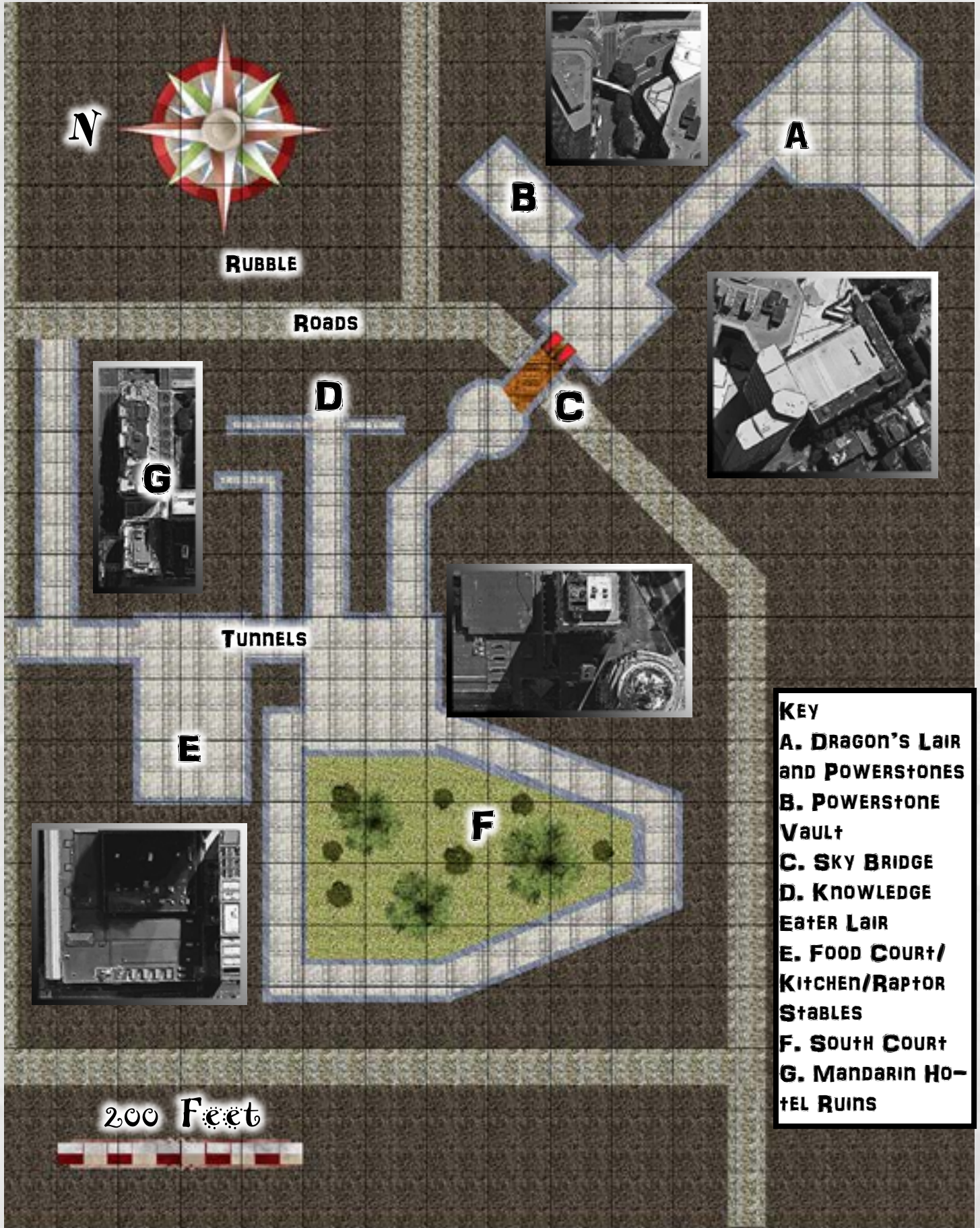
With the exception of the existence of Plymouth, the other combatants are known in the party's home base of Peterborough, and the adventurers found this information without much trouble. Other adventurers who have braved Boston recommend a stealthy approach; large concentrations of troops tend to attract the attention of the local monsters.

Scouting carefully, the adventurers have determined that the Powerstones are located in a large structure which, unfortunately, is the abode of a dragon. However, the dragon leaves to hunt each morning on a predictable schedule, leaving a window of opportunity to seize the stone. Adding complexity, a group of tannain warriors is living adjacent to the dragon, and appear to worship it as a god.

Entrances to the complex: The dragon and tannain have blocked all ground access to the dragon's lair except for the skybridge, which is guarded by two tannain at all times. Attempts to scale the bridge directly will almost certainly alert the guards, who will call for reinforcements. There are around 180 adult tannain living in the ancient mall.



ANCIENT RUINS OF THE PRUDENTIAL CENTER



- KEY**
- A. DRAGON'S LAIR AND POWERSTONES**
 - B. POWERSTONE VAULT**
 - C. SKY BRIDGE**
 - D. KNOWLEDGE EATER LAIR**
 - E. FOOD COURT/ KITCHEN/RAPTOR STABLES**
 - F. SOUTH COURT**
 - G. MANDARIN HOTEL RUINS**

There are two ways into the lair from the north and east, both skirting the ruined Mandarin Hotel. There are pit traps (Notice -2) on both entrances, which can be disabled with a hidden latch. The Hotel itself is partly collapsed, but tannain lair in the remaining rooms on the lower floors. The food court is their kitchen area, and they keep 6 velociraptors there as mounts. Typically there will be 3d10 tannain in the kitchen area by day, and a ¼ chance of 2d6 at night. In the corridor near the center court is a small colony (5) of Knowledge Eaters; the tannain amuse themselves by feeding captors to the Knowledge Eaters and tormenting the resulting idiots. In the South Court, the tannain keep a herd of goats tended by 2d4 herdsman and 4 Crocottas. If the characters choose to scale the building and cross the roof (Climbing at -2), they must maintain stealth to avoid alerting the tannain community.

Inside the dragon's lair, the Rahelians Evelyn Walsh, Dame Jocelyn Crowninshield, Elise Tarrant, and John LeBeau have just descended from the roof; they are also in pursuit of the powerstones. The stones themselves are collected in a large glass sculpture/bowl that has been dragged near the dragon's lair; some smaller ones are scattered in the nearby vault (Tiffany's).

OPPOSITION WILD CARDS



CULT SHAMAN EZRA FOWLER: Tannain Priest of Vered

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

Skills: Fighting d8, Healing d8, Intimidation d6, Religion d4, Occult d4, Miracles d10, Notice d8, Persuasion d6, Survival d4, Taunt d4, Athletics d6, Stealth d4

Pace: 6; Parry: 7/6; Toughness: 8/7

Gear: Club (Str+d6), Spear (Str+d6, +1 Parry, +1 Reach, requires 2 hands), Holy Symbol of Vered

Special Abilities: Miracles (15 power points)

Powers:

Beast Lord (*beast friend*), Vered's Spitting Ichor (*burst*), Aura of the Dragon (*fear*), Curse of the Dragon (*lower trait*), Vengeful Blade (*smite*)



CULT LEADER ELOISE ROSSUM: Tannain Warrior

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

Skills: Fighting d10, Intimidation d10, Notice d4, Stealth d6, Throwing d8, Persuasion d4

Pace: 6; Parry: 7/8; Toughness: 8

Hindrances: All Thumbs, Mean

Edges: Brawny, Combat Reflexes, Sweep

Gear: Club (Str+d4); spear (Str+d6; Parry +1; Reach 1)

THE GROTON FOUR



ELISE TARRANT - Human

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

Skills: Intimidation d6, Occult d10, Notice d8, Shooting d8, Spellcasting d10, Stealth d6, Taunt d10, Common Knowledge d4, Persuasion d4, Athletics d4

Pace: 5; Parry: 2; Toughness: 6

Hindrances: Minor Vow, Obese

Edges: Arcane Background (Magic, 25 Power Points), Wizard, Soul Drain

Powers: *mind reading, blind, confusion, invisibility, dispel, fly*

Gear: Dagger (Str+d4), bow (12/24/48, 2d6, ROF 1)





JUDGE EVELYN WALSH – HUMAN

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

Skills: Intimidation d6, Religion d10, Notice d6, Fighting d6, Miracles d10, Persuasion d10, Research d6, Athletics d6, Common Knowledge d6

Pace: 6; Parry: 5; Toughness: 7/5

Hindrances: Cautious, Minor Enemy, Small

Edges: Arcane Background (Miracles, 20 Power Points), Command, Fervor, Inspire, Natural Leader, Fortunate, Spirited

Powers: Sense/Hide Magic (*detect/conceal arcana*), Aspect of Darkness (*fear*), Arrow of Ice (*bolt*), Swift Charge (*speed*), Dispel Magic (*dispel*)

Gear: Axe (Str+d6), reinforced leather armor, pot helm



DAME JOCELYN CROWNINSHIELD – RITTER

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

Skills: Fighting d10, Shooting d8, Riding d8, Battle d6, Gambling d4, Athletics d6, Stealth d4, Notice d4, Persuasion d4, Common Knowledge d4

Pace: 5; Parry: 7/8; Toughness: 9/6; Charisma: -4

Hindrances: Cautious, Minor Enemy, Outsider, Loyal, Mean

Edges: Brawny, First Strike, Counterstrike, Block, Quick

Gear: full plate with helm, greatsword (Str+d10, Parry -1), crossbow (15/30/60, 2d6, AP2, ROF 1, one action to reload)



JOHN LEBEAU – SHERZI

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

Skills: Fighting d8, Athletics d6, Repair d6, Notice d6, Thievery d6, Stealth d8, Occult d4, Taunt d6, Survival d4, Investigation d4, Persuasion d4, Common Knowledge d6

Pace: 6; Parry: 7/6; Toughness: 7/5

Hindrances: Arrogant

Edges: Thief

Gear: Reinforced leather armor (not on head), rapier (Str+d4, +1 Parry), 2 daggers (3/6/12, Str+d4, ROF 1), lockpicks

OPPOSITION EXTRAS

CROCOTTA

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; Parry: 5; Toughness: 4

Special Abilities:

- Bite: Str+d10, AP 10.
- Fleet Footed: The crocotta rolls a d10 when running instead of a d6.
- Size -1: A crocotta is the same size as a dog.

KNOWLEDGE EATER

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10

Pace: 6; Parry: 5; Toughness: 4

Special Abilities:

- Ambush: Knowledge eaters lurk above ground level. When prey passes beneath, they attempt to drop onto its head. If a character passes beneath



an undetected knowledge eater, it has the Drop. Its first attack is always a Called Shot to the head.

- **Infravision:** Halve darkness penalties against living targets (round down).

- **Potion:** The membranous body of a knowledge eater can be boiled to make a thick, grey sludge. Successfully creating the potion requires a Smarts roll. When drunk, the imbiber gains a +1 step increase in his Smarts and all linked skills for one hour.

- **Proboscis:** Str+d4. If the victim of a Called Shot to the head is Shaken or wounded, the beast sinks its proboscis into his brain. Each round it remains attached, the victim suffers a permanent 1 die reduction in Smarts and all linked skills. If Smarts reaches zero, the victim is left a gibbering idiot.

- **Size -1:** Knowledge eaters are the size of small dogs.

Tannain WARRIOR

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

Skills: Fighting d6, Notice d8, Stealth d6, Survival d6, Athletics d10

Pace: 6; Parry: 6/5; Toughness: 8/6

Gear: Knife (Str+d4), spear (Str+d6, +1 Parry, +1 Reach)

VELOCIRAPTOR

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d8, Stealth d8

Pace: 8; Parry: 6; Toughness: 9/7

Special Abilities:

- **Armor +2:** Velociraptors have thick scaly hides.
- **Bite or Rake:** Str+d8.
- **Size +1:** Velociraptors are about 7' tall.



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