



THE ETERNAL NAZI

A Savage Worlds One Sheet™ By Dave Blewer
for use with the Pulp Toolkits or as a pulp diversion



The heroes are in the race of their lives against a Nazi mastermind. Use the Pulp characters found on our Savage Website www.peginc.com or make your own.

RACE WITH THE DEVIL

You recently came into possession of the hitherto unknown journal of Pedri Teixeira, one of the first Europeans to explore the Amazon River in the 17th Century. The journal details his discovery of an ancient temple housing some sort of fountain with miraculous healing properties. He also mentions “unusually robust” ancient guardians.

Whether you believe it or not, Sturm-bannführer Markus Ritter von Teufelsbett, a Nazi occultist who reports straight to Hitler certainly does—enough to steal the journal. You were lucky to escape with your lives. Fortunately, you had already copied the journal.

Hacking through the Amazonian rainforest chasing a Nazi madman, is one hell of a way to spend the first day of 1940.

NAZI'S TRIUMPHANT

The Nazis are traveling to the site of the temple via an Elephant class zeppelin. They



arrive at the site several hours before the heroes, but get almost immediately bogged down in a long battle with the temple's guardians. Although the Nazis have the technological edge, the guardians have long drunk from the temple's fountain, and prove remarkably resilient. Eventually the Nazis are victorious, but not before exhausting their supply of grenades and heavy caliber machine gun bullets.

The heroes hear the end of this battle, alerting them to the Nazis' location. Teufelsbett sends several squads out into the surrounding jungle to secure the area. One of these squads of four stormtroopers stumbles across the heroes. A successful Notice roll gives the heroes warning of their arrival and an opportunity to prepare an ambush.

THE TEMPLE (OF DOOM)

The ziggurat temple only has one obvious entrance at the top of its steep steps. A large zeppelin is tethered to trees on the other side of the wide clearing before the temple. Several barrels have been stacked at the foot of the ziggurat, awaiting water from the fountain. The clearing is littered with bodies; most of them aged warriors armed with spears—but more than a few in Nazi uniforms. The natives have been cut to bits by automatic fire.

Teufelsbett has already entered the temple with several bodyguards. The rest of his force (3 per hero) is ranged in front of the ziggurat. They have finished unloading the zeppelin and nervously await the return of their leader. They are led by a burly sergeant.

The Nazis are uneasy from the events of the last hour, and their morale is low. They fall for any reasonable ruse the heroes use to get close (such as wearing stolen Nazi uniforms). If the sergeant is killed, they break and run. He's easy to spot, he's the only one not wearing a helmet.

FOUNTAIN OF DEATH

Once the troops have been dealt with or evaded, the heroes can enter the temple. They find themselves in a maze that seems much larger than the outside of the temple suggests. They must make three successful Tracking rolls to find the Fountain.

Unless the heroes have been sneaky or clever in dealing with the troops outside, Teufelsbett is alert to the heroes' approach, despite the apparent size of the maze. His guards (two sergeants and two stormtroopers) ambush them, while Teufelsbett finishes off the native who led him here. The Nazi then injects the water from the fountain into his veins (because he is weird and likes the sensation of pain). This unorthodox method of delivery supercharges his system, rendering the Nazi immortal.

He revels in his new power, not entering combat until his troops are dead. However, he is not above aiding them with *boost trait* or *armor*. Once he enters the battle though he uses every trick at his disposal to end the heroes' lives.

The Fountain is shaped like a feathered serpent with a single eye carved from a large piece of aquamarine. The water flows from its mouth into a large bowl. A clever hero might try to drink from the fountain; doing so gives him a free Vigor roll, ignoring wound penalties. Each success and raise heals a wound.

The only way to defeat this Eternal Nazi is to destroy the eye of the carved serpent, hitting it is a Called Shot at -4, the eye has a Toughness of 8. This causes the water in the bowl and that in the Nazi to boil away in huge clouds of hissing steam. Teufelsbett dies an agonizing, and final, death.

AFTERMATH

The Fountain is destroyed, whatever the source of its power remains unknown and can never be recreated. Safe in the knowledge they have thwarted evil, the heroes face a three day walk back to civilization, and a belated New Years Day dinner.

SAVAGE WORLDS OF ADVENTURE

SS STORMTROOPERS

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

Skills: Driving d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Bloodthirsty, Loyal

Edges: Combat Reflexes, Dodge, Rock and Roll

Gear: Helmet (+3), MP40 (12/24/48, 2d6, ROF 3, Shots 32, AP1), knife (Str+1)

Special Abilities:

- **Low Morale:** These Stormtroopers suffer a -2 to all Spirit rolls.
- **SS Runes:** SS victory runes grant the wearer a +1 bonus to Toughness.

HULKING NAZI SERGEANT

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

Skills: Driving d6, Fighting d10, Guts d8, Intimidation d8, Notice d6

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: Loyal

Edges: Brawny, Combat Reflexes, First Strike, Slugger

Gear: MP40 (12/24/48, 2d6, ROF 3, Shots 32, AP1), knife (Str+1)

Special Abilities:

- **Hardy:** Hulkling soldiers do not suffer a Wound from being Shaken twice.
- **Henchmen:** Although these soldiers are Extras, they do gain a Wild Dice.



STURMBANNFÜHRER MARKUS RITTER VON TEUFELSBETT

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Driving d6, Fighting d6, Guts d10, Intimidation d8, Knowledge (Arcana) d8, Notice d6, Spellcasting d10, Stealth d6

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 8

Hindrances: Bloodthirsty, Mean, Overconfident

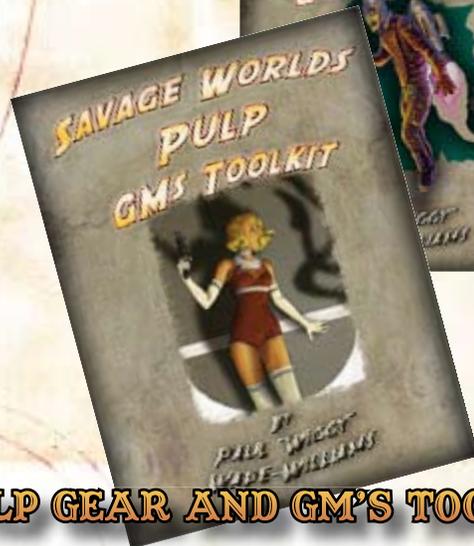
Edges: Arcane Background (Magic), Combat Reflexes, Command, Level Headed, New Power, Power Points, Strong Willed, Wizard

Gear: Walther PPK (12/24/48, 2d6, Shots 7, AP 1), magical talisman

Powers: *Armor* (weapons stop short), *bolt* (Death's Head shaped energy), *boost/lower trait* (word of power), *fear* (threats), *puppet* (commanding voice) 30 Power Points.

Special Abilities:

- **Invulnerable:** Sturmbannführer von Teufelsbett can be Shaken, but is immune to all attacks that would wound him.
- **SS Runes:** SS victory runes grant the wearer a +1 bonus to Toughness and rolls to resist Tests of Will.
- **Weakness:** If the eye on the fountain is destroyed, so is Teufelsbett.



PULP GEAR AND GM'S TOOLKITS OUT NOW!

Want to get started right away? Well you can, buddy. All you have to do is get online and download some of the sample characters we've provided for you at:

www.pegin.com

Want to check out the game before you drop your dough on the book? No problem, pal. Check out the Test Drive rules. With a One Sheet, the Test Drive rules, and a fist full of characters, you can get a flavor of Savage Worlds... we think you'll get a taste for it!

And keep checking back for more One Sheets for our Savage Worlds settings.