

BY  
**STEWART  
WIECK**

ZIRCHER '85



THE  
SECRET  
IN THE  
SWAMP

A

VILLAINS  
AND  
VIGILANTES™  
ADVENTURE



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## CONTENTS

1. CALL TO ARMS	3
2. AT THE SCENE	3
3. STARTING POINT	4
4. THE INDIAN VILLAGE	4
<i>Indian Village &amp; Government Office Maps</i>	5
5. THE INDIAN COVER-UP	6
6. THE OLD COOT KNOWS	6
7. FOLLOW THAT BIRD	7
<i>Island Map</i>	8
Sludge	8
Swamp Rat	9
8. THE OLD MAN'S SECRET	10
Coot	10
9. AND THE DEAD WILL RISE	11
Inside the Mound	12
Shaman	12
<i>Mound Interior Map</i>	13
Indian Spirits	14
Asi-vaholo	14
10. ASSAULT ON THE EVERGLADES	16
Psi Prime's Base	16
<i>Psi-Prime's Island</i>	17
<i>A-Level Map</i>	18
<i>B-Level Map</i>	18
<i>C-Level Map</i>	19
<i>D-Level Map</i>	19
<i>E-Level Map</i>	20
The Welcoming Committee	20
11. THE STORY AND THE PLAN	21
Psi-Prime	22
White Heron	23
Alligator	24
The Prime Squadron	25

## EDITORIAL INTRODUCTION

This book brings greater pleasure to me as Editor in Chief than the usual V&V adventure for several reasons — all of which relate to the author, Stewart Wieck. Stewart was a gamer who was unable to find **Villains and Vigilantes** products in his local shops and who was forced by this to purchase through the mail directly from FGU. He ordered consistently and purchased every adventure in print for the game. He also wrote to the authors and artists who had been involved in the various V&V products. Then, like many players, he wrote to FGU to request information on submitting his own adventures for possible publication and the writer's guidelines for V&V material.

This is all a common set of events. But, the unusual part of this series of events is that he actually came through and made several submissions of material to us, all of which were of high quality and were markedly different from the adventure material we had already done. This is a pleasure for everyone involved in that we see a gamer learn to enjoy a specific game and then develop a feel for a game system that allows him to first write or create his own adventures for his own gaming group, and then to produce material for publication.

In a similar fashion, Stewart Wieck had written to Patrick Zircher and had expressed a strong desire to work with Pat Z. Thus, the publication of **The Secret in the Swamp** (which is only the first of several V&V adventures from Stewart Wieck) allows us to publish material from an enthusiastic gamer, a loyal customer, and to show all gamers that they might one day be able to work with a favorite artist.

Though I am probably belaboring this, it all makes the nitty-gritty production work done at the FGU offices a bit more enjoyable when things like this come to pass.

Scott B. Bizar  
Editor-in-Chief



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# 1. Call to Arms

When the adventure begins, the characters should be at their headquarters or should have at least one team member available to be contacted at their headquarters or some other pre-arranged contact point. The group will receive a message from the Governor of the State of Florida via whatever sort of priority communications channel the player-heroes have available to them. This message will be from the Governor himself and he will insist upon speaking directly with the team leader.

When the group's leader is available, the Governor will give him the following information (which can either be read directly to the players or derived by them from a discussion which could ensue with the Governor):

*'Three days ago, a supposedly secret military installation in the Florida Everglades was broken into. There are very few clues on who was responsible or even on how the existence*

*of the base was discovered. There are, however, some very puzzling facts which you could investigate once you get down here.*

*Please do not notify the news media or the general public as we wish to keep the nature of the theft which occurred under wraps. Please go to Sanza, Florida as quickly as possible, for delays in uncovering the culprit or culprits responsible could be disastrous.'*

Hopefully, the characters have some way to make a speedy trip to Sanza (a purely fictional small town which is used only for this adventure's requirements — campaigns already set in Florida may choose to use a real town as a setting). If they should lack the resources to do so, transportation will be provided at the expense of the State of Florida and of Uncle Sam. Such transport will be awaiting the player-heroes at the nearest airport.

# 2. At the Scene

When the characters arrive in Sanza (by whatever means), they will be quickly located by Lieutenant Donald Nash, a man of above average qualities though with no outstanding attributes. He will pull an official looking vehicle up to the curb of the sidewalk outside the main door of the airport or rail (or even bus) terminal at which the heroes arrive in Florida. He will introduce himself, explain that he has been sent to pick up the heroes, and ask them to join him in the van he is driving.

Once the characters are in the van, Nash will again stress the importance of keeping a lid on the events in the Everglades (at least until the mystery surrounding the theft has been solved by the heroes). The van will then take the hero group to the military chemical warfare technology facility which is hidden in the Everglades outside of Sanza.

At the base, Nash will stop the van outside the main gate so he can show the player-heroes the government's projected sequence of events of the crime. This means taking the heroes through a ripped section of electric fence and then onward to the crushed side of the chemical storage building. Nash will inform the characters that it has been determined that an explosion of dynamite could not be responsible for the gaping hole in the structure. Once inside, Lieutenant Nash will inform the characters that it has been determined that informing them that nothing else of importance lies elsewhere (though a character with sufficient Security Clearance would be allowed to freely roam the installation — nothing extra of import will be found in the way of clues). Each character searching the storage building should receive a

Detect Hidden roll in an attempt to find the following:

- Embedded in one of the walls is a coin. If removed from the wall somehow, it will be seen to be a German Deutchmark.
  - The coin has yet to be noticed by any of the military personnel who have searched the area, but the following is clearly apparent and will be noticed by any searcher (and has already been noted by military personnel as clues).
- There are great smears of swamp mud splashed over the entire floor of the building (though none are located near the coin in the wall).
- Many of the remaining chemical containers have similar muddy smears.
- Within some of the smears are the footprints of some unknown person wearing boots.

Three of the villains detailed in this adventure pack took part in the chemical robbery: Psi-Prime, Sludge, and Swamp Rat. The muddy streaks were, of course, created by Sludge passing and the embedded coin is the trademark of Psi-Prime. Thanks to Sludge's strength, the three broke in through the electrified fence and the wall of the storage building. Once inside, Psi-Prime sent Swamp Rat back to his swamp boat and directed Sludge in the carting of the precious chemical containers to the boat. It was all relatively simple, since the US Army believed this base to be unknown and had taken no extraordinary precautions in guarding its security. One guard, however, had to be shot, though Swamp Rat didn't

object to this murder in the least!

## 3. Starting Point

Lieutenant Nash will explain that the military has yet to uncover any definite clues that they feel are worthwhile. He will go on to explain that the only clue of any viability is that some of the Indians from a nearby reservation have been sneaking around late at night. He cannot see how the local Indians could be responsible for the break-in and the theft for many reasons:

1) They probably don't even know that this chemical warfare technology facility exists, and, even if they did,

2) They would have no way to break in through the electric fence, let alone the solid wall of the storage building.

Nash will suggest that the player-heroes should check out

this lead anyway, at least until a more definite lead is uncovered. He will provide the player team with directions to the Indian reservation.

From this point on, Lieutenant Nash and the other military officials will not be deeply involved in the investigation. This is an adventure for the heroes and they should figure things out for themselves. If the characters get 'stuck,' the military (in the person of Lieutenant Nash or some other officer) could resurface at the GM's option with a clue which might lead the player-heroes to the next important step of their investigation and the adventure.

## 4. The Indian Village

This small reservation area was granted to a small group of Seminole Indians in 1919, despite the fact that very few Seminoles lived here. The Government went further to set up a small hospital and store for the care and benefit of the Indians. This hospital care area was once government run, but has been run by a local Seminole from the reservation for the past several months. This Seminole Doctor returned to the reservation after earning his medical credentials so as to provide care for his family and friends.

The village population is only twenty-five men, nineteen women, and fifteen children. The following is the key to the lettered areas on the village map; consult the map for the locations of the listed areas.

### Village Map Key:

a) This is the area deeded by the government for the building of the hospital/store. Other maps show the more detailed sections described below.

1) This area is the waiting room with one long couch, two recliner-type chairs, and four other wooden chairs. There is also a small table with a variety of magazines on it, including outdoor and fishing magazines, *Time*, *Reader's Digest*, *People*, and several local newspapers. All of the issues of these periodicals are one to two months old as the new doctor has yet to order new subscriptions.

2) This area doubles as a filing room and a storage area. Things filed here in various filing cabinets include notes on recent injuries or births on the reservation, various legal papers signed by the government certifying the Indians' rights to this land, notes on famous ancestors (such as Asi-Vaholo), and other, more minor, papers and certificates. Among the things stored in this area are flashlights, shovels, hatchets, oars, tents, and a few shotguns. The place is a mess and the doctor will explain that he has been so busy that he hasn't really had a chance to even look in this room himself.

3) This area is where minor injuries can be treated (such as snake bites). There are also cabinets filled with various prescription drugs. The cabinets are locked and the doctor has the only key.

4) In here is where the more major medical matters are taken care of (such as child-births). Most important surgical implements can be found here.

5) This is the doctor's office. Serving as an office is only a minor function served by this area. More often it is used for meetings between Shaman and Psi-Prime. This room also once doubled as the previous government doctor's bedroom. See the following section for more information concerning these meetings and other intrigues.

b) This is a recently built addition to the main hospital area.

1) This room is a den-like area with a television, stereo, and other items of family-style decor.

2) This is a kitchen area with all of the commonly found kitchen appliances.

3) This is a library stocked with books of all kinds, though there are many on the history of American Indians.

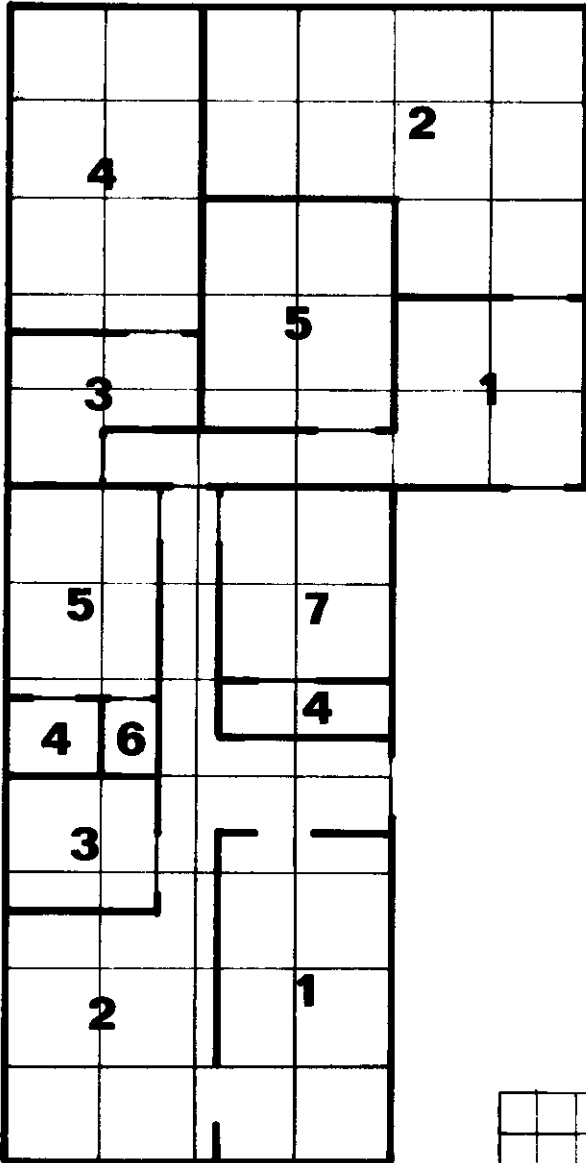
4) These two areas are bathrooms with the appropriate fixtures and facilities.

5) This is Karen Moran's (White Heron) bedroom. There are various pieces of clothing lying about, along with some faked archeological notes. See the following sections for details on White Heron's activities here. Other things around the room include an Audubon calendar on one wall, a small terrarium with frogs (for her weakness), and some wilderness survival pamphlets.

6) This closet stores most of 'Karen's' clothing in addition to two White Heron uniforms in the back.

7) This is Dean Nay's bedroom. Nay is the doctor responsible for the hospital. Beyond normal furnishings, it contains various medical reference books, a college diploma, and a very nice and precise compass.

c) This is the home of Shaman (see the section on the villains for personal details). There is nothing outstanding about the home other than the fact that there is a small attic above Shaman's bedroom. The attic can only be reached by way of a small secret hinged door on the ceiling. An outside view of the house would not reveal the presence of the attic.



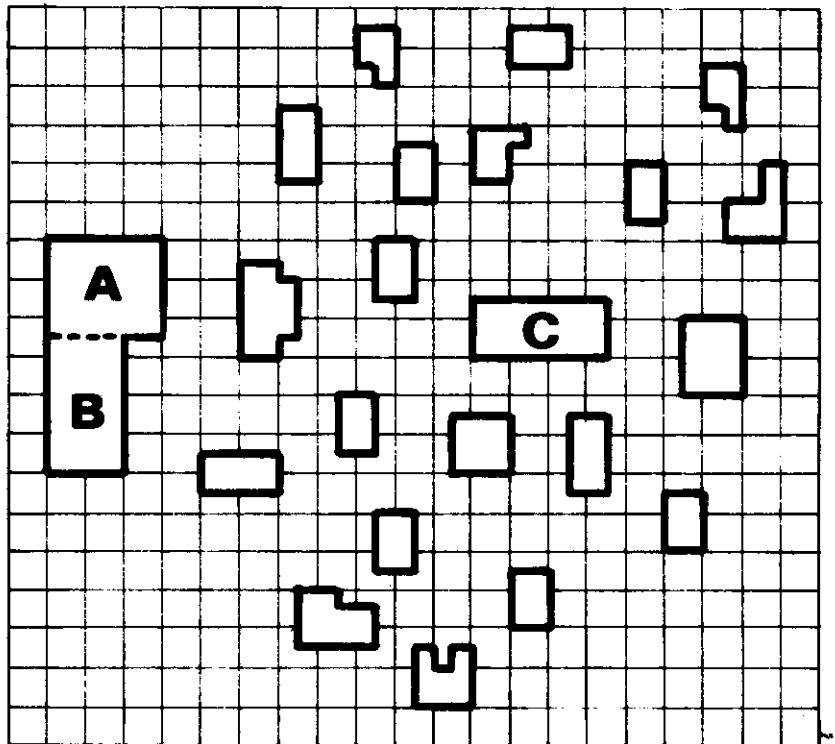
**GOVERNMENT OFFICE**

Scale: 1 square = 5 feet

Note: Government Office is Areas 'A' and 'B' from Indian Village Map.

**INDIAN VILLAGE**

Scale: 1 square = 10 feet



## 5. The Indian Cover-Up

When the player-heroes arrive in the Indian village, they will attract a great deal of attention (as superheroes are not the most common thing in the middle of a swamp). If any questions are directed at any of the Indians, they will not answer but will give directions to the Shaman's home. The Shaman is commonly known as Rolock to all villagers and visitors as he protects his real name, Antioch.

If the characters proceed to Shaman's house, they will find a very friendly and receptive old man. He will not shake hands with any of the heroes or touch or allow himself to be touched in any way, as he is fearful of having his mind read. He will offer the player-heroes a seat and will do all those other things normally expected of a gracious host.

When, and if, Shaman is confronted with the question of the authorities having seen the Indians sneaking around lately, he will very calmly reply that they have had problems with a black panther roaming at night (that, he says, has even injured a few of the Indians) and that they have had to take actions to stop the deprivations of this creature. He will also (upon further questioning by the heroes) inform them that because the village is not in Park territory, they have the right to take care of this threat as they wish, though they intend to only capture the beast and return it to the park. (Most player-heroes would be aware that Florida Everglades black panthers are a protected species.) The officials, Shaman says, must have seen the Seminoles hunting for the panther at night for it sleeps during the day and cannot be found other than in time of darkness.

The actual facts in the village are that everyone except

White Heron and Dean Nay are under the Mind Control influence of Shaman so that no one will dispute the truth of Shaman's black panther lie. In truth, the Seminoles are part of Psi-Prime's plans, though they had no part in the chemical theft. Rather, they have been seen while walking to and from the ancient Indian burial grounds where they uncover bodies that will be taken to Asi-Vaholo to be turned into spirits.

As far as White Heron and Doctor Dean Nay are concerned, they are both a part of the plot. White Heron is in the village as Karen Morgan, an archeologist interested in Indian artifacts. She will, of course, uphold that Shaman is telling the truth in the 'panther' incident. And the doctor's story is that he has been here for only two months, coming right out of college back to his hometown. He will affirm that he has treated a young boy and an older woman for injuries caused by some large, clawed animal and will even go as far as showing the player-heroes his falsified records made for just such an occasion (though the player-characters will have no way to know that the records are falsified). Shaman (Rolock) will be perfectly willing to take the player-heroes to the medical center where the doctor and Ms. Morgan are staying.

Rolock will suggest another lead for the characters after their hopeful failure at the Indian village (it should be a failure). He will describe an old 'swamp goat' who seems to know about everything that happens in the swamp region. Rolock will give them specific directions to the fishing hole where he can always be found.

## 6. The Old Coot Knows

By following the directions that Rolock gives them, the player-characters will be able to easily find the fishing hole frequented by Coot. Coot appears to be an old man, and one who fits his environment so well that it almost seems that he belongs where he is. Coot, of course, is not what he appears to be (see the villain section at the end of this adventure).

When the player-heroes approach Coot, he will appear not to hear them (though he does), as he will continue to fish. The only things he has with him are his tackle box and fishing rod, and a paper bag lunch (cold roast beef sandwich). There is also a rowboat grounded a few feet away from him.

With the right questions, the characters will be able to discover the following from Coot (if they are patient enough to overcome Coot's supposed difficulties hearing), though it is all untrue:

- The Indians have been active at night in search of a black panther which has been terrorizing them.
- He has heard talk that the robbery might be an inside job. (He will never reveal his sources of this 'information'

or how he even knows about a robbery.)

- He knows where there is a hidden and run-down shack in the swamp. He tells the characters that this might be where the missing chemicals are being hidden. This information will be given, even if the characters do nothing to seek it out from Coot.

If the characters are interested in going to this shack (which they should be), Coot will advise them to return to this waterhole late at night, at around midnight, and they will be able to find the shack the same way he did: a white heron led him. He says he was there one night about a week back when a white heron, a rarity in the swamp, fluttered down to his side and seemed to beckon for him to follow. He did so in his rowboat, and was led to the shack. He says that he would have investigated it except that there was some commotion about 'and I's figured it was them chemical thieves, so's I's left.' Since then, the white heron has returned every night that he has been at the fishing hole. (He has no plans to be at the fishing hole that night, but you can bet White Heron will be, in appropriate form!)

## 7. Follow that Bird

When the player-characters return to the water hole late that night, a white heron will be wading in the water. Coot will not be anywhere in sight. If the characters decided to remain in the area after seeing Coot and await the night (which is highly unlikely), they will see Coot pack up his things just as the sun is setting and shamble over to his row-boat. He will then glide away, with agonizing strokes (all faked, of course). If the heroes send one of their number to follow Coot for some reason, Coot should be allowed a Detect Hidden roll to realize he is being followed. If the roll fails, Coot will go about his business as he had planned: go to inform White Heron that 'they've bit the hook.' If he succeeds in his roll, he will still go to the Indian village, but he will only trade some of his fish for some supplies (tobacco, insect repellent, more bait, etc.). Then, after the character following him leaves, Coot will go about his planned business as described above. The Gamemaster should, however, try to discourage the heroes from remaining at the swamp shore fishing hole with Coot or even returning to the Indian village. You might find some way to hint at the fact that Nash might have some new leads for them (which is false).

At the shore near the fishing hole, the white heron (White Heron) will lead the characters deep into the swamp where she will finally begin to circle the island (both to let the characters know which island it is, and to give Swamp Rat a signal, for he and Sludge are waiting to pounce on the unsuspecting heroes). After the heroes land on the island, White Heron will fly away, after giving an ominous nod of approval to the heroes.

As the player-characters approach the shack, Swamp Rat will be sending Sludge into position. The characters, once inside the shack, will discover that it is empty. If any of the players announce that their hero-character is attempting to Detect Hidden (for secret doors, tunnels, etc.), then roll for them. If the attempt is successful, the hero will find the cover of a hole in the middle of the shack on the ground. The hole contains a pile of TNT, which Swamp Rat has set up. If the cover is tampered with in any way, an explosion is likely. The only ways to keep the planned explosion from becoming a reality is by announcing that one's character is carefully removing the lid/cover (roll percentage dice against Agility to avoid an explosion), or perhaps by teleporting the lid/cover away. Plus there are other ingenious methods a team might think of. In any event, as the characters are leaving the shack, Swamp Rat will activate the explosion if the hole was not discovered by the heroes in their search of the shack. Any characters on the solid ground near the shack will be affected by the explosion. The TNT has a blast radius of six inches (game scale) and will do 3d10 damage to all characters within that blast radius. It attacks as a 4th level character and has a 'to Hit' modifier of +4.

During the explosion, Swamp Rat will 'gun' his boat engine to life (the noise of the explosion will cover this), and he will then begin circling the island. He will fire the swamp boat's machine gun for as long as possible (until any character lands in the boat). Once a superhero lands in the boat (a feat which will require a percentile roll vs  $Ax3$ ), Swamp Rat will begin to twist and turn the boat, causing the hostile player-character to fall out unless he can save vs. Agility on percentile dice. Whenever a character falls out of the swamp boat, he will take 1d6 damage (from being jostled, etc.). If Swamp Rat is able to act again before the fallen



character can, he will attempt to run the hero over with the swamp boat, doing 1d12 damage.

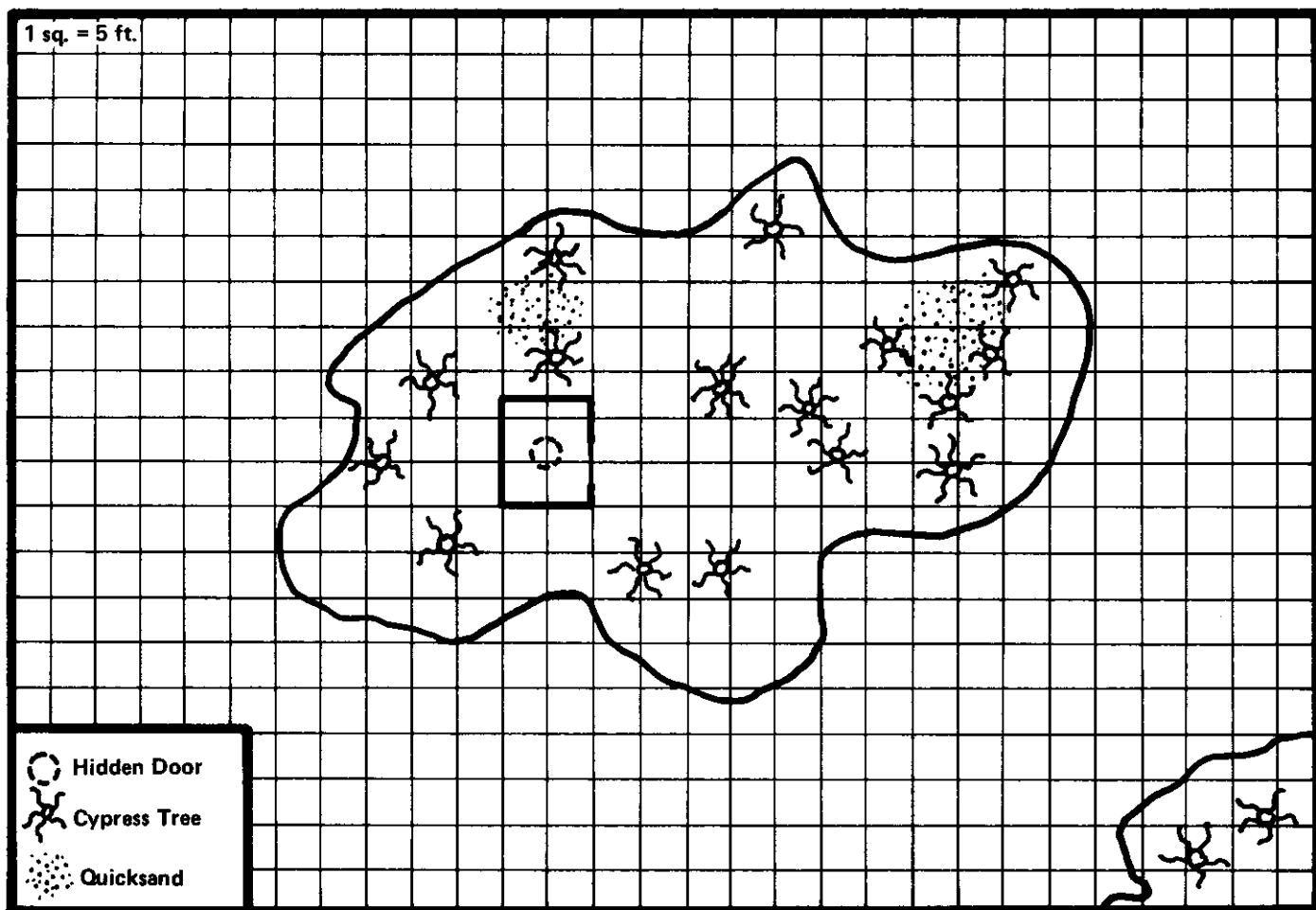
Swamp Rat also carries the following in the event that he decides to forego the use of his machine gun: a hunting knife, two hand grenades, an automatic rifle, a knockout gas grenade (can cover four square inches), and a gas mask. A hit with the knockout gas grenade will merely cause normal damage from being hit by a thrown object, but anyone in its area of effect will also need to save vs. Endurance on 1d20 or fall unconscious.

Sludge will already be in position when the TNT goes off, even if the characters manage to set off the explosion themselves. He will rise out of the murky swamp water and will attack the nearest hero. If he hits, he has grabbed the player-hero and he will then hurl the captive hero into any nearby quicksand. Sludge will not do this to any character who he has seen fly (via Swamp Rat's instructions), but he is as likely to attack a flying character whose flight power is still unknown as he is any other non-flying character.

Any character who has been thrown into quicksand can escape in two ways: 1) fly out or 2) crawl/swim out. If the character thrown into quicksand has Flight powers that were unknown to Sludge, that character will only have to spend 5 extra inches of movement to remove himself from the grasping muck. However, if the trapped character cannot fly, he is in for a time consuming feat. Every action which the character undertakes while in the quicksand requires a roll of his Agility or less on 4d6.

Two successes at this task of being able to take an action mean that the character has successfully crawled/swum out of the quicksand. Three failures, however, indicate that the character has been sucked under the surface of the quicksand. Each failure (until the third, whereafter it doesn't matter) means that the character must add two to each of his later 4d6 rolls. This means that after the first failure, the hero must roll under his Agility on 4d6+2. After a second failure, the





roll is 4d6+4. Any flying character with sufficient carrying capacity may pull a teammate caught in the quicksand out in one action plus one action for each failed movement roll the trapped character has made.

After this attack, Sludge will fist it out with any and all heroes who would fight him. Swamp Rat will be putting his attention on the flying heroes; knocking them out first, and then seeking out the heroes who might be able to hit his swamp boat or himself from the 'island.'

#### Sludge

Identity: Unknown  
Age: Unknown  
Experience: 11,000

Side: Psi-Prime  
Sex: None/Unknown  
Level: 4  
Training: Strength

#### Powers:

1. Heightened Strength: +40
2. Heightened Senses: (In swamp only) his Detect Hidden and Detect Danger scores are boosted as shown below.
3. Chemical Power: Sludge's body is made up of a mud-like substance which gives him Chemical Power defense.

Weakness: Lowered Intelligence: -9

Weight: 630 lbs.  
Agility Mod.: -4  
Endurance: 18  
Intelligence: 2  
Reactions from Good: -1  
Hit Mod.: 6.552  
Dam. Mod.: -1  
Accuracy: -  
Carrying Cap.: 55,855 lbs.

Basic Hits: 13  
Strength: 56  
Agility: 12  
Charisma: 13  
Evil: +1  
Hit Points: 104  
Healing Rate: 6.5/day  
Power: 87  
Basic HTH: 4d10

Movement Rates: 85 inches ground, 50 inches in swamp.  
Detect Hidden: 20%  
Detect Danger: 40%  
Inventing Points: 0.8  
Inventing: 6%

#### Origin & Background

When Shaman made his call to the Five Ancients for help, it was Sludge who responded, though he was then in a different form. Sludge is, in actuality, one of the Five Ancients; but one who has been drastically weakened.

As one of the Ancients (all of whom desire the ultimate downfall of Man), 'Sludge' saw that with the powers Psi-Prime had allied to him that he might just succeed in his plans. 'Sludge' decided to come personally to Earth to make sure that everything went well, even though he knew that he would lose much of his power in a dimension outside his own.

Something more drastic happened, however, when 'Sludge' entered this dimension, some sort of freak mystical backlash caused by such power suddenly entering this dimension which caused the Ancient's physical and mental powers to become separated. The result of the physical change was Sludge. What happened to the mental portion of the Ancient is unknown at this time.

In any case, the physical manifestation of the Ancient's power retained enough intelligence to know that 'he' must help Psi-Prime, and Psi-Prime saw the submission of so powerful a creature as too good an opportunity to pass up. He put Swamp Rat in charge of the beast/creature called Sludge.

Sludge is only able to remain in this dimension because of the two objects he created for Shaman (the Mind Control device and the Amulet of Life), for they are a concentration of his power here, an anchor. If these two items are somehow destroyed, then Sludge will be returned to his original home

dimension totally intact as one of the Five Ancients.



### Swamp Rat

Identity: Jacob Archer  
Age: 38  
Experience: 13,000

Side: Psi-Prime  
Sex: Male  
Level: 5  
Training: Strength

#### Powers:

1. Armor (B): A bullet-proof vest type apparatus with an ADR of 45.
2. Heightened Endurance: +10
3. Heightened Agility: +8
4. Heightened Expertise: +4 to Hit with anything.
5. Natural Weaponry: +3, +6 because of martial arts techniques.
6. Vehicle: Modified Swamp Boat: Weight is 3000 lbs., carries 1+2 passengers, 2000 lbs. of cargo, with a speed of 50 miles per hour (220 inches/turn). 15 points to disable and 45 additional to destroy. The swamp boat has a mounted automatic rifle which can be fired by the driver. It is +1 to hit with a -1 damage per extra shot fired. Swamp Rat usually fires 3 bullets. Range = 190".

**Weakness:** Psychosis: Swamp Rat believes that the entire world is a swamp. As he has never left the swamp within his memory, he will become catatonic if removed from the Everglades.

Weight: 187 lbs.  
Agility Mod.: -  
Endurance: 24  
Intelligence: 9  
Reactions from Good: -1  
Hit Mod.: 7.98  
Damage Mod.: +2  
Accuracy: +3  
Carrying Capacity: 607 lbs.

Basic Hits: 4  
Strength: 16  
Agility: 19  
Charisma: 12  
Evil: +1  
Hit Points: 32  
Healing Rate: 3.5/day  
Power: 68  
Basic HTH: 1d8

Movement Rates: 59 inches 'ground', 220 inches in boat.  
Detect Hidden: 8%                      Detect Danger: 12%  
Inventing Points: 3.5                      Inventing: 27%

### Origin & Background

As a young man, Jacob Archer grew discontented with his life in Kansas City. He was a Vietnam veteran and could not settle down to a 'normal' life. Finally, one day he was at the scene of a bank robbery at which he became a hostage.

Though rescued from this situation, the reassociation with violence pushed him over the edge.

In this crazed state of mind, Jacob illegally purchased firearms and his swamp boat and went south to the Everglades (he had done most of his fighting in the Mekong Delta swamps during the Vietnam War). No longer irrational once he got to the swamp, Jacob Archer repressed all of his memories of any world outside the Everglades, where he continued to fight his 'war.'

While in the swamp, Jacob renamed himself Swamp Rat and developed a style of fighting similar to martial arts, but dirty, as he envisioned a rat fighting.

One day, Swamp Rat was approached by a man, who, of course, he shot. But Swamp Rat was overwhelmed with awe as he saw his bullet stop and drop inches away from the man's heart. The stranger called himself Psi-Prime and offered to help Swamp Rat win his war if Swamp Rat would first help him. This seemed like too much of a good deal to pass up, so Swamp Rat joined the stranger.

Soon, Psi-Prime put Swamp Rat in charge of Sludge, who 'Rat immediately liked (mainly because of his brutal killing strength). After about six months time together, Swamp Rat has now achieved almost total control over Sludge — as complete a control as that held by Psi-Prime.



Sludge and Swamp Rat, despite their well organized and planned attack, will, no doubt, sooner or later fall to the Herculean efforts of the player-heroes. But, if by chance the heroes should lose this encounter, they will all be put on a raft and set adrift. Escape, of course, is not as easy as it sounds for instead of killing the heroes outright, Swamp

Rat is looking for some fun. The heroes will be securely tied to the raft by very strong ropes. Also on the raft is a huge bundle of plastic explosives. Give each of the player-heroes one wake-up roll before the explosion. If they all fail to awaken, well . . . I'm saving my water!

## 8. The Old Man's Secret

No doubt the characters will suspect that Coot had a hand in this whole set-up. If they do suspect, they are 100% correct. They may wish to make a return visit to Coot's fishing hole. If they do, they will find Coot waiting. The heroes should not be allowed more than two days for recuperation after their slugfest with Swamp Rat and Sludge before seeking out Coot at the fishing hole.

Coot will act innocent only as long as the heroes do, but once they begin to get mean, Coot will simply stand up and say in an unearthly and raspy voice, 'I always did hope you would survive your encounter at the shack!' From then on, Coot will play no more games, and he is not one to play games with!

### Coot

Identity: Unknown	Side: Psi-Prime
Age: 162	Sex: Male
Experience: 12,000	Level: 4
	Training: Strength

### Powers:

1. Heightened Strength: +6
2. Heightened Endurance: +22
3. Heightened Agility: +5
4. Heightened Attack: +4
5. Power Blast: From eyes with a range of 24 inches, PR = 1, 1d20 damage.
6. Psionic Power: Power Drain: The use of this power is automatic and requires no movement or action. As soon as Coot expends any Power (due to PR requirements), he immediately regains that Power from the nearest conscious character until his Power returns to 78.

Weakness :Reduced Charisma: -8.

Weight: 166 lbs.	Basic Hits: 4
Agility Modifier: -	Strength: 18
Endurance: 31	Agility: 17
Intelligence: 12	Charisma: 4
Reactions from Good: +4	Evil: -4
Hit Mod.: 10.7008	Hit Points: 43
Damage Mod.: +5	Healing Rate .36/day
Accuracy: +2	Power: 78
Carrying Capacity: 741 lbs.	Basic HTH: 1d8
Movement Rate: 66 inches ground.	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 3.8	Inventing: 36%

**Special Weapon:** Fishing Rod: Range = 17 inches, Accuracy is +3, HTH damage +1 with the additional effect of a Paralysis attack. If the target is paralyzed, they are 'hooked.' The victim will remain paralyzed until the hook is removed by some other character (requires a full action). Coot cannot recast if a victim has been hooked. Coot can reel in a catch (movement cost only) of up to 741 lbs. in weight for a distance of up to one

inch for every inch of movement he spends on this.

**Invention/Equipment:** Coot has designed a special tackle box which has a secret compartment in the bottom. This compartment contains a medium bomb (+4 accuracy, 5 inch blast radius, 1d20 damage, range = 17 inches). In addition to the immediate explosion, the bomb has a repeat explosion on the next between turns phase, with the same characteristics.



### Origin & Background

The being who now calls himself Coot was once the ruler of some other, limbo-like dimension. He was not satisfied with this, however, because the only other inhabitants of his home dimension were puny sub-intelligent creatures which he had under his complete control. There was no challenge there!

His existence changed, though, when a psychic hired by Psi-Prime made contact with his dimension. Psi-Prime, it appears, was looking for a powerful figure who could serve to safeguard his dehydration plot until it reached fruition. Seeing the creature called 'Coot' to be such a figure, Psi-Prime immediately offered him a portion of the Earth and a decent proportion of the water that would remain. Coot, hoping that this would be a true test of his power, agreed.

## 9. And the Dead will Rise...

After the characters battle with Coot, they will probably have again reached the end of the trail for clues, though they might still suspect the Seminole Indians to some extent. If they go immediately back to the Seminole Reservation and ask 'RoLock' about the most recent discoveries and happenings, he will appear to be shocked that 'old goat' Coot could be as powerful as the player-heroes claim. Again, RoLock will not let anyone touch him, and if asked about his aversion to shaking hands or such, he will explain that to participate in a white man's custom such as that would taint the ancient blood of his ancestors.

Whatever the heroes do after their battle with Coot, a young Seminole boy will find and talk with them. This boy's name is Jim Croaker, and if the team has the means, he may be recognized as a mutant. His mutant abilities allow him to throw off the effects of the Mind Control for a short time. (He may have other latent Mutant Powers also!) When he confronts the player-heroes, he will shake his head a bit and tell them:

*'Yes, I thought that I dimly remembered you. I am John Croaker, and something is not right at the reservation. If you will meet me at the ancient Seminole Burial Grounds at 11:30 this evening, I will try to explain more, but I must return now, before I am missed.'*

Give each player-hero a percentile roll vs Intelligence when the boy gives his name. Any who are successful will recall the name John Croaker as the name of the boy (in Doctor Nay's records) who was bitten by the 'black panther.' Of course, if the heroes did not look at the records in the hospital, then they will not have access to this discovery. If the heroes go to the Indian reservation in an attempt to find John Croaker before 11:30 that night, they will be able to find him, but, as he is now again under the influence of the Mind Control, he will not recognize the player-heroes for anything other than what he would have seen them do in the village itself.

When the heroes arrive at the Burial Grounds (about a quarter mile from the huge Mound), they will have to wait about five minutes before John Croaker comes to them. If the heroes are not already in the woods, then John will lead them into the woods before talking to them. He will tell them:

*'The last few days or weeks are only a clouded memory to me, but when my 'sight' was clear again, I knew that I had to find help. I was happy to find that you had not left yet. You see, this black panther tale, I think, is not...'*

John Croaker will quickly silence himself here, or before if one of the heroes mentions silence. Give all of the heroes a Detect Hidden roll before John reaches the end of his 'speech.' If they all fail, then John will continue to the point shown, where he will hear a commotion.

The Shaman and eight other Indians will emerge from the woods and go towards the middle of the Burial Grounds. The eight Indians carry four boxes (two men to each box). The boxes can vaguely be made out to appear to be coffins. They will set the boxes down at the command of the Shaman, and will then begin to dig. 'Strange,' John Croaker will say, 'They do not bury here any more.'

If the heroes do not pick up on this hint/clue, then they should probably resign themselves to one of the graves! If

they continue to watch (whether out of ignorance or by plan), they will see the Indians cease digging and the Shaman will look up and gaze searchingly around the area to make sure that they are unobserved. Give the Shaman a Detect Hidden roll to notice the heroes at the edge of the woods. If the Shaman notices them, he will simply have the eight Indians lower the boxes into the holes they have just dug and he will lead them as they all leave the Burial Grounds. If the Shaman fails to notice the heroes, he will believe that all is clear and he will go about fulfilling his plan. From the holes dug, four bodies will be lifted out and put into the coffins. Shaman will then lead the Indians to the Burial Mound where he will turn the bodies over to Asi-Vaholo.

If the heroes attack while the Indians are still at the Burial Grounds, the Shaman will hurry towards the Mound and will order the eight others to cover his retreat.

If the heroes intend to wait and follow the Shaman to the Mound, then John Croaker will discover that he has resisted the Mind Control for as long as possible and he will cry out to the Shaman as the Mind Control comes over him once again. In this case, the same plan holds true and the Shaman will have the (now nine) others cover his retreat to the Mound. If the player-heroes seem worried that the Shaman is going to escape, they should be able to determine somehow that he is only going to the Mound.

The following are the stats for the Indians:

Name	Hits	PR	Agility	Move	Dam.Mod.	Acc.	HtH
Jason	7	45	09	30"	—	—	1d6
Bob	9	48	11	42"	—	—	1d6
Glen	8	45	09	34"	+1	—	1d2
Jim	8	47	14	31"	+2	+1	1d6
Ben	12	57	08	36"	—	+2	1d8
Joe	7	44	11	40"	+1	—	1d6
Tony	9	50	11	31"	—	—	1d6
Rob	9	48	11	42"	—	—	1d4
John C.	6	45	12	34"	+1	+1	1d4

Once the Shaman has made it to the Burial Mound, the Indians will withdraw if they are being badly beaten. The characters will soon need all the strength and wit they can muster.

The battle which will take place in the Burial Mound is very important in order for the characters to successfully complete their assigned mission in this adventure. Though it might be possible for the players to come up with some other way beyond the methods suggested here, this battle will probably prove quite vital to the success or failure of the player-hero group.

When the heroes enter the Burial Mound, there will appear to be only one large chamber within the large mound. In actuality there is another, smaller chamber, hidden from immediate view. As the heroes enter into the mound they will pass a pair of large wooden statues. These are both old and have no hidden meaning beyond their obvious archeological interest.

If the Shaman managed to get here before the heroes, then he will attempt to begin summoning weather effects so as to be prepared for the battle which seems to be so soon forthcoming. Also in the Burial Mound are three Indian Spirits (one drummer, one bowman, and one spearman) and Asi-vaholo himself. As soon as the heroes enter the smaller



form this 'ceremony' to make the defeat permanent and meaningful in the long run.

#### Shaman

Identity: Antioch  
Age: 54  
Experience: 6000

Side: Psi-Prime  
Sex: Male  
Level: 3  
Training: Intelligence

#### Powers:

1. Mind Control Device: Because of work done upon this device by Psi-Prime, it will control large groups of Indians only. For a complete description of the special rules for using this device, refer to page 15 of the V&V rulebook.
2. Weather Control: See V&V rules, pages 18 and 19.
3. Special Magic Weapon: Flame Powder: This magical powder will burst into flame when it is thrown upon another character. Because Shaman must throw it, it hits as HTH, but does damage as Flame Power. Range = 4 inches, 1d12 damage.

Weight: 140 lbs.  
Agility Mod.: -  
Endurance: 13  
Intelligence: 19  
Reactions from Good: +2  
Hit Mod.: 2.912  
Damage Mod.: +2  
Accuracy: +2

Basic Hits: 3  
Strength: 11  
Agility: 16  
Charisma: 15  
Evil: +2  
Hit Points: 9  
Healing Rate: .9/day

Carrying Capacity: 184 lbs. Basic HTH: 1d4  
Movement Rate: 40 inches ground.

Detect Hidden: 14%  
Inventing Points: 3.4

Detect Danger: 18%  
Inventing: 57%

chamber in the mound, Shaman will attack with the weather method that seems most appropriate to him (based upon his limited knowledge of the heroes and their powers). Asi-vaholo will voice his suspicions of white men and the Indian spirits will show themselves. If the heroes were prepared for a battle with the Shaman only, then they might have gotten a bit more than they bargained for.

At the discretion of the Gamemaster, the Indians may be unaffected by certain things or powers — after all, they are spirits and are already quite dead. These powers might include Death Touch (though few heroes have this power), Mind Control, and maybe even Emotion Control.

#### INSIDE THE MOUND

1) This is the large chamber where the battle between the heroes and Asi-vaholo and cohorts will probably take place. It is, however, decorated as one would expect an Indian Burial Mound might be; it includes the following items: logs line the walls (at one point they slide out to reveal a hidden door), and there are decorated shells, masks, pottery and various Indian artifacts along the walls. These might include small statuettes and animal bones used to create complicated decorative motifs.

2) This area is the actual burial spot of Asi-vaholo, and it contains the remains of his physical body with the Amulet of Life around his neck. Next to his body, clutched in his skeletal hand, is a long and sturdy 'peace pipe.' If this pipe is blown, no detectable sound will issue forth, because only the dead can hear it. The sound will call Asi-vaholo back to this spot (even if it is against his will and if he is unconscious at the time he will awaken). He will then re-enter his body, where he cannot be harmed, but where he can be put permanently 'to rest' if the Amulet of Life is removed from his neck while his is in this condition. The player-heroes should not earn any Experience Points for defeating Asi-vaholo unless they per-

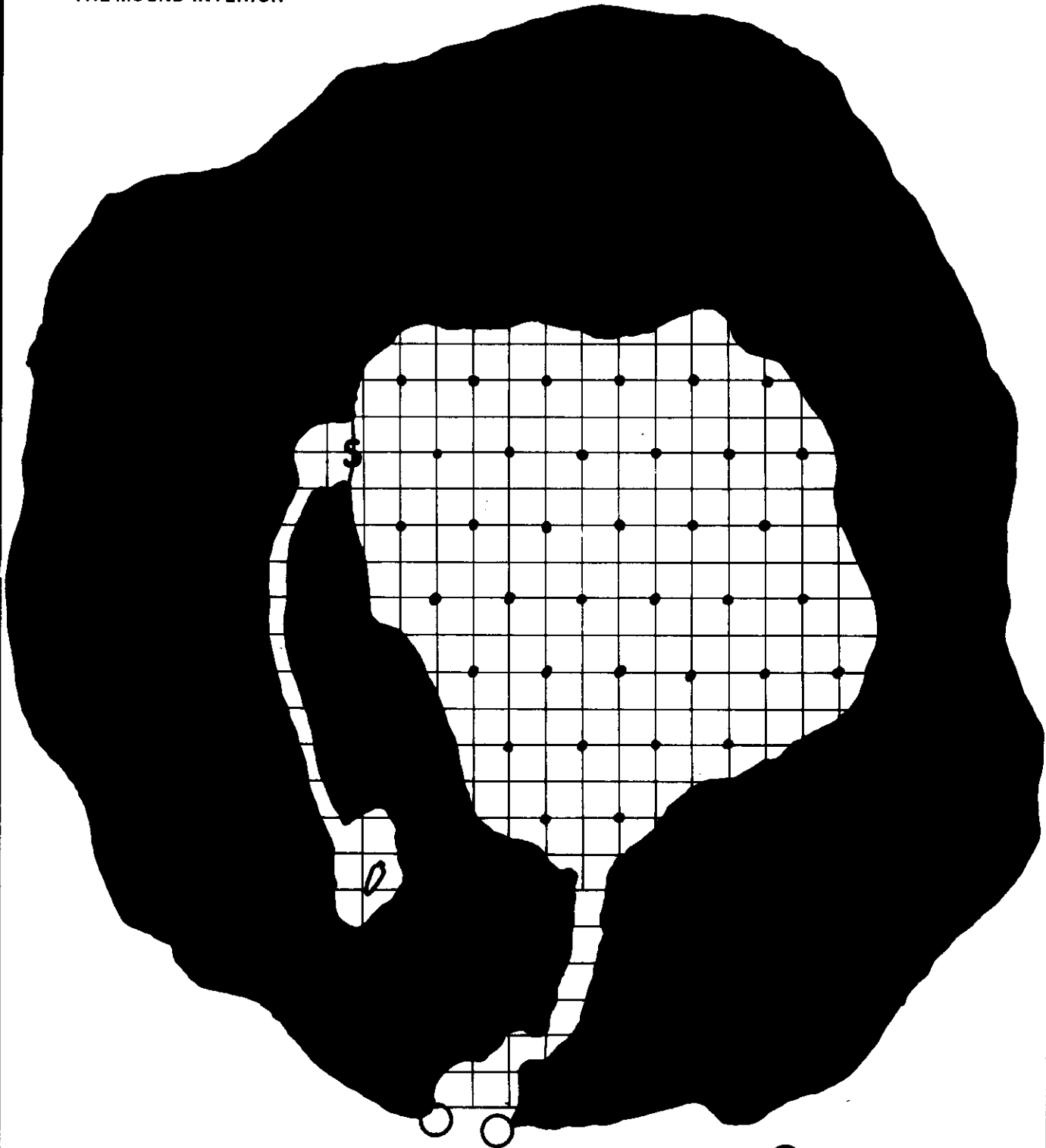


#### Origin & Background

An aspiring man since his youth, Antioch became frustrated with the continued maltreatment of the Indians by the Whites. He decided that revenge was in order.

To gain vengeance, Shaman called upon supernatural spirits. This was done without attracting too much attention to himself from the villagers, for he had inherited the now only honorary position of medicine man. With the mystical

THE MOUND INTERIOR



- Statue
- Support Pillar
- ⌘ Hidden Door
- 5 feet
- ⌘ Asi-vaholo's Body

aid of the Five Ancients, Antioch formed two magical devices: a Mind Control Device and the Amulet of Life.

This functioning of powerful mystical forces attracted the attention of Coot (who was already working alongside Psi-Prime). Coot notified Psi-Prime of this finding and urged him to enlist the aid of Shaman. Psi-Prime did just that, and has never regreted it.

Psi-Prime informed Shaman of his plans and the powers at Shaman's disposal found an immediate place in Psi-Prime's schemes. Psi-Prime subtly reworked the functioning of the Mind Control Device so that it could be employed to enslave the minds of masses of Indians.

The Amulet of Life was placed upon the corpse of Asi-vaholo. Shaman then convinced Asi-vaholo that the Indians sought revenge upon the white man (the Mind Control device was used to make the Indians display their 'want'), and that a supernatural army was needed to conquer the world. So far, all goes well!

Antioch has trained himself in deception (for he must often face the nearby officials with explanations of rather touchy subjects and events) so that he receives his reaction bonus to both Good and Evil.

### Indian Spirits

Identity: Not Specific      Side: Asi-vaholo  
Age: Not Applicable      Sex: Male  
Experience: 4500      Level: 1

#### Powers:

1. Non-Corporeality: This is a permanent ability.
2. Heightened Agility: +4
3. Special Weapons



- a) Drum: When this device is beaten, it will produce an attack similar to that of Vibratory Powers. It has nine charges per day. Range = 38 inches, 2d8 damage.
- b) Bows and Spears: Though also permanently non-corporeal themselves, they have the ability to hit and to damage solid characters or objects. Statistics are the standard +3 accuracy and HTH + 1d4 damage for spears and +4 accuracy and HTH + 1 damage for bow/arrows.

Weakness: Reduced Intelligence: -5

Weight: 190 lbs.      Basic Hits: 4  
Agility Mod.: -      Strength: 16  
Endurance: 14      Agility: 19  
Intelligence: 8      Charisma: 11  
Reactions from Good: -      Evil: -  
Hit Mod.: 3.3516      Hit Points: 14  
Damage Mod.: +1      Healing Rate: 1.2/da6  
Accuracy: +3      Power: 46  
Carrying Capacity: 522 lbs.      Basic HTH: 1d8  
Movement Rates: 38 inches ground and air.  
Detect Hidden: 6%      Detect Danger: 11%  
Inventing Points: 0      Inventing: 24%

### Origin & Background

These Seminole Indian spirits were created by Asi-vaholo with his spell of Life Spirit Withdrawal. They were all once great and honored warriors remembered by Osceola from his previous life.

### Asi-vaholo

Name: Osceola      Side: Psi-Prime (via Shaman)  
Age: Reborn in 1985      Sex: Male  
Experience: 17,500      Level: 5  
Training: Agility

#### Powers:

1. Non-Corporeality: This power is permanent.
2. Heightened Intelligence: +11
3. Heightened Agility: +10
4. Magical Device: The Amulet of Life: This magical device gives Asi-vaholo the power to exist in spirit form although he is long-dead.
5. Transmutation: A hit will turn the victim into a wooden Indian statue. A wake up roll (vs. Endurance on 1d100) is allowed each between turns phase to throw off the effects. Range = 56 inches, PR = 8.
6. Magic Spells:
  - a) Life Spirit Withdrawal: This spell allows Asi-vaholo to draw the life essence from another (always an Indian) and reanimates the spirit from that corpse to exist in spirit form much as Asi-vaholo exists through use of the Amulet of Life.
  - b) Halo: The halos created by this spell appear to be of light, but they are entirely solid. They hit as Paralysis and bind the victim's arms to his sides until the victim can save vs. Strength on 1d100 during a between turns phase. Range = 23 inches, PR = 3 per halo.

Weight: 180 lbs.      Basic Hits: 4  
Agility Modifier: -      Strength: 16  
Endurance: 14      Agility: 23  
Intelligence: 28      Charisma: 16  
Reactions from Good: -2      Evil: +2  
Hit Mod.: 6.8992      Hit Points: 28  
Damage Mod.: +5      Healing Rate: 1.2/day  
Accuracy: +4      Power: 81

Carrying Capacity: 494 lbs.      Basic HTH: 1d8  
 Movement Rate: 53 inches ground  
 Detect Hidden: 20%              Detect Danger: 24%  
 Inventing Points: 10              Inventing: 84%



### Origin & Background

Osceola, in his previous existence, was a great Seminole Indian chief who led his people in battle against the white man who had seized the sacred territory of the Seminole. Tricked by the white man into coming to peace talks where he was seized, he spent the remaining days of his life rotting in a prison.

After his death, the majority of the Seminole Indians lost morale and surrendered. But, there were a few who went deeper into the Everglades after the return of their chieftain's body. They buried the body of the great Osceola in a huge Indian Mound upon solid ground within the Everglades.

Years later Osceola awoke, but not as a man, as a spirit. His awakening was due to a Seminole who calls himself the Shaman (see Shaman).

Now, as Asi-vaholo, Osceola plans to take his revenge upon the treacherous white man. To this end he is creating an army of Indian spirits with bodies that the Shaman provides him. He realizes that it is a slow process, but since he and his spirits are effectively immortal, he is not troubled by time.

Asi-vaholo does not realize that he is being subtly manipulated by Shaman to aid Psi-Prime's cause, but he will view all interfering super-heroes (even other Indians) as foes who are trying to bring his plans to an unsuccessful conclusion.

If the player-hero group is defeated by Asi-vaholo and the Shaman (a conclusion which is not too hard to imagine considering the power of the Non-Corporeal defense that Asi-vaholo and his Indian Spirits have), then the heroes may count themselves lucky because of the foresight of young John Croaker. John informed not only the heroes of the situation, but also Donald Nash. If the heroes lose the battle, then Donald Nash will arrive, backed up by a huge police force gathered from Sanza and some other surrounding towns. The police forces will enter the mound and will try to defeat the remainder of the villains. But, if any of the Indian Spirits or Asi-vaholo are left, the police will see their efforts as futile (they need a 1 to score a hit on them) and will fall back to carry the unconscious heroes to safety outside the Mound. Always remember that the police officers each have a definite Carrying Capacity and that any ten ton heroes will more than likely be stuck without succor. Any hero left behind will later be found under heavy sedation in Psi-Prime's headquarters. Nash's late arrival can be attributed to the time it would have taken to convince the local police authorities of the very real threat at the Burial Mound.

If the heroes win the battle, then it might be assumed that Nash was unable to convince the local police chiefs of the danger. If, however, the players in a specific gaming group are the type to enjoy the role-playing aspect of the game as opposed to the fighting, it might be interesting to have the police forces arrive anyway, even after a player-hero victory.

Nash, himself, will come in any event, and will suggest that a captured Shaman be taken to be held in a military prison until the theft of the chemicals can be totally cleared up. Unless the player-characters have some appropriate power, the Indian Spirits and Asi-vaholo will have to be left behind — hopefully in a harmless state. Powers that might prove helpful in imprisoning or controlling the spirits would include Force Field or some kind of a 'one-shot invention.' Note that if Asi-vaholo is permanently 'put to rest,' the Indian Spirits will return to their bodies (and to the Happy Hunting Grounds or so one presumes) at the same time, simply because Asi-vaholo is their only link to the modern-day world.

A captured Shaman can be interrogated the next day at the military prison (on the base) by the heroes in an attempt to gain further insight into the chemical theft. Though the course of the interrogation to gain further insight into the chemical theft. Through the course of the interrogation Shaman will appear to take a bit of delight by informing the player-heroes that he is by no means the mastermind behind the operation (the heroes may have jumped to the conclusion that the adventure was close to its conclusion with the capture of Shaman). If threatened in even the slightest way, Shaman will 'break down' and tell the hero group what the basic plan of operations is to be: Total World Dehydration! He will also give the player-heroes directions to Psi-Prime's base.

If the heroes follow Shaman's directions, it will take them two to four days to find which of the 'murky patches in the middle of the Everglades' he refers to. The player-characters may think after one day of searching in the mosquito infested swamp that Shaman has misled them. Shaman, if confronted with hostility about this, will assure them that he has correctly directed them, but that the swamp is so confusing that they could easily have become diverted from his sug-



gested route. If they so decide, the hero group could make use of Shaman as a guide and they would then be able to find the scraggy bit of swamp surrounded land in a very short time. To do this though, Shaman will demand that he be

given a reduced sentence in return for his cooperation. Donald Nash will be keen to this idea — after all, he doesn't believe that much could really be proven about the Shaman in any court of law.

## 10. Assault in the Everglades

After an appropriate time spent searching the depths of the Everglades (with or without Shaman as a guide), the player-group should be informed that they have reached yet another island that seems to fit the description given by Shaman. If the group has split up, first determine which of the heroes has found the correct island and have that hero face the situations outlined below until he decides to regroup with the other heroes. To keep tensions high, another player might also be put through a similar process in the exploration of a truly empty island.

Unless precautions are taken, the detection devices on the island will inform the occupants of the base of the presence of any intruders. The four trees which surround the elevator shaft hold all of the detection devices: hidden cameras and electronic eyes. Once the heroes are detected, various forms of defense will be activated by the Prime Squadron inside the base. These defenses include land mines, electrified elevator doors and control, and the preparation of a 'welcoming committee.'

The land mines are spread out across the whole of this water surrounded bit of land, and they will only explode when they are stepped on or near, and then only after they have been activated from within the base. The land mines are spread relatively thin except in the area immediately around the four cypress trees which hide the elevator. In all areas except around the trees, a hero will have to make a d20 roll versus Agility to avoid land mines (only one roll is made for each hero, regardless of how much they walk around, but if they return or retrace their path, another roll will be required). Around the cypress trees, however, the land mines are more concentrated and a percentile dice roll versus Agility is used to determine whether or not a hero has avoided the mines. Any failed roll means that a land mine has been 'sprung' and that it will explode, doing 2d8 points of damage to those heroes who are hit by the explosion. Treat exploding mines as a Flame Power attack from a second level character and set the radius of the explosion at one inch from the character who sets off the mine.

Before the explosion of a mine, however, give each hero who will be within the 'blast radius' of such an explosion a Detect Hidden roll. If the roll is successful, that hero may opt to fall upon the mine to keep it from hurting many others. Such a heroic act, of course, has its penalties as the hero in question will be automatically hit and will suffer 3d8 points of damage from the now enclosed force of the explosion. Any heroes with Magnetic powers will be able to locate the land mines by 'feeling' beneath the ground on the island with their Power. This will cost a PR of 1 per inch (game scale) of ground searched and moved across.

When the heroes find the elevator doors, which will not be easily visible or clearly identifiable as elevator doors, they will notice a small control panel to the right of the doors. This panel can be easily opened and within it is a small lever which is currently in the 'down' position. This indicates that the inside of the panel and the elevator doors themselves are now electrified. If either is touched, the hero touching the metal

will become subject to massive electrocution. This attack hits as a fifth level character with Lightning Control Powers. A hit will cause 3d10 points of damage.

Also behind the panel is a small slot for something like a credit card. The use of this slot is a privilege given by Psi-Prime to only White Heron, Coot, Shaman, and himself. When one of these four villains places their card into the slot, the elevator will immediately respond by moving to the surface and by dropping off all other occupants on the first level it reaches. Of course, if the occupant(s) of the elevator also has a card, he will first be taken to his chosen destination before the elevator returns to the surface — there is another slot within the elevator for this purpose.

Coot's card was in his tackle box, which was probably destroyed. Shaman keeps his card hidden on the bottom of a drawer in his home. White Heron and Psi-Prime each carry their cards on their persons.

In addition to all of this, the elevator is not even available for the use of anyone on the surface, for it is currently being used to carry the members of the Prime Squadron from Level B to Level A.

The following is a key to the base itself, and following will be details on how the occupants of the base will react to intrusion by the heroes. These notes will include comments on what resistance the heroes will encounter.

### PSI-PRIME'S BASE




**1A:** This is the elevator shaft on this level. The elevator has six buttons and a card slot in it. The buttons are marked: 'A,' 'B,' 'C,' 'D,' 'E,' and 'S.' Each of the first five buttons stands for the respective level as labelled on the map, while the 'S' stands for 'Surface.' It requires a card to reach levels C, D, and E. The owners of the four cards are listed in the preceding section.

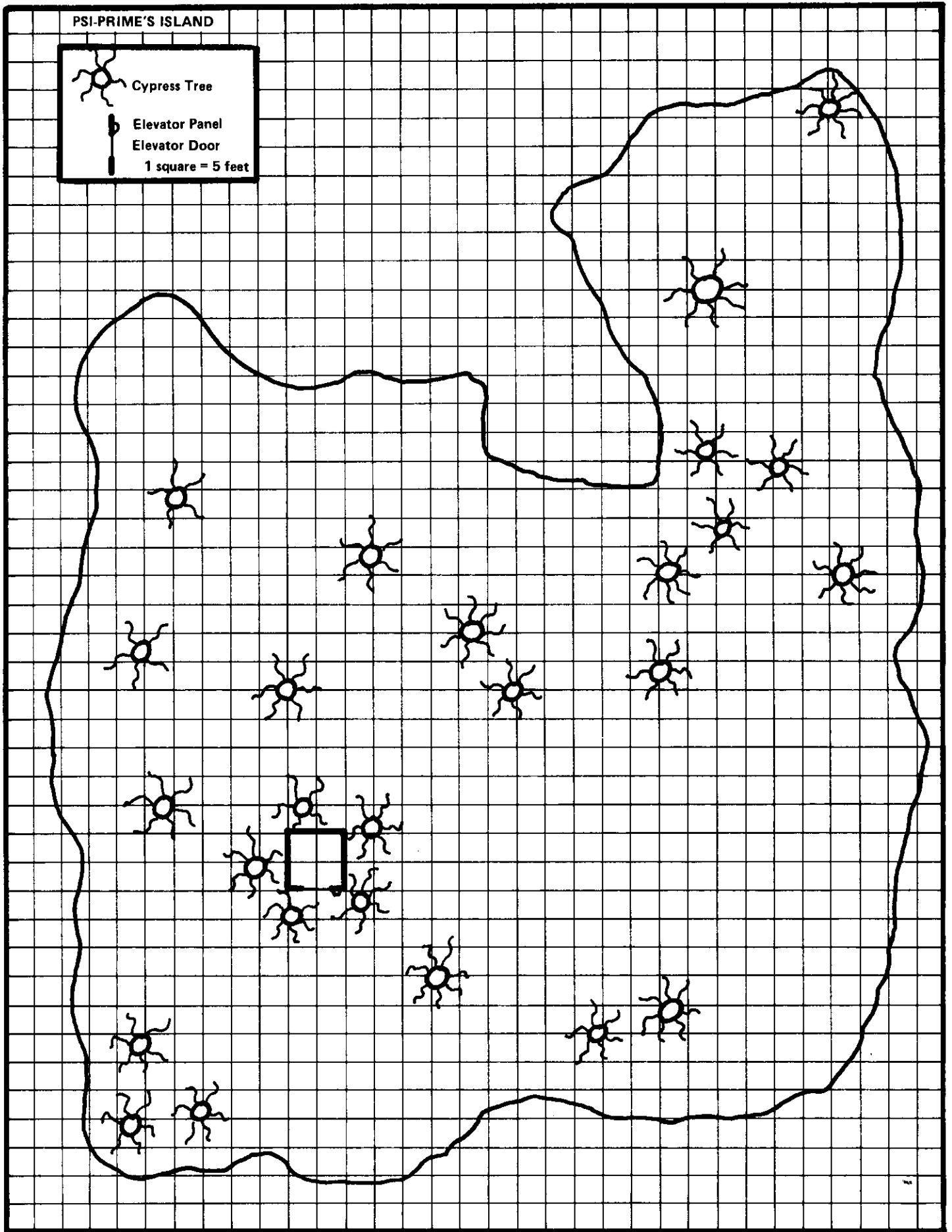
**2A:** This is a diving airlock. The reason for the diving will be discussed later in the section dealing with the plan and goals of Psi-Prime. Divers are used to move things that the mini-sub (see 3A) cannot get a proper hold of.

**3A:** This is the mini-sub and its 'dock.' The mini-sub will be docked here unless the heroes sneaked in, in which case there is a 70% chance that it is out 'diving' at the time of their arrival. The mini-sub itself has two maneuverable arms that protrude from the front end with which it can clumsily manipulate objects while underwater. It can hold two normal sized men within it at one time.

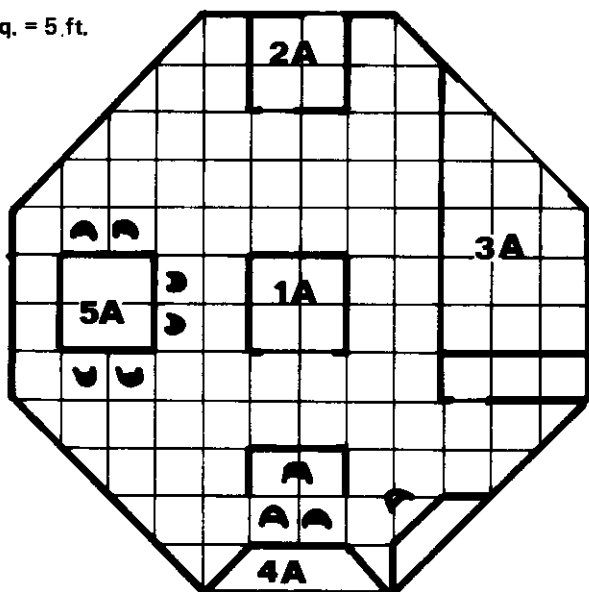
**4A:** This is the defense nucleus of the base. Four members of the Prime Squadron will always be on duty here, with a fill-in leader sitting in the command chair. From here all of the cameras and other detection devices are monitored and if an intruder is located, the defenses will go up. The men down here will be able to keep tabs on the entire situation on the surface until the monitoring devices are destroyed or rendered inoperative. This area will begin to fill up with the entire Prime Squadron as soon as it becomes apparent that the foes they are dealing with possess super-powers. At this point, Psi-Prime will be notified.

PSI-PRIME'S ISLAND

 Cypress Tree  
 Elevator Panel  
 Elevator Door  
1 square = 5 feet



1 sq. = 5 ft.



The men on duty here find this to be a most boring post, but it pays very well and they do not intend to continue at this job for the rest of their lives (partly because they expect better things in the future as they cannot see how Psi-Prime can possibly be stopped). Besides, they have all been promised ample supplies of water.

**5A:** It is here that Jonathon Schmidt discusses the weekly duties and such with the Prime Squadron. Rarely does Psi-Prime hold any of his important meetings here as such would be almost open to the members of the Prime Squadron. Often times Coot could be found sitting here or coming here for the night — even he tired of the swamp every so often.

#### B LEVEL

**1B:** This is the elevator shaft on this level. It cannot go down past this point without proper identification. Keep in mind that it does not provide additional information so that the only clues to the existence of additional levels to the base are the presence of buttons labelled 'C,' 'D,' and 'E.'

**2B:** This is the sleeping quarters for all of the members of the Prime Squadron. It contains one bed for each man (the beds are bunks) and an old-looking iron chest for each man as well. The chests contain nothing beyond the standard living materials like clothing, toiletries, and maybe a book or two.

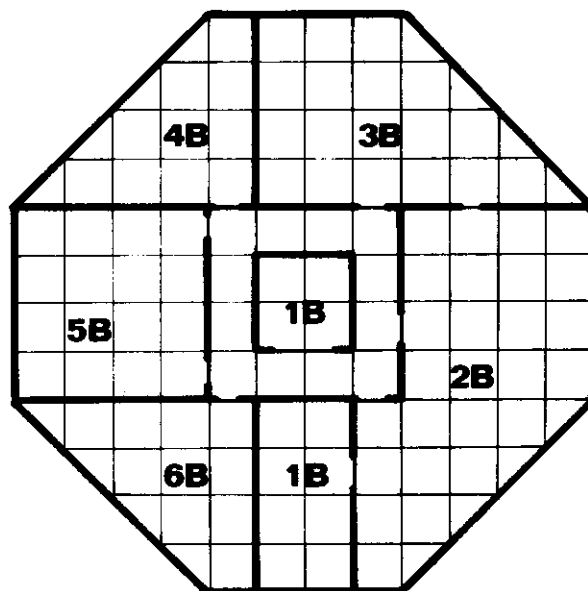
**3B:** This area serves as a large dining room where the men are fed three meals daily. At any time, though, one can enter and grab some sort of a snack; there are bags of potato chips, candies, fruits, and peanut-butter and bread for this purpose. If the heroes arrive during a meal hour, this room will be found filled with an abandoned meal of hotdogs, sauerkraut, and green beans (with maybe some German chocolate cake for dessert).

**4B:** This is the kitchen area. In here is everything one would expect to find in a modern kitchen facility, including a few things not commonly found. There are electric can-openers, dishwashers, microwave ovens, trash compactors, and other appliances. There will usually be two or three members of the Prime Squadron found here, and if the heroes somehow attack with surprise, they will be found cleaning up the dishes used to make the meal that had just been served.

**5B:** This is the recreation room. This is where the men of the Prime Squadron spend most of their time. The majority of the room is filled with bench presses and Nautilus machines and other exercise facilities like exercise bicycles. Along one of the walls stretches a long line of video games including

even the newest ones. Coot even has a favorite in here that he would play whenever he snuck in for a night. If the heroes look at the initials on the high scores recorded in the games, they will see the initials 'COOT' at the number one spot on the *Star Wars* game.

**6B:** This is the bedroom and private suite of the Prime Squadron commander, Jonathon Schmidt. The bed is pushed up against the wall so that its short end is up against the



shortest wall, the one facing southward. Also here are a dresser with a mirror above it, a desk with a chair, and Schmidt's own private exercise bicycle. Above the bed is a painting of a crumbled building with a few weeds growing from the rubble. The artist did not sign the painting so will remain anonymous. The painter was actually Psi-Prime.

**7B:** This room off the general sleeping quarters contains all of the equipment required to clean clothing and bed linen for the base. There is a washer and dryer, as well as a pressing machine (none of the men want to take the time to iron their clothing).

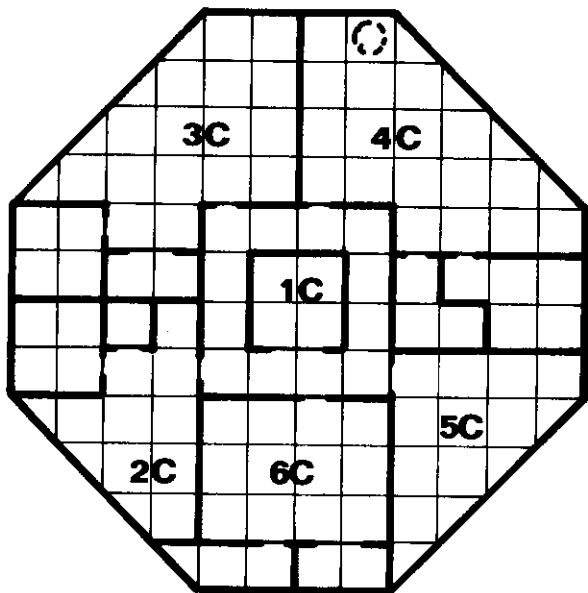
#### C LEVEL

**1C:** This is the elevator shaft on this level. The level cannot be reached by the elevator unless one of the small identity cards is in the passenger's possession.

**2C:** This bedroom is the living quarters of Swamp Rat. The room is very dirty and has many terrariums in it. There is a solitary bookshelf above the desk here. The bookshelf holds Swamp Rat's personal collection of gun books. Inside his closet is a menagerie of various camouflage suits and shirts. In one of the corners is a stack of hunting magazines. None of these have hunting scenes from within a swamp. They are all more than two years old; he brought them here with him. The bathroom is also very messy and the shower has a lot of dirt lying at the bottom of it that did not get washed down the drain. On the counter, next to the toilet (for reading material while occupied on the toilet), there is a package explaining a TV advertised insurance program with special benefits for U.S. military veterans.

**3C:** Here is where Alligator is making an attempt at normal life. His bedroom is in terrible shape, and there is a great deal of debris lying about the place. Alligator does much of his normal living out of instinct, but does not have the sense to clean up after himself. The closet is empty except for a large sealed trunk that has dust across the top of it. This trunk has

been sealed since the unfortunate disaster which became Alligator's origin (see character description for details). Inside the trunk is a pile of brand-new looking *Science Digest* and *Omni* magazines. There is also a fancy Apple computer, which is still sealed in its original box. There are some scraps of paper on the bottom left which are from a diary which is nowhere to be found. If the player-heroes manage to piece these bits of paper together, they will be able to deduce the origin story of Alligator.



**4C:** This bedroom is very plush and comfortable. It is therefore the ideal living space for White Heron. The room has a large television set, a VCR on top of it, paintings on the walls (mostly of birds in flight), a terrarium (in which she keeps the frogs she craves), and a large desk. The desk has many large potted plants beside it. Within the desk is nothing of great importance, though some interesting miscellaneous articles are in the drawers: one drawer contains all of the correspondence White Heron has had with the Audobon Society (one of her favorite groups, of course), while in another drawer is an envelope beneath a pile of art show flyers. The envelope contains no letter, and has no return address, but is post-marked April 4, 1984. It was sent from Tallahassee and was sent to a certain Karen Morgan at Boston University.

The closet contains nothing more than clothes, and the bathroom has a shower curtain drawn shut, but nothing is hidden within the shower — this simply shows the innate neat housekeeping habits of White Heron.

In the northern part of the room is an area upon which White Heron can stand if she passes the retina scan from a hidden camera — she is then allowed to descend into Psi-Prime's bedroom — there is no reason to elaborate on why.

**5C:** This room is primarily used for a storage area, but it also contains another washer and dryer for use by the supervillains who live on these lower levels of the base. The stored items consist mostly of foodstuffs, though there is also a pile of empty, unmarked boxes. These boxes once contained some of the technological items currently being made use of by Psi-Prime.

**6C:** Here can be found a variety of state-of-the-art medical materials. These are used by Dr. Dean Naym when one of the super-villains or a member of the Prime Squadron is injured badly. Dr. Nay is actually a much better doctor than he would let on in his cover in the Indian village. He is actually on the

payroll of Psi-Prime. Doctor Nay may be here at the time the player-heroes attack, at the GM's discretion.

Some of the drugs and machinery here can be used by any hero with medical knowledge to give other player-heroes one day's worth of healing in Hit Points back. This can be done only once per player-hero.

#### D LEVEL

**1D:** This is the elevator shaft on this level. This level can only be reached with the use of an identification card.

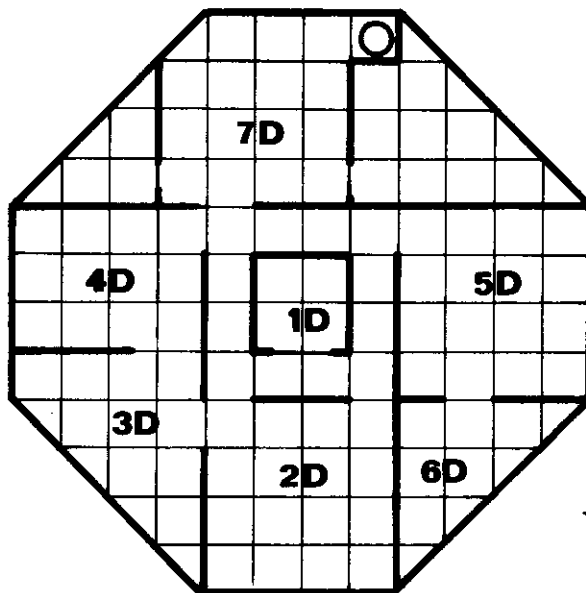
**2D:** This is the living room within the suite used by Psi-Prime, as this entire level is basically his residence. There is a huge television set against one wall and there is also a VCR of the same brand as that found in White Heron's room next to it. In a leather box-type container near the TV and VCR are some video cartridges. Some of these are recorded movies, but of particular interest is one tape with recorded news broadcasts of all of the news programs dealing with a certain Doctor Velo in Germany. Psi-Prime keeps these as a souvenir of his early career. The use of these videos might be to help prove Psi-Prime was also Doctor Velo if this would be meaningful in your campaign. There is also a collection of *National Geographic* specials on the tapes. The top one has to do with the water/nature cycle of Earth.

**3D:** This is a kitchen. Often White Heron will prepare a meal here and Psi-Prime will invite his cohorts down to partake in the meal as a good host. White Heron will often stay after . . .

**4D:** This is the dining room in which the 'crew' eats when they are invited to dine in Psi-Prime's apartments. There is a large mahogany table and six chairs (some extras for any guests, like Shaman). There is a beautiful candelabra hanging over the table. Also, against one wall, there is a large mirror with a beautifully sculpted wooden frame.

**5D:** This area is Psi-Prime's study. There is a large desk here with many drawers set in front of a long shelf of books. The bookshelves contain Psi-Prime's collection of the 'classics.' Upon a glass covered pedestal at another wall is an original copy of Mary Shelly's *Frankenstein*. The desk has some papers on top of it — most of them are notes about Psi-Prime's plan, but they are all written in his personal form of shorthand.

**6D:** This is Psi-Prime's computer lab. In here he has a super-computer. It is one of indefinable make, but it is definitely a powerful and reliable computer. Using it, Psi-Prime cal-



culates the effect on the environment that any certain number of his missiles will have. There are a lot of discs in a disc holder, but none of the file names will mean anything to the player-heroes.

**7D:** This is a fancy bedroom. It is rather dark here and there are few lights hooked up for use in the room that would be of much use in brightening the room. In an alcove-type area there is a pillar; it is upon this pillar that White Heron arrives for her late night visits. The only thing of particular note in here is a small hand-held tape recorder. The tape has the following message on it:

*'Pay close attention to the man named Donald Nash, he may spell problems.'* This is a message Psi-Prime has left for himself as a reminder.

## E LEVEL

**1E:** This is the elevator shaft on this level. It, of course, requires the use of a card to reach this level in the elevator.

**2E:** Most of this room is taken up by the equipment and machinery which Psi-Prime is using to see the completion of his plans. The following four items are the major things of importance in this area:

**WATER PURIFIER:** Though this may seem contrary to his plans, Psi-Prime needs water until he can complete his master-plan. The water purifier is used to cleanse swamp water from the Everglades and make it usable as drinking water here in his headquarters.

**CHEMICAL LAB:** It is in this area that Psi-Prime developed and has produced the chemical which is so crucial to his

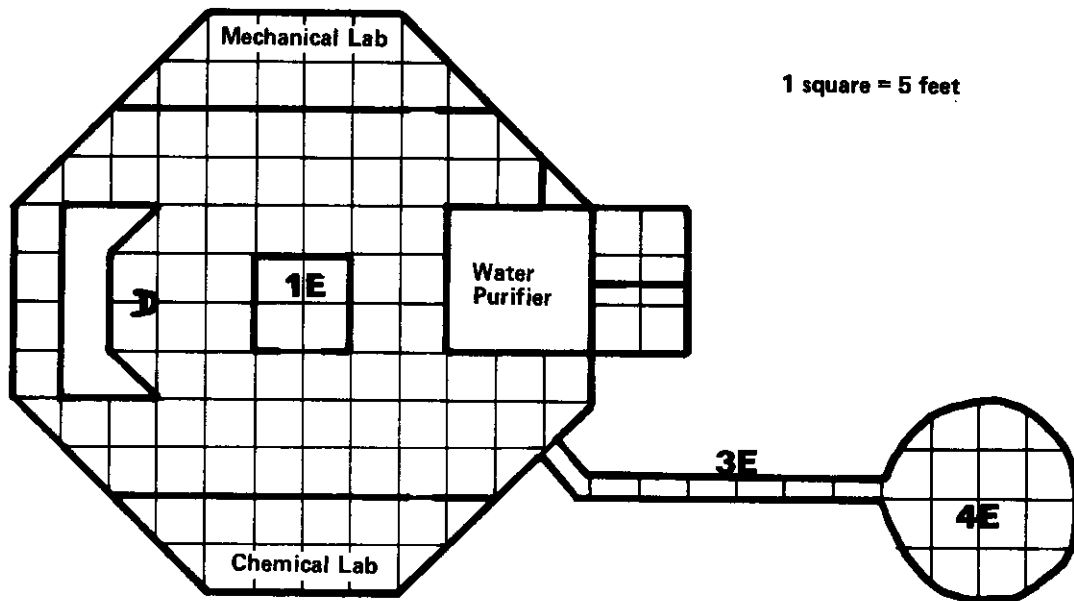
master-plan. It was originally discovered quite accidentally a few years earlier by Psi-Prime when he was under the guise of Doctor Velo. The chemical is more fully described in the section detailing the actual master-plan.

**MISSILE CONTROL:** This panel will be used to monitor the progress of Psi-Prime's missiles once they are fired. It taps into a US satellite which is in orbit around the Earth and makes use of radar and navigational information which emits from that navigational satellite. The missiles can be properly kept on track through the illicit use of this satellite link-up.

**MECHANICS LAB:** This area is no longer being used, but at one time it was used to build the missiles which will carry Psi-Prime's chemical.

**3E:** This short passageway is more like a crawlway. It is very small, but allows a normal sized man to get to area 4E without too much difficulty. The sides of the crawlway have various pipes and wires running along them.

**4E:** This is a missile silo. Inside it are the two missiles which will carry Psi-Prime's chemical out over the oceans. They are ready to fire but do not yet carry their payload of the chemical. In addition, if they were to be fired prematurely without a properly trained person on duty station at the Missile Control panel, they would fly without proper guidance and would fly in a random direction for roughly one thousand miles. Though this would not fit exactly into the planned course of Psi-Prime's master-plan, it might create an emergency of almost as great an extent, depending upon the possible impact areas for the missiles.



## THE WELCOMING COMMITTEE

The following is a description of the 'welcoming party' which will greet any heroes arriving at the base itself.

It has previously been mentioned that the defenses of the island base will be activated when any intruders are noticed on the island (land mines will be activated along with the electrification of the elevator). A welcoming party was also mentioned, but not discussed in detail at that time.

When the temporary commander of the Prime Squadron notices the intrusion, he will set up the defenses. If the player-heroes are able to disguise the fact that they are super-powered heroes, the precautions will end there (after all, the mines and basic defenses would be enough to keep any mortal man minding his own business). But, if the super-heroes show what

they are really made of (this includes wearing colorful costumes), the temporary commander will contact Jonathan Schmidt. Schmidt will rush to Level A to inspect what has already been done and to determine which further actions should be taken by the Prime Squadron. More than likely this will entail getting a hold of Psi-Prime. Psi-Prime will take no chances and will organize the 'welcoming party' on the top level (A Level). The elevator will then be set up to look like the top of it is actually the bottom of the elevator shaft (i.e. it will be programmed to stop so that the top of the elevator is just below the elevator doors in the shaft leading into A Level. Any heroes coming down the shaft will thereby be led to believe that there is only the one floor/level. After the battle, though, they will probably guess otherwise. The super-



heroes will be expected to crash through the closed doors in the shaft to enter A Level and to proceed directly into the hands of the waiting ambushers.

The ambush is set up to occur as follows: the entire Prime Squadron will be circled about the room near the walls (just outside the elevator shaft). Alligator and White Heron will be up front to tie up the heroes as much as possible so as to allow the Squadroners to take pot shots. Psi-Prime will hang back as much as he can so as to be able to use his powers most effectively. He will use the Deutsch Marks in a small bag as ammunition.

If the player-heroes lose this battle with Psi-Prime, they will awaken in the middle of the Everglades feeling a bit groggy as the sedative they were given wears off. Psi-Prime will have prepared his missiles and will have fired them. This means that the heroes, though still alive, will have failed!

They can, however, try to find Psi-Prime and get a sample of the chemical. This could entail an entire new adventure if the GM wishes to work it out. If not, Psi-Prime can be assumed to be still at his base in the Everglades. Otherwise, assume that he has fled to a backup base somewhere, for without proper

facilities to imprison the player-heroes, he would have decided it was too dangerous and foolhardy to attempt to hold them at his base in the swamp — and even more foolish to remain at that location after setting them free. Though it would appear to have been wiser to destroy the remaining stocks of his chemical, Psi-Prime has kept some on hand should the amount he has already released prove to be less than required for the job at hand. The application of the chemical is still based only on theory and simple tests so that he cannot be positive that his calculations on the required amounts are correct.

If the heroes succeed in getting a chemical sample from Psi-Prime, they can turn it over to CHESS (or whatever governmental agency exists in the GM's campaign). CHESS will be able to find a chemical compound with the capability of counteracting Psi-Prime's nefarious compound — but a great deal of damage and death will probably have already resulted from the master-plan. If the heroes are unable to get samples of the chemical for evaluation of CHESS scientists, it will simply be too late to save the planet Earth!

## 11. The Story and the Plan

After Psi-Prime left Germany (where he discovered his technique for evaporating water as Doctor Velo), he went to the Everglades. After a few years spent setting up his base of operations, he began to more fully flesh out his planned operation. He recruited the Prime Squadron and (often by chance) established a group of capable and powerful super-villains. Shaman, though, proved to be the one who best fit into Psi-Prime's plans.

Psi-Prime saw Shaman's position as one of control over Asi-vaholo, and if Shaman could manipulate this ancient spirit properly, Asi-vaholo and his spirit minions could serve as the perfect army in a world which would have almost no water.

This was obviously necessary for the ultimate success of Psi-Prime's master-plan.

Psi-Prime intends to use the chemical he has created to practically remove free-standing water from the face of the Earth. He has large tanks of water in storage for his own use which have been purified through the water purification equipment at his base. The water storage is below the lowest level of the Everglades base.

The plan calls for two huge tubes of the chemical to be placed in the rear of each of the two missiles he has readied for firing from the base. The missiles will be fired over the Atlantic and Pacific Oceans. This simple plan will lead to mass

genocide as each missile will release the chemical in the form of a spray or film as it passes over the Oceans. This will begin to evaporate the water and the chemical reaction caused by Psi-Prime's compound relies on very little of the compound by unit of volume to affect a huge volume of water. As the amount of the chemical being released is more than enough to begin the working away of the oceans, some of it will also evaporate with the water — but it remains effective in its gaseous form. As clouds disperse about the face of the Earth with the air currents, Psi-Prime's chemical compound will be carried to all free standing bodies of water on the face of the planet. The world's water supplies will be trapped in vapor form as clouds and no known technology will be able to release the water vapor from the atmosphere. Any water vapor that is reliquified from the atmosphere would, due to the chemical reaction, simply evaporate away again before it could be collected in any container. In any event, it will be impossible to get enough water in such a fashion to keep everyone (or even a minute fraction of the human race) alive. After about one month of such conditions, the water vapor trapped in the atmosphere would escape into the outer atmosphere and be permanently lost.

Psi-Prime's reserves are immense and they will last for several generations of his descendents. In any event, Psi-Prime hopes to have Asi-vaholo on hand to bring him back in spirit form after his death. With his immortality thus arranged for, Psi-Prime is content to depend upon his vague hopes of having time to discover a method to reclaim the water after his master-plan succeeds (even if from spirit form).

So, in addition to committing genocide, Psi-Prime hopes to create a new dominant race on Earth and that this race will be based upon himself and White Heron as a sort of new 'Adam and Eve.'

#### Psi-Prime

Identity: Karl Wagner  
Age: 38  
Experience: 50,000

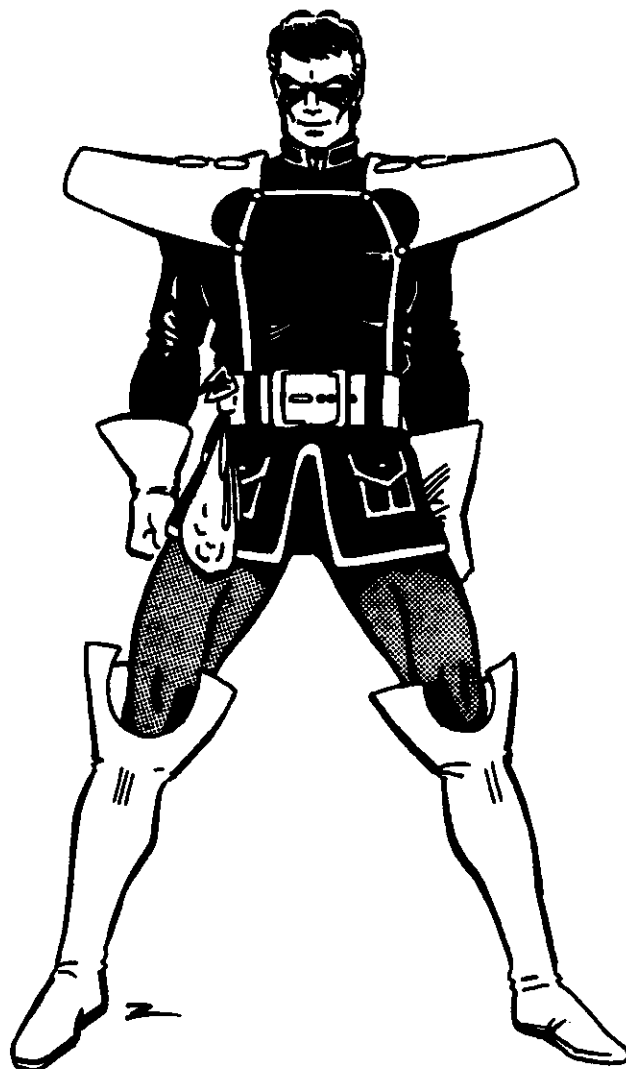
Side: Evil  
Sex: Male  
Level: 8  
Training: Agility

#### Powers:

1. Heightened Intelligence x2: +35.
2. Heightened Strength: +12
3. Psionic Power: Psi Prime has the ability to shut down a person's motor nervous responses. A successful attack (as Mind Control) will cause the victim to fall helplessly into a spasmodic state until they save vs. Intelligence on percentile dice. The victim is allowed one save attempt in each between-turns phase. Range = 26 inches, PR = 8 per attempt.
4. Mutant Power: Velocity Control: This power enables Psi-Prime to instill instant velocity into objects of up to 1481 lbs. (his carrying capacity) in weight. The velocity the object will attain when it hits will always be terminal velocity (1000 inches per turn). Damage from this attack will depend upon the weight of the 'thrown' object plus 4d10 (the object done by an object flying at terminal velocity). The use of this power costs PR of 2 per object. The power can also be used to allow Psi-Prime to fly at a speed of up to 227 miles per hour (1000 inches per turn) It will also function as a defense against all projectiles used against him and all such projectiles are considered to reach a velocity of 0 just before hitting Psi-Prime, thus always falling harmlessly short of their mark. When used in this fashion, the power has a PR of 2 per use.
5. Willpower (Type A): PR = 1 per turn.

6. Chemical Power Device: Dehydration Gun: Five charges, Range = 24 inches. A hit causes Devitalization damage of 4d10. It will have the additional effect of Death Touch attacks on characters with Water Breathing B powers.

Weight: 220 lbs.	Basic Hits: 5
Agility Mod.: —	Strength: 23
Endurance: 13	Agility: 17
Intelligence: 52	Charisma: 24
Reactions from Good: —4	Evil: +4
Hit Mod.: 9.6768	Hit Points: 49
Damage Mod.: +8	Healing Rate: 1.5/day
Accuracy: +2	Power: 105
Carrying Capacity: 1481 lbs.	Basic HTH: 1d10
Movement Rates: 53 inches ground, 1000 inches 'flying'	Detect Hidden: 36%
Detect Hidden: 36%	Detect Danger: 40%
Inventing Points: 28.6	Inventing: 156%



#### Origin & Background

Karl Wagner was born in Munich, Germany and lived a normal life until his teens. He was an outstanding student and an excellent athlete. He played soccer (football) for his school team and seemed to have amazing kicking power (he could send a ball flying a blurring speeds with a soft kick). His coach finally concluded that something was amiss when young Karl almost killed a fellow student with the throw of a medicine ball during workouts. The coach called in some

gentlemen with the government who tested Karl and concluded that he was definitely superhuman. Apparently, they informed his parents, he was a mutant whose powers did not surface until his teens. They offered to have Karl trained in a government facility, but the Wagners wanted their son to grow up in a 'normal' environment. Karl was informed that he was a mutant and, as such, was banned from school sports for the obvious reasons.

Karl Wagner spent his spare time (classes at school were childishly simple for him) driving to Dachau and touring the old Nazi concentration camp located there. He found a hidden fascination with the place and met a new friend, one Mark Koch, an adult who worked at Dachau. Karl spoke with Mark Koch about how Hitler's plans of genocide could be improved upon with modern technology. Karl became engrossed and obsessed with the thought of genocide.

Karl Wagner, to nobody's surprise, breezed through college at Munich and earned Doctorates in Chemistry and Physics. Then, his parents reported, he just stopped calling them and they were unable to find where he had gone. About the same time, Mark Koch quit his job at Dachau.

Karl Wagner assumed the identity of Doctor Velo, a super-criminal, while still in Germany. As Dr. Velo, Karl began his plans for genocide by contaminating water supplies in Germany. Soon, however, he realized that the process of committing genocide in this manner would take far too long. But, it was also during this period that he accidentally discovered a certain chemical compound that could cause the almost instantaneous evaporation of water. His working with the German water supplies were uncovered by a German hero named Blitzkrieg, and Karl Wagner was forced to abandon his base in Europe. In doing so, he left Mark Koch behind to take the punishment for all the crimes of murder Karl had been involved in (Koch had been working with Karl Wagner during this period to some degree). Karl decided to take himself and his master plan to a secluded area, and it is not known why he chose the Everglades over similar areas in other parts of the world.

Now, after the robbery of a military chemical plant, Karl Wagner, who has since renamed himself Psi-Prime, is reaching the conclusion of the preliminary steps of his master plan. If not stopped soon, he may ravage the world! (He has decided to change his name to Psi-Prime because Mark Koch is being tried as Doctor Velo back in Germany.)

#### White Heron

Identity: Karen Moran  
Age: 25  
Experience: 2500

Side: Psi-Prime  
Sex: Female  
Level: 2  
Training: Agility

#### Powers:

1. Transformation: Power Activation: The transformation requires one action and triggers the following Powers:
  - a) Animal Powers: Avian
    - 1) Wings: +3 Agility, PR = 1 per hour, Speed = 104 mph.
    - 2) Natural Weaponry: +2, +4
    - 3) Heightened Charisma: +6
  - b) Transformation: Weaker Form: She can transform into a white heron. This costs movement only.
2. Poison/Venom Device: Upon a HTH hit, this poison will be injected into a character upon a successful carrier attack as per Emotion Control. A victim will not know that he/she has been affected and is only allowed a daily saving throw on 1d100 vs. Intelligence to throw off the effects. The poison causes female victims to have +1

added to reaction rolls when meeting White Heron. It causes male victims to add +2 to their reaction rolls to White Heron. The device has 16 doses available daily.

Weakness: Psychosis: White Heron craves raw frogs to eat and will try to conceal this craving from all around her.

Weight: 130 lbs.

Agility Mod.: —

Endurance: 16

Intelligence: 14

Reactions from Good: —3

Hit Mod.: 4.5144

Damage Mod.: +2

Accuracy: +3

Carrying Capacity: 247 lbs.

Movement Rates: 48 inches ground, 466 inches flying.

Detect Hidden: 10%

Inventing Points: 2.8

Basic Hits: 3

Strength: 13

Agility: 19

Charisma: 19

Evil: +3

Hit Points: 14

Healing Rate: 1.2/day

Power: 62

Basic HTH: 1d6

Detect Danger: 14%

Inventing: 43%





### Origin & Background

When Karen Moran was given the opportunity to go and study the Seminole Indians in the Everglades, she jumped at the chance. She was even more thrilled when she was given the chance to take part in a secret ceremony to the Indians' gods. Rolock, the Shaman by birthright of the Indians, offered to find Karen's totem during this ceremony. She accepted for she wanted to discover all that she could about this strange ceremony in which the shaman seemed to be the only one who was fully aware.

Later she found out that all of the other Indians were actually under the influence of the Shaman's Mind Control device and that the ceremony was, in actuality, not a true Seminole ceremony, but rather an experiment of sorts of the Shaman's. As everything turned out, Rolock (who went by this cover name with even the other Indians) declared that Karen's totem was the swamp's own white heron.

Karen was thrilled when she discovered that she had some mystic bond with that majestic bird, but her enthusiasm drained when she later discovered that she had a continuous craving for raw, live frogs. When she asked Rolock about it, he explained (with a smile) that he must have released some sort of primal energy within her that made her bond with her totem creature more complete. He explained that she had best not leave the Everglades or she would be considered to be almost insane by anyone discovering her eating frogs raw and live. Thus, Karen Moran decided to remain in the swamp and to study the Indians, only sending her 'discoveries' back to civilization. She soon became totally wrapped up in what was going on in the Everglades when she met the charismatic Psi-Prime and fell in love with him. She soon came to accept his vision of the master plan as well.

### Alligator

Identity: Roger Engle	Side: Psi-Prime
Age: 31	Sex: Male
Experience: 10,000	Level: 4
	Training: Endurance

### Powers:

- Animal Powers:
  - Natural Weaponry: +3, +6 (teeth)
  - Armor (ADR 60)
  - Speed Bonus of +50 inches in water.
  - Heightened Strength: +10.
  - Heightened Endurance: +6.
- Body Power: Can hold breath underwater for up to twenty minutes.
- Body Power: Due to abnormally powerful musculature, Alligator can lift twice normal Carrying Capacity with his tail. It also does 2d8 damage when it strikes.

Weight: 231 lbs.	Basic Hits: 5
Agility Modifier: -	Strength: 29
Endurance: 24	Agility: 15
Intelligence: 13	Charmisma: 14
Reactions from Good: -1	Evil: +1
Hit Point Mod.: 11.616	Hit Points: 58
Damage Mod.: +1	Healing Rate: 3.5/day
Accuracy: +2	Power: 82
Carrying Capacity: 3094 lbs.	Basic HtH: 1d12
Movement Rate: 69 inches on land and in water.	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 3.2	Inventing: 39%



### Origin & Background

Roger Engle was once a biologist studying the ecology and alligators (in particular) in the Florida Everglades. This career was a dream come true for him, for his respect for the life forms of the swamp and its complex biological chain was unending.

These were the factors which caused him to be appalled at the slaughter of dozens upon dozens of alligators, both legally and illegally within and outside the protected Everglades area.

He blamed himself for not noticing this earlier and vowed to the alligators (he was a bit insane by this time) that he would champion their fight for freedom and dignity. It was to this end that he developed a formula which he believed would give him the powers of an alligator. Fortunately, it worked, but it also gave him the Intelligence of an alligator as well!

Alligator is, however, very alert and can communicate to a limited degree. It was in this state that he wandered about the swamp until Psi-Prime found him and manipulated the confused scientist into aiding in the fiendish master-plan.

Though once a true-hearted American citizen and ecologist, Alligator is now a mad killing machine under the total control of Psi-Prime.



### The Prime Squadron

The statistics for these nine men (eight 'soldiers' and their commander, Jon Schmidt) are definitely needed for this adventure. At some point or other they will surely be in combat with the player-heroes.

All members of the Prime Squadron are armed with pistols and knives.

	Hits	Power	Agility	Move	Damage	Accrcy.	HTH
Jon S.	12	62	14	47"	+2	+1	1d8
No. 1	09	54	13	42"	+1	+1	1d6
No. 2	13	56	10	43"	—	—	1d8
No. 3	06	47	13	37"	+1	+1	1d6
No. 4	08	46	12	32"	+1	+1	1d6
No. 5	07	51	15	38"	+1	+2	1d6
No. 6	08	49	11	37"	—	—	1d6
No. 7	11	53	10	41"	—	—	1d8
No. 8	05	46	11	31"	+1	—	1d4





























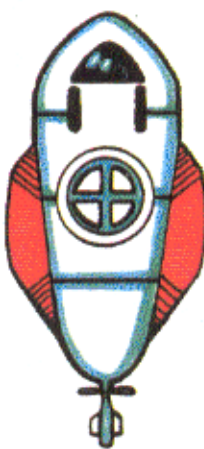
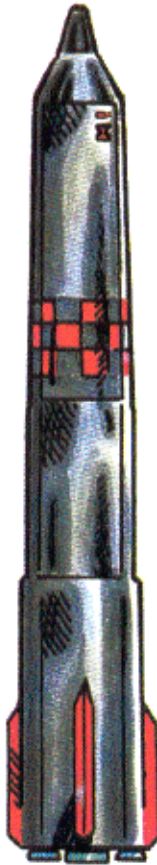




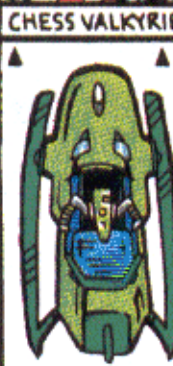
SCIENCE AND THE SUPERNATURAL JOIN FORCES IN THIS EXCITING NEW **VILLAINS AND VIGILANTES™** ADVENTURE! CAN YOUR HEROES DISCOVER WHO BROKE INTO THE TOP SECRET MILITARY CHEMICAL WARFARE FACILITY HIDDEN DEEP IN THE EVERGLADES?! CAN THEY OVERCOME THE DANGERS THAT AWAIT THEM AS THEY ATTEMPT TO UNRIDDLER THE **SECRET IN THE SWAMP?!..** BEFORE IT'S TOO LATE!



LYRICS by STEWART WIECK • ARTWORK by PATRICK ZIRCHER • ENGINEERED by SCOTT BIZAR

SWAMP RECORDS  
Division of Fantasy Games  
Unlimited Recording Company

							
LT. DONALD NASH	POLICE-1	POLICE-2	POLICE-3	POLICE-4	CHEMICAL CONTAINER	CHEMICAL CONTAINER	CHEMICAL CONTAINER
							
SHAMAN	DR. NAY	KAREN MORGAN	JASON	BOB	CHEMICAL CONTAINER	CHEMICAL CONTAINER	CHEMICAL CONTAINER
							
GLEN	JIM	BEN	JOE	TONY	ROB	JOHN CROAKER	
							
INDIAN MAN-1	INDIAN MAN-2	INDIAN MAN-3	INDIAN MAN-4	INDIAN MAN-5	INDIAN MAN-6	INDIAN MAN-7	
							
INDIAN MAN-8	INDIAN MAN-9	INDIAN MAN-10	INDIAN MAN-11	INDIAN MAN-12	INDIAN MAN-13	INDIAN MAN-14	
							
INDIAN WOMAN-1	INDIAN WOMAN-2	INDIAN WOMAN-3	INDIAN WOMAN-4	INDIAN WOMAN-5	INDIAN WOMAN-6	INDIAN WOMAN-7	
							
INDIAN WOMAN-8	INDIAN WOMAN-9	INDIAN WOMAN-10	INDIAN WOMAN-11	BUGS	BATS	RATS-1	RATS-2
							
INDIAN WOMAN-12	INDIAN WOMAN-13	INDIAN WOMAN-14	INDIAN WOMAN-15	INDIAN CHILD-1	INDIAN CHILD-2	INDIAN CHILD-3	FROGS-1
							
ROWBOAT-1	ROWBOAT-2	COOT	SWAMP RAT	SWAMP BOAT		SLUDGE	
							
GATOR-1	GATOR-2	GATOR-3	GATOR-4	1	2	3	4
GATOR-2	GATOR-3	GATOR-4	GATOR-5	5	4	5	5
				SNAKE	SNAKE	SNAKE	SNAKE

						
ASI-VAHOLO	DRUMMER SPIRIT	DRUMMER SPIRIT	DRUMMER SPIRIT	BOWMAN SPIRIT	BOWMAN SPIRIT	BOWMAN SPIRIT
						
SPEARMAN SPIRIT	SPEARMAN SPIRIT	SPEARMAN SPIRIT	White Heron	WHITE HERON	ALLIGATOR	PSI-PRIME
						
JONATHON SCHMIDT	SQUADRONEER-1	SQUADRONEER-2	SQUADRONEER-3	SQUADRONEER-4	SQUADRONEER-5	SQUADRONEER-6
						
SQUADRONEER-7	SQUADRONEER-8	SQUADRONEER-9	SQUADRONEER-10	SQUADRONEER-11	SQUADRONEER-12	SQUADRONEER-13
						
MINI-SUB			MISSILE - 1		MISSILE - 2	
						
CHESS ROOK	CHESS KNIGHT	CHESS VALKYRIE				
						
CHESS SEACYCLE						