DARING TALES OF ADVENTURE

TO END ALL WARS & CHAOS IN CRETE

OFFICIAL SAVAGE WORLDS LICENSED PRODUCT

PAUL ‘WIGGY’ WADE-WILLIAMS
TO END ALL WARS & CHAOS IN CRETE

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INTRODUCTION

THE CHARACTERS

This Savage Adventure contains two pulp tales based around the exploits of four pre-generated characters. The full character sheets are available for free at www.xxx.com.

The heroes have all their leveling opportunities from Seasoned (at which they begin) into Legendary mapped out in advance. Each published adventure in this line earns the heroes a fixed 5 Experience Points, guaranteeing them an advance every mission. All the players need do is tick the appropriate box and start making use of the new upgrade.

This means you can use the character sheets at conventions and run adventures of any Rank without having to create your own characters from scratch. It also means you can run these tales as pick-up games without any preparation!

Better yet, you’ll know that when you buy one of our adventures, you can guarantee the adventurers will have all the skills and abilities they need to win the day!

PULP RULES

Pulp adventures require both a certain mindset from the GM and players and a few tweaks to the base rules.

The majority of these rules exist for one reason—to mimic pulp films. While player characters are virtually immortal and can face most challenges without fear of injury, the fun of pulp is playing up that fact by taking more extreme risks and performing daring stunts. GM’s who want more risk should ignore whatever rules they wish.

ACTING BAD IS BAD

The heroes of our adventures are Heroes and should be played that way. Anytime one commits an evil or morally ambiguous act he loses a benny immediately. This benny counts as reducing his permanent pool for the rest of the session (it returns to full at the start of the next session). If he has run out of bennies, he can’t earn anymore from any source for the remainder of the session.

The GM should always warn a player about to take a step onto the anti-hero road. If the GM is in doubt about an action, he should ask himself whether Indiana Jones, Doc Savage, the Rocketeer, or Rick O’Connell would ever perform such an act in the movies. If the answer is “no,” then it’s a bad act.

BENNIES

Bennies are a pulp hero’s best friend. Give each Wild Card player character a benny at the start of every combat. This can’t take a character above his permanent pool value, but it does mean the heroes can freely spend a single benny in every fight with the certain knowledge they’ll get it back before the next encounter kicks off.

Pulp heroes will, thanks to the nature of these setting rules, generally end up with bennies left. The GM should not use the old rule that leftover bennies convert to Experience Points—the heroes get enough breaks.

CINEMATIC DEATH

In pulp stories, no one bleeds profusely despite being shot, stabbed, or punched, nor do their clothes necessarily show signs of these wounds. Anyone poisoned simply drops dead, rather than writhing while choking and gagging. People still die—it’s just not a messy death (even when cut to pieces by a propeller it’s just a brief spray of blood we see, not chunks of flesh being minced).

CONTACTS

In Raiders of the Lost Ark™ Indy gets in contact with his old friend Salah, who in turn leads him to the astrolo-
Standing in the gondola is a number of people. Three are dressed in flight suits and attend the controls. Also present are Starkweather and the Nazi thug, Klaus Adler. The last person, her hands tied behind her back, is Valerie Braveheart! The gas-masked person is speaking, though the noise of the engines makes it impossible to hear what he is saying.

Adler and two of the thugs have weapons drawn and pointed at the stairwell. Don’t deal action cards yet—dramatic pulp moments demand a villainous act at this point in time.

“Well, well,” Starkweather sneers, “it looks like your rescuers have returned, Miss Braveheart. Let us see just how heroic they are!” With that, he shoves the plucky reporter out the door. Her scream drowns out the engines as she plummets toward the earth.

Deal action cards!

The gondola measures 3” wide by 8” long. The steering mechanism is at one end in the center, while the stairwell the heroes used in as the opposite end. Mark a 1” square on the tabletop near the controls as the open door.

Two of the thugs fire their pistols—the third, the pilot, is doomed to a quick death (see below). Adler uses every trick up his sleeve against the heroes. Starkweather draws a small can of stun gas from his coat pocket, and Miss Braveheart falls to certain death. Rescuing Miss Braveheart is handled as per the sidebar Freefall on page 12.

When Starkweather is Incapacitated (don’t bother rolling on the Incapacitation Table), move immediately to the next scene, Death of a Villain.

Dramatic Events

In order to ensure the fight is not merely a routine encounter, a number of events occur at the start of certain rounds, before any action cards are drawn.

Round Two: The pilot has misjudged his altitude and the gondola bounces across the roof of the Lincoln Memorial. Everyone must make an Agility roll or fall prone. The pilot automatically fails his roll and tumbles through the open door! Unbeknownst to the heroes, the accident rips open several gas cells and damages the steering controls.

Round Three: The zeppelin heads toward the towering obelisk of the Washington Monument. A hero who reaches the controls may make a Piloting roll at −2 to avoid collision. With failure, the airship continues on its collision course! Adler diverts his attention toward a heroic pilot in an attempt to stop him altering course.

Round Four: Unless a hero makes a Piloting roll at −4, the envelope scrapes across the top of the monument. A loud hissing can be heard as hydrogen escapes from ruptured cells. Whether the roll is made or not, the zeppelin now turns toward another Washington landmark...

Round Five: Starkweather lunges toward a large red lever. This is the nerve gas release button. Stopping him should be the characters’ main priority. If he somehow manages to get to the lever without opposition, it releases nerve gas on the next round. Unless it is switched to the off position very quickly, thousands of people below die a horrible death.

Well, that’s not quite the truth—the gas dispersal system is jammed, but neither Starkweather nor the heroes knows that (you didn’t think we’d really let innocent people die, did you?)

Should a character try to turn the lever off, he must win an opposed Strength versus Strength roll with Starkweather and score a success.

Round Six: The jammed controls are taking the zep-
When a friend says he has important information he wants to discuss, you know it’s the start of something big! Nazi agents, deadly Amazonian flesh eating insects, a kidnapped reporter, and a daring raid on Washington D.C. are all in a day’s work for heroes who want *To End All Wars*!

A missing scientist, a villain with plans of becoming a king, ancient puzzles, a deadly maze, a mythical creature that is not all the legends say it is, and a book whose contents could spell the end of mankind all mean its *Chaos on Crete*!

*Daring Tales™* #01 marks the start of a new line of pulp adventures for Savage Worlds. Each adventure is designed for four characters with a wide-range of skills. Pre-generated characters designed for this adventure are available free online from the Triple Ace Games website.

This adventure also contains Triple Ace Games’ unique pulp setting rules, designed to make two-fisted adventures more exciting and truer to the source than ever before!