

TSU-NAZI!!!

(A Dread Adventure)

CREDITS:

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BLURB:

From the director of Sharkano and the writer of Sharkalanche comes TSU-NAZI! Can the small, sleepy pacific island of Palanaii deal with the preternatural disaster caused by secret North Korean atomic testing? See jack-booted radioactive Nazi zombies from a sunken submarine ravage bikini-clad tourists in this new American classic!

For up to 6 players.

STORY:

In April of 1945, special Nazi submarines (type IXC/40: U-869 and U-877) filled with experimental chemical called VZ, which animates the dead, were sunk by the U.S. Navy before they could reach Japan. And there they would lay, at the bottom of the sea; ticking time bombs, unknown to all...

Fast forward to Summer, 2015. Secret underwater atomic testing by North Korea created a tsunami (and enhances VZ) that disturbs the ancient sub washing it to the small island of Palanaii, an unincorporated US territory (fictional). Naturally this unleashes Nazi zombies upon the unsuspecting population.

ACT 0: Answering Questions and Setting the Stage

Before reading the blurb, have the Players answer the questions on the backs of their character sheets. Record the answers in Appendix 2.

Night time. A rather unassuming fishing trawler bobs gently in the ocean. Deck hands move about with a practiced efficiency. Then a North Korean Army Officer is seen hurrying into the bridge.

In the bridge, a North Korean General is standing before a large bank of computer screens. His face is twisted by a look of maniacal glee. "The Enemy shall finally know fear as we demonstrate the Great Leader's power!" With that he pushes a large red button and a timer begins to tick down...

The scene now zooms away from the trawler far out into the sea. A buoy is seen bobbing up and down, a North Korean flag is prominently displayed on its side. A faint beeping can be heard echoing from the water...

The camera dives below the water, following a cable, deeper and deeper until an obvious atomic bomb can be seen. A faded and weathered sickle and hammer can be seen on its side. The beeping is louder now. As the view slowly moves away, an old submarine can be seen in the distance...

The scene shifts to the submarine. The ominous beeping can still be heard in the background. But now something else can be heard - faint moans that almost sound like the "Brains..." Then a loud click can be heard and... FLASH!

The bright flash from the atomic detonation transitions into the sun...

The sun is up and shining brightly. The Pacific breezes gently blow away the humidity. Birds can be heard cawing. The waves gently wash onto the shore. The satellite TV is showing an Aussie Rules match. Water gently beads on your cool tasty beverages. Just another perfect day in paradise on the small tropical island of Palanaii.

The bar is sparsely populated, as usual. What are you all doing?

Let the PCs engage in some roleplaying. Encourage the lazy nature of the day. Emphasize the cheesy B-Movie, SyFy Movie-of-the-Week feel. When the scene has been well established, proceed to Act 1.

ACT I: The Wave

You all are just relaxing and enjoying the lazy day, the Aussie Rules match droning in the background. All of a sudden the peace is interrupted by a loud warning tone from the TV. The match has been interrupted by a news anchor reporting a tidal wave that is believed to be caused by some sort of North Korean underwater atomic testing.

Normally you wouldn't care, but Palanai seems to be in the projected path of the wave. In fact, landfall seems to be imminent. What do you all do?

There is not enough time to get to safety. If the PCs look, they can see a giant preternatural wave in the distance (badly CGI'd of course).

However, they will have enough time to fortify the bar. Below are some things they can do, each requiring a pull to be successful. The list is not exhaustive so encourage the players to come up with alternatives.

Sandbags – There are plenty of burlap sacks lying in the back for just such an emergency; along with some already prepared sandbags from the last flood.

Board up the Windows/Doors – There some plywood sheets lying about from the last serious storm.

Prepare the Generator – Electricity is never taken for granted on the island, so the bar has a generator and fuel as backup.

Gather Supplies (food, water, etc.) – It is always good to have rations and fresh water during an emergency

After all of the preparations have been completed, have the wave hit. Have all of the players make a pull to literally weather the storm, mitigating any damage through various actions. After things have settled down have them, describe how folks seems to be heading back to the (unrealistically pristine) beach returning to their normal beachy activities, some of them will even start up an impromptu volleyball game. Then the PCs will notice the beached and broken U-boat *U-877*.

What if They Flee?

What happens if the party flees the bar?

There is not much time for them to get far. But there are still plenty of opportunities for pulls:

- Perhaps if the Taxi Driver drives like a bat out of Hell, they might make it to high ground on the volcano – several pulls to avoid wrecking the car, hitting pedestrians and getting there in one piece.
- Perhaps one of the native PCs has access to a hidden water-proof bunker – that will take some pulls to justify as well to get there.
- Perhaps the Tourist (Exporer) knows of a bunker – again pulls to find it and get there.

The possibility for pulls are as endless as the players' possible destinations. Just think about where they are going to and how they are getting there and be prepared to follow their lead.

What if They Stay Inside Longer?

What happens if the party remains in their place of refuge for a longer time, perhaps a day or a week? There are two main possibilities:

- 1) Reconstruction has begun and things have started to return to normal. Then the submarine is spotted...
- 2) Or the sub has already disgorged its radioactive undead fascist contents and the island is overrun...

Regardless which you choose, you should be able to find encounters in Act II to torment the party. Just keep in mind the state of the island when they come out and be prepared to follow their lead.

ACT II: Braaiinsss!

With the appearance of the sub, some of the beach-goers will meander over to stare. Then the zombies strike! They pour out attacking any and all that they can. Below are some possible encounters. Most of them can be run in any order. Feel free to come up with your own as needed. Please remember, however, that the island is still recovering from the tsunami. Also add cheese to the encounters as needed.

Beach Locations:

Swarming the Bar!

Of course the Bar is close to the submarine, so when the zombies storm the beach, they naturally head to the bar. Have the zombies attack from all sides trying to break in.

Remember any reinforcement done earlier in Act 1. After a suitable number of zombies (around 3 per player) have been killed, they will move on. This would be a good starter

Fun, Sun and... Zombies?

The dudes and dudettes that were playing volleyball are being attacked by some zombies. The dudes will attempt to fight - one of them might spike (or overhand serve) a volleyball into a zombie's head, a dudette will stab a zombie with a beer/wine cooler bottle. But they will be ineffective. They are in obvious need of help as some of them are eaten. This pairs nicely with Swarming the Bar!

Zombie Watch

Some poor tourist is suffering distress in the water (being eaten by underwater zombies). Cue the heroic music and slow motion as a team of buff male and hot female lifeguards run in clad in their red swimsuits and holding their little floatie things. Unfortunately their training did not cover zombies and they too will get eaten after they "save" the poor bastard. Unless the PCs step in that is. This combines well with the **Jaws** encounter (see below).

Jaws

Naturally the chemical from the broken sub spilled into the ocean. And naturally some sharks swam through it, died and turned into zombie Nazi sharks. What can I say, the writer and director like sharks. Even scarier is that they will flop onto land, attacking all they can catch!

City Encounters

Treed!

There will be a survivor on top of a nearby construction site (S-Mart or hotel) with Zombies all around it. The person's cries for help are attracting more zombies. If freed, the survivor will thank them and promise them a flight off the island if they escort them to the airport, because the survivor is the Governor.

Pure Energy!

To get to the where the PCs want to go, they have to cross a very large puddle of salt water (remember the tsunami). It is not that deep but unfortunately a utility pole has fallen and live electrical wires can be seen dancing in the water. Of course the PCs are being chased by zombies.

Emergency!

There is a growing fire at some townhomes near the heart of the city. The small fire department has a water hose deployed and a few men doing what they can to keep the flames down. Nearby an ambulance sits with lights still flashing, its rear hatch open. Inside, a nurse will be administering bandages an apparent victim. The firemen will see the PCs and ask for some help maneuvering ladders. Screams will be heard from the ambulance as the nurse fights off the zombie. For added fun have some flaming zombies burst from the building.

Atomic Nazi Zombies

The zombie appears like your standard dead, ambulatory corpse. The zombies from the submarine all behave like, and are dressed as, stereotypical Nazi jack booted thugs. They are sort of capable of communicating in German. If a PC says "*Hiel Hitler*" then all zombies within hearing will immediately stop what they are doing and salute. And due to their exposure to North Korean atomic weapons, the zombies' eyes all glow a bright eerie atomic blue that can even be seen during the day.

All newly created zombies will either have the classic nazi armband or sport a hitler-esque moustache.

The PCs might encounter zombie sharks and dogs, because VZ naturally works on them. So in the cheesey spirit of the movie, even the sharks will sport an armband. The dogs, however always turn into German Shepherds.

Z-Games

The PCs will see a kid rollerblading with a machete duct taped to a hockey stick slashing zombies. He will get tripped up and mobbed. If the PCs rescue him, he will tell them that his dad has a yacht on the other side of the island and that it survived the tsunami. He would gladly let the PCs seek refuge on it.

Carmageddon!

The PCs are almost run down by a panicked driver in a minivan. The driver (and PCs?) will attempt to swerve out of the way. Is the driver infected, or are the other minivan occupants?

Jungle Encounters

Car Crash

On a partially washed-out dirt road, surrounded by jungle on both sides, the PCs will encounter a car crash. Naturally one of the cars has a zombie in it (also some nice stuff?). The driver of the other car is only evidenced by a red smear leading into the jungle. Will the PCs clear the wreck to make room or go on foot? If the PCs loiter for too long, zombies will attack.

Swamp zombies

While traversing the obnoxious, partially flooded jungle, the PCs will come across a swampy, waist-deep area they will have to cross. There will be some zombies lurking beneath the murky water.

Bridge Out

Of course there would be an unpassable ravine. And of course the bridge would be out. And unsurprisingly, there will be zombies pursuing the PCs and possibly broken zombies in the wreckage (bridge, fallen cars, etc.) below.

Generic Encounters

Survivors?

The PCs will run into a couple of survivors. One of them is obviously injured (but not from zombie causes) and is supported by their companion. Naturally, a companion has been bitten and is hiding it. They will gladly join the party.

Who let the Dogs out?

As we all know, zombies will eat any animal... All Flesh Must Be Eaten! So even dogs were not spared. Have the party be set upon by zombie dogs - German Shepherds of course.

Mourning the Dead?

The PCs will see someone hunched over a corpse apparently crying. Of course it is a zombie feasting. It will immediately attack if disturbed.

Send More Cops!

Naturally the (rather small) police force will respond to the crisis. A crashed cop car is nearby. It shows signs of being attacked - blood everywhere, some obviously dead zombies, smashed passenger side window with eaten cop hanging out, webbed windshield, partially shattered emergency lights on but no siren, etc. There won't be any obvious zombies nearby. As they approach they will see a figure in the driver's seat. It is a dead cop. It will animate and attack if the door is opened (it is too dumb to operate the seatbelt). This gives the PCs a chance to grab some equipment and a weapon or two.

The PCs will inevitably go somewhere that has not been anticipated. Be flexible. Remember the cheesy nature of this adventure and narrate appropriately. Just throw zombies at them as needed to keep up the pressure.

When they have reached a point in the story where they attempt to either flee the island or put an end to the menace, head to Act III.

ACT III: The Climactic Finale!!!

Depending on what the PCs ultimately decide to do, the ending could vary. Remember to crank the Cheese Dial to 11!!

U-869

The Germans were not fools, when they developed VZ, they also developed a "cure" which neutralizes the chemical and de-animates any affected zombies. Of course there is enough on board to de-zombify the entire island. There are no immediate effects on the living.

Should the PCs choose the heroic route and storm the sub, it will be difficult. WWII subs were notoriously cramped in the best of times. A 70 year old sub that has been violently beached will be more so. Also it will be filled with zombies. It is also partially flooded, so more zombie sharks! Also pools of the nasty atomically enhanced chemical VZ, noticeable by the eerie green swirly glow.

After obtaining the chemical, allow the players to come up with any vaguely plausible way to disperse it.

Palanai International Airport

The airport is not immune to the chaos either. The terminal has many corpses, zombies, and zombie dogs (see *Who let the Dogs out?* encounter). Many things can be scrounged here.

The runway also has issues. Most of the planes were all damaged by the tsunami or blocked in their hangers.

There is a small Cessna located on the tarmac. It is tilted on its wing and its propeller is fouled with zombie remains. It appears the pilot was pulled from the plane before they could begin to taxi.

Near a hangar is a private jet, its engines fired up. Gunshots can be heard as police are defending the open door. It appears they are waiting for someone. Needless to say zombies are trying to swarm it.

If the PCs rescued the person from the *Treed!* encounter, then he will anxiously point out the jet. When the PCs get him there he will tell them that he only has room for three passengers.

All these endings are not necessarily mutually exclusive. So be prepared to mix and match as needed. Remember that this is a cheesy SyFy Movie-of-the-Week style of adventure, so play up the ending for maximum cheese. And regardless of how it ends, read the below boxed text:

The scene slowly pans back from the heroes as they celebrate their victory. The camera continues to move back and around until another side of the island (different island??) is in view, one pristine and untouched by the preternatural crisis. The waves can be seen lapping gently on a sun-drenched beach. An ominous shadow falls across the view...

The scene slowly turns to reveal a second damaged u-boat beached. Sinister, yet familiar, glowing blue eyes can be seen from within the large hole in its side and a haunting moan can be heard, "Braaiinnnsss...."

The Marina

The Marina shows signs of damage, both from the tsunami and the zombies. There are partially sunken boats, a few boats on fire, and a few boats obviously "manned" by zombies. Zombies can be seen through the crystal clear water, walking under water. Also remember the zombie sharks mentioned earlier? They are there too.

Beyond the reef are several boats. Most seem to be distressed (smoke, figures leaping/falling from its decks, sinking, etc.) A pull can be made to notice that there is one that appears to be ok. The ship can be a yacht, fishing boat, or whatever; possible even a North Korean Spy Trawler checking up on the results of the atomic test. And of course who says there aren't zombies already on board.

Unfortunately any craft that can ferry the PCs to the ship are damaged. A raft/row boat can easily be scavenged. Supplies (food, water, fuel, weapons, etc.) are also available. But it will take time to gather everything up, all the while zombies stalk the area.

Disco Volante

The *Disco Volante* was moored in a small inlet on the other side of the island and survived the tidal wave unscathed. Of course to get there, the PCs will have to travel through heavy, mountainous, partially flooded jungle chock full of zombies (See **Jungle Encounters** above). The yacht is owned by a very rich man. He is anxiously awaiting the return of his kid. On the beach is a zodiac and the kid will gladly offer a ride on the super yacht. Of course the water is swarming with zombie sharks and there are a few zombies walking under water.

When they arrive at the yacht, the father will be entirely freaked out, having witnessed the disaster. He will order his (well-armed of course) staff to not allow the PCs on board for fear of being bit. For extra tension, have him be bit as well.

APPENDIX I: Character Questions

Bar Owner

1. Who was your rival in college that made it to the NBA while you could only play overseas? What caused the rivalry?
2. What was the final straw that made you quit your lackluster overseas pro basketball career?
3. What happened to cause you to get away from it all? How does it still haunt you, especially in your nightmares?
4. You have perfected several new mixed drinks, which is part of the reason why you started your own bar here in Palanaii. What are the names and ingredients of your two most popular cocktails?
5. What is the name of your Bar and what does it look like?
6. What is the coolest thing about your bar?
7. Who is that one tourist that always comes down to Palanaii this time of year that you like to flirt with?
8. What is your name?

Bar Employee

1. You were never into books, so you excelled at sports in school. What sport was it and what was your nickname?
2. What happened that prevented you from getting any sport scholarships for college?
3. With no better options available, you joined the Navy. What do you still keep with you from those days?
4. What did your Navy buddies tell you about the island of Palanaii that eventually led you to come and make a life here?
5. What is the significance of that tattoo you got in Singapore?
6. Your laziness is nigh-legendary. What was the worst thing that happened and got you in the most trouble due to it?
7. What's wrong with your boat and why have you put off fixing it?
8. What is your name?

Washed Up Actor

1. Your big break led to a great role that resulted in fame and money for several years. What was that role and what excited you about it at first?
2. Unfortunately, the role also included a well-known tag line that followed you around in Hollywood constantly. What is the phrase and why do you hate it now?
3. To try and break out of the pigeon-hole that the famous role put you in, you learned a skill for your next opportunity. What was it and why do you keep practicing it?
4. What happened with that one fan that drove you to drink and eventually leave the country?
5. One of the things you love about Palanaii is that you're rarely recognized and haven't heard that damn phrase in years. What is it about this bar that lures you here so often?
6. While you were at the top in Hollywood, you spent some of your fortune on a strange trinket. What was it and where do you keep it now?
7. The bar is your favorite hangout. When you are not there, what other place do you hangout?
8. What is your name?

Taxi Driver

1. How did your parents make their money back in the US, and why did they decide to escape to Palanaii before you were born?
2. When did you first see an automobile and what about it did you fall in love with?
3. What does your Taxi look like and what did you name it?
4. You know every lane, side-street, alley and dirt road on this small island better than the back of your hand. But there is that one neighborhood that you refuse to drive in. Why?
5. Who owes you that favor and what do they do?
6. What is in the trunk of your taxi right now?
7. While you get along with most of the islanders, who is that one person that rubs you the wrong way (and vice versa)? Why?
8. What is your name?

Tourist (Executive)

1. What debacle in one of your recent projects at Daedalus Technologies caused you to publicly apologize?
2. What did your spouse get in the divorce that you regret giving up?
3. What is your assistant's name and why do you keep them around despite them being a complete pain in the ass?
4. After your recent break-down in an After Action meeting, your therapist recommended a vacation. Why did you choose Palanaii?
5. What did you bribe customs to smuggle in with you?
6. Why is it that despite the lovely breeze and the soothing surf, you can't quite fully relax?
7. Despite your issues, you have managed to meet another tourist. You are to meet them tonight for dinner, dancing and perhaps more. Who are they?
8. What is your name?

Tourist (Explorer)

1. Which of your grandfather's Marine stories of World War II was your favorite?
2. One of your Majors in college was History in order to learn more about the Pacific Theatre where your grandfather fought. What was another of your Majors and why?
3. What secret do you know about this island?
4. What happened recently that sparked your desire to retrace your grandfather's path during the war?
5. Where on the island do you think your grandfather buried that samurai sword?
6. What special tool(s) did you bring with you to help follow the events from World War II?
7. Who have you met on the island that scares you? Why?
8. What is your name?

APPENDIX II: GM Notes

Bar Owner

3. What happened to cause you to get away from it all? How does it still haunt you, especially in your nightmares?
6. What is the coolest thing about your bar?
7. Who is that one tourist that always comes down to Palanaii this time of year that you like to flirt with?

Bar Employee

What did you keep from your days in the Navy?

4. What did your Navy buddies tell you about the island of Palanaii that eventually led you to come and make a life here?
6. Your laziness is nigh-legendary. What was the most trouble you ever got into because of it?
7. What's wrong with your boat and why have you put off fixing it?

Washed Up Actor

4. What happened with that one fan that drove you to drink and eventually leave the country?
6. While you were at the top in Hollywood, you spent some of your fortune on a strange trinket. What was it and where do you keep it now?
7. The bar is your favorite hangout. When you are not there, what other place do you hangout?

Taxi Driver

4. You know every lane, side-street, alley and dirt road on this small island better than the back of your hand. But there is that one neighborhood that you refuse to drive in. Why?
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Tourist (Explorer)

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5. Where on the island do you think your grandfather buried that samurai sword?
7. Who have you met on the island that scares you? Why?

APPENDIX III: Palanaii, a Primer

This is a small sleepy island located in Micronesia. It is an unincorporated territory of the United States. Tourists have only just begun to discover its beauty. It has fine white sandy beaches, a lush tropical forest, and a lovely lagoon. It is dominated by a dormant volcano. There is one prominent settlement, the small town of St. James (population around 6000) which was founded by English settlers in the early 1800's. The town is sparse on modern amenities and therefore a great place for those looking to "get away from it all." There are no cell towers, so cell phones won't work. Internet access is uncommon as it is only available to those with satellite service.

Places of interest:

- The Pan-Am Hotel – Named for when the flying boats operated by Pan American Airlines would land in the 1930's.
- Palanaii International Airport – Originally known as Naval Air Station Palanaii, this small airport was built during World War II. In the 1970's, it was later repurposed as a civilian airport. It is home to a few small private aircraft and services the occasional visiting plane.
- The Marina – Located in the lagoon, it is mostly used by the local fishermen, but you can find a few tourist boats parked leisurely
- Governor's House – This historic mansion was built when St. James was founded and has housed all of the Governors of the island.
- The Tahaa Fish Market – While predominately known for its namesake, many other things can be found if you know where to look.
- Police Station – The Police Station is not a very big, only having about 20 or so officers on staff.
- St. Mary's Clinic – This is the local hospital. It can handle most day-to-day cases. Serious trauma is usually stabilized and then life-flighted to New Zealand.
- Fort Wayne – The abandoned military base. It is surrounded by an old, rusted chain link fence with a padlocked gate. The old and weathered Quonset huts are still visible. They are probably picked over, but who knows for sure?
- S-Mart – This global chain is in the process of opening a big box store here. Adjacent to it is a small pre-existing store that S-Mart bought to give them a presence while they build their new and improved store.
- Fire Department – The Island only has one small fire department with two second hand fire trucks.
- Four Seasons Resort Construction Site – This is the first major luxury resort in Palanaii. It is currently set to open next year and promises to bring in lots of tourist revenue.
- Surfers' Point – Located on the far side of the island, this is an isolated bay that only the locals know about.
- Hidden Bunkers – Scattered about the island are some hidden (and forgotten) concrete bunkers built during WWII. They are still mostly intact. Who knows, they might contain a crate or two of stored weapons?

Effects of the Tsunami:

The tsunami will have done enough damage to be inconvenient - debris in the roads, no electricity, no internet, broken windows, the occasional fire, some partially destroyed buildings, mild flooding, bad CGI effects in the background, etc. Remember this is a low budget production!