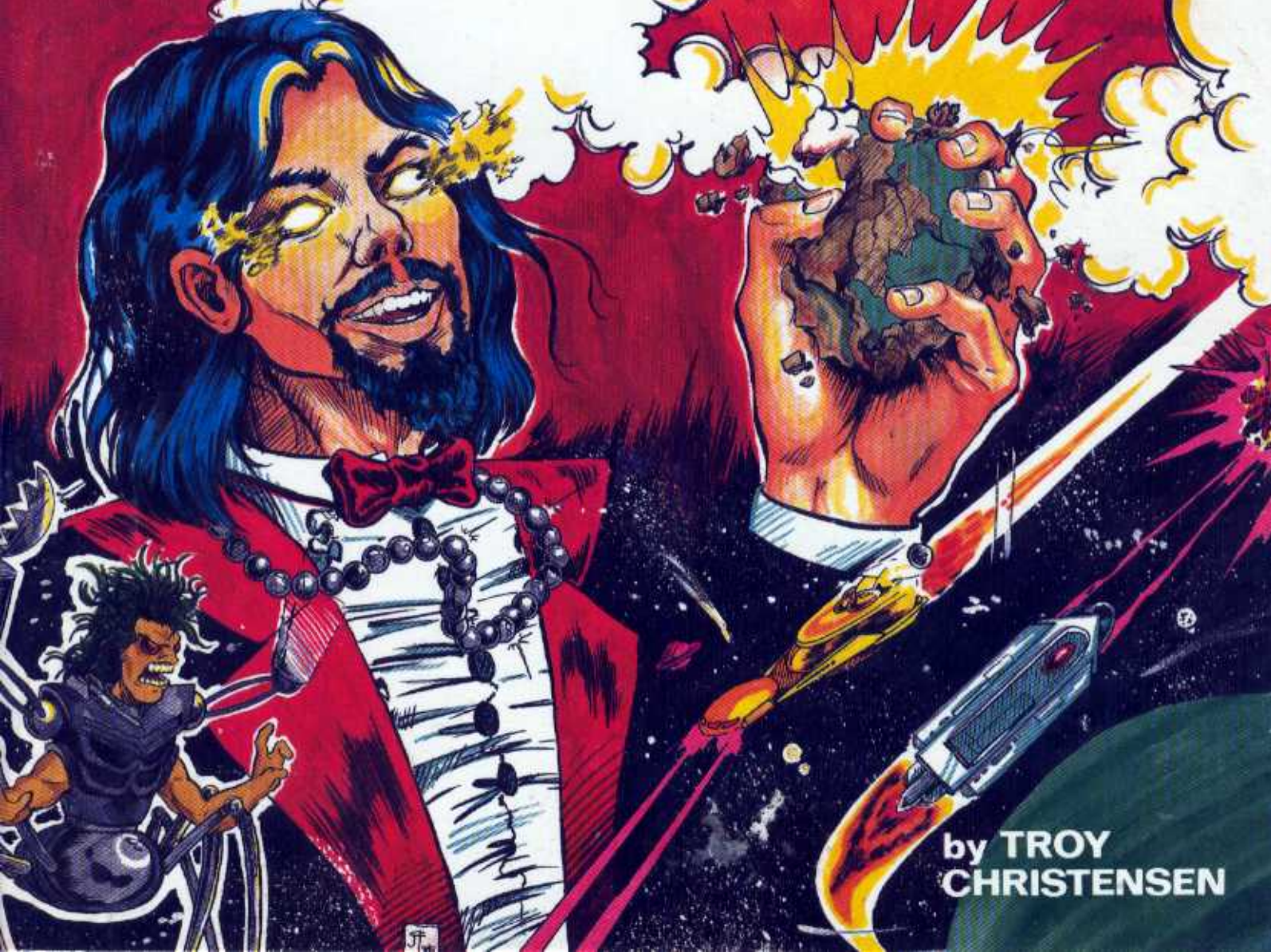


DAWN OF THE DEVEL



by **TROY
CHRISTENSEN**

DEATH OF THE DEVIL

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AUTHOR'S INTRODUCTION

This book contains an adventure for the *Villains and Vigilantes* superhero role-playing game. In this adventure, more than any adventure so far published, will the actions of the players and the story of the adventure affect the Gamemaster's game continuity. In this adventure the players will face an army more powerful than anything imaginable, see the Earth destroyed, and be confronted with the fact that if they do not succeed in their quest, they can write off the human race to extinction.

This adventure has been designed for five players of at least tenth level experience (and at least one year of real game experience). If more than six players are involved, or if their combined levels exceed sixty, add one slaughter-droid to the ship's encounter for each six levels of experience beyond sixty. If less than six players are playing or their total experience levels are under fifty, subtract one Dark One from the Dyson planet in Section Five for each five less experience levels. We suggest these changes only if the gamemaster believes that his players would not be able to handle these encounters. The gamemaster should feel free to change whatever he likes, however, and not feel restricted to the aforementioned areas.

Thank You,
Troy Christensen

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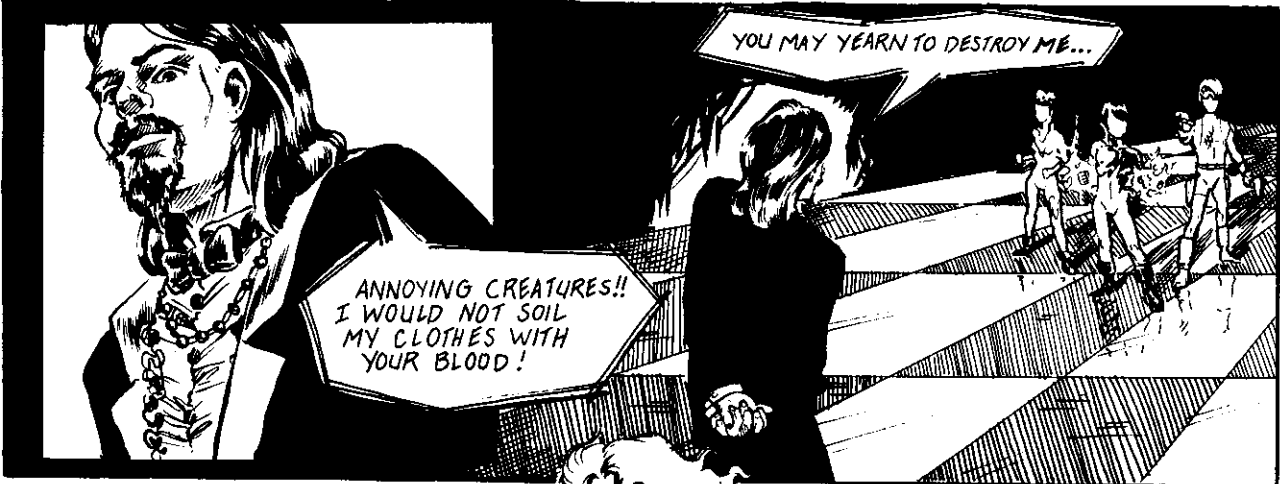
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WE'RE NOT BEATEN YET, "DEVIL!"

WE'LL DO EVERYTHING IN OUR POWER TO TOTALLY DESTROY YOU!!



YOU MAY YEARN TO DESTROY ME...

ANNOYING CREATURES!! I WOULD NOT SOIL MY CLOTHES WITH YOUR BLOOD!



BUT HOW READILY COULD YOU KILL YOUR OWN TEAMMATES?

DESTROY THEM FOR OUR MASTER!!

HIS WILL IS OURS! KILL THE HEROES!

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Jill Frazee

1. UP TO THIS POINT

GAMEMASTER'S INTRODUCTION

The players will be aware of the significance of the last several months either by personal experience or by the deluge of media coverage. If the players have played *The Devil's Domain* they will definitely be aware of what has transpired. If the players have not played the adventure, the gamemaster has a choice of either running his group through that adventure before starting this one, or he can brief the players with the story below.

1.1 STORY OF THE LAST FEW WEEKS

It all started as a violent storm in the Caribbean Sea. At first the world thought it was nothing more than the normal hurricanes so prevalent in that area, but as the days rolled past, the storm did not move and seemed to grow even stronger. The United States Meteorological Society became interested. The Society sent out a weather survey plane that never returned. Soon plane after plane disappeared into the storm.

After it became clear that this was no normal hurricane, a team of superheroes entered the area to see exactly what was happening. They too disappeared, but not before they gave a horrific story of bizarre creatures building a strange device that pulled in the surrounding ocean like a super-vacuum. The news spread like wild-fire and the media was plagued by hundreds of stories ranging from 'The Second Coming' to 'An Invasion of Star Creatures'. All of the nations of the world sent forces to stop the creatures, but all failed. Finally, a Soviet superhero called Gravitron destroyed the machine at the cost of his own life.

All Earth sighed in relief. But, as the clouds dispersed over the Caribbean, a new tower was discovered in England. C.H.E.S.S. immediately dispatched Winged Scorpion, Icarus, Sentinel, and Golden Gloves, four great American superheroes, to destroy the new tower and dispatch the beings working on it. After a terrific battle, the heroes succeeded in their attempt to crush the alien forces. They were then sent by C.H.E.S.S. on a secret mission to identify the origins of the towers and the person or persons behind these evil endeavors.

This led them to Easter Island where they met an old supervillain who turned out to be demented by the same forces that built the towers. Again, after the American forces pitted their muscles against the aliens, they won. From there the superheroes voyaged to a weird alien dimension (The Devil's Domain) and discovered an evil being from there who called himself the Devil. The Devil was draining matter from our galaxy, using the matter vacuums, to create energy for his demons. These demons were then going to be used as a living bridge from his pocket dimension to Earth, where he would rule all of known space.

The superheroes also met two other alien races and found the Devil was perpetrating the same atrocities in their universe. For some unknown reason, the aliens did not join forces with the Earth heroes and were never heard from again. Meanwhile, the Devil almost having completed the bridge, demanded to see the foolish mortals who dared try stop him. Only by the sheer strength and bravery of these heroes did the battle swing against the Devil, and, finally, he was defeated. The heroes also told of a ghost, a past ruler of Earth, who greatly helped them in the battle.

The Devil swore to seek revenge on the heroes!

The superheroes then quickly left the alien dimension with the help of the ghost, and since then they have been held in the eyes of the world as the greatest crusaders of Good that man has yet seen.

Since the heroes have returned, Earth has been all too normal. However, the peace is about to shattered!

1.2 THE ADVENTURE

The world has been in relative peace for several months. Major crime exists, but at least it is of terrestrial origin and not perpetrated by some hideous fiend who calls himself the 'Devil'.

The heroes are at home and performing their normal civic duties. All seems quiet. Unknown to the world and the superheroes, strange messages had been received from space, and the messages were being translated by some of the great minds of the world.

The transmissions were at first believed to have come from deep space and were a sign of welcome, but, as the pieces came together and better triangulations were made, the message was discovered to have come from a place rather nearby (nearby in astronomical terms). The message also seemed to be a distress call rather than a greeting. The scientists of the world and the leaders of the superheroes (C.H.E.S.S. if no other organization is known) were becoming more than concerned. They wanted to know immediately what was going on, and if there was any danger to the people in the alien spaceship or for the people of Earth.

After seventy-two hours of rapid deciphering, Earth's scientists believed that the message was originating from a rather large ship, from a point somewhere between the orbits of Neptune and Pluto, and that the ship belonged to the race of Gorgs (see *Devil's Domain* for more information).

C.H.E.S.S. (or any other similar institution) will instantly go into action and search for a team of superheroes to go on a mission in search of the ship. Of course, the team they will choose will be the player-Heroes. At first they will ask nicely if the team would be interested in going. They will even throw in some money or items to sweeten the pot (gamemaster's decision on how much money should be offered and what items). If the players refuse the first offer, C.H.E.S.S. (or the like) will confront the players with a document signed by F. D. Roosevelt. The document is an old declaration which states that in times of great need, the President of the United States can call to service any superhero living in the USA (if the game is being played in another country, then similar documents will also be present). Those who deny the order will be prosecuted for treason and sent to Super-prison for no less than fifty years!

Of course the players will see the light rather quickly, one way or the other. They will be given orders to search for the spaceship and to seek out the reason for the call to help. They will also be instructed to help out as best they can, but not for any reason should they bring the aliens to Earth. If the aliens ask to be brought to Earth, the player-heroes are instructed to bring them within the Moon's orbit and await further orders.

To help in their mission, the players are given the message that was received (though it is not yet totally understood), a spaceship that has the capability of Warp Factor 10, and spacesuits that will permit them to use their powers in space without risking certain decompression.

The Message

Gorgorian Research Ship F456-345

To: Inhabitants of Third Planet:

We are in desperate need of medical and technical help. We have been invaded by a slaughter-droid and most of the crew is dead. Our stardrive is destroyed. We are looking for the planet Earth and must deliver a message of great importance. If we do not survive, we ask you to deliver it. Record and transmit the following at 450 megacycles towards coordinate K65, W34, R01.

Our two great races met once before, only a few cycles ago. At-

though we did not join your forces, we greatly appreciate what you did. In return, we send the Grogorian Research vessel to warn you that the Devil has returned and has allied himself with a pirate armada calling itself MASTER. They have already destroyed the Xarion world and eradicated the entire race. We were next and already we have been delivered mighty blows which have crippled our cities and mutilated billions of our people. You are next! You must resist and you must destroy him.

Search out Primion and the Primordials, they are the only ones who can give us a fighting chance now! Search for the Black Eye of Qwun. Be quick!

Help us in the name of

The message trails off and the transmission ends. The gamemaster may blank out any part of the message he likes, or he can read the entire message. It will ultimately depend upon how fully informed the gamemaster wishes his players to be.

The players should now be ready to go in search of the spaceship, Gorgorian F456-345.

Faster-Than-Light Ship THX 3811

Mass (t): 6000

Crew: 2 + 10

Top Speed: 1350"/WF 10

Range: 100 ly

Weapons: Particle Beam, Particle Accelerator

Hits: 60,000/240,000

Turn: 10 degrees

Structural Rating: 10

Cargo Capacity: 500 cubic feet

Armor: 150

Cost: \$3 billion

To determine weight, multiply mass by 2000 pounds. Top speeds are in inches per turn and the Warp Factor. To determine Warp Factor in light years per day, cube the WF. Crew states the number of pilots + passengers the ship can hold. Range is the distance the ship can go before it requires maintenance and refueling. See 'Weapons Descriptions' below. Hits indicates the number of points to disable the ship and the number of points to destroy it. Cargo capacity lists the size of the cargo hold — in space with zero gravity mass means little, bulk

is the major determinate. Structural Rating is the density of the ship, and the minimum damage that must be accrued against the ship before damage is done. Armor acts like the power described in the V & V booklet. Cost lists the basic price of the ship. It is, however, not for sale.

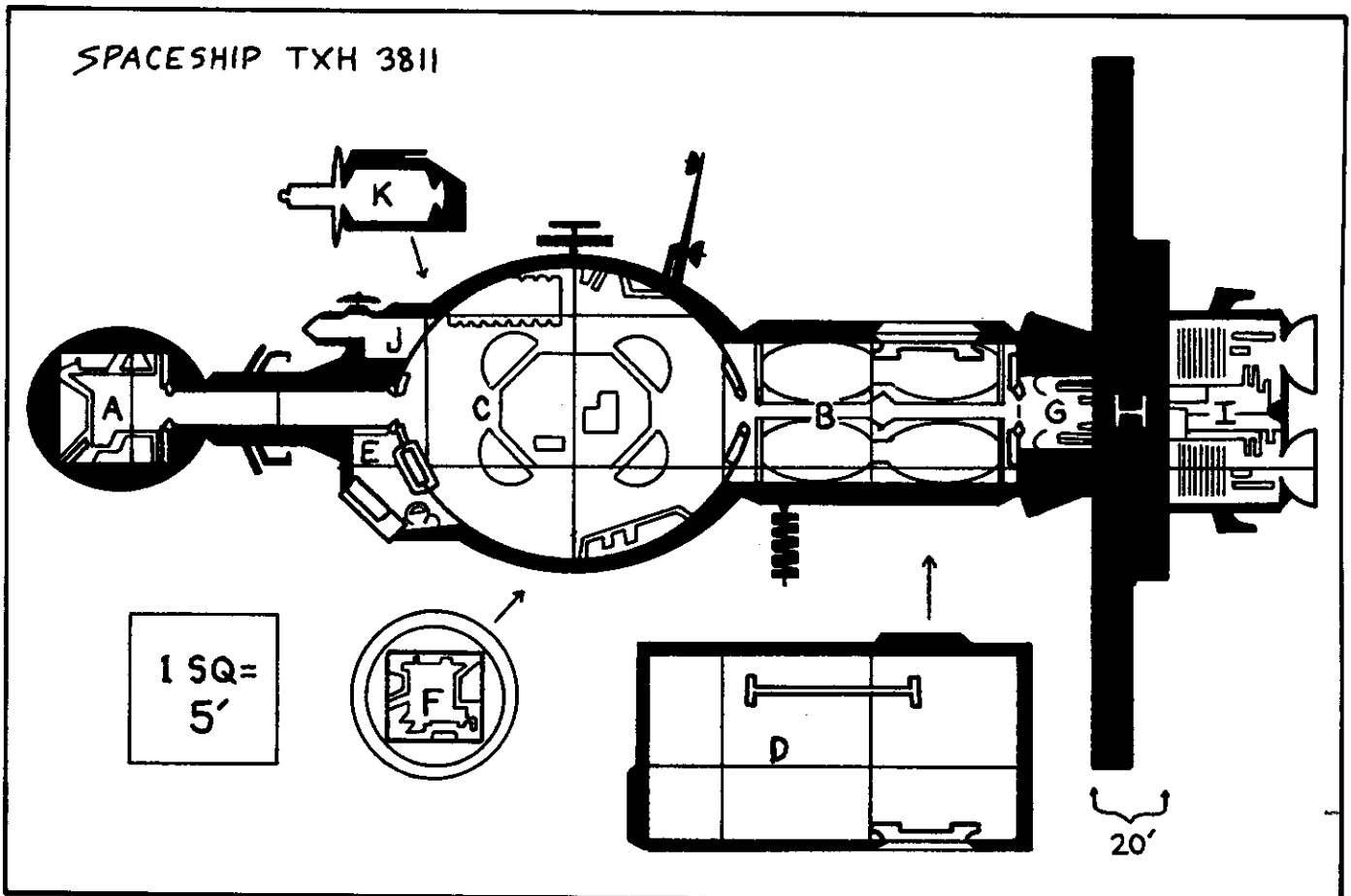
(Note: This ship is a highly experimental prototype and not indicative of the type of technology that C.H.E.S.S. or anyone would have just lying around. It is one of a kind.)

A. Control Cabin: Within this small room are the steering, navigation, and life support controls for the ship. A small auxiliary control station can also be found at the rear of the vessel. The control cabin is maintained by a computer which has some basic intelligence. Therefore, even if the crew is disabled or dead, it can control and make minor decisions about the ship. The control boards have a Structural Rating of 5, and it will take a minimum of 30 points to destroy all the controls. Even if the controls are destroyed, the computer or the auxiliary control can be used to maintain the ship's course and life support. The cabin is very cramped and players who enter this room must move carefully and cautiously so as not to accidentally push or hit control panels. The hallways, within the ship, are nothing more than openings within the machines.

B. Crew Quarters: This area rest below the cargo hold and contains ten small cubicles, each with a zero-g hammock, an intercom unit, a small computer terminal, a locker for personal belongings, and a small disposal unit which also acts as a toilet. These areas are very small, and any hero would have a difficult time changing clothes in this room.

C. Rec Room: This room acts as the kitchen, exercise area, and overall activity room. It is shaped like a large sphere, and has the ability to rotate on its axis and thereby create its own artificial gravity. Characters will be unaware of the spin since there is no port from which to view the surrounding area (in deep space there wouldn't be points of registration anyway). Along the walls are weight machines and treadmills. In the center of the room are tables and microwave ovens. Overhead are cabinets with food lockers and water dispensers.

D. Cargo Area: Cargo is stored in this area and clamped down by



magnetic strips. The payload can support almost any weight (within reason), and since the ship is not designed for atmospheric flight, it should never have to worry about the mass of the cargo. The top of this chamber folds back and a crane unfolds for lifting and moving cargo. The crane's controls are connected to the main computer and anyone with a computer terminal can work it.

E. Airlock/Decompression Chamber: This is the only entry into the vessel. Within this room the heroes will find their personal spacesuits and a number of laser rifles and pistols. Against the far wall is the hatch leading out of the ship, and only after both doors are vacuum sealed will the decompression begin. The chamber has a trigger which will also rapidly compress the chamber in case anything goes wrong with a suit. Throughout the ship there are warning lights which will go off to signal the opening and closing of the ship's airlock.

F. Auxiliary Control Room: This small room is the back-up to the main control room of the ship. This area has a Structural Rating of 5 and would require 15 points of damage to destroy the control panels. Only one person can fit in the room at a time (one normal sized person). This area is also the only area within the ship which has a 360 degree view of space. The glass dome can be covered with an enveloping steel shell within one turn, and the shell has a Structural Rating of 8.

G. Engine Room: Like all the other control centers on the ship, this area is cramped and packed with huge computers and machines. The area is the furthest position aft a character can go without leaving the ship. Behind the engine room is more than twenty feet of solid lead and titanium shielding. The controls found in the room control and maintain the ship's engines and power plants (two twin turbine hydrogen generators which can produce 25,000 kilowatts of power).

H. Shielding: This area is a solid wall of titanium and lead. This is the only protection the crew has against the massive radiation that is generated by the ship's engines. If characters ever come in contact with the exhaust of the engine, they will have a 25% chance of losing a superpower, a 25% chance of gaining a new superpower, a 25% chance of permanently losing 1 - 10% of their hit points, and a 25% chance of death (save as Death Touch). If the character has Adaptation or Life Support (beyond the loaned C.H.E.S.S. spacesuits), the power negates all effects of the radiation.

I. Ion Engines and Power Plants: If trouble occurs here, the heroes must leave the ship and crawl back to fix it. Within this area, however, will be deadly radiation (see Shielding) which could kill a character. The spacesuits provided by C.H.E.S.S. to the heroes will only protect them for twenty minutes within this zone. After that, the suits should be considered to be useless for protection against radiation.

J. Particle Beamer: This weapon is hooked directly to the two turbine engines and will cause the rest of the ship to flutter when it is fired (i.e. the lights will dim, the radar will flash, instruments will misread for a second, etc.). The particle beamer fires as a Power Blast and does 3D20 + character's modifier. It has an infinite range.

K. Particle Accelerator: This weapon fires anything that is less than one foot in diameter and is made of iron. The weapon basically accelerates the object down a long coiled tube of electromagnets. As the object speeds along the coil it gains massive speed and is ejected into space hurtling towards its target at a rate of 12,000 inches per turn (doing 7D10 damage). It attacks as a HTH attack, but receives no minus due to speed or range. The weapon has a range of up to 1000 miles. Anything can be used as ammunition.

1.3 EXPLORATION OF THE ALIEN SPACESHIP

The first part of this adventure concerns the exploration of the starship and the developments that will ultimately force the players to go in search of the planet Primion and the Primordials.

The players will travel out into the solar system in search of the starship, and they will find it slowly floating around Uranus in a lopsided orbit. The journey and the search for the starship will take from one day to a week; however, the gamemaster should not commence with other events until the player—heroes start to explore the ship.

As the heroes close on the ship, they will notice that the vessel is severely damaged and that the normal guidance and marker lights are not working. As they come even closer, they will also notice small pieces of wreckage floating near the ship, and a number of the port-holes/windows shattered — meaning that parts of the ship are probably decompressed.

If the player—heroes search out for an airlock or hatch, they will find a number scattered around the ship. The hatches and airlocks, however, will be locked closed and will not budge to any amount of muscle. Player—characters who have massive strength will simply rip off the handles. Heroes who try to smash a hole in the ship will find that it has a Structural Rating of 15 and an Armor Rating of 160 (treat as Armor in V & V). Players who try to squeeze through the shattered windows will succeed so long as they are no larger than a normal person. Giant characters will find a tough time entering the ship, and will probably have to smash a hole, if they can.

Players who do wiggle through the broken portals will find themselves in the sickbay.

Deck plans for the alien ship are included.

Gorgorian Starship

Mass (t): 90,000

Crew: 30 + 120

Speeds: 3350"/WF 30

Range: 100,000ly

Weapons: Thunder Guns x 2; Particle Beam Cannons x 2

Hits: 900,000/360,000

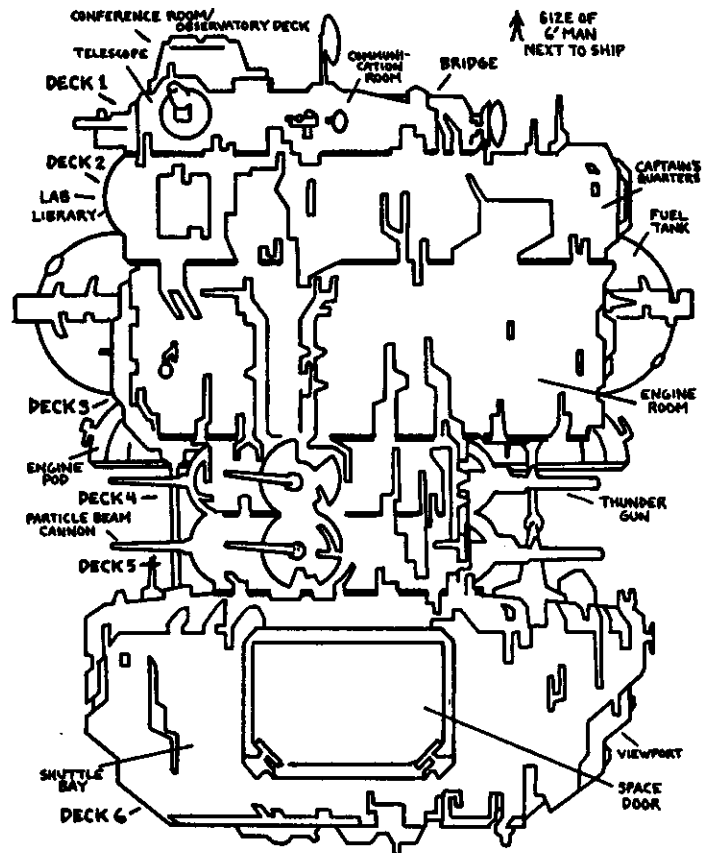
Turn: 40 degrees

Cargo: 1000 cubic meters

Structural Rating: 15

Armor: 200

GORGORIAN BATTLECRUISER EXTERIOR VIEW (of an UNDAMAGED SHIP)



Refer to the player's spaceship key for information on terminology. See specific sections for gun explanations and rooms' contents.

KEY TO DECK PLANS

DECK ONE

OverView

This area will have no gravity or atmosphere, and emergency power only exists in high security areas. Condition of the infrastructure appears to be sound, but numerous walls and ceiling panels will be visibly dented, crushed, or mangled

Encounters

There will be no encounters with friendly or unfriendly types on this level.

A. Bridge: The bridge of this starship is much different from the control cabin of the players' spaceship. It appears that artificial gravity is generated when the ship is functioning normally. The bridge is also far roomier than that aboard the spaceship TXH 3811. Characters will find the bridge deserted, but small lights on various control panels will still be blinking. The heroes will basically understand the layout of the controls (i.e. computers look like computers, switches are switches, and telescreens are like ours). If a player wishes to spend an Inventing Point, his character will actually be able to manipulate the controls and operate them. At present, however, most of the machines appear short circuited or have no power. Players who successfully roll a Detect Hidden will find small scratches along certain control panels and small drops of yellow blood.

B. Communications Room: This room appears similar to the bridge with walls of electronics and viewscreens. As the bridge, the Communication Room has no power and thus many of the machines are inoperative. Players who search the room will find a section of the communications gear torn apart. If players spend an Invention Point they will be able to understand the workings of the machines (after this, a character will fully understand the workings of Gorgorian machinery). Players who have already spent an Invention Point somewhere else will not need to spend another. Those who do understand the workings of Gorgorian computers/electronics will be able to discern that the torn out machine was part of a distress transmitter. Players rolling a Detect Hidden will discover small drops of yellow blood and will see the walls are slightly warped: possibly from a particle beam hit.

C. Life Support: This room is a total shambles. All the machines are ripped apart and the walls show numerous dents and large scratches. Floating lifeless in the room are three Gorgs, their heads imploded, and their chests ripped open. Characters with an understanding of Gorgorian mechanics have a chance equal to their intelligence score on a percentile roll to jury-rig the machines back into working order. If successful, the life support system will return to normal, giving the spaceship gravity and an atmosphere (Gorgs come from the planet Targo which has a .75 gravity and an atmosphere similar to Earth's but contains a higher concentration of oxygen). It will take an hour to a day to re-establish total life support. Certain areas, until repaired, will never become stabilized (i.e. the Sick Bay). These areas will automatically be sealed off when the life support is again operating.

Lift: The elevators within the ship still work on battery power. They are very slow moving. When power is restored, they can transport people from one deck to another almost instantaneously (when working properly, they are propelled by electromagnetic waves in a sealed vacuum). The elevators have a Structural Rating of 8, and can take up to 30 points of damage before becoming disabled.

D. Science Center: Within this room characters will find the immense knowledge that the Gorgs have accumulated in all their travels. Along the walls the heroes will find computer terminals and large storage crystals from which they can draw great knowledge. The machines, however, are inoperative due to a lack of power. If the characters manage to re-establish power to the terminals, they should be able to retrieve knowledge about the universe and its contents. If the heroes ask about Primion, the Primordials, or the Eye of Qwun, they will receive this printout:
(Translated into English)

Primion: A world at the heart of galaxy 612385-740 (the Milky Way). The planet is the legendary home of a race of beings called the Primordials, and although our science holds little belief in their existence, recent scans of the area attest that at least Primion does exist.

Primion is a world that has a radius of over 2,000,000 ketres (ketres = 3.2 miles), yet it has a gravity of only 1.2 G. The planet has a surface area of over 1.2012 to the 13th power square ketres, and is 60% covered with hydrological features (i.e. oceans, lakes, seas, rivers). It also supports massive life forms with at least five trillion different species. Sentient life forms do exist, but technological levels are very low.

The planet is strange in that the stars of the system orbit it instead of the other way around.

There are three stars which orbit the planet. Each star burns as a Class G sun (yellow), yet readings indicate that they are less than 5,000 ketres in diameter with little gravitational pull.

Primordials: Ever since our race has ventured forth into space and met with other sentient creatures, the legends of the Primordials have existed. In legend they are massive beings able to create or destroy whole solar systems with the blink of an eye (or equivalent). Not much is known about the creatures except that it seems that no matter where we Gorgs go, we find rumors of these strange beings.

The Primordials have no definite size or shape. In all our travels we have come across a number of descriptions of these creatures.

Eye of Qwun: Another legendary item is the Eye of Qwun, a small sphere the size of a tango fruit (an orange). Its properties are unknown except that it has a density higher than Adamantium and that it contains great amounts of energy. The Eye is said to rest in a tower that is a thousand miles high on the planet Primion. It is also said to be guarded by the Primordials.

End of data

At the end of the room is a combination optical/radio telescope. In its optical configuration, the viewscreen has a magnification of 1,000,000. The scope can detect an object twenty feet long at a distance of over thirty million miles. In the radio telescope configuration, the scope acts as a scanner which can be used to detect radio sources, electrical patterns (all electrical driven machines radiate these waves), or biological life ripples (all life will reverberate life ripples). In the center of the room are several large glass spheres which hold holographic images of planets, galaxies, and creatures. Nowhere in the memory banks will the heroes find reference to Primion, the Primordials, or the Eye of Qwun. In the center of the room is a spiral climbing web which leads up to the Observatory Deck and Conference Room.

E. Conference Room/Observatory Deck: This room rests on top of Deck One and is protected with a deflector screen. Treat this screen as a Force Field as described in the rules. The screen, when in operation, has a battery of 100 Power Points and the ship can re-energize this battery at 2 points per turn. The Force Screen controls are found in the Science Center, Bridge, and Auxiliary Control.

The heroes will find that the Force Screen is down and, upon closer inspection, find several small meteorite hits. The decompression of the room appears to have been almost immediate since the characters will find three Gorgs floating in the room. Also floating in the room are notes and specimens on a creature called a 'Slaughter-droid'. If the players have yet to meet with the beast, describe its basic appearance. The notes detail ways of stopping the creature. If characters understand the Gorg language (attainable by spending an Invention Point), they will gain a bonus To Hit equal to one tenth of the character's Intelligence (Weakness Detection and all other powers will work in addition to this bonus).

DECK TWO

Overview: This section of the spaceship will have limited life support, including .3 gravity, a light but breathable atmosphere, and temperatures above freezing. The sickbay will, however, be sealed from the rest of the ship and if the seal is broken, the rest of the ship will lose its life support until the area is resealed or repaired. All the corridors will have dim light. Rooms will have very little power, and only major machinery will be operational. The interior of this area is very poor. It looks like a heavy battle was fought in the corridors, and most rooms will have major holes in them.

Overall, everything will be torn apart from energy weapons and brute force.

Encounters: While on this deck, the players will have a 10% chance of running across one of the Slaughter-droids (per room). If the group has, however, killed or captured more than three such creatures, no more will be encountered. Refer to the Slaughter-droid statistics for more information.

A. Sickbay: This area will be immediately recognized as a medical center. The room is sectioned off into small cubicles for operations, first aid, and administration. The hospital facilities will be quite advanced and, although the Gorgs are of a different biological stuff (their compound base is copper, unlike ours which is carbon), players will find that once repaired, the area could service terrestrials and other creatures. At the moment the room is not operable due to decompression. Characters will find several Gorgs in the room - dead.

B. Recovery Ward: The heroes will be sickened by the sight of fifty or more Gorgs lying dead in the room. It will appear as if they were recovering when the room was decompressed. Some of the Gorgs, if the characters can stand the sight, will be visibly torn apart and will be recognized as not dying from the sudden loss of air, but from attack by some large animal or beast. Within the room the players will find the Gorgbot (see below for its stats). The robot will first attack the heroes, but once it scans them and recognizes them as humans, or better yet, not Slaughter-droids, it will try to befriend the superheroes. If this is done, it will help the characters try and repair the ship and will help them as long as possible.

Gorgbot

Side: Neutral

Sex: None

Age: ?

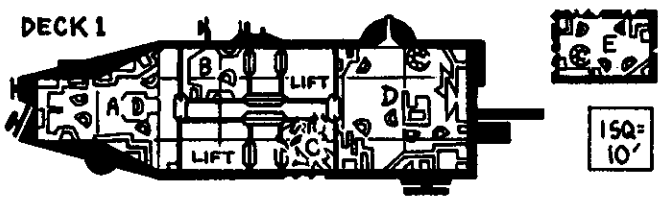
Level: 3

Powers:

1. Robotic Body: 60% human looking, x3 weight, +3 Strength.

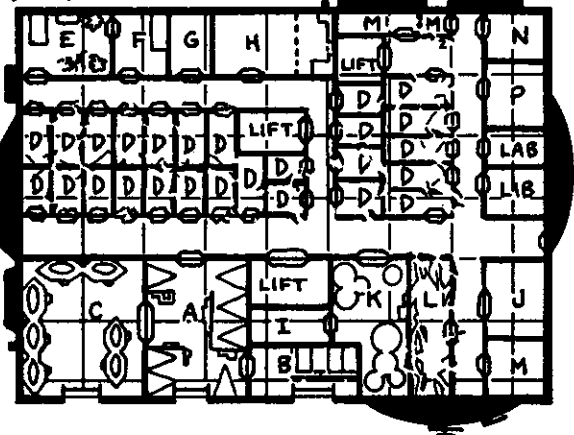
GORGORIAN BATTLECRUISER

DECK 1

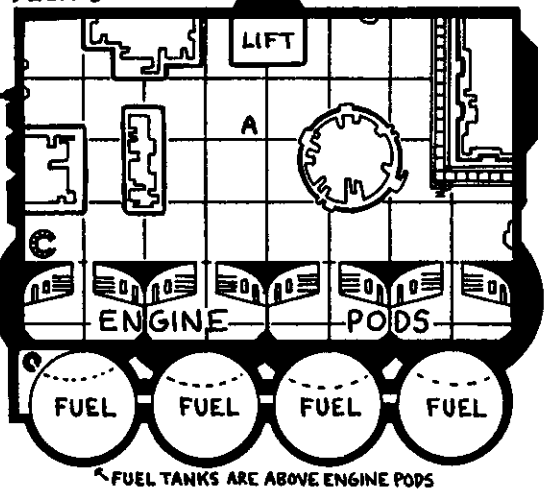


STAIRS
 CHAIR
 COMPUTER
 DOOR

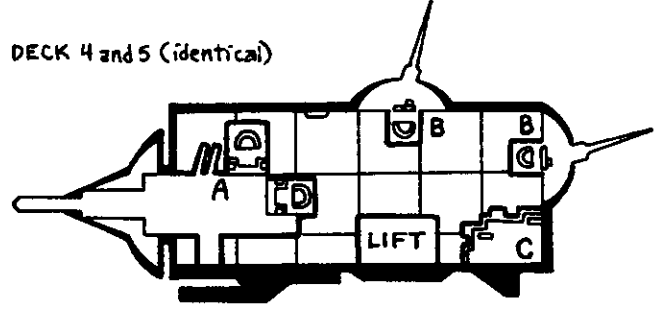
DECK 2 WINDOW



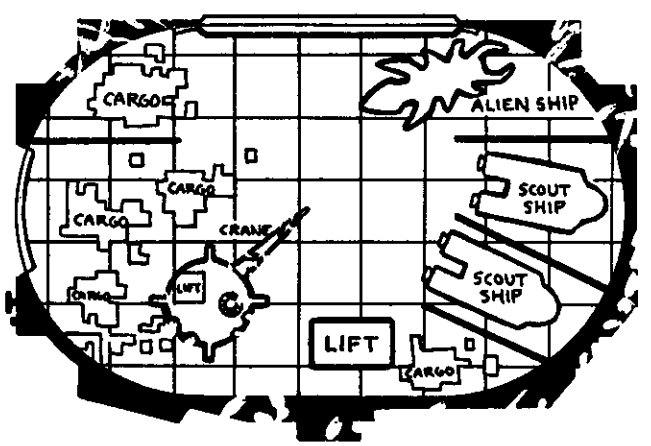
DECK 3



DECK 4 and 5 (identical)



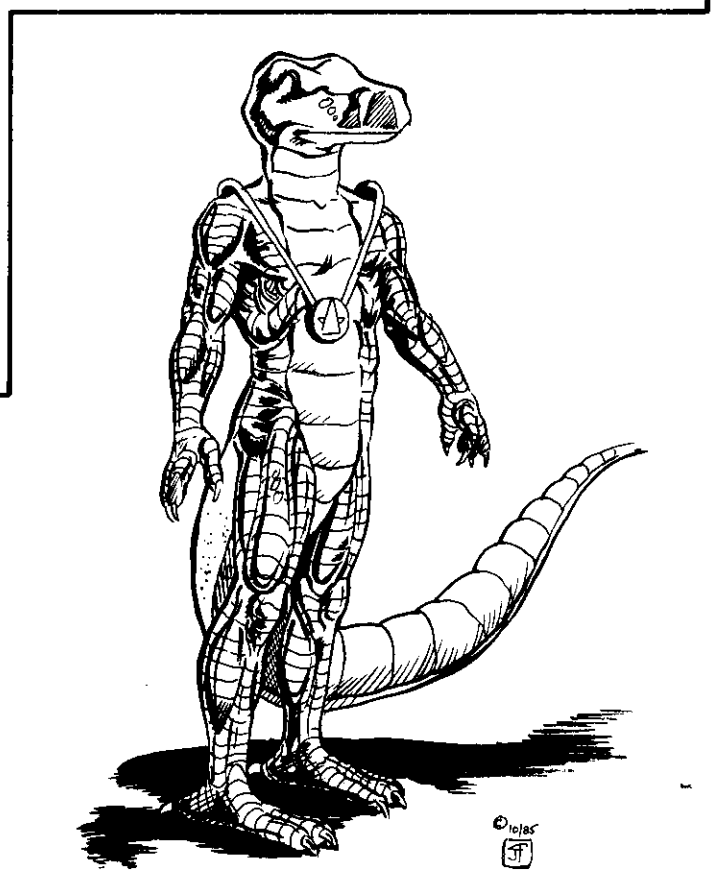
DECK 6



2. Body Power: Wheeled movement x 5 ground rate.
3. Body Power: Torch, attacks as Flame Thrower, damage = 1D8, Range = 5", PR = 2.
4. Armor: Type B, ADR = 100.
5. Heightened Intelligence A: +10
6. Heightened Senses: Radar, x4 Detect Danger, x2 Detect Hidden.

Weight: 600
 Strength: 14
 Agility: 10
 Charisma: 6
 Reaction from Good: +2
 Damage Mod: +2
 Accuracy: +2
 Carry Capacity: 1,304
 Movement Rate: 200" ground
 Det Hidden: 64%
 Inventing Points: 1

Basic Hits: 12
 Endurance: 16
 Intelligence: 26
 Hit Points: 39
 Evil: +2
 Healing Rate: —
 Power: 66
 Basic HTH Damage: 1D10
 Det. Danger: 44%
 Inventing: 78%



© 1985

C. Mortuary: This area is the room where dead crewmembers are placed. Along the walls are a number of freezing chambers where the bodies are kept until a proper Gorgorian funeral can be performed. Characters entering the room will see many of the berths filled with Gorg crewmembers. Other chambers, which are empty, will be opened, and if the heroes inspect them, they will see that bodies were lying in them rather recently. The heroes will also notice that these berths are spattered with green blood (the other berths with dead crewmembers are relatively clean).

Lifts: See Deck One for description.

D. Crew Quarters: Each room contains four sleeping hammocks, a piece of furniture resembling a desk, a number of shaped stones that may be chairs, a computer screen and input board, and a small water dispenser and toilet. Most of these rooms will have been ripped to shreds by the Slaughter-droids. Characters may (15% of the time) find a dead crewmember. When the heroes do find them, they will always be clutching a laser rifle (the battery of the gun will be totally discharged). Player—heroes will find bits and pieces of chitinous armor and pieces of weird looking armor. They will also find personal articles in the rooms, which will be of little use — stealing from the dead is not very heroic anyway.

E. Captain's Quarters: The captain will have a room similar to his crewmembers, except the room will be much more lavishly decorated. Also found in the room are a number of strange bushes, plants, and herbs. The flora are plants from Targo and may or may not be beneficial to the characters (gamemaster's option). If the characters search the room, they will find a flight entry/captain's log.

These are a few of the interesting entries made in the last year:

12-543-564: It is our mission to search out the heavens for the creature known as man. It is our hope that this industrious creature will know how to stop the evil beast known as the Devil. I believe we are the only ship to break the MASTER cordon. Our world is virtually destroyed, and more than five billion of our kind are dead.

12-544-643: Shirigoo, first blood five, found a dead crewmember in the shuttle bay. We are investigating.

12-544-650: Thirty crewmembers are dead! All have been torn apart by some beast. Ship is on Security Level Seven, and sidarms and rifles have been distributed to all who can use them. No one dares go into the shuttle bay.

12-544-654: Thirty crewmembers and I braved the shuttle bay and found a strange looking ship. To our shock we found the MASTER's insignia on it. We now know who and what is within our ship — a slaughter-droid. Our only chance is to reach Earth! Dear Great One, help us.

12-544-667: We have reached a G-class star system which we hope is the star of Earth. Only seven crewmembers out of 154 are still alive. All of the ship except Auxiliary Control is lost. We are making our final stand there. I have sent out a warning beacon, and I have sent the secret coordinates to Primion. I hope I have done the right thing since now all the copies and tapes of the location of the god-world is in the hands of that small planet.

12-544-668: We hear them coming. Its all lost . . .

Mistress's Quarters: The room is composed much like the others except that a large fountain stands in the middle of the room. No water is in it, but some dried fish—like creatures lie stuck to the bottom. Players will also find a small yellow Gorg, the mistress, dead in her bed. Cause of death: a single shot of a laser pistol to the head. The gun lies a couple of feet from the bed. Next to the pistol is a small note written in Gorgorian.

Dear lover, life has been sweet and wonderful, yet it has been cheated from us. All is lost in the universe. Our race will die, and the sinister Devil will reign in our place. Look how desperate we have become. We seek an infidel race of mammals. We hide in our beds like children while the beasts eat our kind just beyond our doors. Please forgive me, my love!

Grishalope

H. Mess Hall: This area is divided into two sections. The first area is the dining room proper, and the other is the actual kitchen. The area will be scattered with small utensils and eating wares (plates). Within the first room, players will find ten flat objects which look like

tables with no legs. Beside each table are fifteen stone benches. At the head of the room is a larger ornate table suited for six Gorgs. The kitchen will also be in disarray. Characters who can make a Detect Hidden roll will hear small rattlings emanating from the kitchen. Further exploration will lead the characters to the refrigerator. The door of the large freezer looks as if it had been gripped by a large vise. Inside the freezer is a slaughter-droid hanging carcasses of Gorgs — it is keeping some fresh to eat later! The kitchen is not very roomy, and the slaughter-droid will smash through the place to get into an area of better maneuverability. The droid will be wounded from the attacks of the Gorgs. Its armor will be reduced to 20 points natural and 30 points technological. It will also have lost 100 Hit Points.

I. Storeroom: This room will contain various articles of recreation for the Gorgs.

J. Rec Room: This area, when the characters walk into it, will startle them. The room is a large holographic chamber. The room is in full operation, even though other more vital areas of the ship are dead. The hall will look, smell, and feel just like the Gorg's homeworld. The players will be able to walk around and see giant trees, tiny animals, and feel fresh breezes on their faces.

K. Hydroponics Farm: Within this room the heroes will find large vats of green, purple, and red sludge. This gunk is natural foods to the Gorgs and considered a delicacy. Normally the sludge is cropped every day before meal time and served as a desert to the crew of the ship. Now, however, the sludge simply feeds off each other and spills over the sides of its over-filled container. The effects that the sludge will grant the characters is up to the gamemaster (i.e. some may grant healing, a high, poison, sleeping agent, etc.). The player—heroes will find one dead Gorg in this room.

L. Auxiliary Control: This room was the last holdout for the members of the crew. This area and the immediate area around the room will be pulverized with laser and particle beam blasts and slaughter-droid smashes. The door and hallway of this area do not exist fully, either. Holes and massive dents dot the expanse. Seven dead Gorgs, one being the Captain, can be found lying around the area. Most will have their heads bitten off! The Auxiliary Control Room is gone, too. All machines have been reduced to junk.

M. Storeroom: This area once held stores for the ship; now it is a junkyard of broken machinery. The area was totally destroyed by the rampaging droid.

M1. Storeroom: This area is just like the other storeroom. It will appear as if a bomb or tornado was let off in the chamber.

M2. Auxiliary Storeroom: These small areas hold a number of items that are essential to the operation of the ship. Since the rooms held no significant weapons, the monsters did not enter the rooms, and thus these areas can be very useful to the characters. The heroes will find items and tools for the repair of the ship and items which, if slightly changed, could be used to cure the characters of lost Hit Points and Power Points.

N. Weapons Storage: Most of the contents of this room will be scattered around the ship in the hands of the dead crew. Gorgs are a proud warrior race and every person was expected to die fighting. Characters will find a number of machine guns, grenades, and swords in the rooms— old fashioned weapons used only for military festivities.

O. Library: The heroes will find this place almost untouched, and many of the small computers will still have power to operate. The library is mainly an area where storage packs of information are kept. Characters spending time in this room can find information about the Gorg's home planet, about the Xarions, about the Devil and his minions, and about Primion and the Primordials. The gamemaster can find information about the first three subjects within the adventure *Devil's Domain*. Refer to the Science Center on Deck One for information on Primion and the Primordials.

P. Rec Hall—B: This area is more devoted to athletic and cultural relaxation than ecological (as in Room J). Players will find an assortment of games.

Q. Lab: This area was used to isolate various new drugs and antidotes that may have been needed. The room is vacuum sealed and is 100% sterile. Anyone entering this room will be hit by a number of beams of energy that will clean the body of all organisms. The room will also contain a number of machines and computers for the use of chemical and pharmaceutical research. The room is without power.

DECK THREE

Overview

This area will have marginal gravity and atmosphere. It will also have temperatures which are above 35 degrees. Emergency power exists throughout this level, and characters who explore the power terminals will discover that they are only moderately damaged, and could be repaired within a couple of hours if Gorgorian engineering

is understood.

Encounters

There is a 20% chance that a slaughter-droid will be found within this level. If one is encountered, it will be partially wounded (armor reduced to half its normal and Hit Points reduced to one-third).

A. Engine Room: Player-heroes will find three dead Gorg engineers and a destroyed Gorgbot here. The four looked like they were trying to rebuild a computer when they were savagely killed. The computer on which they were working is the hyper-jump drive computer. The computer, when in operation, maintains the hyper-velocity of the ship and maintains the power fluctuation. At present the machine will need at least seventy hours of repair before it will operate again. Player-heroes exploring this large room will discover four engine pods at the back of the room, and the large round hyper computer in the middle of the room, a two story computer with a catwalk to the left, and three smaller machines to the right. The three small machines are the controls that manipulate the engines themselves, the power supply to the ship, and the life support. At present they are returned off and slightly damaged, but minor repair will return them to perfect running condition. If these machines are reactivated, life support will return throughout the ship (even in areas where decompression has resulted from breaches in the ship's hull). The four engine pods along the back of the room run on a mixture of anti-matter and a strange compound unknown to Earth technology. If a character enters one of these boxes (characters would have to crawl through a small portal labelled in red saying 'Warning: Do Not Enter' in Gorg) he must save vs. his Endurance and Strength on percentile dice or be disintegrated. If one is made but the other fails, the character will receive 30 points of damage. If the character enters one of these areas while the engines are actually operating, he is automatically killed. The engines act as a hyper engine and propel the ship at speeds of Warp Factor 30. The last piece of machinery in the room is the two story navigation and guidance computer. This machine is slightly damaged and will require four to twelve hours of repair before it will begin to operate normally.

Fuel Tanks: (Not shown in proportion to rest of map) These four spherical tanks hold enough hyper jump and propulsion fuel for one hundred days of travel at maximum warp speed. At present, one fuel pod has been drained (reducing the range by 25%). Players attacking or setting off a bomb near one of these tanks will cause an explosion equal to five large nuclear bombs (20D100 damage!) with a radius explosion of 1000 miles.

DECKS FOUR AND FIVE

Overview

Both of these levels will have moderate gravity and atmosphere. The temperature, however, will be far below zero. Lifts will operate even slower going to these levels, and at times, the elevator will even stop for several seconds before continuing down. Electrical power is minimum with only emergency lighting and controls working.

Encounters

There will be one slaughter-droid in either Deck Four or Five. This droid will be new and have no battle scars from the Gorg battle. In the other level the heroes will find a half smashed Gorgbot trying to repair one of the ship's guns.

Note: Both levels are identical and are described as one.

A. Thunder Gun: This rather impressive looking weapon is called a Thunder Gun because people who have fired them say you can even hear the gun in outer space (seemingly impossible since space is a vacuum and thus no sound waves can travel through it). The gun requires one of the four engines to completely exhaust a unit of fuel to fire. When the Thunder Gun does fire, it has a range of six million miles, attacks as a Power Blast, and does 5D20 damage. The gun requires at least one turn to recharge. The controls to aim the gun and fire it can be found in the Central Processing Unit (see C).

B. Particle Beam Cannons: These guns are far less destructive than the Thunder Gun, but they still pack a great wallop. The gun has a range of 500,000 miles, fires as a Force Field attack, and does 2D20 points worth of damage. The guns can fire every turn. The guidance and fire controls of the gun are to be found at the Central Processing Unit (see C).

C. Central Processing Unit: This computer is the key to firing and aiming the big guns of the starship. Since the guns can fire only once a round, (the Thunder Gun is permitted to fire only once every other round), the heroes can spend extra actions at this machine and gain a bonus To Hit equal to 1/20 of their Intelligence score rounded down. All bonuses are cumulative within the same turn.

DECK SIX

Overview

This level will have no life support, nor will there be any lights or electricity. Massive dents can be seen in many of the walls and the control tower will look severely mangled. Many of the boxes will be torn apart with their contents flung haphazardly around the room.

Encounters

There will be no encounters on this level unless the heroes have explored the entire ship and have encountered less than three droids. If only one was encountered, two will be on this level, and if two were encountered, one will be found here.

Ships

Within the Shuttle Bay, characters will find two scout ships that will have the following capabilities:

Mass: 10 tons

Crew: 1 + 2

Top Speed: 135"/WF 1

Range: 2 ly

Weapons: Particle Beamers

Hits: 100/400

Turn: 60 degrees

Cargo Cap: 1 ton

Structural Rating: 8

Force Field: 25 pt battery

The Force Field battery regenerates at two points per turn.

Both ships are in relatively good condition.

Tower: This structure also sports a large magnetic crane used to lift cargo and small shuttles. The tower stands twenty feet tall, and, at the top, is covered with a large glass dome (the dome is now shattered and the glass still floats in space — remember there is no gravity). Inside the tower the heroes can climb stairs or ride in a slow moving lift to get to the top. On top the player-heroes will find a complicated layout of buttons, switches, and small video monitors. The machine controls the lift off and landings of the shuttles, the operation of the large door, and the Force Screen over the view port.

View Port: This is the only 'window' in the entire starship except for those in the sick bay. The window is made from thick panels of crystal and has a Structural Rating of 10. It also has an emergency Force Field that sports a 30 point battery which recharges at 5 points per turn.

Space Door: This large door will be sealed and locked down. Player-characters trying to access it from the outside would have a better chance trying to smash a hole through the hull. The door has a structural Rating of 13, and it will take 100 points of damage before there is a hole large enough for a normal man to fit through. During normal operation of the door, a magnetic field operates to hold the atmosphere in the shuttle bay. Thus, the doors can be wide open and Gorgs could walk freely in the shuttle bay without spacesuits. Presently, however, the magnetic field controls are destroyed.

Alien Spaceship: This weird looking contraption is the spaceship of the slaughter-droids. It must have been smuggled aboard by a spy during the hasty take-off from the Gorg home system. Characters exploring the craft will find a highly sophisticated spy-ship with cloaking devices and other machines to cloak the ship from scanners. This ship is so alien, however, that unless one of the characters is also an alien of great size, the heroes will be unable to use the ship. If, by chance, a character is an alien of the right proportions and having spent an Inventing Point, that character would be able to pilot the ship. Its statistics are as follows:

Mass: 7 tons

Crew: 3 + 1

Top Speed: 270"/WF 2

Range: 1 ly

Weapons: None

Hits: 70/280

Turn: 90 degrees

Cargo Cap: None

Specials: Painted dull black, armed with anti-scanner devices, retards radar, sonar, life ripple readings, power wave transmissions.

To avoid detection the pilot must make a 1D100 Save vs. Intelligence.

Cargo: Within the assortment of boxes, the heroes will find a number of things which can be used to repair parts of the ship.

SLAUGHTER-DROID

Side: Evil

Sex: Neither

Age: ?

Level: 6

Powers:

1. Adaption: 1 point per hour or per defense.
 2. Armor: Type A, ADR = 100, x3 natural weight.
 3. Mutant Power: Robotic Powers:
 - a. Armor, Type B, cybernetic shields, ADR: 60
 - b. Heightened Strength: +25.
 - c. Heightened Agility A: +10.
 - d. Heightened Endurance: +25.
 - e. Heightened Senses: Infravision, x4 Detect Danger, x3 Detect Hidden (when applicable).
 4. Heightened Attack: +6 to Hit.
 5. Bionics: Two extra arms and tungsten exoskeleton. +10 Strength, x2 Endurance.
 6. Natural Weaponry: +2 to Hit, +4 Damage.
 7. Size Change, Larger: Permanent, x3 height factor, x27 weight factor.
- Inventions:
1. Missile Launcher: Built into one shoulder blade, fires as HTH attack +1 to Hit, damage = 1D20, radius 3'', range = 1000''.

Weight: 12,150

Basic Hits: 243

Strength: 47

Endurance: 74

Agility: 11

Intelligence: 9

Charisma: 17

Hit Points: 7,767

Reaction from Good: -4

Evil: +4

Damage Mod: +0

Healing Rate: 558.9

Accuracy: +0

Power: 141

Carry Capacity: 675, 680

Basic HTH Damage: 8D10

Movement Rate: 132'' ground

Det Danger: 12%

Det. Hidden: 8%

Inventing: 27%

Inventing Points: 1



and although not too quick, it is known for great agility (walking on tightropes, scaling vertical cliffs, etc.). The animal has a small head covered with thick matted hair that extends down to its legs. Resting on its shoulder is a mounted missile launcher which can swivel in a 180 degree arc and fire up to a mile.

Combat Tactics: The beast is a fighter and spends little time in deciding strategy. In close combat it will wade into the fight swinging its two powerful mechanical arms. If attacked from a distance, it will launch its missiles and throw large pieces of wreckage or rocks. The beast, once locked onto a target, will pursue it relentlessly. Using its infrared vision, it can detect the afterglow from a person's step on the ground. It is totally merciless and is known for killing women, children, and the injured.

Origin and Background: M.A.S.T.E.R., a mighty pirate fleet of space-ships, sought a fighting machine that they could use as a front line force and as the first wave offensive weaponry. Over five hundred years of pillaging worlds and gaining great technology, the pirates finally developed creatures that were half machine and half beast. The slaughter-droid was the machine that they had been looking for.

The creature stands approximately twelve feet tall and is covered with black chitinous armor. It has a large chest, two natural arms, and two clawed mechanical arms. The beast stands on six spidery legs,

2. RETURN TO EARTH

Approximately ten hours after the characters enter the starship, or after the characters completely search the ship and battle the three slaughter-droids, the heroes will receive a Security One communication from C.H.E.S.S. Headquarters. The message is badly distorted, but the player-heroes will be able to gain the following from the transmission:

Attention (insert players' team name): This is a Direct . . . from Homer . . . Return to Earth immediately, we are under a full . . . from a band of . . . They have already cordoned off our planet . . . most of our major superhero teams. After you left, we deciphered more of . . . We have the coordinates to some planet called . . . The pirates . . . getting . . . They have nuked most of the major cities of the world, and they have att . . . monster. We have the message in our secret vaults. They are . . . and our forces are quickly dwindling. Even the . . . criminals . . . but they too were defeated. All hope rests in your hands. Do not . . .

and MASTER, the space pirates. The players should now know that the Gorg homeland is almost destroyed, that the Xarion worlds have been conquered and are probably destroyed, that Earth is in desperate peril, and that the Devil is behind all this.

The players should also be thinking about how to destroy the Devil and the prospects of voyaging to Primion to go in search of the beings called the Primordials and the mystic Eye of Qwun.

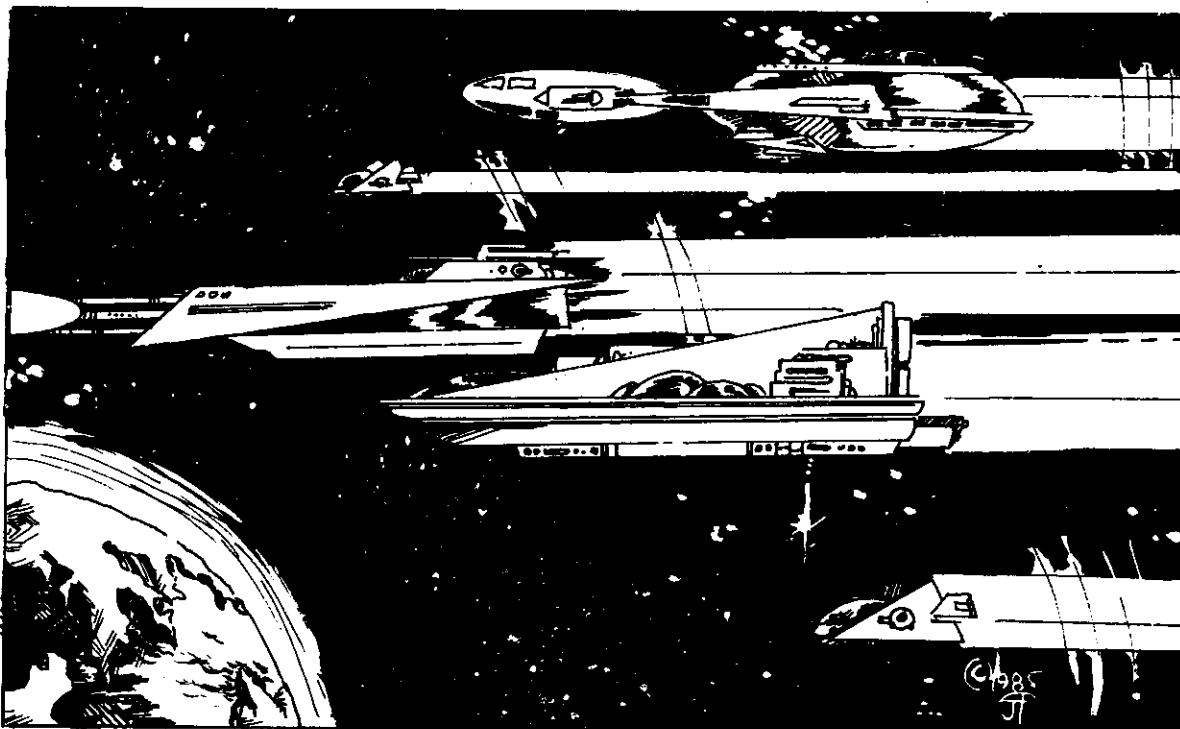
The first obstacle is in returning to Earth. If they teleported from Earth to the spaceship, the heroes will be able to return without any encounters. If they try to return to Earth in the starship THX 3811, they will be attacked by at least one MASTER battle cruiser and a number of fighters (see below). If the characters use one of the shuttles in the Gorg starship, they will be attacked only by fighters. If they use the Gorg starship itself, they will be attacked by a MASTER escort. Or, if they use the MASTER's spy-ship in the Gorg's hold, they will only be attacked if the pilot of the ship misses a Saving Throw vs. Intelligence (rolled on percentiles).

The second obstacle facing the heroes will be in travelling to C. H.E.S.S. Headquarters. Depending on how far away they land and how they approach the place will determine the number of encounters.

The last obstacle that the characters must overcome in Part Three is getting hold of the secret coordinates to the planet Primion.

2.1 ON TO PART TWO

Once the player-heroes receive the message from Earth, they should realize that their homeland is being attacked by the Devil



2.2 MASTER'S SPACE ARMADA

Name	Mass (t)	Speed	Crew	Range	Weapons	S.R.	Hits
Fighters	23	100"	1	½ ly	B x 2	7	30/120
Escorts	120	200"/2	25	100 ly	B x 10 L x 20	8	480/1200
Freighters	5000	100"	100	500 ly	B x 20	10	1000/4000
Cruisers	13,650	300"/3	1000	100 mly	B x 100 L x 50 M x 25	12	136,500/ 546,000
Destroyers	3,230	400"/3	750	900 ly	B x 50 L x 25	10	32,000/ 128,000
Transports	10,000	200"/2	8000	200 ly	L x 30	8	100,000/ 400,000

Use entry descriptions found under 'TXH 1138' for the chart above. When range is given in 'mly', it refers to mega-light-years where 1 mly = 1000 light years. Under the 'Weapons' entry, B refers to Blasters which have a range of 1000 miles, attack as a Flame Attack, and do 2d12 damage. L stands for laser guns which have a range of 20,000 miles, attack as Light Control, and do 1d20 damage. M stands for missiles which have a 5000 mile range, attack as Hand-to-Hand, and do damage equal to a large nuclear bomb 'S.R.' indicates Structural Rating.

2.3 THE CORDON AROUND EARTH

More than 20,000 starships surround Earth. Of these 20,000 ships, 3,000 are fighters, 4,000 are escorts, 2,000 are destroyers, 1,000 are cruisers, and 10,000 are transports.

Combat In Space

Characters can handle the cordon around the planet in several different ways. They may try not to attack the massive armada and head straight for Earth; they may try to fight the ships encountered from both inside their ship and in person; or they may try to take out all 20,000 vessels. The latter seems a little unlikely, but anything is possible.

Combat in outer space is handled very much like normal combat except as follows. The space ship's Initiative will equal that of the pilot, all energy weapons can only be fired in 90 degree arcs, and, for convenience, divide movements by ten when figuring combat movement (remember if characters are out there, they must also divide their movement by ten).

If characters take an active initiative in trying to fight the pirates, it won't be long before the player-heroes will be confronted by a very large force of ships. For each eight turns spent fighting the space pirates and not moving to get away, one more pirate ship enters the battle.

The ships will try to block the characters from getting back to Earth. They, however, will not follow the characters' ship into the atmosphere, but, instead, will call their ground forces and alert them

to the characters' landing point. If the heroes' ship is physically damaged during the process of breaking through the cordon, the ship will enter the atmosphere smoking and blazing (the debris from the damage will disintegrate in re-entry). This will cause the player-characters even greater problems since it will leave a very visible trail to the spot where the characters land the ship (encounters will result every fifty miles instead of every one hundred).



2.4 EARTH IS DESTROYED

Once the heroes break through the space cordon around the planet, they will see first hand what damage the space pirates and the Devil have done. Large nuclear craters spot the planet. Rifts from lasers scar the world. The oceans, once crystal blue, now lie stagnant in brown and dead colors. The once lofty spotted clouds now are thick black smears that blot out the sun completely. The rich warm valleys in the equatorial zone lie in frozen death as nuclear winter rampages throughout the world.

The sight of beautiful Earth in this condition will cause any true-hearted superhero to break down and cry. But, the characters cannot risk to waste time in pouting over spilled milk. The characters must find the secret coordinates and speed off to find Primion and the

Primordials. The last chance for Earth is the destruction of the Devil and his minions, and that can only be accomplished by the Primordials.

Once the players arrive on Earth they must fight and claw their way to C.H.E.S.S. Headquarters. Unless they travel quickly or teleport, the heroes will inadvertently run across ravaging bands of space pirates. These bands will be found in all the major cities and towns of the world. For each 100 miles that the characters traverse towards their destination they will run across a group of 1D10 space pirates. Refer to the chart below for specifications and statistics of the space pirates. The space pirates will seek out and destroy any super hero that they see. They will also report all sightings of super-powered creatures so that an army can be sent out to destroy the beings.

THE M.A.S.T.E.R. SPACE PIRATES ROSTER (Roll 1d12)

No.	Name/Type	Level	Hits	Power	Agility	Move	Mod.	Accuracy	HTH	Weapons
01	Lionmen	4	40	82	36	566"	+6	+6	1d8	1
02	Crabmen	1	07	52	14	38"	+1	+1	1d4	—
03	Dogmen	1	13	79	29	52"	+6	+5	1d4	2
04	Crocmen	4	05	40	09	31"	—	—	1d6	2
05	Squidmen	7	11	46	12	34"	+1	+1	1d4	3
06	Apemen	2	64	92	15	80"	+1	+2	2d8	1
07	Porcumen	4	06	52	17	39"	+1	+2	1d4	—
08	Frogmen	4	12	78	11	50"	+3	—	1d4	1
09	Flyers	6	08	59	24	48"	+3	+4	1d3	3
10	Changelings	5	08	50	09	38"	—	—	1d6	—
11	Bugmen	4	21	72	23	49"	+4	+4	1d6	1
12	REROLL									

Weapons Key:

Code Type

- Natural Weaponry, no modifications.
- 1 Archaic weapons assisted by technology or poison.
 1. Buzz Blades: +2 to Hit, HTH + 1d6 damage.
 2. Shearing Claws: +1 to Hit, HTH + 1d8 damage.
 3. Poisoned Dagger: +1 to Hit, HTH + 1d12 damage.
 4. Heavy Club: -1 to Hit, HTH + 1d20 damage.
- 2 Chemical Weaponry (guns, bombs, etc.)
 1. Machine Pistol: +4 to Hit, 1d8 damage, use autofire rules.
 2. Bazooka: +1 to Hit, 1d12 damage.
 3. Napalm: +3 to Hit, 1d10 damage.
 4. Flamethrower: +4 to Hit, 1d12 damage.
- 3 Futuristic weapons
 1. Phazer Pistol: +1 to Hit, 1d10 damage.
 2. Phazer Rifle: +2 to Hit, 1d12 damage.
 3. Neutron Grenade: All within 4 inches save as Death Touch.
 4. Vibro-Blade: +2 to Hit, HTH + 1d10 damage.

ADDITIONAL POWERS LISTING (BY ALIEN TYPE)

Lionmen

1. Devitalization Ray: Roar, Range = 24 inches, PR = 3, damage = 3d10 (all off Power score).
2. Speed Bonus: + 500 inches movement.
3. Heightened Agility: +18

Crabmen

1. Armor: Type A, ADR = 100.
2. Life Support: Spacesuit: Crabmen come from a different type atmosphere, acts as a defense, PR = 0.
3. Natural Weaponry: +2 to Hit, +4 damage.

Dogmen

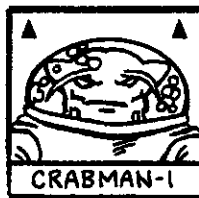
1. Absorption: Upon touch, creature absorbs one random power for 1d4 hours.
2. Heightened Agility: +15
3. Heightened Intelligence: +10

Crocmen

1. Armor: Type A, ADR = 85.
2. Adaptation: PR = 1 as a defense.
3. Natural Weaponry: +3 to Hit, +6 damage.

Squidmen

1. Body Power: Eight 'arms', can make four attacks per action without requiring extra die rolls.
2. Stretching Powers: Range = 75 inches, PR = 1 when used as a defense.



Porcumen

1. Body Power: Hundreds of long needles cover the body, 1d10 + 2 needles can be launched per action. Range = 12 inches.
2. Natural Weaponry: Acts in conjunction with Body Power. +2 to Hit, +4 damage.

Apemen

1. Heightened Strength: +25
2. Heightened Endurance: +15
3. Heightened Senses: x3 Detect Hidden (30%).

Frogmen

1. Water Breathing.
2. Heightened Intelligence: +16.
3. Heightened Endurance: +8
4. Telepathy: Range = 260 inches, acts as defense, see page 17 in V&V for more information.

Flyers

1. Heightened Agility: +20
2. Wings: 432 inches movement.
3. Heightened Senses: Radar, +2 to Hit, can detect invisible and the real from unreal (illusions).

Changelings

1. Transformation: Can transform into the likeness of any living creature.
2. Memory Absorption: By touch it can absorb all knowledge and memories of the person it touches.
3. Death Touch: PR = 10, creatures touched must save vs. Endurance and Agility. See page 11 in the V&V rules.

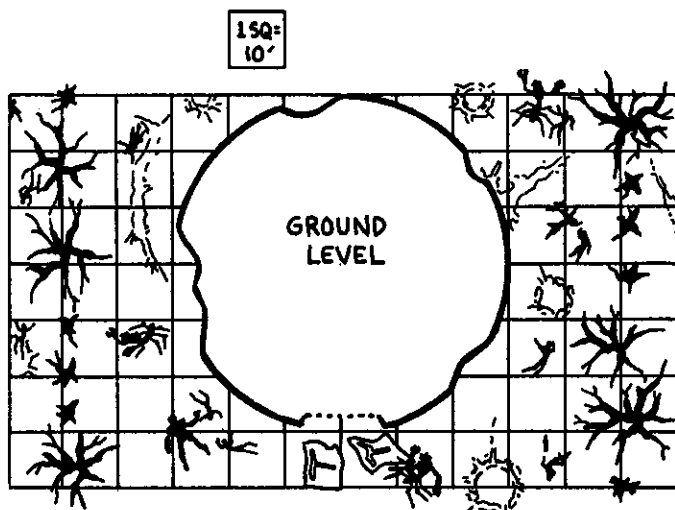
Bugmen

1. Size Change, Smaller: Permanent, ¼ inch size.
2. Wings: 3 inches movement.
3. Natural Weaponry: +1 to Hit, +2 damage.
4. Body Power: Stinger, 2d10 damage (all off Power score), PR = 3 per attack.

Sooner or later the characters will arrive at their destination. The building sits in a large green park (now burnt and destroyed). Around the building will be tens of assassin squads, twenty or so super-heroes, ten slaughter-droids, and even a few hated super-villains, all dead. The battle that took place around the building will be very visible from the craters, bomb blasts, laser and blaster impacts, and the many dead creatures. Presently the characters will see one slaughter-droid and eight MASTER space pirates picking through the rubble, taking anything of value.

C.H.E.S.S. Headquarters itself, once a beautiful steely-blue marble, now stands half-crumpled and pitted with dozens of black scorch marks and hundreds of dents, scrapes, and gauges. Although the building has been hit with everything except possibly a nuclear blast, there is still only one way into and out of the building: through the front door. The two large bronze doors, however, are lying on the ground after being ripped off by a half dead slaughter-droid (the droid died soon after, when three assassin squads hit it with everything they had). The squads were later dispatched in a battle with the space pirates. The pillaging space pirates and droid will not let anyone through and must be killed or subdued. Upon seeing the party, the pirates will try to call for assistance (on their first action they will make contact). If they successfully accomplish their call, ten more space pirates will arrive from the surrounding area and one slaughter-droid will crash through a building to the south and attack the player characters.

CHESS HEADQUARTERS EXTERIOR VIEW



2.5 CHESS HEADQUARTERS

Overview

The inside of the building is far less damaged than the outside and the grounds. Small holes and dents will prevail throughout the inside, occasional bodies of space pirates and C.H.E.S.S. workers will also be found. Papers and other loose material will be found scattered everywhere. Surprisingly enough, the building still maintained full power for its devices, computers, and electronic counter-measures.

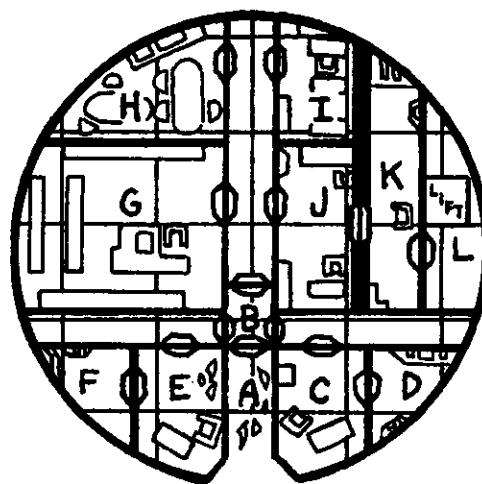
A. Outer Hall: The Outer Hall is the reception and guided tour starting point for the C.H.E.S.S. Headquarters. Along the walls will be portraits of Homer Grimsby, Alexandria Huntington, the President of the United States, and a number of well-known superheroes. All of these paintings have been defaced! In the middle of the room, in a crumpled heap, is a rich mahogany desk dating back to the early 17th century. All the papers from the drawers of the desk lie scattered throughout the room. Lying against the far wall and within inches of the door is the body of the receptionist, shot dead by a blaster in the back.

B. Security Station: This is the crossroads room to all of C.H.E.S.S. Headquarters. In the middle of the room is a pile of machinery that was once a highly advanced monitoring system. Two guards lie dead within the rubble. Each of the four doors leading from this room is battered and leans inward, ready to fall down.

C. Alexandria Huntington's Office: Characters will hear a muffled cry just before they enter the room. As they open the door, the players will hear a high pitched cackle and a whizzing sound of spinning blades. Inside the room is Miss Huntington, tied to her chair and bound. In front of her and with their backs to the heroes are four frogmen with wicked looking chainsaw like weapons. They appear to have slapped

INSIDE GROUND LEVEL

1SQ=
10'



around the Queen of C.H.E.S.S. and are about to use other means of extracting information. Upon seeing the heroes, the Queen will kick one of the beasts back and shout for help. After the battle, Alexandria will thank the players but will say that she was about to act when the heroes walked in. She will tell the characters that Homer is being held prisoner somewhere within the Headquarters and that he is the only one who knows where the secret coordinates to the planet they seek are hidden. She will then quickly grab a crossbow, a light mesh armor (AR = 125) and a flying belt and shout over her shoulder that she is off to secure the President from harm.

D. Bishops' Command Center: This room is a large computer and meeting room for the Bishops of C.H.E.S.S. . Presently, the room is stacked full of dead space pirates with crossbow bolts sticking out from them — maybe Alexandria really was just about to dispatch the four fiends!

E. Homer Grimsby's Office: Characters will hear nothing peculiar from the room and, upon entering, they will see that the room is torn apart, but empty.

F. Knights' Command Office: This small room is the central meeting and briefing room for Knights. Also found in the room is a computer terminal which can access any computer system in the world. As the heroes walk in, they will see a lionman and a porcupineman leaning over the computer, trying to gain access to secret government files. Both of these creatures will be armed with phazer pistols and one neutron grenade. Neither of the pirates know anything about the whereabouts of Homer Grimsby.

G. Library: This room contains all known history and knowledge of superheroes, supervillains, and the population of our galaxy. More than ten million pages of information can be extracted from the library either through microfilm, magnetic storage, or books. At the present time, the room is being used as a temporary jail for employees of C.H.E.S.S. . Guarding the room are three lionmen, a squidman, three crocodilemen, and a bugman. Each are armed according to the list above. If the jailers are beaten, the prisoners will instantly come to the side of the heroes, cheering them on and begging to come along. The heroes, however, should tell most of them to run and hide and seek out their families. Those prisoners who are trained for fighting should be instructed to disperse to try to find out where Homer Grimsby is being held and then to try to neutralize as many space pirates as possible.

See Section 2.6 for details of the prisoners.

H. Cafeteria and Rec Room: This room is the dining and living area for the workers of C.H.E.S.S. . The room is complete with a small kitchen with a conventional oven and microwave, hot and cold water, ice cube maker, dishwasher, and food processor. In the front half of the room is a teletype, two ten-foot television screens, several small Computers which can access the main terminal, and a number of recreational games and tools. No one is in the room at this time, however the room is quite disheveled and a fight appears to have recently occurred.

I. Records Dept. and Public Relations: This office contains three desks, several wall files, two computer terminals, a printer and many phones. Characters approaching this room will hear laughter and bitter cries for help. Upon entering the room, the characters will see three dogmen beating a small man. The man is unrecognizable, possibly a simple clerk. The man whimpers, but when he sights the heroes, he will cheer, and cuss at the space pirates. The man turns out to be an office

clerk, and he will tell the heroes that he heard Homer Grimsby's voice in the next room. If asked why he was beaten, he will tell the characters that the pirates wanted the access codes to the elevator leading to the basement — "I didn't even know we had a basement", he exclaims!

J. Executive Office and Senior Public Relations: This office, under normal conditions, would handle and meet any person, company, or community which might have been injured by a superhero. The office also sets trends for public relations with superbeings. The office is currently being held by six apemen equipped with a huge laser cannon. Characters entering this room will be hit with the beam at the first possible moment. To the rear of the office, the wall has slid back to reveal a large vault-like door. The door is open and the heroes see into the next room, where Homer Grimsby is tied to a chair and licks of red and blue energy pulse into his brain. Homer Grimsby does not scream, though he flinches in agony. Surrounding him are two white robed crocodilemen, fine tuning their device.

K. Security Station: This area contains a number of desks and files and it acts as the central security for the building. Several armored C.H.E.S.S. knights lay on the ground dead. In the middle of the room, Homer Grimsby is strapped to a chair. On both sides of him are large devices which shoot licks of electrical energy at him. He does not scream, but he does show extreme pain. Next to the device are two white robed, scientist type, crocodile men. They are armed with small daggers. Just as the player-heroes reach Grimsby, he passes out. After the battle, the heroes find that Grimsby is in a deep coma and any number of wake-up rolls fail. If a character has a Power of Rejuvenation or Revivification, Homer Grimsby will become semi-conscious. He will, however, still be unfit to answer questions coherently or perform strenuous tasks. The door in this room (the door leading to L) is open as the first door. Characters looking in will see a burnt-out room and several forms which might have been bodies at one time.

L. Defense Zone One: This is the first zone that protects the basement vault at C.H.E.S.S. Headquarters. Within the basement, the most prized possessions of C.H.E.S.S. and the world lie. Upon inspecting the room, characters will notice that the bodies are of the space pirates, and the explosion which burnt out the room was caused by a number of valves sprouting from the ceiling. The valves spray a highly flammable liquid which even a slight spark will cause to explode into tremendous heat. The heroes will find an elevator leading below ground in the middle of the room. Next to the lift, which rises out of the floor, is a post with a numeric Keypad. Faint, burnt letters next to the keypad read "Upon the third mistype, the room will be showered with xeon gas X4356. Do not move or flex a muscle. An alarm will ring and security will neutralize the substance. Caution: If you move, you could ignite the gas which burns at 40,000 degrees F." Grimsby, if conscious, will give the code to the heroes. Characters with security clearances equal to or better than 1 will also know it. If the player-characters have no resources to open the elevator, the lift will rise in ten minutes and deposit two half frozen crabmen onto the floor — they will not give any resistance.

2.6 THE PRISONERS AT C.H.E.S.S.

Type	Level	Hits	Power	Agility	Move	Mod.	Acc.	HTH
Secretary	1	05	42	12	29	+1	+1	1d3
Clerk	1	07	48	09	34"	—	—	1d4
Boy	2	03	41	10	30"	—	—	1d6
Lady	1	04	39	07	31"	-1	-2	1d6
Tourist	1	10	50	14	40"	+1	+1	1d8
Soldier	2	07	49	17	39"	+1	+2	1d4
Janitor	1	07	43	09	31"	—	—	1d6
Knight	4	20	65	18	53"	+2	+3	1d6
Rook	4	13	65	13	47"	+2	+1	1d6
Reporter	3	08	47	09	38"	—	—	1d6

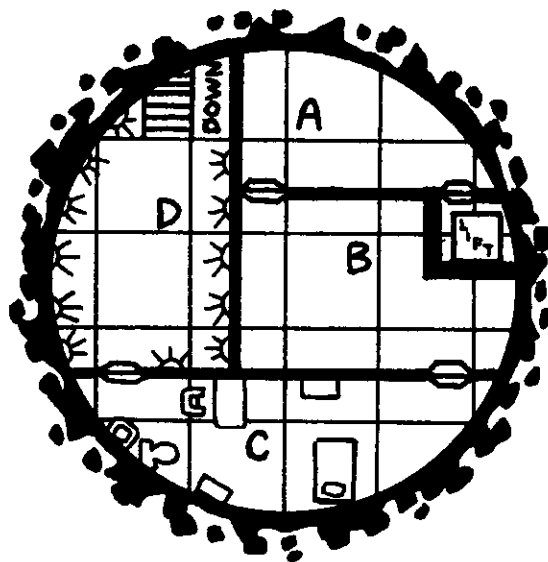
2.7 THE BASEMENT AT C.H.E.S.S.

Overview

All of the basement at C.H.E.S.S. Headquarters will operate as normal. Up to this point, no slaughter-droid or space pirate has been able to get this far. The last two that did try ended up as popsicles. Because of the situation above and because the characters are no more than superheroes, even great ones, they will not know the passwords for any of the rooms — they will be challenged like any thief. The basement is composed of materials which are resistant to Teleportation, Vibratory, Disintegration, Non-Corporeality powers, or any other power which might cause physical harm or empower the character to walk through walls, ceilings, or floors. Throughout this area, doors will be locked closed, opening only after a five number code is entered (for convenience, the gamemaster should make them up before play).

The doors are not made of the same material as the walls, ceilings, and floors, but are of tungsten which can be burst, melted, or walked through. Each door is two feet thick.

1ST BASEMENT LEVEL



FIRST FLOOR

A. Cryogenesis Room: This is the first room in many which will try to stop any thief. The room will not activate until the third mistyped entry code is entered leading to Room B. Upon the third mismatch, the room will be bathed in liquid hydrogen. All in the room must save vs. Endurance or be frozen solid and placed in suspended animation. Those who are frozen and not assisted back by non-frozen individuals will unthaw in 100 years; the room will probably be invaded long before then, and if the bodies are brought to the surface or a place of warmth, the person could unthaw in a matter of minutes. Assisted awakening takes 100 minutes minus the frozen character's Endurance. The door leading into this room is unlocked and requires no code number; however, it has a sign in large red letters proclaiming: 'This is Government Property. Those who enter risk violation of the law and imprisonment for up to seventy years. Each room is guarded by electronic/psychic surveillance equipment. If you enter, we are not responsible for your death.'

B. Gravity Room: This room is just like the room before it, empty and stark. The room is guarded by a number of devices which can detect any movement (even in a non-corporeal state, individuals can be detected) which will signal a prerecorded message: 'This is a Class One Security Room. To proceed, voice password.' If the password is not given in a reasonable amount of time, the gravity in the room will increase to five times normal. Multiply character's weight and subtract the total from their carrying capacity. If the character's carrying capacity is brought to zero or less, the character will be unable to move without assistance. The door leading to Room C also has a numeric keypad on it. Failing to enter the correct code will heighten the gravity by another two g's (a total of 7 g's).

C. DragonMaster's Room: Unlike the other rooms, this one is furnished with a desk, a file cabinet, a cot, a small food dispenser, and a toilet. Manning this station is a black cloaked individual who calls himself 'the DragonMaster'. This superhero guard will be unaware of what has transpired above and will be very suspicious of heroes waltzing into his chamber. He will insist that they surrender, and be handcuffed with titanium alloy manacles. He will not leave his post, but will call upstairs for someone to come down and pick them up. After waiting several minutes, he will begin to think that the player-heroes might have something to do with no one coming. He will begin to ask questions and will become quite upset when the characters try to tell him that the Devil and his space pirates have destroyed all but this base. If the heroes do not try to escape into the next room or confront him, DragonMaster will escort the players back to the Cryogenesis Room and place each one in suspended animation.

DragonMaster

Side: Good

Sex: Male

Age: 34

Level: 5

Powers:

1. Armor: Type B, Black Platemail, ADR = 100.

2. Magic Sword: +4 to hit, HTH + 1D20.
 - a. Invulnerability: 10 points.
 - b. Mutant Power: Universal translator.
3. Pet x 2: Two dragons, use stats found in V & V rulebook.
 - a. Size Change Smaller: one foot long, permanent, same weight.
 - b. Natural Weaponry: +2 to Hit, +3 damage.
4. Heightened Agility: +15

Weight: 210	Basic Hits: 5
Strength: 16	Endurance: 14
Agility: 31	Intelligence: 16
Charisma: 12	Hit Points: 37
Reaction from Good: +1	Evil: -1
Damage Mod: +5	Healing Rate: 1.5
Accuracy: +5	Power: 77
Carry Capacity: 578	Basic HTH Damage: 1D8
Movement Rate: 61 inches ground	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 3	Inventing: 48%



D. Laser Room: As the characters enter this room, they will see hundreds of small laser barrels slowly arcing back and forth. Any person or thing entering more than five feet into the room will be hit by several of these guns. Treat the entire attack as one Power Blast at +4 to Hit and as if the attacker was 20th level. On the other side of the room is a stairwell going down to the next level. The lasers are unable to shoot down the stairwell. Characters with initiative higher than forty will be able to walk across the room before the guns can aim and fire on them.

SECOND FLOOR

A. Android Room: As the characters descend the stairs, they will see a naked man standing at the foot of the stairs. In reality, the man is a perfect synthetic android. As the characters step on the final step, the android will speak, "Ho, ye party of thieves! This is the realm of C.H.E.S.S. and we take great pains to secure our hoard of treasure. If thee be friend then speaketh the password, lest I skewer thee with this sword", he produces a sword out of nowhere as if be magic, "Now leave or face my wrath!"

Android

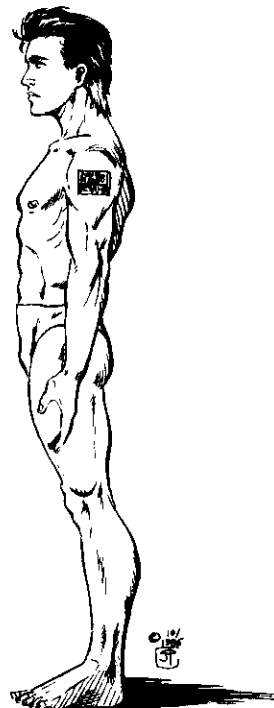
Side: Neutral	Sex: Male (?)
Age: 24 (appearance)	Level: 8

Powers:

1. Android Body: 100% human looking, +18 Endurance.
2. Heightened Strength: +26
3. Armor: Type B, armored skin tissue, ADR = 80
4. Heightened Attack: +8 to Hit.
5. Heightened Expertise: +4 to Hit with hands.

Weight: 300
Strength: 36
Agility: 15
Charisma: 15
Reaction from Good: +2
Damage Mod: +2
Accuracy: +2
Carry Capacity: 7,224
Movement Rate: 66" ground
Det. Hidden: 12%

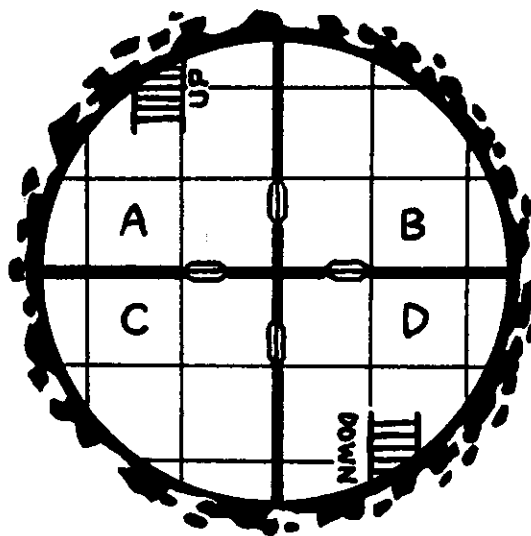
Basic Hits: 6
Endurance: 32
Intelligence: 15
Hit Points: 123
Evil: -2
Healing Rate: —
Power: 99
Basic HTH Damage: 2D8
Det. Danger: 16%



There are two doors leading from Room A; both have the same numeric key pad and both are made of tungsten. Neither one seems to have been used more than the other. Even if characters examine the doors down to microscopic levels, both doors seem to have been equally used.

B. Horror Chamber: As characters enter the room and begin to walk toward the other door, a large booming voice will echo out, "Stop, speak the password. If you hold your sanity with value you will give up!" The next step taken without issuing the proper password, each character will be attacked by a phantasm of horrific appearance. Each character must save vs. Intelligence on 1D100 or be reduced 10 points in Intelligence permanently. Those who are reduced to less

2ND LEVEL

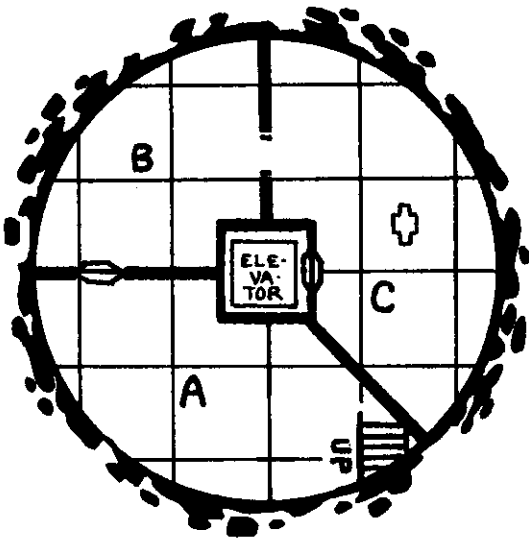


than 2 points should be considered as vegetables with only basic survival instincts.

C. Permanent Absorption Chamber: As players step into this room a trilling voice rings out, "You must be a super powered being to have gained access this far. It is a pity you use your power for the wrong of man. Your fine for this wrong is one of your powers, unless you immediately surrender yourself to the authorities above". At the same time the voice rings, several cameras in the room will be taking pictures of the group. If the characters know the secret password for this room and shout it, the room will not be activated. If the heroes proceed, the room will absorb a random power for 1D100 days from the character. This absorption is different from the normal Absorption in that it takes that power away from the character for only the randomly generated amount of time.

D. The Android Returns: Standing in the room is an android exactly like the one in Room A of this floor. He will say exactly the same except he will also add, "See, you cannot harm me' Surrender or die!" Characters going back to check on the remains of the other android discover it is gone (after everyone left, an automatic cleaning device cleared the room).

3RD LEVEL



THIRD FLOOR

A. Not Him Again!: As the characters descend the stairs, they will hear a very familiar voice, "Ho, ho, I told thee I'm indestructable - now for the last time, giveth thyself up before thee do real harm to thy poor organic bodies". Characters racing back up the stairs will find no android upstairs (the cleaning devices activated as soon as every eye was turned from the scene).

B. Force Field Room: This room is as empty as most of the rooms so far encountered; however, unlike most, this chamber does not speak nor are there any doors with numeric key pads locks. The door leading to Room C is open and innocent looking. The door jam, however, holds a particle beam energy shield that will shock any person walking through for 3D10 + 5 points of damage. When the person hits the field, the door will glow hotly orange, then blue, and then will become invisible again. Characters looking into the other room will see the controls for the energy shield. A person who can reach the button can turn off the field for his friends.

C. The Last Room: As the characters enter the room, the voice of Homer Grimsby sounds, "you have proven too much even for the resources of C.H.E.S.S. . I ask you once more to give yourself up. You are a good thief and more than that, you should be a superhero. To survive this far takes courage, great intelligence, and tremendous powers. I ask you once more to give yourself up". The recording ends and a small panel slides open near the elevator. The panel reveals a small computer and a sign which reads: "Feed in final combination carefully, more than one wrong combination and the room will be immersed in gamma radiation powerful enough to kill any creature

and destroy any robot". The door to the elevator is composed of five feet of Adamantium. If the characters try to smash or destroy the door, they will hear an alarm and Homer's voice, "Using force will get you into the vault, but if energy use is detected again, the gamma radiation will be let loose!" The radiation will cause all living organisms and machines 1D100 points of damage. If the characters survive this, they will be given one new power. Inside the elevator is a switch that will deactivate the trap.

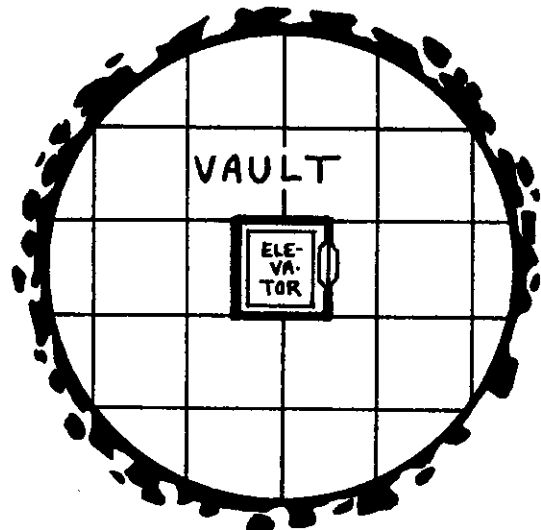
FOURTH FLOOR

The Vault: In addition to the coordinates to Primion, the heroes will find all the passwords and combinations to the rooms above them. Characters will also find a number of other devices, machines, and manuscripts of great importance. If the characters take some of the items for the purpose of traveling to Primion or in defeating the Devil, C.H.E.S.S. will let the players borrow them openly. If the items, however, are taken for personal reasons or just because they are valuable, C.H.E.S.S. will take action against the character(s) as soon as possible and treat them as thieves.

The following are some items that will be found in the vault:

- **Star Crystals:** Twenty gemstones that radiate tremendous power. If used in generators, one could supply enough power to light the United States for thirty years.
- **Holy Excalibur:** The sword of King Arthur. It is highly magical and has the following attributes: to Hit: +8, Damage: 3D10 + Character's HTH, grants user 15 points of invulnerability, can heal 40 points of damage a day, and the user is held in awe unless a 1D100 save vs. Charisma is made.
- **The Robes of Mohammed:** The robe that was worn by the prophet Mohammed. Grants its user +30 Intelligence (maximum of 100) Invulnerability of 20 points, and Cosmic Awareness.
- **Etegon Warblaster:** A lightweight sidarm captured from an Etegon warrior by Hyperman. The gun fires beads of anti-matter which hits as a Power Blast, does 2D20 damage, and has a range of fifty miles. A telescopic/electronic scope enhances targets in all types of terrain (includes night vision).
- **Universal Translator:** A small box that, when activated, will telepathically translate any verbal language within five seconds after hearing the first word. The device is ineffective with telepathic languages, facial and appendage gesticulation languages, or other non-sonic forms of communications.
- **Gorgorian Technological Manuals:** These ten volumes were a gift from the Emperor of Gorg to C.H.E.S.S. . The manuals, written in English, give detailed and easily followed instructions on building and repairing Gorg devices, spaceships, and weapons.
- **Photographic plates of every known sentient creature in the galaxy.**
- **Boxes of gems, jewelry, and other priceless items thought destroyed (i.e. crown jewels of Russia, early works of VanGogh, the writings of Moses, etc.).**

4TH LEVEL



3. OFF TO PRIMION

Once the players have acquired the coordinates to the planet Primion, their next step in the quest to save the planet Earth will be to make the long voyage to the heart of the galaxy. From Earth to the heart of the galactic core is more than 50,000 light years. Even with the Gorg ship, which the players would have to repair, it will take the characters more than one and a half years. If the players travel using the Gorgorian starship, the vessel will have more than enough food, fuel, and supplies to carry the small band of heroes. During the flight in hyperspace, the characters may encounter various different races, starships, and bizarre planets. The gamemaster can extrapolate on these if he so desires, or he may purchase the adventure *From the Depths of Space* by Stefan Jones.

If the players decide to travel using the ship THX-3811, they will have to make a number of stops to refuel, reestablish water and food supplies, and perform maintenance. The gamemaster again can design his own worlds and encounters, or he can purchase any of the fine volumes of *Space Opera* materials (I especially recommend the *Star Atlases*). The trip in the ship will take four years. Although this seems like an interminable amount of time, the characters should realize that there is nothing left of Earth except a burnt planet, an enslaved race, and a being who calls himself the Devil.

AUTHOR'S NOTE

Due to the space in this adventure, and upon recommendations from the writers of *V & V*, this adventure does not explain the possibilities of encounters in the long voyage to Primion.

The last possibility for the players to get to Primion is if one of the characters has the ability of hyperflight. However, unless the character is extremely fast, voyaging by this method can take up to 140 years (unless the characters can rejuvenate themselves or maintain their age, they will be long dead before they get there).

3.1 ARRIVAL UPON PRIMION

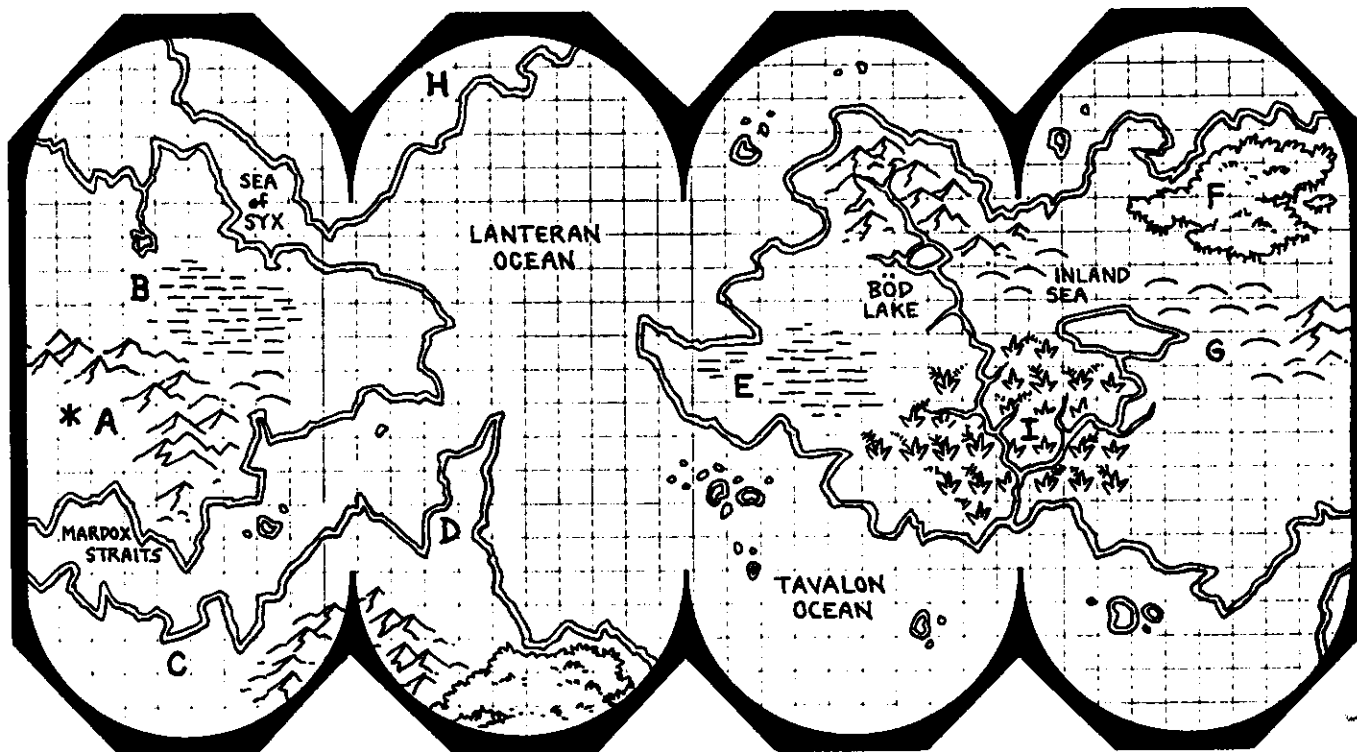
The voyage through space to the heart of the galaxy will undoubtedly be filled with hazards and dangers, but when the adventurers finally arrive at the coordinates set by the Gorgorian captain, they will think that everything they saw up to now was nothing. Through their view-screens the heroes will behold a world more than six million miles in diameter. Orbiting the planet will be three small, class-G stars. Indications from computers and sensors, however, indicate that the planet has a gravity of 1.2 g (far below what it has to be!) and that the atmosphere is only slightly higher in oxygen content than that of Earth. Scans deeper into the planet yield strange and conflicting reports: the planet seems hollow, yet it has a core so dense that it is impossible to read what it is.

As the heroes study the world, a large gravity beam will stab up from the planet and pull the characters (and their starship, if any) down to the surface. The ride will be quite rough, but no one will be injured. Upon landing, the ship will not operate nor will it have any power. If the characters try to re-energize the power plants, they will dismally fail. The characters will find themselves in a vast desert region (see A on Primion map and corresponding Key below). The search for the Primordials begins, and the heroes have less than nine billion square miles to check.

A. The Desert of Mok: This large desert is formed by the mountainous geography to the north and east. The vital rains that would normally fall in the region are stopped by the mountains. During the day, the temperature can rise to as high as 125 degrees F with less than 1% humidity. During the night, the temperature can fall to minus 60 degrees F. Less than an inch of rain falls within the Mok Desert per year, but even in these harsh conditions animals and plants survive.

The flora of Mok is similar to the cactus and other desert plants of Earth. The foliage, however, have much thicker skins and are smaller

WORLD OF PRIMION



* STARTING LOCATION FOR THE PLAYERS

□ = 160000 miles

than Earth's desert plants.

Most of the animals that live in this district are small rodent-like creatures who live underground during the day and come out only in the few hours of dusk when the temperature averages 60 degrees F. Out in the vast sand dunes there are large snakes, sand worms, and gravel sharks. These creatures wouldn't think twice about grabbing a superhero and having him for lunch. Treat the giant snake as a constrictor, the sand worm as a dragon, and the gravel shark as a normal shark (the statistics can be found in the *V & V* manual).

Living in the outcropping of rocks near the mountains and shores of the desert of Mok are a race of sentient felines (statistics as domesticated cats, except they have 9 Intelligences). These creatures will be wary of any travelers and doubly fearful of any human or robotic types. Once, however, they discover that the heroes are good and kind, they will flock around them and try to make their stay as comfortable as possible. If the player-heroes ask about the Primordials or the Eye of Qwun, an elder feline will come forth and introduce himself as the village witchdoctor. The doctor will tell this tale:

Eons ago, this world was made out of spit and mud. And upon this mighty globe the gods formed the snitx (the feline people). The gods said upon this race to protect the world and see no harm come to it. For more than a hundred thousand generations the snitx have done so. They have killed the werts (the people of the north) and have kept the story of the gods alive. Recently Qwun came to me and said unto me that strangers will be coming, some good, some very bad. The bad shall die in the wastelands of Mok and the good people shall live in your homes as friends. The gods further directed me to say to the good creatures, "Go north into the land of the werts and seek out the Temple of Zeech". I know of no Temple of Zeech".

The little felines will take care of the heroes for as long as the players wish to stay there. If the characters stay longer than three days, the snitx will tell them that they spotted the evil ones out in the desert.



B. The Plains of Ganz: This district of Primion is composed of lush jungle and an open steppe of tall grasses and small copses. The days are humid and hot, and the nights are cool and usually rainy. During the day the sky is crystal clear, but during dawn and dusk the sky clouds and rains. During the night, a thick mist will prevail everywhere.

This region is lush in flora. Millions of varieties of flowers, weeds, grasses, and other vegetation grow abundantly through the area. In the swamp, trees tower as high as 120 feet and parts of the swamp are continuously shrouded from sunlight — an eternal night (in these areas nothing is known to live).

The Plains of Ganz is dotted with giant herds of strange beasts: six-legged reindeer, winged pumas, tunneling giraffes, huge slimes,

and a whole plethora of weird creatures. Most of the animals will not attack the superheroes. However, if the creatures enter the swamp, they have a very good chance of running across a beast similar to a tyrannosaurus rex (treat as one for the purpose of stats — see *V & V* manual). The gamemaster may use any other creature found in the manual as possible encounters too.

The werts are slimy little lizard creatures that stand about three feet tall and wear large seashells as breast plates (acts as armor of ADR = 70). Treat the werts as pterandon except that they cannot fly. The werts are not nice creatures and must be persuaded by gifts for them to help the players. If the characters give the werts articles equal to \$5,000 (very greedy little twerps), the little creatures will speak the following story: the entire tribe will speak it as a chant.

We are the makers of hate, we are the makers of woe, we are the cursed to walk to doom. The castle of spirits lays within the no-lizard zone. Within the Temple of Zeech lies the key to the endless castle. Be warned of the demon! The dark one looms in the shadow of your spirit!

Unlike the feline race, the werts will demand the players pay \$1000 a day in equipment to stay within the town. If the group gives the werts \$20,000 worth of gems, they will lead the heroes directly to the temple. If the team searches for it, it will take months if not years — this is a very big swamp.

The Temple of Zeech: Within the heart of the swamp, in one of the eternal night regions, stands a large temple. The characters will find it to be half submerged in mud and decayed from a thousand years of non-use. The temple is very large and contains hundreds of twisting tunnels which double back on themselves, dead end, or end in The heroes have a chance of finding the correct route to the room where the Key to the Endless Castle rests equal to their Detect Hidden scores. Each day that they miss their rolls, there is a 25% cumulative chance that they will run into the Dark One (see below for its statistics). The Dark One does not live in the Key room, but visits it frequently.

C. Yert'olon: This open tundra is arctic desert of cold and terror. During the day the temperature may rise to 30 degrees F; during the night it drops to as low as 150 degrees below zero.

Only tundra lichens, molds, and flowers exist in this region. The plants are very small and live on the few meager millimeters of ground that isn't permafrost. Because of the low lying flora, the entire region appears naked and open.

Many creatures live near and around Yert'olon. The coast and small rivers are crowded with antlered sealions, walking starfish, six-legged otters, and flying dolphins. The inner regions of Yert'olon are the home of a giant centaur-like beast. Instead of the combination of horse and man, known in mythology, this creature is all bear. It has four large pawed feet, a long hind body, and a torso and two arm-like appendages with nine flexible fingers on each hand. The large beast normally feeds on the small miniature carabou that run in herds of millions; however, the beast won't hesitate to grab something bigger (maybe a superhero).

There are only a few nomadic tribesmen living on this continent. These small tribes are made up of a number of different sentient species. They will know little of the Primordials or the Eye of Qwun.

D. Peninsula of Dor: This long bridge of land extends far into the temperate regions of Primion. The lower part of the peninsula is also much warmer than its neighbor because of hundreds of active volcanoes to the west. The heat of the constant eruptions keeps the entire peninsula in ranges from freezing to blistering heat waves of 90 degrees. There are six seasons on Dor: spring, wetdays, summer, drydays, fall, and winter.

The upper regions are packed with coniferous trees and tall oaks and cedars. Small openings in the woods open to grassy plains (small refers to areas that occupy less than 5000 square kilometers of space). The lower part of Dor is covered with magnificent trees that would make Earth's redwoods look like saplings. These trees tower sometimes as high as one mile.

In the upper regions of Dor, animals very similar to North American types reside. The woods teem with wolves, brown bears, foxes, owls, and other creatures. The plains within the upper regions teem with bison, deer, cougars, and assorted other plains dwelling creatures. The lower parts of Dor has little life on the ground (being too dark for most creatures). The trees, however, are filled with giant insects, monkey like critters, and millions of birds.

Within the upper and lower parts of Dor a race of sentient eagles live (use stats found in the *V & V* rules). This race will greet all travelers, but they will be wary of anything that does not fly. If some of the characters can fly, they will be greeted warmly. If they fly without

any visible means of flight (no wings, rocket pack, or such), they will be held in great awe. The birdmen will invite the travelers into their homes. In the lower part of Dor these will be within the tall trees, in a great hollowed out area. In upper Dor the birdmen live by rivers in large nests resting on tall dead trees.

If asked about the Primordials or the Eye of Qwun, the birds will get their leader, a large graceful looking bird. This is what she will say:

We are the bird people of Primion. We are the keepers to the third key to the Endless castle. It is told that one day a race of tall unfeathered creatures will wish to make a pilgrimage to the castle. Since we hold the last key to the door of the castle, we must judge if they are wise enough, good enough, and deserving enough.

The gamemaster should make a modified reaction roll of the party against the commanding she-eagle. If the result is Loyal or better she will speak once again, *"I have decided that you are the ones. Wait here and I will go get the key."* If the result was negative, the heroes will have to perform deeds for the birdmen for at least one month before she will reconsider her position (another reaction roll). When the characters finally convince the birdmen to give them the key, the she-Eagle commander will be gone for a minimum of two months. If asked where she has gone, the birdmen will reply that she is 'off in the clouds.'

E. Norlon: The plain of Norlon is a temperate region of light rains, cool mornings and nights, and hot days. During the summer and winter, the plains will be hit with continuous thunderstorms, tornadoes, and hurricanes.

The plain is rich in tall grasses, grains, and small trees that bear fruit year-round. If the player-characters explore more than a small portion of this area, they will see that a large brush fire has recently swept that area. More than two million square miles will be blackened by the fire.

Norlon sports a wide variety of beasts; some look remarkably terrestrial while others are definitely very alien. Most of the creatures will not bother the characters unless provoked, but a tricerotops-like beast will take bites at the heroes if they come within range (use stats found in *V & V* for the creature.).

Norlon had contained the most advanced race on the planet. The creatures resemble humans, except they are much smaller and have a pale blue complexion. Their cities were populated by millions of their kind and their technology was 19th century (gun powder weapons, steam engines, limited electrical lighting, etc.). The cities that the player-heroes come across, however, will be smashed, gutted, and destroyed. Upon closer inspection of a city, the heroes will discover MASTER space pirates among the dead. MASTER is on Primion! And that means that the Devil could be here too! If the player-heroes search throughout the plains of Norlon, they will find a number of smaller cities that will be unscathed. The villagers will be wary of any travelers, but will be sociable to small groups showing peaceful intentions. If asked about the Primordials or the Eye of Qwun, these people will tell this story.

It was told to us by the gods that three keys will be forged for the Endless Castle. These keys will be scattered across this world and will be the only way to open the gates of eternity. One key is supposed to lay far to the west in a fetid swamp guarded by mighty lizards. Another lay far south in a land of trees that touch the sky. The third key lies south in the swamps we call paradise. Once the seeker holds the three keys, he must go to the land of endless ice and find the Temple of Crystal. There, within its bowels, will the seeker find the three doors, the Endless Castle, and the Primordials.

F. Waaren Woods: This large forest of gnarled and dead trees receives 124 inches of rain annually. It is constantly bathed in a deep, cold mist and the temperature never varies by more than five degrees from the constant fifty degrees F. that are found year round.

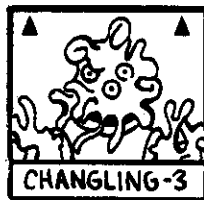
The wood was once a beautiful coniferous forest, but as the lands sank and the Lanteran ocean flooded the coastal plain, it became a salt-water marsh and soon all the great trees died. Many of the trees now standing are partially petrified. The grasses and plants that do still survive in the area are tough bamboo-like flora.

The swamp-forest harbors a myriad selection of slithering and oozy creatures. Snakes three hundred feet long curl and wait for the unexpected. Armored brontosauri scour the forest for scarce grasses. And flying elephant-like animals scour the skies for prey (which might include the heroes).

A few different races of intelligent reptiles make their homes in the woods, but none will communicate with the superheroes and all will run from them. If cornered, they will fight savagely (treat the reptiles

as constrictor snakes for purpose of statistics).

If the player-heroes spend more than two nights searching the woods, they will encounter a small team of space pirates. The team will consist of two lionmen, two flyers, three changelings, and two bugmen. Each will be using one of the weapons described previously



in their descriptions. If captured, the space pirates will admit that they attacked the blue-people to the west. They will also tell the characters that they have set up camp in the middle of the wood. The camp holds eighty creatures of each type described in the previous section. Their mission on Primion is to track down the renegade superheroes, find the three keys, and destroy them so the Primordials will never be found. If asked about the Devil, the creatures will tell the heroes that he is not on Primion, but still reigns ruler of all space from his starship, the *Warp Star*.

G. The Prairie of Arcane: This open steppe is composed of small rolling hills, small copses of trees, tiny streams and ponds, and grasses that are 4 to 12 feet tall. The weather here is beautiful, with warm days and cool nights. Gentle rains fall every ten to twelve days, and temperatures never dip below thirty degrees or above ninety degrees F. Arkane is protected from the north by large hills and mountains. To the east, the region is cut off by an inland sea larger than Earth itself and by a river as wide as North America. To the south is the endless Tavalon ocean.

The flora of this zone is green and rich. Year round flowers blossom and fruits of every kind are bountiful. Although there isn't any large stand of trees, spruce, walnut, maple, and several other alien varieties grow in small groves near the millions of streams that flow into the inland sea.

As with all the plains and open prairies, this region is home for millions of creatures. Large herds of antelope-like creatures thunder across the seemingly endless plains. Packs of wolves, prides of lions, and tigers roam wildly, herds of elephants, and families of monkeys and baboons scurry around. In addition to many animals which the players will recognize, there will be animals that will boggle their minds. Flying whales, elephants the size of flies, grasshoppers the size of houses, and a plethora of other creatures live on this wide expanse of grass and brush.

Several intelligent canine and feline races make this place their home. They will be wary of humans or aliens, but will let any who show peaceful intentions into their small towns. Once inside, and once the creatures get to know the heroes, they will take them into their houses and feed them for as long as the heroes wish to stay.

If the player characters ask about the Primordials, the Endless Castle, or the Eye of Qwun, the leader of the town will come forth with an ancient, leather-bound book and read the following from it:

When this world was shaped, all creatures were given the chance to live in peace. Some took the chance and now live in near paradise; others took the sword and drew blood from their neighbors — they are the evil ones and shall walk forever in the shadow of fear and death. Some races still walk the tightrope between paradise and an eternity of pain and sorrow.

The leader turns a few pages and begins again.

There will come a time when a crusade will embark to the Endless Castle, in search of the god known as the Primordial. Some say that he is many, but true believers know that he is only one — but a mighty one he is! To those who dare the journey to go in search of the Eternity Doors, let us give them help. Search out paradise, and at the heart of the garden will be a golden key. The second key in the series of three. May the Eye be with you.

I. Paradise: Paradise is the perfect name for this haven for millions of creatures and flora. This vast jungle is truly a form of heaven. The days are warm and bright, while the nights are cool and comfortable. It rains every day just before sunrise and just after the sun set. The geography of the land is one of rolling hills with small knolls of bare rock with grassy tufts.

Scattered throughout the swamp-jungle are various groves of palm trees, ferns, and willows. Giant cattails grow to magnificent heights along the many slow winding rivers. The plains resemble quiet golf

courses, short grasses sprinkled with small sand dunes and translucent blue pools.

Characters will recognize many of the animals found in the jungle — many will be extinct on Earth. Roaming herds of brontosauri, triceratopsi, and allosauri comb the open step. Dodo birds, mammoths, and extinct ostriches scavage the underbrush. The heroes will also encounter various creatures which they would only think existed in mythology: the skies gleam with flying pegasi, thunder from the beating wings of giant rocs, blaze from the breath of dragons; the ground will be home to small green elves, wimpish brownies, and tricky pixies, and the trees will be occupied by will-o-the-wisps, treants, and wood sprites.

The player-heroes will meet many races that will be willing to help them find the lost temple in Paradise. The brownies and pixies, however, will play dirty tricks on the characters before ultimately leading the heroes to the Temple. The characters may rest in the towns of these little humanoids for as long as they wish — if they can stand the jokes, pranks, and jocularity of the wee-folk.



The castle of the key lies in a corner of the swamp and will be undetectable from the air. The heroes will find the Temple only by searching the ground or by having one of the small-folk lead them to it. The Temple rests in a small ravine and is colored much like the forest around it. There are many doors, windows, and openings inside, the heroes will find large corridors extending in every direction. There is no trace of habitation within the Temple, although the player-characters will continually run into pits of snakes. The heroes have a chance of finding the secret vault where the key is held equal to their Detect Hidden scores. In the vault, awaiting the characters, will be a very determined Dark One (see stats below).

The Dark One

Side: Neutral
Age: Unknown

Sex: NA
Level: 9

Powers:

1. Absorption: Power Points at 2 pts per point of damage inflicted. Maximum Power Score equals twice normal maximum.
2. Animal Powers, Reptile: +2 Strength, +2 Endurance, -4 Agility.
 - a. Venom: Spits a Paralysis Beam. Range = 12", PR = 7, Hit causes unconsciousness.
 - b. Speed Bonus: +80 inches ground movement.
 - c. Heightened Senses, Smell: x 3 Detect Danger and Hidden when

applicable, nullifies Invisibility and Darkness Control.

- d. Reptile Control: Can control a number of Hit Points of snakes equal to his present Hit Point score.
3. Heightened Strength: +21
4. Invulnerability: +15 points per turn.
5. Natural Weaponry: +2 to Hit, +4 damage.
6. Revivification: Has 100% chance of reviving, -10% per day. PR = 25 per attempt. Will automatically work on himself with 100% success for up to three days after death.
7. Size Change: Permanent, Larger, x6 Height Factor, x216 Weight Factor.
8. Weakness Detection: Requires the Dark One to be within one inch of a target for an action. Gains a +6 to Hit.

Weight: 54,000
Strength: 36
Agility: 12
Charisma: 23
Reaction from Good: -4
Damage Mod: +2
Accuracy: +1
Carry Capacity: 1,308,312
Movement Rate: 146" ground
Det. Hidden: 36%
Inventing Points: 8.4

Basic Hits: 1080
Endurance: 18
Intelligence: 16
Hit Points: 10, 378
Evil: -4
Healing Rate: 540
Power: 84 (168)
Basic HTH Damage: 9D10
Det. Danger: 48%
Inventing: 40%

Origin and Background: First sentient intelligence in the galaxy, the Dark One looks like a large black snake with glowing red eyes. The creature is the protector and guardian to the Eternal Keys and the Eternal Doors. The animal was spawned in the early days of our galaxy, when the gods were young and free with the power of creation. And upon this being, the gods gave great powers and longevity — it is unknown whether the beast knows death. As the galaxy grew and more sentient creatures sprang from the soil, the Dark Ones, then called Ng'tarrols, slowly migrated to the home of one of the gods. There the creatures set up home and served the deity. Over billions of years, the Dark Ones have served the Primordials and have guarded their secret.



Combat Tactics and M.O.: The snake-being will do everything in its power to stop people from taking the Keys or journeying further

on towards the Endless Castle. The creature, however, is not a killer. If, by accident, it does cause a creature premature death, it will use its Revivification power and restore that person back to life. If a group of characters is either knocked unconscious or killed, they will awaken several thousand miles from the attack site, unharmed and totally healthy. If the heroes return to the snake, it too will be healed totally. It is quite likely that a band of superheroes may be forced to make many attempts before actually succeeding. The snake, although peaceful and kind, will not listen to talk or reason and will simply use the time wasted in conversation Weakness Detecting the entire group.

H. Freezeron: This place is an arctic hell. Temperatures never raise above 200 degrees below zero. It is so cold that it never snows — actually, Freezeron is nothing more than Lanteran Ocean frozen solid.

Nothing exists here, plant or animal!

Freezeron is the site of the Crystal Ziggurat. The first Key, the key found in Land B, will open the first door of this temple. Within, the characters will find it warm and dry. A seemingly endless decline stretches before them. The path slopes down at a thirty degree angle, and then continues down for 200,000 miles. Characters stopping for rest will wake to find food and water next to them.

The second door to the Endless Castle is made of pure gold and stands one hundred feet tall. The doors will freely open with minimum strength. Unlike the first stretch, this door leads into a horrifying swirl of fog, clashing sounds, hail, and rain. This hall has a forty-five degree tilt and extends for another 200,000 miles. During this trip, however, food will not be provided. Halfway through this maelstrom, one of the characters will hear a small haunting voice ring in his ear saying, "Turn back, go home, you are not the chosen one!" One thousand miles later they will be attacked by a Dark One.

The third door is made of glowing rubies and will open as easily as the others. On the other side of this door is a futuristic monorail. The heroes will not hear or sense anything, yet they will seemingly be drawn to the monorail to get in. The car will travel down a crystal tube and in a vacuum. The monorail will get up to speeds of 5% of the speed of light and will arrive at its destination in a matter of minutes. As the monorail speeds along, it breaks out from the tunnel into a massive void of space. Suddenly, the characters will spot their destination, a tower or castle more than one thousand miles high. At the top of the castle is a large black sphere — the heroes will somehow instantly know that the sphere is the Primordial! Within minutes after the monorail accelerated, it will be at its destination, the foot of the Endless Castle.

As the characters disembark upon the landing of the Endless Castle, they will see that the tower floats in the middle of a void; a void so far across that sound waves and light take minutes and seconds respectively to reflect back (for those people with Heightened senses). A voice will ring out, "*Welcome people of Earth, I have been waiting for you. Come into the castle and we shall talk. Do not attempt to fly or leave the ledge of the Endless Castle — if you do, you will die!*"

If the characters do leave the platform, they will be hit with such a powerful gravitational field that they will be irreversibly sucked into the black sphere and instantly killed (see below for explanation).

3.2 THE ENDLESS CASTLE

The castle is two hundred feet in diameter and 1,126 miles high. Inside the structure, there are 1,126 levels (each floor/level is a mile high). To describe all the floors would be too much even for a separate adventure; however, below are five of the more interesting floors within the castle. Characters will find electromagnetic elevators in the middle of each room and four on the inside walls. The elevators can be programmed to skip all the floors in between and stop at the top floor.

Floor 1: Sitting in the middle of the room is a swami and a crystal ball. As the players walk forward, the old man will lift his head and smile. He will speak in a raspy but singing voice, "*If you are true of heart and believe good will always conquer evil, you will regain your world and all will be like nothing has ever happened.*" The swami will smile again, then disappear in a puff of smoke.

Floor 63: The elevator opens into a grassy field with a small creek running down the middle. On the sides of the stream are small boys fishing. As they pull crayfish and sunfish from the stream, the heroes will hear a large crash — smashing through the surrounding quiet forest comes a slaughter-droid bearing down on the children. As the characters launch themselves at the beast, they will find that they cannot move or utter a word. Their eyes will be fixed on the horrifying scene: the slaughter-droid will attack the children and consume them. After the beast will have done this, it will look up and smile, blood smeared across its face. The beast, the children, and the forest will disappear in a blinding flash of light, leaving nothing but an empty room — it was

all an illusion.

Floor 125: The characters will walk in on a group of people sitting around a table rolling dice and screaming and shouting. The people will not notice the heroes, even if touched or spoken to. If the characters watch, they will hear their names spoken and hear a retelling of the last few days. If the characters continue to watch the people around the table, they will sooner or later break up and set a new date for the 'game'. Each player will leave the gaming area talking about the heroes and about totally unrelated subjects. The room will grow black.

Floor 245: In the middle of the room the characters will see their home town(s) destroyed and burnt. They will hear women and children crying. As they move through their town, they will see space pirates kicking and beating friends and relatives. If the characters intervene, the images will turn and laugh wickedly at them. Their friends and relatives will look at them and then spit on them and walk away — this is all an illusion.

Floor 765: The room appears to be a quiet beach. On the other side of the room, waves of a warm sea will splash on the white sand. Characters searching this room will find nothing out of the ordinary, except that everything is peaceful. No amount of searching and prodding will cause the room to explode into something horrifying or ugly.

3.3 THE PRIMORDIAL

When the characters finally arrive at the top floor of the Endless Castle, they will stand within two hundred feet of the eerie black sphere. As long as the characters stay within the castle, they will be safe — venturing forth to touch it or to fly around it means instant doom! As the characters walk out onto a large balcony, the Primordial will speak.

You have finally arrived. I have awaited you for several millenia. Yes, yes I have known about the Devil's plans for that long. You have come here to ask me to help you crush the Devil. Well, I'm afraid that I cannot help you much in the way of destroying the creature. Yes, I could snuff out the existence of the Devil with a single beat of my essence, but if I leave to eliminate this beast, what will happen to Primion? No, I am sorry that I cannot help you in this battle."

The Primordial will lapse into a silence and let what he has just said sink into the characters. The Primordial will not leave to destroy the Devil! If one of the heroes speaks up about the Eye of Qwun, the Primordial will actually seethe forward and the characters will have to grab hold of the ledging to escape the gravitational pull of the black hole.

"You ask me to give you one of my children to attack the Devil! Excuse me, I didn't mean to flare up like that, I should explain. The three stars are my sons. Son spelled S—O—N, not S—U—N. The Eye of Qwun is my fourth sun, the most matured. The other suns will slowly collapse and also become small black holes. The Eye of Qwun is like me, but smaller and less powerful. When the time comes, I shall give birth to four new suns that will take the place of the three present suns. Do you understand?"

The Primordial will slip again into a silence. It is up to the players to present an argument to the Primordial which will change his mind. The heroes will have to plead and prod the black hole, speaking of how dear the Earth is to the superheroes, how the Earth is like their mother, and how, without the destruction of the Devil, there might be nothing that will stop him from going to other worlds, destroying millions of creatures.

If the heroes can present a reasonable explanation as to why the Primordial should let his eldest son go with the heroes, a small sphere will dart around from the hidden side of the Primordial, and it will speak:

"I'm the son of the great Qwun, you call him the Primordial. I have overheard what you told the great one and I wish to help. I am not as strong as my father, but I have powers which could make a battle with the Devil winnable. If we should capture the Devil, I can return him to his domain, return Earth to its full beauty, and revivicate every creature that died by the hand of the Devil. However, I can tell you that it is not within my powers to physically harm the Devil, nor can my powers be used to diminish any of his capabilities. It will all depend on you and your conviction to the faith of Good. Do you still wish me to come along?"

Both black spheres will hover in the abyss of Primion awaiting an answer. They will not speak, move, or make any conversation again

until the heroes speak a definite 'yes' or 'no'. If asked further questions, the globes will hover and make no sound. Upon a definite 'yes', the heroes will instantly be teleported to their starship and find it fully operational and ready to be launched. Outside will hover the Eye of Qwun.

The characters and the Eye leave orbit of Primion and to the astonishment of the superheroes, they will instantly find themselves teleported to be just outside the orbit of Pluto.

The superheroes will then receive a radio transmission from the Eye. At this time, the Eye will give the player-heroes the basic battle plan.

"It is your job to break through the cordon, find the Devil's hiding place, and get on board. Once aboard, you will have to fight alone to

get to his chambers. I will not assist you anywhere along the way. To all others I will not exist, even the Devil will not be able to see me, though my presence will be detected. As soon as we get to his chamber, we must attack him, we cannot falter for even a second. Even then, the Devil will pounce before you will; but if you can endure his barrage of attacks against your wills and bodies, you will survive. Remember, concentrate on me and the faith of Good. Within the Goodness of your heart and soul lie the ultimate shield against the Devil. If, for any reason, you falter and the shield drops, you will probably be killed. If your friends, however, can continue on and defeat the Devil, then all should be as it was — you will be revived from the dead! There is a saying that you use — May the faith be with you, if I'm correct."

The Eye of Qwun

Side: Neutral
Age: 3,000,000
Powers:

Sex: NA
Level: 40

1. Absorption, Death: Can absorb death and revivify millions of creatures per action.
2. Minor Diety Powers: All attributes at 80.
3. Adaptation: 1 pt per hour or defense.
4. Astral Projection: See pg. 10 of rules.
5. Cosmic Awareness: 360% chance to succeed, see pg. 11 of rules.
6. Dimensional Travel: The Eye can travel to any dimension or time. PR = 5, chance of success = 240%.
7. Emotion Control: Instills Respect, PR = 8, Range = 80", save vs. Charisma on percentile dice every turn.
8. Flight: 6400" per turn.
9. Gravity Control x 100: Geometrically increased, cannot make things lighter (only heavier), has minor control when activated — can cause certain areas to be immune to this power.
10. Mutant Power: Mass of a large planet.
11. Mutant Power: The Eye can give any creature who can make a Charisma + 30 save on percentiles Invulnerability of 300 points per turn. Each turn a roll is allowed between turns. An unsuccessful roll will dissipate the shield and any damage will harm the person. This is the power which the Eye will use to protect the characters from the Devil. Ultimately, it will come down to a battle of beliefs—good vs. evil. Should the character fail in his belief (his Charisma roll), the Devil will be able to strike at him and do damage accordingly! The shield is invisible and cannot be detected. If a character misses his roll, the others in his group could stand on front of him and the adversary could not differentiate between the person with the shield or one without.
12. Teleportation: PR = 80, able to teleport anywhere within the galaxy, able to bring along 100,000 tons of cargo.
13. Telepathy: Range = 800", see pg. 17 of rulebook..
14. Weather Control: Can manipulate whole planet's weather sphere, PR = 20.
15. Willpower: Can will anything into existence.

THE PRIMORDIAL

Side: Neutral
Age: Infinite
Powers:

Sex: NA
Level: 100

1. Adaptation: 1 per hour or defense.
2. Cosmic Awareness: 615% chance, refer to page 11 of rules.
3. Diety Powers: All attributes at 125.
4. Heightened Intelligence: B x 5 +80.
5. Gravity Control x Infinite Number: Emanates gravity waves so strong that even light cannot escape. Has ability to neutralize certain areas from the effect.
6. Magnetic Powers: Can lift 625,000 pounds, use as defense at a cost of 1 power point, attacks cost 5 Power and do 8D10 damage.
7. Mind Control: Range: 25", PR = 20, see rules, pg. 15.
8. Size Change: Larger, Permanent, x 20 Height Factor, x 1607 Weight Factor.
9. Mutant Power: Mass of a sun.
10. Telepathy: 2050" range, see pg. 17 of rules.

Weight: Near Infinite
Strength: 125
Agility: 125
Charisma: 125
Reaction from Good: +20
Damage Mod: +51
Accuracy: +21
Carrying Capacity: Don't worry about it

Basic Hits: ??
Endurance: 125
Intelligence: 205
Hit Points: out of sight
Evil: +20
Healing Rate: too much!
Power: 580

Movement Rate: 375 inches
Det Hidden: 138%
Inventing Points: 2017
Alias: The Mighty Qwun.

Basic HTH Damage: 62D10+
Det. Danger: 142%
Inventing: 615%

The Primordial is a black hole with super intelligence. 'He' maintains Primion by exerting his incredible Gravity Powers. Only the Endless Castle is immune to the gravitational pull of the Primordial. The planet, being hollow, orbits around the Primordial at an exact distance for planetary gravity to equal 1.2 g's. If the characters had stepped off from the ledge around the floating Endless Castle, they would have been sucked irreversibly into the Primordial (being bombarded with an infinite amount of g-force).

Weight: As large planet
Strength: 80
Agility: 80
Charisma: 80
Reaction from Good: +16
Damage Mod: +23
Accuracy: +13
Carry Capacity: A couple of moons
Movement Rate: 240" ground, 6400" fly/W.F. 61

Basic Hits: ??
Endurance: 80
Intelligence: 80
Hits: off the scale
Evil: +16
Healing Rate: ?
Power: 320
Basic HTH Damage: 40D10+

Det. Hidden: 54%
Inventing Points: 310

Det. Danger: 58%
Inventing: 240%

4. THE BATTLE WITH THE DEVIL

4.1 THE LOCATION OF THE DEVIL

After the Devil escaped from the Devil's Domain, he built himself a massive starcruiser which he called the *Warp Star*. The ship can be found in the midst of the MASTER armada throughout this adventure, and this is where the heroes will have to go to finally confront him. The statistics of the Warp Star is as follows:

WARP STAR

Mass: 5,000,000 (t)	Speed: 1150 inches/WF 10
Crew: 1,000 + 12,000	Range: 1,000,000 mly
Weapons: Thunder Guns x 1000	
Laser Cannons x 400	
Missiles x 400	
Turn: 25 degrees	Cargo: 100,000 cubic meters
Structural Rating: 16	

The starship is built on ten levels. Level One is the complete navigation, steering, and life support center on the ship. Within this level there are forty rooms housing the computers and crew. On a standard watch there will be 240 personnel on this floor. Level Two is the research floor of the ship. Within this double-sized level, all of the major scientific experiments that the Devil is working on are conducted. The greatest minds in the galaxy will be working here — their minds twisted by the Emotion Control of the Devil. Player-characters will find a number of diabolical machines and traps being developed for future invasions. The third floor holds the suite of the Devil. This floor will be decorated in early Arabian 'sultan-style'. Magnificent golden pillars support polished granite floors and ceilings, silk drapes hang everywhere, silver mirrors hang with gems and pearls, and everything is totally opulent. The heroes will find the Devil in his bedroom which is a large eighty foot circular room. Refer to his Tactics and M.O. for how he will attack the heroes. If he detects the Eye of Qwun, he will instantly launch himself on the group, rendering them to pulp with his fists and Emotion Control/Death Touch. There are always fifteen space pirates guarding the Devil.

On Level Four is the recycling plants for the starship. On Deck Five is the housing for the Devil's space pirates. Levels Six and Seven contain cargo holds and ship docks. Level Eight is hydroponic gardens, medical facilities, recreational rooms, and training chambers. Deck Nine holds the engine control room and the power plants for the ship. On Level Ten characters will find the fuel for the starship (the fuel is kept in a stasis field to prematurely explode). On the last two levels of the ship are large factories that produce weapons, new fighters, starships, robots, and the outer shells of the slaughter-droids.

THE DEVIL

Side: Evil	Sex: Male
Age: Infinite	Level: 25

Powers:

1. Mutant Powers: Deity Powers, all attributes at 125.
2. Size Change, Taller: permanent, x7 height factor, x343 weight factor.
3. Willpower: Change Reaction rolls to his favor.
4. Emotion Control: See V & V book, pg. 12, 'Love'.
5. Death Touch: As described in rules. The Devil, however, must have a person under his Emotion Control before this power will work (i.e. I command thee to die).
6. Invulnerability: 24 points per turn.

Weight: 53,165	Basic Hits: 1063
Strength: 125	Endurance: 125
Agility: 125	Intelligence: 125
Charisma: 125	Hit Points: 8,823,036
Reaction from Good: +26/-26	Evil: +26/-26
Damage Mod: +38	Healing Rate: 3405
Accuracy: +21	Power: 500
Carry Capacity: 52,251,227	Basic HTH Damage: 14D10
Movement Rate: 2615" ground	Det Danger: 80%
Det Hidden: 84%	Inventing: 304%
Inventing Points: 100	



Origin and Background: The Devil is an omniscient creature who stands well over twenty-one feet tall and weighs twenty-six tons. He is always dressed in the finest garments and appears to be one of the most alluring and charismatic persons to exist. To all humans, the Devil will appear to be dressed in black satin with gold chains and pearl cufflinks. His hair will be a vibrant black (if characters look long enough, they see stars and ghostly bodies drifting in it). His skin is a rich gold and he has a trimmed goatee.

Once the Devil escaped his domain, his powers quickly multiplied and returned to their former magnificent heights. During his stay in the micro-universe known as the Devil's Domain, it reduced his strengths and abilities to meager levels. If he stayed any longer, he would have been reduced to the level of his demons, who would have assuredly chopped him to peices and had him for lunch. After the Devil recovered from his injuries dealt to him by the heroes, he started delving into other possibilities for escape. But, as he studied, a group of space pirates broke into his universe. The space pirates, a collection of races from every part of the multiverse, made a deal with the Devil to help him escape if he used his powers to corrupt Earth, which had been a thorn in their sides for a long time, and destroy the planet for once and for all. Seeing that he was planning to do that anyway, the Devil accepted the agreement. After escaping into the real universe and after he had regained all of his ancient powers, he wetted his taste for revenge on the Xarion Empire. Within days, that mighty intelligent race was diminished to rubble: MASTER now controls the world and uses the remaining Xarions as food. Next, the Devil went after the mighty Gorg Republic and taught that race what defeat really means. Presently the Devil is after the Earth and the destruction of mankind. The Devil, however, doesn't plan to make man extinct, but rather hopes to return man to a state of barbarism where he can control and manipulate them.

Combat Tactics/M.O.: The Devil could assuredly kill any living creature with his mighty fists, but that it too messy for him as he dislikes seeing blood splattered all over his clothes. He will, however, attack HTH if his Mind Control fails. The Devil is much too smart to be led into any trap, ploy, or disadvantaged position. The Devil uses his charm to persuade people to love him. Those who fall under his Emotion Control see him as God. They'll protect him, fight for him, and even die for their new master. Those the Devil believes to be too powerful of mind or body will be dispatched with his Death Touch. Unlike when he was in the pocket universe, people killed in this plane will be permanently killed (even normal Revivification will fail to raise them). When encountering the Devil, most heroes will not recognize him as the evil tyrant they expected. Instead, the Devil will appear (using his ability to switch Reaction Rolls) as a great warrior of truth and justice. If the Devil can lure the characters into a calm, they are dead or worse — his minions for eternity!

4.2 THE END OF THE DEVIL

If the characters can knock out the Devil, the Eye of Qwun will flare into a glowing sphere so bright that all creatures within sight must save vs. Endurance on percentile dice or lose their sight for 1D20 hours. Those who do survive the bright light will see the Devil being sucked through the tiny black hole. Briefly, the characters will see a strange world — through the hole — a place of crystal trees and hideous creatures. Seconds after the Devil is once again closed within the Domain, the *Warp Star* will begin to break up. The heroes will have thirty turns to reach their starship or escape the cruiser before it blows up with a magnificent explosion. The player-heroes will also see the pirate armada colliding with each other — massive explosions will tear through the solar system as 20,000 vessels explode. If the heroes are able to witness this great phenomena, they will see about 200 MASTER ships warp out. As the explosions die down and space returns to its normal state of cold vacuum, the heroes will notice a rapid change in the

Earth's atmosphere. The tiny black hole will be whizzing around the planet, and as it passes over a region, it will return to its original beautiful state. Characters will also start to pick up broadcasts from all over the world — the people of Earth remember the Devil and his pirates, and are totally bewildered on their revivification and the destruction of the Devil.

Once the Eye of Qwun finishes his job, he will pop into the midst of the heroes. He will expand once quickly, and then depart. Characters will find the three keys that opened the Eternal doors gone — the Eye must have taken them. They will also find it hard to remember the spatial coordinates of Primion. After the characters return to Earth, the coordinates will not be found anywhere in any book, magnetic storage unit, or memory crystal — Primion is once again a secret to the universe!

4.3 EPILOGUE

Six weeks after the demise of the Devil and his space pirates, Earth receives a transmission from the Xarion Imperium and the Gorg Republic. They will thank the planet Earth for a great job and will relinquish all rights to the salvage of the pirate ships, the Gorg cruiser, and any other booty found during the quest to destroy the Devil. They end by asking how the Earth managed to rid the universe of the Devil and return all things to their rightful places.

4.4 EXPERIENCE POINTS AND CHARISMA ROLLS

The players will receive full experience points for the destruction or capture of each slaughter-droid and space pirate.

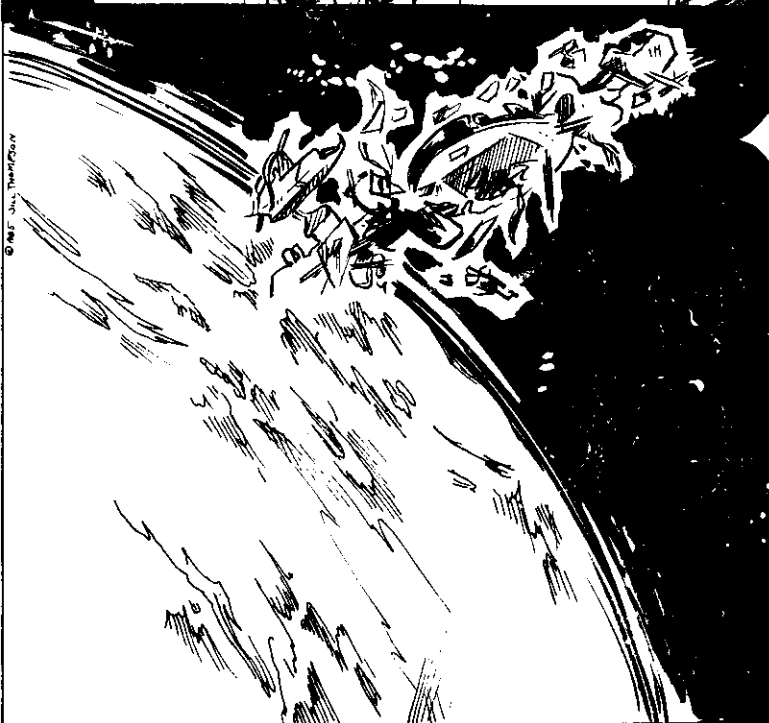
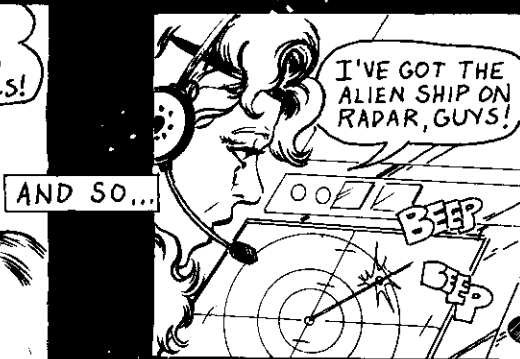
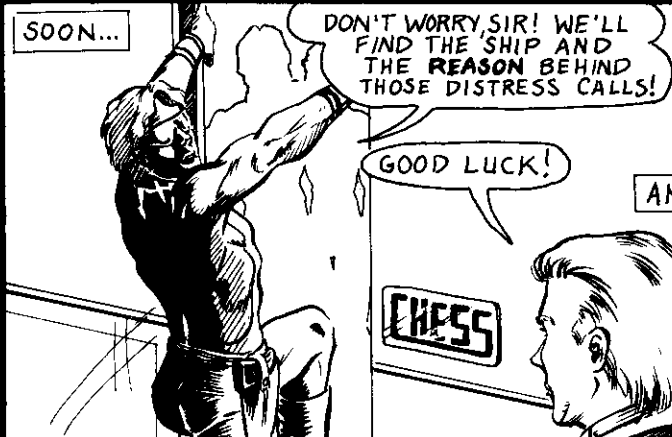
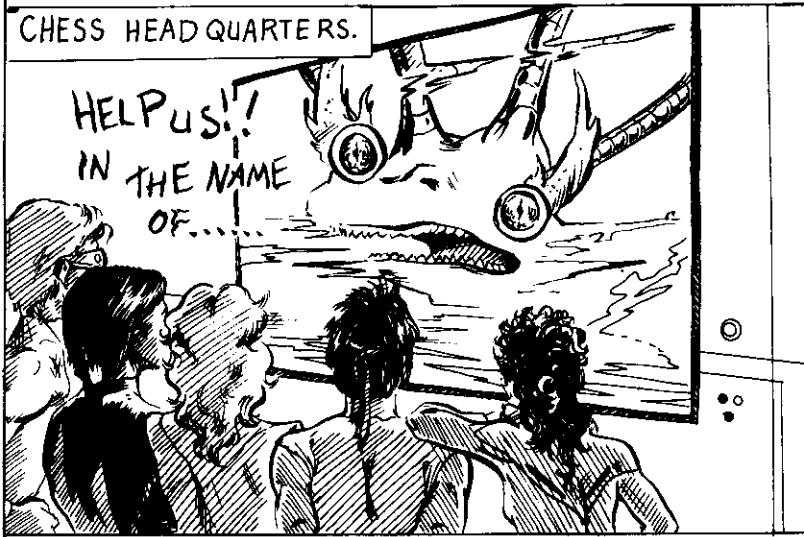
They will receive a bonus of 1,000 experience points each for the rescue of Alexandria Huntington and Homer Grimsby. They will also receive four charisma rolls.

They will receive a bonus of 100 experience points and one charisma roll for each race that they meet on Primion and made friends with.

They will receive 1/10th the value of the Devil in experience points, and ten charisma rolls each for his demise.

STRANGE MESSAGES FROM SPACE HAVE BEEN DECIPHERED AS **DISTRESS SIGNALS** TO WARN EARTH OF THE MYSTERIOUS **DEVIL**! IT'S UP TO **YOUR PLAYERS** TO SAVE THE **ENTIRE UNIVERSE** FROM THIS **POWERFUL AND MENACING EVIL**! IT'S AN **EXCITING NEW V&V™ ADVENTURE** BY **TROY CHRISTENSEN**!

CHESS HEADQUARTERS.



LOOK AT THE WRECK!!
WHAT COULD HAVE DESTROYED
A SHIP SO UTTERLY?!

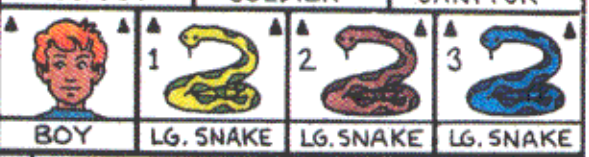




SECRETARY CLERK-1 CLERK-2 LADY TOURIST SOLDIER JANITOR



REPORTER DRAGONMASTER ANDROID -1 ANDROID -2



BOY LG. SNAKE LG. SNAKE LG. SNAKE



MONSTER of FERT'OLON

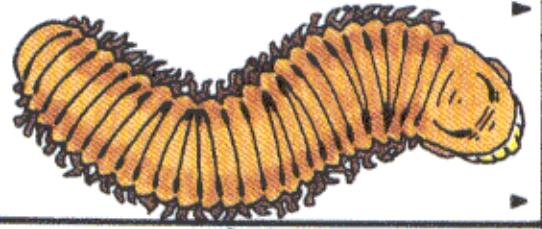


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GRAVEL SHARK

SANDWORM



WERT-1 WERT-2 WERT-3 WERT-4



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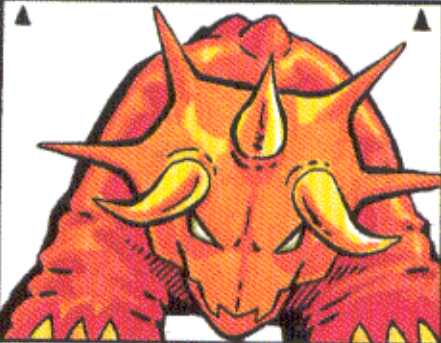
BLUEFOLK-4 BLUEFOLK-5 BLUEFOLK-6 BLUEFOLK-7



the DEVIL



TERROR of GANZ



BEAST of NORLON



FAERIE-1

FAERIE-2

FAERIE-3

FAERIE-4



CANINE of ARKANE



FELINE of ARKANE



CANINE of ARKANE



FELINE of ARKANE



CANINE of ARKANE



FELINE of ARKANE

DARK ONE

