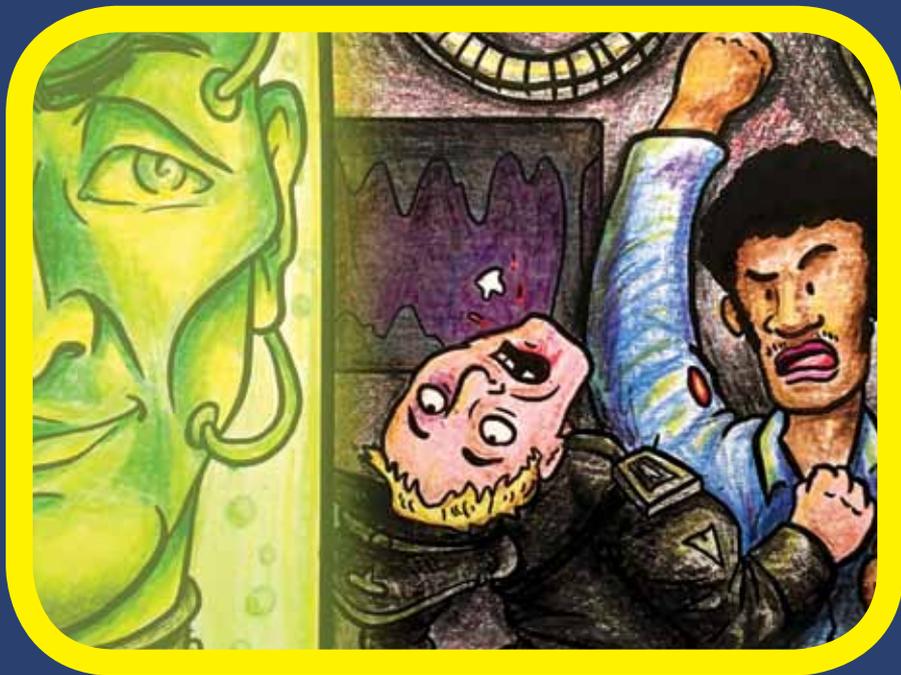


An adaptable World+Scenario™ RPG supplement book

PANGAEA STATION: UNDERGROUND UBER-ALLES?!



A remment from an insane Nazi plot is rediscovered deep underground, and it's up to the intrepid crew of Pangaea Station to stop it before it's too late! And you thought this was going to be a routine day of shoving tectonic plates...

This supplement book contains background information, maps, and exploration keys intended for the use of adapting to pre-existing role-playing games.

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PANGAEA STATION: UNDERGROUND UBER-ALLES?!



PANGAEA INITITIVE

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HOW TO USE THIS BOOK

Books in the World+Scenario series are intended to be used with your pre-existing roleplaying system of choice, and provide colour and setting for your session. Apply anything you read, and modify to your liking.

GAME MECHANICS

Pangaea Station is a highly cinematic game, while this book is written to be adapted to fit a preferred RGP system you're most comfortable with, a simple, sample system is provided here, and can be played with just 2 -sided dice (2d6). It is loosely based on *Teenagers From Outer Space* from R. Talsorian Games, and if you're not familiar with it, read that book next! Characters are built with a set of regular skills and attributes, that represent general abilities measured against the standard human being, average level being 3.

- **Strength:** your relative strength. 1 can barely open a jar of mayonnaise, and 6 is an Olympic weightlifter.
- **Dexterity:** how nimble and agile you are. 1 would need a truss to get out of bed, and 6 is Batman.
- **Intelligence:** level of how smart you are. 1 is an Internet commentator, and 6 does the Sunday crossword puzzle blindfolded.
- **Mech:** a term for how mechanically adept. 1 operates tricycles, and 6 hotwires stealth bombers.
- **Awesome:** how cool under pressure, or in social situations? 1 tells inappropriate jokes, and 6 lights cigarettes with a flamethrower

You are given 18 points to distribute amongst these stats. You can opt to level out at 3 each, but if you want to overpower some stats, you might have to take less of another (e.g. take a 2 in Strength giving another point to spend on Intelligence).

Strength + dexterity, +5 determine your hit points. Losing half your hit points will reduce your strength, dexterity, and driving to half, and losing a fourth will further half those attributes. Losing all hit points is death! Next, your character has special skills. You are allowed 3 skills, using the same system for the above stats, using 9 points. These could include "baking," "chemistry," or "unicycle."

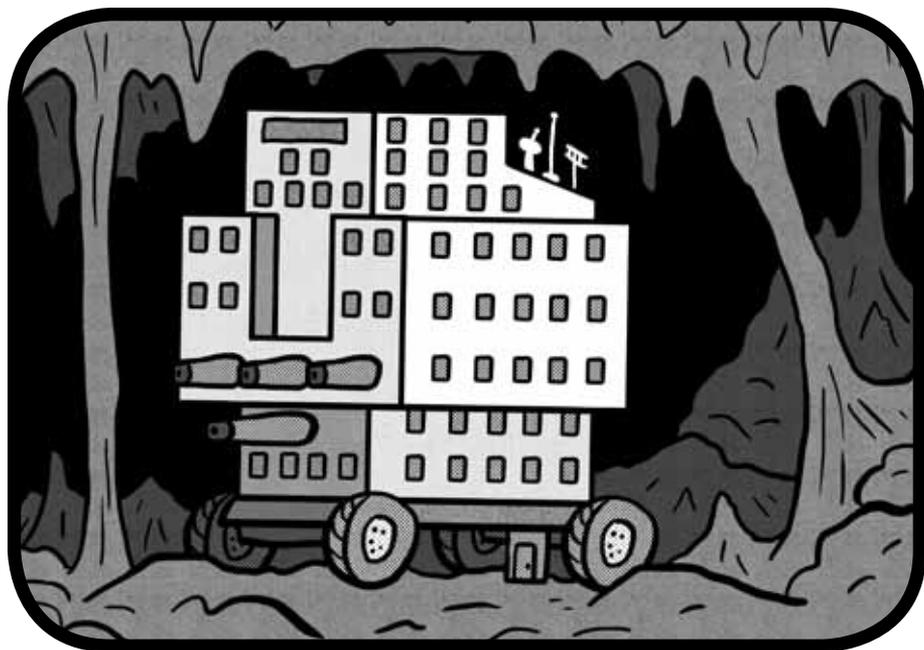
Finally, you are encouraged to give your characters 5 personality quirks. These are tics that make your character unique from the 7 billion +/- other humans on earth.

Some quirks could include things like "always whistles 70s sitcom theme songs," or "stammers when excited," "degenerate gambler who always- ALWAYS- takes a double-dog dare."

When a situation comes up in the game, the GM will ask for your skill number on a given stat or specialty, assigning a die roll to beat based on the challenge plus your skill number. Players then roll the 2d6, and add their stat/skill number to the results. If it's less than the challenge, it fails. If it's equal or more, it succeeds.

Simple as that.

The point is to have fun. Don't be afraid of failure!



ADVENTURE OVERVIEW

In a nutshell, the crewmen of the Pangaea Station are hosting a visitation from a high-ranking ZornCo executive, who is performing a routine inspection to see how the Pangaea Initiative is coming along.

Things will get out of hand very quickly, as the visiting brass and his retinue will be captured by a scouting mission of nazis that have been underground since late into World War II, and taken to the Jötunheimr Juggernaut, a massive, sprawling mechanical beast filled with armed nazis under the control of a facist head-in-a-jar. There'll be a few side missions, and a chance to take out some aggression on a ship of ideologically evil specimens of humanity.

There are opportunities for some really fascinating more quandries, as not all of the inhabitants of the Juggernaut are the aforementioned evil specimens of humanity, and a chance to form uneasy alliances with members of the Dinomen race, or modern ecological terrorists.

Setting the Mood

Overall, the adventure should not be taken too seriously (despite the heavy nature of the villains). Keep things light and heroic, and most of all, fun, because, f**k the nazis, right? Give them one in the kisser for me, won't you?

KEY NPCs

The following are absolutely necessary NPCs for this adventure. Feel free to change names if you want, but these roles are pivotal.

Professor Linden

“Good” professor was a confidant to Himmler and Hitler himself, having developed some rather unsettling technological advancements in 1944, which lead to his head being kept alive in a jar.

In actual life, he was handsome-ish, but years of “living” in a fishbowl of preservative fluids has warped him gaunt and horrendous. Though don’t tell him: he still fancies himself a casanova to the fraulines...

Several wires connect to his hairless head, which in turn control:

- a primitive loudspeaker
- robotic arm (maximum lift: 20 lbs.)
- rickety podium on wheels

Hermann Wheeler (Vee-lar)

Hauptmann Wheeler is captain of the Jötunheimr, and has the lucky distinction of being forced to be Professor Linden’s best friend. Yay... How wonderful?

Wheeler is beefy and young (born underground), and doesn’t see the point in the mission anymore. He’s bored with his inherited rank, and wants nothing more than to go upstairs and be left alone to be himself. He also doesn’t give a shit about the Nazi beliefs, and would be sympathetic to anything that can get him away from the toxic environment.

Vice Pres. Alex Lodermier

As VP to ZornCo, Lodermier is the highest ranking executive to go underground. This is a big deal that he’s here, as it puts the crew in a position to bargain for better accommodations... as long as absolutely nothing goes wrong.

Lodermier is about 60, and needs to use a corticosteroid inhaler for his severe asthma.

Juniper Romanov

In deep cover as personal secretary for VP Lodermier, Romanov is a sleeper for an UFRES cell from eastern Europe. Her plan was to take Lodermier hostage, but the nazis just got in the way... Fucking nazis, right? She is tall and muscular, and has a distressing “the enemy of my enemy is my friend” way of looking at things.

Argachyeck Keklomai

Captain Keklomai is the leader of the Dinomen if the PCs take the right fork. She is crested, and especially tough, as she had to climb the leadership ladder facing petty sexism and rape threats despite her crested-head. She respects fortitude, but will show more respect if the humans are lead by a female.

Hank Halverson

Hank is nominally in charge of the UFRES conclave if the PCs take the left fork. He’s not very bright, but he can quote orthodoxy like a champ, and reeks of weed. He’s good with a switchblade.

SUB-NAZIS:

The following is a broad description of the Sub[terrestrial] Nazis, and does not include description of the Juggernaut, which is outlined later.



Appearance

A bunch of scrawny, pale humans, most of whom conform to the stupid blonde/blue-eyed stereotype. All wear WWII German uniforms or period-appropriate clothing, but very worn-down and patched. There are women and children, and occasionally a drifter or five.

Culture/Aims

In 1944, Nazi scientists discovered that the earth was hollow, and sent a “crack-squad of volunteers” to set up a satellite inhabitation, with the goal of Doing No Good to the Allies through subterranean warfare as the war progressed. But developments in the war on the surface cut off communication, and the clueless Sub-Nazis were left believing the war was still going, pushing toward North America. Very, very slowly.

However, if the quote marks around “crack squad of volunteers” didn’t tip you off, the Sub-Nazis were not the best and the brightest the Fatherland

had to offer, and their journey has been especially slow going, with the ultimate goal of reaching Franco’s Spain, to persuade the Spanish to join in the war with a ostentatious display of mechanical might.

While most of the Sub-Nazis would rather desert and go home, maybe forget the constant nightmare of their lives, and maybe not be put on trial for war crimes, Professor Linden keeps them in line with amazingly advanced machinery, and a cadre of young, scary-looking SS guards whom he controls via mechanical telepathy techniques (think “A Clockwork Orange,” and you’re pretty close). He is, however, prone to monologuing, talking in his sleep, and basically being a disembodied head in a jar with only a pitiful robot arm for protection.

Your average Sub-Nazi is a regular human being who either stopped caring about the Nazi ideals, or was born after 1945, and had to live with one fascist replaced with another.

GM note on modern perspectives

It is also important to set into context that most of the inhabitants of the Juggernaut are in fact, good people, put into a horrible situation against their will. Most of them will be quite helpful, and only a sixth will be dangerous ideologues who drank the flavor-aide, and believe the bullshit fed to them by Hitler.

This is not an excuse for “just following orders,” but a survival mechanism for living under a creature of pure, uncut evil. Don’t make the hardliners sympathetic in the slightest.

STORY BEATS

The following are major plot beats for this adventure, broken down roughly:

- 1 - Setting scene in motion
- 2 - Chasing the kidnappers
- 3 - Getting into and exploring
- 4 - Confrontation
- 5 - Possible endings

1-1

Unless this is your first time using Pangaea Station as the setting for your adventure, the mushroom-day starts as normal. Play up the mundane aspects of a freakishly non-mundane setting, like ensuring back-up oxygen tanks are not leaking, the treads of the station are in good working order, and checking on if the dinosaur/tree traps need to be reset (the station is in a bit of wilderness that has a lot of vicious little meat eaters to deal with- pests the size of teenage chimpanzees). Perhaps go through a standardized checklist with progressively outrageous things to check off.

1-2

After the morning routine is gone through, a message from Haimdall via radio comes in, making the PCs aware that the vice president for the company is coming down for an inspection. This should be an excellent opportunity to try and wring some nicer accommodations and supplies, so the PCs should want this to go very smoothly. Unless there's any hilarious reason to panic over the state of affairs, fast forward to about noon, when VP Lodermier and retinue arrive via a 5652-G.

1-3

The inspection should be tense. Lodermier isn't especially excited to do this largely ceremonial inspection, and will go over everything with a fine-tooth comb. PCs should have to come up with reasonable explanations for stupidly dangerous problems with the station, like leaks in the engine, schmutz on the floor, dirty magazines in the WC...

1-4

Finally, Lodermier seems to be pleased with the inspection (either oblivious to problems and gullible enough to swallow excuses, or just eager to get back to the surface). But before he can leave, an alert inside the station signifies that the dino trap has been sprung. For Lodermier and retinue's safety, they are asked to stay put while the crew investigates.



1-5

The trap is empty, and surrounded by human boot footprints. There are no other clues as to what set off the trap alarm.

2-1

Upon returning to the station, the crew will find that the guests have abruptly left, with obvious signs of a struggle: the sparse furniture overturned, some blood on the ground, torn cloth, and dirt everywhere. Whoever kidnapped the topsiders didn't do a good job covering their tracks, as there's a trail leading eastward.

However, the station won't start up! There are two problems with it: a "boot" of sorts is on the left tread, which is preventing it from moving. The simple answer is dynamite- the station is hardy enough to stand some degree of excessive heat trauma when working underground, but a more clever solution or work around is highly encouraged.

The other problem is a series of wires in the engine room have been pulled out, and need to be put back. But for whatever conceivable reason, the mechanic/mechanically-inclined PC can't just put them back willy-nilly; the rest of the crew will need to spread out and coordinate a hard reset, which involves a re-plugging in similar wires in different parts of the station AT THE SAME TIME. Of course this leads to hilarious contrivances that prevent easy plug-ins: disparate parts of the station; poor frequency walkie-talkies; "minor" tremors; a clique of Molemen investigating; actual dinosaurs springing the dino trap; etc.

2-2

The trail is messy and easy to follow. However, at one point, the crew will

find that it splits it two (though either one leads to the endpoint).

Going left leads to a small melee with pockets of UFRES protestors. Besides guns, knives, chains, and baseballbats, they are also armed with molotov cocktails, and will begin lobbing them if they're down from 17 to 5 protestors. If the station takes 4 bombs, the hull will be breached, and the run at half-speed until fixed.

Negotiating with them is possible, but you need to communicate that somehow, and if successful, need to work your way through logical argumentative fallacies (goalpost moving, no true Scotsman, Ad Hoc) from their default leader (a well-meaning, but ideologically stubborn 25-year-old). If they're persuaded to join you, they'll be vicious against the eventual threat on principle (nazis are in fact worse than corporate swine), but will try to capture Lodermier.

Going right will lead to a clash with a troop of 12 Dinomen scouts who are on a normal boarder guard sweep. They're not the cream of the crop, but if it comes to hand-to-hand, will fight like the animals they almost are (BURN). Their crested leader will not fight unless he's the only one left. Like the UFRES protestors highlighted above, they can also be negotiated with, but will use lawyer tricks to wring out any advantage they can get. They'll also join you if sufficiently persuaded/bribed, as the nazis have sided with a rival Dinomen city-state.

2-3

The big reveal of the Jötunheimr Juggernaut. Description:

“Before you is an enormous city resting on gigantic rubber wheels and treads, reaching up about 75 feet high, and spreading out to about 6 football fields (a guesstimate, from where you’re standing). Conveniently from where you’re standing, there seems to be an entrance elevator shaft. Broken up with various window panes, reads the words in strict, humorless blackletter type: ‘Jötunheimr Juggernaut.’”

Going in through the elevator shaft will put the party in front of a band of armed guards near the front entrance. The guards will be caught, well, off-guard, but will always have comically more firepower than the PCs. It’s not unwinnable, but it’s not ideal, plus it will set off the alarm, and possibly bring more troops.

A safer way in is through an exhaust shaft, which is as wide as a human, and leads to the first floor (basement). The perimeter of the Juggernaut, funnily enough, is completely unmonitored, and the PCs would only get noticed if they did something very loud, or waited around exposed for an hour and a half. Another safe way, which bypasses many floors, is to climb up the wheels, and notice an escape ladder, which leads all the way to the top floor.

3-0

Consult the Jötunheimr Juggernaut Floor Plan pages for room threats and loot. The following are descriptions of some of the rooms.

3-1

Civillian Quarters:

The Juggernaut is home to roughly 200 non-combatants and scientists. Like crew quarters on a station, most families share rooms, which include a modest toilet/shower, bunkbeds, and common necessities for cooking and recreation. It’s not great, though, when investigated, as they’ve been living with 1940’s technology.

Also like a station, officers and top scientists have much, much nicer living spaces- there’s clearly a class system that can be exploited.

3-2

Barracks:

The Juggernaut is also home to roughly 150 soliders. Their quarters are even more spartan than the civillians, with much less comfy beds, less privacy, and rigid rules about creature comforts like individual personal effects. They also have their own mess hall, which has uncomfortable seats and wretched foodstuffs.

3-3

Science Labs (normal):

There’s nothing terribly interesting about these. Long countertops, supply cabinets filled with typical science-y stuff, and bunsen burners.

3-4

Science Labs (arcane):

These will always be locked with byzantine ciphers, but inside these laboratories are Artifacts Man Was Not Meant To Know, evidence of human and non-human experimentation, and robots. This is the place to find fun toys to bring home later.

3-5

Commisary:

Where the civies eat. The kitchens reveal desperation, as the pantries and refrigerators are filled with dinosaurs, potentially-dangerous mushrooms, and fruits from Gaian Trees (how these were obtained should be left a mystery).

3-6

Wheeler's Room:

If you choose to introduce Wheeler before the confrontation in 4-1, this is where you'd find him, pouring over his journal and plotting an insurgency. He will react negatively to strangers barging into his room, and will draw his luger, but he'll easily prevent a fight when he sees you're not a civilian or a soldier. He can be persuaded to spread your presence to his confidants, which should make leaving the Juggernaut noticeably easier.



3-7

Linden's Secret Room:

Should not be telegraphed in the slightest- inside this lab is a large fish tank filled with non-animated copies of Linden's head, floating in gross preservative fluids. Also located in here is an invaluable notebook detailing the process for cloning, reanimating, and educating a head. Kept in a wall safe.

3-8

Linden's Command Center:

At the very top, is the steering wheel and navigation on one wall, and the rest taken up with maps, test tubes, and mechanical monstrosities (thankfully, not functioning. Normally a pilot would be in the comfortable driver's seat, but one will not be in evidence when the PCs reach the very top of the Juggernaut.

4-1

By this point, unless the party scaled to the top of the Juggernaut via the stairs via the wheels, the PCs should now encounter Professor Linden himself. However, Linden will not have noticed the party, (even if they bust in loudly) as he is trying to brainwash and corrupt Lodermier and his entourage with insane theories about racial purity and winning the war for a 1,000-year reich bullshit.

At some point, Wheeler will try to soften the blow- sort of the "good cop," but not especially effectively, to which Linden's robotic arm will strike him. This is ultimately prove to be the last straw, as Wheeler will heroically denounce the nazis and declare his independence. Linden will hit a button, which will call a squad of shock troops to rush in to take Wheeler away. THIS is when the PCs are noticed!

The shocktroops are not very OP, but they are armed and armored, and the battle should not be a cakewalk. Wheeler will fight on the PCs side, but will be stabbed, and remain on the floor clutching his wound for the rest of the fight.

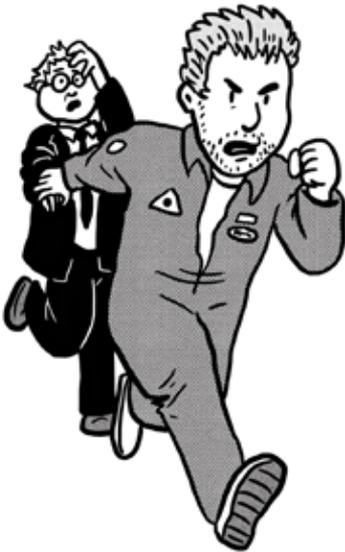
When and if the PCs attack Linden, they should not be prepared for how fast his robot arm is, or that he has lasers mounted on his head jar.

4-2

When Linden is subdued, with a struggling breath, he will giggle maniacally, and announce that “you haven’t seen the last of me! Did you actually think I only had ONE head?!” and then die.

The room will be filled with red light, and a voice of the speak counts down to self-destruction (in German if you’re cruel). This is time to get the hell out of dodge!

Even though there’s several non-combatants rushing out, the PCs will encounter a few fights from die-hards who are clearly upset that their home and/or cult leader is dead. These fights shouldn’t last too long though.



5-1

If you didn’t get out in time: everyone dies in the firey, spectacular explosion that wipes the Juggernaut off the subterranean map. Oh well, you certainly did try, and at least stopped some form of evil. ZornCo stocks plummet as they struggle to explain how their vice president mysteriously disappeared, and your families never get closure to what happened.



5-2

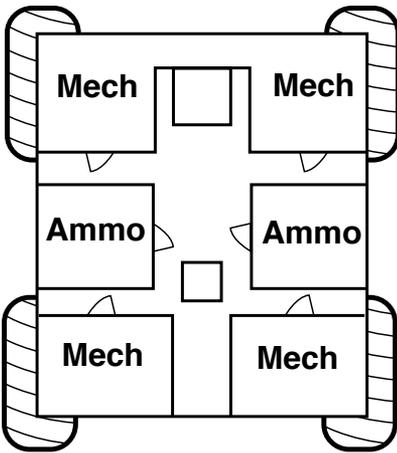
BUT if you did get out, ZornCo paper-clips the remaining scientists, and relocates the civilians to a ZornCo commune in Utah. You’re all given financial awards for bravery, and sent back to your station. Good job, now get back to work!

5-3

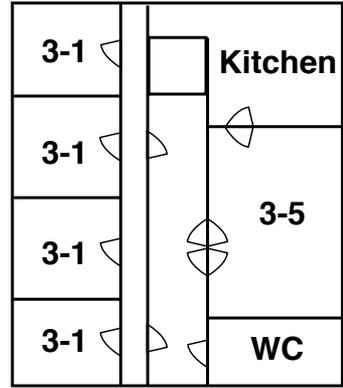
However, before that can happen, outside the spectacular explosion rubble, Juniper Romanov reveals her true identity, and holds a knife to Lodermier’s throat. The PCs will need to figure out a way to save the VP safely. THEN they’ll get their swag and drudgery. If he’s killed, then it’s just the drudgery and the collapsed stock prices.

If Wheeler is saved, he’ll eventually captain his own station. Being a former nazi captain doesn’t look good on a resume.

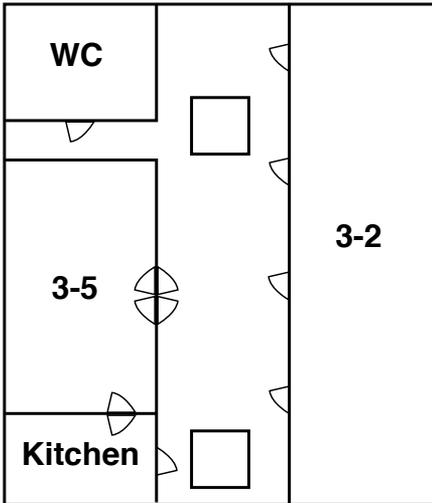
THE END!



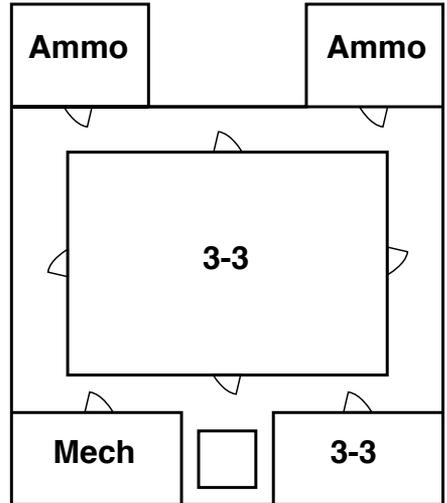
Level 1



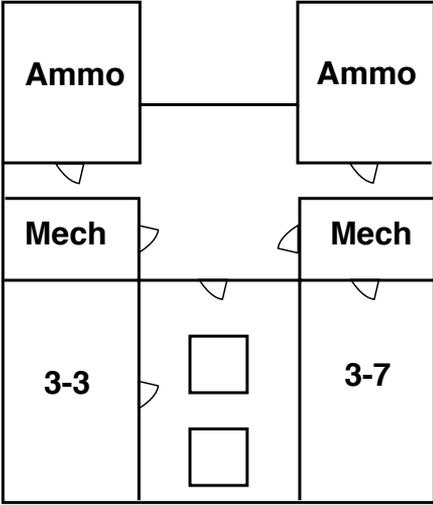
Level 2



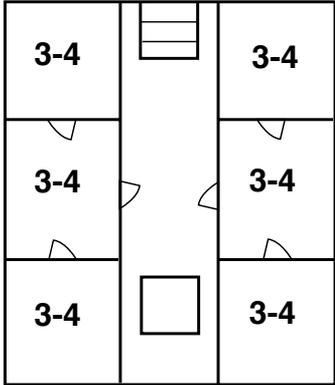
Level 3



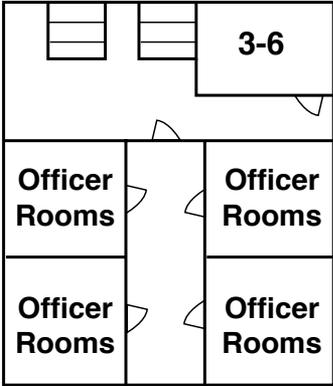
Level 4



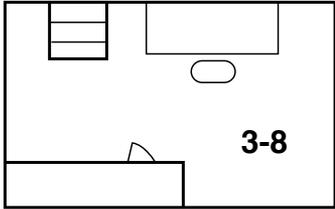
Level 5



Level 6



Level 7



Level 8

UNIQUE LANDSCAPE

The Jötunheimr is located in an especially gigantic corridor (probably the only one that could fit its massive size) under the border between France and Spain. While most of the action is happening inside the Juggernaut, there are some unique natural phenomena that stand out from the typical cave.

Mushrooms

Where the Juggernaut is “parked” is interesting in that it has a field of exotic mushrooms that are highly volatile, and will explode like packets of C4 with very little effort. Though a skill check can identify these little buggers, they don’t look that much different from the regular sunlight mushrooms. It is pure, stupid luck that the Juggernaut hasn’t tread over any of them. The mushrooms can be harvested, but only gingerly.

Gyser

A noticeable fissure can be seen on the south end of the cavern. It is in fact an “active” geyser, and will erupt if the PCs spend more than 5 hours in the Juggernaut. While it won’t directly effect the Juggernaut itself, if it does blow, the ground will be up to a person’s waist in very hot, very deadly, boiling water.

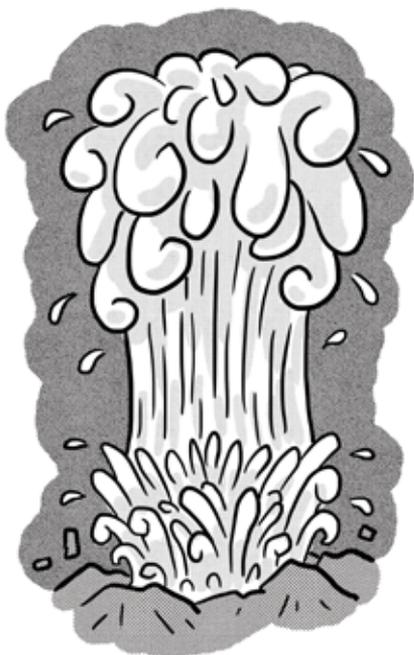
Rock Octopus Nest

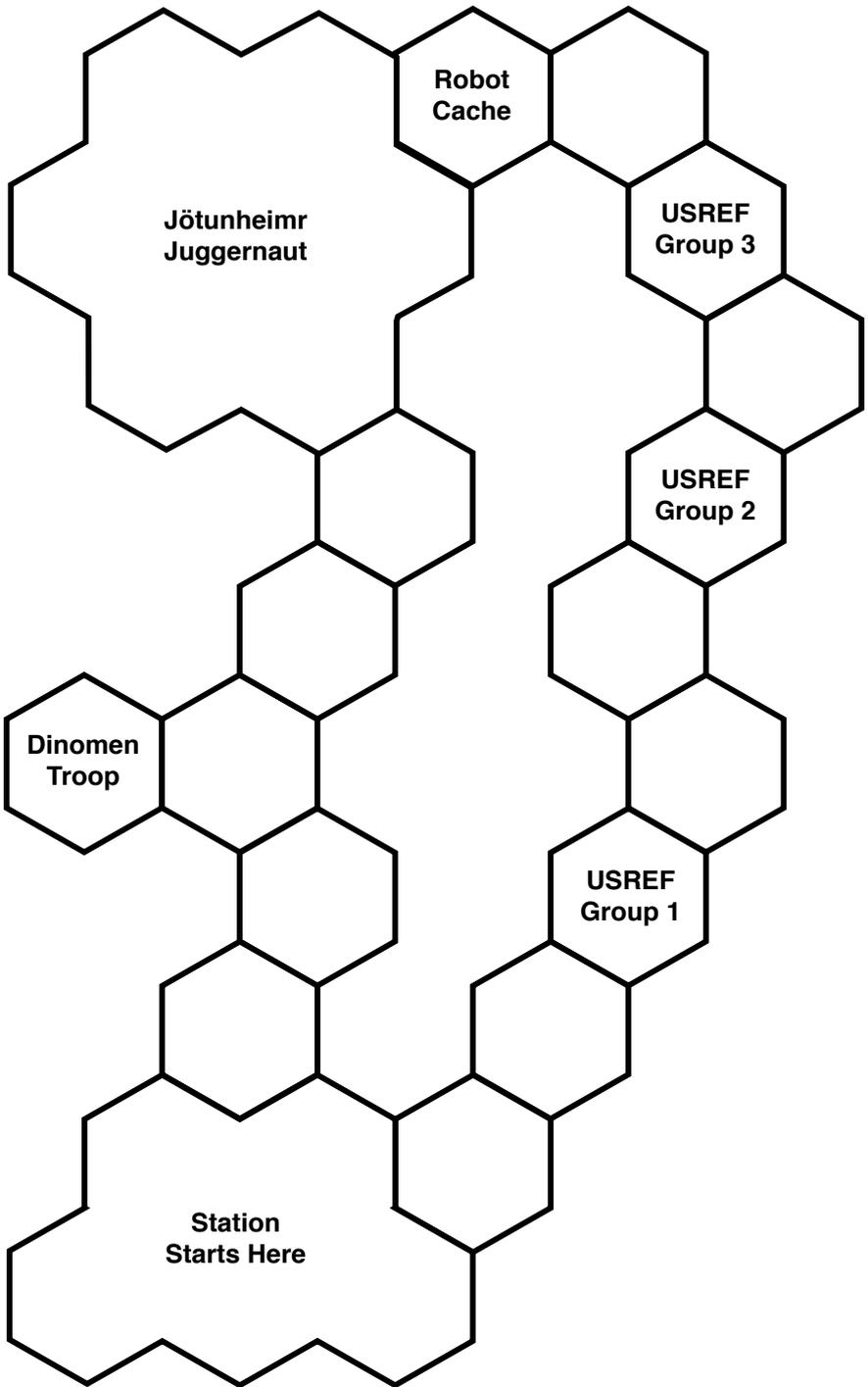
An unusually large Rock Octopus mother has made a nest, protecting a clutch of eggs. It will defend it vigorously if one goes near it.

Robot Cache

Hidden behind a large boulder is a cave that is filled to the gills with scary looking weapons and some power cells. A small computer on the opposite side of the cave will have a small flashing light indicating it is in back-up mode. If a PC turns the computer on from stand-by to awake, it will also awaken a very grouchy Automaton that was asleep under some gunny sacks filled with human food rations (long spoiled).

The Automaton will attack any human in sight, and has been modified to have a howitzer embedded in its stomach! If it leaves the cave, it will call more Robot Army-men, who will arrive in about 20 minutes.





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Ancient Chinese folk magic, kung-fu, and culturally divergent Dinomen draws the crew to stop a threat bigger than Mammal vs. Not-Mammal- one that could destroy the whole planet!

The Organic Computer

Binary code inside a network of living crystal computers comes to a head as an algorithm is set to entomb all breathing creatures in rock! And it's also Christmastime!

Keep on the Border Underlands

A group of Moleman has evolved human-normal intelligence, and have rejected orthodoxy by building a device to form a new continent on the surface by drawing magma through the mantle!

Cloak n' Dagger

A surface furlough has strings attached, as ZornCo has decided that you should conduct some espionage on a rival company in a small town near Las Vegas. That sucks, but hey! Vegas!

The Yellow Lightning

A god-like alien has decided your crew would be an interesting way to waste some time, and has sent goons after your station. Can you reach his massive underbelly in time to save your skins?



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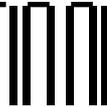
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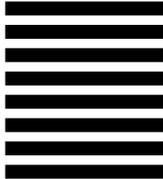
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