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Day After Ragnarok Savage Worlds *OP



Synopsis

Submachine Guns and Sorcery! Mighty-thewed barbarians and grim mercenaries roam the desolate plains of Ohio. Giant snakes, and those who worship them, prowl the ruins of St. Louis. Pirates battle the Japanese invaders in the South China Sea. Bold British agents, equipped with experimental bio-technology, thwart the insidious infiltration of Stalin's humanzees. Sky-raiders strike from hidden bases in the Sahara, deros skulk in South American caverns, and the Texas Rangers fight electrical death worms to save Los Alamos. Kenneth Hite (*Adventures into Darkness*, *Trail of Cthulhu*) presents a world of savage swords and rocket men, of were-serpents and war-apes, from Australia's battered Empire to the proud city-state of Chicago. *The Day After Ragnarok* includes:

- * Complete rules and guidelines for creating a hero suited for these dark times, including new Hindrances and Edges.
- * Dangerous ophi-tech devices built with knowledge torn from the Thing that nearly killed the world: fiber bombs, Marconi pistols, jet-packs, and more!
- * A grand tour through the post-apocalyptic world of 1948, from the drowned East Coast to the Soviet empire behind the Serpent Curtain -- including the Top Five Places to Be Attacked By Pirates, the Top Five Places to Find A Remote Castle Ruled By A Madman, and much more!
- * Stats for more than thirty foes to shoot, stab, or sneak past: Serpent cultists, Spetsnaz troopers, swamp devils, and ... snakes! Giant, 80-foot long snakes, that is!
- * Over 20 pages of pure adventure: Four campaign types, each with a sample campaign laid out in nine scenario seeds. A massive Adventure Generator, helping you build every tale from the Hook to the Henchmen to the Twist ending! Four worked examples, taking the Adventure Generator's raw numbers and running.
- * Plus old-school random encounters for the desolate wastelands of America -- will you face slave-raiding Klansmen, the terrifying fly-by-night, or a desperate band of escaped Wehrmacht P.O.W.s? And across it all lies the trillion-ton corpse of the Midgard Serpent, killed by Truman's atomic fire but still poisoning the Earth with every night that passes. Welcome to the world at the end of the world. Welcome to...

THE DAY AFTER RAGNAROK

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Customer Reviews

LOVE everything about this setting! My only issue is the small typesetting in some of it as well as the lack of a plot point. Honestly, after reading this book the ideas just flow into your head. There is a bit of political ideas in it but I think you can use as much or as little as you'd like. There is enough background to do a lot with but there is also a lot of room to come up with your own. Reading the book does not feel like reading just another game book. The material is delivered in a way that you are sucked into the world. I have yet to start running it but I am currently between two ideas. One idea being a mission based campaign where the players are scouting, rescuing, and rebuilding the US. The other is more of a survival horror where our heroes come from the ruined east coast of the US and are looking for sanctuary. I would like to combine the ideas in this setting with some of our own folklore.

I had high hopes for this setting, as Hite's works are usually grand. Unfortunately, I didn't find *Day After Ragnarok* as exciting as it sounded from other reviews, and people talking about the book. It is passable, and well written, but it just doesn't have a spark to it that says "play me, right now!" Which I feel all pulp settings should have. It could have used a longer work to truly go into some of the details that are sadly glossed over, and built a few more "strange" ideas than the singular one of the dead Jormundgyr serpent--throwing in more Norse Myth, perhaps some pulp/Nordic magic, or the like.

This is the dark alternate future of *Spirit of the Century*. The Nazis summoned the Midgard Serpent and it crushed everything beneath it and flooded all the coastal areas with tidal waves. The world is being poisoned by the corpse's venom and blood and soon the world will die. But there are heroes trying to save what is left and maybe - maybe - turn the tide.

Great sourcebook with fantastic storyline ideas.

There isn't praise enough for this two fisted occult adventure guide book. Buy it ASAP! Kenneth Hite

is at top form here doing what he does best, creating a wild alternate history for an earth gone mad.

Ever wanted to step out of the archaic world and fight the Outer Dark in a more modern setting? How about in the apocalyptic aftermath of World War II, will that work for you? Well get ready to take up your sword and sidearm, *The Day After Ragnarok* is on the shelves and daring you to play. Written by Kenneth Hite, who describes the game as, "'Conan the Barbarian: 1948' meets 'Quatermass and the Giant Snake'", Ragnarok is an alternate history game set in a world of swords, sorcery, super science and pulp adventure. This is one of the coolest sword & sanity (see link on my profile for more on this genre) settings I have ever read. Imagine if the Nazis wanted to summon forth the Midgard Serpent, and unleash it upon the world. Now imagine it worked, ushering forth the day of Ragnarok. Jörmungandr is released upon the face of the earth, along with global chaos and mass destruction. As a last ditch effort the Allies initiate "Operation John Henry" and a lone B-29 named *Strange Cargo* armed with atomic explosives is sent on a suicide mission to slay the beast. The plane reaches its target, and miraculously manages to kill the Serpent with a megaton atomic blast to the head. But this was not a victory. The earth was changed... spoiled. Atomically radiated venomous blood rained down, and the body of the Midgard Serpent fell, causing tidal waves and earth quakes. Its carcass lay dead stretching from Scotland to Sicily. Madness ensues, and adventure begins... The setting offers many challenges, including: giants, hydra, serpent cults, mutated animals and insects that have grown to monstrous proportions (giant snakes abound), and don't forget the other survivors of the apocalypse. Characters can range from arcane scholar to barbarian, secret agent to outlaw, and many other possibilities. Sounds fun, huh? *The Day After Ragnarok* is a *Savage Worlds* setting (HERO Edition coming soon) published by Atomic Overmind Press. Even if you do not use *Savage Worlds* as the game system I feel the setting presented it strong enough to purchase this book anyway. Use the setting and power it with whatever game system you like.

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