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Teller’s Dedication: Thanks to my own Wasteland Warriors—Amy, Hayden, and Kayleigh—for putting up with my absences as I explored the Wasted West.

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The Worms’ Turn is a Plot Point Campaign for Hell on Earth Reloaded, and details the effort to destroy Raven and his worm allies after the events of the Harvest discussed in Hell on Earth Reloaded. Make sure to refresh your memory of that pivotal battle before proceeding.

The task that follows takes a posse of heroes across the wastelands, and one way or another, alters the Wasted West forever.

The Plot Point Campaign not only gives your posse a reason to stay together, it also lets you tell big stories in the background of your posse’s more personal interests. The tale here is the fight against the last major servitor of the Reckoners and his demi-god allies, but your characters might be most interested in avenging themselves on the Combine, uniting the various survivor settlements of the wastes under the banner of the Iron Alliance, finding a lost loved one, or just filling their backpacks with loot. The campaign allows all those stories to be told as part of one epic saga, interweaving personal quests with the main story of Hell on Earth.

Just as importantly, it gives you, the Marshal, a ready-made campaign that you can run more or less on the fly. Savage Worlds gives you Fast, Fun, and Furious rules, and our campaign systems aim to match that. You should never have any trouble figuring out what to do next, and there are also plenty of opportunities to insert your own adventures, or follow up on an adventure inspired by your player characters’ own backstories or actions during the overarching campaign.
Between each Plot Point adventure, the heroes can always have other adventures as they work to expand the membership of the Iron Alliance (using the Adventure Generator from the Hell on Earth Companion, the Savage Tales in the next chapter, or your own devious imagination) or work to cleanse evil from the wastelands.

Here’s a quick summary of the Plot Points and what happens in each. While they’re structured to be played consecutively, it’s not an absolute necessity in most cases. Most allow you to have however much time between Plot Points as you like. This gives you the maximum flexibility to work in your own stories or other Savage Tales (see page 51).

1: That Town Needs an Enema!
   When: The beginning of the Plot Point Campaign
   The leadership of the Iron Alliance sends the heroes into the wastes to determine the fate of a Combine unit sent to flank Junkyard during the Harvest. If they complete the scouting mission, they stand to earn a coveted citizenship within the city.

2: A Blast from the Past
   When: After That Town Needs an Enema!
   To bolster the sagging popularity of the Alliance, Ike Taylor asks the heroes to act on the Alliance’s behalf as troubleshooters. Their first assignment takes them to Carson City where they find a serious threat to the existence of Junkyard: a potentially active nuclear device in the hands of the Cult of Doom!

3: Worm Food
   When: After A Blast from the Past and before Be Very Quiet...
   In the wake of the nuclear threat from Carson City, the Iron Alliance dispatches the posse to the former mining town of Uravan. The Combine had once tried to set up uranium mining operations there, and the Alliance leadership wants to make sure Denver isn’t back to its old shenanigans. The Combine is using the mine, but not for what Taylor and his associates fear. They’re actually using it as a transfer point to ship slaves off to Raven and the rattlers who’re dug into the bowels of the Rockies.

4: Be Very Quiet...
   When: Any time after Worm Food
   The posse is tasked by Doc Schwartz to place seismic sounding devices throughout the wastes to monitor the underground movement of wormlings and rattlers. This takes the heroes on a lengthy journey from Arizona all the way to Montana—and could result in a showdown or two with a full-grown rattler if they’re not careful.

5: Ride the Worm(ling)
   When: Any time after Be Very Quiet...
   Doc Schwartz’s thumpers have revealed several large caverns under the Rockies. To get a look inside those vast chambers, the junker sends the posse on a mission to tag a couple of wormlings with video cameras.

6: An Ancient Prophecy
   When: Any time after the beginning of the Plot Point Campaign
   A powerful Sioux shaman sends a summons to the posse from the Sioux Nations. He’s had a vision of great importance, and one in which they feature prominently. Before they can meet with the shaman, the Cult of Worms takes him captive. It’s up to the heroes to save him before he’s sacrificed in Worm Canyon.

7: Monkey in the Wrench
   When: Any time after Worm Food
   With the prophecy largely decrypted, Taylor sends the posse to Denver to...
establish contact with the remains of the Denver Resistance. He wants them to keep an eye on the Combine while the Iron Alliance prepares for Raven. When the heroes discover the Resistance is virtually crippled, they have to undertake a mission to sabotage Throckmorton’s preparations.

8: Bad Day at Blackleaf

When: A few weeks or so after Monkey in the Wrench

A combination of massive subterranean movements and some input from the Librarians has led the Iron Alliance to decide the Combine and Raven are converging on an old US high-security prison, Blackleaf Correctional Facility. The heroes, along with a contingent of the Nauvoo Legion, are sent north to intercept them before they can achieve their as-yet unknown goal.

9: The Belly of the Beast

When: The end of the Plot Point Campaign

Prompted by the visions of an Indian shaman named White Cloud, the posse uses the Combine tunneler to transport an unexploded ghost rock bomb to intercept an ancient terror before it reaches Junkyard. Of course, piloting a ghost rock warhead deep into tunnels infested with wormlings, walkin’ dead, and far, far worse is easier said than done. Getting out in one piece is even harder.

Laying the Groundwork

Following the events of the Battle of Worms and the disappearance of the Reckoners, Raven spent a month performing rituals to determine exactly where the Reckoners had disappeared to. He was finally rewarded when he contacted a powerful demon who pointed him in the direction of Banshee. Unfortunately for the shaman, a sort of supernatural “static” that Banshee is emitting in its battle against the Reckoners has kept Raven from following his former masters to the purple planet.

So far, Raven hasn’t found the portal in Devil’s Tower. His biggest concern at the moment is his waning power. With the Reckoners gone, his ties to the Hunting Grounds are not as strong as they were at the height of his power. He now fears that if enough Deadlands are destroyed, he might lose his status as a servitor and die.

For the last six months he was content to rest and brood on his failure and what the future held for him, but now the crafty shaman has gone back to his old tricks and begun sending emissaries out into the world to sow dissension and confusion among the survivors.

The Worms

These nominal allies of Raven are unhappy, to say the least. Deep under the Rocky Mountains they have tunneled out a huge cavern complex, where the survivors of Raven’s attempted coup retreated. These caverns currently house 27 large rattlers, 15,000 wormlings, and thousands of young rattlers.

Food deep below ground is nonexistent, so the elder worms have dispatched raiding parties to the surface to bring back chow and raw materials (read humans) to make more wormling worshippers. For the last eight months the elder worms were content to lie near-dormant in their caves beneath the Rockies and heal the massive wounds suffered in the fighting at Denver, but now they have begun to stir and communicate a new plan to Raven.

The entities that humanity knows as the great worms were actually a race of evil cosmic beings that inhabited the Hunting Grounds. The Reckoners waged a fierce war against the most powerful elder worm who led their pantheon,
and although even they were unable to destroy this god, known simply as the “Old Worm,” they were able to defeat it and imprison it on Earth in a “null” cyst, a magical construct that absorbs supernatural energy, draining it off and dispersing it into the Hunting Grounds.

Robbed of the most powerful member of their pantheon, the lesser elder worm-gods had no choice but to submit to the Reckoners or face extinction. They offered their services to the Four Horsemen and were allowed to manifest themselves on Earth. Without the power of the Old Worm, and with the Reckoners looming over everything, their plans for dominance of the Hunting Grounds were unable to come to fruition, but they never gave up entirely.

Failing to draw enough supplicants from humanity, the elder worms created the wormlings as servants and worshippers. After the Harvest, they discovered that the Four Horsemen are off the planet. The elder worms have decided now is the time to move to the next stage in their plan for resuming their place as gods on Earth—the release of the Old Worm.

An ancient prophecy says a great sacrifice of its followers is required to break the bonds holding their leader. While the elder worms know where their god is imprisoned, the sacrifice part has made them pause, until Raven’s cunning mind turned to the problem.

An Unholy Trinity

During the Harvest, Raven and his rattler allies didn’t differentiate between the Combine and the Iron Alliance when it came to killing. Later, Raven realized he, the elder worms, and the Denver AI all share a hobby—wiping out the human race. Once things settled down, he began sending emissaries to Denver to lay the groundwork for negotiations. Black Hats slaughtered the first few delegations without hesitation, but the undead are nothing if not persistent.

Now, less than a year after the Harvest, an unholy alliance has been formed between Raven, the worms, and the Artificial Intelligence of the Combine. Raven believes eliminating the rest of humanity will rob the Reckoners of their last vestiges of power, while the AI sees this as the beginning of a mechanical utopia devoid of the messy affairs of those pesky biological entities called people. The

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worms just want their god freed from its prison under the soil of Montana.

All three parties agree that freeing the Old Worm is a step in the right direction. Everybody wins—except humanity, that is.

That Town Needs an Enema!

The following tale is intended to get your posse together and give them a reason to stay together for the rest of their adventures throughout the wastelands. If they’re already established heroes, you can jump straight to the second Plot Point, A Blast from the Past.

The story starts sometime after the Harvest and before the anniversary of Judgment Day (September 23) in 2097, with the characters being inhabitants of the Displaced Persons camp outside of Junkyard.

Filling up the barren, lifeless ground outside the outer wall to a distance of a quarter mile is a stinking mass of tents, lean-tos, shacks, and shanties in which roughly 4,000 people live, sustained only by the daily dole of algae from Doc Schwartz’s hydroponic gardens and water trucked in from the Iron Oasis. Food riots are becoming more and more common, and not a day passes that a waster isn’t killed over a milrat or liter of clean water. Anyone with a supply of food can demand about any price, though those stuck out in the camps are typically those with nothing to their names. Prostitution is common, as is organ-legging and deathsports, as folks try to get by day to day.

Have each player make up a background for how they came to be there, and if you like, you can even let them experience the nasty, brutish life that is the DP camps a few months after the Harvest’s end. It’s fine if the characters haven’t met each other before the actual contest. They’ll get to know each other quite well once things get rolling.

Each waster is approached by a representative of Ike Taylor, the leader of Junkyard. The heroes stand out from the average inhabitants of the camp—even if they’ve been trying to keep a low profile. Folks are just in that bad shape since the last big dust-up.

The rep has an offer for the wastors, and it’s one that might be too good to refuse. Ike Taylor wants them to run a little reconnaissance mission for Junkyard. First up, he’s offering two weeks of canned rations—the good stuff, not the recycled gunk served up in the camp food lines.

Second, and more importantly, if they complete the mission, he’s putting Junkyard citizenship on the table. Since Junkyard citizens can freely come and go through both the inner and outer gates of the city pretty much at will, it’s nothing to scoff at, especially with food and resources in the Displaced Person camps continually in such short supply.

If they accept, they’re taken inside and introduced to Taylor, who explains the mission.

“During the Harvest the Combine burrowed in some enormous digging machine under the Rockies and tried to flank Junkyard from the north up around Logan. Fortunately, we were alerted to this in time to react. The Sky Pirates dropped a bomb Doc Schwartz had squirreled away on them once they had assembled in the open.

“After the Harvest, we’re a little short-handed, particularly in folks that know their way around the wastes. We need you to go to the site of this tunnel and determine if they left the Hellbore tunneler there, and if so, was it damaged in the strike. If it’s there, we need to know, just in case those ass hats in Denver get any more bright ideas.
“Here’s a palmcorder complete with a map to where you need to go. Once there, use it to record the area, as well as get us some interior shots of the tunneler. Bring us back this proof and citizenship is all yours.”

He’s willing to negotiate that price if the posse seems reluctant. Each success and raise the heroes net on a Persuasion roll gets them an additional $50 worth of widgets each, to a maximum of $250. The haggler can only make one attempt to Persuade him, but it is a cooperative roll. Taylor strongly encourages them to take no longer than a day or two to make any final arrangements before departing. He stresses that if nothing else, the amount of food they’re carrying makes them a prime target for robbery. If you want to emphasize the poverty and desperation of the Displaced Persons camps, feel free to have a gang of thugs attempt to rob them of their supplies (use Raiders from Hell on Earth Reloaded).

Consulting their palmcorder, the posse sees that their destination, just north of the town of Logan, Deseret, is about 85 miles to the north. The easiest way would be to follow old Route D15. If the characters don’t have any vehicles at their disposal, they have to ride LPCs—Leather Personnel Carriers (commonly known as shoes)—to their destination, which takes them roughly four days.

If you want to spice up the trip, you can always consult the Encounter Table from Hell on Earth Reloaded. This is also a good time to use Interludes from Savage Worlds to let the heroes get to know each other.

**Valley of the Dead**

When the posse arrives at the turnoff from Highway D15 toward Logan, they can see a blasted area—obviously where the MOAB bomb used by the Iron Alliance detonated. A MOAB is officially called a Massive Ordinance Air Burst bomb, but off the record most flyboys called it the Mother Of All Bombs. The MOAB is a thermobaric bomb, which basically means it throws a large amount of fuel into the surrounding atmosphere, then ignites it. It produces a much larger, longer-lasting explosion than other conventional bombs without the lasting radiation of a nuke.

The valley caused the explosive force to be reflected back on itself, making the devastation even greater. The blast area effectively swept the valley, leaving the center almost bare. Wreckage of Combine vehicles and equipment is scattered around the edge of the blast radius, but there is little of value left in the debris. What functional gear remains carries a Combine recognition chip. Any scav foolish enough to mess with it sets off a internal booby trap, doing 3d6 in a Medium Burst Template.

Once in the valley, they see the ruins of Logan, and with a successful Notice roll, they can make out the tunnel on the far side. Logan was spared during Judgment Day with the Deseret State University providing a focal point for knowledge even after the Mormons left the area. A branch office of the Librarians was founded there, and their folks alerted Junkyard when the Combine force emerged from under the Rockies. A fair-sized settlement eked out an existence here in Logan before the Harvest, centered around the university and its Librarians.

Unfortunately for them, stopping the Combine’s flanking force was considered too important to spare the inhabitants of Logan, and just about everyone was killed when the MOAB went off.

Posse members who wish to dig through the homes of the dead can make a Notice roll at +1, but with a +2 on the Salvage Table due to the non-violent nature of the previous inhabitants.

Or maybe we should have said previously non-violent nature…
Debt Collection

As the Sky Pirates roared overhead, a few of the residents of Logan figured out they weren’t going to drop care packages on the Combine troops sitting in their backyards. When a single bomb fell, they knew Junkyard had marked Logan down as “collateral damage.” That profound sense of betrayal was the last emotion they felt—and in the Wasted West, that’s almost like a magnet for bad things to happen.

Several of the (former) survivors of Logan didn’t let a thing like being dead keep them down. They prowl the ruins, led by a Harrowed Librarian, Cheryl Bright, who’s completely under the thumb of her manitou. They’ve been waiting for a chance to get some payback, and they just got an early Christmas present—a posse full of Junkyard flunkies!

Although the undead are relatively poorly armed, they’re on home ground. On top of that, they’re coordinated by a manitou with the resources of a Librarian’s brain to play with. The walkin’ dead strike from ambush initially, using Bright’s Stealth roll to avoid detection. They stay in cover and don’t succumb to the urge to try to snack on brains…at least until all the heroes are down, that is.

Needless to say, the monsters don’t surrender. They gladly accept it, though, since it just stocks their larder with less effort.

• Walkin’ Dead (4, plus 2 per hero):
  Use the stats for walkin’ dead in Hell on Earth Reloaded. Armed with hunting rifles (Range 24/48/96, Damage 2d8, RoF 1, AP 2), pump shotguns (Range 12/24/48, Damage 1–3d6, RoF 1), or police pistols (Range 12/24/48, Damage 2d6+1, RoF 1, AP 2). The undead have no spare ammo.

Cheryl Bright

Bright was a Librarian-in-training focused on military history, but the joint trauma of being bombed by Junkyard along with being brought back from the dead by a creature from Hell snapped her mind like a twig. The bomb shredded her flesh, and her death wounds make sure she’ll never pass for human again. Her manitou is fully in control, but even if it wasn’t, she’s now consumed by a compulsion to strike back against Ike Taylor’s Iron Alliance.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d10, Knowledge (History) d8, Notice d8, Repair d6, Shooting d8, Survival d4
Charisma: −2; Pace: 6; Parry: 5; Toughness: 6 (1)
Hindrances: Bloodthirsty, Degeneration, Vengeful (Major)
Edges: Harrowed, Nerves of Steel, Spook, Librarian, Scholar
Gear: Palmcorder, NA Sidearm (12/24/48, 2d6, RoF 1, Shots 15, AP 1, 3RB), civilian executive protection armor (+1, Notice −4), toolkit.
When the posse makes it to the opening in the mountainside, they can see the dull gleam of the tunneler. The strange vehicle pokes out of the flank of the mountains like the head of a spear thrust through a man’s chest. Its nose is composed of huge grinding surfaces which gleam dully in the sunlight. Along the flanks of the huge cylinder, which measures at least 100 feet in diameter, are large tank-like tracks designed to drag it through the earth’s crust.

The tunneler was far enough from ground zero that it is intact, although some of its more delicate systems were knocked offline. The tunneler consists of four levels, which are mostly open spaces for hauling Combine equipment, with large vehicular ramps that descend to the bottom level where the entrance door is located. The massive engines take up the rear third of the vehicle. The control room sits at the front on the highest level.

Once Bright and her minions have been dealt with, it’s easy enough for the heroes to get the video they were sent after.

When the heroes return to Junkyard with video of the tunneler, they are held at the gates until Taylor can be summoned. He arrives and takes the palmcorder, then studies the footage thoroughly. He and Doc Schwartz then ask numerous questions about the machine and its state—whether or not it’s likely operable, for example.

If they don’t have it, the posse has to do some real fast talking to get him to accept their story—or return to the site a second time with another recording device!

A day or so passes as Taylor and the rest of Junkyard’s leadership review the heroes’ data. Then Taylor returns and presents the posse with citizenship papers, along with any funds they may have negotiated for.