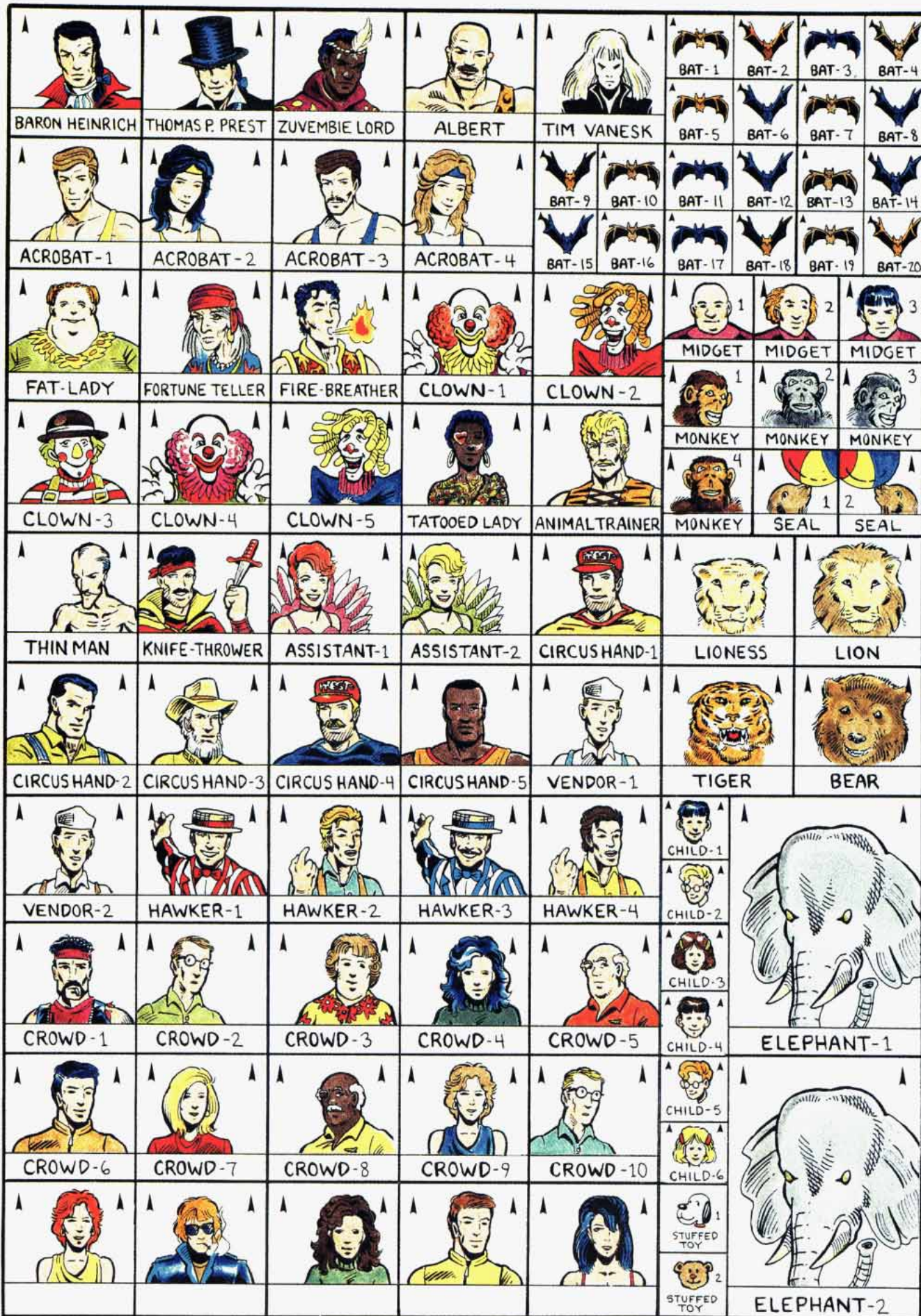














































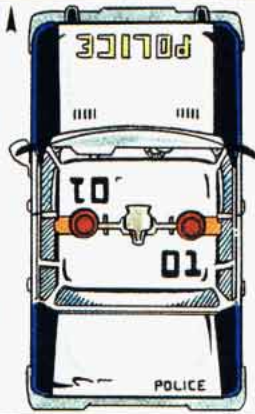
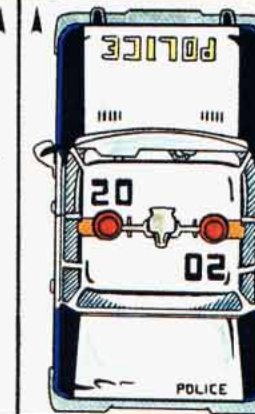









# TERROR BY NIGHT

by STEVE  
CROW





						
MINOTAUR	CREATURE	THE MONSTER	WEREWOLF	GOLEM	GARGOYLE-1	GARGOYLE-2
						
GARGOYLE-3	GARGOYLE-4	GARGOYLE-5	GARGOYLE-6	GARGOYLE-7	GARGOYLE-8	GARGOYLE-9
						
ZOMBIE-1	ZOMBIE-2	ZOMBIE-3	ZOMBIE-4	ZOMBIE-5	ZOMBIE-6	ZOMBIE-7
						
ZOMBIE-8	ZOMBIE-9	ZOMBIE-10	ZOMBIE-11	ZOMBIE-12	ZOMBIE-13	ZOMBIE-14
						
ZOMBIE-15	ZOMBIE-16	ZOMBIE-17	ZOMBIE-18	DIRECTOR	CAMERAMAN-1	CAMERAMAN-2
						
POLICE-1	POLICE-2	POLICE-3	POLICE-4	POLICE-5	POLICE-6	POLICE-7
				 		
MIST	WOLF	VAMPIRESS	VAMPIRE			SQUAD CAR
						
HOOP	HOOP	PLATFORM	PLATFORM	BARBELL	MALLOT	ROPE

# TERROR BY NIGHT

A  
**VILLAINS<sup>TM</sup>  
AND  
VIGILANTES**  
**ADVENTURE**

WRITER: STEVE CROW

ILLUSTRATOR: PATRICK ZIRCHER



P.O. BOX 182  
ROSLYN, N.Y. 11576

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## EDITORIAL INTRODUCTION

Once again Steve Crow has come up with an idea for an adventure that is totally different from any preceding **V&V** adventure. Last time (**Battle Above the Earth**), he took us to a space station in orbit to deal with the threat of an alien invasion. This time we are taken to what appears to be a far more mundane setting, a circus, only to be faced with a supernatural foe and his minions.

This adventure also marks the first appearance of Patrick Zircher as artist, and it will not be the last. Pat Z. appears to have a really good grasp on what is required in the way of maps, illustrations and counters to really 'make' a **V&V** adventure.

We all look forward to seeing what insidious plot is next uncovered by Steve Crow, but for now, on with the adventure . . . and 'Terror by Night.'

Scott B. Bizar, Editor-in-Chief

## PREFACE

This adventure has been devised and tested for characters designed under the revised **Villains & Vigilantes** rules. It is recommended for a group of five to eight heroes of level 3-7. Levels of opponents in the scenario can be adjusted for a greater or lesser challenge.

## TO THE GM:

This time I am writing my own introduction. As my second adventure for **Villains & Vigilantes** (and if you haven't bought **Battle Above the Earth**, race out and get a copy), I thought I would try for something different: from the threat of alien invasion to the menace of the supernatural right here on Earth. The superhero comics of today owe their very existence to the success of the horror comics of the 50's.

This adventure is somewhat different in that, at the end, the heroes won't have the satisfaction of having beaten the pulp out of the master villain. Such is the way with all great recurring master villains. How many times did Wayland Smith capture Fu Manchu? Or Sherlock Holmes Moriarty? In designing this adventure, I wanted the heroes to have a challenge without necessarily having to resort to violence. I hope that I have succeeded, but if I didn't, I think there's enough knockdown action to satisfy the more bloodthirsty among you.

Good luck and good hunting. . .

And my thanks to the following champions of Justice:

Keith Costas (Swordmaster)  
 Bob Dowd (Enoch)  
 Dave Paul (Stalker & Wolverine)  
 Dean Stumma (Servitor)  
 Ron Swearingen (Buccaneer)  
 Chris Wilbur (Lord Omnicron)

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As the entire plot of **Terror by Night** revolves around the one central villain, Baron Heinrich, his **V&V** stats and background are provided here so that the gamemaster will have a good idea of the type of

personality with which he is dealing with when presenting the good Baron to his players.

# 1. THE VILLAIN

## BARON VICTOR VON HEINRICH

Identity: Victor Von Heinrich

Side: Evil (Neutral Tendencies)

Age: 473

Sex: Male

Level: 19

Training: Intelligence

### Powers:

1. Heightened Strength A, +19.\*
2. Heightened Endurance A, +12.\*
3. Heightened Agility A, +13.
4. Heightened Charisma, +18
5. Heightened Expertise: +4 to hit with any hand-to-hand attack.
6. Heightened Defense: -4 to hit.
7. Heightened Attack: +1/lvl.
8. Transformation: Shapeshift to Mist, acts as Non-Corporeality.
9. Transformation: Shapeshift to Bat, does 1d4 damage modifiers in hand-to-hand combat.
10. Transformation: Shapeshift to Wolf, does 1d8+1 plus damage modifiers in hand-to-hand combat.
11. Weather Control: See pg. 19 of **V&V** rules.
12. Heightened Expertise: +4 to hit with Weather Control attacks.
13. Psionics: Ability to use Mind Control, must make eye contact with intended victim. Max. range: 6". PR=10/successful attack.
14. Heightened Expertise: +4 with Psionic attack.
15. Regeneration: One action per turn maximum to heal full rate, cannot regenerate damage caused by silver or wood.\*
16. Body Power: Can only be permanently killed by wooden stake through heart, decapitation, and burning of body.\*
17. Mutant Power: Ability to, over a three day period of time, turn another person into a vampire (possessing all asterisked abilities only), under control of the vampire using this power.\*
18. Animal/Plant Control: Ability to control up to 288 HP worth of rats, wolves and bats. Availability of such creatures is based on gamemaster's discretion, or as outlined in this scenario.
19. Body Power: Due to 'dead' state of body, Paralysis attacks have no effect.\*
20. Physical Handicap: possesses all common vampiric aversions: has no reflection, is pained by exposure to religious items wielded by one who truly believes in the religion behind the item, cannot cross running water, cannot shapeshift in the presence of garlic, etc.\*
21. Physical Handicap: loses all powers except 3, 4, and 5 upon exposure to sunlight. Any converted vampire takes 4d10 damage per round under such exposure instead.
22. Special Requirement: must consume at least 8 pints of blood/day.\*

Weight: 230 lbs.

Strength: 33

Agility: 26

Charisma: 34

Reactions from Good: -6

Damage Mod.: +4

Accuracy: +4

Carrying Capacity: 4444

Movement Rate: 86" man, 53" flying (as bat), 56" as wolf, 40" as mist.

Det. Hidden: 14"

Inventing Points: 12.1 (-24)

Inventing: 57%

Origin & Background: German; Fine Art, Military, Philosopher, Historical Scholar & Religion/Mysticism.

Legal Status: Nil under current alias, Wanted in connection with various crimes of murder, vivisection, robbery, forgery, travelling under false papers, etc., under a number of other aliases in most capitals of the world over the last 150 years.

Basic Hits: 5

Endurance: 27

Intelligence: 19

Hit Points: 144x

Evil: +6

Healing Rate: 4

Power: 105

Basic HTH Damage: 2d8

Det. Danger: 18%

Cash: \$750,000



**Name:** Victor Von Heinrich

**Current alias:** Thomas P. Prest (It should be noted that Heinrich also used this alias from 1834-1852 when he wrote the novel **Varney the Vampire or the Feast of Blood**, the first 'vampire novel,' and a project which Heinrich did as a joke of sorts).

**Origin & Background:** Heinrich was a relatively minor noble in what is now East Germany when he became a victim of a vampire seeking to create a core group of *nosferatu* within the German aristocracy. This vampire (whose name is not known) was later killed, freeing Heinrich from its control. Heinrich went his own way, roaming the world for almost two hundred years. He scorns other vampires and this has led him to several less-than-peaceful meetings when their paths and his coincided.

In approximately 1754, Heinrich bought a private castle (on the land which he had originally rule over in the 16th century before his transformation), took a human wife, and settled down. Although his rule, was, by and large, benevolent, his secret was eventually found out. He was put to the stake, but not before his wife and child were burned before his eyes. The neighboring lords, who had sought Heinrich's destruction out of jealousy for his lands, were not as familiar as they perhaps should have been on how to permanently destroy a vampire. So, the Baron lay in a coffin, a stake through his heart, for almost forty years before he was accidentally revived by a travelling vagabond.

Heinrich, in a rare flurry of bloodthirst, personally saw to the destruction of each of the families that had arranged the death of his wife and child. Not a single one of the lords' relatives survived a month after Heinrich's revival, while the Baron saved the worst fate for the lords themselves: he transformed them into vampires, then drove stakes through their hearts and entombed them where they would never be found, trapped in immobility for all Eternity, yet still conscious of their plight.

Heinrich then mellowed, and it was at this time that he wrote the aforementioned pulp novel, which did quite well at the time among both the common folk and the aristocracy. The story also paved the way for the popularity of Stoker's novel 'Dracula' fifty years later.

Heinrich went back to traveling the world, acquainting himself with the changes that had taken place during his forty year 'sleep'. He used a variety of different aliases during this time and committed several crimes. He fled several murder charges and was wanted for questioning in a number of mysterious disappearances. Most of the murder charges were false, as Heinrich took little advantage of his vampiric state, only taking enough blood from his victims to sustain himself without taking their lives. He never converted anyone into a vampire, preferring to use human agents who were unaware of his dark secret.

However, a small group of dedicated vampire-hunters caught up to Heinrich in Berlin in 1916. Although Heinrich's human agents prevented the hunters from completing their employer's destruction, Heinrich again lay in a coma until 1962, where he was again accidentally revived.

Heinrich awoke to find a new world, one where beings existed with a wide array of bizarre powers. Unfamiliar with the concept of 'superheroes', he is currently trying to find out how much of a threat they might pose to his way of 'life'.

Heinrich's current plans are to study the strengths of a particular group of superheroes. However, at the same time he has found the first human woman to capture his heart since his beloved of many years gone by. While he does not plan to transform her to a vampire, he does plan to win her heart. Taking once again the alias of Thomas Prest, he has used the finances which he has made through years of investments to set up a reputation as an eccentric millionaire with a fascination for the circus. He has brought his circus to the GM's locale (where he runs his campaign) and where, coincidentally, his new love is also residing. Now he prepares to set the bait. . . .

**Combat Tactics/M.O.:** Heinrich rarely engages in physical combat with an opponent if he can possibly help it. If he is attacked by one or two persons, he will usually use his Mind Control ability. Otherwise he will employ his ability to transform into mist and summon his animal minions.

If he does find himself forced into combat, he will use no more force than necessary to defeat his foe. He has a healthy respect for technology and is not averse to using it for his own ends, but he deplores a superhero who uses it to enhance his combat abilities. He will go to great lengths to relieve such opponents of their technological items, usually as forcefully as possible ('That suit of armor must be quite tiring. . . allow me to take it for you. . .').

**Personality/Character Traits:** Heinrich shows all signs of good breeding and should come across as quite aristocratic in bearing and speech. He rarely loses his temper, usually only when his plans are thwarted (in this case, his being denied his love: the testing of the superheroes is a mere experiment to him, to which he attaches very little import). He admires courage in an opponent and will extend honor and respect to any and all who deserve it. Neither of these courtesies will be forthcoming to a foeman who takes advantage of Heinrich's vampiric handicaps. With these persons the Baron will deal quite harshly.

Heinrich is a man of his word, and never goes against it. He is in all ways a quite remarkable individual, educated and well-traveled. Players expecting the typical slaving, bad-ass vampire should find themselves for a shock, as Heinrich means neither they nor anyone else any harm, as long as his plans are not interfered with.

## ON VAMPIRES

The author, in writing this scenario, has tried to stay within the original conception of vampires as put forth by Bram Stoker and all the old tales.

Originally, Stoker's Dracula could survive in sunlight, although the Lord of Vampires was greatly weakened by such exposure. It wasn't until Hollywood got around to producing vampire movies full swing that vampires dissolved into dust upon being exposed to ultra-violet rays. In this case, the writer assumes that the more experienced a vampire, the better able he is to survive in sunlight. It is also assumed that many of the powers that the Lord of Vampires displayed (such as hypnotic mind control, or the control of wolves and bats) come after years of experience as well, as Stoker's other vampires did not display these abilities.

The one true way to kill a vampire is by driving a stake through his heart. While a vampire cannot Regenerate damage done by wooden and silver weapons, he cannot be permanently killed by any means other than in the traditional stake. This also excludes some of the more bizarre means of vampiric execution used by Hollywood over the years, such as immersing one of the undead in a tub of running water or exposing it to the shadow of the arms of a windmill (only a true religious item would have such an effect in any case: two fingers held crossed, for instance, will have no effect no matter how strong the belief of the fingercrosser is).

The wielding of a true religious object by a person who believes in the power of that religion is an absolute. In a well-established campaign with well-defined characters, this shouldn't be any great problem.

If the gamemaster wishes to be even more accurate, he can also give vampires the ability to transform into moths, the ability to turn two-dimensional, and the talent of being able to climb straight up or down sheer walls of any substance of less than glass-like consistency. However, these abilities, while legendarily accurate, added nothing in the way of new abilities in V&V terms and were excluded.

Baron Heinrich is an extremely skilled vampire, thus accounting for the numerous talents which he possesses which most normal vampires do not. A 'normal' vampire has only six powers and three disadvantages, as indicated by the asterisks following certain power listings. The gamemaster should note that +19 and +12 are not set figures for how much Strength and Endurance should be Heightened. The final Carrying Capacity of the newly-converted vampire should be approximately ten times greater than when it was a human, adjusting the relative attributes accordingly.

Newly-converted vampires will react differently to their new state of being, based upon their old personalities. Some may embrace their 'undead' condition whole-heartedly, others may take blood only to live, never killing or creating new vampires. While there are no new vampires created in this scenario, the Gamemaster should make such decisions on new vampiric personalities in other, similar game sessions. All vampires will be under the control of the one who created them. Only the true death of the controlling vampire breaks this domination. If a vampire is staked, but not otherwise thoroughly disposed of, he will not be able to control his underlings as long as he is immobile, but control will be renewed when he is freed.

This scenario also has no provisions for heroes being converted into vampires by Heinrich or his underlings. The Gamemaster has several choices for the 'carryover' of superpowers when a hero is converted into a vampire if the GM uses this as a future plotline (see 'Other Plotlines'). As a rule of thumb, vampires do not carry technological items, as these do not convert when a vampire shapeshifts into one of his other forms. Also, if the hero was a spell-casting sort before his conversion, he will retain knowledge of such spells and be able to use them in his vampiric state. Mutant powers will 'carry over' successfully. Other powers are at the discretion of the GM.

# 2. THE CIRCUS

The scenario starts with the characters being informed, during the course of their normal day-to-day activities, that a circus has pulled into town. This shouldn't just be announced out of the blue so that the players automatically know it is to be the site of their next adventure.

As anyone who pays a visit to the local library can easily find out

characters with a Journalist background may be assigned to do such a story if they work for TV or a newspaper), the circus is owned by the rarely-seen millionaire Thomas Prest. Prest has an almost obsessive interest in circus history and apparently bought his own so that he could take it on the road. He has put together some extremely talented performers and he, himself, acts as ringmaster. The circus itinerary has

placed it in only two other cities prior to its arrival in the players' hometown.

The circus is situated on some deserted property about a mile out of town. A quick check at the Hall of Records will reveal that Prest himself owns the land, having bought it two months prior to the circus arrival. There is no record of any work done on the land, but Prest has snuck in several construction crews and the 'Funhouse' that he plans to use to test the heroes is already set up underground.

Visitors to the circus prior to its opening are welcome, although there will be no guided tours and all sightseers will be strictly on their own.

Although Prest himself is on the grounds of the circus, at his office (see below), he will not be found at his trailer. The door is locked and hooked up to a burglar alarm system. Heinrich/Prest is staying in his underground 'Funhouse' during the day.

The circus is scheduled for three performances on three continuous

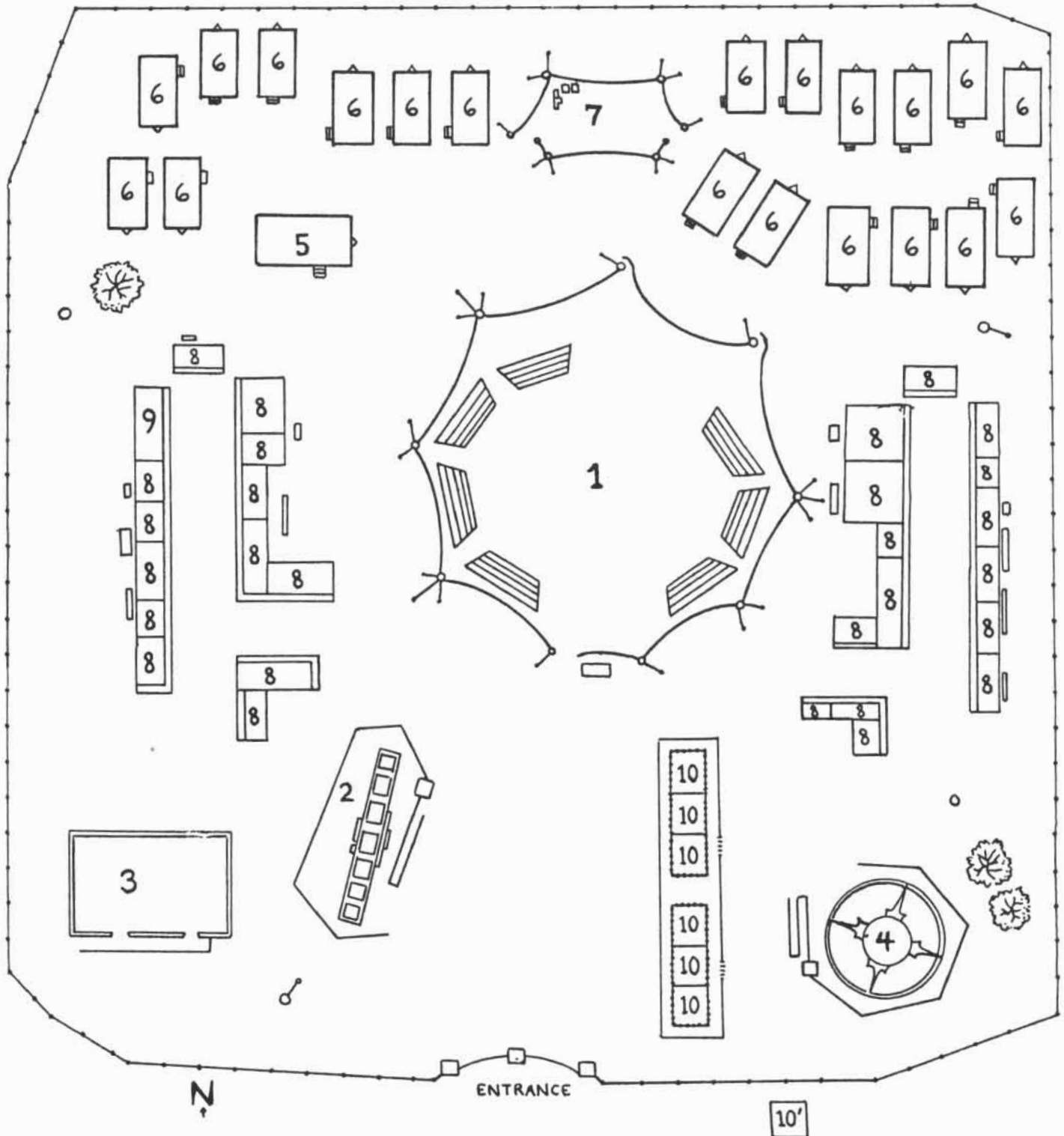
nights (probably a Thursday/Friday/Saturday itinerary, but the GM may set this up however he wishes). The circus will arrive in town on the morning of the first scheduled performance and be set up by 5:30 P.M. There will be no circus parade. The circus will be shipped in large trucks and trailers.

**THE CIRCUS GROUNDS**

**General Notes:** One square = 10 feet, or 2 inches Game Scale. The perimeter line is a 10 feet high wire-and-pole fence.

**1. The Big Top:** This one hundred feet diameter king-size circus tent will seat up to fifteen hundred comfortably. Besides the large entrance to the south, there are numerous other smaller entrances for performers. The canvas tent material has a SP of 2.

**2. Ferris Wheel:** This is the traditional carnival wheel, with sixteen cars, each sitting two persons (three in a squeeze). There is a small five foot by five foot ticket booth east of it.





3. **Hall of Mirrors:** This building is made out of typical wood. See the 'Hall of Mirrors' section for more details.

4. **Merry-go-round:** This forty foot diameter carousel is at least thirty years old, and is a collector's item. It will seat up to forty persons at a time on the various horses, ponies, miscellaneous items and carriages scattered along its rim.

5. **Owner's Trailer:** As noted previously, Prest/Heinrich is not in. The door is locked and wired into an alarm system. For more details see the 'Prest's Trailer' section.

6. **Trailers:** These ten by twenty foot trailers are where the rest of the circus workers and performers stay. Each trailer has four to six persons staying in it.

7. **Mess Tent:** This is where the circus personnel eat. A small kitchen unit can be found in the northwest corner. There is a large refrigerator hooked into the electrical supply.

8. **Booths:** These booths hold games of chance and skill, some 'side-shows' attractions such as fortune tellers, and food booths. The Game-master is suggested to furnish these as he wishes with a variety of different games and acts. All of the games are legitimate, with no cheating involved, as Prest/Heinrich won't have any crooked carny workers in his circus.

9. **'Zuvenbie Booth':** This is where Billy Jimson (aka 'Zuvenbie Lord') has his hourly performances of voodoo magic. His magic consists of cheap pyrotechnics, some stage hypnotism, and some voodoo-oriented standard illusions. It is obvious that he has seen better days (see 'Zuvenbie Lord' section for more details).

10. **Animal Cages:** These ten by ten foot cages hold a variety of exotic animals, from birds to monkeys, to a mated pair of lions. Except for the monkeys, the animals are lethargic at best, although their cells are well-kept.

## CIRCUS PERFORMERS

The vast majority of the performers at Prest's circus are average human NPCs, with no particular specialities. However, there are three characters who feature more prominently and are described here:

### ZUVENBIE LORD

Identity: Billy 'Papa' Jimson

Side: Neutral

Age: 45

Sex: Male

Level: 8

Training: Endurance

#### Powers:

1. **Magic Spell Device:** Animates dead, new body has 150% of original Strength, 200% of END, AGI of 5, CHR and INT of 0, automatic Prejudice disadvantage. It is usable 1d6 times/day.\*
2. **Revivication Magic Device:** Usable once/week, otherwise works like the Revivication power.\*
3. **Magic Spell Device:** Dimensional Travel — use of the spell opens a portal to 'Purgatory', a misty grey Limbo echoing with screams of the damned. A character can escape by making an INT roll on 1d100, but anyone so transported loses 2d6 power/turn. This spell can be cast five times/day.\*
4. **Heightened Expertise:** (-4 to anyone attempting to make their DEX save vs. the portal effect of the Dimensional Travel spell.
5. **Physical Handicap:** Photosensitive, partially blind in sunlight with a -4 to hit and half movement rate.

\* — indicates that all the powers come from the same source: a black ebony wood carved rod. The range of powers 1 & 2 are touch while the range of power 3 is 4'.

Weight: 180 lbs.

Strength: 11

Agility: 14

Charisma: 15

Reactions from Good: -2

Damage Mod.: +2

Accuracy: +1

Carrying Capacity: 201

Movement Rate: 34" ground

Det. Hidden: 12%

Inventing Points: 12.8

Inventing: 48%

Basic Hits: 4

Endurance: 9

Intelligence: 16

Hit Points: 7

Evil: +2

Healing Rate: 1

Power: 50

Basic HTH Damage: 1d4

Det. Danger: 16%

Cash: \$60

**Origin & Background:** Billy is an immigrant from southern Africa who found himself in possession of a strange rod left to him by a distant uncle. The uncle had brought Billy up on tales of voodoo and Billy discovered that the rod possessed certain abilities to create zombies and actually raise the dead!

Moving to New Orleans, Billy experimented with the uses of the rod. He accidentally discovered another use of the rod when he tele-



ported his landlady to the 'Purgatory' dimension. She was unable to escape before being drained of life and her dead body was ejected back into our dimension. Billy used the rod to resurrect her and her memories of what exactly happened were rather vague, but she evicted him. Since then, the burden of his awesome powers has taken its toll. Heinrich eventually found Jimson, a sodden old bum possessively clutching his rod, asleep in a gutter. Recognizing the rod as an object of Power, Heinrich took Billy in, detoxified him, and put him to work using his rod for various experiments in the resurrection of the 'undead' and other macabre subjects.

When Heinrich formed his circus under the Prest alias, he had Billy train as a stage magician and put him to work in one of the circus booths. The name of 'Zuvenbie Lord' is one Billy came up with on his own, reflecting his regained self-confidence. He is not known in the superhero/supervillain community, however, and 'Zuvenbie Lord' is a stage name, nothing more.

**Combat Tactics/M.O.:** Zuvenbie Lord never engages in hand-to-hand combat. He will let his zombie minions do his fighting for him (he usually keeps at least four nearby) and will banish to Purgatory any that get by them. Unless Heinrich is present, he will always surrender if threatened with personal violence.

**Personality/Character Traits:** Billy is not exactly a coward, but he knows that he is not a fighter either. He is absolutely loyal to Heinrich out of gratitude and will never go against him, even though he knows that his personal saviour is a vampire (as he recognized the signs of *nosferatu* quite soon after sobering up and regaining his mental facilities). He is not a boaster, even if his zombies have the upper hand, and rarely speaks. His magic show is done in pantomime and he can direct his zombie minions by mental commands and simple gestures.

(Note: the next two characters that follow are not super-powered individuals per se, although they possess abilities that are greater than an average human's).

### ALBERT

Str: 18 End: 17 Agi: 11 Int: 5 Chr: 13 Wght: 270 lbs. Basic Hits: 6  
Damage Mod.: -1 Accuracy: — Carrying Capacity: 1017 Basic HTH  
Damage: 1d10 Hit Points: 14 Movement: 46" Power: 51

**Origin & Background:** Albert is the Priest Circus strongman, capable of bending steel bars with his bare hands and shattering bricks with his skull.

Heinrich found the man-mountain in a saloon in London in 1972 where the soon-to-be strongman had completed a job as a dockworker, the only type of employment which his meager wits allowed. He was trying to avoid a fight with several ruffians from a just-arrived ship. Heinrich dispatched of the men, winning Albert's simple-minded loyalty, and Albert has since accompanied Heinrich on his travels, acting



as his daytime agent in many cases. Albert neither knows nor cares that his 'boss' is a vampire, and hasn't the wit to question Heinrich's limited daytime appearances.

Albert is an amiable enough soul and never picks a fight except when his boss is threatened or under orders from Heinrich. His dialogue is of the 'Duh, which way he go?' sort, but his loyalty is unquestionable. He is usually suspicious of strangers due to his poor treatment by his peers in the past.

#### TIM VANESK

Str: 9 End: 7 Agi: 15 Int: 13 Chr: 8 Wght: 138 lbs. Basic Hits: 3  
 Damage Mod.: +1 Accuracy: +2 Carrying Capacity: 99 Basic HTH  
 Damage: 1d3 Hit Points: 4 Movement: 31" Power: 44

Vanesk also possesses a minor form of Animal/Plant Control. He can control up to twenty bats of any sort at one time. His commands can-

not be very specific and usually can't go against the natural instincts of bats. This power is more a form of empathy and is not meant to be as strong as the superpower Animal/Plant Control.

Vanesk is an albino, with the common physical qualities. Although he does not take damage from exposure to sunlight, he tries to avoid going out in sunlight whenever possible and wears dark glasses when he does so.



**Origin & Background:** Tim is the son of a circus family and discovered at an early age his natural affinity for bats. His parents were killed in a circus tent fire when he was twelve years old and he has since worked several circuses, offering his unique ability.

Vanesk is quiet and withdrawn, and does not appreciate personal questions. As mentioned earlier, he does not go out in sunlight except when absolutely necessary, and he usually sleeps in a room filled with his 'brothers' (as he oft-times calls them). Needless to say, this does not endear him to the other circus performers, although he is a dependable employee, if a loner. He values his privacy and is rather rude when dealing with anyone else. He is included here mostly as a red herring.

## 3. THE BIG SHOW

Starting on the first day of the opening of the circus, the area is open from 1:00 P.M. until the end of the show, at 10:30 P.M. The Big show starts at 8:00 P.M. and runs until 10:30 P.M. From 1:00 on, all of the various booths are open and the Hall of Mirrors, Ferris Wheel and Carousel are all running. Rides are \$1.00 a head, the Big Show \$3.00.

As anyone watching can tell, the show under the big top has obviously had lots of money lavishly spent on it. Clowns, acrobats, fire breathers, trained animal acts (including Vanesk's rather bizarre bat act, where the flying mammals fly through hoops, perch on his shoulders, and all manner of strange entertainments) and the traditional strongman act, care of Albert (who, among other feats, bends solid steel

bars into horseshoes and supports up to six nubile young women on his shoulders). Priest himself acts as ringmaster, introducing acts, cracking jokes and making himself a big hit with the audience. Overall, anyone and everyone would be well impressed with the circus, which shows itself in every way as good as, if not better than, the big-time 'professional' circuses.

#### THE FIRST NIGHT

The first inkling that the local group of heroes will have of trouble will be the sudden blare of an ambulance siren at approximately 1:30

A.M. on the first night after the arrival of the circus in town. Any patrolling heroes will have noticed nothing up to that time, but will easily be able to see the ambulance heading for one of the better parts of town.

At this point, the Gamemaster will have to choose a 'heroine' for Heinrich is fixate on. If the campaign takes place in the town that the players themselves live in, a local personality might be chosen, such as a TV or political personality. In any case, the person chosen should be attractive and fairly well off. If a real person is chosen, the Gamemaster will have to place the statistics themselves, although they are not particularly important to the play of this scenario. An average NPC human can be used otherwise.

In any case, the ambulance pulls up to the home of this particular worthy. The following information will be found out either by a hero arriving at the scene to render assistance, or in communications with the police the next day (or any other manner the Gamemaster might wish to use to get the players involved).

- The 'heroine' had retired for the evening at about 11:30 P.M., after coming back home from the circus. She slept soundly until 1:15, when she was suddenly awakened by a thief of some sort in her room. She screamed loudly, which alerted the attention of a passing policeman, who came to the bedroom window of the heroine's house only to find himself locked in sudden combat with the intruder.
- According to the eyewitness report of the heroine, the policeman was practically picked up and shoved into the house, headfirst, by the intruder. After knocking out the policeman, the intruder fled off into the darkness. The police had found no signs of forced entry and no indications of anything missing.
- The heroine caught only a glimpse of the intruder before he moved out through the window and grabbed the patrolman. She caught no glimpse of his face, but can say that he was dressed entirely in black. The intruder made no move to attack her in any way and she couldn't tell what he was doing when she woke up. The patrolman is in a coma due to a skull fracture and isn't able to say much of anything.

At this point the local superheroes may choose to involve themselves in the investigation, or the police themselves might require some assistance as they are baffled by how the intruder made his entrance. The heroine is sure that the window the intruder made his escape through was not open when she awoke (she dislikes breezes and keeps her windows shut; she didn't notice any such breeze when she awoke and definitely felt one when the intruder opened the window to make his escape), and all other doors in the house were untouched.

There are several clues that the players might be able to find by a little careful investigation. In the heroine's room itself a careful search will find a ticket stub from the circus. The heroine will confirm that this is not hers: the color does not match that of the complimentary ticket that she received compliments of Mr. Prest himself on the previous day. Neither the police nor any investigating heroes will be able to find any fingerprints. There are several bat hairs caught in the drapes of the heroine's room.

The heroes may pursue any number of different paths at this point, but the only successful one will be the trail leading to the circus via the ticket. The ticket office will not be able to identify the ticket as anything other than a general admission, and Mr. Priest will not be available for questioning. Albert, Heinrich's loyal bodyguard/henchman, will be stationed outside of his boss's trailer and will permit no one entrance.

In actuality, Heinrich entered the house in mist form, then planted the ticket and the hairs as clues to lead the heroes into his 'testing grounds.'

## THE SECOND NIGHT

The circus will go on as before, with nothing in particular happening out of the ordinary. However, another news item will come up in passing: a movie crew out of one of the big studios, interrupted by sudden downpours at their original filming site some forty miles southwest of the heroes' town, is relocating to the scenario location to get the needed film in the can so they can make their deadline.

The film's necessary scenes are to be filmed at one of the local cemeteries, as it is a horror movie (a remake of *Plan 9 from Outer Space*, featuring whatever big name stars the GM wants to throw in). The filming is to be done from 8:00 P.M. until about fifteen cast members, including zombie extras.

The first signs of trouble will rear up around 10:00, when the climactic 'rising from the earth' scene takes place. While supposedly about five overweight zombies are to rise menacingly from their graves to threaten the hapless hero and his girlfriend, these extras will suddenly find themselves grappling with real zombies emerging from the ground underneath their fake tombs.

After the rest of the cast and crew realize that these promising newcomers to the silver screen are intent on doing bodily harm, everyone will run in sheer panic and at least one person will call the police. The police, being no fools, will signal for any superhero help if they have such communications available to them. The director of the film will probably stay on the site, screaming at his cameramen to get all of this action of film (the zombie extras will not be thrilled with this 'touching' concern for their welfare, needless to say).

When any local superheroes arrive (having either been signalled by the police, being on patrol, or being for some reason on the scene of the filming in their secret IDs), they will find most of the extras laying on the ground, badly bruised and unconscious, but not in any danger of dying. The real zombies are starting to advance on the director, who is screaming to his cameramen, 'Whatever you do, keep those camera rolling!' with little regard for his personal safety.

There are six zombies, creations of 'Zuvenile Lord'. Heinrich used his Weather Control powers to rain out the production crew and used his Hollywood connections to maneuver the film crew to the superheroes' town. He then had Z.L. plant the zombies in the cemetery well in advance, with pre-programmed orders to attack anyone disturbing their graves after a certain period of time.

The zombies all have average stats, as follows:

Str: 17 End: 22 Agi: 5 Int: 0 Wght: 175 lbs. Basic Hits: 4 Damage Mod.: -1 Accuracy: -4 Carrying Capacity: 623 Basic HTH Damage: 1d8 Hit Points: 6 Movement: 44" Power: 44

Zuvenile Lord animated them from local dead bodies and anyone checking local mortuary records will be able to find their records.

The heroes should have no trouble defeating these undead creatures, but trying to investigate further will lead to nothing but dead ends. Jimson (aka 'Zuvenile Lord') will have a solid alibi for the time of the activity at the cemetery, even though any player who visited the circus should have reason to suspect him (which is what Heinrich wants. . .). There is no connection between any of the families of the deceased.

Anyone trying to catch Heinrich/Prest after the show will find him brusque and in a seeming hurry. Anyone trying to forcibly detain him



during his trip from the Big Top to his trailer will find the ringmaster/circus owner possessed of enough strength to break free of almost any and all questions, claiming his legal rights are being abused, the heroes have no right to question him, and generally make a pain of himself. He will allow Albert to dissuade any extremely violent individuals if necessary, but the players should have no reason to get violent with him. If they do so, Heinrich will not put up a fight, but will later summon the police and attempt to bring assault and battery charges against the heroes. He is within his rights in this case and the players could (at the GM's discretion) find themselves under arrest by the local authorities if they attempt to abuse their great powers in such a manner.

Billy Jimson will be easily found by the players, but will deny any and all accusations concerning his connections with the 'sombie attack'. He will admit that it sounds like voodoo witchcraft, but will admit that he's nothing but an old fraud with no real knowledge of voodoo. Anyone with the equivalent of a 'Sense Magic' ability will be able to confirm the truth of this. The source of Billy's powers are his rod, which he never carries with him except when getting ready to battle the super-heroes (see 'The Funhouse') or when he is using his power to reanimate zombies. Billy himself, however, radiates no magical abilities.

Anyone checking Billy's alibi will find that it checks out. Use of Telepathy ability will confirm that the circus workers who confirm Billy's alibi are telling the truth. Heinrich has used his Psionic ability to put several mental blocks on Billy himself, so such Telepathic abilities used on Zuvembie Lord will be unsuccessful (although such blocks will be detected, which should give the players more cause to suspect the necromancer. If the existence of these blocks is pointed out to Billy, he will look innocent and deny knowing anything about that 'hypnotism mumbo-jumbo'.

Anyone watching the heroine's house during the second night will see nothing, although anyone in that area on watch who makes a Detect Danger roll will notice that there are an abnormally large number of bats in the area. These bats are 'under orders' from Heinrich to keep an eye on his beloved and relay to him any going-ons. They will not attack player characters and can be easily captured by any flying character, or any hero with a ranged attack.

Any bat that is captured has a 50% chance of wearing a small tag around one leg. The tag identifies the bat as belonging to the Priest circus. Heinrich uses Tim Vanesk's bats from time to time to supplement the ones he can summon from the surrounding area. Vanesk, if confronted with the bat, can easily identify it (by name, age, brothers, sisters, etc., as he is quite close to his 'brothers' and knows them all personally), but can only account for its presence outside of the circus grounds by claiming that it must have somehow got out of his trailer and, confused, flew off of the grounds to wherever the heroes found it. If the bat is dead, he will reverently take the corpse and have nothing further to say to the characters. If the heroes push for answers, he will have the bats in his trailer attack.



There are approximately twenty-five bats in Vanesk's trailer. All of them have statistics as given on pg. 46 of the V&V rule book. If they are defeated, Vanesk will still say nothing, but Heinrich/Priest will have the characters prosecuted for destroying circus livestock.

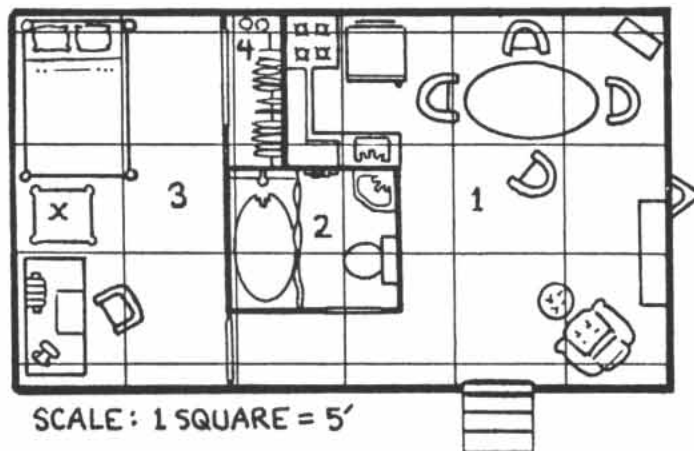
Around this time, the characters may have decided that they wish to confront the mysterious Mr. Prest face-to-face. Since he always stays in his trailer during the daytime and he doesn't respond to repeated knockings, the heroes may decide to 'pay him a visit', so to speak.

Prest is not in his trailer during the daytime, but instead stays in a coffin in his funhouse complex beneath the circus grounds. Albert stands guard outside the trailer during the daylight hours and believes that Prest is inside (actually Heinrich/Prest uses the secret tunnel going from the bottom of the trailer to the funhouse).

A map of the trailer is given here in case the heroes decide to enter it. They have no legal grounds to do so and Albert will try to stop them as long as he is able. If Albert is knocked out and/or the trailer is entered, the players will find their characters summoned to the local court to answer the charges brought against them by Mr. Priest of breaking and entering, assaulting one of his employees, etc.

If a hero manages to enter the trailer by stealth, Heinrich will be aware of the entry but will not press charges. A hero could use Non-Corporeality, some kind of transformation/shape-shifting ability, shrinking, etc. to get in without being noticed by Albert. The lead-lined walls will prevent characters with X-ray vision from seeing inside, and all doors and windows are locked. Albert does not have a key to gain entry.

### THE TRAILER



Exterior Walls: SP8, Interior Walls: SP 3.

**1. Living Room/Kitchen:** This area has a small dining table for four and a kitchen unit to the northwest, which has a small stove, refrigerator, cupboards, etc. Circus posters decorate the walls.

**2. Bathroom:** This area has a sink, shower unit and a cabinet for toiletries.

**3. Bedroom:** Contains a bed, safe, desk and chair. The walls are bare, the decorations spartan. The safe ('X') is of the old-fashioned type with three inch thick SP 8 walls. It contains nothing incriminating. The safe conceals a hidden tunnel which goes to the 'funhouse' complex beneath the circus grounds. Pushing back the pen in the pen-and-pencil set on the desk causes the safe to slide forward three feet, revealing a round tunnel going downwards approximately one hundred feet to the 'funhouse'. See the 'Funhouse' description for more details.

**4. Closet:** This spacious walk-in contains a wide assortment of clothing, including Heinrich/Prest's ringmaster outfits. Besides these, it contains a wide range of garments from various eras, style-wise, including a white cricketer's outfit, a black frock coat, capes, smoking jackets, frilly shirts, tapered black pants, various colored scarves, floppy slouch hats and a top hat or two, and a couple of three-quarter jackets, one a rather creamy white and the other a somber red. These are various pieces of apparel that Heinrich has used in his many guises in the last hundred years. He keeps them around mostly as mementoes, rarely-using them.

Regarding Heinrich's 'escape tunnel', the GM should read the 'Funhouse' description if the players manage to find this emergency route. The protective field should keep almost any hero out and it is intended that the characters do not go down it. Knowledge of this tunnel, how-

ever, should more than confirm any suspicions the heroes might have regarding Heinrich/Prest.

As noted previously, the door is hooked up to a burglar alarm system. If someone opens it, it will trigger a signal to Heinrich's lair. He will arise, use the hall of mirrors exit from the funhouse complex underneath the circus, and confront the players, making probably his only daytime appearance. He will threaten them with charges of breaking and entering and have very little to say in reply to any questions asked of him.

### THE THIRD NIGHT

The big show will run normally. If any players are in the audience or have been watching the heroine's house, they will notice that she is attending the circus performance. If asked, she will explain that she was given a complimentary ticket from Mr. Prest, hand-delivered by messenger. She has also been asked by Heinrich/Prest to meet with him after the show, but she will not tell this to the players, as she considers it none of their business. If asked concerning this subject, she will not lie, but simply tell the heroes that 'what I do with my personal time is my own affair'. She has been asked to meet the mysterious Mr. Prest at his trailer at 11:00 P.M.

Heinrich/Prest himself will proceed directly to his trailer at the end of the show. He will come out to greet the heroine promptly at 11 o'clock, but will ignore anyone else trying to contact him prior to this. The couple will proceed to go to some ritzy dining establishment. Needless to say, neither Heinrich nor his date will appreciate interruptions.

The couple will arrive back at the heroine's house at approximately 12:30 A.M. and will go in. If any heroes are patrolling the area, or specifically following Heinrich/Prest, at approximately 12:50 A.M. they will hear a scream.

Anyone entering the house from any exit/entrance other than the heroine's bedroom window will find nothing. If anyone enters through

the heroine's bedroom window, or is watching same from the outside, they will notice that the room is full of grey fog or mist. This mist will move as if alive (it is actually Heinrich) out through the window as if being vacuumed. The heroine is laying unconscious on the floor, having conveniently swooned.

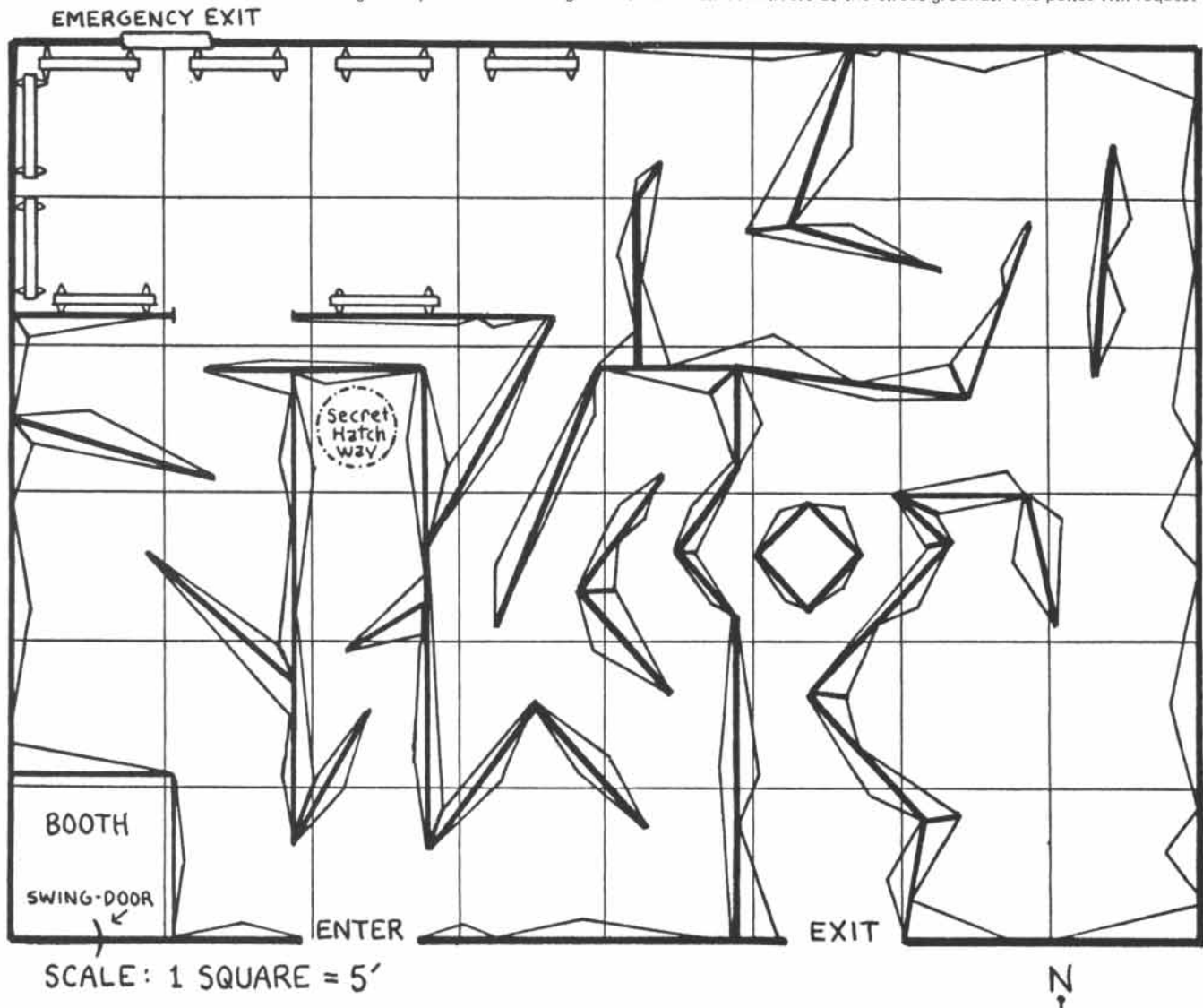
Heinrich will materialize on the lawn beneath the heroine's window and loudly challenge the 'cowardly, whimpering' heroes to take him on if they have the guts. He is dressed in evening wear and is recognizable as Prest.

He will challenge any hero to take him on, no holds barred, laugh maniacally, and bait the characters as much as possible. However, although he will fight quite dramatically, using his natural strength in hand-to-hand combat, he will only fight for either two rounds or if someone does 20 points or more of damage to him in one attack. Heinrich has not designed this test with the intention of getting himself destroyed.

In either case, at the end of the second round or when badly damaged, Heinrich will turn into mist, drift away, and the heroes will be able to hear him mockingly whisper, 'Follow me if you dare, cowards!' before Heinrich transforms into a bat and flies toward the circus.

If overtaken, Heinrich will transform into mist and attempt to evade the players in this manner. If the characters have some way of dispersing his mist form, Heinrich will transform to human form and attack the character flying, attempting to either knock him or her unconscious (if possessing natural flying ability or damage the flying device. He will proceed to the Hall of Mirrors on the circus grounds and await the characters at the entrance.

The gamemaster should note that the preceding takes place only if the players watch the heroine's house. If the poor unadventurous souls are sleeping peacefully at home, they will be awakened by the sound of sirens. Investigating, they will discover that a break-in has been reported at the heroine's house, and that the police have trailed the malefactor to the Hall of Mirrors at the circus grounds. The police will request the



players' assistance as the burglar at one point in the chase turned over a squad car with his bare hands! However the gamemaster arranges it, all of the heroes should be assembled outside of the Hall of Mirrors facing Heinrich, who is just inside the entrance.

## THE HALL OF MIRRORS

With a final taunting challenge, Heinrich will duck through the entrance to the Hall. He will go straight, which leads directly into a dead end. There is a small hatchway here that leads to a tunnel that goes down to the funhouse complex. Characters here might be able to find the hatchway if they spend at least one round here specifically looking for it. There is only one roll made, that based on the person with the highest Detect Hidden score.

All of the interior walls shown on the map are mirrored for maximum confusion with the exception of the walls leading into the distortion mirrors in the northwest corner of the Hall. Character may, of course, enter either through the 'Entrance' (southwest corner) or the 'Exit' (southeast corner). They may very likely go in both in the hopes of cutting off any escape. Another character or characters may be assigned to watch the emergency exit in the north wall, west corner, behind one of the distortion mirrors.

In reality, the 'distortion' mirrors in the northwest section are actually a sophisticated form of magical transportation. Heinrich discovered the secret of enchanting mirrors in such a manner from a witch that he encountered during the 18th century, just before she was burned at the stake.

In any case, whenever anyone approaches within four feet of a mirror, there is a sudden loud 'Whooshing' noise and the poor victim will find himself sucked into the mirror and spat out at Area 1 in the Funhouse (see below). The transfer is one-way and any mirror in this area will continue to teleport anyone approaching within four feet until all heroes have been teleported through. As the teleportation circuit is one-way, there will be no way for the heroes to reunite at the Hall of Mirrors. Use of Cosmic Awareness or similar powers, carefully worded, may reveal the location of the teleported characters. As the Funhouse complex is located approximately one hundred and fifty feet underground, characters without the Non-corporeal power will find the information useless. The complex itself is shielded against Non-corporeal characters (see below).

## THE FUNHOUSE

First, some general notes. All of the walls are four inches thick and have 12 SP. The walls are also inlaid with circuitry that generates a mild bio-electronic forcefield when contracted by a Non-Corporeal power-user. Such a field will do 2d6 damage (no roll to hit necessary) on such a character and prevent him or her from passing in any case.

As previously mentioned, this complex is approximately one hundred and fifty feet underground. A hole made in the walls will have two affects: first, it might cause dirt to flow in if made in the ceiling (the earth is too tightly packed for it to come in through a hole in a side wall. The dirt will proceed to block the entire corridor, although there is no chance that it will flood the entire complex.

The second effect is that such a hole will cause a breach in the bio-electric forcefield inlay such that a hole approximately two feet round will be sufficient to allow a Non-corporeal character to pass through. Any other character will have to do a lot of digging before they ever get to the surface, and find a way to get rid of the excess dirt without collapsing their escape tunnel. A character going for help will not be able to find any way to bring in reinforcements without a full-scale search of the circus to find the two entrances to the complex below (these entrances being the one at Prest/Heinrich's trailer and at the Hall of Mirrors).

Now, on to the guide to the areas of the Funhouse:

**1. Antechamber:** This twenty by twenty foot chamber is a plain metal box. The only two features of interest are the ten foot wide exit out of the north wall and the mirror on the south wall. The mirror is at the Hall of Mirrors. This mirror will be totally solid and is fastened to the wall. It can, of course, be removed by sufficient application of Strength (16 or better), but the normal complex walls will be the only thing behind it.

The corridor to the north goes one hundred feet and then becomes:

**2. Barrel of Fun:** This glass barrel will start spinning when any character approaches within fifty feet of its south end. The 'glass' of the barrel is 'energy reflective', which means that any non-kinetic energy directed at it will be reflected at the reverse of the angle at which the energy beam struck the barrel surface. The material is SP 6.

The barrel itself rotates approximately once every second-and-a-half, and the 'glass' surface is extremely slick. The barrel is forty feet long,

eight inches game scale, and a Dex roll on d100 must be made every ten feet. Rope, webline, etc., may be fired through the other end of the barrel. A d100 Dex roll will have to be made to anchor it to a side wall, due to the extreme angle, and the far wall beyond the 'barrel' is sixty feet away, making a total distance of one hundred feet from the barrel 'entrance' to the end of the corridor.

Of course, flying characters may be able to pass through at no risk of embarrassing themselves. Heinrich has taken steps to prevent this in the form of a laser-beam system. A system of laser mounts have been set up in the walls outside the barrel. If anyone passes through the 'barrel' and is not touching the surface, the beams fire through the material of the barrel (which is essentially transparent to energy from the outside). There is no roll to hit, as a shot missing initially will ricochet around until it does hit the target. Such a shot will do 1d12 of damage, will fire on a flying character each ten feet he moves through the barrel, and cannot be rolled with.

**3. Maze:** This area's walls are lined with normal glass (SP:2) and is set up so that anyone making a constant series of either left or right turns will come to the exit.

To make things interesting, Heinrich has put a robot Minotaur in the area marked by the 'X'. This 'minotaur' will attack anyone coming within twenty feet of this central area.

The robot's statistics are:

Identity: None	Sex: None
Side: Heinrich	Level: 6
Age: 2 weeks	Training: None

### Powers

- 1. Robotic Body:** Minotaur has 'crafted' statistics of Strength, Endurance, Agility and Intelligence, and no Charisma. It also has a Power Beam Device which does 1d20 damage, has a range of 20 inches, and runs off the Minotaur's own power supply at a PR of 1. The Minotaur cannot use this Device more than once/turn, even if he has two or more actions. The device fires the beams from the robot's horns.
- 2. Heightened Expertise:** +4 with hand-to-hand combat.

Weight: 720 lbs.	Basic Hits: 15
Strength: 25	Endurance: 20
Agility: 10	Intelligence: Non-sentient
Charisma: N/A	Hit Points: 66
Reactions from Good: N/A	Evil: N/A
Damage Mod.: -	Healing Rate: N/A
Accuracy: -	Power: 55
Carrying Capacity: 6435	Basic HTH Damage: 2d8
Movement Rate: 55" ground	
Det. Hidden: -	Det. Danger: 30%
Inventing Points: N/A	Cash: None
Inventing: N/A	
Origin & Background: Created by Prest Industries, Cybernetics Sub-division.	



The Minotaur robot will attack until destroyed. It will act in a 'minotaurish' fashion, bellowing and braying and attacking none too subtly.



**4. Topsy-turvy Room:** This small twenty by twenty foot chamber looks like a normal living room in your average suburban home, with the exception that it appears upside down. Furniture is fastened to the ceiling, the door the characters enter the room via is 'upside down', etc.

This room is a feint on Heinrich's part to keep the heroes on guard. The characters will be able to cross the room safely without undergoing any attacks.

**5. Spin Chamber:** This forty by sixty feet chamber is totally barren, the walls a plain shade of white with one foot wide black lines running totally around the perimeter in a variety of confusing patterns. A small five foot wide platform crosses from the open entranceway to an identical opening in the far wall, sixty feet away.

Nothing will happen until at least one character has crossed at least twenty feet on the platform. At this point the chamber will start to spin, the five foot wide platform being an 'axis' on which the entire room turns. The room turns a full 360° every ten seconds and anyone on the platform (which remains steady relative to the turning of the chamber) will be so adversely effected by the spinning patterns and general feeling of nausea that they have to make a d20 Endurance roll to avoid vomiting (a missed roll at this point could have some amusing effects).

The gamemaster should note that the entranceways to this chamber are part of the turning walls, so that they will only be usable when the room comes around to its 'original' position. Anyone ducking through onto the five foot platform will have to make a d20 Agility roll to get through successfully.

Anyone crossing the platform will have to make a d20 Agility roll every twenty feet. A missed roll will cause the character to fall if safety precautions were not taken. He will land on the 'floor' twenty feet below (taking appropriate damage) and as the room spins, he will take 1d8 damage every action round as he thumps along from floor to wall to ceiling to wall to back to floor again. A character taking such damage cannot 'roll' with it.

Of course, flying characters may be able to avoid falling off the platform simply by taking to the air. Heinrich has, of course, allowed for this possibility and has set up a series of robot Gargoyles to enter the chamber (through a hatch in the bottom of the room) as soon as a hero enters the room and is not on the walkway.

The robot's statistics are:

Identity: None  
Side: Heinrich  
Age: 2 weeks

Sex: None  
Level: 4  
Training: None

**Powers:**

- 1. Robotic Body:** Gargoyles have 'crafted' statistics of Strength, Endurance, and Agility, are non-sentient, and have no Charisma. They have wings which allow them to fly.
- 2. Natural Weaponry:** Clawed hands give the Gargoyles +2 to hit, +4 to damage.

Weight: 240 lbs.  
Strength: 20  
Agility: 18  
Reaction from Good: N/A  
Damage Mod.: +1 (+5)  
Accuracy: +2 (+4)  
Carrying Capacity: 1140  
Movement Rate: 53" ground, 477" flying  
Det. Hidden: -  
Inventing Points: None  
Inventing: N/A

Basic Hits: 5  
Endurance: 15  
Intelligence: Non-sentient  
Evil: N/A  
Healing Rate: N/A  
Power: 53  
Basic HTH Damage: 1d10 flying  
Det. Danger: 30%  
Cash: None

Origin & Background: Created by Prest Industries, Cybernetics Sub-division.

There will be one Gargoyle for every hero present, regardless of whether the heroes are in or out of the room. One Gargoyle will attack each hero who is in the room or enters it later. Any 'free' Gargoyle will hover in the middle of the room. If they are attacked by ranged weapons from the doorway, they will move to the doorway and attack the source of the ranged attack.

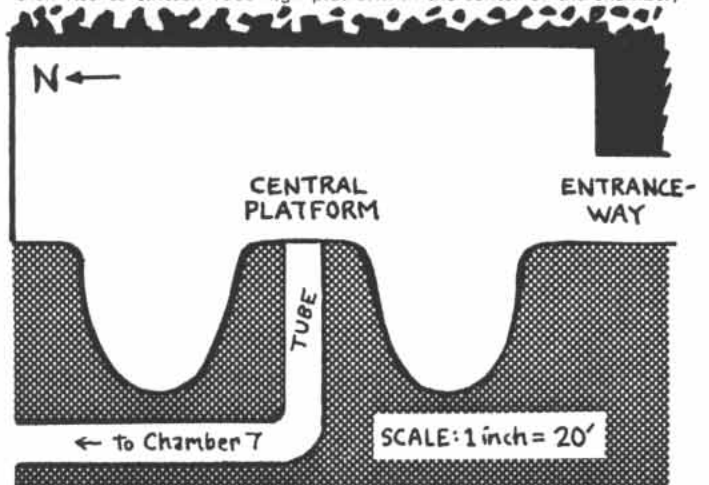


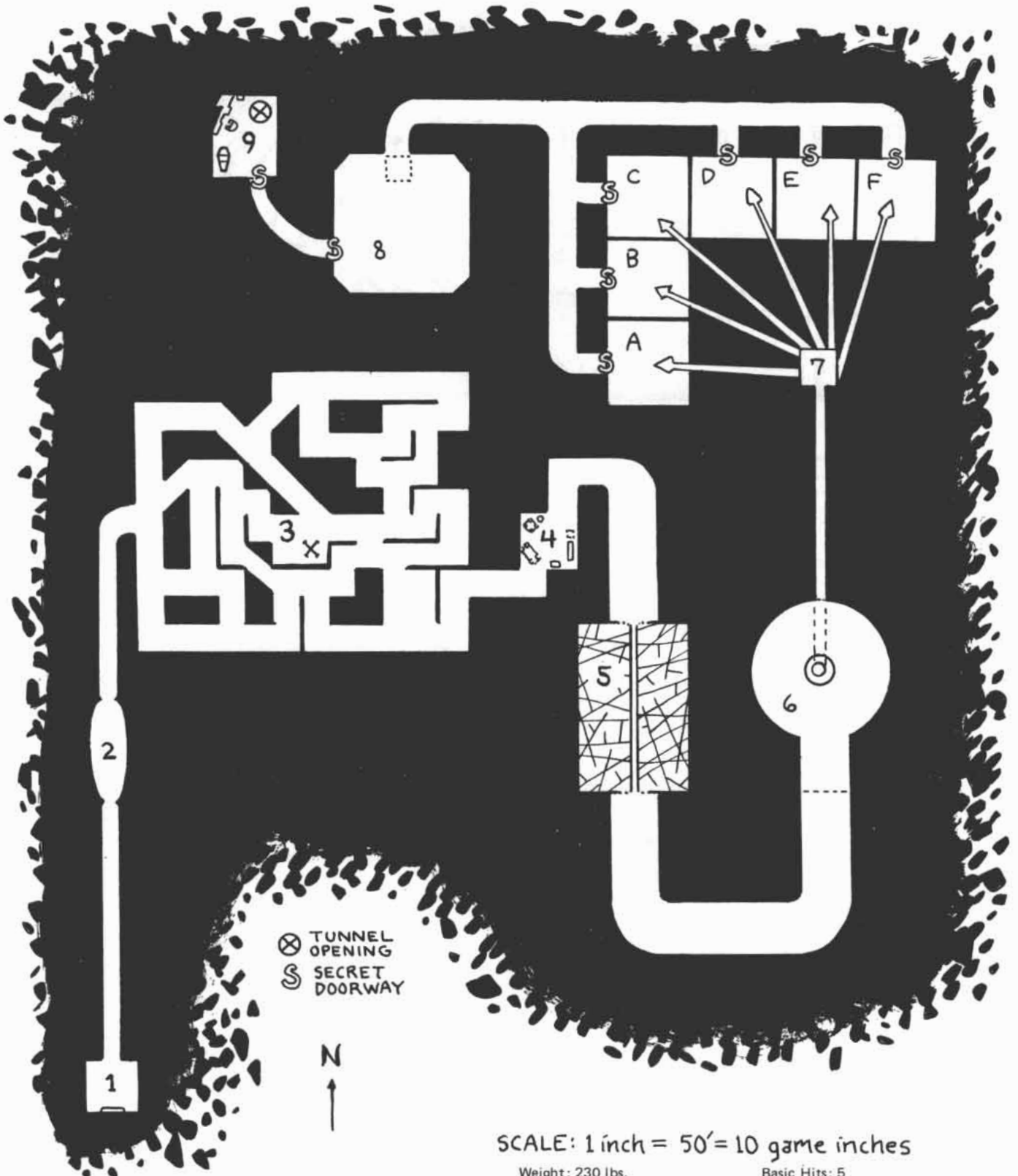
Once all characters are on the south side of the chamber, it will stop rotating.

**6. Sugar Bowl:** When all of the heroes have passed the dotted line twenty feet south of this area, a force field will spring up along this same line. The force field can be shattered, but only if at least thirty points of damage are done to a single spot. Characters can coordinate their attacks, but each must make a Dexterity roll on d100.

After thirty seconds, the force field will start to move north, pushing the heroes before it. The force wall will take another thirty seconds to reach the south (and only) entrance to the Sugar Bowl chamber.

The Sugar Bowl chamber is essentially that: a chamber that looks like an old-fashioned sugar bowl. The walls curve down from the edges, of the chamber. These walls are of the same metallic material which makes up the rest of the complex and are polished smooth. These walls then rise to sixteen foot high platform in the center of the chamber,





⊗ TUNNEL  
OPENING  
S SECRET  
DOORWAY



SCALE: 1 inch = 50' = 10 game inches

ten feet wide.

Standing on this raised platform is an android duplicate of Heinrich/Prest with the following statistics:

Identity: None  
Side: Heinrich  
Age: 6 months  
Powers:

Sex: None  
Level: 5  
Training: None

1. Android Body: This android has been crafted to exactly resemble Heinrich/Prest, although it is only about two-thirds as powerful and has none of Heinrich's special abilities. It will not react to religious items or other vampiric banes. It also possesses 8 pts. of Invulnerability. Its feet are magnetic.

Weight: 230 lbs.  
Strength: 22  
Agility: 17  
Charisma: N/A  
Reactions from Good: N/A  
Damage Mod.: +1  
Carrying Capacity: 2004  
Movement Rate: 57"  
Det. Hidden: -  
Inventing Points: None  
Inventing: N/A  
Origin & Background: Created by Prest Industries, Cybernetics Sub-division.

Basic Hits: 5  
Endurance: 18  
Intelligence: Non-sentient  
Hit Points: 32  
Evil: N/A  
Healing Rate: N/A  
Power: 57  
Det. Danger: 30%  
Cash: None





Once the characters have all been pushed into the room by the force field, the entire chamber will start to spin clockwise at such a rate of speed that any hero in the chamber will take a -10 to his or her Agility, and any attempted maneuver requires a 1d20 Agility roll.

The Heinrich/Prest android will say nothing, but will remain atop the platform, anchored by his feet. He will not voluntarily leave his post and the heroes will have to play 'King of the Hill' to get him off. The android takes no Agility penalty for the movement of the chamber, and his specially designed feet allow him a Strength roll on a d20 against any attack that could possibly knock him off of his position.

The room will continue to spin until the android is destroyed, the chamber will slow to a stop and a hatch will open in the center of the platform, revealing a tube going downwards (see cutaway drawing below).

The android, as previously mentioned, will not react to religious symbols, garlic, etc. Any Detect Hidden rolls are at -15% due to the motion of the room.

**7. House of Horrors:** The ten by ten foot chamber at the end of the corridor is totally empty, with plain metal walls. However, as soon as the heroes have all entered the chamber, a panel will shut to block the only exit/entrance. The characters will find themselves suddenly split apart by force fields and then dropping down through concealed trapdoors to various areas (A-F).

At this point Heinrich will have made a fairly complete assessment of the players from his hidden observation booth and will send them to what he feels are 'appropriate' areas. The gamemaster should himself decide at this point which hero goes to which area. If there are more characters than areas, then the gamemaster should feel free to send some to the tough areas such as B and C. Some suggestions for which type of hero should be in a particular area are given at the beginning of each area description.

**General Notes:** Each area is thirty by thirty feet, although use of holographics may make such areas look bigger (see separate descriptions). All are barren areas with the exception of A, which is filled to a depth of ten feet with water. Any decorations (lab equipment, chairs, trees, etc.) are holographic images and any character attempting to grasp any such object will find himself holding nothing but thin air.

**A. Black Lagoon:** This area is intended for an underwater-operating character if such exists in the party. If not, any character who is not badly handicapped in water (such as an electricity/lightning generator) can be sent here. Flying characters should not be sent here, however.

In this area (and in all others) the character(s) will drop out of the ceiling through a hole which will reseal itself as soon as the hero(es) are through. There will be a loud splash and the character(s) will find themselves in what seems to be a swamp, complete with trees, moss, brackish water, old logs in the water, a sunning crocodile and even mosquitoes.

As mentioned before, any solid-looking object is a holographic projection. Allow the character(s) two turns to find this out, then have the 'Creature' robot (see House of Horrors Robot section) attack.

As is the case with all of these areas, Heinrich is not trying to kill his test subjects and is trying to put them in circumstances where they should emerge triumphant. If they defeat the Creature, the water will drain out of the room and the door leading to the passageway will slide open.

**B. Laboratory:** This area looks just like a late-night mad scientist's

laboratory, with flickering electrodes, bubbling chemicals, etc. The characters will fall through the ceiling but take no damage.

As always, the characters can be allowed to explore for two turns. Then a covered lab table will shudder, revealing that the bulky outline underneath is actually a huge creature, 7'6" tall, stitched together out of numerous body parts, etc. This creature is the original Frankenstein monster (in actuality, of course, one of Heinrich's creations: he knew Shelley in her younger days). It will attack the party.

The creature is tough and Heinrich will only send characters here that he is sure can beat it after a long fight. The Monster is probably the toughest of the House of Horror robots and the gamemaster will have to carefully gauge his players to determine which characters are capable of taking it on.

Once the Monster is defeated the holograms will fade and the doorway leading to the exit passageway will slide open.

**C. The Moors:** Another tough monster: the gamemaster should again gauge the strengths and weaknesses of his players' heroes to determine who should be sent here.

The characters have come through the ceiling to find themselves on a mist-enshrouded moor, a full moon shining brightly overhead. The howl of a wolf will be heard in the background and visibility is limited due to the foggy tentacles.

After two turns for the characters to explore, the Werewolf will leap out of the fog, having a 30% chance of surprising any heroes. He will attack until defeated, and such a defeat will cause the holograms to fade and the doorway to the exit passageway will slide open.

**D. The Tomb:** This chamber looks like a crypt. There are a number of holographic coffins resting on stone shelves, but the 'centerpiece' of the room is a raised platform with the heroine, dressed in a simple white dress, resting on top of it, apparently asleep.

In actuality, the heroine is another android (see House of Horrors Robots section for its statistics), programmed to act as a vampire. If someone 'awakens' her, she will feign weakness (the android has not been programmed for speech) and await an opportune moment to attack her rescuer, snarling and revealing her 'fangs'.

This area has been designed to take advantage of any heroes who tend to have a weakness for beautiful women and the Gamemaster should feel free to send such characters to this area. Heroes have the normal chance to Detect Hidden to determine if the android is actually an android.

**E. The Caves:** The holograms here show a series of dismal, dank caverns, just barely lit by glowing moss and lichen. There are numerous caverns leading out of the 'main chamber' that heroes sent here will find themselves in, but the holograms are set up so that anyone following a passageway from the main chamber will eventually find themselves at their starting location. The walls are still insubstantial, of course.

After the heroes have been here for two turns, the Golem (see House of Horrors Robot section) will emerge from the damp clay/rock walls and proceed to engage any and all heroes in hand-to-hand combat.

Once the Golem is defeated, the holograms will fade and the doorway to the exit passageway will slide open.

**F. The Jungle:** Characters sent here will find themselves in the middle of a jungle clearing, in the middle of the night with a full moon above.

There is a holographic fire to one side and standing behind it is 'Zuembie Lord' (Billy Jimson), dressed in full regalia and wielding his rod. Beside him are a variable number of animated zombies. The Game-

master should determine the exact number based on how many heroes are present and what the characters' abilities are.

These zombies were animated from bodies that were fairly strong in life. Their statistics are as follows:

Str: 24 End: 26 Agi: 5 Int: 0 Wght: 220 lbs. Basic Hits: 5 Damage Mod.: -1 Accuracy: -4 Carrying Capacity: 1807 Basic HTH Damage: 1d10 Hit Points: 12 Movement: 55" Power: 55.

They will attack until defeated as soon as heroes enter this chamber.

Zuvenbie Lord will only fight to defend himself, using his rod's Dimensional Travel ability as necessary. If the battle against the zombies is going badly for the undead creatures, he will flee through the exit panel, which he can open with a remote-control device, and then shut it behind him. The door has the same structural strength as the walls, is ½ inch thick, and will open automatically as soon as the zombies are defeated. By this time Jimson will have gotten through Area 8 to Area 9.

If Zuvenbie Lord suffers the bad luck of being defeated, he will say nothing and will claim he was operating on his own. Jimson's further actions are detailed in the 'Conclusion' section.

**8. Chamber:** Following the exit passageways from the various House of Horror areas will inevitably lead the players to this fifty foot chamber. Heinrich/Prest will be standing in the center of this area, waiting for the heroes to arrive.

Heinrich will boldly challenge the players to attack him if they dare, laugh maniacally, and basically put on a pretty convincing show. However, as soon as all of the heroes are within the center ten by ten foot area (shown by a dotted line on the map) he will turn into mist and the floor will spring up in all directions, forming a ten by ten foot cube.

If some characters stay out of this area, say to use ranged attacks, Heinrich will avoid any hand-to-hand fighters to advance on these characters and force them into the ten by ten foot area. The cube trap will only form when all of the heroes are within the ten by ten foot area.

Once the cube has formed, it will move upward through a series of shafts, twisting and turning like some bizarre roller coaster ride. It will finally pop up just outside what is left of the circus grounds.

**9. Observation Chamber:** From here, Heinrich can monitor the entire funhouse complex through a plethora of hidden cameras. There is also a coffin here, filled with Heinrich's native soil, which he uses while taking his rest during the daytime hours. A ladder from here leads through a tunnel, straight up, to Heinrich's trailer on the circus grounds above.

**Additional Notes:** Characters who are rendered unconscious will either have to be carried along by their comrades, or left behind. Any incapacitated characters left behind will be removed by Heinrich and left at the access point where the cube pops up outside of the circus grounds.

## HOUSE OF HORROR ROBOTS

The gamemaster should note that all of these robots can be detected by anyone pausing to study them (requiring the use of one action). Such detection will involve the heroes listening for the faint hum of electronics, a slight jerkiness to the robot's movements, etc.

### THE CREATURE (Area A)

Identity: None  
Side: Heinrich  
Age: 3 months  
Sex: None  
Level: 4  
Training: None

#### Powers:

1. **Robotic Body:** Creature has 'crafted' statistics of Strength, Endurance, Agility and Intelligence, and no Charisma. It is designed to function underwater.
2. **Natural Weaponry:** Clawed hands give the Creature +2 to hit, +4 to damage.

Weight: 310 lbs.  
Strength: 24  
Agility: 13  
Charisma: N/A  
Reactions from Good: N/A  
Damage Mod.: +1 (+5)  
Accuracy: +1 (+3)  
Carrying Capacity: 2484  
Movement Rate: 59" swimming  
Det. Hidden: -  
Inventing Points: None  
Inventing: N/A  
Basic Hits: 7  
Endurance: 22  
Intelligence: Non-sentient  
Hit Points: 48  
Evil: N/A  
Healing Rate: N/A  
Power: 59  
Basic HTH Damage: 1d12  
Det. Danger: 30%  
Cash: None



Origin & Background: Created by Prest Industries, Cybernetics Sub-division.

### WEREWOLF (Area C)

Identity: None  
Side: Heinrich  
Age: 3 months  
Sex: None  
Level: 5  
Training: None



## Powers:

1. **Robotic Body:** Creature has 'crafted' statistics of Strength, Endurance, Agility and Intelligence, and no Charisma. The creature's metallic claws provide it with natural weaponry giving it a +3 to hit and a +6 to damage.

Weight: 280 lbs.

Strength: 22

Agility: 21

Charisma: N/A

Reactions from Good: N/A

Damage Mod.: +2 (+8)

Accuracy: +4 (+7)

Carrying Capacity: 1799

Movement Rate: 65" ground

Det. Hidden: —

Inventing Points: None

Inventing: N/A

Origin &amp; Background: Created by Prest Industries, Cybernetics Sub-division.

Basic Hits: 6

Endurance: 22

Intelligence: Non-sentient

Hit Points: 62

Evil: N/A

Healing Rate: N/A

Power: 65

Basic HTH Damage: 1d100

Det. Danger: 30%

Cash: None

**FRANKENSTEIN MONSTER (Area B)**

Identity: None

Side: Heinrich

Age: 3 months

Sex: None

Level: 3

Training: None

## Powers:

1. **Robotic Body:** Creature has 'crafted' statistics of Strength, Endurance, Agility and Intelligence, and no Charisma. The monster also has 12 points of Invulnerability.

Weight: 520 lbs.

Strength: 33

Agility: 6

Reactions from Good: N/A

Damage Mod.: —

Accuracy: -2

Carrying Capacity: 10,020

Movement Rate: 65" ground

Det. Hidden: —

Inventing Points: None

Inventing: N/A

Origin &amp; Background: Created by Prest Industries, Cybernetics Sub-division.

Basic Hits: 11

Endurance: 26

Intelligence: Non-sentient

Evil: N/A

Healing Rate: N/A

Power: 65

Basic HTH Damage: 2d10

Det. Danger: 30%

Cash: None

**FEMALE VAMPIRE (Area D)**

Identity: None

Side: Heinrich

Age: 1 month

Sex: None

Level: 4

Training: None

## Powers:

1. **Robotic Body:** Robot has 'crafted' statistics of Strength, Endurance, Agility and Intelligence, and no Charisma. Clawed fingers provide Natural Weaponry of +1 to hit, +2 to damage.
2. **Poison/Venom:** The robot can, on a special hit, manage to bite its victim, using its fangs to inject a drug which will cause the victim, if he or she fails a END saving throw on a d100, to feel faint and rather woozy, also halving the victim's Strength. Hit points will remain the same, as will Power, but Carrying Capacity and HTH Damage will be affected accordingly. The bite will also cause 1d3 points of damage which cannot be Rolled against.

Weight: 160 lbs.

Strength: 21

Agility: 16

Charisma: N/A

Reactions from Good: N/A

Damage Mod.: +1 (+3)

Accuracy: +2 (+3)

Carrying Capacity: 877

Movement Rate: 54" ground

Det. Hidden: —

Inventing Points: None

Inventing: N/A

Origin &amp; Background: Created by Prest Industries, Cybernetics Sub-division.

Basic Hits: 4

Endurance: 17

Intelligence: Non-sentient

Hit Points: 21

Evil: N/A

Healing Rate: N/A

Power: 54

Basic HTH Damage: 1d8

Det. Danger: 30%

Cash: None

**GOLEM (Area E)**

Identity: None

Side: Heinrich

Age: 3 months

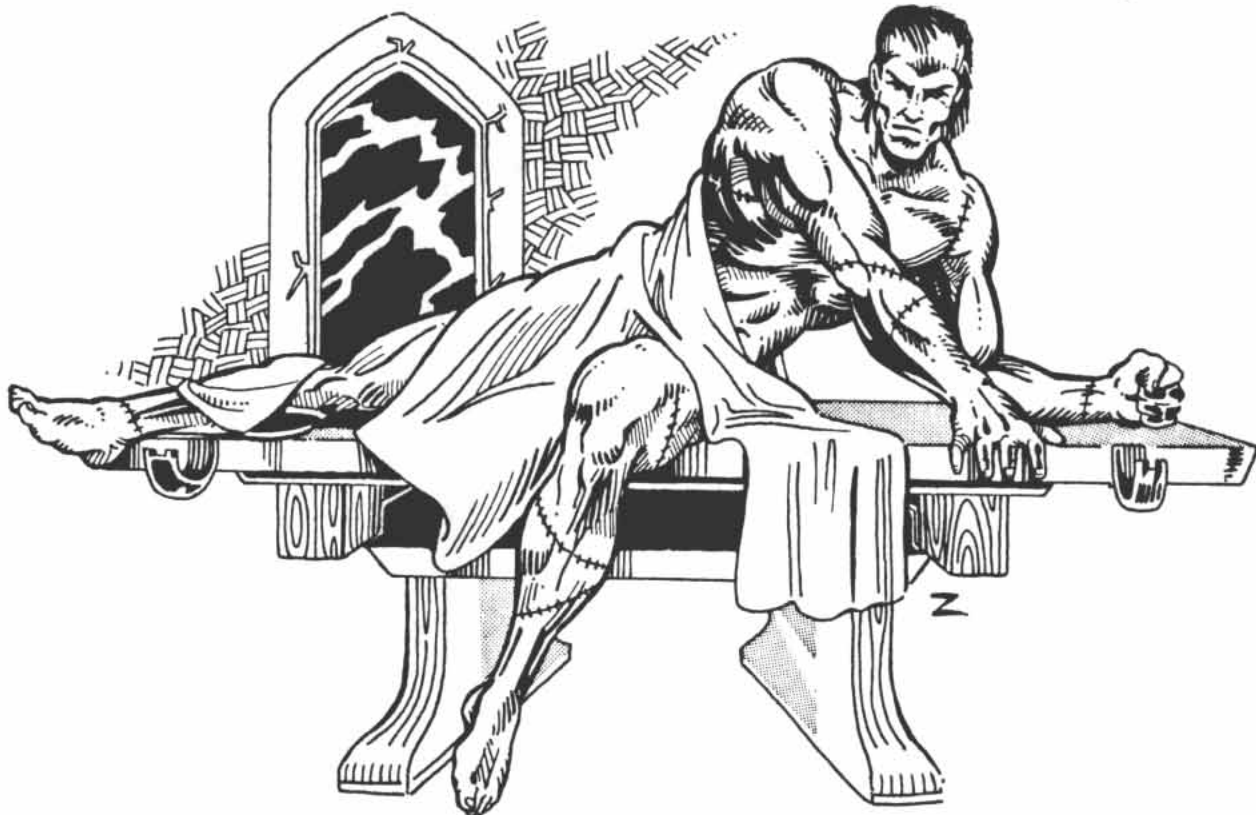
Sex: None

Level: 3

Training: None

## Powers:

1. **Robotic Body:** The robot has 'crafted' statistics of Strength, Endurance, Agility and Intelligence, and no Charisma. The golem has the special Body Power that anyone who hits it will find the striking object stuck in the golem's synthi-clay body. A d100 Strength roll must be made to pull away from the golem, and if a character's limb is stuck, any attacks he directs at the golem are at -5 to hit.



2. Vulnerability: The golem has the ancient Hebrew word for 'Truth' inscribed upon its forehead. If the first Hebrew letter is erased (requiring a special attack with hand-to-hand combat only), leaving the Hebrew word for 'Death', the golem will automatically deactivate.



Weight: 480 lbs.	Basic Hits: 10
Strength: 30	Endurance: 23
Agility: 5	Intelligence: Non-sentient
Charisma: N/A	Hit Points: 25
Reactions from Good: N/A	Evil: N/A
Damage Mod.: -1	Healing Rate: N/A
Accuracy: -4	Power: 58
Carrying Capacity: 7032	Basic HTH Damage: 2d8
Movement: 58" ground	
Det. Hidden: —	Det. Danger: 30%
Inventing Points: None	Cash: None
Inventing: N/A	
Origin & Background: Created by Prest Industries, Cybernetics Sub-division.	

## CONCLUSION AND WRAP-UP

At the end of the funhouse excursion, the characters will find themselves laying in front of the circus grounds. It is almost dawn and they can see that the circus is at the end of the long process of being taken down. All of the tents and booths have been loaded up on the trailers.

Characters checking around will find no trace of either Heinrich/Prest, Billy Jimson, or Albert. Most of the circus employees, if closely interrogated, will simply say that they were under the impression that Prest was going on ahead to the next circus location (Gamemaster's choice as to circus's next destination). Telepathy will confirm the truth of their statements.

The heroine will be in bed and totally unharmed. She will be totally unaware of Prest's location. As a follow-up, about a week after the conclusion of this adventure, she will receive a letter from Heinrich/Prest (see Sequel Ideas section), but when she does receive the letter, she will not let the heroes, or anyone for the matter, know about it.

Contacting Prest Industries (their headquarters location is in New York) will simply result in the players talking to a secretary who will inform them that, 'Mr. Prest is currently on vacation and I am not authorized to give you his location. Please try back in a week or so.' Players doing so will find that Mr. Prest is actually an extremely elusive fellow and seems to be out visiting various concerns across the country.

Characters may feel, and rightly so, that Prest was behind the construction of the funhouse complex and their subsequent 'testing'. How-

ever, investigating the old circus grounds will result in nothing but the discovery that explosive charges were apparently used to collapse the entire structure. Since the entire complex was some one hundred and fifty feet underground, it will take a major effort to uncover any evidence at all.

If the players still want to bring charges against Heinrich/Prest, they will first of all find that other than their word, they really don't have any evidence against the poor fellow. If they still persist, give them an 'A' for effort, and then have Heinrich/Prest contact his \$30,000 retainer legal staff and have the lawyers cheerfully blow the heroes' rather feeble case out the water.

If the players managed to catch Billy Jimson ('Zuembie Lord'), they will find that Prest's legal beagles have been at work again, and that the poor fellow was actually under the influence of Mind Control. This will be enough to get Jimson out on bail, and he will mysteriously vanish quite promptly thereafter. Although Billy will be released, his Rod will be kept in custody, and the heroes themselves might ask the local authorities to let them take care of. Heinrich will take any steps to recover it, biding his time until the players drop their guard and then use his mist form to break into wherever the Rod is stored and steal the artifact for Billy.

Overall, the heroes will quite likely find themselves in a dead end, unable to bring a case against Heinrich/Prest. This is how the adventure was written, and this adventure is intended mostly as a jumping off point for further adventures (see the Sequel Ideas below).

Concerning experience and reward money, Billy is the only actual person who could possibly be turned in for reward money, but he is not wanted for any crimes and therefore is worth nothing. Players should of course get experience for Billy and the robots that they defeated. In the case of the House of Horror robots, the gamemaster may award the experience points for particular robots only to the characters who helped defeat that robot, or he can divide the total experience of all the defeated robots among all of the players. Bonus experience points can, of course, be awarded for players performing above and beyond the call of duty. For instance, a character who fought the Golem and recalled the secret to defeating it by erasing the first Hebrew letter inscribed upon its forehead might will be entitled to a 200 point bonus award.

## SEQUEL IDEAS

**Terror by Night**, while a self-contained adventure by itself, provides many jumping off points for other scenarios, some involving Heinrich himself while others concerning vampires of the more traditionally 'bloodthirsty' sort.

Some suggestions follow:

### Heinrich Returns!

Intent on winning the love of the beautiful heroine, the ages-old vampire comes back to town to covertly contact his lady-to-be. The players may accidentally stumble upon their old nemesis, or Heinrich may become interested in further testing them. Unless the heroine was harmed, Heinrich will bear no grudges, however.

### Resurrection.

The lords who burned Heinrich's first wife and child have been accidentally resurrected from the 230 year living death that Heinrich sentenced them to. The *nosferatu*, a group of five to eight, are running rampant in their native lands of Germany and the characters become somehow involved. Heinrich may also become aware of his freed enemies and an alliance may be required between him and the players to defeat the undead before they spread their vampiric plague across all of Europe and beyond.

### Revenge.

One of the many covens of vampires that Heinrich has angered over the centuries, or a group of vampire hunters, have discovered Heinrich's affection for the heroine and kidnap her with intent to use her as bait to capture and kill their enemy. Heinrich may find himself forced to call on the players for help (appealing to their sense of justice, as the heroine is an innocent) or the players might attempt to thwart the kidnapers' scheme on their own.

### Mistaken Identity.

Another vampire comes to town and goes on a rampage. This second vampire may or may not be aware of Heinrich's existence, but, by one of those strange coincidences that happen only in the comic books, will pick the heroine as a target anyway. Heinrich, who

will be keeping close tabs on the heroine whether he is in town or not, may hear of this new vampire and take steps to eliminate him. He may need the players' assistance, or the heroes may find themselves caught up in the middle of a vampiric feud.

**The Enemy Within.**

One of the heroes (male or female) is inflicted with the curse of the undead by a vampire other than Heinrich. The superhero(ine) will find themself wrestling against the bloodthirst of the curse and the mental domination of the vampire who gave them their vampiric powers. The controlling vampire will, of course, take great delight in using his super-powered servant for his own ends, and the other players may find themselves fighting their own companion, or perhaps even be unaware

of their afflicted comrade's problem. The heroes may try to solve the problem themselves, or perhaps contact Heinrich (if they have allied with him before) for his help.

In any case, Heinrich should always be presented with nobility and a sense of honor. If he is forced to ally with the heroes, or vice versa, both sides should come away with a sense of respect for the other. While not every scenario in your campaign should revolve around vampires, Heinrich can easily become a semi-regular companion. Who knows: with perhaps a little guidance from a determined group of superheroes, Heinrich might overcome his inborn ruthlessness and join the characters as a fellow hero!



# CONVERSIONS:

# AND SUPERWORLD™

BY THE AUTHORS OF SUPERWORLD AND V&V

Before we get to translating characters (which can be done fairly easily), we must come to grips with two different philosophies of game design, and why a literal translation of super powers from one game to another is virtually impossible.

**Superworld** is a very structured game in which every power must be paid for in hero points which are based on the original rolled statistics of the hero, various disadvantages he adds to his powers, and handicaps he must bear.

**Villains and Vigilantes** is an open-ended game which strives to follow the example of the comics, where heroes are not usually in a situation where they can pick their own powers and weaknesses. Characters are generally based on the players themselves and powers are rolled randomly, unless the Gamemaster decrees otherwise.

Another incompatible part of the two game systems is the type of damage rolled. In **Superworld** the player has control of how much damage his Energy Projection will do. As long as he has the points to pay for it, he can have as big a blast as he wants. In **Villains and Vigilantes** a character's Agility and Intelligence give Accuracy and Damage Modifiers which affect the basic chance to hit and the damage caused by a super power. It can also be effected by other super powers, having rolled said power multiple times, using multiple attacks, and using various powers in tandem or with special applications a character could train in or invent.

Thus, there is no direct correlation between the two games.

The Gamemaster or player who wishes to translate the **V&V** power blaster into a **Superworld** Energy Projector must establish for himself an 'average damage' for the campaign and base the damage to be assigned to the Power Blaster's attack upon that.

Translating the other way is simplicity itself. If the **Superworld** hero had a 'common' Energy Projection, then he is given Power Blast straight. If it is more than common, then it is assumed that he either had a multiple roll of the power or it is boosted by some other power, such as Heightened Attack, Body Power, Psionics, or whatever the translator feels best reflects that character's abilities.

For most powers, it is simply a matter of looking at the power as it is described in one game system, then looking at a similar power in another. One thing to watch out for is the way the powers of both game systems combine effects. It is not immediately obvious until you look at the combat table, for instance, that a **V&V** character with Lightning Control is nearly invulnerable to Lightning Control attacks. The translation process to **Superworld** must therefore include excellent Resistance from Lightning attacks.

Similarly, the **Superworld** Stretching power includes some form of protection from kinetic and electrical attacks. While Stretching Powers in **Villains and Vigilantes** can be used as a fairly effective defense, the equivalent would probably be something more along the lines of Stretching Powers combined with Heightened Defense.

It is therefore recommended that when translating characters from one game to another, that one ignore such things as the maximum number of powers and weaknesses a character can have in **Villains and Vigilantes** and the maximum number of Hero Points a player has to spend in **Superworld** and to strive to maintain the integrity of the character being translated.

The following list gives the **Villains and Vigilantes** powers and weaknesses and their closest **Superworld** equivalents.

**Villains and Vigilantes**  
 Absorption  
 Adaptation  
 Android Body  
 Animal/Plant Control  
 Animal/Plant Powers  
 Armor  
 Astral Projection

**Superworld**  
 Absorption, Mimic or Reduction  
 Adaptability, Resistance  
 Whatever Fits  
 Mind Control (Animal)  
 Whatever Fits  
 Resistance  
 Astral Projection

## Villains and Vigilantes

Bionics  
 Body Power  
 Chemical Power  
 Cosmic Awareness  
 Darkness Control  
 Death Touch  
 Disintegration Ray  
 Devitalization Ray  
 Dimensional Travel  
 Diminished Senses  
 Emotion Control  
 Flame Power (1)  
 Flame Power (2)

Flight  
 Force Field (1)  
 Force Field (2)  
 Gravity Control  
 Heightened Agility  
 Heightened Attack  
 Heightened Charisma  
 Heightened Defense  
 Heightened Endurance  
 Heightened Expertise  
 Heightened Intelligence  
 Heightened Senses  
 Heightened Speed  
 Heightened Strength  
 Ice Powers

Illusions (A)  
 Illusions (B)  
 Invisibility

Invulnerability  
 Life Support  
 Light Control

Lightning Control

Lowered Intelligence  
 Low Self Control

Magical Spells  
 Magnetic Powers

Mind Control  
 Mute  
 Natural Weaponry  
 Non-Corporeality  
 Paralysis Ray  
 Pet  
 Phobia/Psychosis  
 Physical Handicap  
 Poison/Venom  
 Power Blast  
 Prejudice  
 Psionics  
 Reduced Agility  
 Reduced Charisma  
 Reduced Strength  
 Regeneration  
 Revivification

## Superworld

Whatever Fits  
 Whatever Fits  
 Whatever Fits  
 Cosmic Consciousness\*  
 Darkness  
 Poison  
 Transmute, Energy Projection  
 Reduction  
 Dimensional Shift  
 Physical Problem  
 Emotion Control  
 Energy Projection  
 Energy Projection, Force Field,  
 Flight  
 Flight  
 Shield\*  
 Energy Projection  
 Gravity Projection  
 Super DEX  
 Impaling Advantage  
 Super POW  
 20% Defense  
 Super CON  
 Skill Increase  
 Super INT  
 Super Senses  
 Supermove  
 Super STR  
 Kinetic Energy Projection, Snare  
 Projection, Force Field, Armor  
 Illusion Projection  
 Energy Projection, Force Field  
 Normal Invisibility — still detectable  
 by other senses.  
 Armor  
 Adaptability  
 Energy Projection, Dazzle, Force  
 Field  
 Energy Projection, Resistance to  
 Electricity  
 Lowered Characteristic  
 Failure Chance or Psychological  
 Problem-Berzerk  
 Whatever Fits  
 TK, Energy Projection -Electric,  
 Force Field or Resistance  
 Mind Control  
 Physical Disability  
 Energy Projection - no range  
 Insubstantiality  
 Paralysis\*  
 Sidekick  
 Phobia  
 Physical Handicap  
 Poison Gas Projection  
 Energy Projection  
 Psychological Problem Handicap  
 Whatever Fits  
 Lowered Characteristic  
 Lowered Characteristic  
 Lowered Characteristic  
 Regeneration  
 Resurrection•

**Villains and Vigilantes**

Robotic Body  
 Size Change  
 Sonic Abilities  
 Speed Bonus  
 Special Requirement  
 Special Weapon  
 Stretching Powers  
 Telekinesis

Teleportation  
 Transformation  
 Transmutation  
 Vehicle

Vulnerability

Vibratory Powers

Weakness Detection  
 Water Breathing  
 Weather Control

Willpower A  
 Willpower B  
 Wings

- See the **Superworld Companion** for these powers.

**Superworld**

Whatever Fits  
 Super SIZ or Micro SIZ  
 Energy Projection, Force Field  
 Supermove or Superspeed  
 Various Power Disadvantages  
 Whatever Fits  
 Stretching  
 Telekinesis, Energy Projection,  
 Telepath, Mind Search, Mind Block  
 Teleport  
 Shape Change, Impersonate  
 Transmute  
 Movement Powers as Vulnerable  
 Devices plus Sidekick abilities  
 Added Damage or Special Vul-  
 nerability  
 Energy Projection, Force Field  
 Insubstantiality  
 Spot Weakness Skill  
 Adaptability to Underwater  
 Energy Projection, Darkness,  
 Flight, etc.  
 Meditation  
 Mind Block and others  
 Flight with vulnerable device

The following table is a listing of various statistics in **Superworld** and their approximate equivalents in **Villains and Vigilantes**.

<b>Superworld</b>	<b>Villains and Vigilantes</b>
STR. . . . .	.Strength
CON . . . . .	.Endurance
SIZ . . . . .	.Weight/17
INT. . . . .	.Intelligence
POW . . . . .	.Charisma
DEX . . . . .	.Agility
APP. . . . .	.A <b>V&amp;V</b> character's appearance is usually that of the <b>V&amp;V</b> player. Therefore, the exact score must be decided by GM/Player agreement.

Note that **Superworld** is a trademark of Chaosium, Inc. **Villains and Vigilantes** is a trademark of Fantasy Games Unlimited Inc. All such trademarks used herein are used by cooperative agreement between these companies.

**STEP RIGHT UP VIGILANTES !!**  
**IF YOU THOUGHT YOUR DAY WAS DEADLY...**  
**BRACE YOURSELF FOR *TERROR BY NIGHT!***



**STEVE CROW**  
WRITER

\* **PATRICK ZIRCHER** \*

ARTIST

**JACK HERMAN**  
EDITOR

\* **PROF. TODD** \*

ARCHIVIST