

Pulp Seeds IV

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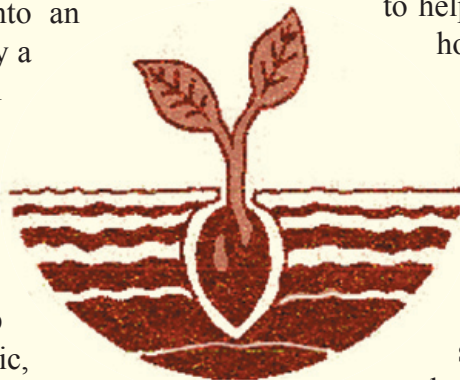
Introduction

Welcome to Seeds and to this 30th product in the line by Expeditionary Retreat Press. Seeds are story ideas, plot ideas, creature ideas, adventure hooks, anything that can grow into an enjoyable gaming experience. Each seed is small (only a paragraph or two at most) and each Seed product will be small as well (only four to five pages), but just like their namesakes, they have great potential when provided with the right environment.

We're pleased to introduce Pulp Seeds IV to our line of Seeds products and are happy to announce that we're accepting submissions for additional pulp seeds as well as seeds for other genres (post-apocalyptic, horror, sci-fi, and supers). Pulp IV is four and a half pages packed with adventure ideas suitable for pulp gaming. We received this bunch of pulp seeds through inquiry of former Seeds authors, and we hope that you'll be inclined to send us your seed ideas for perusal and possible inclusion in future Seeds products. We'd love a continual series of Seeds created by the very people who enjoy reading them the most.

So drop by the Expeditionary Retreat website, checkout our submission guidelines to find out more about the process, and then send us your seeds. Hopefully you'll soon be reading the latest Seed containing your successful seeds. Whew! Enough with the alliteration already, on to the fun!

Joseph Browning & Suzi Yee



The characters are instantaneously teleported to the planet Neptune, where they are enlisted as "secret weapons" in a civil war against the mad overlord who rules the planet with an iron fist. Only by agreeing to help these rebels defeat the overlord do they have any hope of returning home safely. The Neptunian Crypto-Teleranger is too advanced a technology for Earth scientists to comprehend.

The characters are returning home from some previous adventure aboard an ocean liner which finds itself under torpedo attack by a German submarine. As the ship sinks, the passengers are shocked to see a race of undersea humanoids destroy the submarine and come to their aid. These sea people are a race of creatures from fabled Lumuria, which sank ages ago, but still thrives miles beneath the waves, unknown to the outside world. The sea people can provide equipment for air breathers to allow them to journey to their realm where the leaders of the fabled city-state will be anxious to learn of events in the outside world.

Professional boxer Kirby Regan accidentally killed a man in his last bout. Although these things have been known to happen on occasion, what makes the situation even more mysterious is that Kirby disappeared immediately after the match. His opponent was the nephew of a powerful local official and there have been whispers

that he may have had Kirby done in. In actuality, Kirby is in hiding, as he had been warned to throw the match for a local mob boss who had bet a ton of money against him. Kirby consented, but later had a change of heart. He fought his best and, obviously, won the match. Now he needs someone to act as a go-between with the law and to provide protection for him as he attempts to bring the mob boss to justice. By a strange twist of fate, the person best suited to assist Kirby and put away the mob boss is the local official some blame for Kirby's disappearance; the man whose nephew Kirby accidentally killed.

*J*azz musicians have become increasingly popular especially in high society. One band, King Yellow and the Red Dots, traveled to the Mystic East and discovered secret wisdoms. Using their jazz music as a powerful hypnotic agent, they persuade the rich and famous to part with their jewels and let the King into their houses.

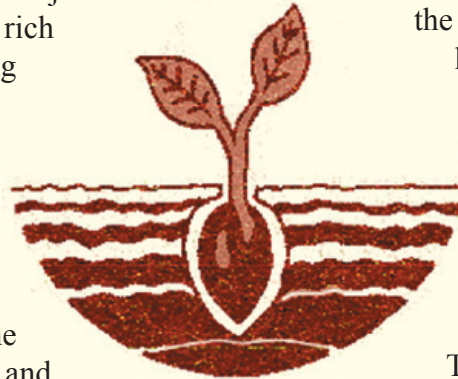
A pirate group throws fear into the hearts of modern shipping. The terrible "Firehair", a once ruthless and deadly pirate has seemingly escaped the grave after three hundred years. Now holding up shipping, he has resurrected the tradition of pirate brotherhoods and free ports, over which he rules like a king. Firehair is in fact an impersonator but is receiving backing from a far more dangerous source.

*T*he maniacal Dr. Brain Freeze has discovered a way to enslave the common man by introducing a neuro-toxin into frozen drinks, which causes the victim to be susceptible to bombardments of brain rays emitted by Dr. Brain Freeze's "Brain-O-Matic". Upon digestion, the neuro-toxin causes the synapses within the brain to short-circuit, with the side-effect of making the victim highly susceptible to suggestion. Dr. Brain Freeze is the owner of the largest supplier of frozen beverages, which he uses to fund his bizarre experiments.

*S*eeking a cure for being a werewolf, the Human Wolf Lupus, has left the Order of Super-Endowed-Beings. Hearing of an ancient monastery within the secluded mountains of Nepal, he journeys there in hopes of finding a way to control his primal urges. Little does he know that his enemies have actually taken over the monastery and seek to spring a deadly trap on the Human Wolf Lupus.

*A*n ex-treasure-hunter has come out of retirement in hopes of finding the treasure that has eluded him for nearly his entire life time: The Fountain of Youth. Near death, he seeks to find the Fountain and become youthful once more. He hires the players, using them to find the Fountain.

However, he does not tell the players the perils of journeying to the Fountain, such as supposedly extinct thunder lizards lurking about and rivers of lava surrounding the area.



A powerful Nazi occultist, under orders from Himmler himself, has been hunting down the political leaders. When he becomes aware of the PCs he'll unleash his weapon, a poor German immigrant cursed to become the Beast at full moon, against them.

The Beast cannot be hurt with mundane weapons, only silver bullets.

To the Manor Cursed

Jessica Worthington is from an upstanding family, who can trace their ancestors to the Norman Conquest. She's a classic Good Girl, helping with charity, having a slow and respectable courtship with a quiet Actuary and known to be a girl of singularly sweet and loving disposition. Unfortunately, when he grandfather dies, through a peculiar quirk of fate, she inherits his guns.

Her grandfather, Aloysius Worthington was the hooded terror known as the Vermillion Claw. A white slaver, mad inventor and genuine madman. Vermillion Claw's guns have inherited his madness and when she first touched them, somehow a part of his hatred has infected this lovely young woman.

The heroes were responsible for the Vermillion Claw's downfall. When some of his most heinous crimes are revisited, when policemen who helped with the case are murdered, it becomes clear that either the Claw is still alive or someone knew his mind intimately. If the heroes track the crimes to Jessica, they learn that only a powerful witch doctor can remove the curse. And it may kill her.

Action: Werewolf

A series of particularly horrid murders rocks the city. Powerful political leaders have been found torn apart, as if by wild animals. The victims have several things in common, but they have all been active in the effort to bring the US into the war against the Nazis. A clue left at the crime scene is that each of the houses have been marked with red paint in a special pattern. Research reveals this is the Mark of the Werewolf.

Beast from 50 000 fathoms

Atomic scientists have created a monster. Experiments on common lobsters and cuttlefish have created a monstrous creature. It has escaped into the wild and has continued to grow to such a size that it has become a threat to international shipping. The heroes must find its lair and use explosives to kill the beast as it is too large to destroy with regular weaponry. Unfortunately, when they get to the lair, mad scientists are experimenting with mind control technology. In the melee, the mind control device is destroyed. A frantic undersea battle ensues, the great monster edging closer to madness and fury.

Strike!

A huge, industry-wide labor strike has taken place over poor working conditions for various muscle industries like ice delivery, repairs, construction. For the past week, picketing has taken a serious economic toll on the city. Food, medicine and other supplies are beginning to run low. While this is happening, the Thug Cult decides to spread terror and

fear for their dread Black Goddess. The Thugs can be stopped fairly easily but what happens when labor leaders contact the heroes for help negotiating their terms with the Mayor? After all, heroes of the people are supposed to help the people.

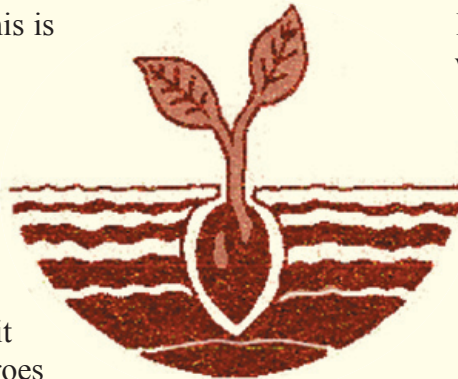
Guild of Mute Assassins

A man in gentleman's clothes attacks the PCs at the Opera. A second gentleman strikes another hero at his Club. Another gentleman finds a third hero at home. Someone has discovered the personal secrets of the heroes and is attacking them, using the ancient Guild of Mute Assassins. The Guild are a very skilled group of murderers who should give each of the PCs a good fight. The Guild remove their tongues to better guard their secrets and will never stop until the target is dead.

However, the Guild has a very strange bylaw. They will not kill the polite. If the PCs can discover the Guild's ancient ways, they will learn that by going unarmed and with friendly intentions to the Guild's motherhouse, the hit will be called off. When they get to the house, whoever set the Assassins on the PCs in the first place is waiting them. This can be an old enemy, a forsaken ally, a lost love. Whoever it is, they have no rule urging them to peace.

Black Magic War

Chinatown is torn apart by lethal gang battles. It seems the tongs and societies are at an all out war with each other. Investigating heroes learn an ancient prophecy has been unearthed foretelling the rise of Tien Tu, the deathless chinaman. Tien was a dragon wizard from the first dynasty, known to be ruthless and monstrous, summoning terrible monsters to do his bidding. The gangs are warring over who will server Tu, making Chinatown a deathtrap for any foreigner. If the heroes find the prophecy, which scholars consider an elaborate fake, and translate it, they will discover Tu arose just a few nights before. Somewhere in chinatown, the deathless Tu waits and plans. Can the heroes forge a peace between the Tongs and discover the lair of the ancient, dangerous magician?



Ghostasaurus

Several murders of staff at a local museum have stumped police. Only feet and the occasional head are left, with no other clue. The murders started at the same time as a new display of dinosaurs arrived.

A great tyrannosaurus, a huge bull, haunts its own fossilized grave. Emerging at night, it hunts the puny human prey that it can, which it finds unsatisfying. Only destroying its bones will stop it. At first the dinosaur appears real, but the heroes will soon discover that it passes through walls, making tactics a bit livelier than finding small places the beast can't enter. And if any other fossils than the T.Rex are destroyed, more dinosaurs will arise.

Open the Seal

The nefarious Ezekiel Lobster is fresh out of prison on parole. Not a day goes by before he begins his terrifying new plan: he raises an army of the dead and seizes important parts of the city, the docks, the mayor's office, and the comptroller's office. Ezekiel Lobster has never displayed the faintest interest in this kind of mysticism before. He gained his powers from a Fakir he was in the pokey with. Now the PCs must find the holy man, gain his trust and learn how to put the dead to rest. The Fakir wants freedom but the warden of the jail refuses to give up his prize.

Savage Island

Each one of the PCs wakes upon a sandy beach with no memory of how they got there. Soon, they are attacked by tigers with the faces of men, lizards as large as a rhinoceros, apes that speak a human tongue and savages armed with automatic machine rifles. Trapped on an island where a scientist's experiments with time have gone bizarrely wrong, the PCs must turn off the Chrono-Nullifier, which is in the hands of the Raptor-Prince, a lizard with the cunning and weaponry of a future-man. Then, they must get off the island and back to their homes!

The Brains behind the Operation

Having discovered that infants have tremendously active (if unfocused) minds, an evil genius starts kidnapping babies as part of his latest plot to take over the world. He plans to hook the babies' brains up to a massive Babbage engine -- essentially a clockwork-driven computer -- that will be able to crack any code, no matter how complex. Worse still, the constant brain activity required of the babies will drive them insane within weeks -- and could kill them outright.

Infernus Ex Machina

Crawford Ghashtilling is a renowned physicist and inventor.

Unveiling his new device, the Planeotron, before an audience of scientists, the press and his patrons, he plans to show the world that there are other dimensions besides the Earth plane.

Unfortunately, something goes terribly wrong and the apartment building Crawford lives in is over run with imps and strange creatures from other worlds. And worse beside are coming through--alien creatures with strange psychic powers and malign purpose. If the heroes can't defeat the aliens and the other strange beasts, not only will the cream of science and society be killed, invaders from other worlds will have a permanent foothold in the city. The machine must be shut down, but it has acquired a strange sentience and refuses to go to oblivion.

Unhappy Medium

During a séance, an unlucky medium was discovered by a malevolent ghost--specifically, by the ghost of a recently-unearthed mummy. The ghost was wronged in ancient times, and after taking possession of the medium he goes on a murderous hunt for the descendants of those who betrayed him.



Temperance

Sister Eugenia holds massive anti-alcoholic temperance rallies all across America. One hundred thousand people attending isn't uncommon. However, the sister uses the rallies as a cover. Her large band of thugs and thieves go on a crime spree of breaking and entering and bank robbery. The PCs become aware of the plot but the idea that the beloved sister could be an arch-criminal is laughable. Gathering evidence against the fiend, which must be done legally, is probably a new challenge to the heroes.

Dust to Dust

For the past few nights, there have been several unexplained disappearances throughout the city—men, women and children, all of different races, occupations, etc. Shortly before dawn this morning, however, several witnesses saw a man walking down the street turn into dust and blow away. They describe the look of shock and horror on his face as he disintegrated before their eyes. One witness swears she saw a flash of silver, high up in the sky, but she couldn't tell what it was. The perpetrator of this foul crime is a mad scientist who has developed a disintegration ray—which is invisible, soundless, and has a range of just over one mile. He has mounted the ray on his zeppelin, and has been flying over the city at night, testing it on random passers-by.

Unhappy Medium

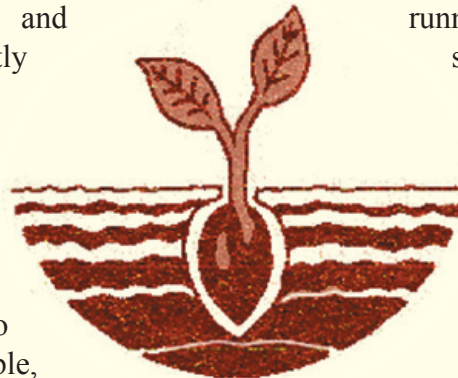
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Pulp Friction

A crazed scientist has developed an aerosol that reduces friction between any two surfaces almost to zero, and he has been skulking about town spraying it on the streets at night. When the morning rush hour hits these streets, cars careen out of control and cause horrific pile-ups. To make matters worse, the military has learned about this null-friction spray and plans to kidnap the scientist—and they're willing to quietly eliminate anyone who gets in their way.

A Plague from the Future

A time-traveler from an alternate future has “landed” just outside of a major city. Clearly unstable, he frightens a few locals before running off into the hills. A few days later, people in that area start dying of a horrible plague—and when they're taken to the hospital, the doctors treating them realize that this plague is like nothing they've ever seen before. Can the time traveler be captured before his supergerms from a future “plague Earth” can spread any further in the present?



Baleful Fog

The past few days have been very foggy, and people have started talking about a “purple fog.” This purple fog seems to show up only in the North end of the city, and only between dusk and dawn. Investigation of this rumor will prove it to be true—and reveal that many people in that part of the city have started getting sick. The source of this fog is a criminal mastermind's experimentation with a deadly gas weapon: he releases the gas from the smokestacks of a local factory, relying on the real fog to cover the source. On the next windy night—only a few days away—he'll have perfected the formula, and will be able to spread the gas through the whole city.

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