

ENTER THE DRAGON'S CLAW

HONOR



by KEN CLIFFE

HONOR

A
VILLAINSTM
AND
VIGILANTES
ADVENTURE

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EDITORIAL INTRODUCTION

Most readers will have already been aware of Ken Cliffe through his earlier **V&V** adventure, **Organized Crimes**. HONOR is obviously in the same setting as demonstrated by the role played by Vanguard Inc. Needless to say, this is not Ken Cliffe's last **V&V** adventure as there are several more in the works which are well on the way to final release at FGU.

Perhaps the most interesting feature to Ken Cliffe's first two adventures is their setting in New York City. Ken is a Canadian. It is typical of comic books that most action takes place in New York as the headquarters of both Marvel Comics and DC. But, as this is changing in the comics industry, it is changing in gaming application. Ken Cliffe's next book (where he works with a co-author) takes place in Canada — as is only natural. Watch for **Alone into the Night**.

Scott B. Bizar
Editor-in-Chief
(Whatever that Means)



PREFACE

In light of the recent surge of interest in Japanese based stories in comics these days, specifically those based upon Ninja, it seemed in due time that such an adventure be added to the **Villains and Vigilantes** line of products. This adventure pack was designed around a group of characters ranging from third to seventh level and four to six in number. Of course, increasing or decreasing the powers or number of villains in this adventure can be done to better suit the characters who will experience the contents herein. The adventure is based in present day New York City, but could easily be located in any city in which the GM bases his or her campaign. Placing this adventure in another time frame could be accomplished with a bit of work on the Gamemaster's part.

Players intending to be run in this adventure should stop reading at this point so as not to ruin any surprises further on.

Now, bring on thos bad guys!

With Special Thanks to:

Canadian Shield
Redcoat
Meteor
Harrier
Lord Ranger

If it were not for these men, the world would be in dire straits.

Now, bring on those bad guys!

1. A TV Introduction

There is a variety of ways in which this adventure can begin, but all involve the character(s) while watching the evening news one night on television. It is up to the Gamemaster whether or not a single member of the superhero group, the entire group, or whoever is being run in this adventure is watching the news. In any case, a special report will be delivered (something to the tune of the following):

'... and on the business scene today, noted Japanese billionaire, Yasunari Yamashito, owner and president of Yamashito Electronics, arrived in New York (or whatever major city fits the GM's campaign) today. There is no definite word in as of this moment as to Mr. Yamashito's reason for this unannounced visit, but it is suspected that a major merger or takeover may be planned for Yamashito Electronics by the American conglomerate of Vanguard, Inc. (of Organized Crimes infamy). A transaction of such magnitude would, no doubt, be quite devastating to existing American firms as Yamashito Electronics already controls much of this nation's technological market. When interviewed, John Yamashito, son and successor to Yasunari Yamashito's empire, was noted in saying (a news clip is shown):

'At this moment there is no official word as to my father's visit. The rumors which have spread recently about an American takeover are just that, rumors. I am happy to say, however, that my father is quite pleased with the way I have managed the western subsidiary of the

corporation in my vice presidency. We can only hope that the inheritance of my father's empire is long in coming.'

'Upon landing, Mr. Yamashito was met by a torrential sea of reporters, but made no comment as he and his personal bodyguard made their way through the airport terminal to be escorted away by a convoy of company limousines.

'Stay tuned to this station as we will keep you updated as information comes in.

'Dave Dugan is up next with the weather...'

In general, no above average interest should be taken by the characters about this report. The hero(es) viewing the broadcast should, however, recall hearing rumors of such a company takeover but have probably paid them no heed. What is public knowledge about Yamashito Electronics is that it is owned by Yasunari Yamashito, who is also the firm's president. Yasunari Yamashito's usual residence is in Japan, and his personal visit to the United States does come as a big surprise. In the States, Mr. Yamashito's son, John, is in charge of the company and is his father's acting vice president for North American business matters. In general, Yamashito Electronics is one of the largest electronics companies around (competing with Manning, Mantouri or Emerson, if they exist in the GM's campaign). The possible sale to Vanguard Incorporated does, therefore, seem slightly unorthodox.

2. The Ambush

The next night, when the heroes take to the streets, rooftops, or airways (whichever is their usual medium of transportation) to scour the city in search of crime, nothing is found to be outstanding or unusual other than maybe a mugging or two, which the heroes can interrupt (at the GM's discretion). Then, at about 10:00 PM, a black limousine is spotted making its way down a more peaceful backstreet. Almost immediately the car can be recognized as the one in which Yasunari Yamashito left the airport, as seen on the previous night's newscast. It bears the distinctive symbol which is the trademark of Yamashito Electronics. With their curiosity peaked as to where the elusive Yasunari Yamashito or his son may be headed, the heroes may well decide to follow the limousine.

After tailing the car for a short time (at a respectable distance, of course), a Detect Hidden roll can be made for each character who could possibly notice a hidden Ninja assassin. The Ninja has a bow drawn and is waiting for the company car to pass the alley in which he is hiding (see Map No. 1, The Street). The heroes may see him as a possible assailant robed completely in black (Ninja No. 1). A glimmer of light off the arrow he has poised to fire would be what attracts a hero's attention (unless, of course, some other detection ability is used by a hero in the group).

Before they can reach him, however, the Ninja will fire his shaft into a tire of the car, causing a blowout. The assassins will then seem to appear out of every shadow and the heroes will soon find that they have their hands full as Ninjas number 2 through 8 attack the limousine. They will attempt to capture the occupant, Yasunari Yamashito, as well as his personal bodyguard and aide, Yooso.

The limo will be trapped between the two manholes shown on the map, and is flanked by the alley when the tire is blown-out. Along with Ninja number 1 in the alley, spring forth Ninjas number 2 through 4 to

attack the limousine. Ninja number 5 will climb out of the more northerly manhole, while Ninja number 6 makes an attack from the southern manhole. Both Ninjas number 7 and 8 hide in the empty trash cans, east and west of the street respectively. The limousine is completely surrounded.

It should be noted that although none of these assailants is prepared for superhero intervention in their attack, each Ninja should be entitled to his Detect Danger roll.

Mr. Yamashito is not completely without defensive help. His aide,



Yooso, will leap from the back seat of the limousine and will fight off the ambushers with a passion. His skill in combat is quite impressive, but surely is not enough to compete with the eight attackers at one time. Hopefully, the player-characters will be true-blue enough to rescue the two trapped men.

If, in time, the Ninja appear to be losing the fight, the remaining few will attempt to escape under the cover of night and report back to their master. The report will be one of failure, but due only to the heroes' interference in their planned ambush. The price for failure is suicide with honor. Those Ninja who are incapacitated in the battle or knocked unconscious, will be found to be dead, as explained later.

During the entire period of the melee, Yasunari Yamashito will never appear from within his limousine, and the heroes will be thanked by his aide. Yooso is very grateful for the characters' assistance in the fight but he will not reveal the destination of the limousine or the reason for travel on such a secluded street. The truth of the matter is that Mr. Yamashito was to meet with the owner of Vanguard Inc., Leslie Richter. The two were to discuss the details of the Vanguard conglomerates takeover of Yamashito Electronics, which, in reality, is going to occur. The limo was taking this route of back streets as Mr. Yamashito is disturbed enough over his fateful decision to sell his company and wishes to avoid reporters and interruptions as much as possible. The threat of a Ninja attack was known to him, but was the price he paid for the seclusion he desired. Yooso will then bid the heroes farewell, but, before disappearing completely into the car, he will whisper to the nearest character:

'Do not worry, my friend. We shall speak again . . . soon.'

Should Yooso have been knocked unconscious during the battle, he will awaken at the time that the heroes wish to speak to Yamashito. Once Yooso has retreated into the limousine, the driver will have nearly finished replacing the ruptured tire. By the moral code which all heroes follow, they should be forbidden to pursue Mr. Yamashito further that night, as it is by his stated wish that he be left alone. The heroes need not worry about further Ninja attacks that night as the assassins must reorganize their future kidnapping attempts with the thought of superhero intrusion in mind.

If it should occur that the Ninja are victorious over the characters, the microchip clue will be found as discussed in 'The Victorious Claw.' The successful Ninja will flee with both Yamashito and Yooso as their hostages (see 'The Victorious Claw' and 'Deception' for more details).



SCALE: 1 SQUARE = 5 FEET

2.1 KEY TO MAP NO. 1, THE STREET

The shops and stores on either side of the street are all closed and locked up for the night. Presently, the area is void of any bystanders.

The road, the sidewalk, and the alley are all of concrete construction; therefore having 6 Structural Points. Each shop and store along the street has a glass storefront window with 1 Structural Point. The walls of these buildings are of mortar and brick and have 5 Structural Points.

Manholes: There are two manholes represented on this map. From these are ladders which can be used to gain entrance to the sewer system below. Manhole covers weigh sixty pounds and have 10 Structural Points as they are composed of cast iron. From the surface, these covers are difficult to remove without a strong pole inserted in the hole and used for leverage. There is no place on the cover to get a grip with hands when it is in position over a manhole.

Trash Can: There are two such trash cans on the map and both are void of garbage or the usual contents of such receptacles. Both are the hiding places of Ninja attackers. Each can weighs twenty pounds and has 8 Structural Points as they are made of aluminum.

Fire Hydrant: This hydrant is made of cast iron and has 10 Structural Points. However, to tear the hydrant from its concrete footing requires a total of 15 points of Structural damage from pulling or prying. Tearing a hydrant from its position will cause a fountain of highly pressurized water to explode out from the pipes beneath the hydrant. Anyone coming into contact with this gushing fountain will take 1d4 points of damage. The fountain will subside in ten turns. The hydrant itself weighs one hundred and twenty pounds.

It should be the heroes' duty to inform the proper authorities if the hydrant should become broken during the course of the battle. A broken fire hydrant would be of no help to innocent residents in the event of a fire in the future.

Street Lamp: The pole to a street lamp is made of concrete and has 6 Structural Points. The light itself has 1 point. These lamps light up an area within a ten foot radius of the source. Anyone making contact with a broken lamp will take 2d8 points of electrical damage. A pole weighs eight hundred pounds and is fifteen feet tall.

3. The Cause

The name of Yamashito has been one of great influence in the Japan of the past. From generation to generation, the wealth and power of the family has been passed on; and with that wealth, the duty to keep honor in the family. As of late, however, Yasunari Yamashito has had doubts as to whether this family honor can be carried on by his son John. Since he was but a boy, John Yamashito has shown a great desire to be better and to conquer over those who he viewed as his inferiors. Seeing this lust for power grow and fester like a disease in his son, Yasunari Yamashito has had increasing doubts in his son's mental stability. Soon John came of age and his position in the family power was to be granted as tradition dictated. Fearing his son's motives, Yasunari Yamashito placed young John in charge of the North American division of the family empire, separating father in Japan from son in America. It was hoped that the burden and responsibility that went with the family's position would quench John Yamashito's thirst for dominance. John, however, overcame the difficulties in running the American division of the family business and soon craved more than he had already attained. It was even rumored in Japan that John Yamashito had leagued with an ancient and infamous Japanese cult known as the Dragon's Claw. Though many believed that the Claw was merely a fairy tale used by the elderly to frighten their grandchildren, the cult does indeed exist in reality. Yasunari Yamashito knew from these reports that his son was completely mad or too evil to be dealt with. Under these circumstances, Mr. Yamashito

was forced to make a somber decision. He would have to break all family tradition and open use of his name and power to others by selling this power he had helped to create, Yamashito Electronics. There was no telling what might be done with this power and to the family name if John inherited the company. Yasunari Yamashito could not allow this to happen.

However, John Yamashito was not so blind as to allow his father to deny him his inheritance, to which he feels entitled. With a few well-placed spies, the usurper learned of his father's intentions and has convinced the Dragon's Claw that the honor of the Yamashito family was at stake if a foreigner were allowed to gain control of the company. The Claw finally agreed with John's claims, which he stretched as far as claiming that all Japan would be dishonored if the sale of Yamashito Electronics were allowed to take place. He also made claims to the assassins that his intentions were purely honorable and that the sanctity of his family name was more important to him than the power and wealth that went with it (an obvious lie).

Now, under the command of John Yamashito, the Dragon's Claw is attempting to kidnap and return Yasunari Yamashito to Japan. There, he will face the judgment of the High Council, who are the absolute masters of the Dragon's Claw. It will be these men who decree a punishment upon Yasunari Yamashito, which will be by their standards, suitable (death).

4. A Plea for Help

Later, that same evening, the heroes will be contacted by Mr. Yamashito's aide, Yooso. This contact will be made by phone, if the heroes have a known number to call, or by a message, found in a place where the heroes are known to frequent. If neither is possible, it is up to the Gamemaster to create some form of contact that can be initiated by Yooso. Whatever the means, Yooso will plead with the heroes to meet him at the location of a now-abandoned zoo in Central Park that same night, at the front gate (if the Gamemaster is using some other city as the setting for this adventure, another nearby park would fit the description just as easily). If the heroes are a bit apprehensive about making the trip, a hint of life and death circumstances should bring them out of it and to the park.

When the characters arrive at the zoo, they will be met by the lone Yooso. His words will be quick and decisive:

'I am thankful that you could come. As you witnessed earlier this evening, my master and I are faced with great peril in coming to your America. As you may well know, Yasunari Yamashito is of a wealthy and honorable clan in Japan. This honor, however, is in great jeopardy. John Yamashito, the vice president of Yamashito Electronics here in the States, is by right the sole inheritor of the company worldwide if his father should pass on. John is possessed by this power and craves his father's empire more than anything else. This is why I have summoned you here tonight.'

'The boy has convinced an ancient Japanese order to kidnap his father. They are known as the Dragon's Claw and you fought against their minions earlier tonight. My master, by his own accord, has de-

ecided to sell the company to your American conglomerate, Vanguard Incorporated. This will stop his son from inheriting the family's business holdings and destroying the honor of the family's name.'

Mr. Yamashito is a proud man and would not come here tonight, even though I begged him to come. I now plead for your help. Protect my master from the Claw and from his ruthless son before they can steal him back to Japan where he will surely meet his doom at their hands. The sale of Yamashito Electronics is in two days. My master must live to see that day, or there is no telling what tragedy might befall my country or your New York City.'

True heroes would immediately accept the appeal of Yooso and would protect Yasunari Yamashito with all of their powers. Should the player-characters refuse to help or intentionally avoided meeting with Yooso, a severe Charisma loss should be suffered and the adventure will end at this point.

Yooso will be overjoyed if the heroes accept his plea. He will further warn them that the Dragon's Claw are a formidable foe. Any defeat they may have suffered that night was completely due to their lack of preparation for superhero intervention. Yooso will also make the characters aware of a further caution of which they must be aware.

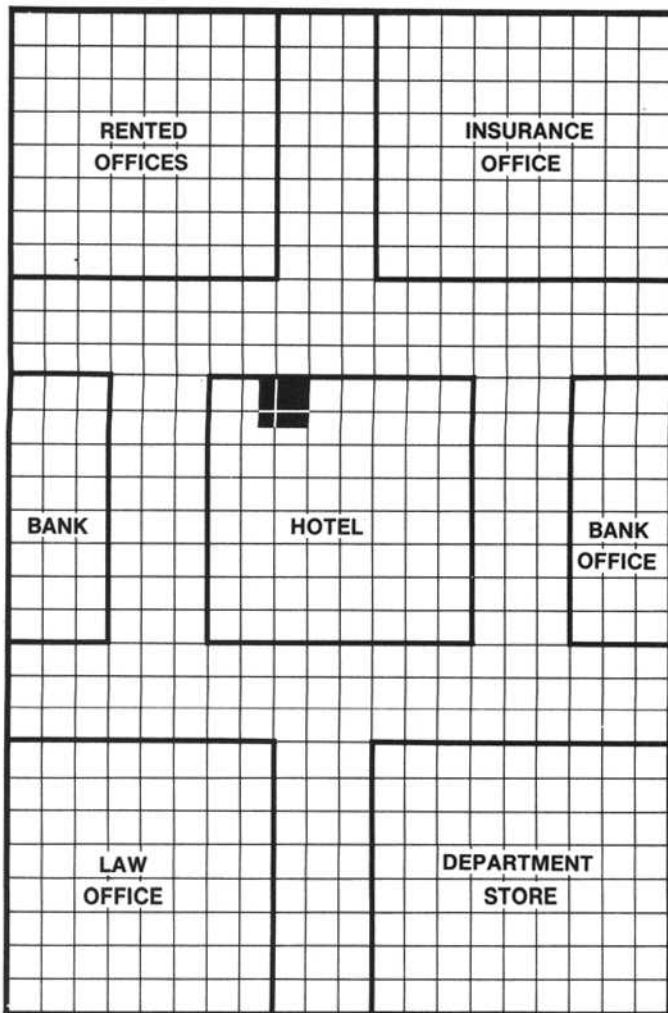
'It is imperative that you keep a distance between yourselves and my master. It is against his will that I have met with you here tonight and he would feel deeply dishonored if he knew I had resorted to the assistance of outsiders in a family matter. Again, I thank you, but now I must go, for even I am in danger of attack from the Claw.'

Yooso will then turn and disappear into the night.

5. Guard Duty

The decision as to how the characters will proceed in protecting the life of Yasunari Yamashito is entirely up to them. It must be remembered that 'guard duty,' for lack of a better term, should be kept discrete. This secrecy is favorable for the heroes in two ways: one, Mr. Yamashito will never be the wiser to his protection as was requested by Yooso and; two, the Dragon's Claw will not be completely prepared for superpowered intervention in future kidnapping

attempts. There are many ways in which the heroes may keep a protective eye on Mr. Yamashito. A simple surveillance of his hotel room and all of his actions is the most conventional method. The hotel stayed in by Yamashito is a matter of public record and knowledge, but reporters have not as yet even attained a simple interview with the man. His privacy has been made a matter of hotel priority. Thus, in the lobby is a veritable sea of reporters and cameramen, all waiting



SCALE: 1 SQUARE = 30 FEET

KEY TO MAP NO. 2

This map represents the location of the hotel in which Mr. Yamashito stays, as well as the surrounding buildings. The hotel itself is fifteen stories tall with a stairway system that connects floor to floor, including the roof. Exact descriptions of each floor and room are not necessary, but the GM may base the interior appearance of the hotel on that of any hotel he or she has visited in the past. The elevator system is carefully watched and a key is required to have the doors open on the top floor, where the Presidential Suite is located. This is now sealed off from the public for reasons of security at the request of Mr. Yamashito.

Hotel employees and guests may also be created from the past experiences of the Gamemaster, if the need should arise. Mr. Yamashito's suite on the top floor is represented by the black square on the map.

Should the heroes have decided that surveillance of the suite is the best means by which to protect Yamashito, they may wish to perch themselves on any of the buildings which surround the hotel. The following is a description of each of these buildings for the Gamemaster's reference.

Rented Offices: This building is used in the manner suggested by its name. Any business, large or small, can or already does have a lease on any one or group of offices in this building. Vacancies still exist, and if the players plan on keeping a long vigil over Mr. Yamashito, they may rent an office for a short period. The building is open twenty-four hours a day and is protected by a security system and a team of guards. It stands twenty stories tall.

Insurance Office: The insurance company which conducts business from this building may be real or fictional, as the GM desires. Should the heroes wish to run their surveillance watch from within or upon this building, a trade will have to be worked out with the company. The fee for permission to be on company grounds will be doing a television or other commercial for the insurance company. Not being a man to allow opportunity to pass him by, the company president would like the heroes to

to get just a glimpse of this prestigious and mysterious Japanese business magnate.

All meals are served to Mr. Yamashito by random caterers and restaurants through delivered orders. This randomness negates the possibility of any meal being drugged by the devious and cunning Dragon's Claw. For the duration of his stay, Mr. Yamashito and his aide will never leave their hotel room/suite until the day of the sale. This will occur two days after the initial Ninja attack upon the businessman.

The heroes may choose any location they wish from which to set up their surveillance on Mr. Yamashito (see Map No. 2, Aerial View of the Hotel) that the Gamemaster sees fit.

The heroes may even possess powers which will allow them direct entrance into Mr. Yamashito's room without notice. Examples might be Invisibility or Astral Projection. It should be noted, however, that there is still the possibility of being noticed when using such powers as Invisibility. The character can still make noise and, although not seen, still has substance. These complications are far too extensive to be dealt with in this text and are, of necessity, left to the discretion of the Gamemaster.

The player-characters may even decide that watching Mr. Yamashito in their civilian identities would be the most practical means of providing protection for him. There would, of course, be drawbacks to such a decision as a hero in civilian appearance would be no more likely to be granted admittance to see Mr. Yamashito in time of danger than would any of the reporters/cameramen in the lobby. His or her secret identity might also be put into jeopardy by such a situation.

Most probably, the surveillance of the corporate President would be best carried out in costume. In case of Ninja attack, the heroes would be granted immediate entrance into the hotel as they will, no doubt, be recognized and unquestioned as to their presence there.

appear in a commercial which would state that the heroes are covered by the insurance he offers and which provides 'Super protection fit for superheroes.' Since the law requires that all such advertisements be true, and to avoid claims of false advertising and government action against him, the insurance executive will offer to provide the heroes with free policies as a part of the arrangement.

The insurance building stands fifteen stories in height.

Bank Office: This building is the headquarters of the Bank of New York. If the players have encountered the Bank of New York before, as in the adventure **Organized Crimes**, bank officials may react to them in two ways. If in **Organized Crimes** the heroes successfully saved the branch of the Bank of New York therein, the bank president will welcome the characters with open arms. Should the bank branch have been destroyed at the hands of the **Midnight Men** in **Organized Crimes**, the heroes will be denied permission to remain on bank property as they are seen as doom only waiting to be unleashed. This building stands twenty-four stories tall.

Department Store: This three-floor store is constantly inundated with people as they enter and exit by the hundreds every hour. Store management need not be asked for permission to be on store premises. If the management is asked by the heroes for such permission, the answer will be ye, as long as no one gets hurt in the store.

Law Office: The law firm of Donaldson and Sloan operate from this five story building. Being men who work with the law every day, these men have developed a respect for the heroes and the way they help to protect society. For this reason, the firm will not even question a request made by the heroes for the use of space in the building as a post of observation.

Bank: This bank is a one story establishment on the ground floor of an old, three story building. It offers no view of the hotel room occupied by Mr. Yamashito. If the players do use this bank as a surveillance post, the Gamemaster should point out the futility of their choice.

It is up to the players whether or not they ask permission of a building owner or tenant when using that construction as a base. In most cases, residing on a rooftop will bring no attention to the heroes. Some players may, however, think it against the superhero code to possibly threaten a building for an extended period of time without making the occupants aware of their possible danger.

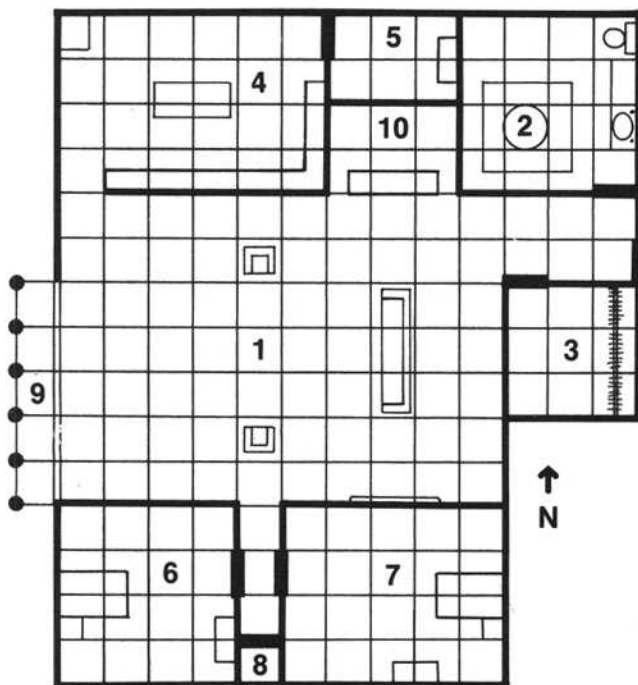
5.1 STRIKE TWO

The night before the sale of Yamashito Electronics is to take place, the Dragon's Claw will strike again. Their plan of attack involves firing a cable from the rooftop of the office rental building (see Map No. 2) and sliding down onto the balcony of Yamashito's Presidential Suite (see Map No. 3). The group of Ninja who will make their assault in this fashion are Ninjas number 9 to 14. From the bank office to the west of the hotel, a second group of the Claw will also attach a cable to the hotel, but will have to climb across from the lower building. They will then proceed to scale the hotel until they reach the roof. On the roof, they will take the stairway down to Mr. Yamashito's floor (the top floor of the hotel) and make their way to his suite. This second group is made up of Ninjas number 15 through 20. The assault will be made at midnight, so there will be no interference in the attack by hotel guests or bystanders.

The two forces will then break their way into Yamashito's suite and attempt to take both Yamashito and Yooso alive, although unconscious. The Ninja are now also slightly more prepared for superhero intervention in their scheme as they have increased the number of Ninja to participate from their first attempt on Yamashito's life. They now also move in two groups, which increases their chances of success. Hopefully, the heroes will be in a suitable position to become quickly aware of the impending doom upon Mr. Yamashito as the Ninja approach.

The player-characters may act at any time that they see fit and it is up to the Gamemaster to handle any situation which may arise which is not covered here. The possibilities are endless as to what could occur in this second attack by the Ninja. If a situation arises which the GM is not prepared for, it should be remembered that quick thought and real life experiences should never be ruled out. The hotel in which Mr. Yamashito stays is as common as they come, so a setting may be set from the Gamemaster's own mind and experience.

Should the players decide to allow the Ninja to capture Yamashito, the Gamemaster will then have to run the fight that Yooso would put up against the Claw and then allow them to escape with their prisoners. This is assuming that the Claw are victorious over Yooso (they easily should be). The kidnapers will then escape in the same fashion as they arrived. The Claw will then take their prisoners to John Yamashito's headquarters beneath the New York offices of Yamashito Electronics (see 'The Dragon's Den'). However, it will be extremely difficult for the heroes to maintain a pursuit of the Ninja as the Claw are constantly on the watch for possible trackers. A roll of Detect Hidden should be made each time there is the slightest possibility that the heroes might be seen or noticed by the Ninja. A spotted superhero will immediately prompt the Claw to set up an ambush for the heroes. This may be done in any manner that the Gamemaster can create. An example might be ducking into an alley where the majority of the group would wait and spring a surprise attack on the trailing superheroes, while the remainder (two or three)



SCALE: 1 SQUARE = 5 FEET

of the Claw continue on with their captives. Should this event occur and the heroes be victorious over the ambushing Ninja, they will find that the Claw members who continued on with Yamashito and Yooso have now escaped. However, the microchip, which is the clue to be found in 'The Victorious Claw,' will be found at this point instead. With the microchip, the player-characters can find their way to the Dragon's Den.

With a little reason, a pinch of luck, and a good left hook, the heroes will (hopefully) arrive in time to make the dramatic rescue of Yasunari Yamashito. Of course, Mr. Yamashito will catch on to the fact that the heroes coming to his aid twice in a row is more than a likely coincidence. Yooso will be quick to explain to his master how he thought it best that the superheroes be solicited to protect his

KEY TO THE PRESIDENTIAL SUITE, MAP NO. 3

1. Common Room: This well-furnished living room contains two leather chairs and a couch. On the south wall is a large painting weighing forty pounds and having one Structural Point. The chairs weigh one hundred pounds each and have 3 Structural Points. The couch weighs some five hundred pounds and has 4 Structural Points. On the floor is a thick, wall-to-wall shag carpet.

2. Bathroom: This washroom contains a large whirlpool bath with imported tile. It is tastefully decorated with wallpaper, crystal lighting and a large mirrored vanity. The toilet is located in the north-eastern corner. Structural Points range from 8 for the tub down to 1 for the mirror. Other items can be rated by the Gamemaster as to their composition on the Structural Points Table (see rules, page 45).

3. Closet: This large, walk-in closet contains enough metal hangers and has enough space for a large party to be held in the suite and for all the coats to be kept herein. Other than its size, there is nothing remarkable about this 'chamber.'

4. Kitchen: This large kitchen and eating area houses all the modern appliances that a guest might require if he or she were to cater to their own cooking needs. Weights and Structural Strengths range from nine hundred pounds and 10 points for the refrigerator to five pounds and three points for the toaster.

5. Laundry Room: This area houses a washer and dryer for the tenants' clothes washing needs, if they desire to do so. (Note that the hotel also offers adequate dry cleaning, laundry, and valet services.) The washer weighs seven hundred pounds, as does the dryer, but has 7 Structural Points to the latter's 6.

6. Bedroom: This is the room in which Yooso, Mr. Yamashito's aide sleeps. The room is furnished with a twin-sized bed, dresser and night table with a lamp. The weights of these items are 750 pounds, four hundred pounds, one hundred and fifty pounds, and twenty pounds respectively. In the same order, Structural Points rank 6, 5, 3 and 2. Presently sleeping in this room at the time of the Ninja assassins' arrival is Yooso.

7. Bedroom: This room is furnished in the same manner as the bedroom described above, except that it is decorated in a different style. In such a case as this, the weights and Structural Points of the listed furniture are considered to be the same. Mr. Yamashito sleeps here and he, like Yooso, is present and asleep when the Ninja attack.

8. Linen Closet: This cubical is filled with many shelves upon which are stored the sheets, blankets, and extra towels which supply the bedrooms and the bathroom of the suite.

9. Balcony: Through the sliding glass door is the suite's balcony, which overlooks the city. The railing is made of cast iron, but only has 6 Structural Points due to its relatively small thickness. The concrete floor to the balcony also has 6 Structural Points. It should be remembered that this suite is on the fifteenth floor and a single floor is ten feet high. This would make a fall from this level one of one hundred and fifty feet.

10. Bar: In this alcove is a well-stocked and supplied bar, courtesy of the hotel management. If, during a fight, a bottle is used as a weapon, it will operate as follows:

+1 to hit, HTH +1d2 damage.

In general, the walls and floor of this suite are of wooden construction with steel supports. They will have 5 Structural Points. The ceiling on this floor of the hotel is also made of wood, but has metal and concrete supports for 6 Structural Points. Doors in the suite are of hardwood and have 3 Structural Points. The sliding balcony door has double-glazed glass and 2 Structural Points due to its thickness.

master. Although at first Yasunari Yamashito will appear slightly displeased, he will soon come to realize that his friend and trusted aide has been correct. He will then thank the characters, apologizing for 'seeming like a stubborn old fool,' as he will put it. The player-characters will now have complete freedom as to where they wish to place themselves so as to keep a protective eye on Mr. Yamashito,

without having to worry about bringing dishonor or disgrace upon the Japanese businessman. He will, however, enforce the fact that he wishes to be completely unprotected in the public transaction which will take place between Yamashito Electronics and Vanguard Incorporated. Despite the realization of his stubbornness, Yamashito still harbors some personal pride and will not show weakness in public.

6. The Victorious Claw

Due to the constant interference provided by the superheroes to the Dragon Claw's attempts at capturing Yamashito, the Claw is now going to work from another angle. When the morning of the sale of Yamashito Electronics arrives, the Claw will pay a little visit to Leslie Richter, the owner of Vanguard Incorporated. It will be a simple matter for the Ninja to slip past Richter's building security. Once in contact with Richter, the Ninja will take him into captivity and escape from the building in the same manner they used to enter. In Richter's place, the Claw will leave a perfect double, which was achieved by the work of extremely detailed makeup and voice correlation. This duplicate (a pawn) in place will make it possible for the Claw to block the sale of Yamashito Electronics to Vanguard Incorporated.

When Mr. Yamashito arrives at the Vanguard Building, he will find that the trip from his hotel to Vanguard was completely uneventful. The heroes will also discover this if they are continuing their vigil over the elderly Japanese gentleman.

Upon arrival at Vanguard's offices, Mr. Yamashito will again be inundated with reporters and TV crews, all looking for an interview. Yooso will, however, be able to lead his master into the relative safety of the building interior, without answering any questions posed by the news crews. Once inside, Yamashito will be met by the Richter imposter. The imposter will greet the visiting businessmen with a handshake, but from a ring worn by the imposter a tiny needle will inject a toxin into Yooso's hand. During the formalities of the sale, Yooso will complain of feeling ill and will retire to the washroom. As he enters the washroom, he will be attacked by Ninja and replaced by a second carefully trained duplicate. The genuine Yooso will be hidden within the suspended ceiling, which is made of large and removable tiles. He will be taken later by the Claw as another hostage.

During this time, the heroes should still feel duty bound to keep an eye on Mr. Yamashito, even though he had previously claimed that his life would be in no danger during the actual sale of Yamashito Electronics. It is up to the players as to where they will position themselves in their vigil. They may even be able to utilize such powers as invisibility to gain close contact with Yasunari Yamashito, but as in the watch at the hotel it should be remembered that noise can still be made by an invisible character.

6.1 KEY TO MAP NO. 4, AERIAL VIEW OF VANGUARD

Vanguard Incorporated: The Vanguard Building is twenty stories tall and is completely lined with glass windows. The thickness of the glass is greater than that of an ordinary window, and, therefore, has 2 Structural Points. Between each pane of glass is a steel frame which has 11 Structural Points. The roof is composed of poured concrete on steel supports, which gives it 8 Structural Points.

Dental Office: This three floor building houses the offices of a handful of doctors, dentists and a blood and x-ray clinic. The building is of brick construction with attractively placed windows.

Book Store: This store is the locale of an adult book shop which has recently reopened after being closed for the sale of pornographic material. On this day, a women's rights group pickets the store in an attempt to cause a boycott of its use by customers. Present are ten women, who could easily be used as hostages or even body shields by the attacking villains (see the next section). The building is two stories tall and of brick construction.

Shoe Store: This shop is as denoted by its name. At the moment, business is slow and only one shop employee and one customer are present. The store has a glass front window with 1 Structural Point. The rest of the building is of brick construction and has 5 Structural Points.

Restaurant: This eatery is a Chinese restaurant which has not as yet opened for business due to the early morning hour. The exterior

walls are of brick.

Grocery Store: This store is packed with the customary eating essentials and has roughly a dozen shoppers and employees active at this time. If desperate, a villain (or hero) could use such items as canned goods, shopping carts, or foodstuffs as weapons. It should be noted that most heroes would attempt to refrain from such actions as damaging property in such a way is not in keeping with protecting the public and private property. The building is a large, one story building with a flat roof. It is of brick construction with glass front windows.

Oil Company Offices: This high rise building is the main office of any major oil company that the Gamemaster may wish to choose. It stands twenty-two stories tall and is constructed in the same modern steel beam and glass style as is the Vanguard Building.

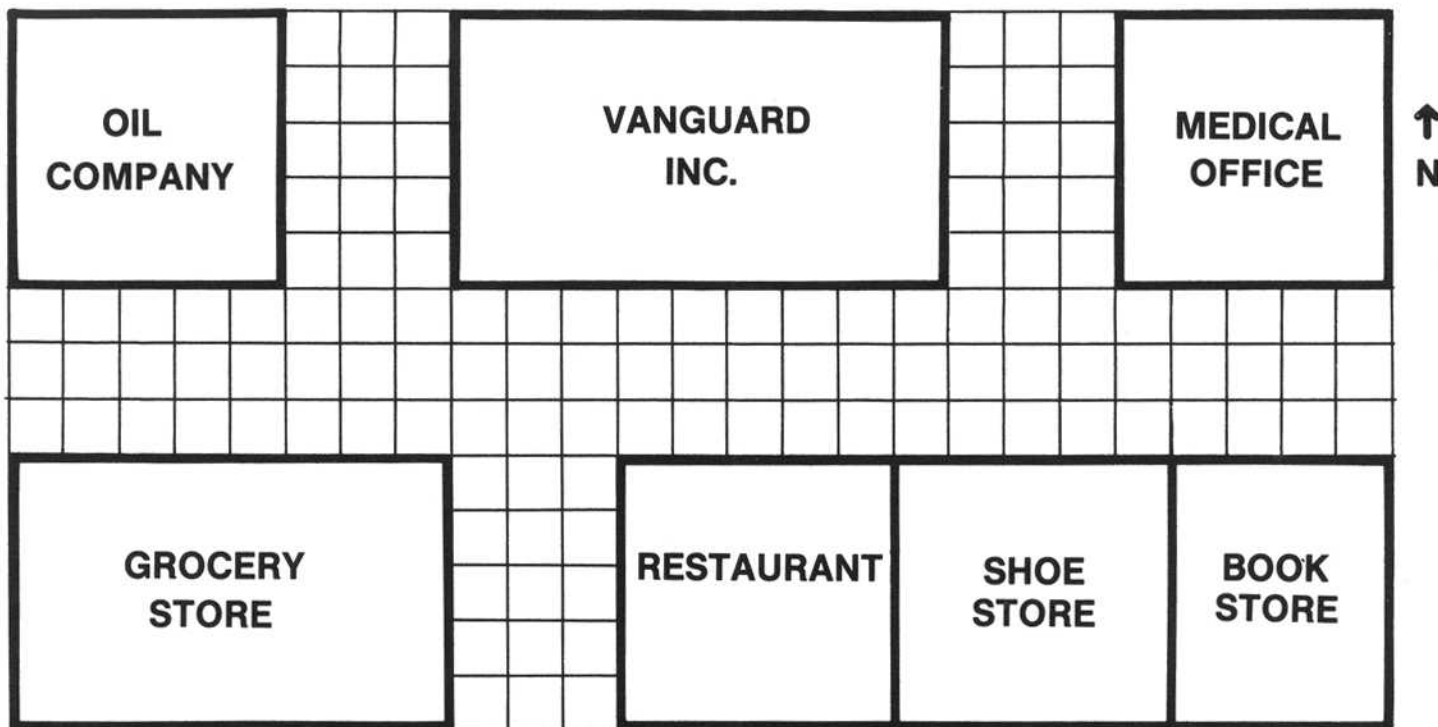
Streets on this map are not named to allow the Gamemaster to locate this area anywhere in New York City (or whatever other city is being used as the setting for this action) with greater ease.

5.2 ENTER THE SUPERVILLAINS

While the sale of Yamashito Electronics is being conducted, a huge explosion or sonic boom will be heard. From the sewer system a great wave of water will rush outward and flood the street. From the wreckage will appear Tsunami, Shogun, Komodo Dragon and Raiden. These supervillains will then proceed to destroy cars, smash buildings, tear up the roads and generally cause havoc.

It is the function of these supervillains to create a distraction that will draw the superheroes into combat and lead them away from their duty of protecting Mr. Yamashito. The heroes should have no choice but to abandon their posts and pursue the villains, as pedestrians, motorists and reporters outside of Vanguard Inc. will be in grave danger. Any player who ignores this threat should be re-evaluated as his or her ability to actually role-play a superhero properly and follow the proper moral code is questionable.





SCALE: 1 SQUARE = 30 FEET

Only moments after the super-powered fight breaks out, the false Yoo-so will grab Mr. Yamashito and make for their limousine. Up to this point, Yamashito will not be suspicious of his fraudulent aide, but this will change when the two are safely in the car and speedily driving away from the dangerous combat zone. At this time the Ninja imposter will pull a gun on the elderly Yamashito and will reveal his true identity by removing his makeup. The now revealed Claw member will then order the limousine driver to take them to John Yamashito's building, which houses the Dragon's Den.

5.3 THE MICRO-CLUE

While the battle between the heroes and the Claw's villains rages on, an important clue can be found. Anyone fighting Shogun will make a Detect Hidden roll every turn for a number of turns equal to his or her Intelligence score. A successful roll will allow the hero to notice a tiny microchip which seems to have snagged on Shogun's robe. A successful roll against Agility on 1D20 will allow the char-

acter to grab the chip if an attempt to seize it is made. If Shogun can be beaten into unconsciousness or is incapacitated (which will result in the departure of his soul and the death of his present physical body), the microchip could easily be seen and extracted, if not already in the possession of a hero. Should the heroes have been defeated by the supervillains or the microchip escape the heroes' notice, it will have fallen on the road as it will have detached from Shogun's robe in all the action. A character with in-depth knowledge of electronics and computer hardware will immediately recognize the chip as being of a design from Yamashito Electronics. If none of the characters in the group has such knowledge, the microchip will have to be taken to an expert with the appropriate knowledge for identification. Any electronics store or manufacturer would be a good place to find such an expert. It will also be known by the knowledgeable hero or expert that the only location in New York City where such a chip is made and stored is the New York headquarters of Yamashito Electronics, where John Yamashito is in charge of operations.

7. The Dragon's Den

With the finding of the microchip, leading directly to the offices of Yamashito Electronics, the heroes should, without doubt, arrive at the Yamashito Offices as soon as possible. Especially so after they discover Mr. Yamashito and Yoo-so missing from the Vanguard Building after their battle with the supervillains.

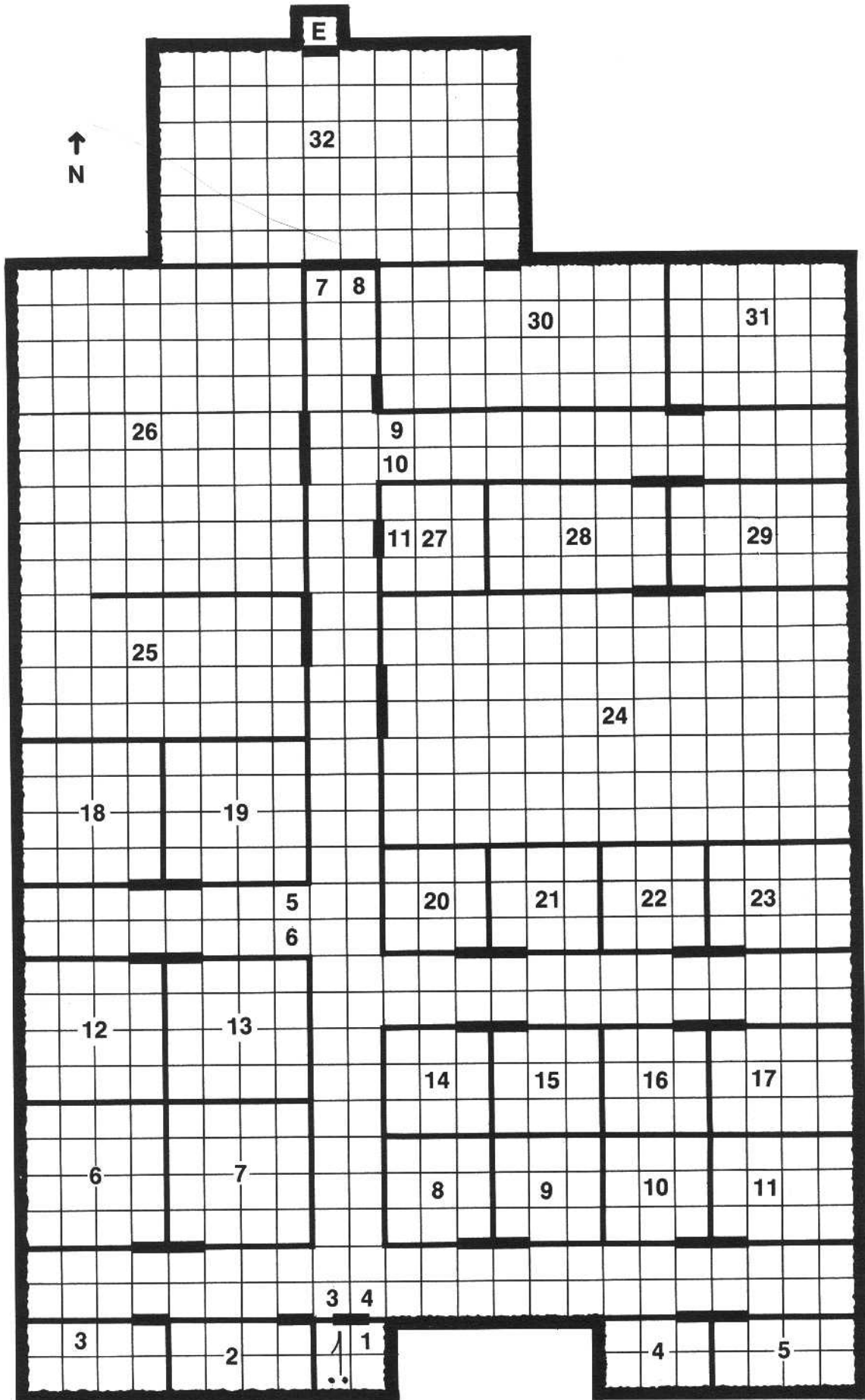
Upon their arrival at Yamashito Electronics, the characters will find Mr. Yamashito's limousine parked rather conspicuously in an alley right beside the office building. Heading down the alley will reveal it to be a dead end and the car will be found to be empty. Approaching the brick wall at the end of the alley will allow each hero a Detect Hidden roll. Success on any one of these rolls will indicate that vertical scrape marks are found on the wall which appear to have been made by its grating against some other surface. If none of the rolls are successful, the heroes may attempt to use any means they may think of to find an entrance, but only this ten foot by ten foot brick wall hides the answer (remember that the heroes are allowed a Detect Hidden roll for every point of intelligence they have when searching for the entrance. The highest percentage chance of success in the group is also used by all players, see rules on page 7). To the right of the wall is a brick which is of a slightly different color than the surrounding bricks. Pushing this brick will cause the wall to rise ver-

tically. A Detect Hidden roll is also required to find the brick and the mechanism it conceals. Of course, the old strong arm technique should never be ruled out. The wall can be smashed down or through, for although it is made of brick with steel supports, supplying it with 10 Structural Points, this may not be beyond the abilities of the heroes to handle.

With a combined Strength of 50, the heroes could also force the mechanism on the disguised door and force it to rise.

Behind the wall stand Samurai Guards numbers 1 and 2. On the interior wall is a switch which also causes the wall to rise. Past the guards is a long, ten foot wide passageway. At the end of this fifty foot long tunnel is a ladder, which is attached to the wall. This ladder drops twenty feet down into room number one of the Dragon's Den (see below).

If the players decide to enter the office building instead of trying to find or use the alley entrance, a wide variety of problems will befall them. Yamashito Electronics employees know nothing of the presence of the Dragon's Claw. A demand to see John Yamashito will be met with refusal as the receptionist will inform the heroes that 'Mr. Yamashito is out right now. If you wish to make an appointment, we could fit you in next week on Tuesday.' Becoming forceful will only result



SCALE: 1 SQUARE = 5 FEET

in the receptionist calling the security guards. If the heroes remain persistent, the police may be notified. Were this to occur, a Charisma penalty would definitely be appropriate.

After business hours, Yamashito Electronics is protected by the latest security systems. These systems include laser beams which sound silent alarms when broken, heat sensors, sound detectors, and the latest in surveillance cameras. Should any of these security systems be triggered, the police will arrive within minutes. Captured heroes will be allowed to go free as John Yamashito will issue orders not to press charges as to keep his public image favorable, and to possibly humiliate the heroes. He will, however, threaten that further intrusions will not be dealt with as leniently.

6.1 KEY TO THE DRAGON'S DEN (MAP NO. 5)

1. **Entrance Ladder:** As stated above, this ladder is attached to the south wall and leads to the passage to the surface. Outside the door are Samurai Guards number 3 and 4. When the heroes are about to open the door, they will each receive Detect Danger rolls, as will the guards. The ladder is made of cast iron, but due to its thinness, it has only 6 Structural Points.
2. **Bathroom:** This room is for use by males only. It houses all the usual plumbing found in any washroom. Present is Ninja number 21, but his is currently occupied answering nature's call.
3. **Bathroom:** This is the women's bathroom and is basically the duplicate of the room described above. Presently, the room is empty.
4. **Storage Room:** In this shelved room are kept all of the essentials of the bathrooms and barracks of the base. This includes towels, toilet paper, blankets, sheets, etc.
5. **Bathroom:** Again, this room is for the male personnel of the base and it conforms to the description given for room number 2. It is currently unoccupied.
6. **Bedroom:** This room is the sleeping quarters of Tsunami. It contains a twin bed, night stand with a lamp, an aquarium and an easy chair. Beside the chair is a small book shelf which holds many texts on physics and radioactivity. If Tsunami was not defeated at the Vanguard Building, she will be found here. However, orders have been given to her to limit the use of her powers as much as is possible within the base as they can be rather destructive. If attacked in the base, Tsunami will attempt to lead her opponents out of doors, where she can really let loose with the water works.
7. **Bedroom:** This is the room of Raiden. His room is furnished in a traditionally ancient Japanese decor. This includes a simple bed mat and many lamps containing candles. Also in this room are many spiritual artifacts used in praying to the Thunder God. Raiden will not be present if he was not captured by the heroes in the earlier battle.
8. **Barracks:** This room houses three cots, each of which has a footlocker for the personal effects of its occupant. In this room are the personal effects of three of the Ninja. Rifling the footlockers will produce nothing incriminating. The cots each have 4 Structural Points, while the footlockers have 3. The room is void of occupants.
9. **Barracks:** As for room 8, above. Present is Nina number 22, whose weapons lay across his cot.
10. **Barracks:** As for room 8, above.
11. **Barracks:** This room is similar to room number 8, above, except that it supplies the sleeping quarters to five Claw members. It is currently unoccupied.
12. **Bedroom:** This is the sleeping quarters of Komodo Dragon. The room is furnished with a very sturdy bed, a large terrarium filled with many small insects and animals (in case he gets hungry), and a large, strong chair. Komodo Dragon will be present if he managed to escape the heroes in the Vanguard Building fight.
13. **Bedroom:** This is the room used by Shogun, or more appropriately, by his present body. The room is decorated in much the same fashion as that of Raiden. On the walls hang a collection of ancient Japanese swords and weapons, but otherwise the room is rather plain. The room is currently unoccupied.
14. **Barracks:** See room number 8 above.
15. **Barracks:** See room number 8 above. Present in this room is Ninja number 23.
16. **Barracks:** See number 8, above.
17. **Barracks:** See room number 11, above.
18. **Bedroom:** This bedroom is kept empty as it is for the use of visitors. The room is furnished with a single bed, chair, night table and lamp. On the wall is a symbol of the Dragon's Claw, which portrays a large scaled claw clutching a throwing star.
19. **Bedroom:** As number 18, above.
20. **Barracks:** See room number 8, above.
21. **Barracks:** See room number 8, above. Present here is Ninja

number 24.

22. **Barracks:** See room number 8, above.
23. **Barracks:** See room number 11, above.
24. **Training Room:** This large gymnasium is where the Ninja continually practice the art of combat. On the floor is a spread out area of mats. Also here are practice dummies, used for sword play, and archery targets, as well as human silhouettes used for practice with throwing stars. The ceiling here is twenty feet high. No one is present in the Training Room at this time.
25. **Kitchen:** This area is as its name implies, the kitchen. In here are many cooking utensils and all the necessary equipment needed for preparing meals large enough for base personnel. Along the northern wall is a serving aisle where food is picked up to be eaten in the cafeteria (room number 26). No one is present in the kitchen at this time.
26. **Cafeteria:** This large eating area contains four large tables and roughly fifty chairs. Tables weigh two hundred pounds each and are made of hardwood (3 Structural Points). Chairs each weigh twenty pounds and have 2 Structural Points.
27. **Weapons Room:** This room contains a store of all the different and varying weapons which the Ninja and Samurai Guards employ. There are thirty katanas (swords), one hundred shuriken (throwing stars), twenty sai (forked daggers), ten longbows with two hundred arrows, ten nunchuku (two short clubs connected with a chain) and twenty pairs of claws. Also in this room are two complete sets of Samurai Guard armor.
 Katana: +2 to hit, HTH +1d6 damage
 Shuriken: +3 to hit, HTH +1 damage, A inches range.
 Sai: +2 to hit, HTH +1d4 damage, -4 to be hit in HTH when not attacking.
 Longbow: +4 to hit, HTH +1 damage, A x 3" range.
 Nunchuku: +3 to hit, HTH +1d6 damage.
 Claws: +2 to hit, HTH +1d3 damage.
28. **Showers:** This facility provides both washrooms and showers to those using the Training Room (no. 24, above). This shower facility is for male personnel only.
29. **Showers:** This room is identical to room number 28, except that it is intended for the use of female personnel only.
30. **Temple:** This dark, heavily draped room is the area in which the Ninja meditate. At the center of the East wall is an altar from which ceremonies are held, such as the initiation of a new member into the cult. The altar is wooden and has 5 Structural Points, due to its sturdiness. If ripped from the floor, it could be used as a weapon, weighing five hundred pounds. On the wall is the symbol of the Dragon's Claw, as described for room number 18. If he was not defeated in the earlier sections of this adventure, Raiden will be found meditating in this room. He is presently in prayer to his Thunder God and is allowed a Detect Danger roll before the entry of the heroes into the Temple.



31. **Medical Bay:** In this room is created the chemical which all Ninja and Samurai Guards are injected with upon their initiation into the Dragon's Claw. The composition of this compound is only

known by a certain few cult members and has been kept a secret for centuries. It is by this chemical that a Ninja dies when incapacitated or knocked unconscious. If it is possible for the heroes to safely steal a sample of this liquid, tests could be made to determine its composition. Consumption or injection into a character's body will produce effects identical to those seen in the Ninja. However, the GM might decree that a saving throw versus Power on percentile dice be made by a character in this position. A successful roll will negate the toxin's effects. There are about three gallons of the liquid already prepared in test tubes and jars throughout the room. No one is present here at this time.



32. The Great Hall: This vast room is the great hall and command center of the Dragon's Claw. From all walls hang heavy tapestries which depict brave acts of Claw members throughout the ages. Hidden behind these tapestries are Ninjas number 24 through 28. In the rafters of the twenty foot high ceiling are Ninjas number 29 through 31. Directly opposite the entranceway sits Yooso. Yes, that's right, the real Yooso, not his imposter. Yooso, has, in actuality, been in charge of the Dragon's Claw throughout the entire adventure (to learn the full truth of the matter, see 'Deception' below). Beside Yooso stands Leslie Richter, John Yamashito and Yasunari Yamashito, all of whom are shackled at the wrists and ankles. In front of Yooso stands Shogun, who, if after the battle in 'The Victorious Claw' was defeated, will now have a new body. If he was victorious in this battle, he will still have the same body and the appropriate number of hit points if enough time for healing has passed.

Before the characters can act, Yooso will break into laughter. He will then proceed to exclaim:

'Ah, you superheroes are more like super-fools! Right from the first time we met I had you convinced that I was sincere in wanting to protect Yamashito. Actually, it was quite the contrary. I used

the old fool like a pawn, as you too were used. Pawns utilized for just one reason . . . to capture John Yamashito. You see, I am a member of the Dragon's Claw High Council, and we on the Council saw the boy's desire for wealth and power from the beginning. Of course he made claims of being honorable, but he is as good a liar as he is a businessman. Twice since coming to America, Yamashito Electronics has almost collapsed under his control. This decline was never revealed to the public as his foolish father always bailed out his equally stupid son. For his crimes against the Claw, I will return him to Japan, where he will pay!'

Yasunari Yamashito will plead for pity at this point and will ask that his son not be killed. Yooso's reply will be this:

'Silence old man! The fool deserves such a fate!'

He will then clap his hands and the Ninja will leap from hiding and attack. The characters will receive a Detect Danger roll at this point. Those Ninja in the rafters will use their bows to attack. From this position, high overhead, they will receive an additional +4 to hit on ground targets, unless they are being directly observed.

While the fight goes on, Yooso will grab John Yamashito and take him into the hidden elevator behind a tapestry. This elevator leads up to Yamashito's office on the top floor of the building. The door to the elevator is hidden behind a bookcase in the office. Using this elevator, John could easily go from his office to the Dragon's Den without being noticed. Once in Yamashito's office, the two will enter a helicopter outside a window, all of which had been previously arranged and prepared by Yooso, pilot and all. Along this path the heroes may attempt to stop Yooso at any time, but Shogun blocks the entrance to the elevator shaft. He will not fight the heroes until he, himself, is confronted by them. The elevator weighs two thousand pounds and can be disabled after taking twenty points of damage. Should Shogun be defeated at this point, his soul will journey back to Japan for a new body from Claw headquarters, but only if the Cult is destroyed in New York.

If during the assault on the Dragon's Den, the heroes should be defeated, they will be put in irons like Richter and the Yamashitos. In this state they will be imprisoned in the Training Room to be killed later. The Gamemaster should now give the characters the opportunity to awaken from their unconsciousness or incapacitation and escape. There will, of course, be guards posted outside the gymnasium doors. The heroes will also be joined in this imprisonment by Richter and Mr. Yamashito. If the powers of the heroes would make escape too easy, the Gamemaster may devise some other method of imprisonment. An example might be to have the Claw inject the heroes with the formula which causes death at incapacitation or unconsciousness. In this situation, the heroes might be too terrified to fight.

As much as the characters should try to save themselves, they should also rescue Mr. Richter and Mr. Yamashito from the clutches of the Dragon's Claw. The fate of these men is death as they know too much of the Cult's operations to be allowed to live. If either of the two should happen to be killed, or otherwise lost, when the heroes try to escape, a Charisma penalty would be in order.

All ceiling heights in the Dragon's Den are ten feet high, unless otherwise stated. Walls, floors, and ceilings are of concrete construction and have 6 Structural Points. Behind these barriers is solid earth. Doors in the base are made of oak and, therefore, have 3 Structural Points, which is equal to hardwood on the Structural Strengths Table.

Those numbers ranging from 3 to 11 on the map of the Dragon's Den which do not refer to rooms represent the positions of the Claw's Samurai Guards. A flight with Guards number 3 and 4 will immediately attract Guards number 7 and 8. While they also would be alerted to the presence of intruders, Guards number 5, 6, 9 and 10 will wait in ambush in their respective areas (Detect Danger rolls are made normally). Guard number 11 will not be so forewarned of hero intrusion and will stay at his post, protecting the Weapons Room.

8. Deception

The players should experience quite a shock at the realization that Yooso was in control of the Claw. With good role playing of the characters in this adventure and some skillful gamemastering from the referee, the players should not suspect Yooso of foul play in the least. His intentions will now be explained.

For many years, Yooso has been a member of the Dragon's Claw High Council. For an even longer time, he was the aide and bodyguard

to Yasunari Yamashito, who suspected nothing as to his friend's malice. Being in such close quarters with the Yamashito family, Yooso learned of the personality of John Yamashito and of the fear father felt for his son. When the devious John Yamashito confronted the Dragon's Claw in search of what he called 'honor for his family,' the Claw agreed to help him. Yooso, however, knew of John's real intentions and convinced his fellow councilmen that he could capture



the boy and return him to Japan to pay for his attempted deceit in his dealings with the Claw. Using Yasunari Yamashito and the heroes as pawns, he planned on success.

While John Yamashito believed he was in control of the Ninja, Yooso was, in reality, in total control. Masterminded by Yooso, a fake attack on Mr. Yamashito was used to lure the characters (see 'the Ambush') into the scheme. He then approached the heroes with a preposterous tale of Yasunari Yamashito being in danger (see 'A Plea for Help').

It may seem that soliciting the heroes into stopping John Yamashito would put Yooso into danger. It did, but even more importantly, the superhero interference convinced John Yamashito more completely of Yooso's persona as aide and protector to his father.

The attempt made by the Claw to capture Mr. Yamashito at the hotel was by order of John Yamashito. The Ninja undertaking this action were aware of Yooso's true position in the Cult and power over them, however. If the heroes allowed the Ninja to get as far as the hotel room, any combat between Yooso and the assassins would be an act for their benefit. In this manner, Yamashito would still believe totally in the loyalty of his aide.

Like the attack on the hotel, the kidnapping attempt discussed in 'The Victorious Claw' is by order of John Yamashito. What was described in that section of this adventure is the series of events ordered by John Yamashito, but not what actually happened. The ring of the Richter imposter was not used to drug Yooso. From informants, Yooso learned of this plan and merely acted out his seeming illness. Upon entering the washroom, he is replaced by a double, but instead of being hidden within the suspended ceiling as ordered by the younger Yamashito, Yooso will make his own way to the Dragon's Den. In this way, Mr. Yamashito will continue to believe the real Yooso loyal to him, while the imposter kidnaps the corporate executive in his limousine.

The microchip which is found by the heroes was an intentionally placed clue, left by Yooso. Trusting to the characters' powers of observation, he knew the chip would be found. He also knew that they would use it to track down Mr. Yamashito and find John Yamashito's base beneath the Yamashito Electronics building. By Yooso's orders Mr. Yamashito's limo was parked in the alley outside the Den entrance to enable the characters to more easily find their way inside the base.

While the characters busied themselves with finding the hidden entrance to the Den, Yooso revealed his real identity to both Yamashitos. Now taking full command of the base, he ordered almost all the Ninja to the Great Hall to prepare a welcome for the heroes. Strategically, some Ninja and the Samurai Guards continued to guard the base so as not to arouse the suspicions of the superheroes. If any of the villains were able to return from the battle discussed in 'The Victorious Claw,' Yooso left them out of his plans initially as they, like the heroes, were merely pawns.

Again, it may seem that leading the heroes to the Dragon's Den like this is actually dangerous to Yooso. To tell the truth, he has such complete confidence in his Ninjas abilities in combat that he does not see it this way. He has led the heroes to the base as it is important to protect the secret of the existence of the Dragon's Claw and to do this, Yooso must have the heroes killed, along with Mr. Richter and Mr. Yamashito.

At this point, what occurs next is the present and Yooso is now known by all to be the villain to capture, if possible.

Hopefully, the heroes will be able to rescue John Yamashito while still within the Yamashito Electronics building. If, however, Yooso does manage to escape using the helicopter which is waiting outside the office window, many varied outcomes could occur. It is up to the Gamemaster to control just what will happen when Yooso escapes with John Yamashito as the heroes will still have a fairly large opportunity to make up for lost ground and stop the friend turned foe. It will be Yooso's intention to be piloted in the chopper to a nearby airport where a private jet awaits his arrival. Boarding the jet, the Cult Council member and his captive will make for Japan where the Dragon's Claw High Council wait to sentence their penalty of death upon John Yamashito. Both the helicopter and the jet conform to the standards of their types as set forth in the Vehicle Table in the basic rulebook (page 46).

Special mention should be made that even though John Yamashito is guilty of many crimes, he is still an American citizen and does not deserve the death penalty which the Claw plans to carry out on him. Any hero who wishes to allow him to be taken away by Yooso should be hit with a Charisma penalty.

9. A Visit to Vanguard

Although Vanguard Incorporated is not known for its purity and honesty with the public or the law, the company has committed no crime in this adventure pack. So, should the heroes decide that a search of the company's offices would be in order, they will be in for an unpleasant surprise.

The Vanguard Building, like Yamashito Electronics, is guarded by the most high tech security systems money can buy. One difference between these two buildings, however, is that no alarms will be triggered by intrusions at Vanguard. Instead, all data is collected by a computer and this data about the intruder(s) is then stored. With this information, Leslie Richter, the Company President, would contact his hired corporate assassin, the Ebony Wolf, who would then find and kill the interloper(s). Such a drastic measure is taken as some rather embarrassing pieces of information are kept in the Vanguard files

(which may be created by the gamemaster to fit in with his own campaign). With such information exposed, many people could end up in some very nasty positions (like breaking rocks for twenty years). Generally, security systems only operate after business hours. Attempting to gain access to the Vanguard Building by day will be met with refusal by Richter and the building staff. Constant harassment of company officials by the characters will only result in those same officials calling the police and pressing charges against the characters.

The files, which are kept in the offices of Vanguard Incorporated, are the personal property of Leslie Richter, and are kept in his office. He keeps incriminating information on anyone who might be a threat to his company's safety and uses this information to blackmail these individuals.

10. The Cast

10.1 THE HISTORY OF THE DRAGON'S CLAW

The Dragon's Claw is a cult of Ninja which has existed for centuries. In ancient Japanese folklore, the Claw is said to have been a band of mysterious, but honorable warriors. In the time which has passed, however, the Claw has retained its mystery but lost its code of honor and commitment to fight only for good. It is now more a band of assassins for hire who have twisted the term 'honor' to meet their own evil and despicable ends. The people of Japan today believe the Dragon's Claw to be little more than a fable, but some of the older citizens of Japan know the truth about the Claw, and fear it.

NINJA LIST

No.	Sex	Weight	STR	END	AGI	INT	CHA	Hits	Power	Damage	Accuracy	Carry	HTH	Move	Lvl.	Weapon
01	M	180	16	15	14	11	09	13	56	+1	+1	504	1d8	45"	2	K,L
02	M	170	14	16	16	12	13	16	58	+1	+2	370	1d6	46"	1	K
03	M	170	17	14	18	13	10	18	52	+2	+3	537	1d8	49"	2	S
04	M	200	16	14	16	12	09	14	58	+1	+2	550	1d8	46"	2	N
05	M	160	15	17	17	16	14	20	60	+2	+2	406	1d6	49"	3	C
06	M	180	14	16	14	09	12	12	53	+1	+1	391	1d6	44"	2	K
07	M	210	18	14	16	14	13	22	62	+1	+2	759	1d8	48"	2	K
08	M	200	16	15	15	12	08	18	58	+1	+2	560	1d8	46"	1	N
09	M	170	14	15	17	11	11	14	57	+1	+2	361	1d6	46"	1	S
10	M	170	15	18	18	10	15	24	61	+2	+3	440	1d6	51"	3	C
11	M	180	17	16	18	13	07	21	64	+2	+3	586	1d8	51"	2	K
12	M	160	18	17	14	16	10	18	65	+1	+2	603	1d8	49"	2	K
13	M	170	14	14	16	12	10	12	56	+1	+2	352	1d6	44"	2	N
14	M	150	17	15	14	09	14	10	55	+1	+1	481	1d8	46"	1	K
15	M	160	17	15	17	16	07	20	65	+2	+2	513	1d8	49"	2	C
16	M	190	15	18	15	14	11	22	62	+1	+2	492	1d8	48"	3	S
17	M	200	14	17	15	12	13	16	58	+1	+2	444	1d6	46"	1	K
18	M	150	18	16	16	10	14	14	60	+1	+2	557	1d8	50"	1	C
19	M	170	16	14	18	10	08	15	58	+2	+3	467	1d6	48"	2	S
20	M	190	14	17	17	12	09	16	60	+1	+2	422	1d6	48"	2	N
21	M	210	17	15	14	11	11	17	57	+1	+1	673	1d8	46"	2	C
22	M	160	14	15	15	15	13	17	59	+2	+2	340	1d6	44"	3	K
23	M	190	15	15	17	12	10	18	59	+1	+2	463	1d6	47"	2	S
24	M	200	16	14	16	09	14	13	55	+1	+2	550	1d8	46"	2	N
25	M	190	18	17	18	11	07	22	64	+2	+3	716	1d8	53"	1	K
26	M	190	14	16	14	10	15	12	54	+1	+1	413	1d6	44"	3	C
27	M	150	14	17	15	14	10	12	60	+1	+2	333	1d6	49"	2	S
28	M	160	15	18	16	12	09	22	61	+1	+2	414	1d6	49"	1	K
29	M	180	17	14	14	11	11	11	56	+1	+1	568	1d8	45"	1	N,L N
30	M	170	16	16	17	13	08	18	62	+1	+2	484	1d8	49"	2	K,L K
31	M	200	14	15	15	17	07	17	61	+2	+2	424	1d6	44"	3	S,L S

Ninja, as tradition demands, are robed in black garb.

All Ninja are armed as indicated on the chart, with the following abbreviations used:

K = Katana

S = Sai

L = Longbow

N = Nunchuku

C = Claws

NINJA WEAPONS STATISTICS

Katana	+2 to hit, HTH +1d6 damage
Shuriken	+3 to hit, HTH +1 damage, A" range
Sai	+2 to hit, +1d4 damage, -3 to be hit if not attacking
Longbow	+4 to hit, HTH +1 damage, A x 3" range
Nunchuku	+3 to hit, HTH +1d6 damage
Claws	+2 to hit, HTH +1d3 damage

All Ninja will carry five shuriken in addition to the weaponry listed on the table above. Those who use longbows will carry twenty arrows in a quiver as a second weapon (in addition to the five shuriken). For this reason, some Ninja are listed as carrying two weapons (the second being the longbow).

When a man joins the Dragon's Claw, the cult completely erases any evidence of the man's prior existence. This process even includes the removal of the initiates fingerprints. Once a member of the Claw, a man is bound to the cult for life. Also, when joining the Claw, an initiate is injected with an ancient compound (described previously) which causes the assassin's instant death upon incapacitation or unconsciousness. In this way, no Claw member can be successfully captured or questioned. If a Ninja can be apprehended without punching his lights out, he can willfully trigger the chemical. This injection is only given to Ninja and Samurai Guards, not to the Cult's supervillains or High Council members.

Due to the extensive training that a Ninja must endure, their scores in Agility, Strength and Endurance begin at 14. Furthermore, these assassins never have Intelligence scores lower than 9.

NINJA ABILITIES

1. Natural Weaponry: +1 to hit, +2 damage.
2. Hiding in Shadows: Due to their black robes and stealth abilities, Ninja become invisible (see rules, page 14) in dark shadows and areas without light. A Ninja will remain invisible as long as he remains motionless. This ability does not include the cumulative +1 to hit and -1 to be hit bonus conveyed by the power Invisibility.
3. Moving Silently: When moving across any surface, a Ninja can move without sound on a successful roll versus Agility on a d20.
4. Heightened Expertise: +4 to hit with all martial arts weapons.



SAMURAI GUARDS LIST

No.	Sex	Weight	Strength	Endurance	Agility	Intelligence	Charisma	Hits	Power	Damage	Accuracy	Carrying Cap.	HTH	Move	Level
01	M	180	15	16	17	12	08	19	60	+1	+2	448 lbs.	1d6	48"	2
02	M	210	17	18	15	13	12	28	63	+1	+2	705 lbs.	1d8	50"	3
03	M	200	16	15	18	09	11	20	58	+2	+3	560 lbs.	1d8	49"	3
04	M	200	17	17	16	14	10	18	64	+1	+2	661 lbs.	1d8	50"	2
05	M	190	15	17	16	10	09	17	58	+1	+2	482 lbs.	1d8	48"	2
06	M	170	15	15	15	10	14	17	55	+1	+2	414 lbs.	1d6	45"	2
07	M	210	18	16	17	09	13	23	60	+1	+2	780 lbs.	1d8	51"	3
08	M	190	17	18	15	11	10	20	61	+1	+2	638 lbs.	1d8	50"	3
09	M	180	18	15	16	13	11	21	62	+1	+2	660 lbs.	1d8	49"	2
10	M	170	16	16	18	09	13	20	59	+2	+3	484 lbs.	1d8	50"	2
11	M	200	15	15	16	12	06	18	58	+1	+2	488 lbs.	1d8	46"	3

Like Ninja, Samurai Guards have to endure an extensive training program, so they have scores of 15 or higher in Strength, Endurance and Agility.

All Samurai use the katana and carry three throwing stars each. While on duty they wear traditional Japanese armor (ADR = 63). The Samurai Guards also have the following additional abilities.

1. Natural Weaponry: +1 to hit, +2 damage.
2. Weakness Detection: Range = 1 inch, see rules, page 18.
3. Heightened Attack: +1 damage per level.
4. Heightened Expertise: +4 to hit with all martial arts weapons.

TSUNAMI

Name: Michiko Hokusai

Sex: Female

Side: Evil

Level: 5

Age: 30

Powers:

1. **Elemental Control:** With this power, Tsunami can control and create twenty-five feet of water at will. With this control, a fountain or wave of incredible pressure can be created, doing 1d12 of damage due to concussive force. Range = 19 inches, attacks as Force Field, PR = 2 per round to control and costs 1 inch of movement to create 1 cubic foot of water. Also with this power, Tsunami can propel her body through the air at a maximum speed and height (altitude) of A inches. When in contact with any body of water, Tsunami can also bring that water under her control. The strain of doing this, however, is so great that Tsunami will only make such an attempt when her power score is near maximum, PR = an additional 3 points per turn per cubic foot of water being controlled. A maximum of twenty-five cubic feet of outside water can be so controlled.

Tsunami's water control defends as Vibratory Powers and there is no cost to activate it as a defense.

2. **Water Breathing:** Type A, PR = 1 per hour.

3. **Transformation:** Tsunami has the ability to transform her entire body into water. In this state, she can willfully move at normal speed and retain all of her current hit points and powers. If she makes contact with a body of water, Tsunami can disperse her molecules and reform them again anywhere within that body of water (much like a limited version of the power Teleportation). PR = 0 for Transformation, but the 'teleportation' application of the power has a PR of 10. In this form, the power defends as Vibratory Powers.

Should even some of the molecules of her body be contained in this state, Tsunami would be unable to fully regain her human form.

4. **Heightened Endurance:** +10.

Weakness: Vulnerability: Tsunami is especially vulnerable to Fire Control attacks, Light Control attacks, and any other form of heat damage. From these attacks she suffers double damage and loses 3d10 points of power, as if hit by a Devitalization Ray. If in her water form when struck by such an attack, a portion of her body will be instantly evaporated and Tsunami will become incapacitated. After a full day of rest, she will be able to regain her human form once again. Thus, in a situation where she is threatened, Tsunami will only transform into water when there is a body of water present to use as an escape route.

Weight: 120 lbs.	Basic Hits: 3
Agility Mod.: +2	Strength: 11
Endurance: 25	Agility: 19
Intelligence: 13	Hit Points: 19
Reactions from Good: -3	Evil: +3
Hit Mod.: 6.27	Healing Rate: 2.1/day
Damage Mod.: +2	Power: 68
Accuracy: +3	Basic HTH: 1d6
Carrying Cap.: 230 lbs.	Charisma: 18
Movement: 55" ground	
Detect Hidden: 8%	Detect Danger: 12%
Inventing Points: 6	Inventing: 39%

ORIGIN/BACKGROUND: Michiko Hokusai was a researcher at a Korean based nuclear facility. One day, during a test of the nuclear reactor, a severe rise in temperature of the core required the immediate cooling of the reactor with a bath of pumped in water. However, before the water could cool it enough, the reactor developed a leak and the cooling water was irradiated. Due to the extreme heat, the conducting pipe containing the cooling water burst. Michiko Hokusai was caught in the cascade of water and, theoretically, should have died in the tragic accident. For some reason, she did not and, after weeks of comatose condition in a local hospital, she awakened with her new powers.

The doctors at the hospital wanted to run tests on Michiko as if she was some sort of lab animal. Once she mastered her powers sufficiently, she escaped from the hospital and was soon found by the Dragon's Claw. The Claw taught her how to completely master her new powers through meditation. Taking the Japanese name for a giant tidal wave as her identity, Michiko Hokusai became a warrior of the Claw. She is now used when Ninja alone are not enough to destroy an enemy.

COMBAT TACTIC Tsunami's favorite mode of attack is to blast



her enemies with a wave or fountain of water and propel herself behind her victim at the same time. In such a position she will have the advantage of surprise in her next attack and will receive a +4 to hit from behind (a Detect Danger roll is made, of course). If a fight goes against her, Tsunami will attempt to escape by transforming and teleporting away in the nearest body of water. If it is her only alternative, even a sewer might be used for this purpose.

SHOGUN

Name: Unknown

Sex: Male

Side: Evil

Level: 10

Age: -

Powers:

1. Heightened Strength: +12
2. Heightened Endurance: +9
3. Heightened Agility: +10
4. Heightened Expertise: +4 to hit with all martial arts weapons.
5. Heightened Defense: -4 to be hit

Special Weapon: Katana (sword) +2 to hit, HTH +1d6 damage. Carrier Attack: Flame Powers: 1d12 damage, PR = 0.

Weakness: Any character with Astral Projection will be able to see Shogun's soul while in the astral plane. In this form, his soul can be attacked, but is at full strength, regardless of the state of disrepair currently found in his present body. If Shogun's soul can be beaten to less than 0 Hit Points, it will be destroyed permanently. In such a case, the body occupied by Shogun would also immediately die.

Weight: (currently) 185 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 26
Endurance: 23	Agility: 24
Intelligence: 15	Charisma: 11
Reactions from Good: -	Evil: -
Hit Mod.: 15.6	Hit Points: 63
Damage Mod.: +4	Healing Rate: 2.4/day
Accuracy: +4	Power: 88
Carrying Cap.: 1839 lbs.	Basic HTH: 1d10
Movement Rate: 73 inches ground	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 15	Inventing: 45%

ORIGIN/BACKGROUND: Many hundreds of years ago, in ancient Japan, there was a samurai warrior of forgotten name. This samurai was a great and honorable man who fought on the side of righteousness. It was in the name of his honor that he eventually crossed paths with and evil priest. The samurai slew the priest, but not before the cleric

could lay a curse of eternal life, spent in pain, upon his killer. To the present day, the soul of that samurai lives on, and from his eternal suffering has gone mad. Now only known as Shogun, that soul passes from man to man as the bodies it occupies die. Each time, the soul takes possession of a reluctant pawn. The Dragon's Claw learned of this tortured samurai from ancient tales, and for centuries has supplied him with a new body to house his soul and the old one dies.



COMBAT TACTICS: During a battle, Shogun will fight like a machine. He has no concern for the body in which he resides, for it, like all the others, will eventually die. If Shogun should be knocked unconscious, his soul will leave that body, which will die immediately, and Shogun will return to the Dragon's Den to claim another one. Once the body is possessed, Ninja statistics will instantly become Shogun's full listed strength and statistics.

If Shogun's body is defeated, he will not take control of one of the heroes or anyone but one of the Ninja. Any cruel Gamemaster who may have been considering such an action will have to look elsewhere for his entertainment, such as having Shogun return in the future to further harass the heroes.

KOMODO DRAGON

Name: Naruhito Hiroshige

Sex: Male

Side: Evil

Level: 3

Age: 34

Powers:

1. **Reptile Powers:** With a successful bite, Komodo Dragon injects an opponent with a venom that acts as a Paralysis attack. This venom can also be spit at a target with an effective range of one inch. Poison can be spat by Komodo Dragon only three times per day. When struck or injected with this poison, a victim is allowed a saving throw versus Endurance on percentile dice. Success indicates the negation of the poison's effects. PR = 1 per injection or spitting attempt.

Natural Weaponry: +1 to hit, HTH +2 damage when using claws; +2 to hit, HTH +4 when biting.

Chameleon Powers: With these abilities, Komodo Dragon can duplicate the color of his surroundings as a body color. This power renders him effectively invisible as long as he remains motionless (see rules, page 14). PR = 1 per turn.

This power differs from Invisibility in that no cumulative +1 to hit and -1 to be hit bonuses are created. It only allows for surprise attacks on opponents (Detect Hidden rolls are made,

as are Detect Danger in the event of an attack). Normal bonuses to hit are received when attacking from the rear or to the side of the victim.

Armor: ADR 69; Armor Healing Rate is 28/day; Weight Multiple is 2.07.

Heightened Strength: +10

Heightened Endurance: +16.

Heightened Senses: Komodo Dragon, like his namesake, smells with his tongue and, therefore, has doubled Detect Danger and Detect Hidden percentages whenever this ability can come into use. Note that it does not help other senses beyond smell.

Diminished Senses: Komodo Dragon's detection rolls are halved when sight and hearing are involved. It is at the Gamemaster's discretion as to which of Komodo Dragon's three sensory Detections are used at any time during combat.

Reduced Speed: Komodo Dragon has a slow movement rate, as does the real lizard. He is given half of his normal movement rate and agility.

Weight: 311 lbs.

Agility Mod.: -2

Endurance: 28

Intelligence: 8

Reactions from Good: -4

Hit Mod.: 4.28

Damage Mod.: -1

Accuracy: -2

Carrying Cap: 2884 lbs.

Movement Rate: 30 inches ground

Detect Hidden: 6%

Inventing Points: 2.4

Basic Hits: 7

Strength: 25

Agility: 6

Charisma: 4

Evil: +4

Hit Points: 30

Healing Rate: 5.6/day

Power: 67

Basic HTH: 1d12

Det. Danger: 11%

Inventing: 24%



ORIGIN/BACKGROUND: Naruhito Hiroshige was a small-time thug who was open for hire to any mobster who could afford his price. It was on a job for one of these employers that he attained his powers as Komodo Dragon. Naruhito Hiroshige was to kidnap a renowned Japanese geneticist, whose work in crossing animal DNA was unequalled anywhere in the world. In his attempt to capture the scientist, Naruhito Hiroshige was stabbed by a syringe filled with Komodo Dragon DNA, which the geneticist had grabbed for use as a defensive weapon. Fleeing the laboratory, the erstwhile kidnapper soon began to make the strange transformation into a half-man and half-lizard. With his new powers, Naruhito Hiroshige became a high-priced assassin, but no one would hire him as his frequent fits of rage (caused by the transformation) made him somewhat unreliable. Most recently, Komodo Dragon has found employment amongst the ranks of the mysterious Dragon's Claw, who are the only group who will hire him.

COMBAT TACTICS: Komodo Dragon's favorite battle tactic is to lead an opponent into an area where he will be able to camouflage his body and then make an attack on that opponent with the benefit of surprise. In a desperate state, he will spit venom at an attacker, but will try to do so sparingly as he can only make such an attempt a limited number of times daily.

RAIDEN

Name: Fumihito Mishima

Side: Dragon's Claw

Age: 26

Sex: Male

Level: 4

Powers:

1. **Sonic Abilities:** Range = 32 inches. 1d12 damage. PR = 1 per shot, with a 16% chance of breakage.
2. **Lightning Control:** (usable for attacks only) Range is 34 inches, 2d8 damage, PR = 4 per attack.
3. **Flight:** Speed = 312 miles per hour, PR = 1 per hour.
4. **Speed Bonus:** +40 miles per hour to flight speed.

Weight: 175 lbs.

Agility Mod.: -

Endurance: 17

Intelligence: 14

Reactions from Good: -1

Hit Mod.: 5.26

Damage Mod.: +2

Accuracy: +3

Carrying Cap.: 508 lbs.

Movement Rate: 51 inches ground,

Detect Hidden: 10%

Inventing Points: 5.6

Basic Hits: 4

Strength: 16

Agility: 18

Charisma: 12

Evil: +1

Hit Points: 22

Healing Rate: 1.6/day

Power: 65

Basic HTH: 1d8

1549 inches flying

Detect Danger: 14%

Inventing: 42%



ORIGIN/BACKGROUND: Fumihito Mishima was a teacher of ancient history. When invited to attend the opening by archeologists of a long lost temple to the Thunder God, Raiden, Fumihito eagerly accepted. Within the temple, Fumihito Mishima found a secret passage which led to the private chamber of the god's head priest. Finding an ancient scroll, Fumihito read the parchment and was transported before the Thunder God. Upon this man Raiden bestowed his name and a mere sampling of his powers so that the god would again have a worshipper upon the earth. However, Raiden had not seen the Earth for hundreds of years and commanded his servant to seek out the Dragon's Claw, which had been an honorable cult of warriors who fought for pride and honor in the time of Raiden's reign and power. Since that time, the Claw had deviated from the path of honor and had become evil intentioned. Thus, Fumihito Mishima unwittingly joined the ranks of the cult by the order of his Master.

COMBAT TACTICS: In a fight, Raiden will hover above the ground and assault his enemies with both Sonic and Lightning attacks. Raiden does, however, retain some scruples and will not strike a woman or a defenseless opponent unless so threatened that he sees no other option.

THE EBONY WOLF

Name: Donald Featherstone

Side: Evil

Age: 32

Powers:

Sex: Male

Level: 7

1. **Heightened Senses:** Night vision device (goggles).
2. **Bonus Leap:** This power enhances Ebony Wolf's jumping rate by three fold and allows him to remain airborne three times as long as normal. Resembling a limited Flight power, this ability allows him to land softly when an Agility save on 1d20 is made.
3. **Speed Bonus:** +60 inches to his ground speed.
4. **Special Weapon:** On his left hand, the Ebony Wolf wears a set of claws which protrude a foot past his own knuckles. These claws consist of three blades. +2 to hit, HTH +1d6 damage.
5. **Heightened Endurance:** +14.
6. **Heightened Attack:** +7 damage, with special claws only.
7. **Hiding in Shadows:** Due to his black costume, the Ebony Wolf gains the benefits of invisibility when in dark shadows or areas without illumination (see rules, page 14, Invisibility).

Weakness: Low Self-Control: If, when fighting an opponent, the Ebony Wolf loses more than 3/4 of his hit points, he will become psychotic. In this state, the man will fight to the finish, even if it means his own death. A successful roll against Intelligence on percentile dice will bring him out of this state. The roll is made every turn. If all rolls are failures, but the Ebony Wolf is victorious in combat, he will finish his assigned job and then simply return to his employer for payment.

Weight: 187 lbs.

Agility Mod.: -

Endurance: 27

Intelligence: 15

Reactions from Good: -3

Hit Mod.: 10.44

Damage Mod.: +2

Accuracy: +2

Carrying Cap.: 798 lbs.

Movement Rate: 122 inches, ground

Detect Hidden: 12%

Inventing Points: 10.5

Basic Hits: 4

Strength: 18

Agility: 17

Charisma: 18

Evil: +3

Hit Points: 42

Healing Rate: 3.2/day

Power: 77

Basic HTH: 1d8

Detect Danger: 16%

Inventing: 45%



ORIGIN/BACKGROUND: Donald Featherstone was the son of a rich English aristocrat. Being quite the little brat, young Donald attended military school until his adolescence. It was at this time that he developed the amazing ability to almost fly by leaping extended distances. Deciding to prove his manhood, he escaped from the school one night and sought his destiny as a soldier of fortune, where his naturally hostile personality and freak abilities could be put to use. Over the years he became versed in many types of combat skills and weapons. Donald then journeyed to America, where he now tries his hand as an assassin for hire.

COMBAT TACTICS: The Ebony Wolf almost never operates by day, preferring the darkness of night. Most commonly, he will stalk his intended victim like his namesake and will utilize the darkness to attack by surprise. Should he lose control of his anger but later regain his composure, the Ebony Wolf will attempt to escape from that opponent since his hit points, no doubt, will have been reduced to a dangerous level. The Ebony Wolf never gives up a hunt until he has succeeded in his assignment.

YASUNARI YAMASHITO

Side: Good
Age: 69
Powers: None

Sex: Male
Level: 1

Weight: 110 lbs
Agility Mod.: +2
Endurance: 9
Intelligence: 15
Reactions from Good: +2
Hit Mod.: 0.67
Damage Mod.: +1
Accuracy: -2
Carrying Cap.: 68 lbs.
Movement Rate: 23 inches ground
Detect Hidden: 12%
Inventing Points: 1.5

Basic Hits: 3
Strength: 7
Agility: 7
Charisma: 16
Evil: -2
Hit Points: 2
Healing Rate: .75/day
Power: 38
Basic HTH: 1d3

Detect Danger: 16%
Inventing: 45%



JOHN YAMASHITO

Side: Evil
Age: 30
Powers: None

Sex: Male
Level: 1

Weight: 170 lbs.
Agility Mod.: -
Endurance: 12
Intelligence: 14
Reactions from Good: -1
Hit Mod.: 2.4
Damage Mod.: +1
Accuracy: +1
Carrying Cap.: 289 lbs.
Movement Rate: 38 inches ground
Detect Hidden: 10%
Inventing Points: 1.4

Basic Hits: 4
Strength: 13
Agility: 13
Charisma: 14
Evil: +1
Hit Points: 10
Healing Rate: 1.2/day
Power: 52
Basic HTH: 1d6

Detect Danger: 14%
Inventing: 42%



YOOSO

Side: Evil
Age: 51
Powers:
Sex: Male
Level: 4
1. Natural Weaponry: +2 to hit, +4 damage (from Ninja training)

Weight: 160 lbs.
Agility Mod.: -
Endurance: 14
Intelligence: 17
Reactions from Good: -1
Hit Mod.: 1.68
Damage Mod.: +1
Accuracy: -
Carrying Cap.: 192 lbs.
Movement Rate: 34 inches ground
Detect Hidden: 12%
Inventing Points: 6.8

Basic Hits: 4
Strength: 10
Agility: 10
Charisma: 14
Evil: +1
Hit Points: 7
Healing Rate: 1/day
Power: 51
Basic HTH: 1d4

Detect Danger: 16%
Inventing: 51%



YASUNARI YAMASHITO'S CHAFFEUR

Sex: Male
Strength: 10
Agility: 12
Charisma: 13
Damage: +1
Accuracy: +1
Carrying Cap.: 179 lbs.
Movement Rate: 33 inches ground

Weight: 170 lbs.
Endurance: 11
Intelligence: 09
Hit Points: 6
Power: 42
Level: 1
Basic HTH: 1d4

THE HELICOPTER PILOT

Sex: Male
Strength: 11
Agility: 13
Charisma: 07
Damage: +1
Accuracy: +1
Carrying Cap.: 211 lbs.
Movement: 37 inches ground.

Weight: 160 lbs.
Endurance: 13
Intelligence: 09
Hit Points: 8
Power: 46
Level: 1
Basic HTH: 1d4

IN CONCLUSION

With any luck, the heroes will (hopefully) manage to rescue the Yamashitos, save Richter, stop Yooso's insidious plot and defeat the Dragon's Claw. At least they'll have their hands full. If successful in all of these tasks, a Charisma bonus of two or three points would be, no doubt, called for and appreciated by the players.

If the Gamemaster wishes to lengthen this adventure, this can be accomplished in several ways. Yooso could be allowed to escape to Japan, where the heroes would have to pursue him. This would, most certainly, be a life threatening rescue mission. Furthermore, in light of Leslie Richter's eventual disappearance, the Ebony Wolf may take it upon himself to find his employers and should see the heroes as the most likely suspects. Another related addition can be made if, during the adventure, the heroes searched the offices of Vanguard Incorporated and found Richter's secret files. At the Gamemaster's option, and by his creation, a cast of characters and plots could be uncovered by the heroes if they follow up what they have learned from Richter's incriminating files. In such an extension, the Ebony Wolf would most certainly be contracted by Richter to hunt down the player-character heroes.

CONVERSIONS:



AND



by Steve Perrin & George MacDonald with Jack Herman

The major hurdle when using this **Villains and Vigilantes** adventure with the **Champions** rules is converting the characters to **Champions** stats. As both games deal with superheroes, the adventure's storyline should work with little or no conversion.

Converting **V&V** characters to **Champions** is a two step process. First convert the character's stats and then convert the character's powers. The Gamemaster will be responsible for creating disadvantages from the character's weaknesses and writeup.

CHARACTERISTICS

Each **Champions** Primary Characteristic is based on a **V&V** characteristic or ability. Use the list below to calculate each Primary Characteristic. Speed is also calculated from the **V&V** characteristics. Calculate the rest of the **Champions** Figured Characteristics normally and round them up.

STR: Use the **Champions** Strength Chart to find the **Champions** STR that represents the **V&V** character's carrying capacity. Use the **V&V** lift numbers straight, do not convert from pounds to kilograms.

DEX: 15 + (3 x **V&V** Accuracy)

CON: 1/3 of **V&V** Power Score.

BODY: 6 + **V&V** Basic Hits

INT: **V&V** Intelligence.

EGO: **V&V** Charisma.

COM: Player's choice.

SPD: (**V&V** Agility + Initiative Bonus [if any]) / 10 + 3.

Some powers may affect the **Champions** Figured Characteristics. Double the Base Figured PD or ED if the character has no powers that help defend from physical or energy attacks.

POWERS

V&V and **Champions** have very different systems to represent a character's powers and abilities. A **V&V** character's defense is often not getting hit by a type of attack, while a **Champions** character's defense is ignoring much of the damage of a specific type of attack. These conversions attempt to preserve the 'spirit' of the **V&V** character using the **Champions** mechanics, by giving him high defenses vs. a type of attack, rather than making him hard to hit. The following are some simple rules for the conversion.

The GM may use as many dice of damage for each attack as he feels fits into his campaign. The GM may use the following as a basis for comparison. To get the number of normal dice of attack, halve the maximum damage of the **V&V** attack and add the character's Damage Modifier. Divide the result of this by 3 to get dice of Killing Attack. Multiply the number of dice by 5 to get Active Points in other powers.

Whenever the value of a Defense is unspecified, the **Champions** character gets 10 + **V&V** Character Level in points of Defense.

For Ground and Swimming Movement, divide the **V&V** move in inches by twice the **Champions** Speed to get movement per phase.

For Flight, divide the **V&V** move in inches by 2 and take the square root. The table below gives some possible values.

V&V Movement	25"	100"	225"	400"	625"	900"	1225"	1600"	2025"	2500"
Champions Move	5"	10"	15"	20"	25"	30"	35"	40"	45"	50"

A **V&V** character's Level has a big impact on how well he hits an opponent. For every two **V&V** Levels over 1 (rounded down), the **Champions** character should get one 8 point level in Combat (**V&V** Level 6 = 2 x 8 Pt. Skill Levels, **V&V** Level 7 = 3 x 8 Pt. Skill Levels, etc.).

From here on you simply look up the **V&V** power on the list below and find its **Champions** equivalent. Some **V&V** powers include several **Champions** powers, others have variable equivalents, depending upon the **V&V** writeup. Read the writeups carefully to get the best translation.

V&V POWER	CHAMPIONS POWER
Absorption3D6 Absorption and/or Power Transfer
Adaptation30 pt. Life Support, 1/2 Damage Reduction versus Ranged Energy Attacks
Android Body	+.10 CON, 10 pt. Ego Defense, one other power
Animal Control12D6 Mind Control (Specific animals only)
Animal PowersWhatever is appropriate
Animated ServantRobot (use Champions II rules)
Armor 31-60Armor 12 PD 12 ED - Activates on 11
Armor 61-90Armor 18 PD 18 ED - Activates on 14
Armor 91+Armor 24 PD 24 ED
Astral ProjectionDesolid - Must leave normal body behind
BionicsWhatever is appropriate
Body PowersWhatever is appropriate
Chemical PowerMultiform, 1/2 damage reduction vs ranged energy attacks
Cosmic AwarenessGamemaster discretion

V&V POWER	CHAMPIONS POWER
Darkness ControlDarkness to normal vision
Death Touch1D6 Power Destruction - Body
Disintegration Ray3D6 Energy Killing Attack
Devitalization Ray10D6 Power Drain - Endurance, at range
Dimensional TravelExtra-Dimensional Teleport
Emotion Control12D6 Mind Control - Emotions Only
Flame Power 1Energy Blast - Fire
Flame Power 2Elemental Control - Fire 1. Energy Blast, 2. Flight, 3. Force Field (10 PD, 15 ED)
FlightFlight (see chart in text)
Force Field 115 PD Force Wall
Force Field 2Strength (Usable at Range)
Gravity ControlTelekenisis
Heightened Attack	+.5 to active points in all attacks
Heightened Defense	+.2 levels of DCV
Heightened Expertise	
01-60	+.2 OCV with one attack (2 3-Pt. levels)
61-90	+.2 OCV with related attacks (2 5 Pt. levels)
91-100	+.2 OCV with all attacks (2 8-Pt. levels)
Heightened SensesDanger Sense/appropriate Enhanced Sense
Heightened SpeedRunning (see movement rules in text)
Ice PowersElemental Control - Ice 1. Ice Blast, 2. Armor (see Armor power above), 3. Force Wall 10 PD, 10 ED
Illusions A12D6 Light Illusions (Champions II)
Illusions B10 PD/10 ED Force Wall and Animating Telekenisis (on Force Wall)

V&V POWER	CHAMPIONS POWER
Invisibility	Invisibility (normal only)
Invulnerability (per pt.)	+1 PD and +1 ED with any appropriate resistant defense
Life Support	20 pt. Life Support (OIF - space suit)
Light Control	Elemental Control - Light 1. Lightning Blast, 2. 20 ED Force Field, 3. Telekenesis Animate (electrical devices only)
Magical Spells	appropriate powers with magical base
Magnetic Powers	Elemental Control - Magnetism 1. Telekenesis on Metal, 2. 15 PD/15 ED Force Field, 3. Strength usable at range, only
Mind Control	12D6 Mind Control
Mutant Power	Whatever is appropriate
Natural Weaponry	1D6 HKA or 1 level of Martial Arts
Non-Corporeality	Desolid (+1/4 not through Force Walls)
Paralysis Ray	8D6 ALD* (Champions III) (* artificial bodies, ED, Ego Defense)
Plant Control	Telekenesis (animating plants only)
Pet	Other hero or 'vehicle'
Poison/Venom	Ranged Killing Attack or Transformation Attack (Champions III)
Power Blast	Energy Blast and Missile Deflection at range
Psionics	appropriate mental power
Regeneration	Regenerate (1 point per point of V&V Healing Rate)
Revivication	Gamemaster Discretion
Robotic Body2 x Density, 5 point Ego Defense, other appropriate power
Size Change A	Growth
Size Change B	Shrinking
Sonic Abilities	Energy Blast - Sonics
Speed Bonus	Extra inches in one movement power (see movement rule)
Special Weapon	Powers bought through focus
Stretching Powers	Stretching and appropriate other powers
Telekenesis	Elemental Control - TK 1. Telekenesis, 2. PD Force Field, 3. Physical Energy Blast
Telepathy	Elemental Control - Telepathy 1. Telepathy, 2. Mind Scan, 3. Ego Defense
Teleportation	Teleportation with added distance
Transformation A	Instant Change or Multiform
Transformation B	Multiform (Champions III)
Transformation C	Shapeshift or Multiform (Champions III)
Transmutation	Transformation Attack (Champions III)
Vehicle	Vehicle (Champions III)
Vibratory Powers	Elemental Control - Vibrations 1. Vibrations Blast, 2. 10 ED and 20 PD Force Field, 3. Desolid
Weakness Detection	Find Weakness
Water Breathing A	5 pt. Life Support
Water Breathing B5 pt. Life Support, 0 END on all powers while in water, (+1 Limitation on Reduced END Cost), and 20 pt. Physical Disadvantage; Recovery drops to 1 while not in water.
Weather Control	Weather Multipower 1. Darkness - Clouds, 2. Entangle - Rain, 3. EBlast Lightning, 4. EBlast - thunder vibrations, 5. EBlast - Wind, 6. EBlast - Cold, 7. EBlast - Ice
Willpower A	High INT and EGO
Willpower B	Ego Defense, Power Defense, Danger Sense, or some similar ability
Wings	Flight (see 'Flight' above)

V&V characters can have weaknesses as part of their powers. **Champions** characters should take the Disadvantage, or Power Limitation that most closely reflects these weaknesses. Most V&V weaknesses come under the 'Physical Limitation' 'Disadvantage' or 'Limited Power' Limitation.

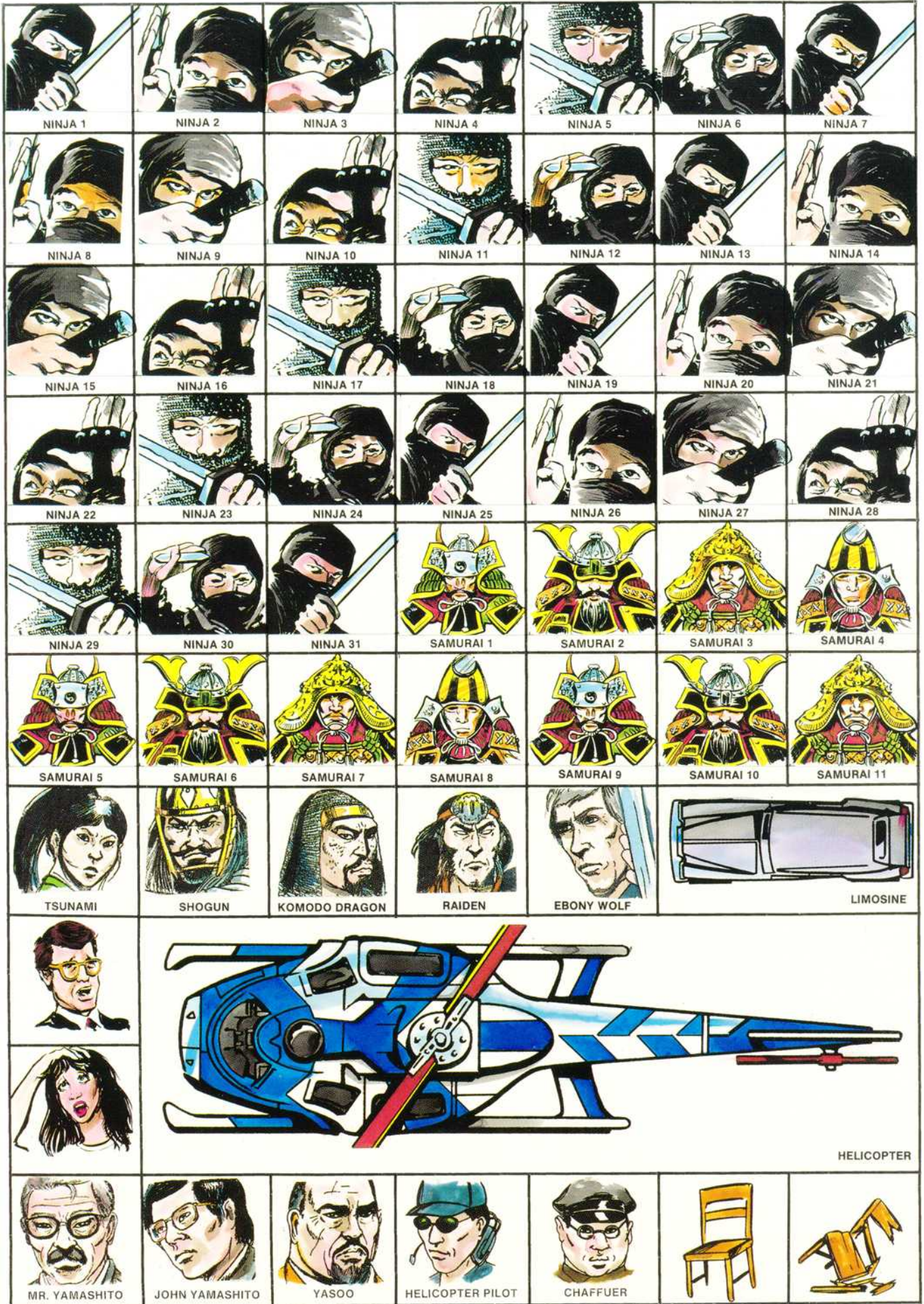
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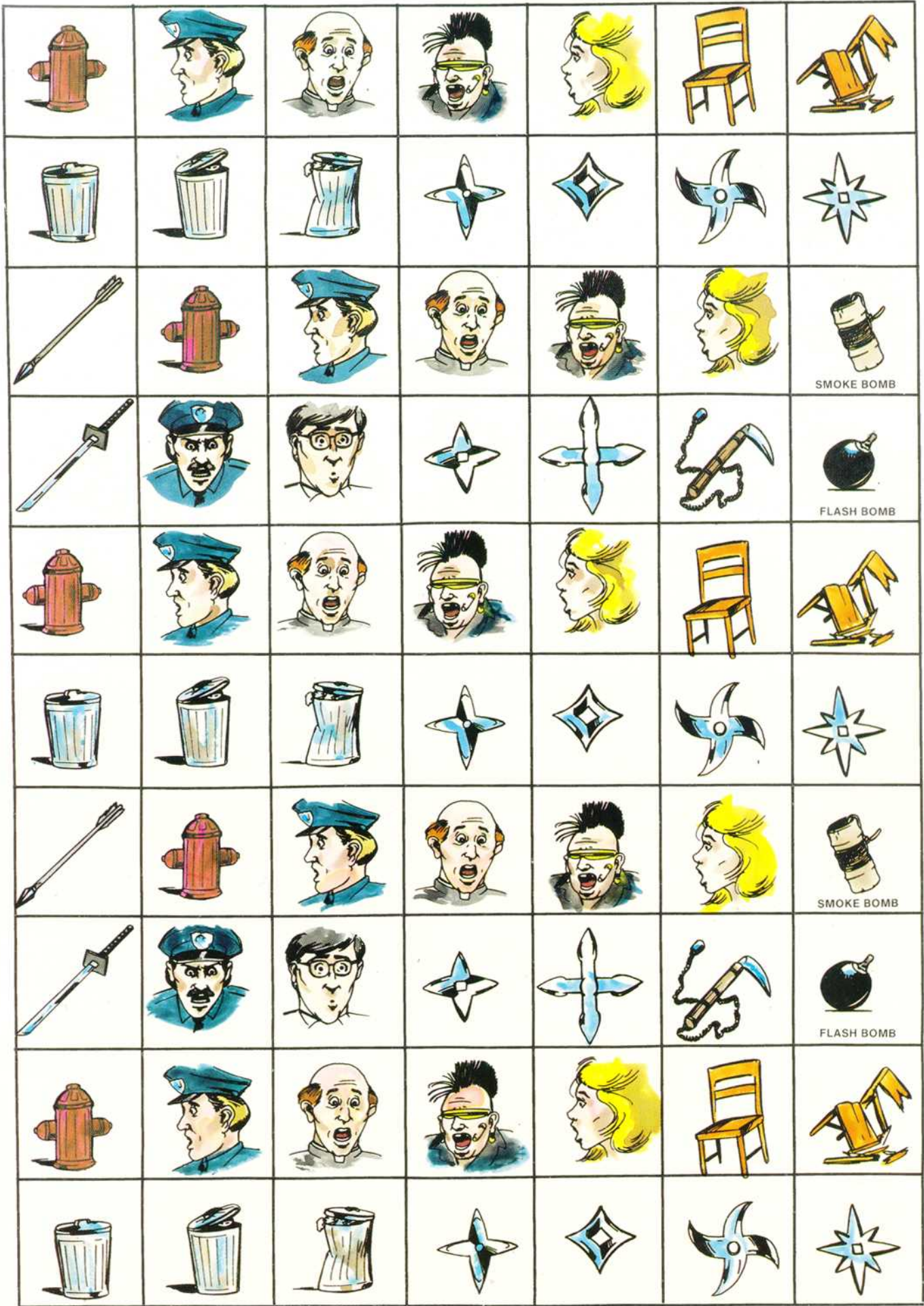
CAN YOU IDENTIFY B-MAN?

This adventure pack features a surprise appearance of a noted artist as 'letterer' on the back cover. Since the artist did not wish to take normal credit for this assignment, we have decided to run a sort of mini-contest. The first V&V player to correctly identify 'B-Man' will receive the next three V&V adventures (following correctly identifying the mystery letterer) as a prize to be sent out by FGU as each is released.

We obviously will not have time to send a reply to every letter we receive on this subject, so you will only be notified if your 'guess' is correct. The first correct answer will be awarded the prize, while later answers that are correct will receive notification that they did answer the contest question correctly, but that the prize has already been awarded.

We sincerely hope that one of you will be able to match the style of the lettering to the artist in question, or at least will be able to guess correctly. Good luck!





WHY IS SOMEONE TRYING TO KILL THE VISITING JAPANESE BUSINESS MAGNATE? IS THERE MORE TO IT THAN MEETS THE EYE? AND, CAN THE SUPERHEROES DEAL WITH THE SKILLED ASSASSINS INVOLVED, THE NINJA?!

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LETTERS
B-MAN
(FOREVER)

