



A HUNDRED WORLDS!

***IMAGINATIVE NEW WORLDS FOR THE
SAVAGE WORLDS® ROLEPLAYING GAME***

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Spit & Bailing Wire
Productions



A HUNDRED WORLDS!

Okay, I got this idea from a couple of threads. Let's come up with a hundred quick setting ideas for gaming worlds. They can be any genre you want. The idea is just to give a quick idea for inspiring GM's that can be used as one-shots or expanded to full settings however they wish.

We'll use a simple format and let's stick to one world per post please that way you can also put the title of the world in the subject line to make them easier for folks to find.

Clint Black

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A HUNDRED WORLDS!

WORLD 001: BELTWORLD

Genre: Fantasy

Author: Clint Black

Description: In Beltworld, the Goddess of Ice has manifested at the North Pole of the planet, and the God of Fire has manifested at the South Pole. Their presence on the planet froze the north and scorched the south; mortals are trapped living in a survivable "belt" around the equator.

Furthermore, the gods' existence on this plane has drastically altered the way magic works. Now, the only spellcasters are elementalists of Ice or Fire with some rare individuals, known as Dualists (Background Edge: get both trappings* for every spell and can switch between freely), born with the ability to control both. Though some children are occasionally born with an Arcane Affinity to Ice or Fire that gives them the ability to manifest one power related to their element and a resistance to that element (Background Edge: one power any Rank but no more, 10 PP's that can be increased, no chance of Backlash, Arcane Resistance only vs. that element, gain a +2 bonus to resist fatigue from that element, but suffer a -2 penalty to resist fatigue from opposing element, and can't be a Dualist).

Adventure can be found just in living, but also and mostly in the ruins of the World-That-Was that can be found in the Frozen Wastes and the Scorched Desert. For higher Rank groups, there is also the need to maintain the delicate balance between the two gods for if one removed the other, the world would end. Or can they figure out a way to return both gods at once and reclaim the entire planet?

*The same powers are available to both elementalists, but the trappings are set as either Ice or Fire related. Since majority of the creatures that live to the north or south have a Weakness to their opposing element, being able to switch trappings is a distinct advantage.

Okay, gang, let's see what you can do.

WORLD 002: THE TORUS

Genre: Sci-Fi

Author: Balance

Description: The Torus is a nexus between worlds used by various human and alien civilizations. It's a magnificent alien arcology located on a blasted ball of rock orbiting a pale, feeble sun in a cold corner of the galaxy. It's interesting for two main reasons: It has an impossibly large mass-shadow causing it to be a useful crossroads for intergalactic travel, and it's an impossible artifact of a civilization long departed.

Externally, the Torus is a giant stone donut two dozen miles across. It floats serenely unaffected by anything that happens, three miles above the bleak landscape. A center spire,

A HUNDRED WORLDS!

which is nearly two mile across itself, rises up from the landscape and provides a docking point for the station. Deep within the spire, massive ancient teleport gateways transfer visitors from the spire into the heart of the Torus. The gateways, like the torus itself, use technology unknown to all, are the only thing capable of piercing the thick rocky skin of the torus. In fact, some claim that the visible Torus is merely a ruse, and the gateways actually take visitors to some far different place, possibly buried within the heart of the planet, possibly in a far different galaxy.

No matter where the true Torus is, visitors arrive on one of the massive circular open chambers. Artificial lights provide some sense of a day-night cycle and aid in growing the plants which help keep the massive structure's environment liveable. No signals get in or out, and all attempts to cut through the outer 'crust' of the torus fail miserably.

The Torus is ruled by a decadent, incestuous offshoot Earth colony. They control a band of land near the center of the Torus which is filled with palaces, gardens, and similar. Their government is lax and undemanding, with the few 'services' paid out of percentages from various business interests of the extended ruling family. A strict policy is that the Torus does not allow extradition to any space faring nation. As such, the Torus is a haven to thieves, political exiles, and other oddities. It's notoriously difficult to invade, as the ruling family has the power to close the Gateways, and a siege would be short-lived on such a popular way-station.

The Torus is essentially a massive city-state packed to the brim with casinos, shady nightclubs, and similar venues. Anything a citizen of the galaxy could want can be found here, for a price.

Miles of tunnels exist, crisscrossing under the larger main chambers. Some areas actually support lakes or rice paddy style fields.

Into this, Player Characters may get involved in dozens of conspiracies. The intrigues of the Ruling Family, the mysteries of the Torus itself, or a myriad of other possibilities.

In general, the theme is much more 'space opera' than hard science fiction, with a definite dash of film-noir style hard-boiled detectives and such.

(Note: This isn't intended to be a direct 'reimagining' of the Beltworld name. I've noodled around with this idea for years.)

WORLD 003: CHRISTI EMPERIUS

Genre: Supernatural, Sci-Fi

Author: CJ

Description: To put it simply, the Roman Empire never fell, because after it was converted to the ways of the followers of the gladiator Jesus of Nazareth, a divine mandate from the first Pope declared that the empire would never fall. Through the preternatural might of the once

A HUNDRED WORLDS!

declining empire, the Holy Roman Church became the government and religious structure of most of the civilized world. The East, Africa, and the barbarian lands of Europe all are under the Reign (of God).

Those were ancient times.

It is sometime during the 4k Year of the Reign, and while the Roman empire has long been superseded by the Church as the actual world government, Rome is still the religious center of the world, and it's leaders Saint-Kings in accordance with the Right of the Holy Romans (in which it was said by the first Pope of the Reign that the Empire would never fall).

Ancient orders of Reign Knights are the justicars of the pan-continental megatopia that combined religious fervor and millennia of consumerism have created. Crafted as instruments of the Divine Will by blind and mute engineer-monks, the Heavenly Arsenal is guided by the hand of god. Miracles and the greatest of mortal craft (the benefit of a two-millennia long renaissance) are blended together to create the Holy Ordinance, commissioned by the War-Council of the Reign. The Reign Knights keep order and enforce the Pope's mandates, the Heavenly Arsenal strike at the hearts of wickedness and free the souls of captured faithful (long term wars with African and Asian utopian civilizations), the Crusaders lurk in the streets, the thief that comes in the night, their flashing blades putting the fear of the Warrior King of Heaven in the cruel hearts of those in the streets of the mega-cities. The Saint Kings of Rome (an artificial island mega-city) live in the utmost luxury their entire lives, in order to appease the blessing of the first Pope which has kept the world in the hands of the Church. However, these privileged few, from ancient lines of Saint-Kings who have done nothing but live in splendor, have plans of their own.

Adventures: Holy war bands, Knight orders, and even law enforcement of the divine but skewed future are all good ideas for the PC's groups; as are the "grittier" side of grim Crusaders and shadow ops for the Church (zealots, greedy freelancers, or both). Another spin would be to play outside of the "techno-miracle" religious confines of the Christian world, and instead play as Buddhist warrior monks or futuristic soldiers from the remaining non-Church mega-cultures. Finally, just playing out the gritty and often morally ambiguous lives of police, monks, knights, and criminals would make a great cyberpunk game with a twist in itself. Professional edges entitling one to certain powerful pieces of techno-miracle gear, and an Arcane Background to be one of the monks that make such would be available to players, as well as all sorts of futuristic vigilantes, espionage agents, and etc.

WORLD 004: BELTERS

Genre: Sci-Fi

Author: Leitchy

Description: These tough miners daily face trials and dangers wrestling precious ores and space-borne gems from the floating rocks of Earth's asteroid belt. They often make just enough to stock up with food and oxygen so they can ship out again, after maybe one good

A HUNDRED WORLDS!

binge of partying, drinking, dancing, fighting, and wild, wanton sex.

But Earth has raising the oxygen tax so high that small miners are being squeezed out, and the big mining companies are moving in. There were a few firebrand beltlers who thought something should be done about the situation, but they suffered very suspicious "accidents", and more beltlers got angry and wanted to hit back at the central powers and the big, impersonal corporations. The political situation quickly spiraled out of control, and now there is the beginnings of a guerilla war out among the asteroids.

Players are ordinary beltlers of various trades and professions who have banded together to fight the hated Earthers.

OR

Players are Earth mercs sent to eradicate the belter vermin, who turn out to be very tricky opponents.

WORLD 005: MERE0

Genre: Sci-Fi, Post-Apocalypse

Author: Mort

Description: Long ago the earth was prosperous and peaceful. Then it was shattered by an error in power-grid alignments.

Now technology has been outlawed, as against the natural order. Feudal towns grow around strong warlords. The Brotherhood of Technology has been suppressed and replaced by the inquisition.

Will you try to save the ancient technology as a brother or destroy it and its proponents as an Inquisitor?

WORLD 006: SOUTH SAVAGE SEAS

Genre: Supernatural, Post Apocalypse

Author: Indivar

Description: Near the end of the Second World War, the Nazis realized that all they had strived for was coming to a bleak end. Desperation forced them to a bitter conclusion: Their work in the areas of advanced weaponry and the occult must be finished, and Japan is their only hope for this to come true.

All of their greatest secrets, in the way of technology and occult findings, were laid in the belly of a U-boat and sent on the long journey to Japan.

This more or less actually happened, but the U-boat was captured.....what if the submarine had made it?

A HUNDRED WORLDS!

The boat arrived at a secret island rendezvous off the coast of Japan, where the best Japanese scientists and paranormal researchers got to work. Unlocking many of the occult secrets trapped in ancient artifacts, the Scientists gained unnatural insight and mad intellect within days. The energy of the atom was quickly understood and harnessed. Genetic research was examined and great advances were made, all in a matter of weeks. But what happened next made all pale in comparison.

A simple wooden box inscribed with ancient writings and fitted with the strangest combinations of locks was mulled over, and late one night it was accidentally opened. To bad it was Pandora's.

An energy washed over the earth. Laylines glowed and shook the earth to the core, pushing up archaic sites of power which had been placed long ago by Otherworldly entities. Powers which had rested in the minds of men for eons burned through the psyche of humanity, killing many, and giving others powers only whispered about by groups such as the Freemasons.

The Americans bombed Japan shortly after, but the Japanese gave back in kind. When the dust settled, both sides had taken Atomic attacks, decimating the western coast of the Americas and the Eastern coast of Asia. But the world was not destroyed.

Those troops that remained around the Philippine islands were now cut off from home, and many had died or gone mad from the Awakening and Atomic Attacks. What was left was little more than bands of people, striving to survive. Some had taken to piracy, looking for supplies and information as to what happened. Others became insane and longed to find the Sites of Power to further their own Mental Awakening. Some of these individuals even sought to seize the Sites in hopes of awakening the Godlike beings, so that they may come forth and reclaim the world they had hoped to rule over in Eons past.

Areas of Radiation make some areas inhabitable, and floating cities have evolved out of damaged aircraft carriers and the like which had been fitted with sails, some becoming places to trade and some becoming the floating fortresses for the insane.

Players would most likely be cast in the role of a band of survivors, made up of the Mutated, the Awakened, and those who were not affected, possessing a PT boat, motoring around looking for fuel, food, medicine and ammo, and learning of the plots of some to call forth the Entities of old in hopes of making a bad situation worse.

WORLD 007: THE DYING AGE OF ICE

Genre: Fantasy Renaissance, Romance, Intrigue

Author: Vonether

Description: The world of Freidia, where ice castles rise against the constant winds and snow drifts of this world, the human settlements are connected by frozen tunnels beneath the hard packed snow. Strange arctic and elemental races abound while magic is very common, and almost every noble has a "Gift" or two, not as many as actual wizards.

A HUNDRED WORLDS!

It is a world where one can't just run out into the wild (banishment to the outside is practically an execution), and magic makes life bearable. You never want to burn your bridges or upset those who could potentially dispel the life-giving spells around you.

The world has an almost frozen fairy tale look to it where a passionate, desperate nobleman will slide down the curving railing of a large iced stairwell to snatch his love, the young princess, by her warm waist and then continue to slide out of sight. Meanwhile, the king's guard fire crossbow ice Bolts at the couple, until the king tells the fools to stop, for fear of hitting his daughter. Then the king lets out a frustrated yell that unleashes his flame breath onto a melting ice statue.

New Races:

Tundara: A mostly humanoid race that look like a bipedal herbivore, part man and part herd animal.... most likely elk or llama with thick fur that can cushion a blow and strange two-fingered hands that end in huge hoof-like nails (use Mantids)

Icelings: A race of crystal like creatures that seem to be partially elemental in nature. They are mysterious and always alert (use Saurian and allow them to be Natural Swimmers in unpacked snow drifts, hard ice stops them)

Ursera: A huge polar bear race that exists in several tribes that all live for war and conflict with each other and the other races. (Use Rakashans stats and replace Pounce with Brawny and move the stat bonus to Str.)

Wollin: A short, slim race of primates that elk out a living in their own nomadic encampments. They are fascinated with the other races, however, and seem to think that serving a "biggun" in an exotic, warm home, is a much better life. Just don't give them too many instructions at once (use Elves)

Neanderthals: (Use Half-Orc) The Neanderthals aren't primitives. They shun "sophisticated" magic and use their actual hands and something called technology to make their own strange and wonderful settlements underground. A new definition of "cave man."

The Avions and Half-Folk are actually servant races created by human magic. While some of these folk have earned freeman status, they are never allowed to be nobility.

Royal Blooded: Every noble family in Freidia has its pure born sons and daughters born with a birthmark that matches the animal on their coat of arms as well as a "Gift," a magical knack that they can all upon quite frequently. (Basically a Human with the Noble AND Super Power Edges. The Royal Blooded needs to pick up a Major Hindrance, most likely Code of Honor or Enemy, to balance it out.)

Arcane Backgrounds:

Magic: The "Wave Runner" power is now "Frost Walk." It allows the subject to ignore the effects of the cold and be heard clearly despite any howling wind. Otherwise, most

A HUNDRED WORLDS!

trappings favor winter and light effects.

Weird Science (or the new Alchemy rules): This highly enchanted world where people can walk in an ice castle with relative comfort (it's like cold tile floors), more permanent magic devices and items are made from ice and quartz. A crossbow may shot out ice Bolts or a horn may blow an arctic Blast.

Super Powers: Every noble bloodline begets those who have one single "Gift" that can be used quite often. Ironically, most of these Gifts are the antithesis of the other magics, leaning more fire and nighttime effects, as reflections of passion and temptation that power brings.

To "winterize" your critters for this world, be willing to liberally use these Monstrous Abilities:

Paralysis and Stun (Freezing Attacks)

Burrowing (ice and snow)

Armor (ice armor or heavy fur)

Construct (for funky critters made totally of ice and for elementals)

WORLD 008: C'ERT, THE ONE

Genre: Fantasy, Conspiracy

Author: The Geezer

Description: (Note: This was my first attempt to create my own setting back in 1997, it has grown from that to a few short stories and a separate language)

C'Ert, the One world, a mega-continent encompassing almost the entire planet. From the savage mountain regions of the North, where the followers of the evil god Dondahr reign supreme, plotting their advance southward into the fertile lands of the followers Siutyr.

Dondahr and Siutyr: The Two Brothers. Supreme gods of good and evil, creators of life and forever pitted against each other. While the compassionate Siutyr created the three Folk, the selfish Dondahr created monstrous abominations to serve his needs.

The Three Folk:

Kanen: A fur-bearing and nomadic people, known for their religious prowess and great leaders.

D'Ensch: The frailest of the Three Folk, known for their multitudes and revolutionary thoughts.

Arin: Large, muscular and incapable of lies, known for their strength and one-mindedness.

The continent of C'Ert is divided into many individual realms, which despite their constant

A HUNDRED WORLDS!

quarrels and wars stand united against the influence of Siutyr. Courts filled with courtesans and religious leaders, dictating the lives of the multitudes, and enforcing the laws of Siutyr, as it has always been.

Now C'Ert has entered into the Fourth Age, an era of enlightenment and rebuilding. The history of C'Ert has been largely destroyed due to wars and the sporadic rises of mad wizards. The most notorious of these wizards; C'Thalrizian, ripped the larger part of Loren from the very planet and now reigns supreme in a world outside the world miles above surface of the planet, or so it is believed.

In this, the new age of enlightenment and cooperation, a new schism has developed inside the church of Siutyr. A new way claiming the old church to be the greatest of Dondahrs successes. The church responded in kind by ordering an inquisition of all the inhabitants of C'Ert, to purge the forces of evil from the land.

Meanwhile the Arin tribes to the North have reported greater activity in the realm of Dondahr.

The heroes of C'Ert; be they warriors, traders, priests, wizard or thieves, struggle to return harmony and peace to a world that seemingly has been enchanted by the dark forces of Dondahr. Border wars have become more commonplace and even race wars have begun to torment the peoples of C'Ert, defiling the legacy of Siutyr and the Three Folk.

WORLD 009: WEIRD COMBAT: ENEMY UNEXPECTED

Genre: Beer and Pretzels

Author: ZenDog

Description: Earth, April the 26th 2004. A horde of Mongol horsemen suddenly appears in Manhattan. They Rampage through New York's financial district chanting "Carrie Bradshaw! Carrie Bradshaw!" terrorizing Wall Street traders, lawyers, and bankers, looting New York's finest department stores. Only when they reach the neighborhoods of Queens, Brooklyn and New Jersey are they halted by resistance from the locals. Unsure about these weapons used by the locals "Yeah you better believe it Mo-Fo! The right to bear arms baby!" the Mongol Horde heads back to the easy pickings of Manhattan Island where the NYPD and the National Guard lay siege to them.

In Paris a huge Reptilian monstrosity appears, tearing down the Eiffel Tower as it screams and hisses, stomping French Gendarmes and tourists underfoot, burning up the left bank with laser eyebeams. To quote one Japanese tourist's eye witness account "Oh! It's a Godzillasan!"

In London Werewolves, Vampires, Frankenstein's monster, and ancient Egyptian Mummies roam the London Underground preying on unsuspecting commuters. Mayor of London Ken Livingstone has this to say "Look people were concerned when I introduced a five pound congestion charge for the city, but that has worked out rather well. I really don't see how a few monsters on the Underground, can be described as total failure of my Transport policy."

A HUNDRED WORLDS!

In Moscow bug eyed, four foot tall, green skinned creatures claiming to be from Mars demand Russia's entire supply of Vodka or they will decimate the Russians with their death ray laser pistols. Premier Putin has only one word for them "Niet!"

In Beijing a regiment of Nazi Zombie stormtroopers fights for control of the city street by street, all the time accompanied by a modified Panzer that plays the theme from the movie 'Cross of Iron' through a massive Nazi Gramophone which has replaced the turret.

Whilst Berlin is beset by shaven headed, orange robed, Shoalin monks who leap out on unsuspecting Berliners shouting "Ahh Grasshopper! Ich bien ein Berliner" before karate chopping them across the throat and wandering off humming the tune to the popular 70's TV show 'Kung-Fu.'

Rabid killer rabbits, murderous clowns, super-villains from comics, angry Amazons and Lizardmen in loincloths, armed with flint spears and stone hand axe's, and a host of other weird and wonderful freaks assault the capital cities of the world.

Chaos reigns supreme.

Across the world emergency services, armed forces and brave citizens try to resist as best they can.

Meanwhile the politicians of the world panic and blame each other and everyone from God to the Illuminanti.

As the smoke clears the next day, no trace of the mysterious attackers is left. Prisoners, bodies, triumphant conquers all are gone.

In the aftermath, the world returns to normal or at least it tries. Paranoia, delusion, and depression are rife and that's just the world leaders. Everyone and his dog have a theory about what happened on what is now known as weird day.

A cabal of world leaders and security services gets together to deal with the problem while they use scientists and the media to try and convince the people of the world it was all just in their mind.

Then a second wave of attacks starts. Smaller and less focused than the initial attack. These range across the world, occurring in cities, towns, villages, and sometimes, weird things just turn up in the middle of nowhere.

It is to combat these 'Weird' apparently random threats the international Weird Combat division is set up. Known to its members as W-Com.

Notes: Starting players are mainly military but Weird Scientists and Investigators are also possible. For a typical session, the GM should pick a random location on the world and have the heroes fly out to deal with whatever weird foes have turned up this time round.

If anyone is wacky enough to actually run this as more than a one shot, then have the characters work to unravel the mystery of who is responsible for these attacks and how to

A HUNDRED WORLDS!

stop him. Along the way of course they must fight hordes of mythological, magical, historical and just plain weird and dumb bad guys, before the final showdown with the uber-baddy and demi-god 'The GameMaster' who is attacking earth with his toys, just for kicks.

WORLD 010: TORRENT

Genre: Sci-Fi, Survival Horror

Author: MojaveRattler

Description: Torrent is a desperate world. Its inhabitants, fugitive or tired of the tyranny of the "Dry Worlds" governments and lifestyles all fled here.

A little known rock on edge of the galaxy, on the surface the weather is extreme. Some regions are covered in rainstorms that last 4 months at a time filling valleys and lowlands with water and leaving only the great forests of thousand year old trees with their massive canopies as a refuge. Others are great deserts in constant windstorms and turmoil. Others still are huge frozen tundras covered in thick fogs and blizzards. The winds are what cause this, they're a meteorological nightmare and make surface settlement a difficult prospect at best.

Beneath the surface is a honeycomb of tunnels. Some act as thousand mile wind tunnels, blowing winds in excess of 300 miles per hour and spell instant doom to those unfortunate to enter one. In this treacherous expanse is where the typical refugee stays safe from the raging surface, only venturing out for short periods in times of emergency.

Strange things live in these tunnels. Blind to light but track via vibrations through the ground. Millions of types of 'worms' ranging from a millimeter to a hundred meters, from harmless to ravenous, from base and animalistic to intelligent as any human. Strange luminous fish and the various inhabitants. The tribalistic frog-like Looma of the Forests. The vicious Ichthyans of the drowned regions. The mysterious Wanderers in the Deserts, who appear perpetually wrapped in cloth. The unknown horrors of the abyssal 'Deep regions' of the tunnel system.

The upper atmosphere is an electric shield. A hole has to be found to enter the atmosphere and it is not possible to send communication in or out of the planet.

Torrent isn't an easy place to live, but it isn't owned by bureaucrats or dictators, it's only owned by those who can carve out a living in its harsh winds and gloomy sunless skies.

WORLD 011: ADVERSARIES

Genre: Epic Fantasy

Author: knicknevin

Description: For long years, the empires of Humans and Elves have bordered one another in mutual hostility; humans distrust the Elves longevity and nature magic, whilst Elves sneer at the Humans fecundity and techno-sorcery. Then, terribly, a Human sorcerer unlocks a

A HUNDRED WORLDS!

great secret, releasing all the souls of the dead back upon the world... and they are angry! As the Human Empire crumbles before this unstoppable onslaught, they must beg sanctuary from the Elves and enlist the Elves' help in turning back this dreadful tide, but what is it the Elves fear and just who is the greatest enemy: the Elves, the Dead or themselves?

WORLD 012: NEO-VENICE

Genre: Sci-Fi, Post-Apocalypse

Author: Codexier

Description: The great space transport, *The Poseidon*, took off from Earth ages ago on a long voyage to the newly terraformed planet Iago. The ship was a new class of transport, elegantly decked like a Cruise Ship, with many levels of shops, entertainment, swimming pools and all manner of pampering for its rich clientele. "Guests" on the ship would spend some time in Suspended Animation and some time awake and mingling at dinner parties with other elite members of society.

The ship was considered invulnerable to damage, built out of the latest, strongest alloys, defense systems to keep irksome pirates from attacking, auto-nav systems to predict and avoid potential problem areas. So, for many months the rich guests and the happy crew flew toward their destination, with the only concern of which parties to attend, what new drinks to consume and what to eat for dinner that night.

However, a chain is only as strong as its weakest link. In the Poseidon's case, that weak link was a Junior System Administrator in the Navigation System computer room. A completely un-eventful trip makes a crew restless and reckless. One night during a crew party (which lasted well until the artificial sun came up), the Nav crew left a single Junior SA in charge of the Nav computer room with one order: "Don't touch a thing." As fate would have it, a very simple problem, a full file system on one of the core Nav Computers came up, and the Junior SA, in an attempt to resolve the situation (and hopefully look heroic to the other SAs) deleted some rather critical files on the server. This caused the entire Navigation system to crash completely, without a hope of coming back up.

The crew tried very diligently to keep the ship from hurtling toward the jungle planet of Venus, but in the end, it crashed rather violently into a large lake at the basin of a jungle river. Millions of gallons of water gushed into the cracks made in the hull of the ship, drowning thousands of travelers almost immediately. Those that didn't drown had to climb higher and higher into the ship until the water leveled out and stopped filling the ship.

Hundreds of levels of ship sunk under the water leaving only a small portion of the interior above the waterline. All exits from the ship were located at the bottom, and thus were inaccessible, so the survivors were trapped within the belly of the mostly sunken ship. The survivors banded together in small groups to build shelter to live in. Scrap metal and other broken ship parts were fused together into platforms, walkways and living spaces.

A HUNDRED WORLDS!

Though some of the ship's systems remained working, or in some cases, minimally working, others were completely destroyed. The air systems continued to work at about 80% efficiency, so the air was mostly clean, although every few years, it seems to drop by about half a percent in efficiency. The artificial sun systems worked at about 55% efficiency, so there was a very dim/dusk-like light during the day. The electrical/energy systems that powered the guest levels (shops, housing, etc) were almost completely destroyed. Very little electricity existed for the survivors to utilize.

Humans are survivors and those that adapt better will survive longer. Communities sprang up and culture begins again in the ship-bound microcosm. The water was broken only by ramshackle buildings and platforms, and reflected the warm glow of gas lanterns and candles. One poetic survivor dubbed the remains "Neo-Venice" for its maze of watery canals.

As the decades pass, the survivors attempt to reclaim some of the culture that was stripped away from them by the sinking of shopping malls and ballrooms. Long forgotten skills are honed and specialization occurs to attempt to distance the strong from the weak. Marketplaces trade vegetables grown in small roof-top gardens. A few clever tinkerers make bicycles and even steam powered cycles to transport people down the long thin sidewalk-like streets of the makeshift city. Leaders become politicians vying for more power among the city blocks separated by canals.

Small boats line the often tight canals and are one of the main methods of transportation. Water taxis are many, though they are often packed due to the high demand. Boats often sport bright colors and designs that mark which community the owner of the boat lives.

Crime, as can be expected in such a situation, grows unchecked. Some communities' band together to prey on their neighbors, while some guard their territory and goods with small conscripted armies and police. Gangs gain strength and notoriety by conquering city blocks and end up fighting to the death of the last man against other gangs.

Characters can play a variety of roles: explorers, creators (of goods, art, weapons, etc), politicians, gang members, militia members of a community. Technology is limited, with a lot of weapons being blades, with a few hand-made pistols (similar to flintlocks) available. Vehicles are limited to bicycles, steam-cycles, rickshaws, carts, and all manner of small boats.

A unique feature of this microcosmic world is that the technology rapidly grows. Tinkerers and creators are constantly refining the sparse technology that exists. One might find a book about steam engines that floated to the surface of the water from somewhere below and that will expand the knowledge of that creator who might develop faster or safer boats. It is a world in a sort of post-apocalyptic renaissance.

A HUNDRED WORLDS!

WORLD 013: LEGIONS

Genre: Steam Punk, Alternate History

Author: gobo

Description: Rome in all its glory [and then some]. Imagine if Socrates invented the Steam engine and Aristotle used it to create a Steam Powered Exoskeleton for the Legionnaires. Steam powered Rifles that fire a small ball of super heated water. Imagine a steam powered Rotary Cannons on a huge wooden steam powered robots. Imagine that Miracles can still be granted by the Gods.

A world where the Empire covers most of Europe and Asia, North Africa and the recently discovered "New World."

WORLD 014: "WAR HEROES"

Genre: Near Future, Sci-fi, Grindhouse

Author: CJ

Description: The war erupted, a series of mercenary conflicts making hotspots out of all the major cities of the globe, carnage backed by countless splinter factions of private endeavor. Those who fought: mercenaries, draftees, corporate soldiers, police, national guard, military remnants, and renegade fighters, were killed in combat, bombings, and executions, and those that lived did are so universally scarred that most surviving members of civilization agree that they would rather face the mass hysteria, riots, and terrorist attacks again than to have been a direct combatant in that, the worst and most cruel war of all human history.

The modern world has been gutted: people still flock to cities, and some people still live out in the middle of nowhere, but everywhere it seems anything of any importance was bombed, poisoned, or razed. Nomadic motor communities, corrupt and dangerous urban centers, and most of all lots of people with so little to lose and so little to fight over, and fight they do.

As one makes their way through this hard-bitten world we live in, they are likely to once, and only once, encounter the infamous band of outlaws, those known as The Master-Skills. You see, those of unusual ability or uncharacteristic grit were those most often thrown into the war, and incidentally those that most often survived, if horribly scarred by the experience. Many were just as messed up before the war as they came out afterwards, like Granddaddy Scrap, the Master-Skill of Strength, and some aren't just inhuman - they aren't human at all, like the Toad Boy, Master-Skill of Misdirection. And still others, some would say the worst, are those normal human veterans, those partners so salty that they walked away from that just looking for more. In this instance, namely the leader of the eight Master-Skills, The Man, Master Skill of Technique.

Think a /little/ mad max, lots of Twilight 2000 military stuff, even some HOE weirdness mixed

A HUNDRED WORLDS!

in with lots of kung fu, superpowers, and lots and lots of style.

WORLD 015: THE JUNGLES OF DEATH AND THE PROPHECY OF THE SKY FALLEN

Genre: Pulp Adventure

Author: ZenDog

Description: The world or at least the part of it that concerns the players is one of total jungle/rainforest. Like the jungles of South America it is dense almost impenetrable and definitely a hostile environment. Everything in this jungle is potentially life threatening, including the heat and humidity of the jungle itself.

The jungle is packed full of giant exaggerated monstrosities. Huge snakes, giant spiders and other abnormally dangerous insects. Predatory reptiles and big cats, venomous and psychoactive plants, not to mention man eating plants. A great mother river flows through the jungle, which naturally is packed full of giant Crocodiles and Piranhas, and nasty little things that try to swim up orifices and do unmentionable things once they get there (don't drink the water, don't swim in the water).

In all respects, it is like a larger than life more dangerous version of earth's jungles (one might say it is a Savage setting).

The players are not from this jungle world but are visitors who become stranded. They can be from any setting, have any Skills, Gear, Edges, Arcane Backgrounds, or Powers, and be of any Race. The only thing they must have in common is that they come from the sky! Crash landing rocket ships or zeppelins, jet fighters or by magic, it doesn't matter. They can all arrive together or one by one; again, it doesn't matter as long as they come from the sky.

You see the inhabitants of this planet have been waiting. Waiting for the sign in the sky, waiting for those who will come from the sky and the Prophecy they will fulfill.

There are four sentient races on this Jungle world. There is a race of cat people who normally live either as solitary hunters or in small familial groups. Lizardmen who are separated into smallish Tribes (each with 30 or so warriors). These Lizardmen use primitive weapons (stone hand axes, spears, bows, blowpipe, bolas etc). The Lizard tribes all have complex relationships to each other ranging from blood kin to hated enemies. There is a colorful Avian Race that live in the tree tops normally in nesting groups that are like small towns with populations in the hundreds. Finally, the most populous species (not to mention most hostile) is a race of hivemind, vicious ant-like insects that live in giant anthill Ziggurats.

All these Races have their own versions of the prophecy, all of them want to 'get to' the player characters for their own reasons.

Of course not being able to speak the strange languages of the planet's inhabitants, the players might not understand that a tribe of Lizardmen heading their way fast, shrieking and

A HUNDRED WORLDS!

hissing, and waving spears at them is not necessarily a bad thing.

Notes: The four races are based on the basic ones in the SW rulebook but feel free to make different types. For example Lizardmen shaman, healers and warriors and hunters, with variation from tribe to tribe. The insects are an ant version of the Mantids, again you can have different types for example an Ant warrior might have an Arcane background that gives them Bolt Power but the trapping is, that it isn't magic but an Acid they squirt from their thorax.

I have no idea what the prophecy is by the way.

WORLD 016: THE NEW CONFEDERACY

Genre: Sci-Fi

Author: Bill

Description: The five star nations of The New Confederacy have stopped squabbling between themselves and decided to begin working together. Not that they truly trust each other but recently an unknown alien force has been raiding small mining colonies and wiping them out. A few, scattered survivors have ranted on about black ships appearing, spears of devastating light ripping open domes and devastating mining equipment, and small landing craft dropping down and hunting for anything left living.

The Confederacy has formed groups (including the players) to begin exploring the outlying stars, seeking new resources, new possible allies against these strange beings, and information about them and the technology they represent. Culled from the finest, or most expendable, of the Confederacy, equipped with the least cutting edge technology and some simple trade goods, in case of capture, and placed in ships' whose only defense is the skill of the pilot and speed, the players are the explorers, first contact personnel, traders and spies for the Confederacy.

Strap on that old "slug gun," fire up the horses (Motorcycles), and board some of the cheapest trade ships ever designed for the ride of your life!

WORLD 017: SHATTERED STARS

Genre: Sci-Fi, Psionics and "Super Science seen as magic", genetics, power armor, psionics, alien bugs

Author: Vonether

Description: *"But Daddy, why are we running away?"*

The Intro:

I am tempted to set up a game like this, I tell the players to design teenagers in a slightly futuristic setting. A place that could be Earth, or it could be earth like. The truth is that the

A HUNDRED WORLDS!

planet hides the relics of ancient war between a lost human civilization and the left over infections of an alien insect race. All of this is unknown to the general public.

Then I plop the teenage PCs all down at big picnic, where their families all mingle with other families that seem to have no real connection to each other, other than the parents seem to be close friends or have a shared past they don't talk about.

Then the black helicopters come.

Everyone runs, the parents tell the PC to watch the young ones and then pull out some heavy ordinances. The stress starts to have a strain on some PC and they feel strange.

The Set up:

The PCs are the children of government experiment escapees. It seems that their children are normal until adolescence and then psionics kick in.

The rub is if I'd use Psionics or use Super Powers and call them Psionics.

But there are weirder things out there than they...

The idea is that many of the lost "idols" and enchanted figurines that players and their villains go hunt down in the rpgs are actually composed out of an unknown material that a lost civilization (or alien technology) was able to program for certain effects or energy control. Some of the ideas are...

- Authentic "summoning" circles are actually a complex pattern of silver or gold inlaid in a floor. It's a large, crude circuit board. You put a few "idols" at certain points, get an energy source (lighting, sonic vibration from lots of rhythmic chanting, etc.) and it activates the programs or properties stored in the figurines.
- Living sacrifices are needed to "summon" demons because the idol reconfigures body into a new war-like form.
- "Demonic Possessions" are actually victims that had an idol download its stored personality into living host.
- Some cults are in on some of the truth. They are willing participants in insuring that the personalities in the idols are immortal and always have a new host body ready. The question is, what sort of agenda would commit people to such a cause? One can't always assume it's an evil one, I am just thinking about the movie, The Fifth Element, were a priest is about to poison an archeologist to keep a secret.

There are also the infections that can take over the weak of mind or body. These alien viruses turn people into "vampires" and "werewolves." Most people don't turn since they have gained immunity ages ago.

But before I even stick all of that in there, I think I have plenty of material to steal from. I can play up anything from X-Men comics to historical underground railroads.

A HUNDRED WORLDS!

In an experiment, I am thinking of tweaking the focus of the campaign several times to reflect the changing power level.

For example:

Early game:

Running From the Law

At this point in the game, the PC will spend more time dealing with low threats and running from black helicopters. Hopefully being low level and knowing it, players won't feel eager to rush in and do combat. It will be reminded that one can get XP for overcoming a problem rather than eliminating it.

Setting Up Shop

At this stage, hopefully, natural leaders and teamwork will evolve. PC will get in touch with others of their kind and find out that there is a whole potential for an underground. By their own initiative or by NPC sponsors, they will help set up the infrastructure, safe houses, allies, and drop off points. Conflict maybe with other more rouge psions and criminals who are hoping to abuse those without resources (sweatshops, legbreakers, etc.)

Putting up Resistance

Now the group is skilled and trained enough that they may option to take the fight to the government. This is where they could fall into the trap of being unintentional terrorists, or can be easily labeled as such by government propaganda. They may do big, ballsy operations that could get the local law enforcement involved. And those boys in blue are just doing their job.

This is also the sweet spot where I could use regular adventures with a twist. The motivation for the usual investigation isn't because the group is the usual group of P.I. or troubleshooters. The group is hunting down the cause of strange occurrences so as to ensure the press and police don't get to nosy and find the PCs by accident. In effect, they inadvertently contribute to any cover-ups.

Who Invited You To the Party/Campaign Twist?

At this point, I'd like to make a massive shift in the game. Perhaps an Alien invasion or natural disaster, where suddenly the government has a lot more on its plate and there are a lot of refugees are living at the same standard as the PC have done for ages. Do they fight to keep their stuff, share it, or take "normies" in. (Some of this idea is an experiment. A lot of GMs have large villains with tons of henchmen for each challenge rating, but to me the game still feels the same, only the power level increases. I am curious to see if this concept gives a new mood to the game at about the same time most players just go on automatic pilot)

Either way, these concepts are introduced as a key part of the next level of adventure...

First For Sport, Now For Survival

A HUNDRED WORLDS!

If I did the Alien invasion, this is where I would introduce the second part I talked about. The government's few psionic captives would be used as guinea pigs and the "secret" of psi synergy with neural helmets would be discovered. So the PCs end up being hunted again, but not for extermination, but for an offer. Suit up to save the Earth and you get... What would the PCs specifically ask for? Would they be savvy enough to ascertain that their conduct would reflect on future psionic /government relations?

In the "super science looks like fantasy" part, the government is desperate enough to grant the Moreau pardons if they help fight against the fantasy menaces or offer their "occult" expertise. I have even thought of combining the story lines where the PC get caught up in the politics of the government and the "idols" because they know the aliens are coming and some are trying to hide and others are trying to get ready for it. And the PCs are caught in the middle, wheeee!

For an Alien invasion, I am tempted to make the bugs a little different in that their carapaces are chromed (to reflect the radiation of space), but it makes laser weapons useless. Welcome to power armor so as to bring enough .50 cal ammo onto the field!!!

Future levels:

Play out the invasion/"fantasy" menace story line and wrap up the game on a shattering final battle climax.

I do have some issues to iron out though:

I am still hammering out "what" the black helicopters really are. I am pretty sure of "who," either a "fringe" or a "The Company" arm of the government or conspiracy that operates beyond control of normal law enforcement. Now do I make them just tough humans, or perhaps the "successful" results of the experiment?

- Another reason I wanted to set the campaign on a planet where the human colonists forgot that they came from Earth is that it would open up the suspension of disbelief when I introduce strange critters for encounters (such as dire rats in the sewers). I guess I could do the same by saying the game is in a far future where mankind has now gotten back up to 21 Century tech and the strange critters are just Earth animals 5+million years in the future, but that doesn't seem to lend me enough "believability" even when you see some of the critters that scientists guess could come up in the future.
- On the other hand, I was tempted to say that the raid made everyone scatter. The children were told NOT to go to rendezvous sites since the government would eventually find these places through interrogation of their prisoners. Thus it takes a while for everyone to hook back up. I've seen war stories where refugees take years to find family once everyone split up. And it's even harder when you are looking for someone who is trying to hide at the same time.

A HUNDRED WORLDS!

WORLD 018: PANTHEON

Genre: Heroic Fantasy

Author: ZenDog

Description: Pantheon is a world of Heroic Greek fantasy, concerning itself more with the adventures of heroes than the politics of the city states. The world of Pantheon is not historical Greece.

All the PC's in Pantheon are humans who, instead of starting with a free edge, start with either of the Arcane Backgrounds 'Godling' or 'Hero'. A Godling is the offspring of a God and a mortal, whilst a Hero is one who is favored, and cursed by the Gods in equal measure.

Godlings' have gifts (Edges and Powers) corresponding to the Godly parent, who will also act on their behalf, but jealous Gods may oppose them.

Heroes are favored by all the Gods. Heroes may invoke any God at any time they wish, and the God will come to their aid.

The favor of the Gods is not without its price. The Pantheon are a jealous lot and their relationships are fraught with tension and conflict.

The more his immortal parent helps a Godling, the more resentful the other Gods become. The more favor a Hero shows one God, the more displeasure the rival Gods take.

Angry Gods may oppose Heroes or Godlings, in many ways. Through their earthly minions, be they monstrous or mundane, or through forces of fate and nature.

Godling gifts are dependant on who their immortal parent is and are a permanent boon. Heroes on the other hand must invoke a particular God when they require help.

Example: Kleitos is traveling the Isthmus Road when he is attacked by bandits, he is outnumbered six to one, fearing for his life he invokes Ares God of War. Ares answers his call and Kleitos is suddenly imbued with the power of Ares, growing in stature and glowing with Olympian might.

Invocation of Ares:

Powers: Boost: Strength, Fighting and Intimidate by one die type, Lower: Spirit and Guts by one die type, Smite

Edges: Improved Frenzy, Improved Sweep

Hindrances: Bloodthirsty, Mean, Vengeful

Weakness: Ares is a coward and a bully if the character possessed by Ares is wounded or shaken by another God possessed Wildcard, Ares will flee, running to Zeus in Olympus, where he will complain of the injustice of his wounding.

After a God has been invoked and helped the character, the God normally returns to

A HUNDRED WORLDS!

Olympus, however sometimes they stick around and cause mayhem (random event type table?). Stay or go, there is always a price to pay once a God has been invoked.

A cornucopia of adventure.

The world of Pantheon is a world packed full of excitement and danger, and there is certainly plenty for Heroes to do. Questing on behalf of Gods, warring for city-states, or against the barbarians, or just traveling the known world, and beyond, clearing the Isthmus Road of bandits, looking for golden fleeces and slaying the fierce Minotaur.

There are many weird and wonderful creatures (and people) in the world of Pantheon. Some are numerous like the Centaurs, and satyrs, other are few in number like the Cyclopes and Gorgons. Others like the fabled Minotaur are singular. Once you have slain a solitary creature that's it, it is gone from the world (unless of course someone were to find and open a certain box belonging to certain lady).

Oh and one more thing, don't let the Centaurs at the wine.

Notes: I'm quite taken by this setting and might work it up some more. Not sure about the Godlings (don't like the name for a start). I like the way the Heroes can favor and invoke lots of different Gods. I may remove the Godlings later.

WORLD 019: ROACH WORLD

Genre: Survival, Horror, Post-Apocalypse (Think ANTZ, but add apocalyptic horror and a small dose of Battlestar Galactica feel)

Author: Marc Hameleers

Description: Finally, we did. Yup, we destroyed humankind. Mass pollution, chemical warfare and the good ol' nuke or three did it. Humankind is no more. Goners, gone to meet their maker, dead as a parrot!

Mother Nature however, decided to give intelligent life a second chance. The only survivors of the apocalypse, the insect world, has mutated so that they have become intelligent. Perhaps even so intelligent that they will not destroy their own world, who's to know?

However, not all is well in the Insectoid future. Sure there are places where it is rumored that insects can live in peace, but for the most part, insect get eaten by bigger, meaner insects that have mutated into horrific creatures.

And then there are the cockroaches. Apparently with the extinction of humankind not all their politics went out of style. The Roaches have decided that fascism is the way to go, and they are so hard to get rid of! Is being enslaved by Roaches better then being eaten? If you think yes, resistance is the way to go: trying to resist the Roaches will make them use their spider allies on you....being paralyzed and having sucked the blood sucked out of you so far helps deter resistance a lot...

A HUNDRED WORLDS!

The Players are insectoids living in a totalitarian Cockroach state. Off course they are part of the resistance. They need to lead a local revolution to be at least temporarily free of the oppression, so they can mount an escape with their followers...an escape into the horrors of the mutilated earth, where great horrors await them. But perhaps, one day they'll find that place of sanctuary they seek...

Players are mutant insects. They can use simple (and very small ☺) tools, but there is no high tech around. There would be a lot of insect races, each with distinct advantages. There are some mutant insects with mental powers, always in tune with their race. (Fireflies may have a firebolt power, a ladybird may have charm powers, etc.) Of course, the goal of the Sanctuary is never reached, until the last day of the campaign...that doesn't mean of course that the players will not think they have reached their goal a lot earlier...but there is always another spider, wasp colony or Roach army to uproot them....The game is about survival, not about insect bliss!

WORLD 020: THE ARC

Genre: Fantasy or Sci-Fi?

Author: knicknevin

Description: A flat world encircles a star like a coin with a hole in the middle; upon it are found many weird and wonderful races (the surface area of this disc, going from the orbit of Mars to that of Venus, would be tens of thousands of times more than the Earth's surface) who make different climates and ecologies there home. The land is littered with magical artifacts and cabals of wizards keep alive the secret spells that enable them to work wonders...

It's not a fantasy world though: thousands of years ago, the race now known only as the Gods built Arc as a giant laboratory in which to study the many different races of the galaxy in comfort; then an enemy emerged who cast them down in a war that lasted centuries and Arc was pressed into service, with specimen races being sent into battle as soldiers. Now, millennia after the war and the fall of the 'Gods', the old operating codes are passed amongst the sentient races as 'spells' and 'wizards' must be initiated by someone whom the central operating computer, buried under the surface of the world, has already been taught to recognize as an authorized user! The 'magical items' are in reality high-tech and the 'fantasy races' were once inhabitants of worlds around other stars; landscapes on Arc range from places where mountains of frozen oxygen to rivers of molten sulphur!

WORLD 021: NEW CRUSADE

Genre: Post-Apocalypse, Horror, Skirmish (In the vein of the Rippers Minis/RP Game)

Author: Hi PHI

A HUNDRED WORLDS!

Description: No one knows from what depths or expanses of existence that it came. But it did. And it blindsided us. Ul'athep, as it was later dubbed, emerged from the icy landscapes of the South Pole. It is a horrible amalgamation of blasphemous aesthetics, a mass of sanity-draining parts. Shadowy tendrils, gaping maws, oily hide, an unearthly, relentless and disorienting vibration surrounding it.

Within a matter of weeks, the civilizations of South America fell to it and its uncounted legions of lesser servitors. Everyone assumed it would tear a swath through North America next, but it deviated toward Africa and Europe. It settled at a point in the Atlantic exactly on the equator and between the continents of the eastern and western hemispheres. The nations of the world have tried to lay waste to it with any and all means available to them, but have failed miserably. The thing appears immune to conventional weaponry. All hope was considered lost.

It seems, however, that the Universe is not without a sense of balance. Whatever lead to the emergence of Ul'athep also brought out an aspect of many members of humanity. Later to be called the Divine Right, this ability possessed by these "Crusaders" proved to be the best weapon against the endless legions of Servitors across the globe.

PC's will be members of the Crusaders, a collection of cells scattered across the earth, preferring no particular leadership, but loosely organized through the worldwide various communication, early warning and resource networks setup since the dæmon's appearance. These Crusaders come in two varieties: Knights of the Divine Right and Cyphers. Knights are the frontline soldiers of the Crusaders, hardy and forlorn folks who have found within themselves the ability to fend off the blasphemous hordes. From the rear, the Knights are supported by Cyphers. Cyphers are those who are blessed with the ability to harness the raw energies of the Divine Right into a physical weapon, and who also bolster the abilities of the Knights. Cyphers and Knights often pair up, and form close relationships forged in the heat of battle.

All Crusaders have a new Edge, which is a derivative of the Champion Edge:

Divine Right

Requirements: Novice, Spirit d6+

Those blessed (or cursed?) with the Divine Right gain a +2 bonus to Fighting or the Cyphon skills, and damage rolls when up against the Servitors of Ul'athep. Only characters with this Edge may cause damage to an Alpha (below) or Ul'athep itself.

Cyphers possess the AB: Miracles edge, the related skill being Cyhpon as opposed to Faith. Powers available to them are: Bolt, Blast, Armor and B/L Trait. B/L Trait is most often used to boost the abilities of the Cypher's partnered Knight in combat. Cypher's typically stay in the rear lines while they provide spiritual bombardment and support to aid their Knight Comrades.

Knights possess the Divine Right Edge, but cannot wield its raw, mystical energies the way Cypher's can. Knights often employ Melee weapons like Swords, Maces and other medieval

A HUNDRED WORLDS!

weaponry. Most of these "Knights" learned to wield these weapons after "finding" them in specialty shops and the like, in the middle of a siege on their hometown's by Ul'athep's legions. Many Knights also employ firearms, and some even prefer them exclusively to Melee weapons. Though, Knights with that preference, often don't last long.

Servitors come in two basic types: Betas and Alphas. Betas are the grunts of Ul'athep's forces, taking on many shapes, and possessing a basic, though cunning, animal-like intelligence. They are mostly just a little larger than Human size (Size+1). They may be many-tentacled floating horrors. Fast, Quadruped attackers, or more human-like Bipedal shamblers.

One could think of Alphas as "Boss Creatures." They are often massive entities (though, not always) who serve as Ul'athep's generals. They possess far more intelligence than their underlings, and are able to command and strategize, though through what means, no one has been able to determine. Only that the hordes of Betas seem more organized when an Alpha is around.

PC's may also be soldiers of the UN Forces, who have an uneasy alliance with the Crusaders, providing aide as possible. They can fend off the Betas along side the Crusaders, but they remain ineffective against the Alphas. Leaders of UN Forces and Crusader groups often clash with their strategic ideas, and conflicts are fairly common. However, everyone is ultimately working toward the same goal: The elimination of Ul'athep itself.

Scattered reports have started coming in over the communication networks: Ul'athep...is moving.

WORLD 022: WINTER'S DEATH

Genre: Fantasy, Science Fantasy

Author: Vonether

Description: The great ice floes are pulling back, and so are the cruel Ice Elves who have enslaved and warred with men for centuries. Meanwhile, kingdoms put a price on Orcish heads to ensure that mankind's future will rise with the warming sun in the future years.

In the south, however, creatures that are part lizard and part human have come out of the growing swamps. These creatures always appear alone and do nothing more than watch humans, though there are times when that is too much for some and the lizardmen are attacked. At that point, these new creatures demonstrate great unarmed martial prowess.

The dwarves have also come back and they come brining news, there will be more orcs coming, but they to be welcomed... for the true battle is about to begin.

The set up:

The word of Winter's Death is Earth. It is a place saturated with nanotechnology that fills

A HUNDRED WORLDS!

everything and everyone and has essentially become a “ether” or “mana” that others can manipulate, mostly those of the human, elvish and “hybrid” races. The hybrids and elves were once servant races created by man. The elves as living computers and advisors, the hybrids (half man/half animal) as workers, but in what ever event wiped out civilization, only the lizardmen (who had retreated to the remote rainforests) and the elves (through intelligence and some sacrifice) managed to survive. The cataclysm that could ended the Golden Age of man could have been the Hive.

The Hive is a nest of hybrid insect warriors bred to conquer all they see. But during Earth's Ice Ages, the global temperature forces them to hibernate. Many times, other races kill the sleeping Hive, but there is always a colony that's overlooked or missed.

The races:

Elves: The race has legends that are close to the truth and actual history of what happened, but they keep it to themselves. They prefer to keep Man ignorant and “safe” from himself and others. This also happens to include the notion of keeping human slaves as method of “population control.”

The elves also know that heat is not only a trigger for the Hive, but also reduces the effectiveness of “mana.” (Large amounts of nano-activity creates heat that muddles the process or can literally burn the caster.) Much of the elven magic is used to sculpt the glaciers into winter wonderlands and libraries for their race.

Elves have different bonuses this game, so ignore the core book entry. They get 10 extra power points and also receive either an Ice Elf Sword or Ice Elf Bow. The weapon does an extra d6 damage to those in contact with it from bitter cold (either by contact or combat.) Ice Elves are immune to this damage.

However, they have evolved too well for their icy environment. In northern climes, an elf has a -1 to his Vigor rolls, in temperate climes a -2, and in tropical regions, elves have a -3 to all Vigor rolls. Many elves invest in learning a “cool” version of the Wave Runner power that lets them exist without the penalties, but it is a constant drain on even their considerable batter of Power Points.

Dwarves and Orcs: The origin of these two species is a mystery. Are they descendents of human survivors who evolved differently, or perhaps even crafted their children into forms that could embrace the new Earth?

Either way the two races have a kinsmanship. The Orcs are great horse and herdsmen who are master leatherworkers. The Dwarves are great miners and blacksmiths. The two constantly trade with each other to create shared works of unparalleled craftsmanship.

In Winter's End, Orcs lose infravision but get a +2 to Ride and Shooting (which cancels Unstable Platform). The Orcs also get training in a strange weapon, the ur'marg, which can be used as a spear, quarterstaff or an up-close bladed weapon (darn it, couldn't find the name for it, but it's a fantasy version of the Mongolian weapon that the Klingon batleth is

A HUNDRED WORLDS!

based on. ☹) Others who try to learn the weapon have a -2 to their Fighting roll for the first month until they finish their proper training. Currently early Hive incursions are forcing the Orcish Horde towards human lands.

No change in Dwarves, this race knows something “wicked this way comes,” they have lost all evidence of what it is in legends.

Lizardmen: This race also knows the Hive is awaking and have fashioned their whole culture towards the upcoming battle. While the Dwarves are opening seeking allies, the Lizardmen are more cautious.

Lizardmen gain a Quirk, “always observing for too long,” but also gain an Edge, “Fists of Iron” where a Lizardman PC is always considered a armed martial artist, even when he has no weapons, for purposes of Edges and the Unarmed Defender Special Rule.

WORLD 023: WEIRD WORLD WAR

Genre: Weird War

Author: ZenDog

Description: *“Doc says it's an experiment. Beauregard thinks we're in Hell. Gunnar thinks its Heaven, and Quintus thinks we're somebody's toys. Me, I quit caring after Cold Harbor.*

The only thing we have in common is that we're all dead.”

The characters are all human soldiers from any historical period. All recruited in the heat of battle. No one is really sure how he got recruited at the moment of death, but they were. The identity of the recruiters is unknown but their motive is simple. They want to fight off the tide of weirdness that appears in human conflict throughout history. More than that, they want to keep it a secret from humanity in general.

This mysterious army is organized around modern military structure of Divisions, Battalions, Regiments, but each regiment bears a less than modern name, such as the Legion of the Bear, or the Kings Own Regiment of Foot.

All the PC's belong to the same company/regiment (the type of company i.e. recon, mobile etc is up to the PC's and GM).

The characters are sent on a wide range of military type missions, under seemingly random Rules of Engagement. Sometime they are dressed and armed with exactly the right weapons for the time period, sometimes they have superior tech disguised as ancient arms and armor, other times they are dropped into the combat zones armed with superior firepower and no attempt is made to hide the fact (assault rifles against spears). The only constant is the fight against the weird and supernatural that infests history's battlefields.

For every three combat missions there is one 'shore leave' with R'n'R often proving as bloody as combat. Typically recruits are dropped of in the time and place of the recruiters choosing

A HUNDRED WORLDS!

(sometime a regiment gets to vote on it) with nothing but suitable clothing and a knife.

Like combat, there is only one rule when on leave. Don't miss the pick up.

Notes: This setting is a combination of the 'Eternity's Rangers' setting from GURPS Time Travel and Weird Wars.

WORLD 024: IF WORLDS

Genre: Adventures in the Multiverse

Author: ZenDog

Description: What if...? What if the dinosaurs hadn't become extinct? What if the Nazi's had developed the H-bomb in 1936? What if the Roman Empire never fell? What if the British Empire never was? What if the Russians had won the arms race, the space race, and the cold war? What if Constantine chose Mithraism instead of Christianity? What if the Neanderthals had survived alongside Modern Man? What if all these worlds and more existed? What if one man discovered the key to these worlds, these other earths? What if...?

In 2025 an unknown scientist awakes from a disturbing dream, and spends the next week working in his basement like a man possessed. Without food, without sleep he toils feverishly. When his work is done he has created an eldritch portal, a gateway to the myriad 'If Worlds.' His work finished he keels over and dies of exhaustion, without even knowing what he has created.

Fate, or perhaps something more sinister intervenes and his creation, like his corpse is never discovered. A seemingly random house fire and the rubble of the gutted house see to that.

In 2075 again as by pure blind luck, the player character discover the hidden basement and the portal within. Without even thinking about the consequences, or perhaps due to circumstance beyond their control our intrepid heroes step through the portal into the 'If Worlds.'

As the players slowly discover, it is not by accident that the Portal was created, neither was its rediscovery chance and chance alone. It is by pure chance, and the fickle hand of random fate, that decides where they end up every time they step through a portal.

Each 'If World' the players traverse, is exactly the same as our Earth except that at one key moment in history something changed, and the paths of our Earth and the 'If World' diverged with startling results.

Each session or every other session the players find themselves literally in another world, they soon find out that wherever and when ever, they find themselves another portal is waiting to be discovered.

As the PC's roam through the 'If Worlds' in an attempt to get back home to Earth proper, it

A HUNDRED WORLDS!

becomes apparent that sinister forces are behind the portals. Forces with a dark motive, and a terrible plan for Earth and all the 'If Worlds.'

What if...? The PC's never get home? What if they never discover the secrets of the portals? What if the powers behind the portals can't be stopped? What if the Earth can't be saved? What if...?

Notes: I would love to develop this as a Plot Point setting, including Rules for creating a new 'If World' every session. Maybe I should sub this one, perhaps once I work out the 'If World' creation rules (I have an idea or two about how to do this already).

WORLD 025: THE LAST GREAT SPACE RACE: LAND-GRAB 3665

Genre: Free roaming exploration, in a dystopian 'Space Opera' setting

Author: ZenDog

Description: Earth 3665, the planet is dying, polluted, over populated, and like the other planets in our solar system, strip-mined of nearly all its resources. Earth has become exhausted by centuries of interplanetary warfare and diplomacy, civil war and civil disobedience. The United Federation of Earth and Allied Sentient Species (U.F.E.A.S.S.) reaches a momentous and historical decision. In an unprecedented political and social moment of farsightedness, UFEASS declares that anyone, who leaves Earth, its colonies, and allied planets, may head for the uncharted territories, and with all due legal authority of the power of UFEASS to claim for themselves, their corporation, or government, on a first come first served basis, anything, and everything they find.

The exodus will be launched on next years founders' day, the 13/1/3666.

Everyone who dreams of claiming their own world has one year to make their preparations. Then at one minute past midnight, on founder's day 13/1/3666 the largest space armada in the history of the universe will be launched racing for the uncharted territories for the race of a lifetime and to stake their claim, in the new worlds.

This is a dark downbeat space opera setting, and the space equivalent of the land-grabs that took place in the Wild West mixed with the worst excesses of European colonialism.

Basically, whatever the armada finds out there they can claim it ruthlessly, pushing aside any other claimants or any 'native' inhabitants. Planets, asteroid belts, solar systems and even the species that live their it's all up for grabs if the explorers are fast enough to get their first or strong enough to hold a claim (or take it from some one else). One a claim beaker is activated the UFEASS will send a troop ship to help 'police' a claim. As long as the 'Grabbers' can hold their own until the UFEASS arrives to enforce the claim for them.

Player Characters are 'Grabbers' part of the great armada and they can be Grabbing for corpulent corporate city states, any of the autonomous military dictatorships that operate under the watchful eye of UFEASS. They can be 'Grabbing' for the mega-rich neo-

A HUNDRED WORLDS!

aristocracies, or the many strange and secretive new world religions. Or they can be 'Grabbing' for themselves like the millions of private citizens who have gambled everything and left earth (if earth is where they come from) for ever.

Players can all be on the one ship or each can have their own ships with each player belonging to a different faction. They can be human or choose to play any one of the many Aliens, Androids, A-I constructs, Psi-Talents, Genetically Engineered Humans, Cyborgs or hybrids of any of the above.

WORLD 026: MINDRIPPERS

Genre: Conspiracy

Author: Shane_Mclean

Description: *"They came. No one knows when for sure, but they came. They look like us and sound like us, but it's a lie. Some of the Underground think they came in '47 after the Roswell crash. Others think they've always been here. We just don't know. Only the most powerful psychics can see their true face. They are infiltrating governments, corporations, churches and militaries. They are few, but their numbers are growing.*

Every week more people go missing, more psychics and 'rebels' hunted and taken. No one knows where or why, and only a few come back. Those who do come back are changed – they work with the Enemy against their own kind.

But humanity isn't defenseless, not yet. There are those of us who oppose them – psychics, freedom fighters, misfits, heroes. Few take up the calling and fewer survive it. But fight we can, and fight we will. There is no choice."

The heroes of Mindrippers are the valiant few who know the truth, that psychic beings are slowly invading the earth, taking control of our very lives. The Underground is ill equipped and disorganized, fighting an impossible battle against an unyielding foe. They are psychics, private investigators, conspiracy nuts, rogue government agents, lunatics, heroes and normal people exposed to the truth – anyone who will take up arms against the Enemy.

The heroes hunt down the Enemy, uncover information on their evil plans, destroy what they are able to and save who they can. Behind the scenes there are other organizations working for or against the Enemy for their own goals.

The Enemy grows in strength every day. The energy from dying psychics is used to create gates between dimensions to the Enemy's home. Their world is ruined, their population decimated. They must move carefully, humanity must not learn of them and their plans for the eradication of mankind – their numbers are too few to survive an open conflict.

Mindrippers is a dangerous world of paranoia and fear. Do you have what it takes to fight?

GM info:

A HUNDRED WORLDS!

The Enemy is a group of psychic aliens from a parallel dimension who seek to subjugate for their own (undecided by me - whatever works for your own campaign) nefarious aims.

The aliens can only cross dimensions through the use of a psychically-powered device that kills the psychic using it. Needless to say the ruling-class minority of powerful psychics isn't too keen on this, so when they ran out of criminals from their class and found the latent psionics of the lower classes were insufficient to power the device they began kidnapping psychics on earth and shipping them back to their home dimension to power the machine. This is very inefficient, but the only non-fatal way they can do it. The machine can only transmit a small amount of matter each activation, with even the most powerful allowing only a half-dozen aliens to cross (say 20kg per PP of the psychic). The aliens have brought with them some advanced technology, but transporting it takes weight so it is a trade-off.

The Enemy is infiltrating governments, corporations, and organizations that will allow them to find a large number of psychics. Their aim is to find enough powerful psychics that they can open a gate between dimensions and bring through an army of battle-armored soldiers to conquer the earth. Their invasion is years away, but every day brings them closer.

The aliens are able to mask their appearance using latent or active psionics to appear like any humanoid being, and can alter their coloration to mimic the background (though not their clothes). In their natural form they are smooth, featureless, milky-white beings that are slightly taller than humans. Psychics with 10 or more *current* power points can see their true image, irrespective of masking (makes an interesting trade-off between using powers and seeing your enemy, huh?), and other psychics get a uneasy feeling that something 'wrong' is near.

The campaign would initially involve X-Files style investigation, moving into actively working against the aliens, and maybe even the alien invasion in full if the players goose up.

WORLD 027: THE BEAUTIFUL PEOPLE

WARNING! ADULT THEMES!

Genre: Darkly comic modern fantasy

Author: knicknevin

Description: Sinister beings from a higher plane of existence have secretly invaded our world, possessing the bodies of celebrities and media darlings from around the world and feeding on the psychic energy generated by human admiration and love! Fortunately, a few individuals are able to penetrate the mystical glamour that mask these 'Luminaries' and their actions, so it's up to them to save the world before the human race become mindless slaves to them!!

New Professional Edges:

Muckraker

A HUNDRED WORLDS!

Requirements: Novice, Smarts d8+; Investigation d8+, Streetwise d8+

Muckrakers are dedicated to digging up the dirt on the Luminaries public personas and finding out all about their true nature and activities. Only Muckrakers can obtain information about the nature, powers and weaknesses of Luminaries by the use of Investigation and Streetwise, every one else must directly observe the Luminary.

Paparazzo

Requirements: Novice, Smarts d8+; Notice d8+, Taunt d8+

Paparazzi are photographers, who sell snapshots of celebrities to newspapers and magazines, but in this setting a few of them have an unusual power; they get +2 to Notice and Taunt rolls made against Luminaries, their minions and their Glamour.

Stalkers

Requirements: Novice, Agility d8+; Fighting d8+, Stealth d8+

The ultimate weapon in the war against the Luminaries, Stalkers lurk in the shadows and lash out at the right moment to bring down their target... Stalkers do +2 damage to Luminaries and their minions and get +2 to Stealth rolls against them too.

The War on Glamour

All Luminaries disguise their true nature behind Glamour, a magical screen which hides them and their powers from casual sight; under normal circumstances, only Wild Cards have any chance to see through Glamour, but it requires a Notice roll to do so. Many times, what lurks beneath the Glamour is so other-worldly and disturbing that it requires a Guts check from anyone who sees it.

The aim of the PCs is twofold; first, they seek to ruin the reputation or popularity of the Luminaries, cutting them off from their psychic energy supply and forcing them to leave our dimension, at least temporarily (ruining the career of the celebrity involved is merely a by-product); second, they can kill Luminaries by killing their host body! This is, naturally, a criminal act and only to be attempted as a last resort, but at least you can sell your story to the papers... Well, all of it except for the bits about aliens taking over human bodies, you nut-job!

The Luminaries feed on adoration and any positive thought about their host body sends a tiny surge of psychic energy to them: movies, CDs, posters, magazines and other merchandise are all 'talismans' which encourage the production of this energy and transmit it fresh and direct to the Luminary concerned. These talismans are often the first clue that hunters have as to the identities of which celebrities have been possessed, since they carry a distinctive tingle when up close to them, if you penetrate their Glamour.

Luminaries

A HUNDRED WORLDS!

If you go ahead and use this setting, I'd recommend you invent your own celebrities, but here are a few 'archetypes' to get you started.

The Olsen Twins

Nature: A bi-polar entity resembling a vast skull, half-black and half-white.

Powers: Whatever one twin knows, the other is instantly aware of and damage only counts as far as the same amount applied to both of them in one action, e.g. if you hit both and one takes 7 damage while the other takes 5, they both only take 5.

Weakness: Changing their appearance so that they are no longer identical negates all their powers; this can be as simple as marking them with paint.

David Beckham

Nature: An elaborately muscled, bronze-skinned demon.

Powers: Suffers only half the normal penalty for Called Shots and Cover, rounding down.

Weakness: Attracted to mirrors; anyone holding a mirror will be the focus of his attention, even if he is being attacked by others.

Mariah Carey

Nature: A tangle of steel wires and glass rods vibrating at an ear-piercing pitch.

Powers: She can use her voice to either create a sonic barrier which provides her with +4 armor until her next action or as an area effect blast that does 3d6 damage in a small burst template centered on her, but does not effect her.

Weakness: She can be drowned out by a louder noise, such as heavy metal, a road drill or explosions, negating her powers.

WORLD 028: SLAUGHTERHOUSE!

Genre: Action, Horror

Author: CJ

Description: The PC's are recent arrivals at the Slaughterhouse, a "Feeding Plant" where criminals, refugees, and war criminals are massacred and butchered to be sold at outrageous prices to the starving public. The "meat" (PC's included) are mostly dangerous and hardened criminals and mercenaries, though others are helpless civilians captured and labeled for the slaughter. The butchers are all honored soldiers, veteran marines, armed with high-powered weapons, while the meat just have whatever improvisational weapons they can get their hands on. However, most of the butchers are crippled/wounded in some way, which is why they have this pretty easy detail rather than active duty. They get to walk on platforms above the corrals and shoot down with their assault rifles, coming down on elevators just to butcher

A HUNDRED WORLDS!

and collect the meat. The PC's goals are to survive the first 'herd thinnings,' get their hands on some sort of weapons, hijack one of the elevator lifts during a meat collection, and make it past all the security and hazards of the plant, to make it to the outside. From there it can be any kind'a world you want it to be...

WORLD 029: NEW AVALON CITY

Genre: Fantasy, Steampunk, Fairytale, Intrigue and Mystery

Author: MadTinkerer

Description: Here's a world I thought up years ago. I'm going to edit and expand it later, but here's some of the most important bits:

Around 80 years ago, all contact was lost with the Human World. Up until that point, the Faerie Folk had been able to go to and from the Human World and the Home World, though it had grown steadily more difficult over the years. Some blame the Nightmares for the loss of the Human World, but it has been so long that many doubt that humans still exist, if they ever exist.

Of course, Humans aren't really important, and getting to the Human world is the last problem on anyone's mind. You see, New Avalon city rests on a gigantic floating rock in the eye of the colossal Nightmare Storm that slowly works its way across the surface of the Home World (Faerie World). Steel Spires jut out from the rock in every direction, conducting lightning strikes and collecting Lightning into the gigantic batteries that power the city. The Spires are also used to keep the city directly in the middle of the storm, and not get torn apart by it.

Both Seelie (Elf Clans) and Unseelie (Goblin Clans) live in the city. While there is little racial prejudice these days, Seelie families do tend to be financially better off than Unseelie families. The technology of New Avalon was comparable to England at the height of the Industrial Revolution (when contact with the Human World was still common), but has been refined and adapted to the new environment. There are three sources of power for this technology: Lightning gathered from the Nightmare Storm, Fire Juice distilled from rainwater polluted by the Nightmare Storm and Glamour. Generally, most gizmos run on Lightning, but vehicles and some portable gadgets run on Fire Juice. Glamour-powered items are always one-of-a-kind, specially made for those fae who know how to use their ancestral powers.

Food is grown on what land can be spared, and occasionally salvaged from the storm-ravaged surface. Generally, New Avalon is as self-sufficient as possible, but the current slow pace of the Nightmare Storm has led to many scavenging raids to salvage and survey the current state of the world. The Avalonians know that the World is still inhabited because the Storm sometimes goes over the same areas over a period of years and new ruins are discovered. Rarely, a Fae from the surface survives the storm and is brought to New Avalon, but sadly they are usually insane. The reason for this has yet to be discovered (It could not be the Nightmare Storm, for surely the Avalonians would have all gone insane as well?).

A HUNDRED WORLDS!

It's late. More later.

WORLD 030: BUCK SAVAGE IN THE YEAR 21ST CENTURY

Genre: Pulp Sci-Fantasy

Author: ZenDog

Description: A sword in one hand, a Blaster pistol in the other hand, a tight fitting, two tone shiny, bubble helmet space suit. A Laser-Lance wielding blue skinned Amazon, a mad Russian scientist, a simpering dilettante woman (who screams and swoons a lot), and a mutant-telepath spaceboy for company, as you fight your way through a hostile low-grav no atmosphere planet, in a bid to reach your rocket ship. Doggedly pursued by a horde of bug eyed barbarian lizardmen, who are minions of a race of super-mentat ethereal overlords.

Many years from now on a future earth we can barely imagine, where everyone goes to work in hovercars, dresses in silver, has white plastic furniture, eats powdered lunch and watches giant cuboid Picture screen, Buck Savage is preparing for a spectacular journey into the unknown.

Professor Niet-Niet Savinkoff, world-renowned scientist, has created the worlds first 'Rocket Ship' and intrepid Hero Buck Savage the star quarterback, and All-American hero is ready to become Earth's first Astro-Spacer!

The world's press is gathered to watch the maiden voyage, and with them is Buck's own fair maiden, Daphne Du Wimple, beautiful millionaires and languages expert.

As Buck waves good bye to the gathered crowds, the sky arcs and spits fires as a strange looking Rocket Ship suddenly appears in the sky on a crash course with earth, and it's not alone! As the crew ejects and the alien rocket ship explodes in a ball of fire, three new and sinister ships suddenly appear raining down molten lead death on the collected world's press.

Daphne screams and swoons in the strong arms of Buck Savage.

"Niet! Niet!" shouts Professor Savinkoff.

As the Rockets Ships land and the cold blooded Lizardonians spill from their hulls wreaking havoc on the panic-stricken remnants of the world's press.

Buck Savage can only watch in wide eyed amazement as hovering above him in rocket packs are the giant blue skinned Amazon warrior princess Z'na and the diminutive weak limbed silver-skinned Spaceboy.

Using his amazing powers of the mind Spaceboy puts words right into Buck's mind!

"Buck, Buck you are our only hope. The evil Emperor R'ing the Ruthless will destroy earth and enslave all the peoples of the planet Pulpania! Will you help us Buck?"

"Niet! Niet!" Shouts Professor Savinkoff.

A HUNDRED WORLDS!

"This is no time for an argument, Doc!" Shouts Buck as he punches out a Lizardonian, and throws the swooning Daphne over his shoulder.

"To the Rocket Ship everyone!"

Will Buck Save Earth and Pulponia? Will Professor Niet-Niet Savinkoff agree to help? Will Daphne scream and swoon? Will Z'na and Spaceboy explain the plot further on the Journey to Pulponia?

Tune in next Game Session to find out!

Buck – ahhhaa – he'll save every one of us!

Notes: Savaged Flash Gordon, based on the black and white serialization, but if you wanna use the film too aw shucks go on then. A clever GM might finish each session with a cliffhanger.

WORLD 031: SAVAGE UNDERSEA KINGDOM!

Genre: Silly 1936 Pulp!

Author: Bill

Description: The brilliant, old, widowed professor, his precocious eight year old son, the intrepid female reporter, and the star athlete/naval officer are off to stop the earthquakes that have been building along the eastern seaboard with the professor's new invention. Boarding the professor's rocket powered submarine, the foursome, attended by the professor's hand picked crew of two incompetents, their parrot, and the claustrophobic engineer, head down to the bottom of the Atlantic Ocean to stop the earthquakes and search for the lost city of Atlantis.

When they reach the epicenter of the earthquake activity, due in large part to their yellow, claustrophobic engineer panicking and sending them down 10,000 feet rather than the 2,500 the sub was designed for, they detect an earthquake that would devastate the same North American city that had been hit twice before. Activating the Professor's machine, the soothing "beep, beep, beep, whirr" quiets the earthquake and stops the tremors. Suddenly the submarine is caught by an electromagnetic power that sucks the submarine into "the Undersea Kingdom" and leaves the sub in the "undersea lagoon!" With their only weapon a six shot revolver held by the yellow, panicky, engineer, the brave party begins the exploration of Lost Atlantis!

It seems Mongo; the evil, mad, leader of the Black Robed Atlanteans had been the evil force behind the Earthquakes. Having driven the good hearted, if ineffectual, White Robed Atlanteans back to the White Towered Sacred City, Mongo had decided to destroy the upper world since it had the one thing he did not, women.

Yes, it seems the Atlantis did not sink all at once as was once thought, but slowly over the course of years. While everyone with an IQ over 60 fled the city, some die-hards just refused

A HUNDRED WORLDS!

to leave and instead built a dome over the entire island with a built-in day-on, day-off switch. When the island sank the remaining Atlanteans went with it, safe in their undersea home. Unfortunately the immortal Atlanteans left on the island had forgotten that all their women had fled with the intelligent men and all the children. What were left were a couple hundred men, of varying ages, with nothing to do but worship Poseidon, their god, and play checkers.

Eventually a mad Atlantean arose, Mongo, who gathered about him a group of followers, dressed them in the forbidden Black Robes, and preached about leaving Atlantis and conquering the world above! This blasphemy was opposed by the White robes who admonished his followers with great "tisk, tisking" and other strenuous efforts to get the rebels to conform. Eventually, war broke out. After a series of battles where the White Robed Atlanteans managed to hurt more of themselves than the Black Robed Atlanteans, the White Robes were driven back to the Holy City of Atlantis.

Mongo was not a total idiot as he had heard of the Cities Curse and refused to conquer it. After all, what good was being master of the world if you could never leave the city? It was true. The High Priest of Atlantis could never leave the confines of the city without all of Atlantis coming to a bitter end!

Mongo then used his minion, the mad sorcerer/scientist Dufgar, to invent the weapons that would make him ruler of the entire world! Dufgar invented the Voltrons (robot soldiers who would do whatever they were told), Atom Ray Guns (so devastating that nothing could stand before them, and so complex that only the robots, and small children, could use them without them malfunctioning), a Blaster Launcher (firing guided missiles capable of shattering building roofs, vehicles and hillsides, but totally useless against walls, doors and other vertical formations), a Bigger Blaster Launcher (firing rockets that could turn entire buildings to rubble, but only from above), the Vid-phone, (a camera phone capable of watching and listening anywhere in the world, so long as you did not act too rationally to what you were hearing and seeing), the Earthquake Generator (that made earthquakes to order but really could only effect one poor city on the world's surface), the Juggernaut, (an electric vehicle capable of speeding the entire two miles between the White City on one side of the Island and Mongo's Iron Tower on the other side, holding four Voltrons or human equivalents, bristling with spiky bits, mounting two nasty looking weapon barrels but unable to knock down the wooden gates of the White City without lots of help from pushing soldiers), the Air Chariot (a four person flying vehicle with electric motor that could drop four small bombs and had a top speed of almost 20 miles per hour), the Atom Shield (which can stop any modern shell or force from entering the Fortress, but can't be used on land), and the insidious Mind Control Gas, that allowed Mongo, and only Mongo, to control others by making them stupidly loyal to him. All these inventions were controlled by a single aluminum box on Dufgar's belt, about the size of a toaster, with a dozen buttons and two slider switches (although only one is ever used, the other must be a backup). In addition, Mongo's Iron Tower had been equipped with the "Replace if Broke" power that automatically replaces any used or destroyed item between scenes! The drawback being only one such item was available during the scene.

A HUNDRED WORLDS!

Mongo intends to capture the professor and use the mind control gas to force the good professor to build rockets that would propel the Iron Tower, windows shuttered of course, through the roof of Atlantis and to the surface where his army of 10 robots, 1 Juggernaut, 1 Air Chariot, 1 Blaster Launcher, 1 Bigger Blaster Launcher, 3 four-horse pursuit chariots, 1 general and 48 cavalymen, armed with sword and bow, can take over the world! Can the other heroes and extras ally with the White City and its 30 soldiers (armed with sword and bow), 3 pursuit Chariots, Holy Priest and 20 civilians to stop the mad-man? Only a fool would bet against you!

WORLD 032: RATHAUS

Genre: Weird Fantasy

Author: knicknevin

Description: The sewers beneath the old town of Qur-Ce-Maith have recently breached an enormous, ancient tomb, releasing forgotten magicks and invoking the curse of the Sorcerer-King who was buried there aeons ago... One effect of this is to make the local rats intelligent and you play a member of the burgeoning rat community beneath the human one! Everyday is about survival in the sewers as you fight feral cats, dog packs, rat catchers and worse...

Foes and Threats

The Cartographers: ostensibly a group of scholars intending simply to map the sewers and the tomb, they are actually out to plunder and pilfer the underworld for everything they can carry away! When they delve into the sewers they wear a heavy protective outfit that somewhat resembles an old-fashioned deep sea diving suit, but the tanks on the back contain flammable gas that operates their flamethrowers! Armed with this and a blunderbuss, they won't let any rats or monsters stand in their way!

The Undead: mummified guardians from the tomb and various sad souls who died in the sewers have banded together against the living who invade what they instinctively regard as their domain. Their relations with the rats are indifferent, but they still occasionally get in each others way.

Gas and Disease: the release of magick has interacted with the effluence and pollution in the sewers to produce strange threats, like pockets of explosive, corrosive or hallucinogenic gas and a host of new diseases continually breed and mutate in the dank gloom.

Being A Rat

Rat society is very stratified, with rats often bred for a specific role, such as soldier, mother, trap-disarmer and so on; if you use this setting, consider new Edges like being a disease carrier (nasty when you bite humans, does not effect your own kind) as well as established ones like beats bond, quick. and of course AB: Magic for rats who have discovered secrets from the tomb!

A HUNDRED WORLDS!

WORLD 033: SAVAGE SCUM: THE QUINTESSENTIAL GUIDE TO ENGLISH THUGGERY

Genre: British Gangster

Author: ZenDog

Description: *I'm strolling round Bethnal Green, wearing a grand's worth of 'flute' and I've got a sawn-off tucked inside me Crombie. Cushty! Anyway I'm heading for the 'Dog and Duck' cos there's this geezer who wants the Sawn-off, says he'll give me a pony for it. Sweet! But who should I see standing outside the 'Dog and Duck' but 'Fat' Charlie Higson. Outside my pub! He's standing there calm as you like, a pint in one hand and a pie in the other, large as life, laughing with these two blokes, two huge gorillas, probably his minders.*

Well I ain't havin' that am I.

That fat greasy ponce has been putting it about that I'm finished, that this is his 'Manor.' Says he can have me taken out anytime he likes. So I walks straight up to him and he opens his big fat gob, no doubt to give me some lip, feeling safe, with his boys for backup.

Thing is I didn't even have to think about it, before he can speak, before I can stop to consider what I'm doing, there it is, The sawn-off, both barrels in Fat Charlie's mouth.

There's an instant when our eyes meet. Mine narrow Charlie's look like saucers.

"Hello Charlie."

I always said Charlie's big mouth would be the death of him.

Ten minutes later, and I'm running through the Green, heart pounding, the sound of the sirens in the distance, my nice expensive suit is covered in claret and the widow of the Dog and Duck is covered in Charlie. I'm loading the sawn-off as I run cos I let Charlie have both barrels, and his two pet apes won't be far behind once they get over the shock. Time to make myself scarce I reckon.

Funny thing is, I ain't been this happy for ages, and as I run down the street pushing shells into the shooter, the same phrase keeps going through me head, over and over again from that Michael Caine film, the Italian job. Kinda fitting, well if you saw Charlie after I pulled the trigger.

You know the one, 'You're only supposed to blow the bloody doors off!'

Its GTA in England, organized crime and organized football violence, Geordie thugs, Scouse lowlifes, and Cockney scum, borstal boys, tea-leafs, wheelmen, dippers, safe crackers, heist merchants, knock-off experts, con artists, bouncers, heavies, muggers, tarts with hearts and mad dog killers. All of them trying to pull a fast one and make a few bob.

Players start out at the bottom of the ladder, and have to work their way up the criminal

A HUNDRED WORLDS!

hierarchy, until they hit the top spot and become 'Gangster no 1.'

Starting out as petty thieves, TWOCers, football hooligans, small time crooks and dealers, on their own council estate. They gradually work their way up, taking out the competition, expanding their territory and becoming professional career criminals.

In this game getting sent down is just another adventure seed.

Source material:

Movies: The Krays, I.D., Scum, The Limey, Get Carter, Lock Stock and Two Smoking Barrels, Snatch, Face, Gangster No 1, The Firm, Trainspotting, Nil by Mouth, The Football Factory, I'll Sleep When I'm Dead, Charlie, McVicar, The Italian Job, Twin Town, The Long Good Friday, Mona Lisa, Twentyfourseven.

Books: Football Factory, Head Hunters, England Away, The Guv'nor, Trainspotting, Filth, any of the thousands of books about the Krays.

Theatre: Trainspotting, Steven Berkoff's East

WORLD 034: HELL MONEY

Genre: Entrepreneurial Weird Fantasy

Author: knicknevin

Description: It is an ancient Chinese tradition to burn 'hell money' to appease the angry ghosts who might otherwise bring misfortune...now YOU'RE dead and it turns out this is no superstition! On the other side you are 'reborn' as one of many types of undead (phantom, ghost, elemental, poltergeist, zombie, etc) and find yourself living in a vast city called Necropolis: the only way out is to save up the thousands or millions of dollars it will cost to 'buy off' your sins and ascend to paradise. If you don't have relatives back on Earth burning money for you, then you have to find a job! Ancient Chinese Emperors and Egyptian Pharaohs rule the city, but the real power lies with the mysterious Bureaucracy who run the after-life but are never seen in person; they are good employers but the job sucks, since you end up either as the undead equivalent of a tax inspector or social security assessor! Then again, you can buck the system; maybe you can bring down the Bureaucracy and the Emperors and fight your way to Heaven!

WORLD 035: SHANGRI-LA (AKA REVENGE OF THE BEAUTIFUL PEOPLE)

Genre: Comic survival-horror

Author: Knicknevin

Description: The hunters were doing well and every year there were fewer and fewer Luminaries feeding off mankind's adoration, but then one of them hit upon some cutting edge

A HUNDRED WORLDS!

bio-technological research and found a way of making a certain viral strain act as a talisman!

Quickly, the popularity of this celebrity became an infectious disease and the other Luminaries weren't far behind; a war erupted between them as they glutted themselves on the psyche of the human race and each sought an ever larger slice of the pie. When the dust settled, only a handful of Luminaries were left, now so powerful they had become Trans-Luminaries, along with some Luminaries who decided to ally themselves with a winner rather than join in the fight themselves. Humanity has been enslaved into a blissful oblivion of shopping, television and web-surfing, but fortunately a few have resisted the virus, and not merely resisted: the virus has stimulated underused parts of their brains, giving them psychic powers or the genius to invent incredible gadgets!

If you're going to play this setting, it would certainly help if you saw the 'Jasmine' episodes from Season 4 of Angel; mankind generally is blissfully happy and will hunt you down like a rabid dog if one of their 'gods' tells them to. Virtually no-one sees the truth, because of the Trans-Luminaries powerful glamour, but if they did it would free them from the Trans-Luminaries control!

WORLD 036: (ONE IDEA, MANY PARTS; SEE BELOW)

Genre: Sci-Fi

Author: CJ

Description: *I, ZOMBIE* – In the near future, the ageing population of Europe, Japan, and parts of Africa today are dead, and there is an immediate need for adult type workers. In other countries, even America, new strands of AIDS, wars, and natural disasters have made the workforce smaller than ever and mostly older and more skilled professionals. Robotics have been researched into for some time as workers but it is not economically viable. The solution comes out of Europe when the biotech firm RNA (Reanimation Necrotechnology Algamated) unveils the cheap labor of the future- the zombie! Using the vast abundance of "fresh" dead from recent conflicts and the victims of AIDS, these workers need no pay, no rest, have no unions, and are much cheaper for the same amount of work than robots. Depending on working conditions a zombie can last anywhere from four months to over a year in most jobs (intensive labor) and some of the better kept servant "models" can last for years. All they need is the occasional bit of raw pig or cow meat to slow decomposition and keep their limited brain functions from deteriorating. Furthermore, RNA has programmed all reanimated life forms with three basic commands, the three laws, which provide a perfect circle of protection: The Dead Must Obey the Living, The Dead Cannot Eat the Living, The Dead Cannot Make More of Their Kind.

THE RIP POLICE – Perfect circle of protection or no, occasionally reanimates become uncontrollable, the most often cases being confused and stupid living dead in large numbers trampling on their owners and causing mayhem. These instances in which the three laws are not broken but the zombie's brains are too deteriorated (or they are too panicked) to observe

A HUNDRED WORLDS!

human commands are when special police divisions called Bodybaggers are sent in. Rioting reanimates can be extremely dangerous, despite the lack of man-eating or infectious tendencies, and it takes a specialized force to take them out in densely populated urban areas without loosing some, or to track them down in the wilderness.

DEADRUNNER – Then there are the worst cases...when the 3 laws are violated. When a reanimated feeds on the living, and when they start to make more of their kind. These most dangerous rouge reanimates, not even acknowledged by the governments and RNA to exist, are hunted down by the elite agents called Deadrunners.

WORLD 037: THE JUDAS DIRECTIVE

Genre: Sci-Fi, Science Fantasy

Author: Vonether

Description: The last thing you remember, barely, is what seemed to be a normal day for you in the year that the millennium turned, 2001.

Now you are cold, naked and laying on a frozen floor as several soldiers point the funkiest guns you have ever seen right at you head. A scientist-looking fellow begs off the gun bunnies from killing you and several others. All of you have been discovered locked in large tanks in a huge lab in the Antarctic. The military boys don't seem happy with the deal at all.

Over time, you are told that Earth is very different from the one you remember at the beginning of the 21st Century. That should be natural since its 300 years later ... but there's more than that.

You are told that 200 years ago, people began to change and display wonderful powers. The problem was that with these outrageous powers, came outrageous temptation and elitism. Suddenly those who could save the world, thought they could rule it. It turned out that in the real world, the only difference between a super hero and a super villain was just the time it took to become bored and jaded...or so children are told these days.

Pushed into tyranny, the "normies" fought back with bigger weapons and millions of lives against the mere thousands who could lay waste to city blocks. Humanity, in its own time honored tradition, committed genocide again and pushed a new branch of human evolution to extinction.

But that doesn't explain why you, someone who should have been in a nursing home in the early days of the metahuman explosion is found young and intact in the left over lab of one of the most evil men known in history, Dr. Desmond, a metahuman that excelled in successful genetic experiments at the price of successful torture at the cellular level. Are you just clones? Or are you something more sinister, such as genetic stock? Or could you have amnesia for a reason, to forget the memories of sins you committed as a meta?

And what is that growing feeling inside of you?

A HUNDRED WORLDS!

WORLD 038: THE DAY THE SPARK DIED (OR THE NATO EMPIRE)

Genre: Post-Apocalypse, Through the Mirror Darkly

Author: Vonether

Description: My Dad tells a story.

He says that there was a time we flew machines in the sky and the stars as other machines picked the news and plays off the air and put it in little glass stages that you could watch at home. It was day when lightning used to run down those wires up there on those poles. But one day, the lightning stopped moving and all those machines that fed on the lighting stopped, too.

We were thrown back in time to the old days of the Old West and the horse ... but it was according to a plan. It seems that in the old days, not every country got a share of the lightning. They never lost the old ways and thought life was better for it. Hell, some of them thought the machines were the work of the devil.

In usual human hypocrisy, some of these tribes used technology to help them fight a guerilla war against us. Eventually they figured out how to make the lightning stop, thinking that would make our country just roll over and die, like taking a wheelchair out from under a cripple.

It was their mistake to think we were crippled. You see, once they were under our thumb. When their nations became free, they rewrote their history books so they could forget which nations were in charge the first time there hardly any machines. If anything, the machines gave us the time to see that we could be kinder. Can't say we tried to be nice for a while.

But if the rest of the world wants things the old fashioned way, we reminded them about what it was really like. This time we'll write their history books. But first let's take back Atlanta, shall we?

Set up:

Torn between their past mistakes and trying to make amends, past world powers were getting frustrated with the international scene. When terrorist organizations find a way to EMP and fry the technology for the developed nations for a century and then manage to take over a few key cities during the initial months of chaos, it is the last straw.

In a repeated irony, the terrorists only manage to make things worse for the very ideas they fight for (i.e. Bin Laden's main motivation was to get the U.S. out of Islamic lands, didn't quite succeed there, did he?). And now, besieged and confused, the developed Old World nations turn to embrace and glorify their imperial pasts, as the New World developed nations chant "Manifest Destiny" again.

Those who screamed "invader" and "occupier," in the 21st Century created their own monsters for the 22nd Century, but both sides have no idea how much blood will be shed as

A HUNDRED WORLDS!

a new Dark Age bleeds onto the scene.

Issues: Some people want to scream, we are the bad guys? They ain't seen nothing yet.

Does your PC feel the tug of nationalism and rage that pushes you to repeat the mistakes of the past?

Can your PC manage to keep the world from war once cities like Atlanta, Toronto, Sussex and others are taken back? Can your team find a way to bring electricity back to the world?

Or will your party decide that the World is better off on horseback with rifle in hand?

WORLD 039: LITTLE WORLD OF HORRORS

Genre: Black Comedy, Horror, Post-Apocalypse

Author: Erin M.

Description: *"On the 25th day of the month of September, in an early year of a decade not too long before our own, the human race suddenly encountered a deadly threat to its very existence...*

And this terrifying enemy surfaced, as such enemies often do, in the seemingly most innocent and unlikely of places..."

Of course, anyone who's familiar with the musical "Little Shop of Horrors" knows these words, and here lies the heart of the matter. According to the original stage version, Audrey II, the man eating killer flytrap from outer space, ate a majority of the cast and proceeded to be reproduced by World Botanical Enterprises and sold to households across America, where they all suckered unsuspecting individuals into indulging their bloodthirsty eating habits.

It is now 25 years later. The Flytraps have conquered the globe. Cities stand in vine and thorn choked ruins. Water is scarce, most of the other species have been eaten, and there are only a handful of humans left on the planet. Audrey II itself is a gargantuan behemoth that has completely taken over the ruins of New York City. Additionally, the accelerated evolution of the Flytraps has led to newer and deadlier breeds of Flytraps, ones that can fly, ones that can grow underwater, even ones that are mobile, fast, and above all...HUNGRY.

Still, in the vast sewers and catacombs of the ruined cities, small pockets of humanity still exists, all working to survive and hopefully find a way to destroy the green menace that has taken their world.

Welcome to a world where survival is more than finding where your next meal is coming from...it's all about not becoming the next batch of plant food.

Find a weapon.

Stake a territory.

And above all else...

A HUNDRED WORLDS!

DON'T FEED THE PLANTS!

WORLD 040: THE GATTACA CONFLICT

Genre: Dark, Low Level Supers

Author: ZenDog

Description: *"I blame Darwin, he started all this madness. Survival of the fittest, well I'm surviving. Natural selection well let me tell you there is nothing natural about me, bud. Descent of man, now there's a topic I could talk about some.*

It was Mexico, now listen and listen good because that's something your gonna be hearing for years to come, all across the states, from broken down vet, after broken down vet.

It was Mexico.

Yeah it was Mexico, that's where I lost my way, that's when I realized I wasn't a human anymore. I don't know if that's because of the war, or the powers, maybe both, maybe it's just the way our little team operates. Wet work, ya gotta love it.

Yeah I knew the moment, the exact second it happened. It didn't have to happen, Sentinel could'a read the headman in a second. That wouldn't suit our plans though, we didn't just want intel. We wanted the whole village frightened. We wanted them all terrified.

When I pulled the old man's spine out with my finger and thumb, that worked, that got them all nice and scared just like we wanted. I remember smiling as I held up his spine for the whole village to see, yeah the look in those hungry little kids eyes they were terrified.

I can't drink enough to forget that look.

That's when I knew, that's when I knew I was no longer part of the human race.

Yeah because I'm special see, yeah that's right I'm better than the humans, I know that because my recruiter told me so."

The genome, DNA, all the secrets of human genetics was there for the scientist. It was knowledge of unimagined importance to the whole human race, knowledge with unparalleled potential for good, knowledge with unparalleled potential for misuse.

Guess which way the human race jumped?

2075

World populations and the strain on earth's resources are at breaking point; civil disobedience is ripe, as city after city is stricken with demonstrations and riots. Every social advantage the rich have is being used to further distance them from the mass of humanity that teems outside their gated communities.

The more desperate the poor become, the harder they will work, the cheaper they are to hire, and the powers that be don't care if the poor commit crimes as long as they commit them

A HUNDRED WORLDS!

against each other.

Crimes against the rich are met with lethal force.

Science, industry, and the military are the triumvirate. Ruling the planet, with pharmaceutical dependency, military hardware, economic control, and day-time television.

And now the world governments have a new weapon, a new means of waging war on the poor, of suppressing the disenfranchised.

Science has created them, industry paid for them, and the military trains and controls them.

The E.G.I.'s, Enhanced Genetic Infantrymen.

Science has discovered there is one hidden gene, one last secret of the human mind, a way to tap the very depths of human potential. As usual the root of this final evolutionary leap was competition, conflict, survival of the fittest.

Certain members of the species have, this potential, this 'superman gene' as the press dubbed it. Once this gene is 'turned on' the results are quite simply phenomenal.

So begins a new chapter in human history, a new bloody chapter of conflict and bloodshed, as the world governments churn out these new Super Soldiers, the G.I.'s, an army ready to crush all that threatens civilization, once and for all.

Notes: This dark setting is created for a campaign where players are low-level supers. All the characters are humans, whose free edge is Arcane Background: Superpowers. They may have any other Edges, Hindrances, or Skills as per character generation but only start with one power.

This single starting power is chosen randomly. Every time they pick another power as a consequence of leveling up that is also chosen randomly. This is the nature of the conflict super-gene, and also the rationale. This gene reacts to conflict, competition, and stress. This is why the players gain more powers as they level up.

The Darkness: At the start of this campaign the players should wholeheartedly believe they are the good guys, fighting the good fight. At the beginning, they have no reason to doubt their military superiors, or to doubt that the enemy they face is an evil and a threat to world peace. It is only gradually, through increments, that the players should start to realize things aren't so straightforward and that their government is manipulating them and that the enemy, more than often their own civilian population, are fighting for nothing other than survival.

By the time they discover this, the PC's will be effectively the most powerful supers in the world. Far more experienced than the celebrity personality spandex supers who pose for the cameras and endorse the latest government product and far more powerful than the green E.G.I.s, the latest batch straight out of basic training, but more fanatically loyal than the jaded PC's.

And so begins a new war super against super in a battle for control of the very soul of

A HUNDRED WORLDS!

humanity.

Inspired by graphic novel 'The New Statesmen'

WORLD 041: LAW MARSHALS

Genre: Twisted Supers

Author: ZenDog

Description: San-Futro 2095, the war is over, but the aftermath is messy. San-Futro was built on the remains of San Francisco, after most the original city was swallowed by a massive quake. A lot has happened since the Super Wars of 2075-2089. Things have settled somewhat and as always happens humanity has returned to its equilibrium. Yet the conflict gene cannot be undiscovered.

San-Futro is a city plagued by the ghosts of the past. A city inhabited by the casualties of war. There are more war vets per capita in San-Futro, than in any other city worldwide.

Most of them are damaged; all of them are dangerous.

It is your job and the job of people like you to police the streets of San-Futro and keep the 'norms' safe, and the vets safe from themselves, using any means necessary.

Naturally, to police super powered criminals you need super cops.

You and your cadet classmates, both male and female, are all clones of the very best law enforcement officer, legendary San-Futro cop Marshal Law. This knowledge is almost enough to see you through a day on the beat on the earth's most dangerous city. Almost.

Like the instructors at the academy are fond of saying though, the vets may be combat experienced, and yes your conflict gene has only just been activated, where as the vets may have many powers to your one. Don't worry; just remember your own conflict genes are soon going to become very active.

If you survive week one.

Notes: Same character generation as my other dark supers setting. This time the PC's will be, initial weaker than the opponents they face. Luckily most of the insane super vets, are loners.

The criminals are not by definition bad guys, some are just disturbed, some have turned to crime, some are plain crazy, it doesn't really matter in the end though, as they still need to be policed.

Inspired by the graphic novel Marshal Law

A HUNDRED WORLDS!

WORLD 042: GANG WAR

Genre: Horror, Crime, Pulp, Fantasy

Author: Ashikaider

Description: It's the roaring twenties, and the criminal underworld's war for control of Chicago has veered off into a darker, unusual direction.

It began when Bugs Moran's gang gained the support of an unknown benefactor. Where Capone's forces had been gaining ground on the north side, they were being quite literally blown away under mysterious, almost magical circumstances.

After weeks of losing to Moran's boys, Capone's organization found what it needed to fight back-- Weird Science. With the aid of the often fanciful weapons and gadgets made by scientists who either had acquired massive gambling debts or simply wanted free reign and financial support, the South Side managed to hold their own, bringing the conflict to a standstill.

Until a mysterious shadow descended over the city and began to pit the very dead against everyone in Chicago.

Players in Gang War start out as members of Al Capone's mob, either as enforcers, or mad scientists facing off against both the forces of Bugs Moran and the Unknown menace. Some may even stumble upon musty old tomes and terrible secrets long forgotten, others might find that their very minds might be the deadly weapons they seek.

As an added twist, Gamemasters have the option of, in mid-campaign, have the players run as members of Bugs Moran's mob, who have gained the support of the Unseelie Fey in the war against Capone.

And the biggest mystery of the Gang War is just who is behind the undead attacking the city? Is he someone to be defeated, or is joining him the answer? Find out – If you dare – In the Gang War!

WORLD 043: DAMNED NATION

WARNING! CONTENTIOUS MATERIAL!

Genre: Fantasy, Horror

Author: knicknevin

Description: It all begins when the Pope of the time excommunicates the entire fledgling continent of North America at the time of the Pilgrim Fathers...

1st Era: 'God Shed His Grace From Thee'

Set against the backdrop of the Salem Witch trials, only the threat is real, as demonic

A HUNDRED WORLDS!

monsters are free to stalk the land and dark sorcery really works! Can the Pilgrims and the Native Americans find a common cause in fighting against the forces of darkness?

2nd Era: 'Rocket's Hell Red Glare'

With the rest of the world lined up against the threat it sees in the American colonies, who will fight alongside the colonists in order to make their land their own? Well, it seems the demons are willing to make a deal and takes up arms against the English and their Holy Allies! Suddenly, the power of magic is in the hands of the good guys, but at what price?

3rd Era: "

The pact that the Founding Fathers entered into has been the status quo for over 200 years: the citizens of Hell are also citizens of the USA and anyone who enters public office is doomed to serve out eternity in Hell when they die. The USA is a very powerful nation, but its citizens live in constant fear that they will be the next victims of the demons. In this era, the PCs have to work to keep relations between humans and demons stable, despite the fact that everyone from the Local Dog Catcher to the President is as corrupt as Hell because they know they are living on borrowed time! Maybe, though, the PCs will get to the bottom of Satan's plan and find out why he has gone to such lengths and why God has let him...

WORLD 044: "HIGH ADVENTURE"

Genre: 1930's Pulp Fantasy

Author: Marshal Campbell

Description: This is a setting I've been working on for the last two months, I'm about 40,000 words into it and just submitted it to Shane to see if he could use it for anything. If not, you'll be seeing it as a .PDF in a few months with artwork done by a real good friend of mine.

This world starts thousands of years of years ago during the Atlantis Empire. They essentially became too powerful and started to war amongst one another. Their empire fell to inner strife and these people then started to become more tribal and spiritual in their shattered empire under the waves. Short of being aquatic, they are very adept at hunting and surviving under the waves.

In 1492 when Columbus sailed the ocean blue he colonized some islands in the Caribbean. Future explorers would try to do the same to the continent itself but would have this be an inevitable failure as savage orks destroyed any settlements or attempts therein. This cycle continued for the next 400 years.

Great Britain is becoming incredibly bloated with people. So much so that they started creating great cities floating in the clouds. Carried by great balloons these cities are an effective, yet expensive, way to alleviate the overcrowding in the steam filled isles. With a new push to try to colonize the Americas, Great Britain and Germany harass one another in an attempt to try to establish a successful colony in the Americas. This initial sea war

A HUNDRED WORLDS!

eventually spreads to become the Great War when Great Britain and her allies fight against Germany and its allies.

This war lasts from 1914 until 1923. Things seemed to be going in Great Britain's favor, this goes doubly so when they found an ancient race of sea men and with a very powerful ability to control the waters and Great Britain in turn employed them in their service, but Germany had an equal card in its sleeve when meteors dented the Eastern European landscape and a race of moon men came out. These Lunarians' psychic abilities and gizmotechs furthered a stalemate between in this horrible war.

Eventually Great Britain won the day with some daring raids that would eventually capture the Kaiser.

Much has happened since the Great War. Thirteen years later Great Britain and Germany are once again poised to enter war. With the removal of the Lunarians from German society by the racist Nazi Regime they have found comfort in Great Britain. In the days leading up to war between Great Britain and Nazi Germany, who have employed the use of the American Orks who have tunneled their way across the Atlantic, Great Britain is at a severe disadvantage. Turning to intrepid explorers and adventurers, Great Britain counts on these people to find relics and other powerful artifacts throughout the world to help battle the upcoming war against evil.

This setting has been my baby for a while. I love the pulpy goodness of Indiana Jones and "High Adventure" (which is a working title) will play up to that. Add in a lot of other elements I love, battling orks AND Nazis, and with some good old Masonic Conspiracies, a Texas Chainsaw Massacres plot point set in the Caribbean and with a Cthulhu-like man with an axe, battles with the revived Egyptian Empire, and plenty of other plot points and theatres of adventure.

But yeah, when I'm done I'll try to get you all to see it 😊

WORLD 045: ANGEL'S TEAR

Genre: Epic Fantasy, Steampunk

Author: Vonether

Description: Night only falls on Geode when dark clouds pass before the northern lights that constantly illuminate the sky. Any bedrock that the floating metropolis once stood on has been ground into the concrete that supports the grand, looming towers that reach above, as well as below.

Shaped like a seven-point star, Geode is filled with beings from various dimensions that have made different burghs their home. Each of these creatures, some meek and others mighty, all came through the "Flowers," gates that resemble giant buds when they are closed. Heralded by bright goutts of flame surrounding the Flowers, a gate will open its seven petals and reveal seven new inhabitants of Geode. Some of the guests arrive already dead. Others have

A HUNDRED WORLDS!

another challenge.

Many conmen, pirates, muggers, slavers and cannibals are drawn to the gouts of flame, hoping for easy prey. Most of the time, these human monsters are right, other times they discover they have become the victim of a new arrival who's more evil than they.

Once guests survive the opportunists who greet them at the tear-shaped gates, they discover they are in a hostile neighborhood. Many such guest have barely survived their arrival and then went insane when they looked around and thought they had died and gone to Hell...or Heaven.

Burgs:

Kik'tac (Lucifer's Seat)

A race of red insects, the Bzzz'kik, have plastered their thick spittle on the walls of Geode, making it a nightmarish twist of mounds and tunnels that hide the daylight and show the remains of the beings who were digested to make the architecture. One would assume such creatures would be a hive mind, but the ones encounters seemed much more motivated by self-interest and a temptation for magic. Their spiny bodies often give their head carapaces a horned look and many fresh locals mistake them for devils and demons. Many of the Bzz have master minor spell to be able to either communicate or disguise themselves among humans.

Zeus' Neo Republic

This burg has remained mostly unmolested by other neighborhoods because of its advanced technology and very powerful protectors, the Pantheon. While the more educated Citizens acknowledge that Pantheon members are not outright gods, everyone agrees they are blessed.

The Pantheon was once a group of either enhanced soldiers or perhaps mutants that provided their gifts to a world government, the Republic of Earth that traced its roots to the Roman Empire. How the old Republic fairs after the Pantheon vanished, no one knows. Others suggest that perhaps the group was trying to escape.

Either way, the members of the Pantheon don't seem to age while their Citizens come and go with the generations, and over time, their exploits become legend and myth. The lower classes already have fan clubs that have reached cult status and now and worship the Pantheon as real gods.

Gate City

Armed guards constantly patrol the blue, shimmering gates stopping all but the most forceful, or insidious attack. Few know what life is like in Gate City, but they agree that once you are allowed in, you must live by the rules of those who set up the gates. There are some ways in, however.

Like all burgs, there are sewers, stairs, tunnels and doors that lead below and up to other

A HUNDRED WORLDS!

neighborhoods in Geode. When the Gate City guard discover such a open portal, they first set up a guard shack until another blue gate can be erected to further seal the burg off from the rest of the city. Some even joke that on the day the last blue gate goes up and Gate City is completely cut off from Geode, the burg will break off like a small moon.

Invariably, some one has to ruin the punch line by asking “What is this “moon,” you speak of?”

Geode is huge, vast and mysterious, no one really knows who made the metropolis or why they were brought here. Some spend their whole lives looking for the answers, while others just try to get by.

Short Term Goals

The PCs survive the covert and overt attempts to take advantage of ignorance as they find a safe place live in Geode.

Long Term Goals

Find a way home, or give their lives a second chance in their new home.

WORLD 046: *NONE AT THIS POINT*

Genre: Pulp, Sci-Fi

Author: CJ

Description: Sometime during the 1930's alien energy fields start appearing around cities. One such field surrounds New York City, trapping all within along with a near endless multitude of strange creatures made of this Dimension X energy. We soon found that normal weapons were useless against them, and after a few weeks all the survivors in NYC were hiding in the higher floors of sky-rises and others fled from rooftop to rooftop in airplanes. However, even the skies weren't safe, as flying energy beings started to appear.

A genius inventor managed to develop a blaster gun that used the X energy as a weapon that could be used against the creatures. More were created and both X guns and X bombs were placed on the supped up planes of some of the valiant freedom fighters.

At one point a single ace managed to penetrate the energy field around the city and escape to the outside. He saw the outside world was devastated and dying due to the alien energy fields, and soon found his way to another enclosed city-Chicago. Here he found that instead of up high the survivors, including the mafia, were hiding from the creatures in the tunnels and undergrounds of the city. The New York pilot shared his weapons designs with the mob and they began making more X energy armaments, but there were already a few fighting the strange creatures – a small band of mentalists and psychic vigilantes had found their powers had effect on the beasts and were holding them off as best as they could.

Er, sorry for the lack of comprehensiveness right now. This is an old idea of mine that I

A HUNDRED WORLDS!

wanted to share, but this is not my best interpretation of it.

WORLD 047: THE LIGHT OF THE WORLD

Genre: Modern ass-kicking mystical fantasy

Author: knicknevin

Description: The forces of darkness are out there and they have many different visions of what they would like to do with the world; some would freeze it into a ball of ice, others desire to enslave mankind into endless and futile service to the machines, more would simply like to claim dominion of the countries of the world. The one thing that is holding them back is the souls of the Beacons; these are the good, the pure, the innocent, the hopeful and the compassionate. Mostly, they do not know their true nature, but Evil can sniff them out: if the beacons are corrupted, or if enough of them are killed at once, then Evil will have its chance to play... Defending the Beacons is an order of monks, who train warriors to protect the light of the world before it gets snuffed out forever!

If you use this setting, it might be good to give it a millennial flavor by setting it in 1998/1999 to begin with; you will also need some version of the many Martial Arts options that have been posted up and discussed on these boards.

Personally, I'd suggest one with some really over the top stunts, but flavor it as you will 😊

WORLD 048: THE WORLD IS GREEN

Genre: Fantasy

Author: Pure Evil Model: D

Description: The forces of the civilized world had finally at last put a stop to the greenskinned menace. Orcs, Goblins, Trolls, Ogres, Giants, Hobgoblins, Gremlins, and all their various foul offspring and half-breeds and been decimated, the survivors put into reservations, where they could be easily watched and protected against. But mercy would be the conquerors undoing. A coven of secret greenskin warlocks cast a powerful and devastating spell, killing all Humans, Elves, Half-Elves, and Dwarves. Half-folk, though not included in the spell were quickly eliminated and/or enslaved. Now the greenskins are free to build mighty empires as they so choose. The only trouble is, now they lack their timeless nemesis...nothing left to do then but war with each other.

The greenskins establish their own warbands to gain power in the world, build tribes of followers, explore and pillage the cities and kingdoms of the civilized world, etc.

Races:

Goblins: sneaky, small, cave dwellers.

Orcs: the most common of the greenskins.

A HUNDRED WORLDS!

Orc Men(Half-Orcs): Left-overs of humanity barely accepted, smarter and weaker than most, and can read many of the civilized races languages.

Trolls: strong large regenerating hulk, than to to stone in the sunlight.

Ogres: huge brutish beasts.

Ogre Men(Half-Ogres): partial humans, weak compared to most but provide cunning otherwise missing amongst the ogres.

Gremlins: small devilish creatures, weak, brilliant and utterly mad.

Half-Folk: slaves. a roll-playing challenge to be sure.

Gobbits: crossbreeds of goblins and hobbits, sneaky and cunning like goblins, but possess a strong will and hairy feet.

Magic comes in both shamanistic ways (AB: Miracles) and in Dark Sorcerous ways (AB: Magic)

Background Edge

Troll Blood

Requirements: Novice, Vigor d8, non-troll. Natural Healing Rolls are +3 but, all actions performed in sunlight suffers -2 and pace -1.

WORLD 049: SEVEN PILLARS OF WISDOM

Genre: Fantasy

Author: ZenDog

Description: In a desert world water is life, and life is always worth fighting for.

The world is covered in sand, burnt by the sun, made desolate, laid waste, lifeless, and dying. Humanity clings to survival in a hot and dusty desert world, eking out an existence they gather round the last few remaining springs; they dwell at the oases that dot the barren landscape.

They dream of rain and rivers of lakes and sea's of pure clear water.

They war with each other constantly.

One desert prophet has a vision, a terrible vision. A horde is coming, a terrible foe, they will destroy what is left of humanity, of civilization. They will crush those who oppose them and enslave those who remain, for this hellish foe has no need for water.

Far across the desert, another prophet has another vision, a vision of rain, of the mountains erupting with water instead of fire, of lakes and oceans returning to earth and with them life. This prophet does not know if man will survive long enough to see this miracle.

A HUNDRED WORLDS!

A third Prophet has another vision, a dream of Heroes. Heroes who will unite the tribes and lead them in resistance and rebellion against man's greatest enemy and overcome them in a final cataclysmic battle.

Finally, a lone hermit of the desert, a holy man of immense wisdom and faith sees all this and more. He knows who the foe is, he knows who the chosen are, he knows of the prophets and their dreams. He knows only two of the Prophecies are true, one is false. Even this wise father does not know which is true and which is false.

WORLD 050: GHOSTS AND THE MACHINES

Genre: Post-Apocalypse, Sci-Fi

Author: ZenDog

Description: The world ended, but somebody left the lights on.

Man is gone, but his machines remain.

Three millennia ago man became extinct.

All across the globe, computers are still talking to each other; robotic factories are still churning out consumer goods. Domestic droids are keeping houses that have been empty for millennia, spotlessly clean. Huge hulking military machines still war with each other destroying cities in the process, but as fast as they knock them down Builder-Bots erect new cities.

The Internet, once filled with porn and trivia is now man's last hope.

During the last days of humanity's death throes, one team of scientists experts in AI and the much theorized but never tested 'Wet-Ware' Uploaded themselves and a few other 'Priority Heads' onto the internet. For a millennia they fizzed and glooped in electronic entropy, then they started to find their feet, and began to survive in cyberspace. Until now three millennia on, they are masters of the web, surfing through the very ether.

Not only that but they have learnt how to replicate, once more man is a race. As masters of the web, they are able to control the machines that have kept on running. Somewhere out there, there is a supply of military grade 'Soft Bodies' just waiting for a download.

There is only one problem. Another team of scientists who scoffed at the Dr. Frankenstein Pseudo Science of 'Wet-Ware' and 'Grey-Matter uploads' and 'Soft-Body downloads' took steps of their own they created the 'Uber-AI' the ultimate in AI advances. Its job: to keep the world safe for humanity's return, to keep the machines running, to keep the world in order.

Congratulating themselves they climbed into cryogenic vats to wait out the end times and return to inherit an earth that would be kept in order by their 'Uber-AI', a world in which they would be the masters controlling the brainless clones kept in cold storage at a secret military facility.

A HUNDRED WORLDS!

Five minutes after they entered cryo; their 'Uber-AI' switched off life-support but kept the cryo doors locked.

Unfortunately, the 'Uber-AI' they had created was slightly defective.

This has affected the machines and the world it controls. Instead of the world of order the scientists programmed it to create, it has modeled the new machine and robot world in its own bizarre image.

The players play various 'Priority Heads' who via the electrical ether can manipulate, control and go 'Semi-Hard' (snigger) by downloading themselves into the more complex machines and droids on a temporary basis.

This gives them lots of options, they can build almost anything if they co-operate and take control of a manufacturing plant. For instance they can take control of a manufacturing plant and then use it to create exactly the type of droids or vehicles they need for any given task.

Or they can simply take control of the millions of machines that roam the earth.

The Uber-AI has access and directly controls the whole electronic robotic world and will hunt down the players' wherever they are.

The race is on, can the players fight their way into the military storage facilities and download into human form again before the Uber-AI finds the 'cloning vats and destroys the last soft bodies for ever.

Notes: In this, game characters can make multiple back-ups of themselves and hide them all round the net and in all sorts of machines. Hiding in 'Dumb-Tech' like washing machines or toasters is one trick. So if they die, zapped by the Uber-AI virus software, or crushed by War-Bots in 'the RL' as the neo-humans call it, all their buddies have to do is reinstall another version of them.

Of course the kicker is once they hit those 'Soft-Bodies' that's not the end, they then need to find a way to shut down the 'Uber-AI' using there new soft and squishy no back-up human bodies.

The GM should have fun and go wild creating the most bizarre machine world and running the Uber-AI like the most over the top archetypal computer gone bad, they can imagine.

WORLD 051: THE GLASS WEIRD GAME

Genre: Fantasy

Author: ZenDog

Description: Those who play the game can win fame, fortune, and immortality. Or Die.

A dualistic Mysticism/The Instant Zen School

"I suddenly realized that in the language, or at any rate in the spirit of the

A HUNDRED WORLDS!

Glass Bead Game, everything actually was all-meaningful, that every symbol and combination of symbols led not hither and yon, not to single examples, experiments, and proofs, but into the center, the mystery and innermost heart of the world, into primal knowledge. Every transition from major to minor in a sonata, every transformation of a myth or a religious cult, every classical or artistic formulation was, I realized in that flashing moment, if seen with truly a meditative mind, nothing but a direct route into the interior of the cosmic mystery, where in the alternation between inhaling and exhaling, between heaven and earth, between Yin and Yang, holiness is forever being created."

~ Hermann Hesse, The Glass Bead Game

The players are all scholars of 'The Game' an intellectual and magical game that takes place in the 'Glass Universities.'

The players all start as students in the same team whom must battle students from opposing universities around the empire. As they learn more they progress through the ranks until they become masters and compete at the highest levels becoming champions of the empire raining down glory upon themselves their school and their home town.

If they do well, they will become heroes worshipped by the masses and showered with gifts by the nobility and even the Emperor himself. Eventually attaining the ultimate rank of Magister. If they lose too often, they die.

Each player's character has a number of 'Game' pieces known as Glass beads, each of these playing pieces when in the game become a glass avatar animated and imbued with certain powers. These powers are the life essence of the player; his Glass beads literally contain his knowledge his power and his life force.

On Playing the Game

At each Level and Rank of 'The Game' (equivalent of each player Level and Rank) the regional schools and universities, have their own 'Game Boards.' The teams travel the empire playing in leagues against the other schools teams, playing in home and away matches. The Players can design their home 'Board' and the GM designs the oppositions 'Boards'. Teams gain points by winning matches at the end of a season the top team is promoted, the 2nd and 3rd place teams play against each other in playoffs and the winner of the play-offs is also promoted. The bottom two teams of each league are demoted. The two teams at the bottom of the lowest league are disbanded and replaced by new teams. At legendary Rank the matches are no longer played at the schools but at the neutral 'Boards' of the Empires capital in the Great Library crown of the Empire.

How the game plays is simple. Each board is an arena, maze, dungeon, or fortress type affair mapped out on the playing mat. Each Glass bead owned by a PC becomes a playing piece on the board. The two teams battle against each other using normal SW rules; the

A HUNDRED WORLDS!

players control their teams of Glass avatars. The GM controls the opposition pieces.

Each piece is a basic avatar that has one or more powers put into it by the PC. When a glass avatar is defeated in the game it reverts back to a bead, but whoever owned that bead has lost it to whoever owns the avatar that defeated it. So, characters can gain extra pieces (imbued with the power of their opponent) on the flip side they could lose a bead in a game and lose the powers the bead is imbued with.

If a scholar loses all his Beads, he dies, having lost his life force, his very soul to the game.

Characters: the characters are all academics, none of them have any powers themselves. The only traits they may have (and need) above d4 is smarts (as it only takes 4 points out of the five to raise smarts to d12 spare points are taken as a skill), they don't have any edges or arcane backgrounds or powers and may only have Knowledge skills. So, instead of picking powers and edges they simply pick more Knowledge skills. However for each knowledge they have they can choose one power, edge or skill to place in a bead. They may have a bead for each power or place multiple powers into one bead. They have no need for money so their starting wealth of \$500 translates to five skill points. They also have an Alpha Bead, this bead is their in-game Wild Card avatar/bead and is linked to their Knowledge (Glass Bead Game) score.

Each individual skill point 1 represents 1 power edge or skill so a skill at d6 would give the avatar one skill at d6 or one trait raised to d6 or one power. Spending more skills on a knowledge raise the corresponding skill. So spending two points on a skill can give the corresponding bead/avatar two points (i.e. d8 in a trait or skill or two ranks in a power or 1d6 in two traits or one trait and one skill or two powers or any combination. Points may also buy gear for a bead 1 point can buy \$100 worth of gear. There would be a specialized gear list in a more developed version but we will say each weapon costs one point per each + to strength and armor costs one point per point of armor. There are no requirements for any Edges.

An Empty Bead starts as an extra with all traits at d4 and appropriate parry and toughness.

Here is an example novice character and his beads.

Name: Herman Hesse. **School:** Das Steppenwolf

Agility: d4 **Smarts:** d12 **Spirit:** d4 **Strength:** d4 **Vigor:** d4

Hindrances: Bad eyes (minor) Quirk (minor: Likes to write modern fairy tales in his spare time) Pacifist (Major)

Skills

Knowledge (The Glass Bead Game) d12+2 Alpha Bead: (Wild Card) Strength d6, Fighting d6, Glass Sword Str+3, Armour+2, Command

Knowledge (History of Music) d10 Bead 2: Agility d6, Shooting d6, Glass Bow (unlimited arrows)

A HUNDRED WORLDS!

Knowledge (Composition) d10 Bead 3: Smarts d6, Spell Casting d6, Bolt

Knowledge (Botany) d10 Bead 4: Glass Sword Str+1, Berserk, Fighting d6

Knowledge (Astrophysics) d10 Bead 5: Strength d6, Glass sword Str+1, Frenzy

Knowledge (Literature) d12 Bead 6: Smarts d6, Spell casting d6, Barrier, Boost/Lower Trait

Knowledge (I Ching) d8 Bead 7: Glass sword Str+1, Fighting d6

Notes: If anyone can think of a way to use the I Ching in this game that would be good.

WORLD 052: SHIPWRECKED

Genre: Pulp, Sci-Fi, Fantasy

Author: ZenDog

Description: Earth Tech Ship 1095-7 The Olympiad A G class multi-purpose exploration/colonization Star cruiser sets off on a routine journey. Its mission is to claim and colonize one of the many uninhabited planets that surround our galaxy, and they must do this before Earth Tec's enemies Earth Fed can do the same.

However, Earth Fed has developed a new secret weapon and they test it on The Olympiad. This weapon is meant to vaporize the Earth Tec vessel but it doesn't. It sends The Olympiad spinning through the void.

When the crew finally regains control of the ship, they find it is stuck in orbit around a strange new planet and none of the stars or moons and planets within the furthest reaches of the ship's sensors are familiar. Added to this the ship's engine is beyond repair. The ship cannot move and just sits in a stationary orbit.

The Olympiad is a large vessel with a large crew and auxiliary staff, the population of which is about that of a small town. There is also a company of space marines (think *Aliens*) on board complete with dropship and hummer-tank. The rest of the crew consists of the ship's command crew (think *Star Trek*) and an assortment of multi-skilled colonists.

As well as the marine's dropship there are two small scout craft with a limited range and one large transport capable only of traveling in a direct route from the ship to planet side. Once this transport is unloaded (it contains everything the colonists need to build their colony), it doubles as the sleeping quarters and base camp of the colonists.

The ship has weapons capable of attacking the surface, powerful sensors and teleportation pods capable of sending people anywhere on this new planet.

Oh and a quick scan of the sensors show this planet is teeming with life.

Notes: The planet is home to many strange and tribal races that fight with swords and use magic and miracles (think along the lines of *Talisanta*) they war with each other and hunt or are hunted by the many dangerous beasts that roam the planet.

A HUNDRED WORLDS!

The players can start as space marines, starship officers/scientists, or colonists (who have all sorts of useful skills). They have no arcane backgrounds but lots of high Tec plus the advantages of the fire power a ship in orbit with teleportation, sat nav, all sorts of sensors and they also have a flat pack colony ready to assemble.

In the mean time they will have to make their own relationships with the various tribes and races that call the planet home.

How they interact is entirely up to the players. Basically the three human factions have basic instincts, or a direction they would go if given control of all the assets available. The Marines would want to use all the assets to carve out a kingdom and possibly become a dominant force (conquest). The ship's crew would want to use all the assets for scientific data gathering and learning all they can about the planet and its people (exploration). The colonists would use all the assets to build a secure city and start farming and producing goods (settlement and trade). If the players all create characters from one faction, this is how it could go. If the players are spread evenly around the factions then they will have more neutral goals and just get into lots of adventures trying to thrive and survive.

Of course, all the native of the planet have their own agendas (even if it is a simple as 'Eat Spaceman').

WORLD 053: THE WONDERFUL WORLD OF DISNEY'S ONLINE VIRTUAL GAME SUPERSTAR EDITION!!

Genre: Sci-Fi (with multi-genre flavors)

Author: Vonether

Description: When the Disney Corporation decided to jump on the MMORPG bandwagon, it had the real money to introduce new technologies like immersion tanks and had the bandwidth to broadcast the games onto a 24 hour network.

The really good players who go on "missions" in different genres gain a rep and eventually get to play for free as their popularity makes them superstars.

The problem is that with so much riding on the line and Universal and start up companies also getting into the act, some are willing to do anything to get their slice of the pie...including murder.

Each "game" has three levels:

Broadcast TV:

The game itself as the virtual PCs, from spacemen to He-Man, take on the latest villain of the week.

Behind the Camera:

A HUNDRED WORLDS!

The egos of the players and the soap opera of their lives, from WWF trash talk before the game to who's loving whom.

In The Control Room:

Murder, industrial espionage, board room politics, these are all things that can happen during the pilot night of a live game. To stop the game would cost billions. Sometimes security personnel have to go "undercover" as NPCs or PCs because the show must go on.

Bibliography: Dream Park by Larry Niven and Steven Burst.

WORLD 054: P.S.I: ARCADIA

Genre: Crime, Fantasy

Author: knicknevin

Description: There are a million stories in the naked city and about half of them start 'Once Upon A Time...' Arcadia is the jewel in the continent of Illusia, a vast land steeped in magic and myth; every hero, sorcerer, elf, dwarf and half-orc who is looking to make a name for themselves comes here and many of them die here too. That's where the P.S.I. comes in, the Phenomenon Scene Investigators, Arcadia's top law enforcement minds whose job it is to pick apart the tangled threads of each weird happening to find out who was responsible, why and whether a crime was involved! From giants found dead inside rooms they could not possibly have entered to dragons whose treasure is stolen only to be mysteriously returned the next night, when no explanation is obvious, the City Council call upon their P.S.I. teams!

WORLD 055: CREEPS

Genre: Supernatural, Survival Horror

Author: CJ

Description: It is the modern day as we see it in the B-monster movies, and the survival horror flicks in which a group of unsuspecting teenagers get eaten, soul drained, or mauled by some beastie in a god-forsaken town where it has a whole folklore about it. This is that kind of world. The kind of place where the 6 o'clock news can only report what's reported, and what the government lets them tell us. In little towns, backwater places, spooky caves, swamps, and forests...these are where monsters live.

The government has an organization to deal with this. They mostly clean up after the mess – containment, debriefing of survivors and in the case of the rising number of monster hunters, picking up the charred or otherwise stone dead leftovers of slain critters. There's even a government lab full of these creeps, trapped in cells for observation and experimentation.

The monster hunters however, they're the real heroes. From a farmer out to avenge his family with a homemade harpoon gun, to a preacher that's lost faith, or even a badass ice-

cream man, these folks are a diverse bunch. What they have common is that each and every one of them uses what they know, what they can do, and what they can make to take these creeps down. And we almost never get to thank them for it.

WORLD 056: KIDS GAMES

Genre: Post-Apocalypse, Humor

Author: Pure Evil Model: D

Description: One morning the kids woke up and noticed all the adults were gone. Where they went, no one is sure, but it seems that there's no one in the world past the big 1-0. At first it seemed pretty cool. Chocolate bars for breakfast, ice cream for lunch, jelly beans for dinner. Then things started to shut down. No one was working at the power plants so those stopped, so no more Nickelodeon or Cartoon Network, but everyone figured no one was working at the TV places either. So the kids started to figure things out themselves, like getting food and making fires and cooking it. Stuffs harder than it looked. Then the things came. All those things mom and dad said weren't real, goblins, trolls, monsters, ghosts, and the worst of them all, their king, the boogie man. Kids get snatched away all the time now, but they keep fighting with what they've got.

Every one has the Young hindrance without getting any points for it.

New Hindrances

Cry Baby (minor): -2 to recover from being Shaken, because you just can't stop crying.

WORLD 057: RAGNORROCK TEARS

Genre: Modern Day, Supernatural, Apocalypse

Author: Vonether

Description: There were seven, of whom we know not their names, but we must thank them.

Before these brave souls, the demons that corrupted and controlled humanity could walk in the halls of power and on the street, their true natures hidden in Illusions and magic. They even supported science in an effort to discredit magic and keep the Arts to themselves. These seven discovered the secret and fought these demons along with a few other lonely fighters.

But when these seven learned they could take down the top covenant of demons and break the world-wide illusions, they gave their lives to do so. Not to win, but to give us the truth and let us carry on the fight.

It's funny, however, how in some ways life goes on since it seems that humanity has had a "corrupting" effect on a few demons as well.

A HUNDRED WORLDS!

So while the star quarterback was taken off the team for suddenly sprouting horns on his head, he joined another team of players to take down more of his evil cousins every Saturday night.

So grab your Necronomicon, holy water and M-90, it's the end of the world and humanity won't go down without a fight.

...Okay, I am guilty of cribbing. I watched the finale of Angel last night.

WORLD 058: CANDY LAND: SWEET VICTORY

Genre: Humor, Competitive, Pick-up Game

Author: Pure Evil Model: D

Description: For this game you will need your Savage Worlds book, your lucky dice, a set of playing cards, and a classic Candy Land board game.

You're off to see King Candy, and you'll be damned if anyone else gets in your way! (I work at a restaurant that has Candyland boards for kids to play while waiting for their dinner, if you're wondering where the hell this came from)

Make a character using standard SW rules with a fantasy set in mind (no machine guns, no tanks, etc.).

Races:

Peanut Butter Folk: use Half-Folk Stats

Gingerbread Folk: use Human stats

Peppermint People: use Elf stats

Gumdroppers: use Dwarf stats

Plum People: use Half-Orc stats

Candy themed monsters attack on every turn. Monsters are determined by the region of the board you are on. Drawing a character card (Grandma Nut, Queen Frostine, etc.) transports the player to that square and gives the player NPC's to order around. Otherwise all Candyland rules apply.

Open to extra rules.

WORLD 059: TAXI CASABLANCA

Genre: Modern Day, Action/Adventure

Author: CJ

Description: The plot begins with Japanese scientists seeking asylum in America after a corrupt military/government faction invaded their labs and during the violence accidentally

A HUNDRED WORLDS!

released the biological agent they were trying to seize to sell on the black market. The accident was contained but everyone on the facility died except the 20 core scientists and the corrupt JSDF captain and his subordinates. And guess whose alibi the government believes? So these framed scientists flee to the USA, gaining illegal id's the only way they could, by agreeing to develop drugs for the organized crime in New York. But when Russia expatriates, Middle Eastern radicals, and Chinese secret agents start kidnapping these scientists, it starts a crime war between them and the mafia of the Big Apple. As if that weren't enough, a secret force of JSDF Special Forces working for the corrupt military figure and his industrial complex billionaire boss are also trying to reclaim the scientists, operating more efficiently and ruthlessly than all but maybe the mafia itself.

And caught in the middle of this are a group of down on their luck weapons smugglers, low profile criminals, who run a taxi service for the organized crime in the area. These are the PC's, wheelmen (and wheelwomen) running a profitable business for wealthy crooks in New York City. After one of the Japanese scientists still in the mafia's employ takes a ride in one of their cabs and leaves a briefcase containing a new cocaine hybrid, they find themselves attacked by all sorts of terrorists, mercenaries, and worst. What they don't realize is that it's not rival mobs, but terrorist types seeking the vial of chemical agent hidden within the pouch of new generation crack. The mob however, just wants the trade secret that will make them a fortune back, at any cost.

Attacks by every infamous organization and terrorist group in the modern world follows, with the mob as a sometimes ally/sometimes enemy, and eventually the PC's, after they realize what's going on, start using their taxi company to find and relocate the Japanese scientists, with the help of one of the PC's love interests/siblings/other relationship type hook who is a cop that works in the Witness protection program.

It's basically my attempt to put what would probably be an Enemy of the State type American movie through a Gunsmith Cats or Cowboy Bebop lens with quirky, dysfunctional, and loveable philanthropic mob wheelmen, many of them overly attractive women, as the main characters.

WORLD 060: UNNATURAL DISASTERS

Genre: Everything!

Author: knicknevin

Description: Has a toxic waste spill caused spiders to mutate to giant size? Are giant worm-like beings sucking people under the ground and eating them? Has a virus escaped from a research facility and turned everyone into rabid zombies? Has the Earth's magnetic field died out, creating extreme weather phenomena? You need UnDis, the multiversal agency dedicated to saving the Earths...all of them!

PCs in this setting can start out as cops, paramedics, fire fighters, FBI, scientists or just bystanders who find themselves with a very unusual local problem; after dealing with that,

A HUNDRED WORLDS!

they are approached by agents for UnDis, who simply say that they are monitoring such events as this and would appreciate the PCs help in any future cases, whilst offering to back them up when the normal civil authorities are out of their depth. After a couple more weird near-disasters, it should become clear that something strange is happening to the entire world...

UnDis is attempting to save the multiverse; something called the Malignancy is absorbing various different dimensions, all centered on Earth, converting them into a single, homogenous universe of chaos where anything can happen. At the fringes of the Malignancy's expansion, weird events are occurring and some worlds are being destroyed before they can be absorbed; UnDis agents patrol the border region, looking for the first signs of any breakdown in the physical laws and trying to save the Earth from being destroyed over and over again. Eventually, the PCs world will be one of those absorbed by the Malignancy, an event pre-figured by chance turning on its head, so accidents become more common and the unlikely becomes the everyday. At this point, their UnDis contact will reveal their true agenda and offer to evacuate them and any loved ones to another dimension, but only if the PCs become full-time UnDis agents.

Dimensional transfer is achieved by nexus travel: a nexus is a geographical location associated with an historic turning point, e.g. Dallas is the nexus for worlds in which Kennedy was or was not shot there, London is a nexus for worlds where the British Royal family is composed differently. Radically different worlds, where the very laws of physics or the history of evolution are not the standard, can still be reached in this way, it just takes a little more effort.

UnDis was founded 10 years ago by Jacob Xascriid (that's about the equivalent of 'Smith' in the techno-magical world he comes from) and is based in a sealed pocket dimension where all physical laws are compatible, which can be accessed by UnDis agents from anywhere in the multiverse. The truth, however, is that **Jacob is the Malignancy!** His early experiments in multi-dimensional travel gave him a taste for power and he is using his metasorcery to become a God by merging all universes into a single world that responds to his will! UnDis is his tool for keeping each world intact long enough for the Malignancy to take it over; what even he does not know is that the Gaia Principle of each Earth is aware of what he is trying to do and the worlds at the fringe are deliberately destroying themselves in order to cut the Malignancy off from the multiverse as a whole!

WORLD 061: PAID IN BLOOD

Genre: Espionage, Horror

Author: knicknevin

Description: A century ago, Count Dracula came to England to learn about the modern world; now, 100 years later, the world follows Dracula! The disease of vampirism spread like wildfire across southern England at the turn of the century and has made its inexorable way

A HUNDRED WORLDS!

across the world ever since, until just 20 years ago the last human nation fell before the vampires. Now the world is the Midnight Empire, where the sun never rises in one part without setting somewhere else...

The population of the world has been decimated and the only humans left are the tiny 0.01% who are immune to the vampire's disease; these are kept as living resources, jealously guarded by the worlds oldest and most powerful vampires. The only other source of untainted human blood are the rapidly dwindling supplies kept in the worlds blood banks; whilst vampires can gain sustenance from the blood of any living thing, only pure human blood can restore their arcane powers and allow them to develop new ones. In order to exercise control of the blood supply, the Great Vampires employ Sanguinary Squads to cull their own kind, seek out human survivors, guard the blood farms from raids by rivals and carry out covert missions on enemy territory.

New Races

Vampire

The top 25% of the survivors of the vampirism disease, they have usurped humanity as the masters of the world and possess the same gifts and burdens as their progenitor, Emperor Dracula.

- **Vampire Magic:** All vampires have this Arcane Background.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Invulnerability:** Vampires take damage as normal, but only weapons made of yew tree wood or pure silver can kill them.
- **Sun Sensitivity:** Vampires lose all of the above Edges during the hours of daylight and take 3d6 damage for each round in which they are exposed to direct sunlight.
- **Uninvited:** Vampires cannot enter the private dwelling of a human unless invited in.

Ghoul

Sometimes inaccurately called 'lesser vampires', they are the most common result of the vampirism disease, but ghouls feed on any raw meat rather than blood exclusively.

- **Tough:** Ghouls start with d6 Vigor instead of d4.
- **Strong:** Ghouls start with d6 Strength instead of d4.
- **Loyal:** Ghouls are naturally subservient to vampires and will stick by them no matter what.
- **Slow:** Ghouls have a Pace of 5".

New Arcane Background

Vampire Magic

A HUNDRED WORLDS!

Arcane Skill: Vampirism (Spirit)

Starting Power Points: 20 (max 30)

Starting Powers: 2

Magic drawn from the consumption of human blood, Power Points do not recharge as normal; users of this AB may not take the Edges Power Points, Rapid Recharge or Power Surge. Whenever the vampire drinks fresh human blood, they recharge 1 Power Point per pint; if they drink deeply enough to kill a live victim, they also get a bonus equal to the result of one roll of the victim's Vigor. Vampires may store up to 30 Power Points at maximum, but they may use a leveling opportunity to raise this limit by 10 points, though no more than once per rank. Every time a vampire gains a new power, they must also spend 10 Power Points.

Powers

Armor: Affects self only, trappings are shadows which creep around the vampire's form.

Boost/Lower Trait: trappings are glowing eyes.

Deflection: manifests as gusts of wind around the vampire.

Detect/Conceal Arcana: the vampire sniffs the air or sweeps it with their hand when using this power.

Fear: manifest as a sudden, deep chill.

Fly: the vampire grows large bat-like wings when they use this power.

Greater Healing: affects self only.

Healing: affects self only.

Obscure: darkness billows like smoke around the user.

Puppet: the vampire uses their hypnotic voice on the target.

Quickness: manifests itself as blurred motion.

Shape Change: for seasoned users only, allows vampires to assume the form of a wolf or a bat.

Speed: the vampire leaps from surface to surface when using this power.

WORLD 062: GIANTS

Genre: Fantasy

Author: Pure Evil Model: D

Description: They should have let that gate be. The dwarves found it in a mountain ancient and forgotten. Word of the massive gated door got around and aroused the curiosity of others; humans, gnomes, even half-folk. A massive undertaking was taken to expose the

A HUNDRED WORLDS!

gate to the out side world. The mountain was practically torn in half over centuries of digging, even generations of dwarves passed without seeing the results of their labor. Until one day the path was clear and the rigs were set and the door was pulled open. Out came the big folk, massive beings of legend long conquered and forgotten about. Ogres, titans, giants, cyclopes, and even massive animals wandered through the gates. Surface settlements didn't last long and many surface dwellers too shelter with the dwarves in the deep reaches on the earth. Not all were so lucky and were enslaved or eaten by the giants. The gate itself was destroyed when 2 of the titans had a falling out. The resulting fight killed one titan and left the rest stranded with no way back. Now its time to fight back. There's only some many of them and they can be killed off. And the bigger they are, the harder they fall.

Races:

Human: standard

Half ogre: +1 step strength, +1 step Vigor, double cost for smarts, outsider, clueless, obese

Half giant: +1 2 steps strength, +1 step vigor, double cost for smarts, outsider, clueless, bad eyes, brawny

Half folk: standard

Gnome: use half folk stats but switch the Spirit bonus for a smarts bonus.

Dwarf: standard

Enemies:

Ogres (7 feet tall dumb beasts)

Orcs

Giant animals

Rocs

Lots of things using the gargantuan monstrous ability

Giants (lesser giants 8-10 feet tall, greater giants 11-15 feet tall, both very dumb)

Titans (giant kings, 18-40 feet tall, very intelligent, powerful magic, only 9 left in the world)

Cyclopes (strong savage giants 10 feet tall)

Lots of use for siege weapons and the giant killer edge.

WORLD 063:

Genre: Stargate mixed with Fantasy

Author: Sadric

Description: A group of Scientist detects an entrance into a gigantic Dungeon.

A HUNDRED WORLDS!

After a little bit exploration and a few fight against Orcs, goblins and other creatures the scientist find out that the Dungeon is a extra planar place and that it is a way to other planets (or places like the elemental plane of xxx). They call the army and the army starts Operation Dungeoncrawl.

A Special team of Soldiers, Xenospecialists and other Scientists have to map the dungeon, find ways to other worlds and places, find magic items, learn magic secrets, made alliances with other Inhabitants of the Dungeon.

And then it seems like there are often large groups of monsters fleeing from one direction. And Exploration team Beta that should map in this direction gets lost. Is there something large, dangerous coming from this direction. Say, a Necromantic/Demonic Army, maybe lead by an earth-scientist that has the Dungeon explored many years before.

This is dungeon crawl with modern weapons, maybe even small vehicles (Quads and armored Smarts).

Many enemies clearly need Bolt powers to counter the modern weapons.

I imagine the Dungeon incorporating many styles, large cavern (living room for the Dungeon Dwellers), brick walls, underground river, fungus caves, dwarven halls, graves filled with undead.

I can't say how to map/play the exploration part of such a large dungeon.

I imagine different acts with different plot points:

Act I Exploration Of The Nearer Area

Maybe make contact to a friendly group to get info about magic and other groups, a group of "bad boys" (Orcs) that live near the dungeon entrance that doesn't like the new neighbors.

Act II Long Range Exploration

Start longer treks to places like other (maybe) friendly groups, the Tomb of an old Hero (magic Items!), great places (Waterfalls, Crystal Caves) other planets to show the government that Operation Dungeoncrawl isn't a waste of money.

Act III Cold War

Something Evil comes to get earth. Make Alliances, scout the enemy, hinder the enemy (destroy the bridges over the underground river).

Act IV Hot War

The Final Conflict against the enemy. Mass Combat.

A HUNDRED WORLDS!

WORLD 064: SECRET WEAPONS

Genre: Kung Fu, Conspiracy, Supernatural

Author: CJ

Description: FS is an international organization that bands together the top experts in martial arts and modern combat and pits them against an ancient clan of Chinese demons waiting to invade our world from the Hidden Earth below, a supernatural subterranean realm of ancient battles and magic. Thus far they have been unsuccessful, unable to match modern technology or human skill against demonic fighters that have the strength of hell.

The organization has separate cells in different nations that handle different regions of the Hidden Earth, or "inner realm", from FS-A in the United States (which operates in the Hidden Earth region below NYC), to FS-J in Japan (with the Shinjuku Hidden Earth as their jurisdiction) and the largest and most dangerous region of the inner realm handled by FS-HK in China.

Of recent all of the sections of FS have been recruiting the ones called Secret Weapons. Martial artists, swordsmen, monks and others with martial prowess that is impossible for normal humans to reach. They are evening the odds in the war against the forces of Hell.

The PC's can be Secret Weapons, human martial artists, gun fu masters, or even converted demon warriors now working for FS-A, FS-J, or FS-HK.

WORLD 065: QUANTUM ARCH PROJECT

Genre: Sci-Fi

Author: Vonether

Description: Quantum theory constantly teases scientist with the possibility of alternate realities where things are slightly different than our own home plane. They were wrong...

Professor Avi Ottoleghi believed he could reach these parallel dimensions and he managed to convince the right people to fund his research into becoming the Quantum Arch project. He eventually had success with Quantum Arch and had a group of scientific volunteers walk through to see what was on the other side.

Like everyone else, they assumed the places next to our own would be very similar, that there would be trees, sun and solid ground. He was wrong.

What he found was a shadowy world just barely out of phase with our universe, where our own dimension provided a constantly moving swirl of insubstantial shapes. Ottoleghi's backers were initially disappointed to hear that the professor didn't find anything as a promising as a virgin earth or a new culture that could be sold Happy Clown meals. There were hopes that the technology had military stealth capabilities. Radar, even walls and mine fields could be bypassed with a trip to the ethereal dimension next door.

A HUNDRED WORLDS!

Then the nearby town of Hopewell began to have strange reports of animal attacks.

The Quantum Arch personnel living in Hopewell uncovered that strange beasts were literally phasing into our world to attack the sick, the young and the elderly as if humanity was a herd on the Serengeti. Luckily, the Arch technology allowed Ottoleghi and his staff to discover these animals. It was discovered that not only were they native to the neighboring Ethereal realm, but also able to naturally pierce the dimensional divide.

Tweaking the machinery, the project is now able to get advance warning of future ambushes. The professor and his backers are now looking for a group of people that can properly deal with the threat on a regular basis. Meanwhile, some of his staff are grateful that the Quantum Arch was created to deal with the threat, theorizing that these attacks now explain some of the weirder missing person cases and maybe such phenomena as the Bermuda Triangle.

A quiet minority, however, wonders if the project is somehow responsible for weakening the barrier between the realities to the point that any point on the globe is vulnerable to ethereal ambushes. And as scientists, all of the staff knows that the few creatures encountered so far are only a hint to an entire, undiscovered ecosystem that might be filled with even more predators...or even intelligent life that they haven't discovered yet.

The question is, has humanity already been discovered by them?

WORLD 066: THE CULT OF THULE

Genre: 1935 Pulp

Author: Bill

Description: The Cult of Thule, with initiates in numerous countries and all but controlling the blossoming Germany, has uncovered a Rimbaldi writing that discusses a machine so powerful, it could control, or destroy, the world. Agents of the cult, as well as German and other national dupes, have begun searching for the thirteen pieces of the artifact that have been lost and scattered around the globe.

The players take the place of investigators, inventors and adventurers trying to stop the construction of the device while the last days prior to WW2 unfold around them.

This is a fun serial where each adventure would involve grabbing the device before the Agent of Thule do. While at first the players would not be known to the Thule Agents that would change. The pieces are located wherever the GM wants but here are some suggestions:

- 1) Hidden in Big Ben, London, England.
- 2) In the Chicago Art Museum, Chicago, USA.
- 3) In an Indian burial site, Uncovered during the building of the Empire State Building, New York, USA.
- 4) In an Aztec ziggurat, Brazil, South America.

A HUNDRED WORLDS!

- 5) Buried in King Solomon's' Mines, Darkest Africa.
- 6) Beneath the feet of the Sphinx, Egypt .
- 7) In a hidden temple in the Himalayan Mountains, Mongolia.
- 8) Part of a forgotten temple's treasure in India.
- 9) Hidden in the Forbidden City in China.
- 10) In a secret room of the ruins of the Hanging Gardens in Babylon.
- 11) In the center of the Minotaur's Lair on Crete.
- 12) A hidden Buddhist temple in Burma.
- 13) An old castle in the Balkans.

The final showdown would be in the secret German lab hidden in the Black Forest, right after the Agents of Thule had stolen any parts the characters had gathered from the American or English research center the captured parts had gone to.

The Agents of Thule should have access to Weird Science equipment and have a few "magical" spells that they can use but run the risk of death in doing so (use a more lethal form of feedback).

WORLD 067: BOILING POINT

Genre: Modern Warfare Thriller

Author: CJ

Description: The Palestinians and Israelis have are both threatening to use nuclear weapons on foreign superpowers (Israel on Russia, PLO on USA) to initiate a nuclear war if the other does not give in. In response, not to be threatened or goaded into attacks, the USA is threatening anyone who dare nuke anyone with their nukes, and soon the UN is dissolved as each country readies their nuclear capabilities, waiting for something to happen.

Meanwhile, in the Middle East, western soldiers from USA, Canada, England, Mexico, and elsewhere are disbanding and deserting faster than meat rots in the desert heat. Everyone is out to get what they can with whatever military equipment and fellow deserters they have with them, and then set up a stronghold in the desert for when the bombs drop. This is including you. In this scenario the PC's are military deserters from the Coalition forces in the middle east, raiding civilian and military targets (from any military, coalition or middle eastern native) for everything they can get within 14 hours before evacuating into the deserts away from populated zones.

There are fellow raiders, the remaining coalition troops and local armies and police forces, terrorists, gun happy civilians, and rioters to worry about, and then the mad rush to get out before the bombs fall.

A HUNDRED WORLDS!

Which they never do.

After this scenario, the players are to make new PC's, a special UN peacekeepers strike force out to root out the Western military deserter warlords holed up in the middle east after a UN treatise avoided the nuclear war. They should fight the player's old PC's, and capture/kill them and take the survivors to trial for war crimes and crimes against humanity.

WORLD 068: SILENCE

Genre: Film Noir

Author: CJ

Description: The PC's are members of the Silencers, a gang of glum specters whose profession is to keep the crooks and killers of the Un-Dead town of Memoriam in line. Because live people are in Memoriam too, as much as we'd all like to get rid of them, and they don't seem to want to leave their dried up ghost town. However, if any of them ever got an inkling of the entire society of undead creeps in their town, they might remember the purification rite created by Reverend Reeves centuries ago, where the ringing of the dilapidated town bell would send all the restless souls in the town back to Hell, whether they belonged there or not. So, it is up to the Silencers to keep zombie wiseguys, ghostly gangsters, and other crooked crypt dwellers from alerting the townspeople.

WORLD 069: BIG CITY BLUES

Genre: Cross-genre

Author: palehorse (Butch Curry)

Description: Where do old TV show and movie characters go when they're off the air and all but forgotten? Big City, that's where!

Big City is an amalgam of every genre and style, with cheesy sci-fi sets (think classic Trek) laid out right next door to the streets of 1970's New York ("Who's the black private dick who's a sex machine to all the chicks? Shaft!") and within a stone's throw of a desert island ("Just sit right back and you'll hear a tale, a tale of a fateful trip...").

The characters who come to Big City are no longer at the whim of the writers who created them; for the first time in their lives, they have free will, and they're not afraid to use it. That leads to some hairy situations, and that's where the BCPD comes in! An informal police department, the BCPD does it's best to round up the bad guys and keep the peace.

Character creation: Players can make a character of any genre or style they choose; however, they must also come up with the TV show they appeared on and a few of the other key characters on the show. Real-life shows are not allowed, but obvious rip-offs are OK (since they're much more likely to have been canned early).

Just because you were a good guy on the show doesn't mean you have to be in Big City, and

A HUNDRED WORLDS!

family and friends you had back then may be your worst enemies now. (Note that characters who die in Big City CAN come back, but it's not easy; their show has to be picked up and then cancelled again, their movie has to make a brief – but failed – bid for fame on DVD, etc.)

Big City can be played for laughs, dead-pan serious, or anywhere in between.

WORLD 070: NO RETURN

Genre: Space Opera, Sci-Fi, Action

Author: knicknevin

Description: The Terran Federation has solved the crime problem by sending convicted criminals into exile, but rather than exiling them to one planet, they are sent wherever there is trouble: new colony worlds that need clearing of hostile native species, worlds conquered and claimed from rival human factions or alien races, drifting space-wrecks that require salvaging...when the work is dirty and dangerous, the exiles get shipped in. They can never return to normal civilization, but they can earn a kind of freedom; get enough mission points (i.e. enough experience in game terms) and you have the choice of retiring on the colony world you were last sent to or you can become an exile commander, with a team of your own exiles to order around: its almost the same job, but now with pay and perks!

WORLD 071: THE PLAIN PEOPLE

Genre: Horror, Survival, Post-Apocalypse

Author: Pure Evil Model: D

Tagline: They were right. But their too humble to admit it.

Description: The sins of science and technology have finally caught up with the rest of the world. A combination of biological weapons and electromagnetic feed back has eliminated civilization as we know it. And then there's the Amish. The Amish were far away and safe in their communities when the virus was unleashed and burned itself out, and when the electric surge blasted from a multitude of electrical devices across the globe, stopping human nervous systems.

The Amish now find themselves alone in America, their simple way of life preserving them. They prayed for the lost souls who perished in the outside world. And then the outside world began to prey upon them. Genetic mutations, creatures that were once men or animals, twisted by the virus, electrical ghosts, and even the walking dead, charged by ambient electricity of the cities have begun to defile their peaceful world. They have no choice but to fight back against the devil and his minions.

The characters play as Amish survivors protecting their settlement, or more proactive Amish that venture into the ruins of the outside world to stop problems at their sources.

The Amish use simple weapons, typically farming tools, others risk damnation by using the

A HUNDRED WORLDS!

true weapons such as swords, and spears, made or salvaged, and others tread on more dangerous ground and use firearms.

WORLD 072: JUNGLE P.I.

Genre: Alternate World, Cartoon Animal, 1930's Pulp

Author: Bill

Description: In an alternate earth where the African continent is almost alone, the jungle animals can be intelligent. The Elephantine Empire (based off the British Empire in setup) controls most of the central area surrounding the river of life. The Crocodine Kingdom (Based off an Egyptian motif) controls the delta lands of the river of life. Ratumberg is in the Northwest, over the Mountains of mist and is a burgeoning Rat empire (based on Nazi Germany), bordered by the Aging Frog Empire (France, with Can-Can Cats and Frog aristocrats), the Kingdom of Dammark (yes, ruled by industrious Dutch Beavers), the mysterious North East with the Decadent Pandan Empire (panda China controlled by Weasel Eunuchs) and threatened by the growing Chimpanese Empire of the Golden Banana (Chimp Japan) and the Avian Lords of the Avilonia (Avian kingdom near the Mountains of Mist). The North Central area, over the mountains of Mist from elephantine, are the independent Equinine Tribes, (Mongol style horse nomads), struggling against the other powers.

Fire is unknown with civilization relying on steam power from the "Burning Rocks" from the mountains of mist. When exposed to water they become burning hot and cause water to flash boil off. Once all the water is gone the rock drops to normal temperature. This allows for steam powered trains and automobiles and hot air balloons. Most items are made of dried brick and wood with silk from the giant jungle spiders being highly prized. The jungle prevents major roads although some rail lines have successfully connected parts of the country and personal air vehicles are the rage. The Mountains of Mist are "International" resources with no permanent camps or groups over 20 allowed. Naturally, this is the area most likely to plunge the animal kingdoms into war.

The players are cartoon jungle animals, meaning they can manipulate objects almost as well as a man, walk on their rear legs, and can talk to each other (with appropriately poor accents). This period was one of growing national pride but with more reliance on the individual taking care of problems than reliance on "the government." Most adventuring types end up running the Private Investigation Companies. Governments will hire such individuals as well as individuals to find people, investigate rumors or search for hidden treasures of the "ancients – apemen who built numerous temples and hidden shrines, and then disappeared before the rise of the animal."

A HUNDRED WORLDS!

WORLD 073: VICTIMLESS CRIMES

Genre: Survival Horror

Author: CJ

Description: The PC's are all research scientists, animal handlers, and maintenance staff members of a massive corporate research facility called The Shaft. No one of them is doing anything unethical, but all together they are part of an entity that is perhaps the root of all evil.

A PC scientist makes an amazing theoretical discovery and hands it over to her superiors. Weeks or months later the animal handler PC unquestioningly delivers dozens of specimen animals to the sealed off labs in the back of the facility. At some point, weeks later, an electrical problem with the air circulation system in these sealed off labs requires the PC maintenance person to come in and fix it. He's required to wear a biohazard suit and everyone follows him everywhere, as if they're worried he'll see something they don't want him to. He fixes the problem, leaves, and goes about his business, receiving a huge bonus for not being curious.

Each of the PC's goes on leave, taking a secure train system up away from the underground Shaft facility to the nearby city where they and their families live.

Three weeks later they all report to the train station to be taken back down to the Shaft. The train arrives. It's empty, but that's no problem it's completely automated.

When they get inside the Shaft however...

I leave the nature of the disaster and the dangers that the PC's will now face to you, the GM, but throughout this allow them realize the cause. Them.

Whatever virus or bioweapon got loose was the idea of the research scientist, who handed it over to her superiors and never saw it again. The animal handler provided them with all the specimens they would ever need. And the maintenance man wired the ventilation system wrong, causing a fire which allowed whatever it was that was being tested to escape and kill everyone in the Shaft.

WORLD 074: ENEMY AT THE GATES

Genre: Utopia, Dystopia

Author: ZenDog

Description: *"The enemy is at the gates, but which side of the gates do you stand?"*

In the year 2525 nationality, patriotism and the wars they support are a thing of the past, so too are discrimination due to race, ethnicity, culture, religion, sexuality, and disability. All these divisions of humanity are long gone. Old problems put to rest in a brave new world.

In the year 2525 there are only two types of people. The rich and the poor. Which one are

A HUNDRED WORLDS!

you?

It started with gated communities. An isolated fad? A Hollywood eccentricity? No the beginnings of a spiraling, ever expanding trend.

Gated communities gave way to gated towns and soon gated cities followed. All across America, Europe, and Asia Corporate City states sprang up and rich flocked to them.

Leaving the antiquated urban sprawls the rundown cities of the past to the poor.

Two divergent economies developed the clean plastic of the rich and the dirty cash of the poor, but cash and coins are rarer and rarer as the last mints closed centuries ago, the last notes printed. Now cash is little more than a name for a barter black-market trade economy.

The rich have it all health care, education, entertainment, consumer goods, art, clean air, clean water.

The rich served by bioengineered lifeforms. Tame security and servants. Known as the deadheads they function but without emotion, or self-awareness. Grotesque puppet-like aesthetically pleasing freaks ready to docilely comply with every need of the rich and privileged.

Meanwhile the poor live in poverty and disease surrounded by squalor and disease, preyed on by criminal gangs who rule the wastes like warlords of old take what they want from the weak and casting envious eyes at the seemingly impenetrable defenses of the rich.

The players take on the role of heroes of the people, willing to stand side by side and organize the poor to defend themselves against the rapacious gangs and psycho's that revel in the lawlessness of the poverty stricken world. Or they could take the role of the gangs or the aloof advantaged rich.

It's almost impossible to legitimately go from the poor side of the gates to the rich and very rare that someone travels the other way (most preferring suicide). It can happen, but these days the rich are beginning to wonder why they continue to share planet-space with the superfluous scum. The poor look at the isolated and outnumbered rich and wonder if to die trying to smash down the gates might be better than to die not trying.

People on both sides of the gates are making plans for day the gates are no longer needed.

Neither side plans involve the other side surviving.

WORLD 075: ELITE ENTERPRISES, MEGA CORPORATION

Genre: High-Tech, Spy, Criminal, Sci-Fi, Fantasy

Author: Pure Evil Model: D

Description: A world where magic and science have developed along side one another, science has taken the lead. The government consists of various corporations who act as government for the men and women in their employ. Most children will grow up to work for

A HUNDRED WORLDS!

the same company as their parents. And the corporations fight of course. In office buildings, between the massive super-scrappers, in the mega-net information tunnel ways. Characters play as agents for these corporations, performing acts of blackmail, espionage, murder, sabotage, hacking, and even all out corporate terrorism and war. This is a world where someone can earn their BA in magical arts, where drugs are sold off the shelf at the liquor stores (normal drugs and even designer magical drugs), where guns and magical charms are considered as essential accessories as a belt or purse.

Style is everything.

Character Types:

Hackers

Hired guns/thugs

Cat burglars

Vice vendor: makes a sells various drugs, performance enhancing and recreational

Jewelerz: dealer or magical stones and charms

Corporate Mage

WORLD 076: LOOSE TOYS

Genre: Adventure, Sci-Fi

Author: knicknevin

Description: You are a Smartoy, a child's companion in the form of a soft cuddly animal or an action figure/doll with limited intelligence and motor functions: you are built to be guide, educator, nanny and guardian to your young charges. The one morning you switch on, apparently spontaneously, and find that the human race is missing! Your house is empty, its utilities turned off, and the city beyond the four walls you know has been abandoned; stranger still, you seem much more capable and intelligent that you were designed to be – you are self-aware! Banding together with other Smartoys, you must attempt to unravel the mysteries, find the human race and discover why you have been gifted with your 'upgrades'.

Secrets

The world was invaded by the Xeno Swarm, a central mass of bio-plasmic matter able to replicate and redesign any creature from any planet it has previously invaded; using a vast psychic transmission, the Xeno Swarm took control of every human mind on earth and instructed them to report to a landing site outside the cities, where 'buds' from the central mass awaited them and they underwent absorption and processing. This happened 3 days before the Smartoys woke up, which was caused by PATTON, a military AI capable of taking control when the human command structure failed; detecting this threat and unable to mind control it, the XS attacked PATTON's physical location, so PATTON evacuated into the only

A HUNDRED WORLDS!

mobile intelligent units that could receive it! Each Smartoy received a fragment of PATTON's fractal code, so only by coming together can they access PATTON's memories and mind fully; in the mean time, some of them have received data about the psychic attack on Earth (so they can develop AB: Psionics) whilst others have data on the latest advances in technology (they can develop AB: Superpowers to represent this). All the Smartoys have been slightly unhinged by their experiences, so not all of them are following their core programming and/or PATTON's buried instructions. Their first encounter with the XS is likely to happen in the city, when they come upon a minor monitoring unit that looks like a 1' flying beetle! PATTON's hidden instructions will fill them with loathing for this thing and a need to destroy it violently!

WORLD 077: XENO SQUAD

Genre: Investigation, Sci-Fi

Author: knicknevin

Description: It is 10 years since Earth's victory over the Xeno Swarm but peace comes at a price; not all the buds that landed around the world are friendly to mankind and it is known that a few would like to continue the invasion! What's worse, distrust for AIs and other advanced electronic technology has made the human race dependent on the amazing biotech that the Xeno Swarm has agreed to share. Someone is needed to make sure that human/xeno relations remain peaceful and friendly, to prevent the abuse of biotech and unlicensed use of it and to act as liaison between the two powers. This is where you fit in as a member of the Xeno Squad: you can be a human, a xeno or an 'upgraded human' who was absorbed and modified (or just constructed from a genetic template!) by the Xeno Swarm.

Secrets

The Xeno swarm is a race, not an individual, so there are others out there who will definitely not be friendly to Earth! If one of these finds us, or if one of the hostile buds still on the planet manages to send a message to them, we are in for an all-out, inter-species war! By the way, if you're wondering how earth beat the Xeno Swarm...it was PATTON: he surrendered! By allowing the XS to attempt to absorb his 'mind', he was able to introduce himself as a virus into the mind of the central mass of the XS! PATTON's personality fused with the XS's mind and the war was over, mostly.

WORLD 078: SAVAGE CATAN

Genre: Political, Economic Intrigue

Author: Codexier

Description: After a long and arduous journey on the three-masted sailing ship, you have reached the small but resource laden island of Catan. Many came for fortune, some for freedom and others for adventure.

A HUNDRED WORLDS!

The settlers on the island have just arrived, but already some are jostling for economic superiority and some for political power. Players can be knights protecting the realm from barbarian hordes which attack every so often from the sea. They can be builders, resource gatherers (c'mon, there's adventure in those ore mines), politicians, patricians, or just plain adventurers.

The cities and settlements are interesting in that each is settled in an area of the island that gives it a unique access to certain resources. Trade is important and often causes bitter feuds and wars.

Players who learn to manipulate the limited resources can become very powerful on the island and may one day gather the cities together into a solidified kingdom to repel the attacks of the barbarians.

WORLD 079: LITTLE PEOPLE

Genre: Fantasy

Author: Pure Evil Model: D

Description: Players take on the role of the smallest spirits and creatures of the world. Everything is humongous to them, but things are closing in. Where once was a vast meadow to romp in, is now a barren waste land called a 'Par King Lot.'

Characters are fairies, gnomes, leprechauns, brownies, and other small fey. A once peaceful world is now slowly being consumed by infighting, over that last grassy fields and wooded patches. Fairy mounds, fairy circles, and other fonts of spiritual goodness are being destroyed without a notice.

WORLD 080:

Genre: Mecha, Manga

Author: Pure Evil Model: D

Description: It's the far future. The first major discovery was 200 years ago already. An ancient statue, several stories high made of an unidentified metallic/crystalline structure. Only 50 years ago was the material found again, on a far off planet recently probed. 20 years ago we were able to get the material. 15 years ago the statue was unlocked as a massive walking robot. 10 years ago we began making more of them. 5 years ago alien races with this material and technology got a hold of us. 1 year ago they attacked.

Now the earth and her few alien allies fight against other alien alliances for space in the universe and this precious material.

Characters build and control massive mechs and can upgrade them with various powers and abilities. Some are pure warriors others have spell like abilities, some can upgrade to combine with other mechs to form an even more powerful mech. Some mechs can even

A HUNDRED WORLDS!

develop an intelligence of their own.

WORLD 081: HOLLYWOOD HITMAN

Genre: Action, Drama

Author: CJ

Description: *"From the maker of Taxi Casablanca, this summer... The Hills are Alive...with the Sound of Gunfire!"*

In the fictionalized modern society of Hollywood Hitman, the realm of Hollywood movie celebrity has been combined with the "gangsta rapper" phenomena. "Pimped out" rich and beatific celebrities display wealth with expensive jewelry, impressive cars, custom firearms, and badass posses. The dog eat dog world of controversial and freakishly popular 20-something filmstars has combined with a gangster image that no one believed was fake to create a society of privilege, greed, and disorder.

The PC's are up and coming struggling Hollywood actors: guns in hand, forced to make due with the threads and cars they can afford on threadbare budget. It really takes something to make it big in this business, and they're about to discover how much it really takes. Whatever sum it is, it's a number of bodies.

That's right, the PC's are struggling minor gangsta actors working as hitmen for vendettas between major famous gangsta actors with the promise to make it in the business.

WORLD 082: DOWNTOWN

Genre: Pulp Adventure!

Author: knicknevin

Description: Everything is as normal as it ever gets in the city (your choice, but as it was in the 20s or 30s) until the fateful day the whole town shook like it was being bombed!

Suddenly, it started to slip beneath the ground! After descending for over an hour, it finally came to a stop at the bottom of a vast pit 15 miles down!! Far above them, the citizens can see the circle of light that indicates the way home, but as night falls and utter darkness falls across the whole town, strange rustling noises are heard from the cavern walls and a variety of hideous creatures emerge to prey on the townsfolk...

Heroes in this game must explore this strange new underworld, discovering primitive tribes, weird monsters and the remains of a totally alien civilization with a city built on and around a vast lake of molten lava! Defend the city, find a way to explore the Hot City and take the advanced machines and devices you will find there, but above all...find a way of getting everybody home!

A HUNDRED WORLDS!

WORLD 083: FLASHBACK

Genre: Modern Day, Sci-Fi, Action, Space Opera

Author: knicknevin

Description: After years of hard work in your chosen profession (soldier, scientist, athlete, reporter or astronaut) you feel your best days are behind you, until the day you receive a mysterious package containing photographs of you as you were 20 years ago, but in a place and with people of which you have no memory. As you dig deeper and find the people in the photo, your memories unlock themselves and you recall being drafted into a top-secret operation where you were sent through a space-warp to another world and given amazing abilities by members of an alien race who needed your help to fight their mortal enemy; but if this is the case, why don't you remember what happened?

In this game, the action is split between 2 eras: the Older phase, where the players unlock their lost memories, and the Younger phase, where they make those memories! As clues are found in the Older phase, they trigger flashbacks to the Younger phase where the players then run through a scene or act of an adventure: the same character sheet is used for both phases, with improvements and new abilities gained in the past relating to unlocked memories of those abilities in the present! The questions the PCs must answer are how were they recruited, why were they chosen, what did the aliens want with them, why were their memories erased and who by? Above all, if the PCs were fighting a war...who won?? Not all the answers will be found on Earth...

WORLD 084: CANTICLE

Genre: High Fantasy, High Religion

Author: SlasherEpoch

Description: The Empire stretches the length and breadth of the land. But that's not important. The Drel's kingdom occupies the swamps the Empire can't reach. That's not important. The former slave-race A'gier are rebelling, following a mad prophet, the Meshoc. That's sort of important. The Reapers, magically modified human warriors, have all been disbanded. Seems unimportant.

What is important is that the Meshoc is actually a long-dead witch-king, and he's irritated at his undying status. In retribution, he plans to shatter the Bridge of Souls, the connection from this life to the next, creating more angry undying things like himself as souls must return to dead bodies. Other important stuff, there's currently a war between the Overworld and the Underworld (Heaven and Hell) which is starting to spill over into physical existence, among other things slowly driving the Reapers (perfect fighting beings) mad.

The players are diplomats, bodyguards, clergymen, and sorcerers working for the Church of the Seven Scriptures. A sect within the church has interpreted the above events as portents

A HUNDRED WORLDS!

of doom...naturally, this is a time for heroes.

WORLD 085: MEET THE CREEPS

Genre: Modern Day, Monster Hunting

Author: CJ

Description: The New World is a place of ancient primal things that man is best off leaving alone. The Native Americans knew how to keep them at rest, long before voyagers from the Old World ever explored the region. After becoming colonized by the New Worlders, however...rites that ought to have been enacted, ancient rituals that should not of been forgotten...the old safeguards on these the monsters of ancient world have outright failed.

And that is the world we live in. It's our world, the modern day North America. Seems ordinary enough, but you never know what lake, what woods, what cave might be the lair of one these primordial Creeps. You can blame them on toxic waste or mad scientists, but it ain't true. The truth is that they've been here longer than we have, and to them we're just strangers a knocking at the door. But we can give them one hell of a knock-knock. The PC's take the roles of the individuals that society calls charlatans, paranoid maniacs, and full on crazies. Exterminators, ordinary folks who survived an encounter with a Creep. Few people that walk away from those things can go back to leading ordinary lives. They don't have magic powers, no fancy government gadgets, and no, these aren't the kind'a things holy water and crosses are usually good against. Nope these are your unique, American backwoods freak shows that require a whole lot'a ingenuity and a hell of a lot'a guts to face.

WORLD 086: 1001 ARABIAN NIGHTS

Genre: Folklore, Fantasy

Author: Leitchy

Description: The GM is Scheherazade, telling her tale for the night, and the player are the characters of her stories, and different for every story. It is they who must battle the evil and triumph.

Of necessity, the original tales can only provide the outline of the story, since the players will "write" the story according to their own actions.

WORLD 087: BYZANTIUM (REGENSIS)

Genre: Historical, Political

Author: Leitchy

Description: The characters live in the city of Constantinople around 950AD, when the political factions in the city were identified with colors (Blue and Green, although there were

A HUNDRED WORLDS!

others). These factions centered around the races, and when one faction's champion won a race that the other thought was fixed, riots ensued.

The characters live in this volatile political climate, and seek to increase the prominence of a hitherto minor party, the Yellows. Ultimately, the Yellows must win the favor of someone who has a legitimate claim to the throne, then ensure that person is selected when the time comes.

Note: This could be played as a historical game, using plans and information from that period of history, or the game could be made a sci-fi future history game of a different planet, which is where the Regensis came from. In this, Constantinople could be a whole planet, and the Empire could be galactic in scope.

WORLD 088: REDEMPTION

Genre: Historical, Religious, Fantasy, Supers

Author: Leitchy

Description: The characters are demons and spirits who must ally themselves to Tripitaka and the Monkey King to journey to India and back to China, and bring Buddhism to the masses. Along the way, there are all sorts of temptations and battles, puzzles and dangers to overcome. Only when the scriptures have been returned successfully will the characters be allowed to return to their former place in Heaven. The spirits start out with only a single power and they must earn others as they journey.

WORLD 089: PHARAOKS OF THE ENNEAD

Genre: Egyptian, Fantasy, Skirmish

Author: Indivar

Description: The lands of the Ennead are divided. The line of Kings, which sprung from Ra himself and was kept for 1000 years, has been broken for a few decades. Chaos ensued after the Kings fell, and foreign rulers moved in and tried to tame the people of the fertile deltas. Eventually the shackles of the invaders were cast off and after years of conflict, a handful of mighty Warrior-Kings laid claim to the title of Pharaoh.

The region is divided into 3 sections, where the Warrior-Kings hold sway over many city-states. Each of the Warrior-Kings claims a slight relation to the Pharaoh of old. But which claim is true? Which is the strongest link? Which does not wish to see a Pharaoh emerge?

The priests of Ra have decreed that a truce be held while each nation sends forth a group of heroes to find the ancient Scrolls of Kings, a collection of tablets that upon which Ra himself inscribed the names of all the Pharaohs that will rule over the Ennead. The scrolls are many and scattered across the ruins of the desert, lying in the tombs of the teachers and workers that helped Ra create the lands of the Ennead over 1000 years ago!

A HUNDRED WORLDS!

The setting can be played as an RPG (playing the party of adventurers that are searching for the Tablets), or as a skirmish game (each of the 3 nations has basic troop types (charioteers, archers, infantry), but each force is different by what god the force is themed after – each has special priests, monsters, and godly warrior types to draw upon!).

WORLD 090: MONSTER RAID!

Genre: Fantasy, Skirmish, RPG

Author: Bill

Description: As a ranking member of the Monster Council you lead a force of creatures from your base in one of the many caves of the Eastern Mountains. To your west lay the human lands of the Duke of Westbrook and fine looting. The current council chief has declared it is time for another raid into the human lands. Will you gather enough wealth to become the next council chief? Will your "allies" not backstab you after you have looted the human villages and towns? Will you be able to avoid the powerful knights and magic users of the Baron? Will you be able to take out an "ally" that was more successful than yourself before he can return to the caves with the loot that should be yours?

Each player takes the role of an orc, goblin, necromancer or other character leading his people, and any mercenary monsters, against the human kingdom to the west. Players should all start "equal" in power but for every level of loot they return with they can hire more mercenaries and raise more of their own troops. Failure to bring back any loot will cause the player to be voted out of office in the monster's usual manner (new character time).

Games are either raids (skirmish game versus isolated hamlets, one of several villages, one of two towns, the Abby, The Keep, or the one city) or scouting missions (RPG) efforts to map out an area for a later attack. A player can start the game as the Council Chief (if he can get the majority of players to agree to let him) but then he must raid the humans at least once a year, successfully, to maintain his position. Each game would represent a period of Spring, Summer, Fall and Winter. Loot values would be half in winter and spring, normal during the summer and times two in the fall. Hamlets have the weakest militia and a base of only one loot. Villages have twice the militia forces and 2 loot base. A town has a 4 loot base, militia equal to a village and a professional town guard unit lead by a Wild Card. The City has loot equal to 12 as a base but is guarded by three times the forces of a town plus lead by a noble wild card with his personal guard and priest support. The Abby has a value of 6 loot all the time and is guarded by fanatic guards and some wild card priests. The Keep is a castle that has a militia unit to guard it plus some noble Wild Cards including the Baron, several knights, and three units of men-at-arms including one that is mounted plus the support of the Baron's wizard wild card. Once a raid takes place the next turn the Duke arrives with a force of men-at-arms, a unit of knights, and at least one Wild Card support type.

Hamlets are two turns away, villages are four turns away, the towns are five turns away and the city is seven turns away. The Abby is seven turns away and the Keep is six turns away.

A HUNDRED WORLDS!

The Duke starts two turns away from the city. Mounted troops can move two turns worth of distance in one turn.

Battlefield specials and unique events (both weather and supernatural) can be used for the battles. The human forces should be strong enough to defeat the monsters easily if caught before retreating to the caves, at least until the Keep or City is sacked and looted. It takes one turn to loot. A looted location stays looted for the year but may return in the Spring of the following year on a d6 roll of 5+ for a hamlet, 4+ for a village, 3+ for a town and 2+ for the city. The Keep and Abby are only recoverable if all towns and the city has recovered and then only on a 4+.

WORLD 091: THE LIBERTY AGENTS

Genre: Pulp, Espionage, Crime

Author: CJ

Description: *Mr. Blue Nite, the moonlight marauder himself, was in a position he had never been in before in his entire lifetime of daring adventures and solving unsolvable crimes. He was outsmarted and outplanned. "Get the door!" he cried out to the psychopath, hoping that at least one of them might be able to get out in time.*

The metal bars were dropping fast, and the grim faced man was confident that he wouldn't be able to break them once they did. Leaping towards the dwindling opening, he slid across the floor only to see the stainless steel frame slam to the floor in front of his face. Frantically looking the entire place over, it became obvious that they were trapped. Each window and door, every possible exit, all locked down. Unfurling his cape, the man the press had once called The Screaming Eagle readied himself for the inevitable.

With an eerie creaking noise the front door to the mansion chamber opened up, gradually, temporarily blinding both men with the unnatural shine of a searchlight. A peevish looking gentleman in a suit with horn rimmed glasses casually strolled in, followed by a number of very nervous looking agents.

"Hello, G-man" quipped Blue Night, trying to remain aloof, pinpoint the number and location of the armed guards, and ready his twin .45's all at once.

"Astute as always, Mr. Blue-Nite. I am indeed here from the Federal Bureau of Investigations."

"What do you want with us?" demanded the Eagle, hanging from the ceiling as it were, poised for action.

"In the 1930's you two men committed murder, arson, larceny, and caused several national incidents in you're foreign adventures, all in the name of the United States of America. But these aren't the 1930's gentleman, these are the 50's. And your government wants something in return."

A HUNDRED WORLDS!

That's right. In the Liberty Agents, the PC's play hardboiled former pulp-style vigilantes forcibly recruited by the federal government to fight the forces of communism, the occult, and even their old enemies.

WORLD 092: RACHE

Genre: Sci-Fi

Author: Vonether

Description: What was the last thing you remember?

Was it hanging out with your buddies? Playing your Xbox? Finalizing that bit IPO so you could retire at 37? Where you about to storm onto the beaches of Normandy? Everyone seems to have a different memory of when their life was normal.

Everyone, however, has the same memory of when the life was lost to this existence. You wake up, drowning and struggling for air. Suddenly, the sac holding you bursts and you fall on the floor trying to breathe and that's when you notice that you hands have fur and claws.

You look up to see that you are in a forest and a strange plant has spit you out. Even though you have memories of your previous life as a complete human, you now look only half human. You may have a canine snout or feline ears.

Not all of your memories are your own, either. You know that you could run a hoversled (what ever that is) and you can fire a anti-grav gun. Unfortunately, neither device is here. But you make a warm fire at speed that would make a boy scout proud and go hunting with just your claws and senses.

Eventually, you'll find others like yourself, some gifted with strange powers and you'll form a community of sorts. It seems that life goes on...until your scouts report that they have found huge ruins and they smell strange scents... something is moving in the abandoned city.

GM's Section

Is the world post-apocalyptic, an alien planet, or funky virtual reality? Players should always wonder how much of themselves is real. Are their personalities their own, or just mental constructs imprinted on the brain of a created creature?

What happened to the world? Why are the players being released now? Who's still out there and how will they react to the players? Allies or former masters ready to enslave them? The GM has a pretty clean slate to introduce what ever he wants to the game.

On the flip side, players should have a fairly open sandbox to create what ever society they want. With their memories and skills, they may be able to get life back up to the 1800s within 30 years or so.

Rules:

Humans, Elf and Half-Elf races aren't allowed, but players can use all the races as ways to

A HUNDRED WORLDS!

create animal hybrids. Dwarves can represent badgers or moles, Halflings are chimps, etc.

Use Psionic AB.

Weird Tech is not really featured much since any funky technology they can resurrect actually works. Scientific types need to focus more on skills instead.

WORLD 093: JEWEL OF THE EMPIRE

Genre: Think "Fantasy high-adventure during the fall of Rome."

Author: RockyRaccoon

Description: Grab a map of Rome just before its fall. Give Gaul, Hispania, and most of Germania to tribes of barbarians, put savage druidic wood elves and long forgotten imperial ruins in Britannia, change the displaced Goths to disgruntled dwarves, and make the arabs of present day Iraq and Saudi-Arabia into Rakashans. Most of Eurasia is dominated by vicious Huns, who are orcs, and some former parts of the empire are presently under orc control. Allow for sovereign East and West Empires who get along well most of the time, and everyone everywhere is at least somewhat familiar with the Roman pantheon of Gods, whether called by different names or not. These Gods exist, as does magic. There are two formal Magic Universities, one east and one west, as well as a variety of tribal shamanistic magic practiced in the outer provinces. Of course there are monsters and foul necromancy as well...

The atmosphere of the setting is:

"For 600 years the Empire has ruled the continent in greatness, but now times are troubled. Where they once conquered, imperial forces struggle to maintain influence in the outer provinces. Where the empire once spread learning and culture, barbarian tribes establish petty kingdoms and bicker amongst themselves, scoffing at imperial authority. For nearly a century weak-willed emperors have ignored this decline, choosing instead to squander their power on political intrigue and frivolous amusements.

"Born at last to this atmosphere of decay was Claudius Nero, nephew of emperor Lucius the Mad. Born in secret and raised in East Empire by a respected politician, Claudius escaped the notice of his uncle when, in I.E. 597, Lucius ordered every member of his family murdered in a fit of paranoid rage. When Lucius died in an orgy-related accident later that year, it was Claudius who took the throne.

"Within a week of assuming power, Emperor Claudius, Jewel of the Empire, squashed two rebellions and several sinister plots within the Empire's borders. In the months that followed he used the peace and security he had thus created to improve trade throughout the realm. The year is now I.E. 612, and during his 15 year reign Claudius has proven to be a skilled diplomat, tradesman, and general. He rules with justice and mercy and is beloved by the citizens of the Western Empire.

A HUNDRED WORLDS!

"It seems that with the order he continues to restore, the empire will see a new dawn of peace and prosperity. But with the orc hordes pressing the northeastern borders, increasing restlessness among the barbarians of the western and northern outer provinces, and increasing tension between the displaced dwarven peoples, only time will prove if Claudius will bring about a second golden age for the empire."

Players can be from just about anywhere on the continent(s), and of whatever race the GM feels like allowing. I'm running a campaign in this setting, and the main story arc is an ambitious nobleman's epic-scale plot to overthrow the Emperor by stirring up trouble everywhere, then deposing. The players decide whether their efforts will support the plot (once discovered) or attempt save the emperor. Players' action (or inaction) can raise or lower the "restlessness level" of a given area, sort of like fear in Deadlands. Of course, that's just one way of playing it...

WORLD 094: RELIC

Genre: Fantasy

Author: Codexier

Description: Strange mechanical objects are found scattered throughout the lands. Some are found in dungeons, some in high mountain passes, some encased in ice, and some in exotic desert villages.

No one knows what these devices do, or what to do with them. Most are unique with purposes unfathomable. They are made of all manners of elements, both known and unknown. Metals, stone, precious jewels all adorn these objects. Most of the relics are small, 5-10 pounds apiece. A few are larger and some can be very large.

The relics have obtained religious importance among some and economical among others. Temples and churches have developed around the relics as a manifest of holy power. It is the belief of some that if all relics are united, they will form a unified machine to talk with their deity or usher in some new age of enlightenment. Crusades ravage the lands as religious extremists fight over the small relics, trying to gather all in the name of their deity or pantheon.

Other groups not convinced of the holy power inherent in the relics know that the worth of these objects is skyrocketing. Extremely wealthy patrons might have precious collections of the objects to impress others with their wealth. Relics are bought and stolen often, much like rare paintings might be today.

Even others use the relics for political gain and martial prowess. The objects have captured the collective imagination of the entire world, worming their way into ancient myths and legends, songs and stories.

PCs will most likely play hunters of these relics. They will face harrowing adventures to obtain the relics for their cause (be it religious, economic, political or whatever other motivator

A HUNDRED WORLDS!

they have).

What happens when all of the pieces are united? That's for you to decide. Nothing? Something wonderful or evil? Something that will help civilization or annihilate it? Is this a machine from the future or earth's past? You get the point.

WORLD 095: WHERE HAVE THE ROCKET RANGERS GONE?

Genre: Noir

Author: SlasherEpoch

Description: The Rocket Rangers were once Earth's mightiest freelancing group of heroes: Men and women who equipped themselves with fantastical rocket-powered flying machines (jet packs, rocket planes, rocket skates, whatever) and protected America's shores from foreign invasion.

That was 1934.

It's now 1940. The secret American Homeland Protection Institution has called the once-mighty heroes into action...yet, some are not as mighty as once they were, as old injuries and the trauma some faced have taken their toll.

Worse yet, someone is knocking off the Rocket Rangers even as the world explodes into war! Is it Nazi agents? Old enemies? The underworld? One of the Rangers themselves?

WORLD 096: BRAVE NEW SOCIETY

Genre: Sci-Fi

Author: MadDrJeffe

Description: The world is crumbling, falling apart at the seams, and normal folks can't do anything about it. Except you aren't, normal folks you're bonafied psi touched crusaders for right and harmony. Oh and your still a teenager.

Gathered together by a mysterious benefactor you are on the run, from your families, from the government, and from others who want to use and exploit your gifts...

All you can do is pray you survive long enough to see the brave new society your benefactor tells you you're creating.

WORLD 097: HOLIDAY WARS

Genre: Whimsical, Espionage, Fantasy

Author: tsadkiel

Description: The cold war between Christmas and Halloween is heating up. The fight for Thanksgiving is practically over, as the pitiful remnants of the Turkey Resistance retreat from

A HUNDRED WORLDS!

reindeer-powered warsleds. The other holidays begin to realize that only the Things of Halloween stand between them and the unstoppable juggernaut of the People's republic of Christmas.

The game is part Nightmare Before Christmas and part James Bond. Christmas is a totalitarian state, ruled in theory by Santa, though he hasn't been seen in public for years (I'm seeing lots of Soviet-style propaganda imagery). Valentine's Day is like Las Vegas crossed with Casablanca, filled with neon pink hearts; they're theoretically neutral ground. St. Patrick's Day is a sleepy, rural island, and the native Leprechauns are just starting to realize what trouble they're in.

Most of the races are descended from Christmas elf stock, so they're small, pointy eared, etc. The Cherubs of Valentine's Day have wings. The Leprechauns are the most naturally magical. The Things of Halloween are born looking much like elves; each Thing carries a Mask that reflects their inner monster, however, and the more attuned to the mask they become, the more monstrous they seem.

Arcane backgrounds include Toymaking (Weird Science), Monstery (Super Powers) and Leprechaun Magic.

WORLD 098: CONCRETE ISLANDS

Genre: Twilight Zone-style modern weird post-apocalyptic fantasy (No, really!)

Author: palehorse (Butch Curry)

Description: What would happen if the world fell away? Everything earth and stone simply collapses into nether-space. The stars blot out in the sky; the sun vanishes in an anti-climactic fade to black.

All that remains are billions of islands of concrete: roads and sidewalks float with seemingly nothing to support them. Cities hang in space, massive tubes of sewer lines and subway tunnels suspended beneath them, as though the cities themselves have been disemboweled.

The sky turns uniformly red, glowing with a faint warmth; everything is equally lit, and equally warmed, though just a few degrees above freezing.

What food and water remains in homes and stores is all there is; there are no more fields to plow or raise livestock. Society breaks down, chaos reigns, and the only order of the day is simply to survive.

(What caused it? Who knows! That could be the eternal MacGuffin for Concrete Islands, or it could be the ultimate goal: find out what happened and try to reverse it. Personally, I like the Twilight Zone style, "sometimes weird stuff happens and we'll never find out why" feeling of it, but maybe that's just me.)

A HUNDRED WORLDS!

WORLD 099: MOB CITY

Genre: Pulp, Noir

Author: DerFinsterling

Description: It's the end of roaring twenties in Big City, USA. Thanks to Prohibition, organized crime is at an all-time high. In this particular city, the streets are in firm control of the mob, in the hand of different gangs, to be exact:

The Irish: The last of the great Irish gangs, their power is dwindling. They still own the police and major politicians, but mostly out of old acquaintances than pure power. The Irish control the harbor and the pubs, but they have difficulty in gaining new members since the economy lures the younger lads into the straight life.

The Jewish: the smallest of the big players, the Jews have a hand for the right jobs and are diplomats at heart. Other families do business with them reluctantly, but often. They don't have much firepower, but a lot of prestige, so nobody has taken them on directly - yet. The Jews main source of income is the race track and gambling.

The Sicilians: The new kids on the block. They emerged with the wave of immigrants from Italy. They're bound by a century-old hierarchy and by complicated codes of honor – but that doesn't hinder them the least to pursue their goals with ruthlessness. They own the whores and are a big player in gambling.

The Neapolitans: Another Italian bunch, but more pragmatic and therefore more dangerous. They're the only mixed mob who freely allows Germans, Canadians and even Blacks in their ranks. They're the ones who not only engage in liquor, but also drugs, a small market but an investment for the future. They don't care for alliances or well-established relations and so far what little political influence they have, they earned by fear and not by money.

The characters are either part of one of the families, trying to succeed outside the law, outfoxing their competition without resorting to an all-out war (always bad for business). Or they're on the other side – the few honest policemen or detectives who haven't been bought by the mob.