

EXPLODING EARTH EXTRAVAGANZA

a Savage Worlds One Sheet™ for advanced Novices by Jacob Wood

BACKGROUND

Dr. Upto Nogood has devised something dire! Deep under the sea, he is drilling a hole into the Earth's crust. He intends to drain the ocean, plug the hole, and wait for the immense build-up of steam to cause an explosion that will obliterate the planet!

It is up to our intrepid heroes to stop him, but will they be able to battle their way past laser-shooting sharks and twisted octo-bots with enough time left over to put an end to his evil ways?

THE MISSION BEGINS

The heroes have intercepted a communiqué sent by Dr. Upto Nogood that spills the details of his evil plan. They know that in six short hours he will have finished his dig into the Earth's crust and the ocean will begin draining. Luckily for them, they have managed to secure an advanced sub-marine and scuba gear of their own that will help them catch up to the evil doctor and take the fight to his lair on the ocean floor.

PILOTING THE SUB

Thanks to the advanced auto-pilot and tracking functions of their sub-marine, the heroes have little trouble pinpointing the doctor's lair and charting an appropriate course. However, the underwater atmosphere can still be tricky to navigate and it is necessary for the heroes to steer the sub from time to time.

[Boating] A successful Boating check allows the heroes to find the doctor's lair in three and a half hours, while a Raise on the check lets them find it in only three. A failed Boating check means the heroes must rely solely on auto-pilot, and it takes four hours to reach the lair. Keep track of how much

time is spent because the heroes only have six hours until the ocean begins to drain.

APPROACHING THE LAIR

Dr. Upto Nogood's lair is a giant undersea base and is affixed to the ocean floor. It is guarded by sharks with head-mounted lasers and half-robot octopi. Their sub isn't equipped with any weapons, so the players must don their scuba gear and swim to the lair.

Their advanced scuba gear doesn't use hoses and isn't in danger of malfunctioning if the players take a hit. As long as they wear the scuba gear there is no need to hold their breath, but it doesn't afford them any benefits on their Pace, meaning it is still half their Swimming skill.

[Swim] The sub can approach no closer to the lair than 50" before it is overrun by sharks and octobots. Heroes must use the Swim skill to leave the sub and battle the creatures underwater. Successful Swim checks allow them to move normally (half their Swim skill in inches) while a Raise allows characters to assist a nearby hero to give them a +2 on their roll. Failing a Swim check means the hero sinks and cannot take further actions this turn.

Heroes must swim from the sub to the base (50") and battle along the way. Initially they are assaulted by two Laser Sharks and two Octo-bots. When they get within 5" of the lair they are attacked by two more of each.

LASER SHARKS

Use the statistics for **Shark, Medium Maneater** (page 140, *Savage Worlds Deluxe Edition*) for the sharks, with the following

exceptions: replace **Fighting d8** with **Shooting d8** and replace **Bite: Str+d6** with **Laser: 2d6**. The laser's range is 4/8/16. (How does it work underwater? It's super science!)

OCTO-BOTS

These eight-armed creatures are half-robot, half-octopus. That's four robo-arms and four normal arms, for those keeping count.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d4

Skills: Fighting d8, Notice d8, Swimming d10

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

Special Abilities

Aquatic: Pace 10

Slam: Str+d12 (simulates four arms striking at once). Octo-bots can make Slam attacks against two adjacent creatures in the same round without taking a multi-action penalty. Each Slam uses four arms.

Weakness: Electricity

GETTING INSIDE

For ease of timekeeping, assume it takes five minutes for the heroes to swim from their sub to the lair.

[Notice] Heroes need to find an entrance to the lair. It is hidden and locked. A successful Notice roll finds the entrance in twenty minutes while a Raise finds it in fifteen. If every player fails their Notice roll they will eventually find it, but it takes them one hour of searching to do so.

[Lockpicking] The lock on the lair's entrance is a tricky mechanism. Heroes must make a successful Lockpicking check at -2 to pick the lock. A successful check takes five minutes while a Raise unlocks the door in two minutes. Players

may repeat the attempt as many times as necessary, but each failed attempt takes five minutes in addition to the time it takes to successfully pick the lock.

INSIDE THE LAIR

The doctor's lair is much larger on the inside than it appears. Players must search the complex for the main control room to confront Dr. Upto Nogood.

[Notice] It takes four successful Notice checks to find the control room. Each Notice check represents twenty minutes of searching. Each Raise reduces the time needed for that check by ten minutes, while each failure increases the time for that check by ten minutes.

For every twenty minutes the heroes spend searching, they will encounter a group of guards. They may be able to use Stealth to bypass them, but they are very good at spotting hidden opponents.

GUARDS [1+1/3 HEROES]

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

Skills: Fighting d8, Notice d8+2, Shooting d8, Swimming d8, Tracking d8

Charisma: --; **Pace:** 6; **Parry:** 7 (6 without Bayonet); **Toughness:** 7 (5 without armor)

Hindrances: --; **Edges:** Alertness (Notice+2)

Gear: Bayonet (Parry +1, Reach 1, Str+d6, 2 hands), Flak Jacket (Armor +2/+4, covers torso), Spencer Carbine (Rifle, 20/40/80, 2d8, RoF 1, Shots 7, AP 2), Walkie-Talkie

CONTROL ROOM

When the heroes reach the control room, the final show-down begins. Dr. Upto Nogood is there with several henchmen and he won't go quietly. In fact, he monologues.

"You'll never stop me, heroes! My plan to destroy the world is almost complete and you'll never guess the code to shut down these drilling machines on time. Mwa-ha-ha-ha-ha!"

Dr. Upto Nogood cannot be persuaded to stop his evil deed and he will fight with his henchmen to the death (they were going to die in the explosion with the rest of the world anyway).

HENCHMEN (1+1/3 HEROES)

The number of henchmen in this encounter is equal to 1 + 1 per 3 heroes. Use the statistics for the Guards listed above, but give them red shirts.

DR. UPTO NOGOOD (WC)

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

Skills: Fighting d4, Knowledge (Science) d10, Repair d10, Shooting d8, Swimming d4, Taunt d10, Weird Science d10

Charisma: --; **Pace:** 6; **Parry:** 4; **Toughness:** 6 (8 w/Armor, 10 w/Raise); **Power Points:** 15

Hindrances: Doubting Thomas; **Edges:** AB: Weird Science, New Power x2, Power Points

Gear: Weird Lab Coat (Armor power; p109), Gravity Gun (Entangle power, p113), Stun Bombs (Stun power, p116), Ruger (Pistol, 10/20/40, 2d6+1, RoF 1, Shots 9, Semi-auto)

STOP THE DRILLING

Assuming the heroes defeat the doctor and his henchmen, they must still stop the drilling before time is up.

[Notice] If the heroes search the doctor's body they may attempt a Notice check. Success means they find a note about why he was trying to destroy the world (he was mad that his parents never let him play with toy guns).

[Repair] It isn't difficult to find the control panel for the drills, but heroes must make a successful Repair check at -2 to deactivate them. It takes ten minutes to figure out how to deactivate the drills because the heroes don't have the security code. On a Raise the time is reduced to five minutes. Heroes may re-try as often as they like, but each attempt takes ten minutes. If they fail before the six hour deadline is up, the drills complete their job and the ocean begins to drain into the Earth's core.

[Destroy] Many heroes prefer the blunt approach. If they attempt to simply destroy the control panel it has Toughness 12 and can sustain three hits before it is destroyed. Blowing up the control panel in this way will stop the drills but trigger a self-destruct sequence on the lair.

If the heroes blew up the control panel they have 20 minutes to escape the lair, get to their sub, and get to a safe distance before the entire thing explodes, killing everything within a one mile radius of the lair. The self-destruct sequence cannot be deactivated.



This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.