

NO MAN'S LAND

A D20 Modern Adventure Converted for Use With Savage Worlds



"Stan!" wrote the original adventure. It is available as a free download from the Wizards of the Coast website: <http://www.wizards.com/default.asp?x=d20modern/article/20030311a>. Included in this document are conversions of relevant weapon and character statistics – you will need to download the original adventure in order to play this scenario. Savage Worlds is published by PEG, Inc. and was written by Shane Lacy Hensley. The material contained herein is not official and is in no way endorsed or supported by Shane or PEG, Inc. William Littlefield, using information contained in the Savage Worlds rulebook, did the conversions. This document can be freely distributed provided this disclaimer is not deleted or altered in any way.

INTRODUCTION

The original adventure was designed for four 3rd-level characters under the D20 Modern system. It should be suitable for five Novice characters under Savage Worlds; however, it is recommended that the GM start the characters with 10XP (2 level ups) if they are going to run the adventure with any less than five Novice characters.

This adventure can be used as a simple one-off requiring 3-4 hours to play to conclusion. It is also suitable as a diversionary adventure within a modern pulp campaign. It also works quite well as a demonstration or convention game.

A copy of the Savage Worlds rulebook – or the Test Drive rules – is required in order to play this adventure. The Test Drive rules, among other things, are available as a free download at the Pinnacle website – www.peginc.com

ELMAR GANZ AND HIS SKELETONS

The skeletons in this adventure can be used exactly as given in the Savage Worlds rulebook; however, I do suggest reducing their pace to 6". They can be armed with any of the weapons located within the museum (see the Weapons and Ammunition section). They will all be clothed in tattered German uniforms complete with spiked helmets. Killing Elmar (or destroying his magic tome) is the only way to permanently kill the skeletons. Elmar can awaken up to 20 skeletons. When destroyed they may be raised again.

Elmar Ganz is a Seasoned Wild Card (20XP):

Attributes: 6/8/8/6/6

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

Skills: Fighting and Shooting D4; Notice and Taunt D6; Guts, Investigation, and Knowledge (Necromancy) D8; Spellcasting D10

Hindrances: Bloodthirsty, Delusional, and Wanted

Edges: AB: Magic, Power Points x2; Rapid Recharge; New Power

Power Points: 20

Powers: Armor, Bolt, Fear, and Skeletal Minion (Zombie)

Gear: Glock 9mm pistol with two 15-round clips and a fighting knife; magical tome; \$50USD

Elmar's Awaken Dead spell can be handled in one of two ways:

1. Treat it as a modified version of Zombie that creates only skeletons.
2. Treat it as a modified version of Zombie that creates only skeletons, and has a permanent duration. This is your best solution if running a one-off or diversionary adventure.

WEAPONS AND AMMUNITION

Lee-Enfield Short Rifles with Bayonets: Use the stats for an M1 with attached bayonet.

Mauser C.96 Pistol: Use the stats for a Glock 9mm.

French F1 Grenades: Use the stats for a German "Potato Masher" grenade.

French Cavalry Sabers: Use the stats for a Saber (cavalry).

Assorted Knives, Daggers, and Bayonets: Use stats for a dagger or a bayonet as appropriate. Note that items taken from Area 5 will suffer a -2 penalty to Fighting and Parry because of their construction.

Maxim Machinegun: Use the stats for the Browning .50 machinegun.

Renault Tank: ACC/Top Speed 4/8; Toughness 15; Crew 2; Heavy Armor; 37mm (use 30mm stats) turreted gun.

Even though the magic worked by Elmar will allow the weapons to function, they still have not been used in many years. A result of '1' on the skill die (for skeletons) or snake eyes (for Wild Cards) indicates a misfire. Roll a D6 – on a result of 1-4 (1-3 for machinegun) the misfire is treated as a normal jam (no firing that round able to clear for next round); a result of 5+ (4+ for machinegun) indicates that the weapon explodes for 2D6 points of damage!

Don't even bother keeping track of ammunition for the skeletons (other than the tank and machinegun). It's more fun that way. Assume that the machinegun has 1000 rounds in two 500-round belts.

AREA DESCRIPTIONS AND NOTES

Areas 1-3: No Notes

Area 4: -2 Fighting and Parry if using a saber or bayonet attached to a rifle. Plexiglass in 4C has a Toughness of 8.

Area 5: No Notes

The wire in front of the machinegun can be cut (assuming the characters have a wire cutter), crawled under (requires three rounds – double if an Agility roll is failed as the characters get snagged), or jumped over (Agility -2 or get entangled and require three rounds to extricate oneself).