

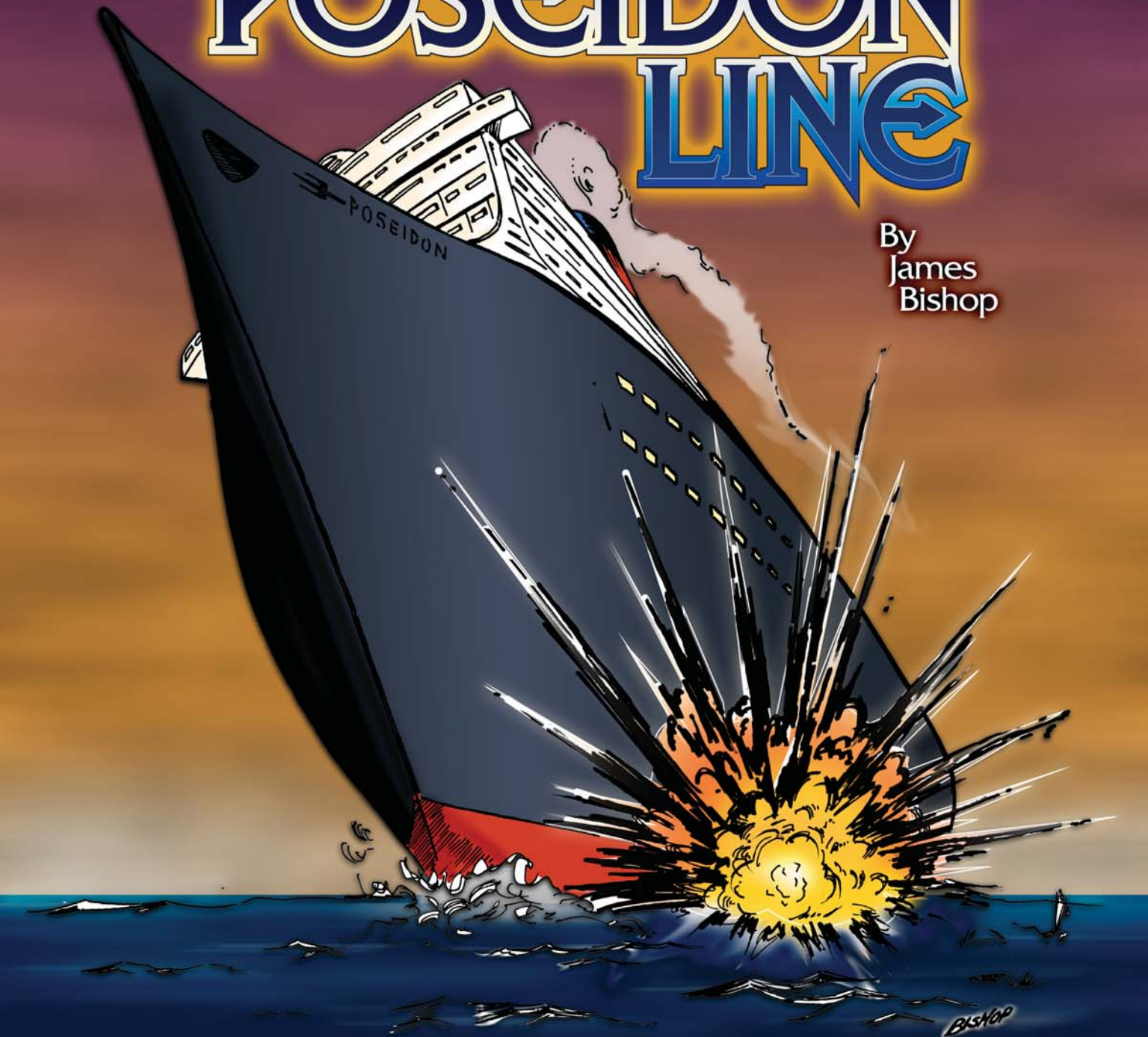
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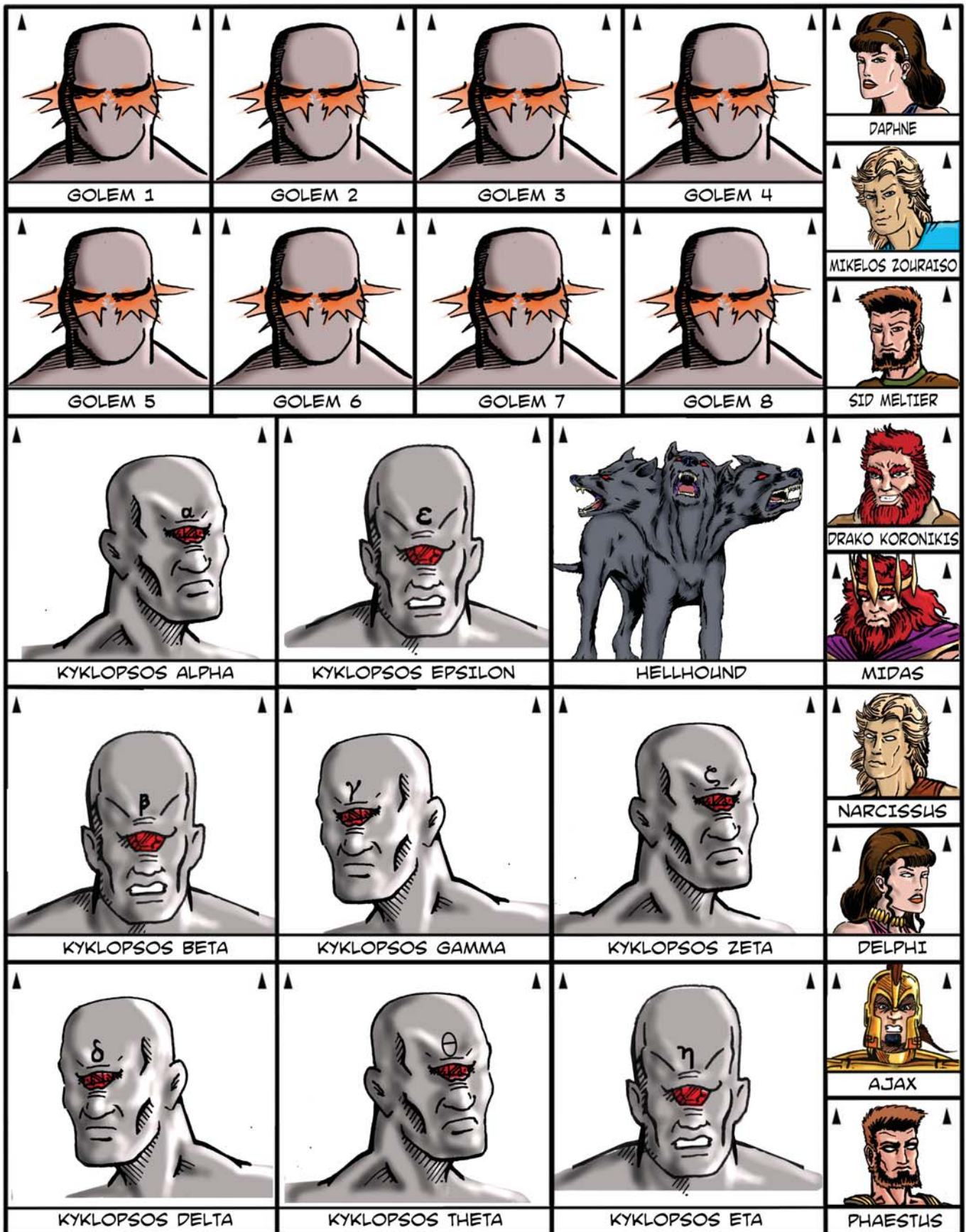
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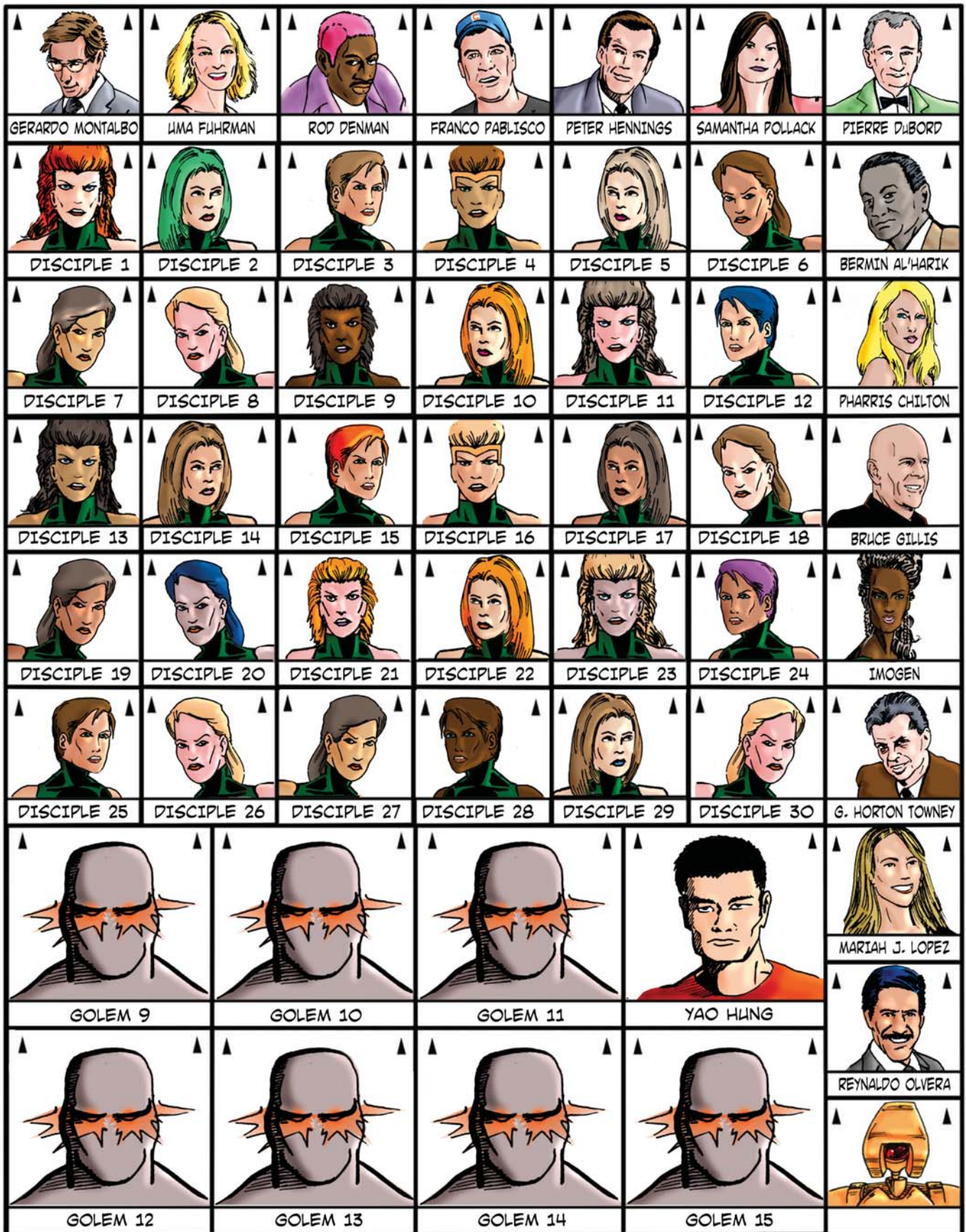
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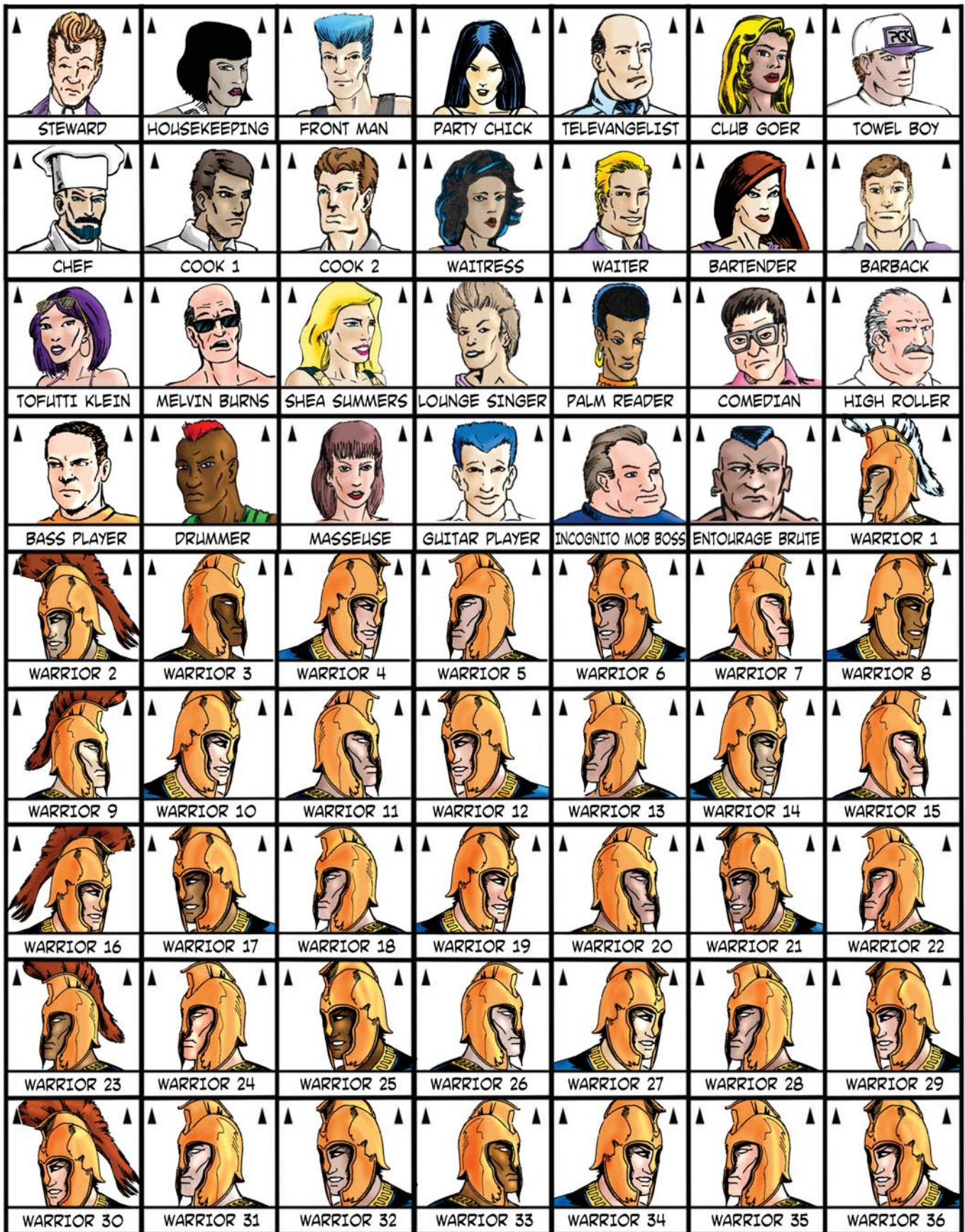
ATTACK ON THE POSEIDON LINE

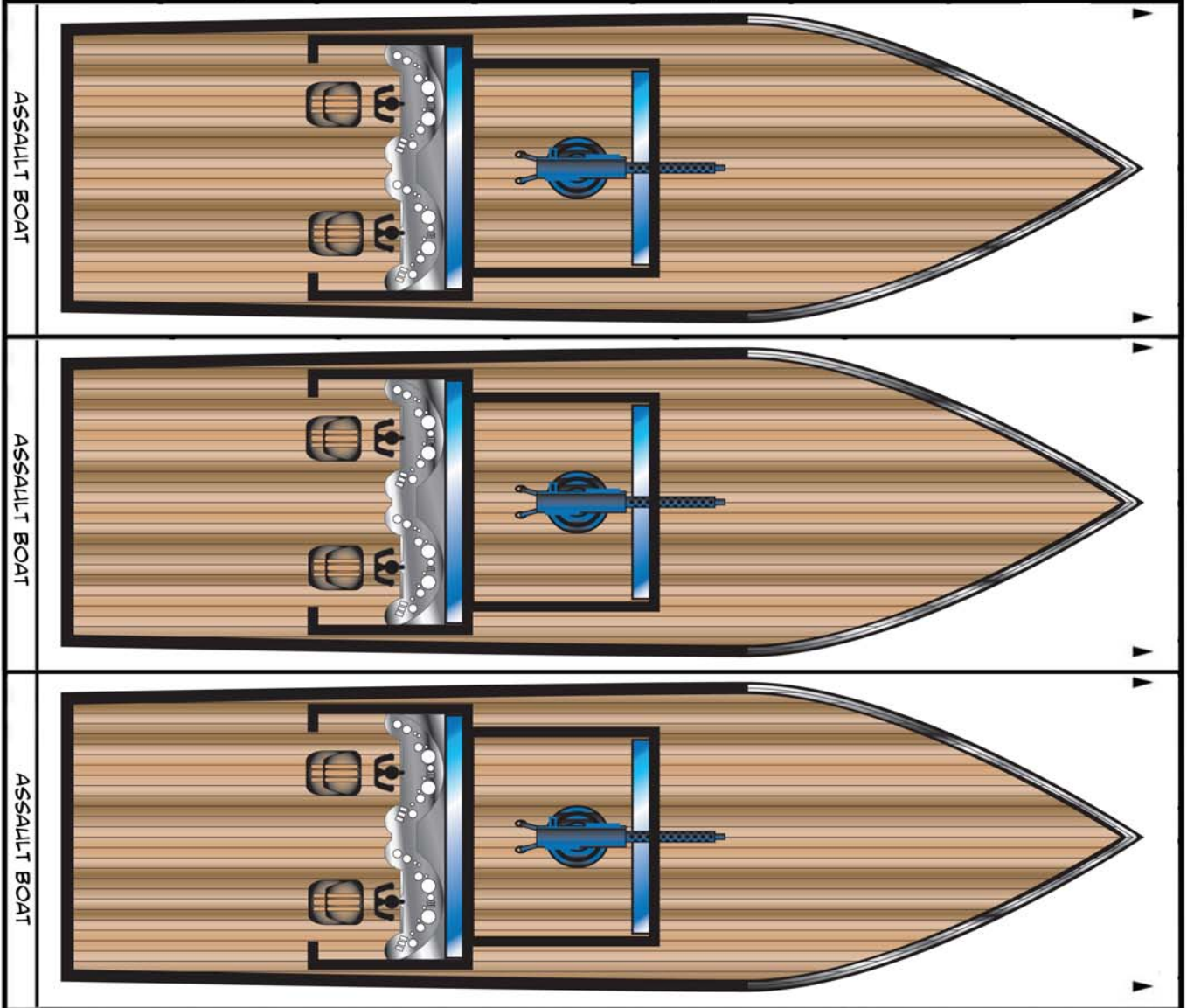
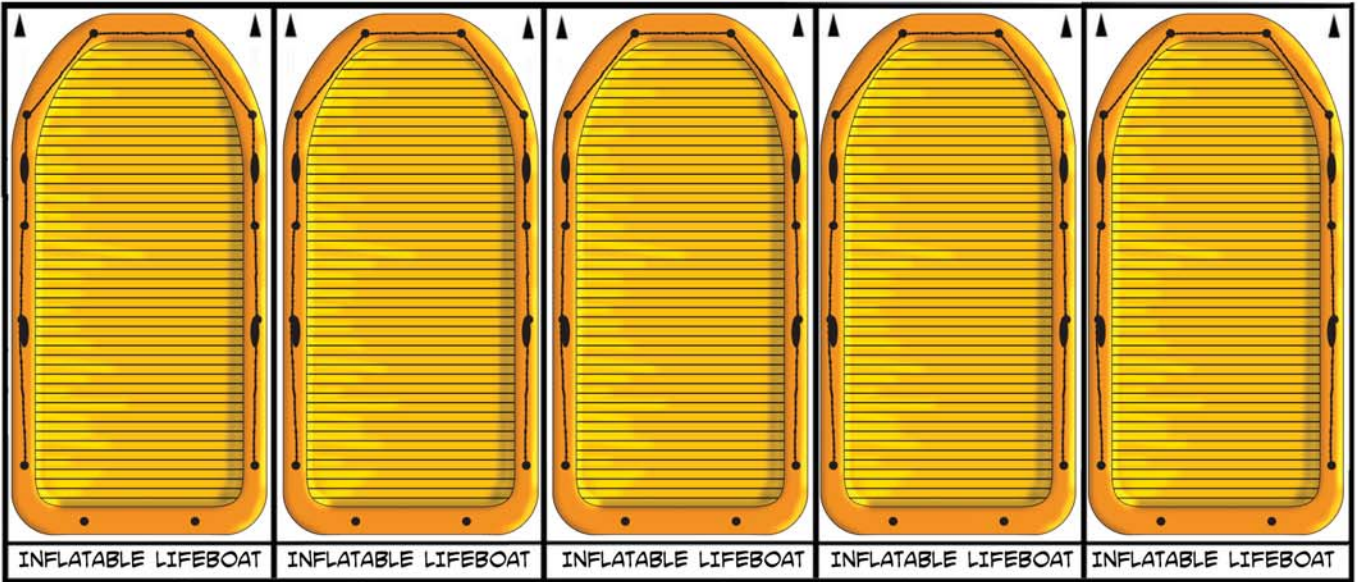
By
James
Bishop











ATTACK ON THE POSEIDON LINE

A
VILLAINS
AND
VIGILANTES™
ADVENTURE

Written & Illustrated by James Bishop



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AUTHOR'S INTRODUCTION

For the length of the project it seemed I wanted to avoid calling it Poseidon so we didn't draw comparison to the famous fiction about a sea-going disaster... yet the further I went into it, the more disjointed the original title of 'Neptune Line' became: It was the only inconsistent element, and since it was the title, it needed to change for correctness, after all Poseidon is the Greek name.

I must apologize to the community for the delays; I've been kept very busy working on V&V products for FGU and although Attack on the Poseidon Line had been given a 'go' from day one of my involvement, there have always been projects that needed to get out of the pipe, so AOTPL had to wait its turn!

I like high adventure in role-playing and even better when it involves a deception or a slow build in suspense. The idea of a working vacation hasn't been done in V&V before, and although I wouldn't say it's entirely unpredictable, there are a few surprises and twists that are just plain fun. This adventure is designed for a group of 5-7 players at Levels 5-8, but the GM may make any adjustments necessary for his or her tastes.

So get your tanning balm, pack a set of dry socks and set sail to an adventurous port of call!

Enjoy,

James Bishop

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EDITORIAL INTRODUCTION

James Bishop has been working on the new V&V projects since their beginning as an artist or layout and technical advisor. He has also been responsible for many of the maps in books illustrated by other artists due to his cartography skills.

The "Poseidon Line Project" has been in the works since James first began to work with FGU. He has worked on it between other projects, during "blocks," and has occasionally taken time specifically to work on this project – so it has been a long time in the works and the time shows in the detail and unusual locations in the adventure. James's mapping skills are very evident in the many maps in this adventure and several could be usable for other GM designed adventures as well (like the ship plans).

We certainly hope that you enjoy the challenge posed by this adventure and that the player-heroes survive it and successfully block further piratical activities by Midas and his Minions.

Scott B. Bizar, Editor

1. TROUBLED WATERS

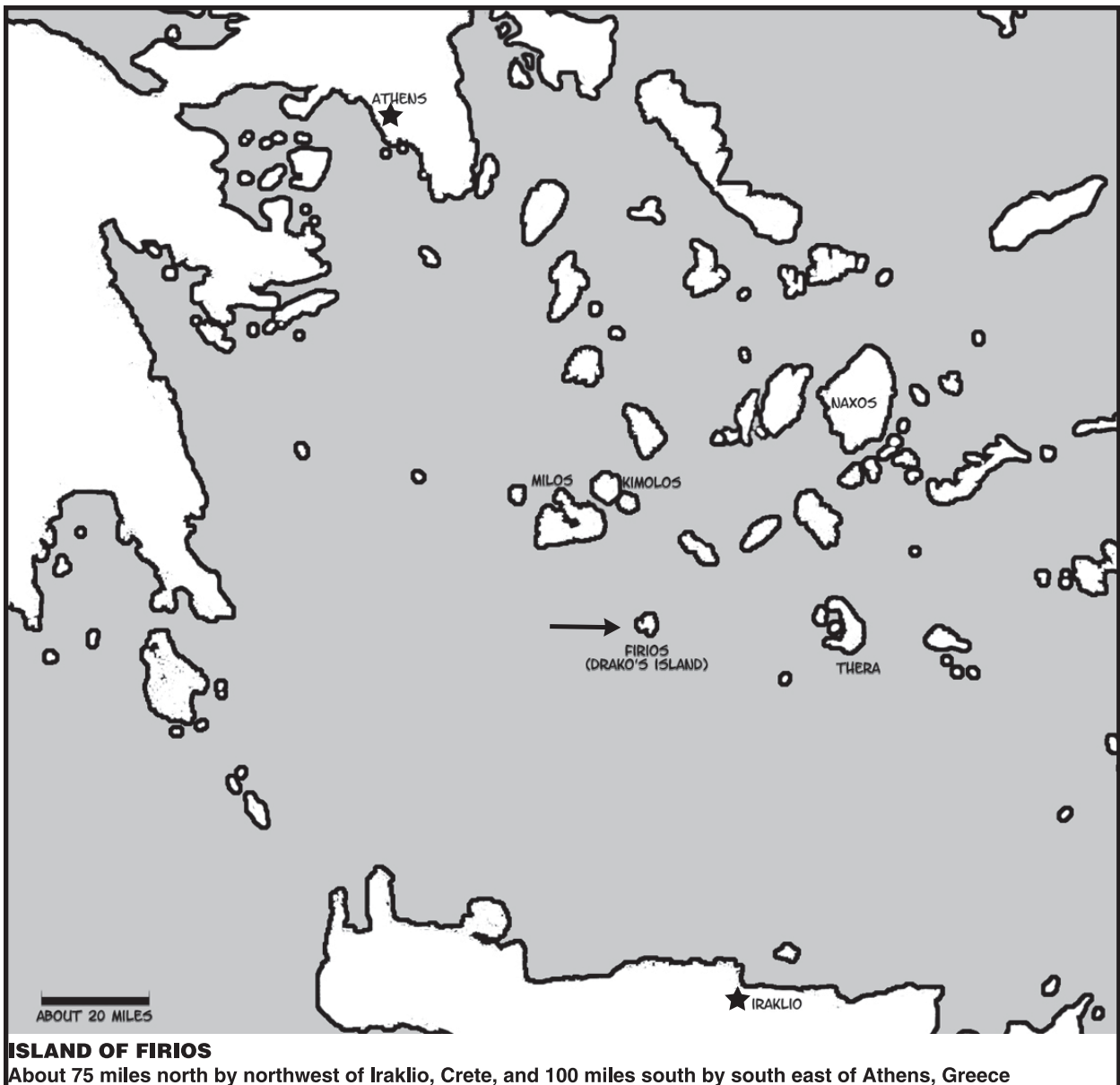
Poseidon Grammís Krouaziéras or Poseidon Cruise Lines is a company in trouble. Its owner Drako Koronikis has been the victim of high seas piracy. Ticket sales have dropped considerably as a result, and it's hurting his company's bottom line. To help remedy the situation, he's gathering wealthy friends and acquaintances on a 'celebrity' cruise to show the world that Poseidon Cruises is still the premier choice of Mediterranean travel.

From Poseidon Grammís Krouaziéras (the cruise line's actual name), Athens corporate headquarters, Drako formally announces that he will personally host this fanfare event at his private estate, on the island of Firios, and that an impressive list of celebrities and wealthy figures are slated to embark on one of his vessels.

As far as European and Mediterranean authorities are concerned, they're baffled by how quickly the attacks have taken place. Even more

concerning is the apparent lack of witnesses to the Houdini-like disappearance of the raiders, who vanish almost as quickly as they appear. Three ships have thus far suffered this misfortune; the Hermes, the Aphrodite, and the Apollo. PGK has expressed serious concern, about the possibility of the same fate befalling the new jewel of the line, the Poseidon, to law enforcement officials.

As a result, the heroes are being contacted by Interpol, who will offer a set of tickets for the cruise, in exchange for the heroes making it a 'working' vacation. Cash payments will be offered to those heroes willing accept it. The cruise line, while unaware there will be super-powered agents aboard, is aware of heightened security measures being undertaken by authorities. Of course, if the players decline, the GM should be persuasive and sweeten the deal, perhaps offering a large donation to one of the hero's favorite charities.



1.1 WHAT'S REALLY GOING ON

Secretly, Drako Koronikis is none other than the mysterious villain Midas, a European mastermind who, if not for his successful evasion of the authorities, would be wanted by many law enforcement agencies around the world; primarily in the countries surrounding the Mediterranean and its adjacent smaller bodies of water, the Black, Aegean, Adriatic, and Red Seas. Midas has been responsible for the attacks on his own interests all along. He uses hired mercenaries and thugs, both powered and non-powered, to commit the assaults. The pirates, after robbing the ships and their passengers of their valuables, disappear into the night... after which, he reports 'the crime' to the authorities and then files insurance claims to recoup his 'losses.'

Over the past few months, Midas, in his public identity of Drako Koronikis, has been traveling the swankier locales, rubbing elbows with the Mediterranean elite, eliciting sympathy for his plight, and pledging to not let these 'cretins' destroy the business his father worked so hard to build, while also touting the triumph of the company's soon to be launched flagship as an architectural feat of maritime engineering. In reality Midas knows full well that if more wealth is present aboard the vessels during these faux fund-raising excursions, the more he will recoup from the following scam insurance claim.

Yet Midas knows he can only 'go to the well' so many times with this strategy before coincidence will appear too unlikely. Therefore, as the heat is turned up and he is painfully aware that time is of the essence, Drako has hired the best engineers money can buy from the criminal underworld and undertaken an impressive feat: He has been modifying the flagship of his cruise line, the PGK Poseidon, to do something extraordinary and highly insidious for one last fantastic heist. But first, there is a pre-launch christening and celebration to be held.

1.2 THE INVITATION

The player-heroes should be informed that they will have the opportunity to meet Koronikis before the cruise departs. They will be introduced as special agents and, prior to this meeting, the players should make the decision of whether to involve themselves in plain clothes or costumes, with additional emphasis regarding their secret identities if not public. The assignment is supposed to be incognito, as European authorities believe surprise will be the most effective method, however, strategy is being completely left to the heroes.

It is a fine, clear day at the PGK moorings where majestically stands the SS Poseidon in all her newly constructed glory alongside the quay belonging to SS Hermes, currently returning from Gibraltar.

Drako Koronikis is beaming alongside several company and government officials. A few hundred people surround the raised stage on the elevated platform at the bow of the ship just to port.

If the players choose to attend the event, there will be nothing to see (no chaos has been planned either), nor will anything occur beyond the expected. There will be several VIPs in the crowd and it is possible that the same guests will be encountered in the next section, should any of the player heroes make their acquaintance or mingle at this time.

An officer of the Greek authorities acting on behalf of a cooperative effort will be assigned to attend the event and will make contact with Drako's security personnel during his address and dedication of the ship. Once the champagne bottle has been broken, Drako himself will descend from the podium and mingle for a few moments with some of the higher ranking officials and then, without much hesitation, will accompany the police liaison to discuss security on the impending cruise.

Drako will not act with any level of suspicion and will be grateful to have the additional support. If the player-heroes wish to meet him, he will be accommodating, but very distracted by the events of the day.

Indicating that he has a very busy schedule and must take care of corporate affairs in Athens prior to the cruise, Drako will extend a half-hearted invitation to the pre-launch celebration at his estate on the small island of Firios, located in the Aegean to the southeast. He will then make his way to a waiting white limousine and depart for the corporate headquarters.

1.3 THE PRE-CRUISE LAUNCH CELEBRATION

Drako is a gracious host, seemingly sparing no cost in throwing a luxurious soirée in the reception hall at his estate. Several hundred people are in attendance and it will be hard to distinguish one guest from another as the crowd mingles.

The estate itself is situated on a hillside beneath a steamy peak on a small island, Firios, located in the intervening seas between the southern portions of Greece's mainland and Crete. The island itself is about five miles in diameter. Most guests, including the player-heroes (unless they choose alternate means) will arrive in the late morning via small charter aircraft and the airstrip located on the north side of the island. See the map of the island and Map Key below for details.

MAP KEY: FIRIOS ISLAND

A. Main House: This is where the Main Estate house, described below, is located on the island. See the Map Key: Island Estate for details.

B. Airstrip: This is a well maintained airstrip serviced by a large hangar. The strip is approximately one mile long and the tarmac is made of poured cement with a light layer of rubberized asphalt to reduce tire noise.

The hangar contains two Beechcraft King Air 250s and all the parts and tools to service them. Each plane has a range of 1,800 miles before needing to refuel. Each may carry up to ten people including the pilot and the range of the craft is reduced by 120 miles for each person beyond the first two to a full capacity yielding a loss of 600 miles range. There is a portable aircraft fuel pumping station inside the hangar, with presumably a large reservoir tank beneath the cement floor of the structure.

C. Sub Bay: This is where a large cave entrance in the island's western cliff faces is concealed. The breakaway submarine built into the Poseidon is based at this port and will return here after the incident described in Chapters 4 and 5. The underground water passage is a loop that circles around in a manner that the sub exits the same passage it enters. Note that any characters flying in via small aircraft to the landing strip will be unable to see the sub bay or the main estate on the approach as their presence will be lost to the details of the contours of the island.

The estate itself is a short drive to the southern side of the island where a spectacular view of the Mediterranean Sea comes into view on the road as one approaches the house, and can also be had from any one of the Main House's balconies and perches.

The house is a large mansion of lavish architecture fitting of a movie celebrity or major athlete seeking a retirement abode. It has large marble columns and structures and is a cross between contemporary design and ancient Greco-Roman style influences.

When the cars arrive in front, the heroes will be escorted through the front doors and into the party that is taking shape with all the dignitaries and celebrities.

Once inside, player-heroes may notice that there are many life-size statues in nearly every room in the house, as well as around the perimeter of the property and in its gardens. All such statues have a metallic golden hue, and all are hauntingly life-like. The GM is encouraged to make up various poses of normal types of people from

athletes to businessmen to housewives portrayed in the statues.

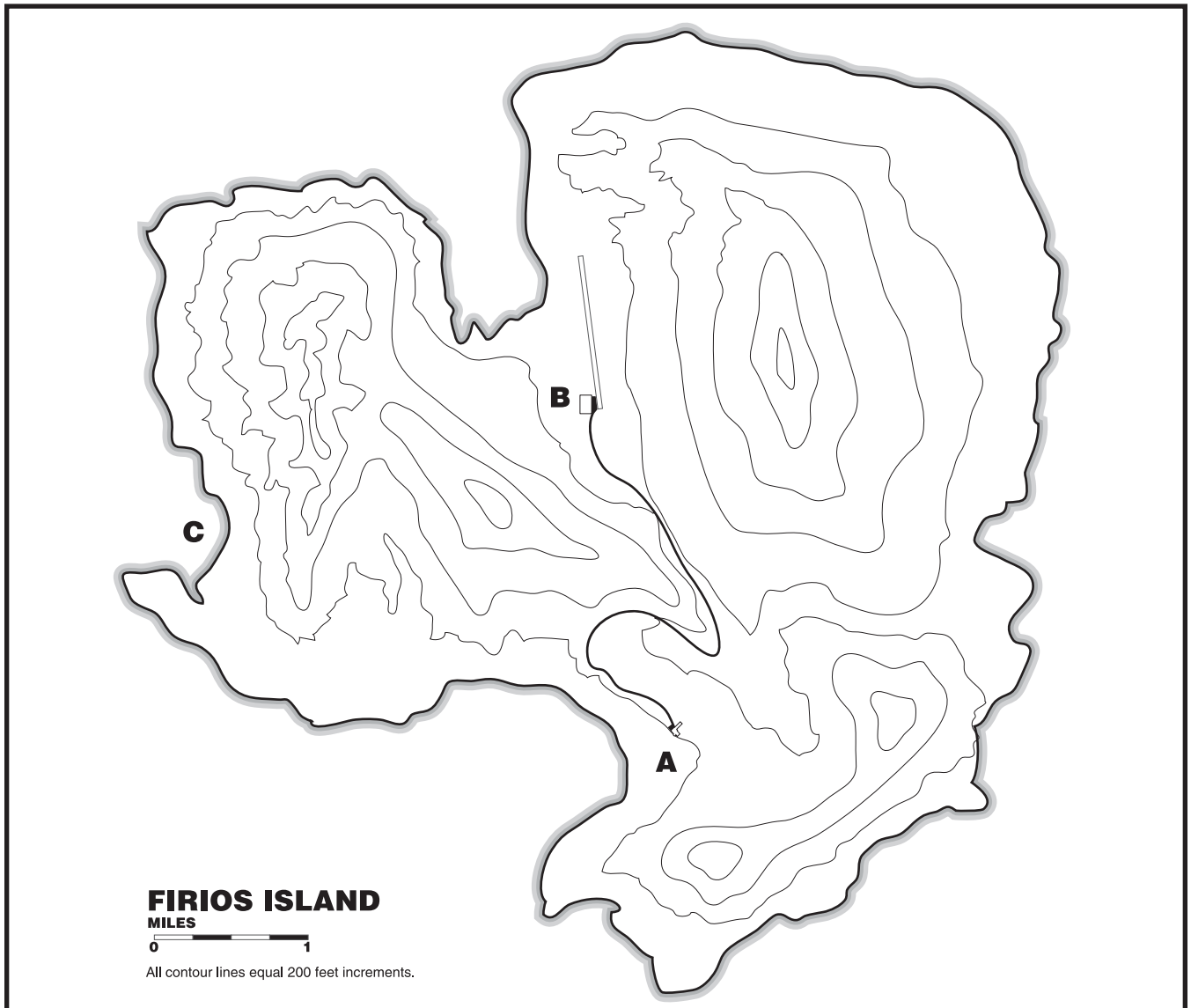
Should players suspect that the statues are victims somehow and vocalize this to any guest, Drako's fine sensibilities about art and the serious life-like nature of his sculptures will be well known among guests and employees and will not be given any more thought.

If the issue is pressed at all, the villain Phaestus, sometimes called the Smelter, also attending the party in his public persona of Sid Meltier, will intervene and offer to show his foundry, claiming that he is the artist responsible for the sculptures. If the heroes choose to view the foundry, Phaestus, along with Drako will lead the heroes out the front entrance of the main house and proceed to a large bungalow located a few hundred yards away. The interior of this structure has been obviously modified and appears to be very much a small foundry with a forge and kiln and a few statues in various stages of sculpting. This is of course, merely for show as Phaestus truly is not an artist at all, but rather Midas's weapons smith. The rest of the bungalow that has not been converted conforms to the design of the three other bungalows that are present and used for visitors and mother-in-laws or the like. Phaestus will seem very grateful to have been given the space by Drako that an artist would need and cites that as a guest, this island's solitude has been a 'godsend'.

If Drako had met the player heroes (in any identity) at the christening, he will apologize for his seemingly rude brevity, and attempt a fresh introduction, explaining that 'an event of this magnitude required his fullest attentions!'

Drako himself should be portrayed as above suspicion of any wrong doing and will introduce himself kindly with all the gregariousness of Santa Claus. If the player-heroes should divulge that they are actually attending the cruise, he will make the gesture that he will see to their comforts personally. If they are in their hero identities, he will go a step further and ingratiate himself in their service assuring them that he is deeply in their debt for their assistance. He will stay in their presence to mingle for as long as the players will allow before breaking off because he sees another dignitary that he must, of course, entertain.

The party will continue for several hours into the evening; Drako wants to be sure that everyone has plenty of time to adjust to their surroundings, enjoy the decadent comforts, and become familiar with the other guests. He is not reluctant to state the reasons for this as he declares that the cruise will be every bit as elegant and pleasurable as the party. The GM may optionally roll reactions for the interactions between Drako and the heroes, especially if a character has some sort of heightened perception or cosmic awareness. If a character has



telepathic powers, they will be filtered through the workings of Drako's psionic henchman, Delphi the Oracle. Should the players obtain a negative result, they may suspect that this all seems too good to be true; however, the GM should attempt to continue with the beginning scenarios and discourage the players from digging too deeply. Servants and stewards will virtually bathe the player-heroes in lavish hors d'oeuvres and padded comforts, Drako will even encourage the major celebrities in attendance to engage with them as a tactic to keep them happily involved in the party scene.

MAP KEY: ISLAND ESTATE

ESTATE MAIN HOUSE

Areas 'E' through 'R' in the Main House are breathtaking in their decor (albeit with the presence of the creepy gold statues) in classical Greek style with very strong local influences, but bear nothing truly out of the ordinary. Each room serves ideally for its intended function and, unless otherwise noted, doesn't contain anything that would incriminate Drako.

A. Bungalow 1: This structure is the small foundry described above. It has been converted from a comfortable guest house into a workspace. Other than what has been described, there are also beautiful original paintings by various famous masters and, of particular note, a forge style blacksmith's hammer ensconced like a trophy above a rather large and sooty fireplace (marked by an 'X') in the main room. Pulling the handle to the hammer downward rotates the fireplace floor away revealing a metal three foot by three foot metal plate with a footswitch that lowers it into the floor and down twenty feet to a secret passage which leads to Phaestus's Antechamber in the secret subterranean base. The fireplace will not feel warm as it has not been used recently. After Phaestus uses this elevator plate, it rises and replaces itself and the fireplace resets its position. The plate is not detectable by any normal means, and the GM should use high discretion in allowing the villains to keep this secret advantage. The second floor is identical to the rest of the bungalows. Players may note Bungalow 1 is the only one with a chimney and fireplace.

B. Bungalow 2: This is a comfortable guest house with a kitchen and living area, both are just beyond the entry and have tile flooring and area rugs. Stairs in the living area lead upward to a loft bedroom, bathroom, and closet on the second floor. The floor of the loft is hardwood and the bed is a large queen size. A door is in the bedroom that leads to a spacious balcony with an ornate wood railing and a wonderful view of the Mediterranean Sea.

C. Bungalow 3: This is laid out identical to Bungalow 2.

D. Bungalow 4: This is laid out identical to Bungalow 2.

E. Entry Hall: The large double doors leading into the entryway from the outside are made of heavy oak and are inlaid and burnished in gold relief depicting ancient Greek art from various well known fables and myths. The floor is of marble in two foot tiles, with curtains, draperies, and tapestries well placed and garnished with golden cords. A few marble statue busts are here on low entry tables. There are two exits from this room; one to the Main Hall and the other to the Grand Staircase.

F. Coat Room/Parlor: This is a warmly decorated room just beyond the Entry, first left off the Main Hall. It has some seating and seems to be intentionally designed as a waiting area. There is a table here with contemporary magazines in many languages. There is an alcove here with racks and hangers for accessories such as coats, scarves, and hats. Heroes in costume may even be asked by servants if they wish to check their capes.

G. Atrium: This room is open to the outside air from two stories above and has thin but strong Cedar, Ash and Sycamore trees that have been pruned to perfection as they reach for the sky. Other small Mediterranean bushes and plants abound around the perimeter.

H. Dining Hall: This is a formal dining room with a long and well-polished wooden rectangular table as one would expect to find in such an elegant space. There are a few armoires on the south wall with possibly priceless China wares and the chairs and settings at the table

itself serve up to sixteen dinner guests.

I. Cellar Entrance (Outdoor service).

J. Grand Staircase: This spectacularly crafted feature has four sets of stairs, two from the Entry Hall and two sets on the other side in the Nook that lead upward to spacious landing with an additional two staircases. These, wider than the first four, lead to the Northwest and Southeast wings, respectively. The banisters and railings are of sculptured wood and are easily breakable at SR: 3. The landing will have two gentlemen who look and behave like private security, and while stationed here will direct all non-residents back down into the areas of the main house and forbid entrance to the upper wings.

K. Kitchen: This is a full-service kitchen full of appliances and tools to prepare items from many menus around the world. Drako employs a French chef among the staff. All kitchen, dining and lounge staff in the house at the party behave themselves very professionally as if truly working at a commercial venue. There is a small freight elevator here that goes down to the Cellar.

L. Laundry: This is the house laundry facility. Three washing machines and three dryers, all electric, are here along with a folding table and several linen closets that contain several sets of towels, sheets and other linens needed throughout the estate.

M. Main Hall: This is the main hall that generally bisects the Main Floor. Paintings, framed photos and other items of artistic interest are hung on the walls, but nothing out of the norm for such a hall.

N. Nook: This small dining area appears to be quite common by comparison to the surroundings most commonly used by Drako. The table here has hors d'oeuvres and champagne on it and the chairs are against the wall. The Grand Staircase, Main Hall and Terrace and stairs down to the Cellar all connect to this room and there is a nice view of the sea through the sliding glass doors to the Terrace that would be unobstructed if the house was not crowded with guests.

O. Entertainment Lounge: This is a large room that resembles a restaurant dining room with '6-top' round tables, a jukebox/DJ station, a small performance stage, and a full service bar which also serves the adjoining terrace. During the celebration this is one of the rooms that will be most frequented by the guests.

P. Terrace: This space flows outward from the Entertainment Lounge and has a generous number of high tables designed to caddy drinks and ashtrays for guests. The view from the Terrace is unimpeded, but it doesn't have the privacy of the Overlook. The floor here and in the Overlook is constructed from dark stone blocks with deep-red tinted mortar in the grout lines. The stone has a deep brown-black patina and was probably excavated from the island somewhere.

Q. Overlook: This is a smaller version of the terrace sans any tables. There is a four-foot-high wall constructed of the same material (SR: 7) and in the same fashion as the floor and has a bronze railing affixed to the top for its entire length.

R. Restrooms: Restrooms can be found throughout the Estate and will always contain a vanity/sink, mirror, and toilet, and may, as indicated in different area maps, contain multiple urinals or sinks, a bidet, and/or a bathtub with shower.

S. Freight Elevator.

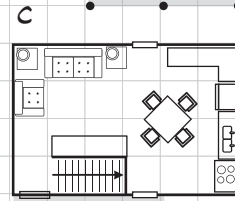
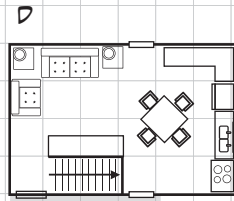
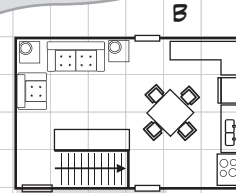
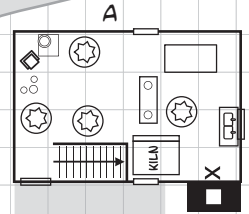
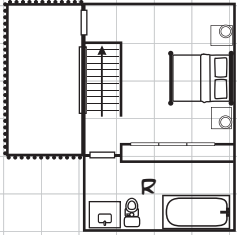
NORTHWEST WING

A. Hallway: This hall leads to Drako's personal living space and other luxury suites. There are some paintings and tapestries in various places between the doorways here. Of particular note is a golden statue, much like many of the others in the estate. This one, however, is of Drako's father dressed in his Fisherman Captain's garb as in the photographs in the home that show him the last day before he was lost at sea. The wall behind the statue has a concealed door leading to C.

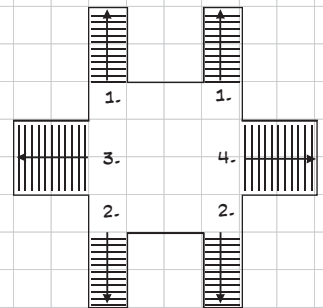
B. Privileged Guest Quarters: Each room of this type which also adjoins the hallway consists of lavishly decorated bedrooms, some of which are currently being used by some of Midas's more high profile henchmen, specifically Delphi and Narcissus. However, most of the villains do not spend enough time here to leave behind much in the way of clues or evidence that suggests any wrong-doing. The rooms

ESTATE MAIN HOUSE

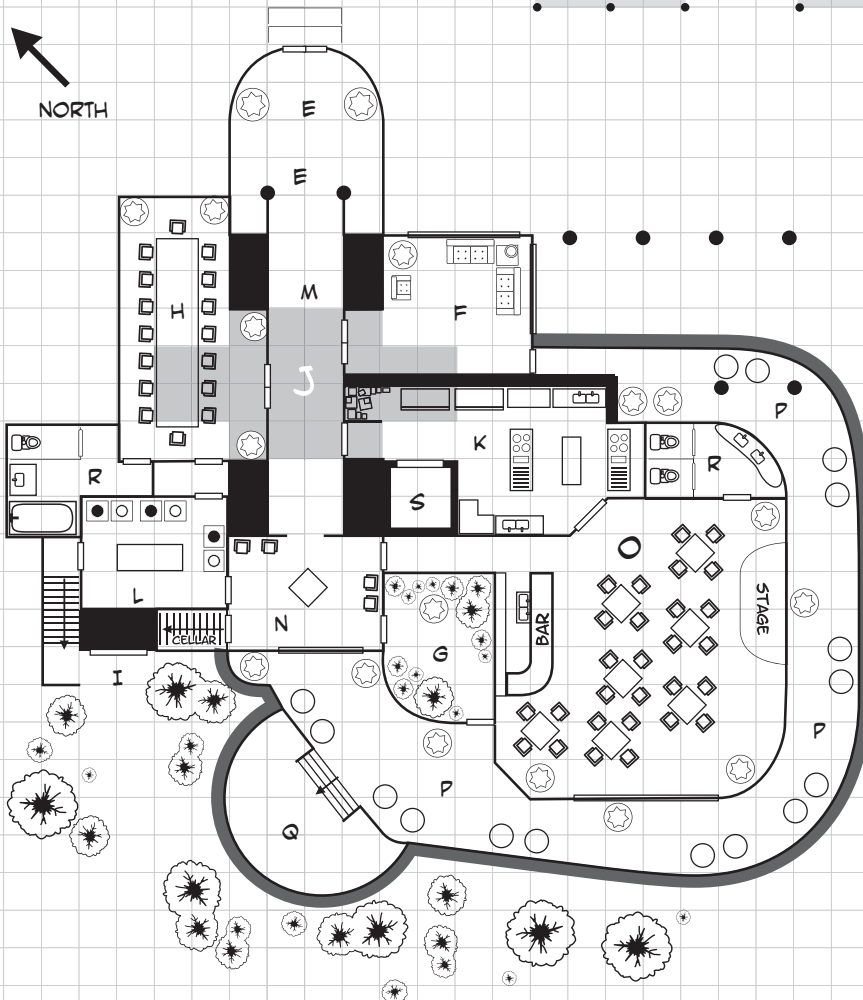
INSET:
SECOND FLOOR
(ALL BUNGALOWS)



INSET:
GRAND STAIRCASE

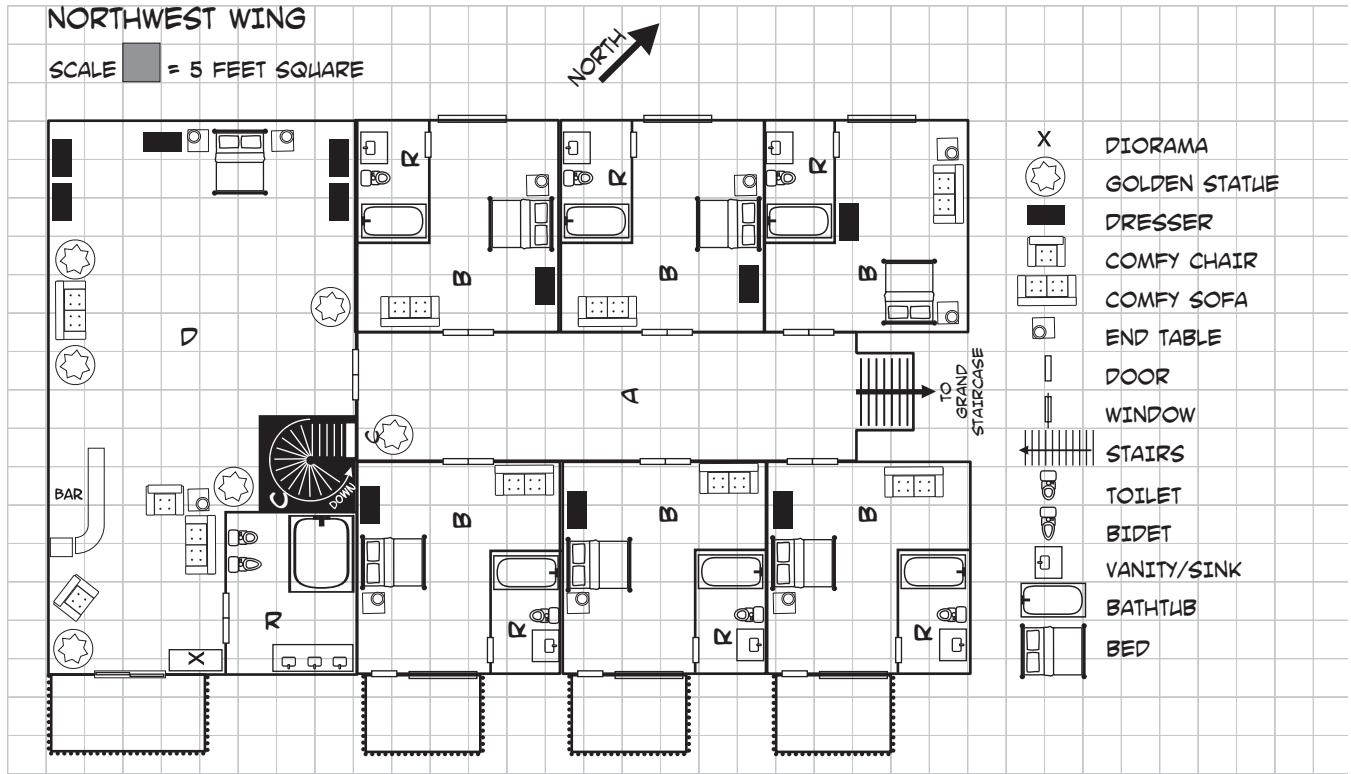


1. STAIRS DOWN TO ENTRY HALL
2. STAIRS DOWN TO NOOK
3. STAIRS UP TO NORTHWEST WING
4. STAIRS UP TO SOUTHEAST WING



SCALE = 5 FEET SQUARE

- RANGE/OVEN
- DRY GOODS/FOODSTUFFS
- REFRIG/FREEZER
- WASHER/DRYER
- STAIRS
- DOOR
- WINDOW/SLIDING GLASS
- LAMP/END TABLE
- GOLDEN STATUE
- DRESSER
- COMFY CHAIR
- COMFY SOFA
- BED
- TREES
- PILLAR
- CHAIRS
- TABLES



that have a southwest view have balconies as well.

C. Concealed Stairway: Should the heroes and/or heroines penetrate into the private Northeast Wing of the mansion and perform a thorough search of the hallway outside of Drako's bedchamber, they will find this concealed stairway to Basement Room 3.

D. Drako's Bedchamber: Drako's personal bedchamber is an opulent overindulgence of amenity and style that again harkens to the sort of individual who has more wealth than they know what to do with. Interestingly there are golden statues here only of women. On a table next to an Arcadia door leading to a patio balcony, there is a small porcelain diorama of the Greek hero Theseus battling the Minotaur with the Cretan King Minos looking on from his throne.

R. Restrooms: Restrooms can be found throughout the Estate and will always contain a vanity/sink, mirror, and toilet, and may as indicated in different area maps, contain multiple urinals or sinks, a bidet, and/or a bathtub with shower.

SOUTHEAST WING

A. Hallway: This hallway is not decorated with the same emphasis on paintings and tapestries, but still has the eerie presence of golden statues...

B. Servants' Quarters: Each room of this type adjoining the hallway consist of not-so-lavishly decorated bedrooms that are a bit smaller than those in the Northeast wing and are also more numerous. There is nothing of note here.

C. Servant Laundry: This room has two washers and two dryers and contains linens and sundries to support the housekeeping and kitchen staff with their personal living in this wing.

D. Small Kitchen: This is a kitchen area that might be found in a typical family home. There is a coffee maker here that seems to have received a good level of use and cabinets and pantries filled with modest dishes and typical food goods. There is also a small table and four chairs here. The servants probably take breaks here from the massive amount of work the estate demands for its care.

R. Restrooms: Restrooms can be found throughout the Estate and will always contain a vanity/sink, mirror, and toilet and may, as indicated in

different area maps, contain multiple urinals or sinks, a bidet, and/or a bathtub with shower.

BASEMENT

A. Cellar: This is a large room primarily stocked with grounds-keeping tools along the northwest wall. It also serves as a staging area for incoming goods to the household via a stairwell that leads up to the Nook as well as an adjacent service door leading to the outside. There are many items here being repaired and the room appears to be where small maintenance is performed regularly.

B. Basement Room 1: This room contains exactly what a person might expect to find. There are dry goods, cleaning solutions, tools, and other household implements as well as a few broken items in need of repair.

C. Basement Room 2: This small room is nearly empty and has a cot against a wall and a small dresser. There is wash basin against the wall and a pretty large tool box here. A person might infer that whoever sleeps in the cot is some sort of repairman for Drako and the estate.

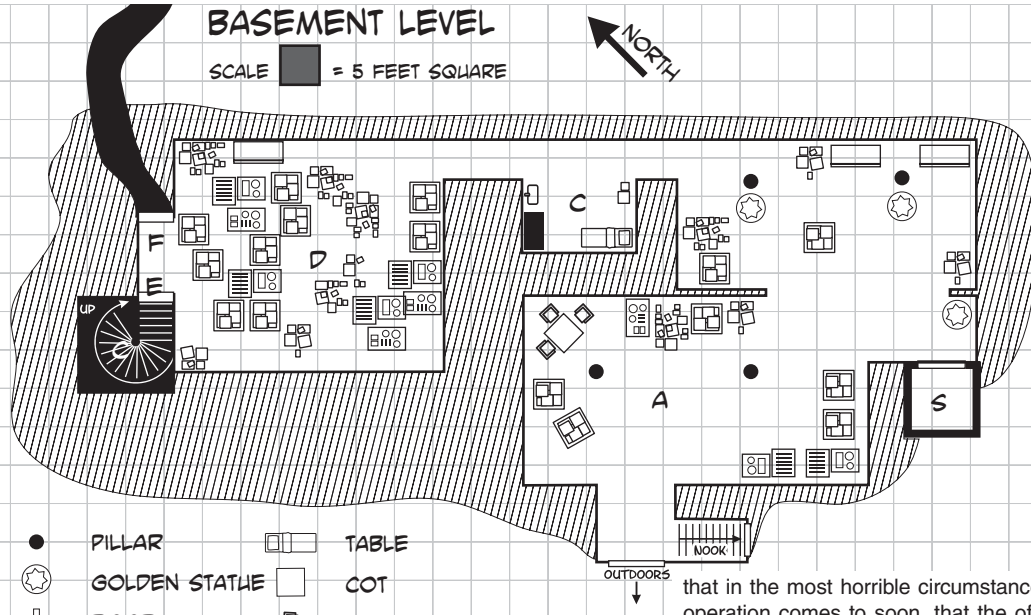
D. Basement Room 3: This area appears to be deep storage for sundry supplies stored on palettes with more of the same types of items as found in Basement Room 1. The room is on the verge of being cluttered, but one can imagine that someone who frequents the household probably knows exactly where things may be stored and perhaps even not recognize the space as cramped.

E. Concealed Stairway: This is a concealed stairwell that is the passage that Midas's and any other close personal guards and other super-villains travel through to and from the basement level to the Northwest wing.

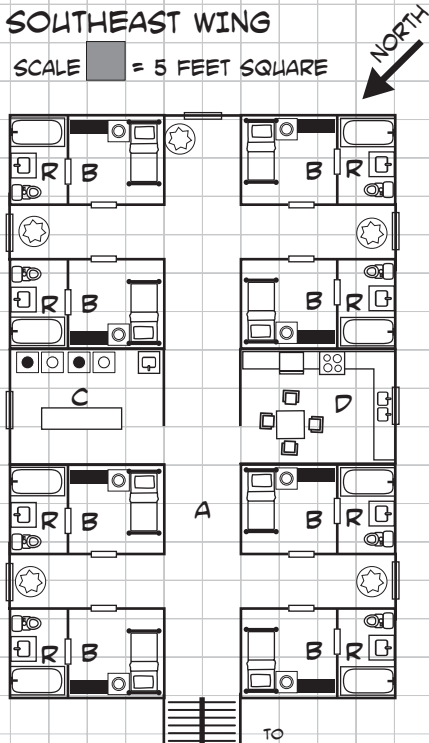
F. Entrance to Hidden Base: Further concealed here is the passage that Midas and his henchmen travel through to and from the hidden island base when they are at the estate.

S. Freight Elevator.

GM's Note: If the heroes somehow press on through the basement level and are unable to be deterred from discovering the secret passages here, the GM may at his or her discretion proceed to Section 6 to continue the exploration. However, if this occurs, the entire flow of the adventure as it is intended to be run will be thrown out the window. It is suggested



- | | | | |
|---|---------------|---|------------------|
| ● | PILLAR | □ | TABLE |
| ⊙ | GOLDEN STATUE | □ | COT |
| — | DOOR | □ | CHAIR |
| — | WINDOW | □ | RANGE/OVEN |
| ○ | NIGHTSTAND | □ | REFRIG/FREEZER |
| ○ | TOILET | □ | WASHER/DRYER |
| □ | SINK/BASIN | □ | EQUIPMENT |
| □ | BATHTUB | □ | LOOSE BOXES |
| □ | BED | □ | DRY GOOD PALETTE |
| ■ | DRESSER | | STAIRS |



that in the most horrible circumstance as discovery of Midas's entire operation comes to soon, that the offending heroes be captured (by whatever means the GM can attempt, even if that means inflating the numbers of the opposition) and held prisoner until such a time as they can escape their captors and somehow prevent or arrive to thwart the last heist aboard the SS Poseidon...

1.4 AFTER THE LIGHTS GO DOWN

Eventually, at some point during the evening, the legitimate guests of the party gradually are driven to the airfield in small groups via limousine SUVs to the north side of the island. There, they embark on small single engine aircrafts in rotating flights and are flown to accommodations in Athens which were included in the purchase of their cruise line tickets. This will be suggested to the players by one of the villains at the GM's discretion, most likely Delphi.

Meanwhile at the estate, things seem relatively quiet. If the players stay and wander about 'after hours,' some of the guests who had too much to drink and/or are staying at the estate that evening, may still be found in common areas in the main house, though they will, one by one, retire to the guest wing to sleep it off.

If the players continue to search, they have a 20% chance to be spotted by henchmen roaming around on patrol. If the players have not been able to figure out that housekeeping, the hired entertainment and some of the carousing guests are actually villainous henchman in disguise, then the chance to be detected in areas that are forbidden is doubled.

The disguised henchmen will attempt to cause discomfort by looking as though they are surprised housekeepers who will politely inform the players that certain areas of the estate are off limits to the party guests.

It is entirely possible that if these instructions are ignored, Drako himself will appear (coincidentally, of course) and express 'genuine' concern that he is not being a gracious host. He will attempt to guilt the player-heroes, in their secret/public identities or not, to return to their accommodations.

If a player (and we all have had the player once in a while who 'knows' something is up) is insistent on not being dissuaded, the GM may have a henchman 'cooperate' and lead the hero, isolated and alone, down an exclusive secret passage (unmapped) to their doom versus the Hellhound (see Section 6.4). At the very least, this hero should be captured or held in a dark place until he or she is discovered or manages to escape.

Truly, at this point in the adventure, there is going to be virtually nothing to discover in the goings on at the estate after the celebration dies down. The guests will eventually turn in, although it is possible that a few diehards will pass out on the sofas in the main chamber.

2. THE GOOD SHIP POSEIDON

2.1 JEWEL OF THE LINE

The jewel of Poseidon Cruise Lines is, of course, its flagship, the newly built Poseidon, poised for its maiden voyage. Poseidon is a luxury destination in itself. Boasting nearly 700 balcony staterooms it has every amenity of any ship designed for vacationing passengers in the world. Among those features are the casino and nightclub, four distinct luxury dining rooms, an arcade, a martini bar, a five star restaurant, a terrace pool, a movie theater, a bungalow theme bar. There are also seminars and classes, exercise, Pilates and yoga, and various programs to involve those under eighteen, not to mention live entertainment in many of aforementioned venues every night.

The PGK Poseidon has a displacement of 102,250 gross tons. Her length is 900 feet with a beam of 120 feet, a draft of 27 feet and a top cruising speed of 22 knots. When completed she will boast a passenger complement of over 2,600 guests. Her crew complement is 180, including administration. There are four sets of stairwells and elevator banks to reach eleven decks.

The GM should be encouraged and reminded to immerse the player-heroes in the glamour and spectacle. Player-heroes should find it difficult to concentrate on being investigators without someone somewhere taking exception. It would be quite obvious to many NPCs if all the heroes aren't having a good time on a boat like this!

2.2 SETTING SAIL WITH THE STARS

The ship will be sailing on a journey around the Mediterranean coasts in a 'super tour' round trip of 15 days. The ship's itinerary will be as follows from original departure from the port at Piraeus (Athens):

Destination	Duration	Course (nM)	Avg Speed (kn)
to Iraklio	20h	160	8
to Mersin	1d 3h	500	20
to Alexandria*	1d 6h	420	14
to Tunis	2d 7h	1100	20
to Barcelona	1d 1h	350	14
to Monaco*	23h	299	13
to Rome	1d	251	11
to Athens	1d 6h	570	19

* The cruise plans layover stops in Alexandria and Monaco with accommodations for 2 days stay for any who wish to go ashore. The cruise also has a ninety minute planned period in those stops for disembarking and re-boarding and four hour touring visits available in the non-layover stops.

1 nautical mile = 1.15077945 miles

Conversions between common units of speed

	m/s	km/h	mph	knot	ft/s
1 m/s =	1	3.6	2.236936	1.943844	3.280840
1 km/h =	0.277778	1	0.621371	0.539957	0.911344
1 mph =	0.44704	1.609344	1	0.868976	1.466667
1 knot =	0.514444	1.852	1.150779	1	1.687810
1 ft/s =	0.3048	1.09728	0.681818	0.592484	1

As mentioned in earlier chapters, this is a high-profile cruise, full of

celebrities. Many in attendance have their own personal entourages which contain security members and sycophants alike. There were no random tickets available to the public, so every passenger on the manifest was brought here by invitation and RSVP only.

If a player asks, the GM may plausibly explain that the heroes were brought in by the authorities under the guise of escorts to some A-list celebrities. The following is a sample listing of celebrities and dignitaries that should not be considered exhaustive. In using these or other famous bystanders, the GM should feel free to add or subtract from this thinly-veiled list, while also being conscientious to consider the ramifications if any of them were involved in any incident, and even more so, if any are accidentally or intentionally injured, maimed, disfigured, or killed outright! Their involvement could and should be very interesting to say the least.

SAMPLE LIST OF CELEBRITIES:

Person	Sphere	Notes
Reynaldo Olvera	Paparazzi	An annoying 'investigative' reporter with a penchant for getting punched despite any good intentions.
Gerardo Mantalbo	Diplomat	The Spanish ambassador to Greece who is quite clueless; was impressed to be included on the list.
Uma Fuhrman	Actress	A German actress with a brain and long legs. Well-liked enough, but as she ages, she is becoming unsure.
Bruce Gillis	Actor	An American action hero who is very athletic and may actually be heroic and likely capable.
Mariah J. Lopez	Singer	A Puerto Rican singing diva. Nice, but spoiled. Worried about her age.
Rod Denman	Athlete	Tattooed basketball bad boy and one-time phenom whose wardrobe in public is questionable. A facade?
Franco Pablisco	Comedian	Popular Latino wisecracker famous for his impressions. Good person.
Samantha Pollack	Actress	Down to earth American actress; intelligent, polite, and charming and often victim of unwarranted gossip.
Yao Hung	Athlete	Chinese boxer famous for his 'size'. Once did a McDonald's commercial.
Peter Hennings	Media	Respected TV journalist who is retiring for health reasons.
G. Horton Towney	Media	He considers Olvera a hack. British TV show host surrounded by a cloud of cigar smoke. Mouthy and outspoken, but usually spot on.
Imogen	Supermodel	Beautiful African supermodel with a gentle personality.
Pierre DuBourd	Diplomat	French businessman and politician who recently retired from public service amidst a scandal.
Pharris Chilton	Wealthy Elite	Spoiled American heiress with barely enough common sense to keep from being killed by a belt sander; she says everything is 'hot.'
Bermin Al'Harik	Diplomat	Egyptian diplomat who is a brilliant author; very affable with a great amount of patience.

The GM should also consider using Simone Redleaf or Scott Capuletti from *Enter The Gene Pool* or any of the scientists from *Escape From the Micro-Universe* or its sequel.

2.3 DURING THE CRUISE

Unknown to the player-characters, again, many of the crew, entertainers, servers, and attendants are actually members of the Narcissus's disciples; the number and specific identities of whom are at the GM's discretion.

Allow the heroes to roam about the ship noting the most open floor plan of the virtual floating city with the exception of the design now being tailored so that where logic would dictate some decks should exist, some hallways end at key intersections. All decors aboard the ship are a hybrid of classical Greek architecture and modern convenience. In certain cases, the decor will stray into a different motif, such as the Shark Tank Martini Bar which displays a bungalow theme, while the Acropolis Room is a light restaurant that displays a very strong Greek temple decor with a robust use of marble.

Several of the lower decks (Decks One through Four) have been completely 'sealed off' and are not accessible to guests. Company officials and crew aboard report them to be 'regrettably unfinished.' If Drako himself is asked, he will say that they were 'not necessary for completion of this maiden voyage' which only required the uppermost decks to accommodate the limited number of dignitaries that would be sailing on the celebrated voyage.

Elevators traveling between decks do show buttons specifically marked for these lower decks as would normally be intended, but using them will result in no apparent effect. There is a combination of buttons that will allow the elevator to make it to Deck Four. The same combination on the two banks of elevators nearest amidships will yield entry to Decks One through Three (see Section 2.4).

If a player's character repeatedly pushes the elevator buttons for Decks One, Two, or Three or tampers with the panel in any way, the security stations will be keyed to their location via closed circuit video monitoring and respond immediately to any success anyone may have to moving the elevator to these decks; likewise all the ship's elevator shafts have been set with motion sensor technologies in case someone should attempt to traverse the shafts to reach the sealed off decks.

The following map keys are provided to detail certain select locations aboard which will be commonly accessible to both the player-characters and also the NPCs. The GM should be encouraged to note the various locations. The encounters with the villains in Chapter 3 are specifically called out to certain areas of the ship, even though the activities of the players aboard the ship may dictate that they are in vastly separate locations at different times. It is important that the GM's decision to execute the attacks is based on when he or she thinks the timing is the most interesting or viable scenario to challenge his or her players.

For example, if the GM chooses to stage an encounter in the evening, it is plausible that one character could be attending the theater while another is 'winning big' in the casino. There are also a number of other more personal role-playing opportunities that may happen aboard, such as romantic interests, dining with dignitaries, etc.

MAP KEY: S.S. POSEIDON

ALL DECKS (FOUR THROUGH ELEVEN)

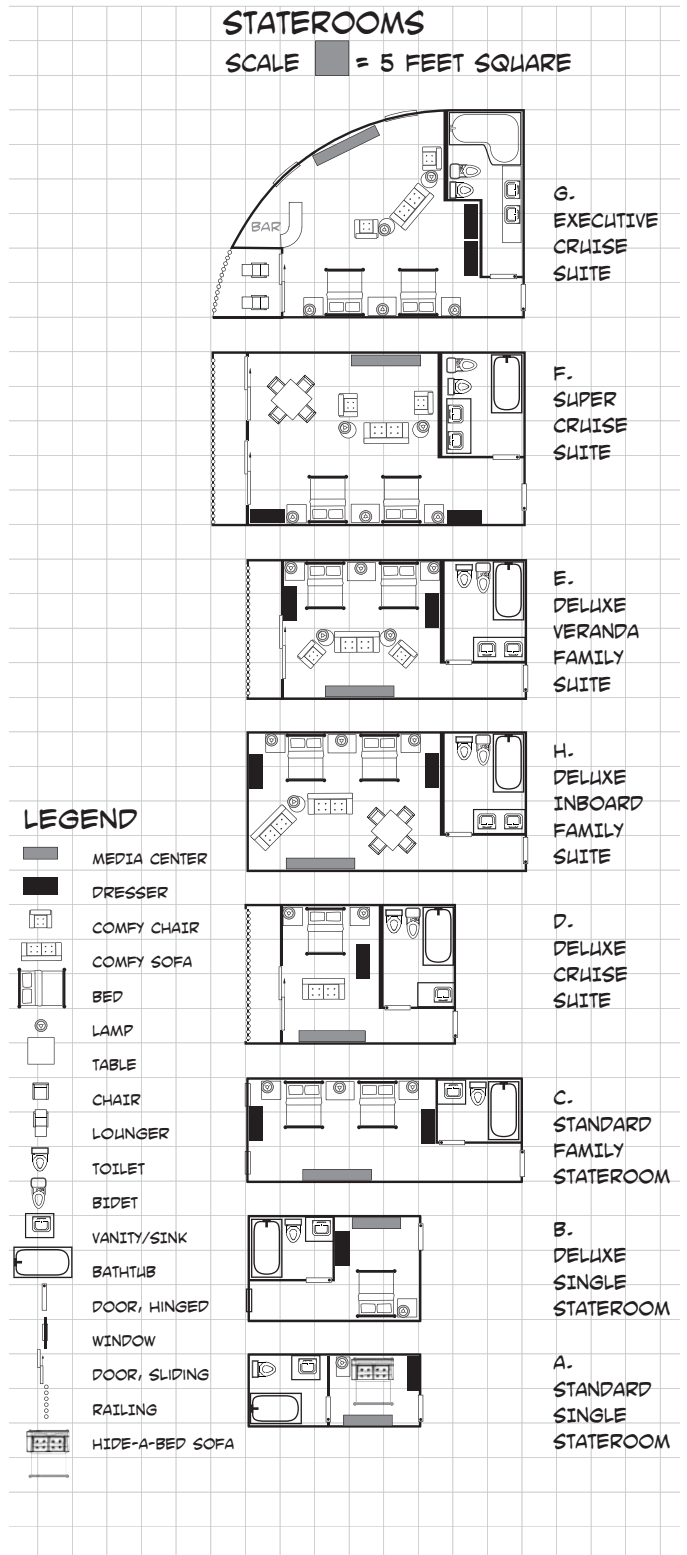
Staterooms (all decks): The rooms that make up those found on majority of the decks are the various size staterooms marked by letters A through H.

DINNER CLUB/RESTAURANT/NIGHTCLUB/BAR/SPORTSBAR

There are two floor plans the GM can choose from to represent the various restaurants or clubs aboard. Likewise the GM is free to use the key description and layout their own floor plan for one of these locales.

A. Main Entry. Passengers enter the ship from the shore here.

B. Bar: This is a full service bar manned by three bartenders at any given time and has a full selection of the finest top-shelf liquors and beverages.



C. Kitchen: This is a full service kitchen complete with all manner of appliances and utensils. It specifically has several items intended to support preparation of gourmet menus.

D. Manager's Office: The manager operates the club from here. This is where employee records are kept, and the time clock is here as well.

E. Walk-In Freezer: This is where frozen food is stored and has a locking, pressurized door.

F. Female Restroom: The ladies' room is kept very clean and smells of floral scents.

G. Walk-In Refrigerator: This is where the freshly prepared food or goods in need of constant refrigeration are stored.

H. Stage/Dance Floor: This area depending on the venue may be a large tiled floor or a raised wood plank stage. Depending on the time of evening and/or who is booked, there may be a comedian, a DJ, a 'live' band, or a sultry singer.

I. Piano/Sound Booth: Also depending upon the venue, this is either a complete sound station where a professional disc jockey entertains or sound personnel mix for live acts - or - it is the location of an elegant grand piano. A professional player who does requests entertains for four hours every evening.

J. Rear Kitchen Door.

K. Service Doors: These are the doors to the kitchen where the servers and bus persons enter and exit most during the height of any dining shift.

L. Rear Exit: This is the door from which most employees arrive and leave the club.

M. Male Restroom: The men's room does not smell floral at all, but it is clean.

DECK ELEVEN

The Acropolis Room, a restaurant/dining room, is located on this top deck. There are small balconies on the fore and aft side of the restaurant and nothing else on this deck.

DECK TEN

No notable features are located on this deck other than several lifeboats, tanning loungers, patio furniture and three cutaway areas that provide balcony overlooks to the pools and outdoor ball courts found on the deck below.

DECK NINE

At the forward end of this deck are the bridge and ship's administration locations that are not open to passenger entry. This deck is where the small and large pools can be found. Several lifeboats are strewn along the deck's edges.

In between the two water features is a 'food court area' of small fast food restaurants with limited menu selections and a small plaza common area consisting of patio tables and chairs. The offerings of the food court are the Purple Pizza Eater, Nero's Gyros, Boomers Burgers, ChickenSchtick, Cool Slab Ice Cream, Nemo's Subs & Sandwiches, Kwan's Chinese Buffet. Most of the food is prepared by a kitchen elsewhere and stocked in the food court each morning.

Other areas of note located toward the stern are a basketball court, a tennis court, and the Shark Tank Martini Bar.

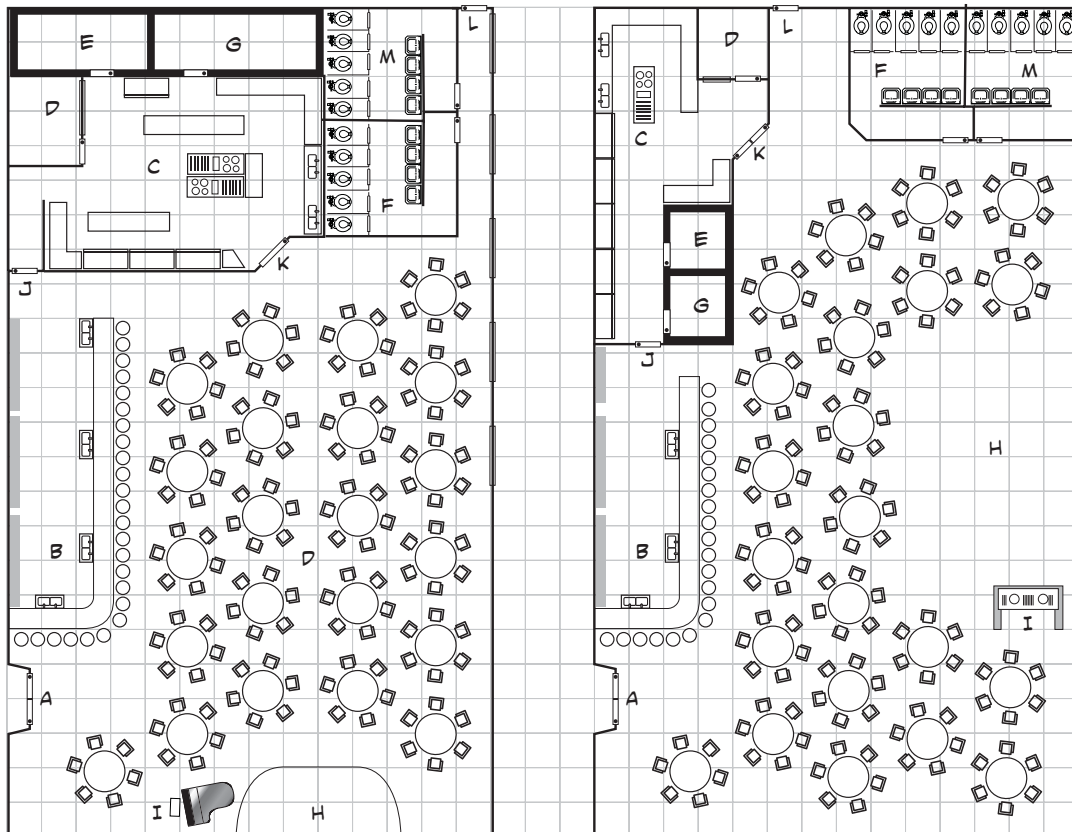
DECK EIGHT

At the forward end of this deck is the helm control and ship's navigation. As with the bridge, these locations are not open to passenger entry.

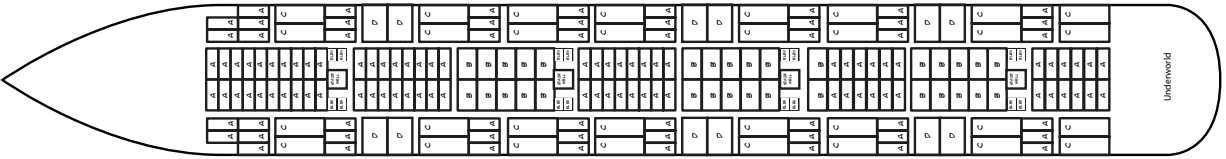
At the fore are a Gymnasium, Fitness Center and Spa. It has a fully stocked fitness and workout area with all instructors, the latest machines and routines and a completely furnished his and hers locker rooms with available masseur/masseuse to support the facility. There is also a Salon that is a full service beauty salon/barber facility, also stocked with professionals versed in aesthetic (minor) cosmetic procedures.

The deck also has an Arcade and a Gift Shop amidships, and passenger accommodations from amidships to the stern. The Arcade

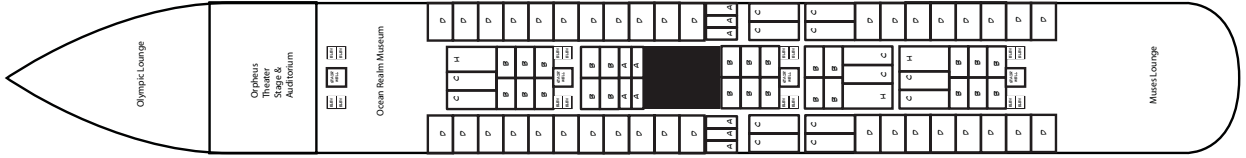
THE DINNER CLUB/RESTAURANT/NIGHTCLUB/SPORTSBAR AND GRILL



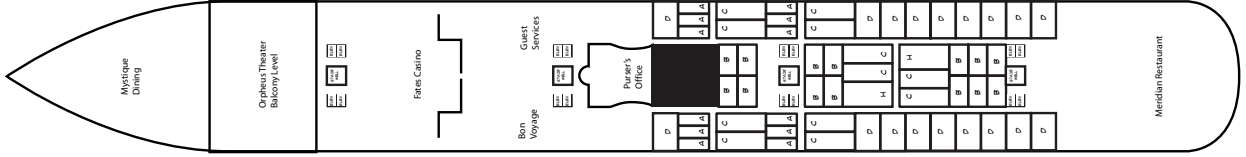
DECK FOUR



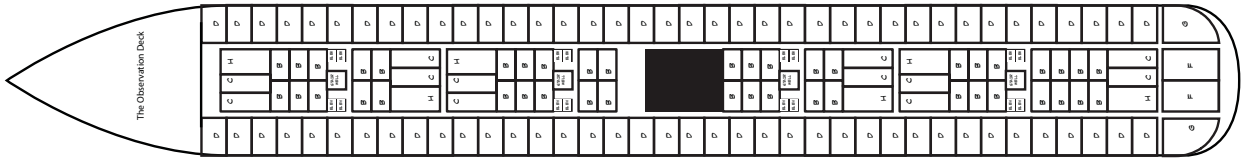
DECK FIVE



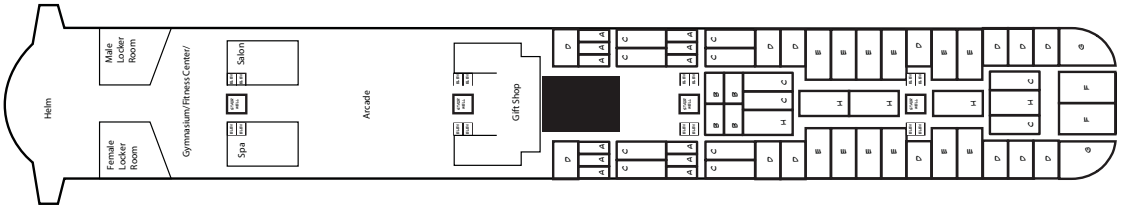
DECK SIX



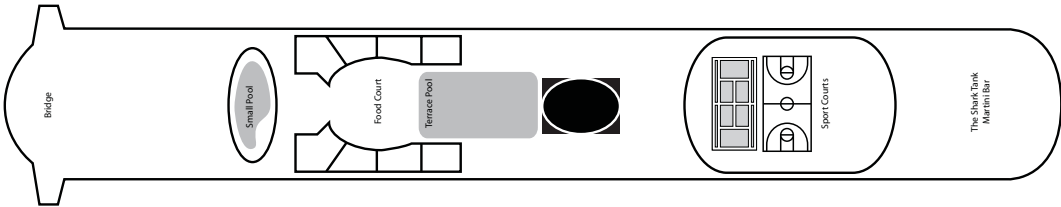
DECK SEVEN



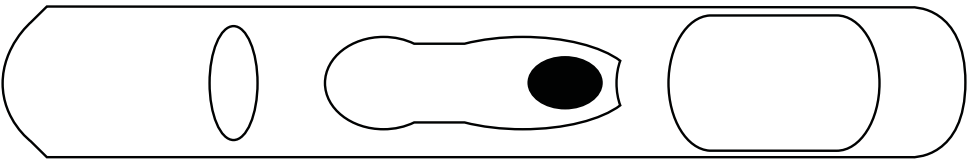
DECK EIGHT



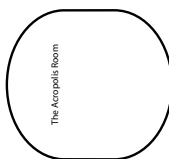
DECK NINE



DECK TEN



DECK ELEVEN



SCALE
120 FT

aboard ship is full of game cabinets with video games from the past twenty-five years kept in extraordinary condition. Games are free using card readers that accept room key cards from passengers. The gift shop is large and well-stocked and sells the usual array of licensed and branded souvenirs one would expect to find. There is nothing else of interest here.

DECK SEVEN

Deck Seven is almost exclusively passenger accommodations. At the bow is an open air deck for strolling and observation. This is the location of the hostage crisis that takes place in Section 3.

DECK SIX

Similar to Deck Eight with passenger accommodations from amidships to stern, there are also destinations here. Deck Six is the first that the boarding passenger would see. The boarding areas 'Bon Voyage' and 'Guest Services' are the most lavishly decorated with fountains and other very splendid art pieces. The personnel stationed here include the Cruise Director, Marisa Alita Perez, whose staff will see to passengers' every need. The Purser's Office is here as well and ship's security operated from the same location. The Ship's Purser, Ophir Garrandee and his staff, can be found here to attend to related issues.

The Mystique Dining Room is at the bow and has a jazzy lounge motif complete with piano and lounge singer most nights. The Meridian Restaurant is the finest aboard and is located at the stern. The Meridian's chef was at the party at the estate and will recognize the heroes. He is not a villain, but will prepare a tasty treat for the heroes if they were particularly kind at the pre-launch party or commented about the food.

The second floor of the Orpheus Theater is actually located on this deck between the Mystique Dining Room and the Fates Casino.

The Fates Casino

This is the floor plan to use for the casino aboard the Poseidon. It is your typical place of gambling and glitz, although the atmosphere for this cruise might be a bit flush with more high rollers than one could imagine - a casino manager's dream. Notably, there is no cash out area or booth; chips are charged to the account of the passenger and winnings may be collected from the Purser's Office when the cruise concludes.

A. Entry Doors.

B. Bar/Refreshments: This is a full service bar manned by three bartenders at any given time and has a full selection of the finest top-shelf liquors and beverages.

C. Blackjack Tables.

D. Poker Tables.

E. Men's Room.

F. Women's Room.

G. Craps Tables.

H. Slot Machines.

I. Emergency Exits.

J. Roulette Tables.

DECK FIVE

Deck Five is primarily a passenger deck, but like Deck Six has several locations of interest. At the bow is a sports bar, the Olympic Lounge, which is a strange hybrid of a modern sports bar and a coliseum-type environment. Also at the forward end of the boat on this deck is the Ocean Realm Museum and the Ship's Theater (main level). At the stern is the Muses Lounge, a 'family' venue, where the bar does not serve cocktails, but instead 'healthy' non-alcoholic beverages such as smoothies and shakes.

Orpheus Theatre

The theater aboard ship can accommodate various productions such as theatrical stage, symphonic, or cinematic performances.

A. Projection Booth: This is a standard cinema booth complete with projector and movie rack with a few reels. In the event of a stage performance here, the projector window is covered and spotlights are placed where an "X" is marked.

B. Main Balcony Seating: This area of seating slopes downward from the back row to the front row at an angle of thirty degrees.

C. Catwalks: These are metal-grate construction (SR:8) and can be seen through by anyone from below at twice their Detect Hidden versus

d100 if actively searching. Over the top of the stage there are three rows of light cans and, at each end of the catwalks, there are panel boxes that control their fuses and power.

D. Stairwells: These lead down to the main level of the theater and up to the balcony seating area.

E. Exit Doors: These banks of doors open only from inside the theater and are exits used after every show.

F. Main Control Room: This room has the regular power switch for the lights, air conditioning, and such. An usher sometimes stands here to monitor the balcony.

G. Broom Closet. Also contains mops, buckets, rags, etc.

H. Main Auditorium: The seating here descends about twelve degrees in a downward slope from the back row. At the fore of the front row, an opening about three feet high runs the length of sixty feet centered beneath the lip of the stage, which exposes the orchestral pit.

I. Main Stage: This is the stage of the theater. The shaded area represents the dimensions of the orchestra pit below. The pit is empty and unlit unless a performance demands the orchestra be seated here for a musical, else the orchestra plays on the stage as a symphony.

J. Stage Curtains: These draperies are of fine materials interwoven in beautiful classic patterns. They are drawn across the back of the stage in front of the projection screen when a movie is not the feature. Likewise the drapes closest the edge of the stage are used in normal fashion for the opening and changing of acts in stage performances.

K. Projection Screen.

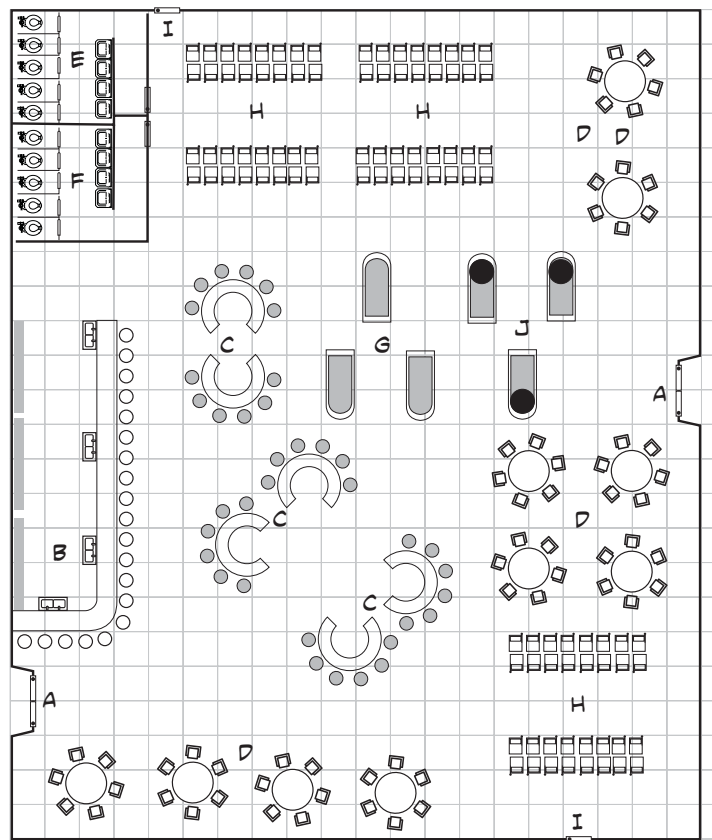
L. Ladders: These ladders go up and down from the back of the stage to the catwalks.

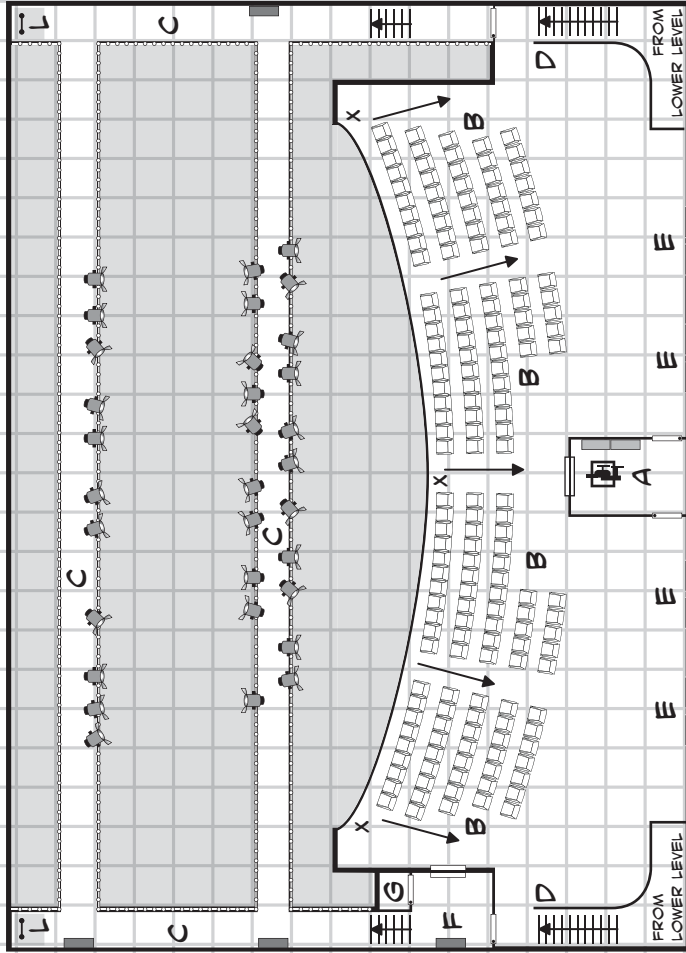
M. Main Entrance: These are the only doors that open from the outside normally.

N. Box Office: Here is where movie-goers and theater attendees buy or redeem tickets for various shows. There are two windows.

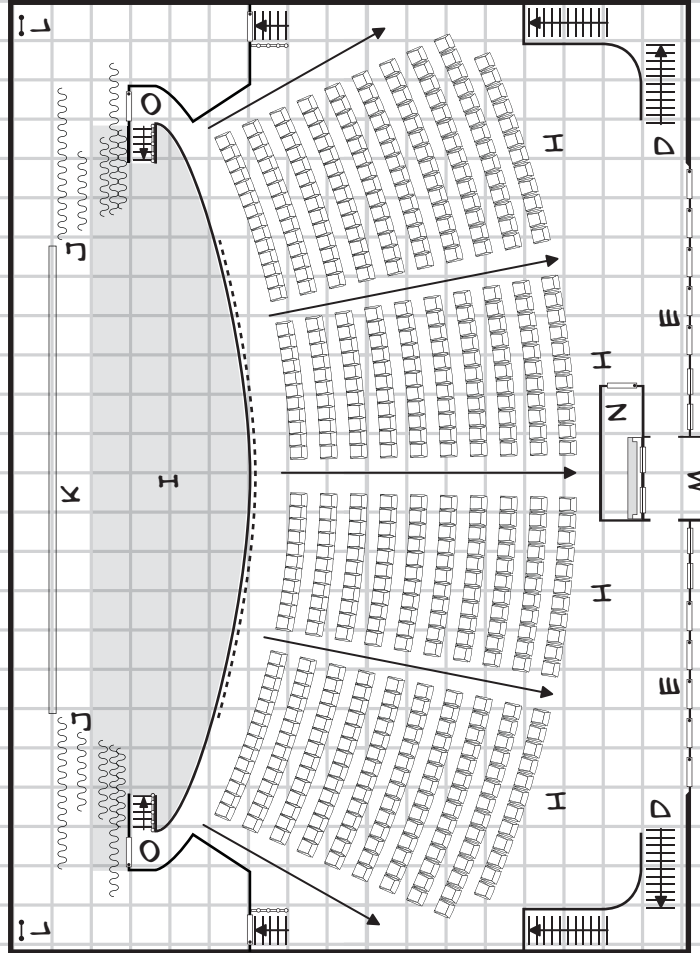
O. Orchestra Pit: These doors lead into the pit.

THE FATES CASINO














THEATER
BALCONY LEVEL



THEATER
STAGE & AUDITORIUM

ORPHEUS THEATER

LEGEND

-  DOOR, HINGED
-  WINDOW
-  GUEST SEAT
-  PROJECTOR
-  LIGHT CANS
-  RAILING
-  STAIRS (ARROW= UP)
-  CURTAINS
-  LADDER

DECK FOUR

This is the first deck that is off-limits to the passengers. The deck is being used by some of the crew and also is frequented by several workers who are obviously involved in the construction of the ship as they will always be seen porting tools and wearing tool belts and the like. These workers, in reality, are actually guards in disguise and are part of the façade that makes this deck appear to be unfinished and the reasoning behind the lower decks being off limits. If these men are engaged by the heroes, they indeed will be revealed as Warriors of Ajax.

The GM should be aware that on this deck, everyone knows everyone, and 'strangers' will be recognized barring any supernatural disguise ability. There is one 'nightclub' at the stern, dubbed 'the Underworld.' If any of Midas's super-powered henchmen are on board, this is where they will spend their 'down' time. Narcissus in particular enjoys 'working' on a cruise ship and spending time here.

2.4 UNDER THE SURFACE

Unknown to the players, many of the lower decks are not what they appear, especially at the lower levels, as Drako had the ship specifically built out of dry dock modified to house a submersible. Should the players stumble upon the truth too soon, the GM is encouraged to move the story quickly to Chapter 3 to introduce

confusion into the players' routine super-hero investigations.

Decks One, Two, And Three are virtually non-existent; the girder framework, joists, pier posts, air and electrical conduits are in place, but there are no walls or floors, per se, except for some planks that have been installed for maintenance personnel to reach items in need of repair. There are two catwalks each leading from the two Elevator/Stairwell banks 2 and 3 to the Submersible which has been installed suspended amidst the structures until the true plan unfolds.

3. ROCKING THE BOAT

If the players do not discover the true nature of the ship by the fourth afternoon of the cruise, there will be an assault by 'pirates' that begins with the breaking of the festive atmosphere. It is recommended that Chapters 3 & 4 commence shortly after departing Alexandria.

Wherever a majority of heroes are at this time, a panicked crew member will come into that area, have a very obviously rushed conversation with a PGK security officer, and then both will hastily depart the room. Heroes will likely decide to follow, at which time they will witness considerable sudden movement from men belonging to the ship's security detachment moving through the hallways toward the bow and traversing up or down in Elevator/Stairwell 1 if necessary to get to Deck Seven. If they are insistent on knowing what is going on before hand, a crewmember may be able to tell them that "several passengers have become hostages on the bow!"

A hostage situation has developed on that deck and depending upon where the heroes are aboard the vessel, they may arrive at different times.

The heroes eventually make their way to the source of a stand-off between ship's security forces and a villain who identifies himself as Ajax and declares the ship and all her valuable seized by his pirates!

This is the first phase of unleashing chaos in Midas's plan. His servant Ajax, feigning to be the leader of the forces of evil, has taken eight guests

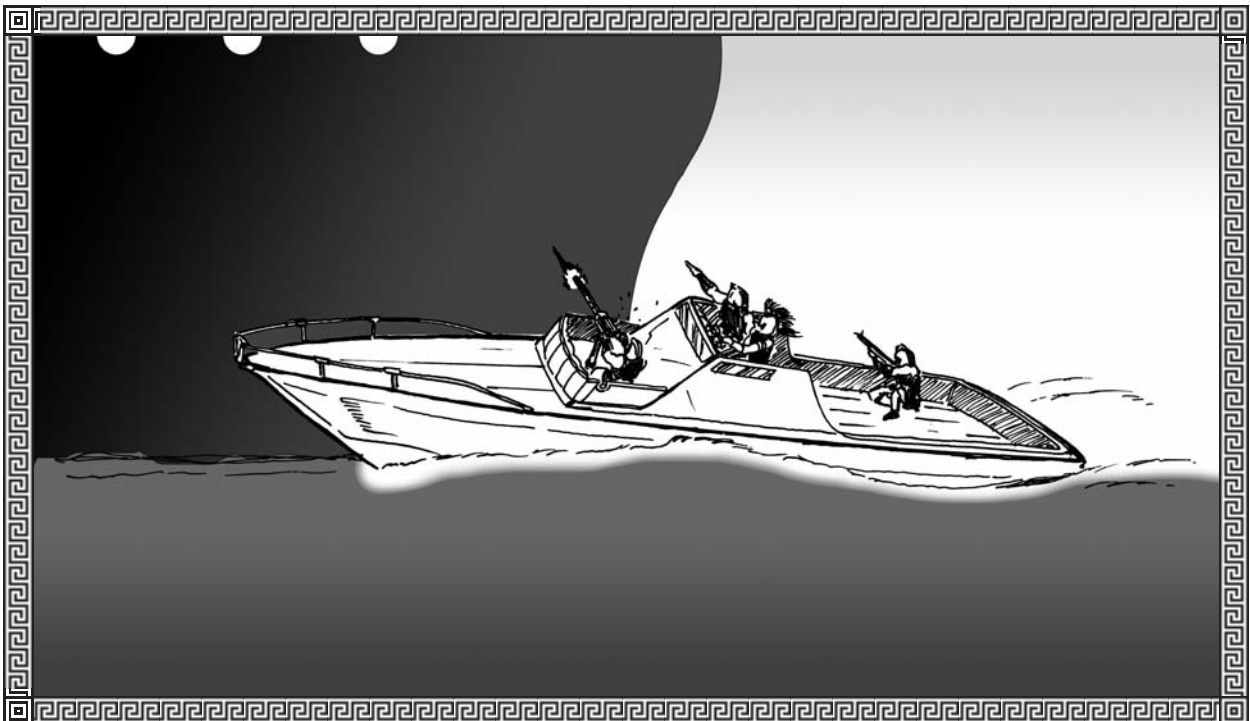
If a player-hero manages to explore the hollow decks, they will certainly notice the submersible and the Poseidon's engines and shafts. If they are very diligent, there is a small chance they may find explosive charges at various places with remote detonation components built into them. Some sort of skill check will be required to recognize these for exactly what they are and a further one to deduce the intricacies in their fusing and effect when detonated.

hostage on the Observation Deck of Deck Seven. Here, he will await the heroes who will come forward to 'negotiate. If the GM hasn't described the pirates' methods when the job was assigned, then the players will likely assume this is how it has gone down in the past episodes of the other ships and shouldn't expect the attacks in Chapter 4 to commence. Let them make this assumption.

If the players twitch, Ajax has a 30% chance of killing a hostage. In any event, the player-heroes cannot reason with Ajax. Unknown to the players, Ajax, although he is a sentient self-aware being of certain intelligence, is an artificial construct and following orders without fear for his own life or limb.

With confrontation a foregone conclusion, Ajax will either be defeated or not, with the GM commencing with the action in Section 4 at his or her discretion, either during the battle with Ajax or immediately after.

If Ajax is defeated and rendered 'unconscious,' he will self-destruct; his body being destroyed by eerie, orange-ish hot molten goo that renders his remains unrecognizable. His memories and thoughts will transfer to the next vessel waiting back in the underground base in Phaestus's antechamber. If a smart player is thinking fast on their feet, allow them to take a sample of the goo for possible later analysis. If Ajax is not defeated immediately, then he will continue leading the pirate assault through Chapter 4 and will evacuate to the submersible when the time comes.



4. ASSAULT!

If discovery of the true plot has been made at any time prior to the start of this chapter, the assault will begin at the GM's discretion.

Small craft will begin swarming the perimeter of the ship firing machine guns and launching boarding parties. Each gunboat is a high-speed motorboat armed with a swivel-mounted .50 caliber (+4 accuracy, 2d6 damage, autofire x12) and crewed by four Warriors of Ajax. One will be pilot, one will be the machine-gunner, and one will be feeding the ammo; the last will be a back-up if one of them should be incapacitated or killed.

PIRATE GUNBOAT

Weight	Crew	Cargo Capacity	Speed	Hits Pts. to Disable	Hit Pts. Demolish
3500	2+2	1000	90	25	100

Loud voices broadcasting from the small craft can be heard demanding the Poseidon to come to a stop in at least two languages, English and Greek. The captain of the Poseidon will instruct the bridge crew to ignore the pirates and begin to radio authorities.

Drako can easily be found by the player-heroes on board, and will actually seek them out if he is aware of their presence as indicated by how they attended the pre-launch party. If the player-heroes are found by him, he will take them to the bridge... If the heroes search for him, he will actually be found on the bridge; if the heroes have difficulty locating him, an intercom announcement will be heard asking for Mr. Koronikis' presence on the command bridge.

When the heroes arrive at the station, Drako will ask for their assistance and have the Captain act as though he is complying with the request of

the pirates by bringing the ship to a full stop. He tells the heroes that this will help them gain surprise. If the heroes remain incognito, the rationale for having the boat stop will be a story that the Captain and officer crew of the S.S. Apollo were executed during that incident by the pirates for not stopping the boat immediately.

During this diversion, the 'traitorous' crew will release the safes in the purser's office and have 'housekeeping' empty the remaining valuables in the individual staterooms.

If the player-heroes are winning and defeating the gunboats, a last one will continue to arrive until one eventually lets loose with two torpedoes which will be fired into the SS Poseidon's port side. The two 'fish' in the water will travel parallel and strike the boat at the waterline apparently causing a massive explosion. The resultant tear in the outer hull will have all the appearances and black smoke of a normal attack and, on the ship, the crew will not be very good at controlling panic. They will let slip with statements like "We're taking on water!" and "Damage control can't isolate the breach!" Any heroes who try to assist with this predicament will be 'conveniently' waylaid by more invaders who have 'gained entry' to the ship.

'Damage control' will be almost non-existent. The player-heroes will be unaware, unless prior to this point the 'spoiler' discoveries have been made, that the explosives mentioned at the end of Section 2 are responsible for the sinking now occurring.

The motorboats will continue to harass the passengers and heroes until the departure of the sub at end of Section 5.2, unless they are destroyed.

5. DISASTER!

Up to this point, the players should have no reason to suspect Drako of a foul play. Any of the celebrities encountered amidst the chaos can be heard cursing themselves for participating in the cruise.

Other small charges hidden in the bulkheads of all the decks detonate one by one as they come in contact with salt water. These ongoing minor explosions only further exacerbate the chaotic scramble for life preservers and a mad frenzy to the lifeboats. The ship is sinking fast.

GM's note: Part of the role playing experience at this point in this sort of circumstance should be the players own survival as the ship sinks. Be sure players are staying in character and as none of them has probably faced this particular situation in their previous adventures. There should be a sense of urgency and tragedy; lots of people are dying and it's a bad scene!

5.1 FACING THE INEVITABLE

The 'assault' by pirates has resulted in a torpedo striking the port side and water flooding into the decks. The ship begins immediate evacuation to lifeboats located on Decks Nine and Ten. Several passengers surely have been killed or injured. As the ship is being evacuated, there are several places where there will be difficult hatches which are 'jammed' or 'stuck.' Superhuman strength or powers that can damage or weaken the hatches may be able to help in these cases.

Drako will now be nowhere to be found. A crewmember will testify that he believes Koronikis has been killed and has fallen overboard if asked. The ship will begin to slip beneath – and secretly, criminal henchmen will be listening to a countdown to hull jettison.

5.2 SINKING FEELINGS

The SS Poseidon sinks quickly and beneath the waves, her wreckage jettisons away and separates amidst some final explosions of remaining charges. The down-current generated by the sinking vessel's remains as it sinks faster will grab anyone who is not actively swimming to resist. Some of the passengers in the water will drown in this effect without question; there are too many for the heroes to rescue all of them.

Heroes who do not have a means of escaping the down-current themselves must swim with a carrying capacity of 200 pounds or greater and if no powers of life support or adaptation are possessed, they must save versus Endurance after each game turn to hold their breath. The first two saves will be rolled on a d20. Success on both means the player has successfully avoided being drowned and has surfaced. Failure of one of the two rolls means they have been caught and are being pulled down. Each game turn thereafter, the roll will be versus a d100 with the hero needing to make two rolls in a row or be rescued.

The skin of the vessel and anything on the boat that wasn't nailed down breaks free and floats to the surface amongst the displaced passenger-survivors.

The SS Poseidon is now completely a memory and, if not already engaged, the heroes will see so many survivors in need of rescue; they may not be able to catch the thieves among them...

If the heroes are not paying strict attention to the life boats and crew situation, they may not notice that some among the crew are intentionally allowing people in the water to drown. Further observation of these particular crewmen may allow the players to notice them equipping some sort of small and subtle breathing device and then actually leaping into the water. A Detect Hidden roll would be required

in the confusion.

Upon further scrutiny a Detect Hidden roll plus an appropriate heightened sense such as radar, sonar, or infrared vision may detect what is happening beneath the water. Without one of these heightened senses, the chance will be quartered due to bubbles and debris.

A different sort of 'rescue' operation is transpiring underneath the thrashing waves. Obscured by all the wreckage debris is the fully

operational submarine that was concealed in the lower decks of the ship, which has now broken free of its mooring in the former cruise liner. The submarine is stationary until the salvage of the valuables aboard has been completed by the dive pirates and any 'crew' topside have entered into open airlocks specially located in the pressurized hull. After a few game turns, the submarine will eventually depart leaving the wreckage and any survivors who are not villains behind.

6. RETURN TO FIRIOS

Drako has, in fact, evacuated to the hidden submarine and is moving away from the attack site and shipwreck. If the submarine plot has been not been discovered by this time, have a villainous henchman survive the shipwreck and divulge the information. At this point it will be pretty difficult for anyone, super-powered or not, to gain access while it is submerged and under way. If no one attempts to capture the sub, skip ahead to Section 6.2.

The submarine has a top speed of 35 knots, 30 knots when submerged. In addition to being armed with torpedoes fore and aft, the sub has a 'whisper' device that nullifies sonar. The ship's hull is SR 16 and the interior components are SR 13. The sub's engine takes 80 hit points of damage to disable and 150 hit points of damage to demolish. The sub is remarkably light weight and displaces about 4,000 tons.

Any attempt to breach the hull while the sub is in motion will result in a counter measure where an electric current is a run through the hull. This attacks as Lightning Control that does 2d8 points of damage to anyone touching the hull and is activated by contact.

MAP KEY: THE HIDDEN SUBMARINE

- A. Main Hatch:** Entrance from surface.
- B. Bridge:** This is the main command area and helm control; the area acts as a nerve center for operations to all other areas of the sub.
- C. Captain's Quarters.**
- D. Periscope.**
- E. Upper Cargo Area.**
- F. Cargo Lift:** This platform raises and lowers cargo between decks.
- G. Lower Cargo Area:** The total area consists of two sections with large hatches that open as ramps. The floor of the rear area is slightly elevated.
- H. Heads.** The restrooms aboard ship have sink, toilet, and shower.
- I. Officer's Quarters.**
- J. Galley.**
- K. Mess Hall.**
- L. Sensor Room:** This room has a sophisticated and super sensitive sonar array, and also has a retractable communications/radar buoy.
- M. Engine Room:** Maintenance and control for all engine components, including the baffled drive shafts, is here.
- N. Crew Berths:** Each berth has two sets of bunks accommodating four crewmen.
- O. Forward Weapons Control:** This is the main control for the torpedo armament aboard ship. The forward torpedo tubes are loaded here.
- P. Aft Weapons Station:** Although control is in the Forward Weapons Control, the synchronized control and loading for the aft torpedo tubes is here.
- Q. Armory:** This is a weapons locker which contains racks with various energy pistols and energy rifles. The room is locked and officers all have keys.
- R. Recreation Room:** This is where off-duty crew can 'unwind'.
- S. Closet:** Closets contain general maintenance tools and cleaning implements.
- T. Tactical Room:** This is where the officers aboard meet, plan strategy, and when appropriate, dine.

6.1 CAPTURING THE SUB

Should such an attempt be made, successful or not, the sub will not immediately return to its base, rather it will surface and several Warriors of Ajax will assemble on the top of the sub and make a stand. The full complement of villains aboard is approximately one hundred, including those who were already aboard PGK Poseidon, although the GM may adjust this number up or down to what he or she feels is an appropriate challenge for the player-heroes in the campaign.

If all the resistance is defeated, then the helmsmen aboard the sub will surrender. Drako will not participate in the resistance if the sub is captured; he will pretend to have been at the mercy of the terrorists as he knows he must remain apparently innocent. If the helmsmen are questioned, they will claim they were under orders from Ajax to take the sub to a secret base off the coast of Turkey, when in actuality they will be guiding it back to Firios as instructed by Drako just prior to their capture.

Drako will play at following the heroes around and letting them 'defend' him, even as the heroes arrive in the sub at the dock. Delphi, who is also aboard, as she was on the Poseidon, will use her invisibility and mental illusions to remain undetected.

6.2 SHADOWING THE SUB

If no one attempts to breach the hull and capture the sub, or if none of the villainous crew report that the plan has been discovered by the heroes, Drako will assume that they're not being followed and chart a heading for Firios Island. In this case, the sub is easily followed to its hidden base back on the island. Once the sub reaches the secret base, it will be moored and villains will disembark.

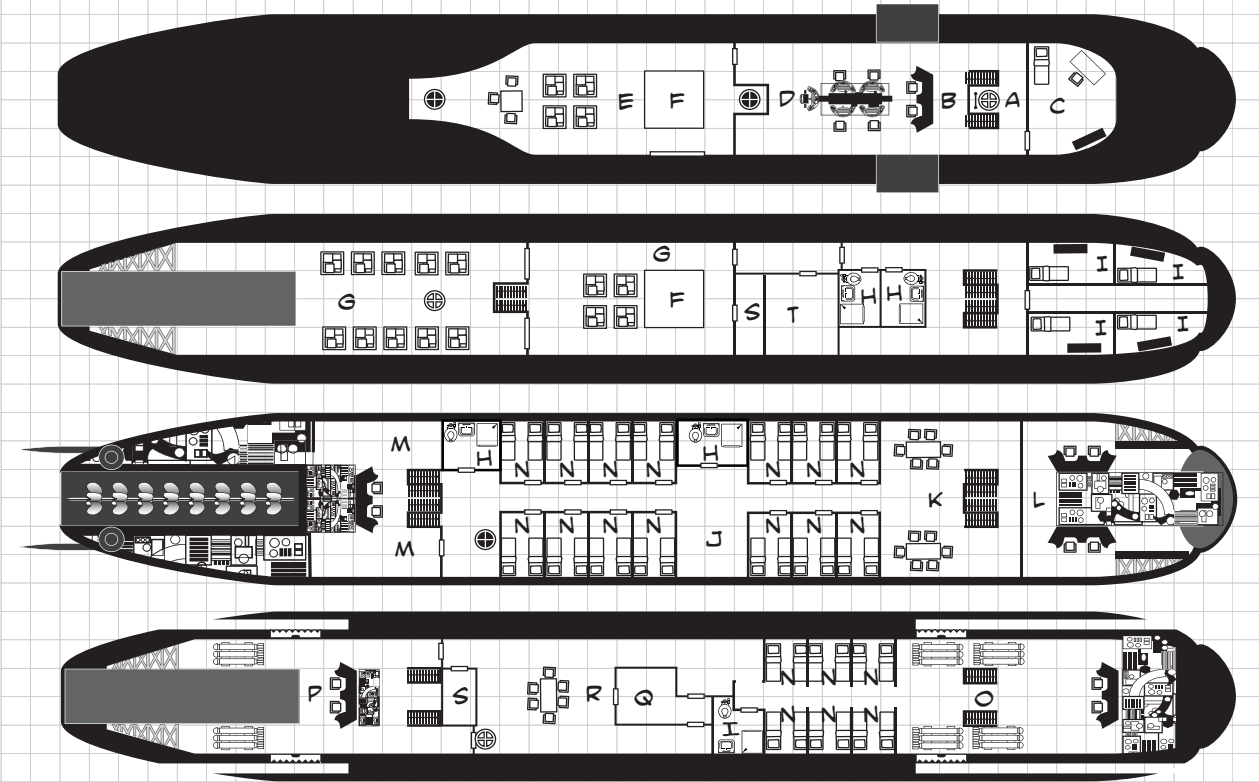
If the heroes are able to track the sub and infiltrate the sub base, they have a chance to witness the disembarking of Drako, who doesn't seem to be under threat. If Ajax was defeated on the Poseidon, the heroes will be baffled by the sight of Ajax, in perfect health, greeting Drako on the dock. If Ajax was not defeated, then he will emerge from the sub with Drako. The two will not waste any time; they and several agents pass into the holding area and use the elevators. Delphi, as mentioned above, will be just behind them.

MAP KEY: SECRET BASE DOCK LEVEL

A. Cave Passage: This is a channel of water that was originally a natural vein of water that flowed beneath the island which was modified and excavated to provide a canal/tunnel that the submarine could pass through. It loops around and exits the same cave for the sub to exit. In

THE HIDDEN SUBMARINE

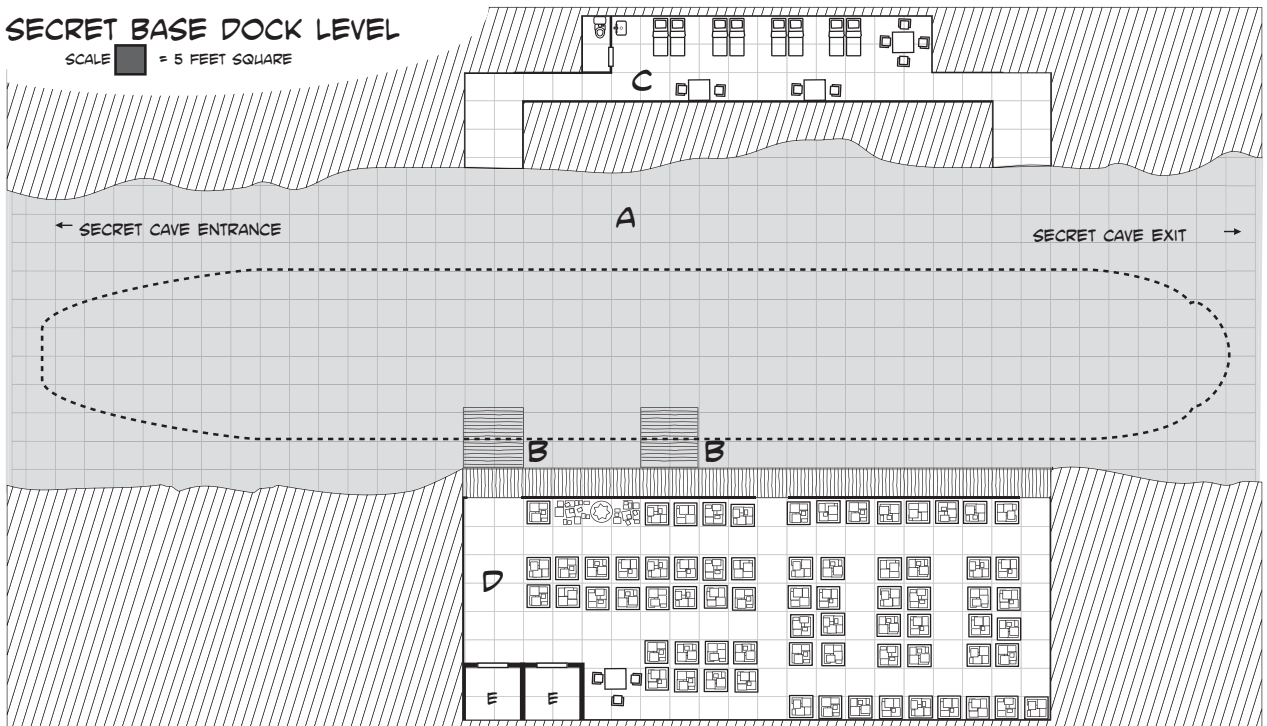
SCALE [5x5 grid] = 5 FEET SQUARE



- | | | | | | | | | | |
|--|-----------------|--|--------|--|--------------------|--|---------------------|--|------|
| | TORPEDO RACK | | TOILET | | HATCHES | | WASH BASIN | | BUNK |
| | TORPEDO LOADING | | TABLES | | HATCHES DECK ABOVE | | SHOWER | | |
| | MACHINERY | | CHAIRS | | HATCHES DECK BELOW | | LADDERS (ARROW= UP) | | |

SECRET BASE DOCK LEVEL

SCALE [5x5 grid] = 5 FEET SQUARE



- | | | | | | | | | | | | | | |
|--|----------------------------|--|------------|--|-------------|--|---------------|--|------------------|--|---------------|--|-----------|
| | SUBMARINE IN DOCK POSITION | | SOLID ROCK | | WATER | | STAIRS | | PLANKS/BOARDWALK | | GOLDEN STATUE | | EQUIPMENT |
| | PILLAR | | DOOR | | LOOSE BOXES | | CARGO PALETTE | | | | | | |

the event that the base is flooded with magma, the only part of this passage that will fill is the sub dock area itself, the rest will remain clear if the sub is used as an escape route (see Section 7).

B. Sub Dock. Three piers are here with the first being wider to accommodate the unloading and loading of larger cargo or hull maintenance. Four guards are posted here.

C. Sub Dock Guard Barracks: Bunks can be found here to support the station of sixteen guards. These guards are Warriors of Ajax and will emerge if the alarm is sounded. There are some extra tables and chairs here to provide further comfort or recreational possibilities and a lavatory and sink here for hygiene. A deck of playing cards is on the table.

D. Cargo Holding Area: Filled with organized rows of cargo palettes, there are four Disciples of Narcissus posted here and two Kyklopsos who remain virtually inert until an attack of any kind becomes evident. The GM should note that they are not oblivious and will attack anyone who is not authorized, using the Kyklopsos Detect Danger %x3 as a baseline roll.

E. Elevators: These elevators lead upward to the Treasury on the base's main level.

6.3 BATTLE FOR THE BASE

Whether the heroes are inside the sub or in the cavern after following the sub, whatever their plan, they will be betrayed.

In the scenario where they take over the sub, they might be able to somehow disembark, but Delphi will slip away using her illusory powers and sound the alarm in the Sub Dock Barracks, which will in turn place the entire base on alert. Once sufficient melee ensues, Drako will also slip away (for the last time) and await the heroes in his Throne Room where he will reveal himself to be Midas.

In the scenario where the heroes are infiltrating, Delphi will have remained in the Cargo Holding Area. Even if the players stealthily dispatch the guards in the Sub Dock Barracks, when they enter the Cargo Holding Area, Delphi will be able to detect their presence and will sound the alarm as she proceeds into the elevator herself to warn Drako, who will, as above, await the heroes in his Throne Room, where he will reveal himself to be Midas.

From this point until the time the heroes should get to the Throne Room, they will be involved in pitched running battles with the remainder of the forces at Midas's disposal.

MAP KEY: SECRET BASE MAIN LEVEL

The base complex under Firis Island is a combination of man-made structures and areas carved from the volcanic rock that is the natural strata of the island. Heroes with extraordinary magical or mental abilities will feel uneasy as if something was supernaturally wrong.

The entire complex is equipped with an array of bafflers, so that attempts to analyze the island from the air or via satellite imaging will only detect the above ground structures and the rock strata and compositional materials of the island; the cavities in the earth which contain the base's structures are undetectable. Likewise, the only communications from inside the subterranean base that can communicate out is in the radio room identified in the map key.

A. Treasury: It is very obvious from the sheer amount of goods and treasure stored here that Midas's pirate operation extended far beyond his own cruise liners. It is a scene right out of a movie.; there are piles of valuable pieces, golden trinkets and chests here. There are also several golden statues here.

B. Main Barracks: There are bunks here for about one hundred guards. Two bathrooms are here.

C. Brig: Adjoining the Main Barracks is a holding area for prisoners

or mutineers. There are six cells, each with SR: 18 walls and bars, the cell door has a complex lock that can be opened with an access card which may be obtained only from Midas, Phaestus, Narcissus, or Delphi. The bars are energized and will activate a discouraging charge of electricity if pressure is exerted on them in any way. This attacks as Lightning Control that does 2d8 points of damage. The bars on the cages are SR 16. There is a statue of a man in great anguish, reaching out as if to plead for his life. He was dressed in a Armani suit and tie, dress shoes and might have been in his thirties. Perhaps he was a financial attorney who failed Midas somehow?

D. Operations Center: This is a large round room reminiscent of an amphitheater. It has a round table in the center and is encircled by two tiers of computers and machines with various purposes.

E. Elevators: These elevators go down to the Dock Level.

F. Foundry: A forge area with kilns, forges, and vats of nasty molten metal. There is an inconspicuous archway on the far side of the room almost completely concealed by shadow that leads to G.

G. Phaestus's Antechamber: Here is the storage of some partially completed constructs, among them, two highly sophisticated Ajax models are under sheets, one of whom will awaken only if the previous copies have met their fate. There is a secret passage from here to beneath his bungalow on the surface.

H. Radio Room: A very small room with a communications array.

I. Temple Hall: This is a Greek temple modeled after the layout of the Parthenon, complete with pillars around the perimeter. Many 'golden' statues are here in the shadows behind the pillars. The ceiling is thirty feet above the heroes' heads. There are a few urns around the room and the place is fairly illuminated by a glowing white crystal about the size of a grapefruit suspended from the center of the ceiling. Two Kyklopsos guard a door behind a throne at the far end that leads to J.

J. Altar Room: This room is also lit by a crystal and contains only a dark stone ring about twenty feet in diameter. It is covered in some sort of runes and appears to be important. It is clear of any debris inside the ring, although there are loose stones and pebbles elsewhere in the room.

K. Cavernous Chamber: This expanse is barely illuminated by the torches on the platform above. The ceiling is a lofty 60 feet above and the hot moisture of the cave is evident. It has an uneven floor of natural igneous formations and anyone trying to fight or balance on this surface will suffer a penalty of -2 HTH. The Hellhound may, at the GMs discretion be heard growling from above at any intruders.

L. Hound's Lair: This dark room is where the hound (guard dog) rests. He will usually be on the platform outside the room, however, unless the base is unoccupied. In an inconspicuous corner of the lair is also a one way door that can be unlocked from this level by a switch in the throne of the tyrant Midas. The wall with the door is covered in decorative classic Greek depictions and is smooth and perfectly concealed. A few bones can be found, likely human, and the stench of rotting carcass lingers amidst the dominant smells of a humid doghouse. Unless a player-hero is aware of the door's existence or has a special detection power or sense, it will be virtually undetectable (effectively half the Detect Hidden attempt). Coincidentally, this is the door which the overly curious from Section 1.4 are guided through to face the guard dog alone.

M. Platform: Torches at the edge of this platform illuminate much of the area. The Hellhound can usually be found here if awake. He will be quite vigilant. If he is awake and not here, he will be either sleeping or eating in his lair (L.)

N. Throne Room Gate: There is a dais carved in the alcove leading to a set of large golden double doors made of a sculpted chaos of interwoven bodies. They are all amazingly lifelike in the same manner as the golden statues and present a hauntingly grisly scene.

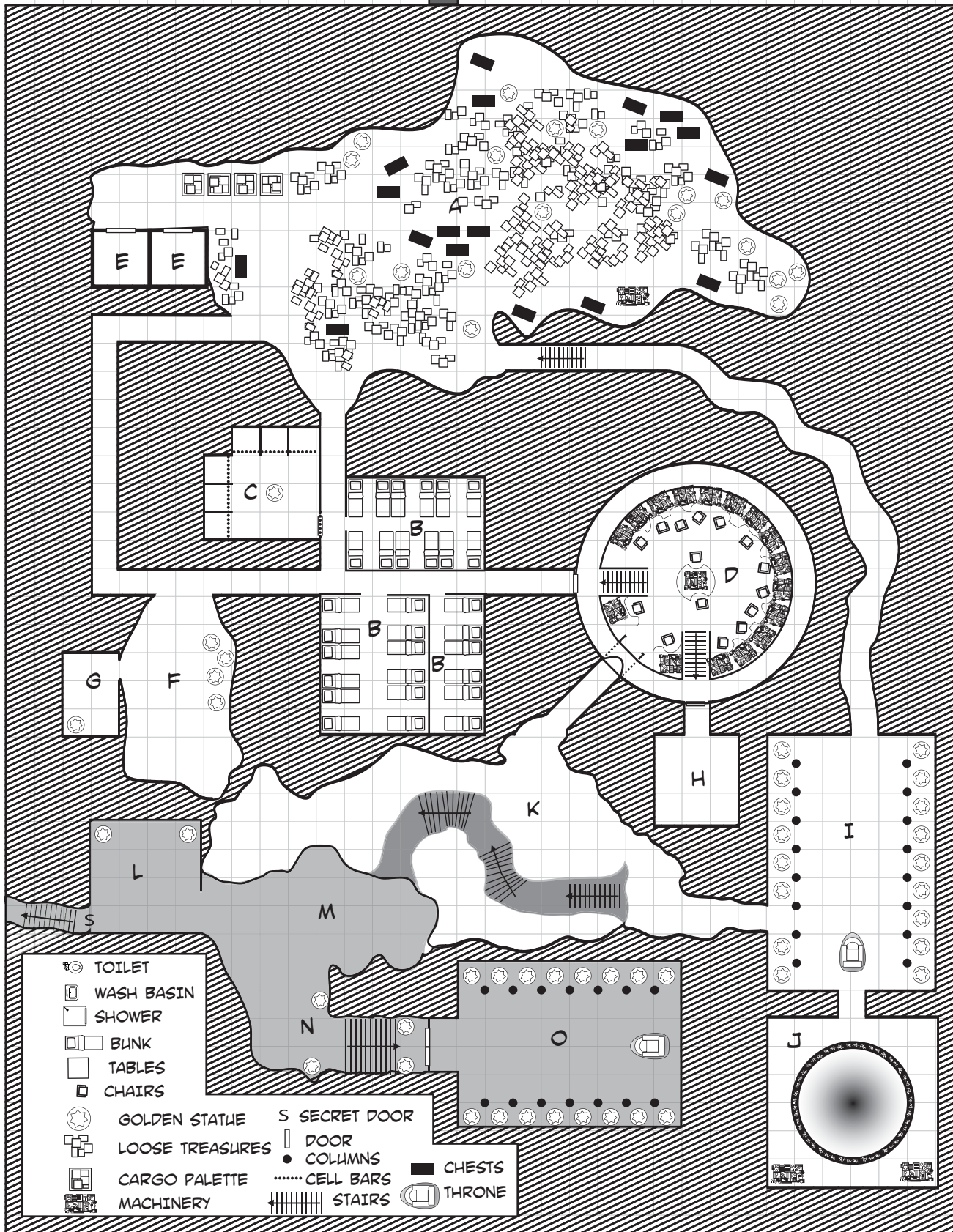
O. Throne Room: This is another temple-like room with a lavish marble throne at the far end. Several 'golden' statues are here, including Drako's mother! Drako will be garbed in all his glory as Midas, the Golden Tyrant and will be surrounded with most of his remaining henchmen and, if previously defeated, one of the two Ajax constructs from room G.

SECRET BASE - MAIN LEVEL

SCALE



= 5 FEET SQUARE



6.4 GUARDING THE GATE

At the top of the stairway is a platform in front of the Throne Room Gate, where a massive three-headed dog will be perched and alert; on the far side of the platform from where the heroes emerged is a massive set of double doors. There is an arched doorway in a recess carved into the cavern to the left side of the platform.

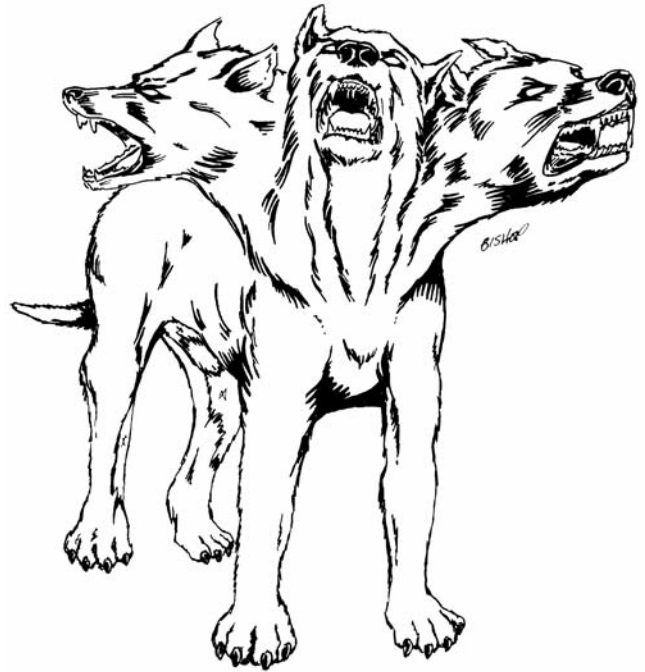
The dog itself, if not a naturally occurring phenomena, would take serious biological genius to achieve this mythical effect. The Hellhound is exactly what the player-heroes should expect: a massive guard dog killing machine. However, although incapable of speech, he is a highly intelligent sentient being! He will not surrender unless he knows he will be killed. He will not kill the heroes outright, but will ensure as he faces them, that they be preserved for capture and turned over to his master.

HELLHOUND

Hellhound is Midas' giant three-headed guard dog, a vicious bioengineered monstrosity made to resemble Cerberus. He is eight feet at the shoulder and while a very fearsome creature, he behaves like a puppy with Midas and is unswervingly obedient to him.

The Hellhound attacks in with Natural Weaponry (+1d4+4 damage) and may attack up to five times in a round (2 claws and 3 bites) at up to three targets, but expends 1 PR per attack regardless. He also defends as if he had Willpower A at 1 PR per use as a defense. An assault from the rear or flank receives no bonus to hit him.

Weight	Hits	Power	Acc.	Dmg.	Move	HTH	Agility	Ferocity
750	55	101	+4	—	96"	1d12	16	35



7. SHOWDOWN AT THE THRONE OF THE TYRANT

In Midas's throne room, any remaining major villains will rally here to defend the operation and make a last stand. Midas will remain sitting or standing just in front of his throne to await the heroes who have foiled his plans thus far, observing the battle in front of him as it unfolds. If a player-hero moves too close and is not paying attention, Midas may reach out and attempt his transformation attack. He will also direct the battle from here, warning his minions of impending attacks.

Located in the left arm of the throne behind Midas, there are two switches: one of which unlocks the one way door in the Hellhound's sleeping area. If Midas is forced to flee, he will not wait until he is alone, activating the first switch and hoping the player's are unaware of the passage. Midas will try to make a run for it, passing through whatever are the most convenient passages and attempting to get to the hangar at the airstrip. Better a fugitive than a prisoner!

If Midas knows he cannot escape or knows the secret passages are known to the heroes, he will likely activate the other switch in his throne as well before he runs and attempt to take everyone else with him (see Section 7.1).

If Midas and the villains are captured, the European authorities in many Mediterranean countries will want to take a pound of his flesh. As the heroes gather up the prisoners, when they clear out and reach either the sub dock or the estate grounds... the whole adventure ends with a bang!

If Midas and his minions win, that's a bad thing for the heroes. Any who have survived the battle will be held prisoner in the brig adjoining the Main Barracks until a decision is made. This will be their one chance to escape, if possible. It will not take long for Drako to decide that he must

eliminate the heroes in order to remain undetected by the authorities. Midas will then make the decision about the captured heroes' fates: They will either be quartered and fed to the hound or become 'decoration' for the estate, whichever is more appropriate.

7.1 SORE LOSER!

The second switch in the throne activates a massive chain reaction below the base causing a volcanic eruption. If Midas is unable or unwilling to use it, during the final battle as Ajax is defeated, the next Ajax will awaken in Pheastus's Antechamber. This Ajax will wait until the heroes have chosen their exit and activate the switch, and then find his own way out, being sure to take his 'spare' with him. Suddenly a sense of urgency will fill the air and any leftover thugs will scramble to escape the base. The heroes should do the same in adventurous fashion right out of a James Bond movie.

Any heroes just standing around during the violent shaking of the base or ignoring molten lava filling up the halls or debris and structures that begin collapsing around them is asking for trouble. The GM should ensure the players have plenty of time to escape. The lava will hit automatically and inflict 4d10 points of damage every phase a player-hero is in contact with it. Flame powers or noncorporeality used as a defense will allow the damage to be halved, but the magma cannot be held back, and it's probably a good idea to evacuate off the island.

If Midas escapes capture at all, the heroes can be assured he will see them again...

8. THE VILLAINS

MIDAS

Identity: Drako Koronikis
Sex: Male
Age: 61 (Apparent)

Side: Evil
Level: 12
Training: Charisma

Powers:

Powers:

1. Transmutation: Midas has a very deadly attack. When he touches another living being, he turns them into a metal resembling gold, paralyzing them in statue like forms. The transformation affects the organic properties of the body and is permanent once inflicted. It is unclear whether any spiritual or mystical process takes. PR cost is 6 points per use. While Midas must touch the victim, for the attack to be effective, flesh to flesh contact is not required, as process somehow affects the victim's attire as well, no matter the material. Midas' transmutation ability is limited to 3,500 lbs., thus limiting the size of creatures he can affect. GMs may allow the use of Invention Points, and appropriate knowledge, to reverse the effects, but it should be a costly and time-consuming process that the victim and his or her friends never forget.
2. Transformation: Shapechange: As a special side-effect, when Drako turns a being to a statue, he gains the ability to temporarily assume their form. The transformation is optional and flawless in appearance, although he cannot mimic the voice. To enact the change costs an extra 4 PR at the time of the turning and the effect can last for up to one hour.
3. Willpower A: PR cost of 1 when used as a defense.
4. Heightened Endurance B: +22.

Weight: 215
Agility Mod: —
Endurance: 35
Intelligence: 21
Reaction from Good: -6
Hit Mod: 7.056
Damage Mod: +2
Accuracy: —
Carrying Cap.: 563
Movement Rates: 58" ground
Det.Hidden: 16%
Inventing Pts.: 5

Basic Hits: 5
Strength: 12
Agility: 11
Charisma: 27
Evil: +6
Hit Points: 36
Healing Rate: 5
Power: 79
Basic HTH Damage: 1d8

Det. Danger: 20%
Inventing: 63%

Legal Status: Midas is not wanted for any known crimes, but would be if evidence was available to link him his many crimes.

Origin and Background: Drako Koronikis was born in 1950 to a wealthy Greek fisherman, Giánnis Koronikis. His mutant powers developed from the time when he was an adolescent and discovered his ability to transmute living organisms into metal. Over time the metal began to take on a golden hue, although it was not gold at all, but a far stronger metal akin to iron. The gold coloring was a convenient side effect. The power went unnoticed by most, his closest friends and family never catching on to his strange ability.

As Drako grew to manhood, he worked in the family business, Kolonikis Fishing Company. His father recruited the best local fisherman and the company's territory and operation grew. Before he knew it, the elder Koronikis had become owner of the most successful large-scale operation and was preparing to acquire it's biggest rival and dominate the Mediterranean.

The evening before a long voyage was to commence, his father, who despite his successes still went on sorties, threw a celebration to mark the purchase of this last competitor. There was a great sense of pride felt by all the Koronikis fishermen and it was only right that Giánnis



should reward the crews with a celebration. During the event, Giánnis witnessed Drako arguing with one of his employees, Marko, in a back hallway in the shadows of the festivities. In horror, Giánnis saw Drako reach out and grab Marko at the throat. Suddenly, Marko's body glowed and a mercurial effect proceeded from Drako's hand until it completely engulfed Marko, rendering him inert. Marko was dead.

Drako turned to see his father standing in paralyzed shock for what he had just witnessed. At a loss for words, Giánnis tried to ramble coherent questions to his son. A fear gripped him as Giánnis now realized that the small heavy golden animal statues Drako had been giving him since he was young weren't the work of local curio shops, nor purchased with any saved allowances...

Drako decided it was time to take over the family business.

The next day, Giánnis' flagship vessel departed for its voyage but was never seen again. After a short time, he was presumed dead by the family, and Drako nobly stepped up to take over the Kolonikis Fishing Company. Soon after Drako tearfully unveiled a statue as a tribute to the family patriarch who had so recently disappeared: A life-size replica of his father as he looked in his uniform the day he left.

Combat Tactics/M.O.: Drako is an untrustworthy soul in every capacity, ruthless and cunning. He prefers to maintain deception until he can gain an advantageous position and strike while the victim is

unaware. In combat where he has minions assisting is where he is perhaps deadliest, waiting for a victim to be so entangled as to have no ability to defend against his reach.

GM's Note! Drako has *never* told *anyone* about his shape shifting ability that his transmutation gifts to him, but he has used it many times in the past to escape notice or impersonate his victims for a short while to establish an alibi.

Personality: Midas is a better actor than most and can instill a sense of trust and endearment due a beloved uncle. In truth he is almost as egotistical and power hungry as any other master villain, if not more. He truly doesn't care to greatly for the world around him and rules his island as a tyrant would.

AJAX

Identity: Hemet Albrecht
Sex: Male
Age: 35 (Apparent)

Side: Evil
Level: 8
Training: HTH Accuracy

Powers:

1. Android Body: 98% Human Appearance; 100% auto repair capability. Ajax is an artificial construct, a golem, created by Phaestus, who's physical form has 98% of the look of the body he possessed as a living human.

Ajax is the only simulacrum that Phaestus has ever created, who can repair himself completely, due to the combination of molten goo flowing in his body and the astral crystals Delphi has embedded in the cavity of each Ajax body. The body can repair any damage sustained to itself, at Ajax's normal healing rate. The crystals also allow him to achieve a sense of serial immortality, so long as the crystals are used in the transfer process.

If Ajax is defeated, he will appear to be unconscious, as a normal person would, and any injuries to his body will 'bleed' the orange goo. While 'unconscious', his consciousness is actually in an astral form, tethered to his body. However, the astral form may not travel and will remain within a few feet of his body while it repairs it self. He may choose to 'self destruct', allowing the android body to expire, rather repair it self, at which time his spirit will transfer to the next astral crystal, and the goo inside the now defunct android body, will consume it, leaving nothing more than simple puddle of molten orange liquid. This is rarely Ajax's chosen course of action, as he is painfully aware of the limited number of times he can currently exercise this option.

When his spirit transfers, it will automatically transfer to the closest available simulacrum, with no range penalties or limitations, other than the farther the distance, the longer the transfer will take. Ajax maintains one specially requested simulacrum, which he has hidden in an undisclosed location, as a way of ensuring his survival.

- Heightened Endurance A: +20.
 - Life Support: Ajax does not need to breathe, eat, or excrete. He does, however, for unknown reasons become fatigued and is required to sleep.
 - Adaptation. Costs 1 PR per hour, 1 PR for each use as a defense.
 - Heightened Strength B: +16.
2. Special Weapon: Energy-charged Sword. Ajax carries a Greek-style super-alloy sword. The sword confers bonuses of +2 HTH and +4 damage, and may be charged with energy for an extra 2d4 damage that attacks as Lightning Control. Use of the charge has a PR cost of 4 per use.

Weight: 220
Agility Mod: —
Endurance: 34
Intelligence: 14
Reaction from Good: -3
Hit Mod: 10.164
Damage Mod: —
Accuracy: —
Carrying Cap.: 2540
Movement Rates: 72" ground
Det. Hidden: 10%
Inventing Pts.: 6

Basic Hits: 5
Strength: 27
Agility: 11
Charisma: 20
Evil: +3
Hit Points: 51
Healing Rate: 5
Power: 86
Basic HTH Damage: 1d12
Det. Danger: 14%
Inventing: 42%



Legal Status: Not wanted for any known crimes, but has many unsubstantiated charges depending upon the jurisdiction where the inquiry is made.

Origin and Background: Albrecht was once a German mercenary whose career gained him great notoriety in mercenary circles. Eventually he began to frequent the south coasts of Europe offering his services to wealthy businessmen and gaining followers. He eventually was hired by Midas.

During one operation early on, Ajax was mortally wounded; but due to his state of health, he could probably hold out for a few days before dying. Phaestus, who had also been in Midas's employ, had been experimenting with using Midas's statue victims to create a life-giving concoction that he began using to animate his golems. Further, Delphi knew a secret to preserve Ajax's mind: she would draw his consciousness to the Astral Plane and then move his soul's 'tether' from his body to a special set of 'astral crystals.' Phaestus created a simulacrum of Ajax and, just before Ajax was about to expire, Midas transformed him. Phaestus immediately melted Ajax's body into the mystic vat and poured the essence into his Ajax simulacrum. Delphi embedded the astral crystals into the new bodies and Ajax was reborn.

Ajax currently acts as field leader of the assembled villains, although Midas is the power behind the throne.

Combat Tactics/M.O.: Ajax is a consummate warrior and lives by a 'code'. He prefers to execute a battle with a plan and is very able tactically. He will ensure that threats are engaged according to the strength of the threat and will not hesitate to order his Warriors to hold a position, even if it costs them their lives.

Personality: Ajax could have been somebody else; beneath the hardened soldier veneer something warmer and kinder might have

developed. Yet, early in his life, the loss of his German mother turned him and his father, a soldier in the US military, into traveling men. The life of a soldier became all he knew and this transient life-style has created an excellent soldier, but a poor conversationalist who is very blunt and to the point. Now that he has an artificial existence, he is slowly turning from a mercenary with a heart into a soulless machine.

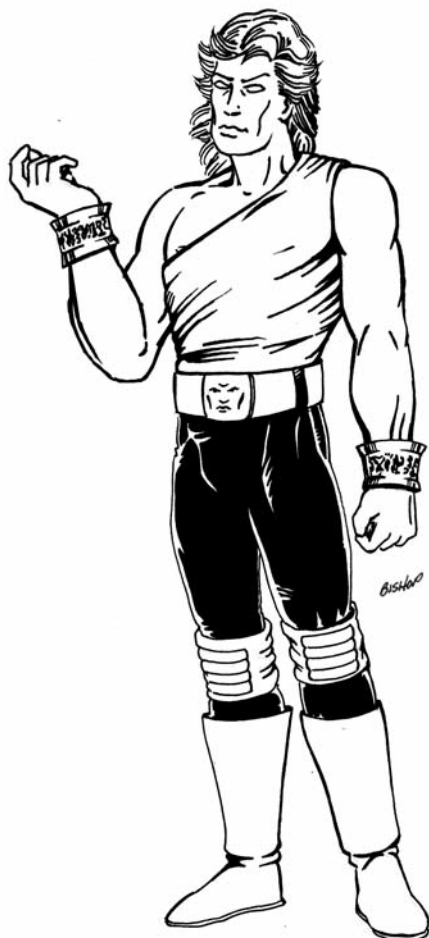
NARCISSUS

Identity: Mikelos Zouraiso
Sex: Male
Age: 28 (Apparent), actually 40

Side: Evil
Level: 7
Training: Charisma

Powers:

1. Mind Control: Range = 8", must communicate with his victim. PR=20 if successful.
2. Pheromones: Mind Control has bonus versus humanoid females. Range = 16" for direct commands and the PR cost = 2 to establish the control. Any women who have been Mind Controlled successfully by Narcissus, may be controlled by him at will at any time they are within range for no PR cost. The control is such that no commands are out of bounds; the victim actually will behave as if Narcissus was the greatest being in terms of importance that they have ever encountered. The difference between the victim's charisma and Narcissus's is applied to the break free rolls normally available. This power has enabled Narcissus to collect a large fanatical base of disciples who will do his bidding.
3. Heightened Charisma B: +26.
4. Willpower A: PR cost of 1 when used as a defense.
5. Natural Weaponry: Narcissus is highly trained in the martial arts and gains +3 HTH and +6 Damage when engaged unarmed combat.



Weight: 190
Agility Mod: —
Endurance: 15
Intelligence: 15
Reaction from Good: -7
Hit Mod: 3.3696
Damage Mod: +2
Accuracy: +1
Carrying Cap.: 307
Movement Rates: 41" ground
Det. Hidden: 12%
Inventing Pts.: 3
Legal Status: Wanted by Balkan and Eastern Mediterranean authorities.

Basic Hits: 4
Strength: 12
Agility: 14
Charisma: 39
Evil: +7
Hit Points: 84
Healing Rate: 1.6
Power: 56
Basic HTH Damage: 1d6
Det. Danger: 16%
Inventing: 45%

Origin and Background: Mikelos has been the bad boy of the underworld in this region for quite some time. He has spent his share of time in jails on charges of nearly every variety. He is above no crime and has very little in the way of scruples. Midas has employed him after freeing him from a prison in Cyprus. Since then Midas keeps Narcissus under control by appealing to his vanity and playing his machismo off of Ajax's natural display of testosterone, creating a professional rivalry where both men try to 'one up' the other to gain Midas's favor.

Combat Tactics/M.O.: Narcissus will attempt to delay entry into combat and have his disciples overwhelm an opponent. If he must get his hands dirty, he will be angry at having to be troubled in such a way and turn into the murderous terrorist he truly is. He is no slouch and will fight in as dirty a method as he can devise, using any prop that is in reach to inflict a damaging blow. His preferred method of killing is to strangle the life from his victims while he gazes into their eyes with a knowing superiority.

Personality: Narcissus believes it's all about him, just ask him. The ultimate in vanity, he seems too distracted with himself to bother with any thoughts of anything else. But it is this narcissistic attitude which turns him into such a predator. Additionally, if his target is a woman, she had best not disappoint this misogynous dictator, lest she be his ill-treated slave for the rest of her days.

GM's Note: Narcissus doesn't get along with Delphi; he is quite disappointed that such a lovely woman is unaffected by his power, and her opinion of him is lower than anyone currently alive. Worse, he doesn't believe that she poses a threat, which may prove to be a big mistake.

DELPHI AKA The Oracle

Identity: "Daphne"
Sex: Female
Age: 26 (Apparent)

Side: Evil?
Level: 11
Training: Psionic abilities

Powers:

1. Telepathy: Maximum range (actually radius) = 410". Delphi can automatically detect all thoughts within her range; PR = 1 and an action to perform. She may read the minds of, broadcast her own thoughts to, and act as a 'mental switchboard' for up to forty-one willing minds. This takes an action to set up and PR = 1 each turn to maintain. She can track a mind by continued 'thought scanning' (at least once per turn), PR = 1 per person being tracked per hour. Trail lost if target passes beyond the maximum range. Mind Probe cost 5 PR per attempt, Range is touch, Delphi's total (current power x 2) + C must exceed the total (current Power) + C of the subject. Requires 1d6 turns of game time to perform. If the telepath's score exceeds that of her subject, she may proceed to attempt to probe him (attack as Mind Control). Success is automatic if the subject consents to the Probe. Failure may allow the subject to feed false thoughts to the Telepath (GM's option). Delphi can shield her thoughts from being detected, tracked, or read at will. She defends against Mind Probe as if her current power score is doubled.
2. Special: Dreamscaping: Using her Telepathy, Delphi may alter perceptions of others psionically by entering dreams while the victim sleeps

to create 'omens' and provide 'false' readings. This power attacks as Mind Control and defends as Willpower should another telepath intervene.

3. Illusions A: Delphi's Illusions all occur in the mind of the victim and are psionic in nature. Telepathy, Cosmic Awareness, etc, will all fail to detect that the illusion is not real. One action is required per turn to maintain and control the illusion, with 1 PR being spent by Delphi again on each one of those maintenance phases. An existing illusion may be altered (so long as it is not totally changed) at a cost of movement only.

4. Psionics: Façade: Another special extension of her illusory and telepathic abilities is to change the way people perceive her (*a Reaction bonus of +3 is also added in her stat block). She may, when she deems necessary, reverse the Reaction modifier from her Charisma at will.

5. Astral Self: 72 miles per turn movement. Requires an action to initiate, travel is movement only. PR = 12 per 'session' of out of body travel.

6. Special Crystals: On each astral journey, Delphi can obtain one 'astral crystal' that can be used to anchor a person's spirit to an unliving object. It is unclear if there are any other effects that can be achieved. This power costs her no PR and once she returns with the crystal, it must be embedded in an object within 1 hour or dissipate to nothingness.

7. Cosmic Awareness: See V&V Rulebook Pg. 11 for details.

8. Heightened Intelligence B: +25.

9. Heightened Charisma B: +27.

10. Body Power: Resurrection: Delphi is for all purposes immortal. If she is killed, her body will crumble to dust, and she should be removed for the rest of the adventure, but she will in fact be resurrected and return to the campaign world if the GM desires.



Weight: 130
 Agility Mod: —
 Endurance: 18
 Intelligence: 41
 Reaction from Good: (-10)*
 Hit Mod: 9.856
 Damage Mod: +6
 Accuracy: +2
 Carrying Cap.: 437
 Movement Rates: 50" ground
 Det. Hidden: 28%
 Inventing Pts.: 21
 Legal Status: Not currently wanted for any known crimes

Basic Hits: 3
 Strength: 17
 Agility: 15
 Charisma: 40
 Evil: (+10)*
 Hit Points: 31
 Healing Rate: 1.6
 Power: 91
 Basic HTH Damage: 1d6

Det. Danger: 32%
 Inventing: 123%

Origin and Background: Delphi the Oracle's real name and age are unknown. She currently uses the alias Daphne, though it is unknown if this is even close to her real name. From the stories she may tell someone she trusts, one can deduce she is quite a bit older than her apparent age. At some point she entered the life of Drako and became a sort of advisor.

Combat Tactics/M.O.: Delphi is truly a mystery; she has so many abilities in mystic and psionic applications, that a GM may feel free to add anything to her abilities that furthers this idea. If she must engage in combat, she will attempt to cause opponents to place themselves in a vulnerable position to be captured or incapacitated. Note that if a villain is going to kill one of the heroes, there is a chance she will intervene and help change that villain's mind.

Personality: Although her motives don't readily seem any more questionable than any other person who enters into a criminal relationship, she notably avoids any performance of amoral acts and seems averse to inflicting harm. Her presence alongside Midas is difficult to reason, but if she must be responsible for opposing a hero, she will attempt to do so effectively without an undue amount of damage. She cannot stand Narcissus and the banter between these two would make that obvious. If Narcissus is the villain with the upper hand on a hero, the GM should double the possibility that she will intervene on the hero's behalf.

PHAESTUS

AKA the Smelter, AKA Sid Meltier

Identity: Sid Minton
 Sex: Male
 Age: 42 (Apparent)

Side: Evil
 Level: 10
 Training: Inventing

Powers:

1. Special Power: Mystic Forging: Phaestus achieves this effect by using special cauldrons to melt and forge various metals. With the right materials, he can build a forging cauldron/vat in one week. By making use of these cauldrons, Phaestus may make golems as animated constructs to do his bidding. Further, when he uses the metal from the statues that result of Midas' powers, these golems may be imbued with the spirit of a living being and gain artificial intelligence, allowing them to act independently; in any case, the new construct will be loyal to Phaestus. The lone exception is Ajax, whose spirit and individuality were saved by Delphi. Due to the magics involved in the creation process, the cauldrons will only work for Phaestus; anyone else will be unsuccessful.

2. Animated Servants: Golems. Slow and hulking, these seven-foot tall constructs have skin that feels like warm clay. They are generally unarmed and are immune to attack by fire or electricity. They automatically gain the Android Body and Adaptation defenses.

Weight	Hits	Power	Acc.	Dmg.	Move	HTH	Agility
450 lbs.	42	72	—	+4	36"	2d8	8

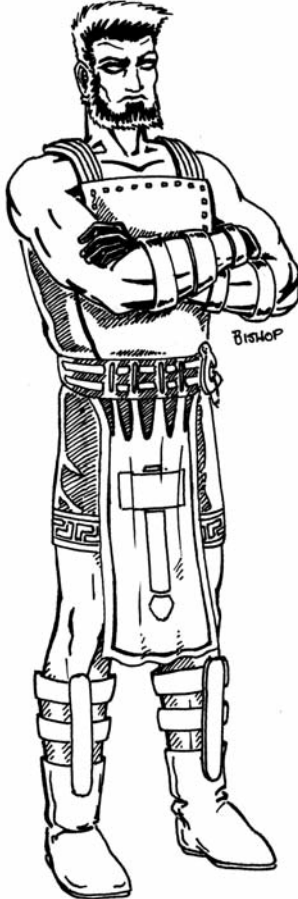
3. Special Weapon: Forging Hammer. Phaestus uses this hammer to fashion his creations. In combat he may use this weapon with some proficiency; +2 HTH accuracy and +1d4+4 damage per attack.

4. Heightened Endurance A: +8.

Weight: 210
 Agility Mod: —
 Endurance: 24
 Intelligence: 18
 Reaction from Good: -1
 Hit Mod: 8.112
 Damage Mod: +4
 Accuracy: +1
 Carrying Cap.: 865
 Movement Rates: 55" ground
 Det. Hidden: 14%
 Inventing Pts.: 7
 Legal Status: Criminal record as the Smelter, wanted for questioning.

Basic Hits: 5
 Strength: 18
 Agility: 13
 Charisma: 12
 Evil: +1
 Hit Points: 41
 Healing Rate: 1.6
 Power: 73
 Basic HTH Damage: 1d8

Det. Danger: 18%
 Inventing: 104%*



Origin and Background: Seeking refuge when he escaped from Lockdown during a breakout from the super-prison, Sid abandoned his criminal identity as the Smelter and fled to Europe assuming the last name of Meltier and posing as a French sculptor. While searching for materials, he purchased a statue made of a hard golden metal. The properties seemed to confer a special status to his prior creations. Inquiring to the origin, he soon came into contact with Drako, who had a wealth of these statues. The two realized they posed an imminent threat to each other. In a resultant showdown, they called truce, sensing their kindred spirits and greater prosperity if they joined forces.

He soon joined Midas's operations and used his talents to melt down Midas's 'statues' when necessary, which, since they are trapped souls, aided creation of the glowing molten blood metal used to empower his constructs. As their armies grew, they launched their terrorist enterprise to seize the Mediterranean world.

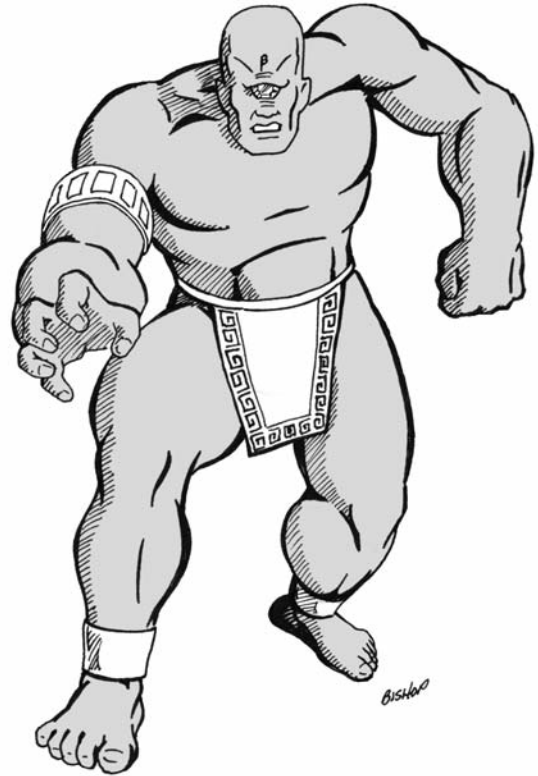
Combat Tactics/M.O.: Phaestus is not really fond of combat, but if forced into a situation, will ably adapt using his hammer and commanding golems to protect his flanks.

Personality: Phaestus' life has been rejuvenated by his association with Midas. Although he doesn't fully trust Midas (who does?), there is an undeniable synergy between them and their powers work well together. Phaestus is loyal and as long as he creates golems that can benefit the operation, he seems happy. Prior to these times, as the Smelter, he was quite miserable and would do anything to preserve this paradise he has found.

KYKLOPSOS

These are giant nine-foot tall constructs who 'man' the secret base. They have been made from fallen Warriors of Ajax who were transformed by Midas prior to dying. Unlike the golems, each is sentient and independent of Phaestus' commands. There are eight in total, four of whom have been specifically mentioned in the text; the other four patrol the island between the estate and the airstrip. Like the golems, they are immune to fire and lightning attacks. They may use the Android Body and Adaptation defenses and have a single large eye in their brow. This is their sight orifice and is made to look as a sparkling red gem. The eye can fire a Disintegration Ray at a Range of 25" and cost of 2 PR per shot.

Weight	Hits	Power	Acc.	Dmg.	Move	HTH	Agility
650 lbs.	48	96	+1	+3	48"	3d10	5



THE MERCENARIES

The 'normal' henchmen, that Midas normally employs, are actually his minions, Ajax, and Narcissus, followers. By appeasing both men politically, while keeping them at odds, their henchmen form a larger army, with which he is able to do his bidding. However, both groups will obey Midas without question, over their own leaders, out of fear.

Neither faction has any enmity toward the other; in fact as the Warriors of Ajax are all males and the Disciples of Narcissus are all

females, it works out quite nicely and the two sides enjoy 'joint' missions and other off-duty activities when time permits.

Specific information on the two factions and a sample set of stats for each is given below.

THE WARRIORS OF AJAX

The normal henchmen that are employed by Ajax are known as 'Warriors' within their ranks. The marauding pirates and boarding parties are composed primarily of Warriors. Each Warrior carries an energy sword and shield, and an energy rifle. The Warriors of Ajax are courageous sorts and are fanatically loyal to the organization.

Weight	Str	End	Int	Agi	Cha		
180	18	16	11	12	9		
Hits	Power	Acc.	Dmg.	Move	HTH	Carry	
15	57	+1	+1	46"	1d8	669	

THE DISCIPLES OF NARCISSUS

The hirelings who are employed by Narcissus are known as 'Disciples' within the organization. Narcissus, it should be noted, only has female operatives. Most of the stewardesses, dancers, masseuses, etc., at the estate and aboard the Poseidon as her crew are likely Disciples of Narcissus. Disciples will usually carry an energy blade and also an energy pistol, both carefully concealed, if 'on duty' in these locations. In all other cases on board the submersible or in the secret base, the Disciples will carry the blade and the energy pistol openly.

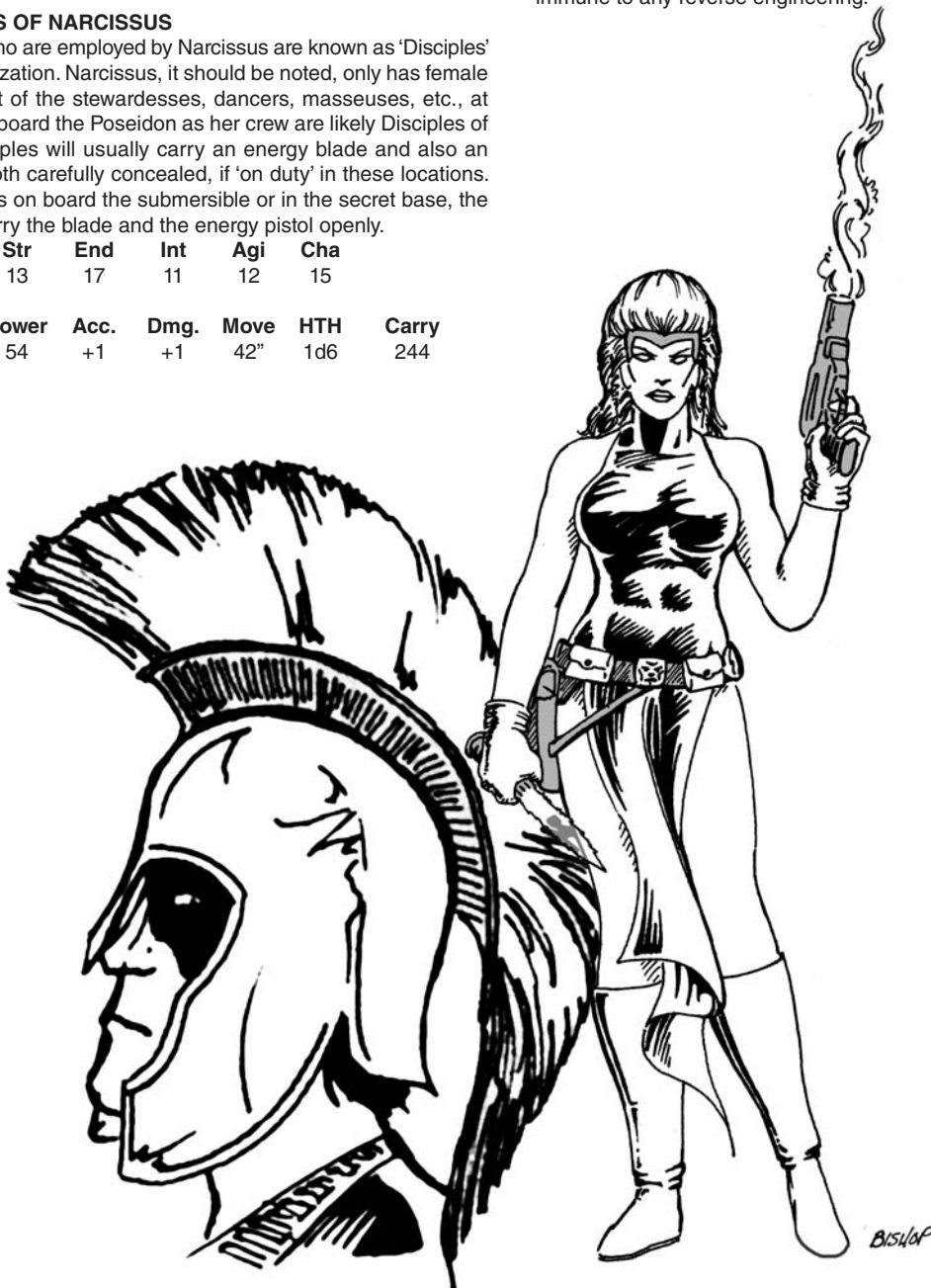
Weight	Str	End	Int	Agi	Cha		
125	13	17	11	12	15		
Hits	Power	Acc.	Dmg.	Move	HTH	Carry	
10	54	+1	+1	42"	1d6	244	

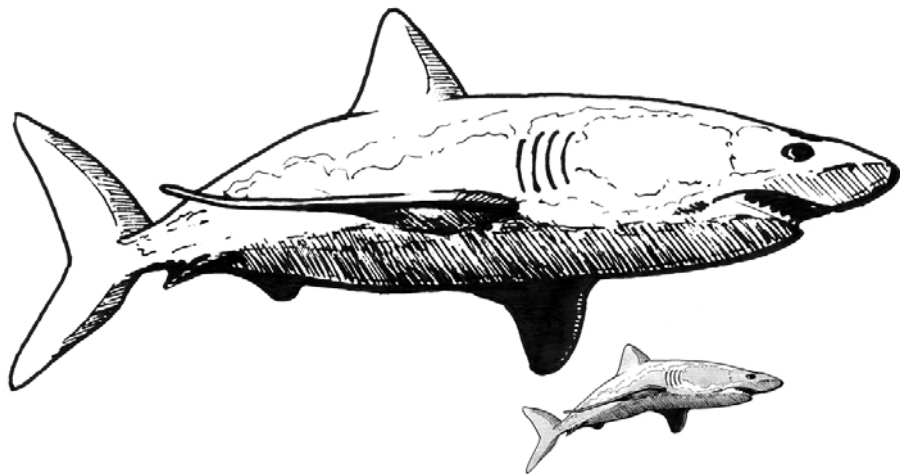
Each Warrior or Disciple is trained in unarmed combat and is very physically fit. They fight at Level 2 and can apply natural weaponry of +1 HTH and +2 to damage when unarmed. They will usually have broad knowledge that will include politics, sailing/seamanship, and either an entertainment or human service skill or a construction or manufacturing skill.

The energy swords inflict HTH+1d6 and energy blades inflict HTH+1d4. They require no recharge and cost no PR other than normal strength to attack.

An energy pistol inflicts 2d6 damage at a range of 40'. An energy rifle inflicts 2d10 damage at a range of 80'. Both attack as Power Blast. The batteries in these weapons will allow for 36 shots before recharge.

GM's Note: The energy weapons available to Midas and his minions have an unknown origin to the heroes. Non-Corporealness does not provide a defense against these weapons. If one is captured, it may be examined, but the technology will be decidedly alien and perhaps be immune to any reverse engineering.





APPENDIX

UNDERWATER MOVEMENT & COMBAT

This section is an expanded version of the underwater rules for V&V from Pre-Emptive Strike and Danger in the Depths, Issue #1.

1. BREATHING

Characters without a method of breathing in water can, given warning, hold their breath for Endurance turns. If surprised (e.g. if their Water Breathing Devices are destroyed while at fifty fathoms), they must save vs. Endurance on percentile dice or have their breathing time reduced to E phases. Holding one's breath for this length of time has a PR of 1 per turn. Characters without Willpower may be able to hold their breath at a PR of 1 per minute until fatigued.

(These same figures may be used for Non-Corporeality and Vibrating characters within solids, or otherwise unable to breath normally, at the Gamemaster's option.)

2. MOVEMENT

For characters unaided in their attempts at swimming, PR = 6 per hour, and must save against going under (current Power on 1d100 as a test) once an hour. All heavy objects carried should be dropped. Every 10% of a character's Carrying Capacity used takes 10% from his saving throw. This includes Armor of all types (except, of course, Ice Power), weapons, other characters, etc. The chance is further increased by rough waters (if at the surface): subtract 1% per turn of wind or strong current.

Buoyancy is, of course, a consideration. Substances with a Structural Rating of 4 or more are unlikely to have any, and even icebergs, though less dense than water, float in it rather than on it, being eighty percent submerged. The effective weight of a human body in water would be about ¼ normal, giving an incapacitated character a 25% chance of floating face-up. Gravity Control can, of course, modify these figures.

Swimming speed in calm water is half normal movement rate, or half flying rate and walking underwater is at one third normal movement, with these exceptions:

(1) Wings are useless underwater, unless the design is like that of a water bird or similarly amphibious creature, in which case, speed is still half flying rate. Wings may also have to dry out again before being used for flight (GM's discretion).

(2) Characters with Water-Breathing B or Adaptation move at normal speeds in their own environment, whether walking or swimming/flying. Characters with Water-Breathing A or Water-Breathing B in the wrong environment swim at two thirds normal rates and walk at half normal rate.

(3) Non-Corporeal characters move at their normal rates.

(4) Characters with Vibratory Powers may treat water as having a Structural Rating of 2.

Note that characters with robotic bodies or otherwise too encumbered to swim and unable to fly, will be required to walk.

3. VISIBILITY

For characters not equipped with specifically heightened senses, visibility is inversely proportional to depth. In salt water, a character may (by daylight) see for 95 feet at a depth of five feet, for fifty feet at a depth of fifty feet, or for five feet at a depth of ninety-five feet. In fresh water, visibility is roughly half that of salt water. The affects of zero visibility (at one hundred feet in salt water or fifty feet in fresh water) are the same as those of Darkness Control. A character with Light Control may illuminate up to thirty feet with a PR of 1 per hour, sixty feet with a PR of 3 per hour, and ninety feet with a PR of 9 per hour, and so on.

Seaweed, mud, schools of fish and other objects may also obscure vision. Such modifications are left to the Gamemaster.

4. COMBAT

Agility scores will be halved underwater, except for Non-Corporeal characters, Water Breathers, those with Adaptation, specific forms of Willpower (GM's option), or those with Gravity Control who choose to compensate. This will affect Initiative as well as Damage and Accuracy.

Attack Forms

Emotion Control, Force Fields, Hand-to-Hand without weapons, Telekinetic Blasts, Mind Control, Paralysis and Devitalization rays, Magnetic Powers and Transmutation may all be used underwater without further modifications.

Chemical Power is usable only as a radius attack, with a maximum range of S/3, unless the chemical is one that reacts violently with water (e.g. sodium or potassium). In which case, treat as a non-nuclear bomb.

Disintegration Rays, Light Control and Power Blasts lose one point of damage per game inch of water between the attacker and the target. Ice Power will be similarly affected, as it leaves a trail of ice one inch thick between the attacker and the target. A victim immobilized by ice will float to the surface at one half falling speed.

Flame Power is, of course, utterly useless underwater.

Lightning Control generates ball lightning with a radius of E/2.

Sonic Abilities may be used as normal, but with twice normal range.

Melee weapons (knives, spears, or slight variants of these such as katars, tridents, etc.) have no further modifications, Swords and axes do half normal damage. Clubs are of no use whatsoever.

Muscle powered ranged weapons (spears, knives and variants) do normal damage, but their range is half of the modified Agility score.

Technologically ranged weapons are unusable, except for Energy Rifles and Pistols, which lose one point of damage per inch of water between the firer and the target. Spearguns, which may be treated as pistols, are unaffected as this is the natural medium for their use. Power heads on spears have a carrier attack of 2d6.

Explosives may function normally, depending on design.

Brawling weapons have To Hit and Damage two levels above normal (i.e. a 300 pound object would do 1d3 and have a To Hit of +1), and their range is one-fourth normal. Velocity will usually be halved for Velocity Damage bonuses.

Defense Forms

Disintegration Rays and Power Blasts are limited as described above. Flame Power is, once again, completely unusable. All other Defense Forms operate normally underwater.

5. COMMUNICATION

It is physically impossible for a human being to communicate verbally with another human being while submerged unless special abilities are had. Telepathy can be used without difficulty underwater to communicate with others. For those without such special abilities, communication has to be in the form of signals that can be seen and understood by both sides of the communication.

Of course, underwater radios and communication devices do exist and may be employed with the normal ranges specified for the device in the underwater environment.

6. PRESSURE AND TEMPERATURE

The average human who is well protected and has a base to return to at his present depth can survive submersion at depths of up to 2000 feet. Exceeding this depth without some form of protective power such as Adaptation or Life Support will cause damage to the exposed diver. This damage will be 3d10 per 1000 feet traveled down beyond the 2000 foot mark per hour of travel.

Temperatures at the depth of 1000 meters or 3280 feet become well below freezing. Unprotected exposure at this depth will also do 1d12 damage per hour to the diver. This damage is cumulative with the pressure damage sustained.

The Bends

This is the result of experiencing a sharp atmospheric change from an area of high pressure to low pressure, such as rising from deep in the ocean without some form of protection. So, any character without a protective power or ability who is directly exposed to this pressure change will take damage. For every 1000 feet risen (rounded down) from the ocean, 1d4 damage will be taken upon entering a surface atmosphere. These dice are cumulative. Due to an excess of nitrogen present in the blood, a victim of the bends will double over in pain for as many Turns as points of damage he sustained.

Activating Willpower will allow the character to ignore the severe pain, not having to double over. The effects of the bends can be nullified if an exposed character remains one day at each thousand foot level traveled in order to depressurize gradually. Providing one with pure oxygen prior to and during any journey will also reduce these effects. Those who are in a ship can constantly reduce interior pressure as they rise from a great depth, thereby nullifying the bends.

For the purpose of this adventure/campaign, it is assumed that characters who embark in a submarine intentionally will have done this and can therefore may submerge and surface when called for by the GM.