

**VILLAINS  
AND  
VIGILANTES™**

**FANTASY GAMES UNLIMITED**

**2038a**

# MENAGERIE

**BY  
STEWART &  
STEVE WIECK**



WOULD-BE WORLD CONQUERORS, ANCIENT CIVILIZATIONS LOST IN THE MISTS OF ICY PEAKS, AND AN ERRAND OF MERCY TO GET ANYONE INTO THE HOLIDAY SPIRIT... THROW IN A COMPENDIUM OF SOME NASTY VILLAINS AND IT'S A RECIPE FOR SOMETHING NEW FOR NEARLY ANY CAMPAIGN. **MENAGERIE** IS A COLLECTION OF SHORT ADVENTURES DESIGNED FOR A GROUP OF HEROES TO PLAY THROUGH IN EPISODE FASHION FOR VILLAINS AND VIGILANTES, THE ORIGINAL SUPERHERO ROLE PLAY!

ADMIRAL MANN...



THE BIOLOGIST...



CATERPILLAR...



COBRA QUEEN...



FOCUS...



HYPER...



LEPRECHAUN...



THE PROPHET...



SIR LANCE...



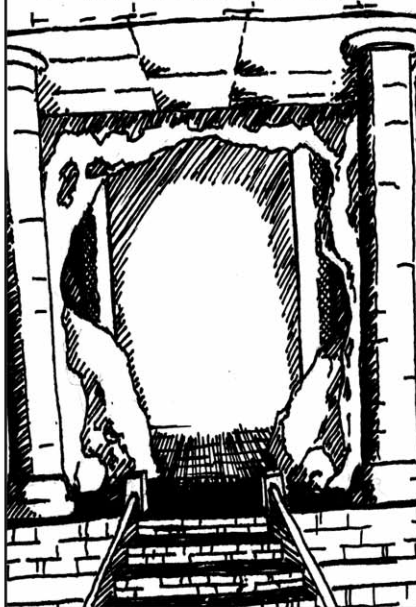
WAVE...



CAN YOUR HERO PROVIDE A MIRACLE ON 44TH STREET AND SAVE CHRISTMAS?



WHAT ANCIENT MYSTERIES ARE LOCKED IN THE HEART OF A LONG LOST TEMPLE?



WHO WILL THWART THE PLANS OF AN EVIL MAGE AND HIS PAWNS BENT ON CONQUEST?

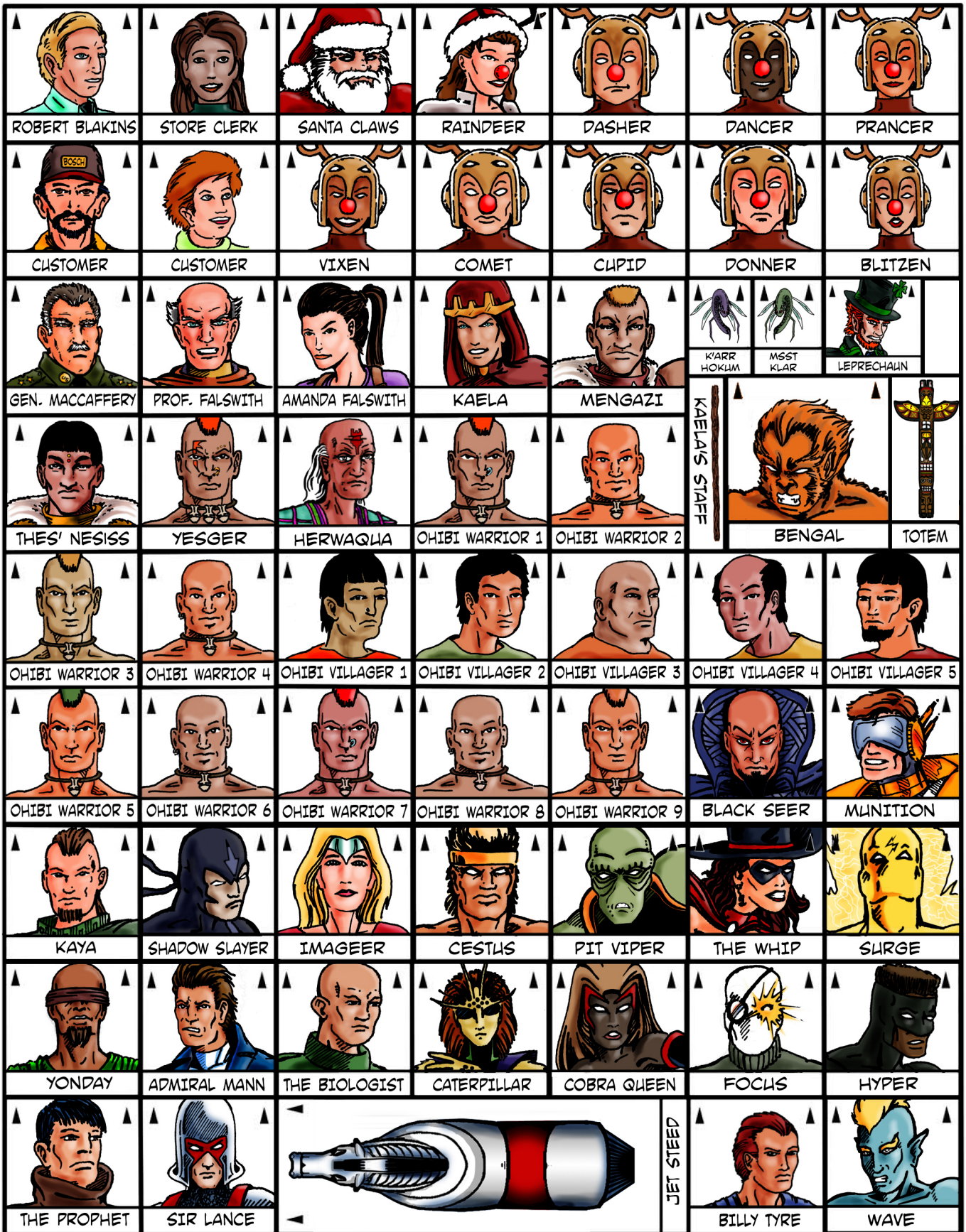


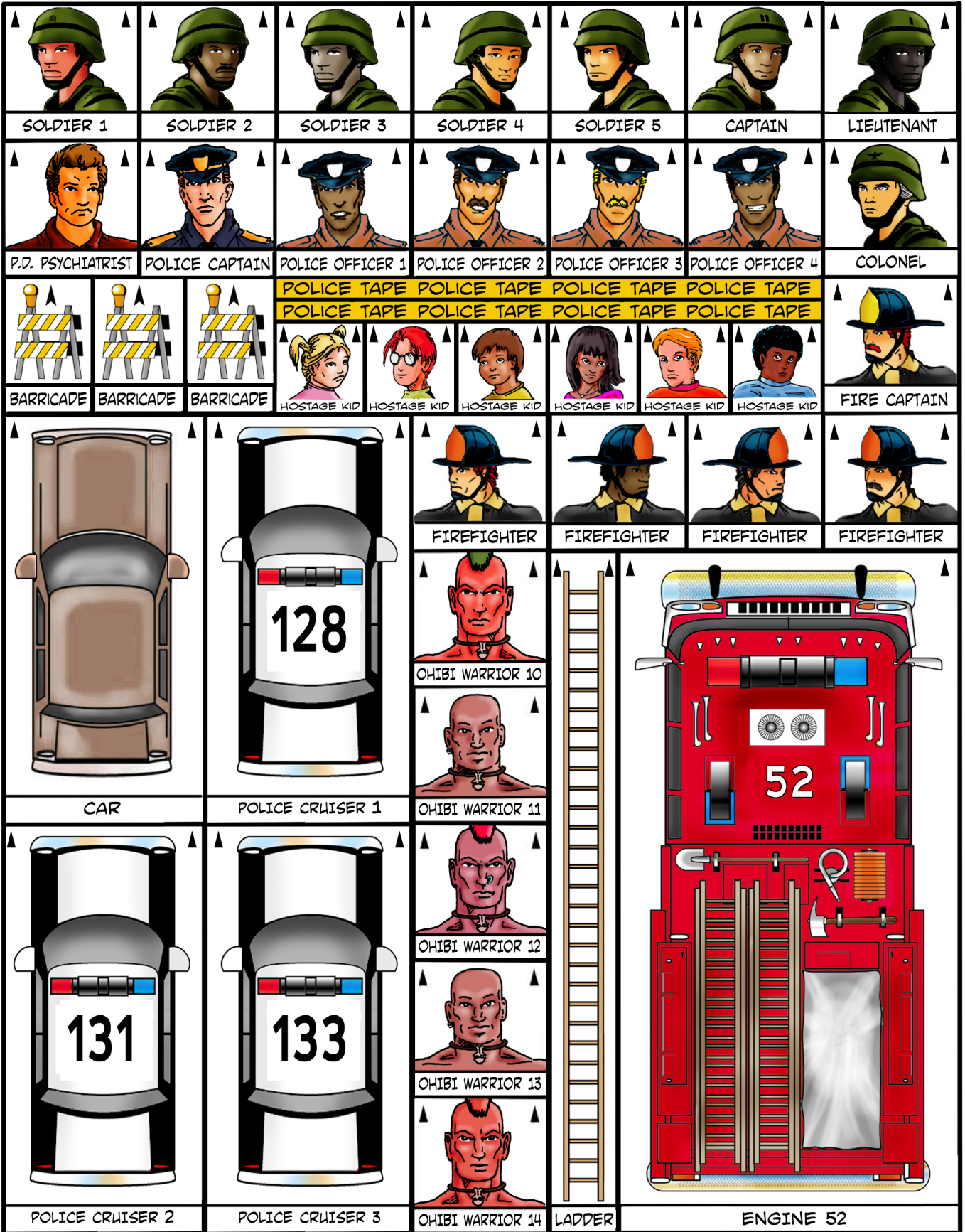
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# MENAGERIE

VILLAINS  
AND  
VIGILANTES™

## ADVENTURES

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## EDITORIAL INTRODUCTION

Menagerie is the last of the "lost manuscripts" found by Stewart Wieck when he found *The Sands of Time*. It took a while for him to be able to get us a copy (longer than we had anticipated), but it was worth the wait. The idea that adventures written years ago, but never previously submitted to us, will finally see the light of day is exciting and adds continuity to the V&V adventures we have been able to offer for Gamemasters and players.

This one is set up a little differently with a compendium of villains at the beginning, almost a mini-version of the various compendiums/sourcebooks we've offered, followed by three adventures.

It is certainly hoped that you, the reader, will find this material as useful and interesting as we do and that the appearance of what could easily have been lost material is valued.

Scott B. Bizar  
Editor-in-Chief

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# CRIMINAL COMPENDIUM

## ADMIRAL MANN

Identity: Wilson Mann  
Sex: Male  
Age: 43

Side: Evil  
Level: 7  
Training: Strength

### Powers:

1. Heightened Strength: +18 to the score.
2. Invulnerability: Because his body is in such excellent physical condition, the admiral is much more resistant to injury. The power is for 14 points worth.
3. Power Blast: This blast is a gush of water which fires forth from either of his hands. 1d20 damage, PR = 1, range = 24".
4. Heightened Charisma: +24.
5. Mutant Power: Water Gliding. This power allows Admiral Mann to "slide" over water at a movement rate equal to four times his ground rate.
6. Heightened Intelligence: +10.
7. Regeneration Device: The admiral has a special pill which he can take that will heal some of his wounds. He carries 6 of these pills at a time.



Weight: 210 lbs. (6'6")  
Agility Mod.: —  
Endurance: 13  
Intelligence: 24  
Reactions from: Good: -7  
Hit Mod.: 7.098  
Damage Mod.: +3  
Accuracy: +1 (+3 blast)(+2 HTH)  
Carrying Cap.: 4263 lbs.  
Movement Rate: 61" ground, 244" water gliding  
Detect Hidden: 18%  
Inventing Points: 14.8

Basic Hits: 5  
Strength: 34  
Agility: 14  
Charisma: 38  
Evil: +7  
Hit Points: 36  
Healing Rate: 1.5  
Power: 85  
Basic HTH Damage: 2d8  
Detect Danger: 22%  
Inventing: 72%

**Origin and Background:** Wilson's father was mad. The man was dedicated to searching out and destroying German submarines after WWII. Unfortunately, there were not many who shared such a desire, so David Mann did it solo. During one of his self-assigned missions, David got trapped in a sea storm of immense power. He was forced to land on a small island. On the island was a beautiful native girl who made David forget about his desire to search out renegade subs. David and the girl had a son — Wilson. Wilson, even at an early age, had an uncanny attachment to the water. It happened one night when Wilson was out swimming alone. A strange being rose to the surface. The figure announced himself as Legolon (see Wave, elsewhere in this volume). Legolon informed Wilson that the English boy was of his blood. With his ability to control those who are his spawn, Legolon made Wilson return to England and study to become an admiral. Thus, Legolon's control of the seas would be strengthened further.

**Combat Tactics/M.O.:** Just by the nature of his powers, Admiral Mann is much more suited to battle over the seas. He will try to down an opponent with his water blast and then drown the victim. Note that Mann himself cannot be "pulled" underwater unless he wishes to be.

**Personality/Character Traits:** Wilson Mann is a very intelligent man. He is serving in the Royal Navy as the commander of a large battleship. He does not forget his heritage, however, and has used his influence to try to get Wave recognized as an endangered species so he will not be hunted.

## THE BIOLOGIST

Identity: Samuel Carter  
Sex: Male  
Age: 27

Side: Evil  
Level: 5  
Training: Endurance

### Powers:

1. Body Power: Metabolism. The Biologist's body metabolism is highly efficient. He regains power at the rate of one per action turn even while in combat. His movement rate and carrying capacity are also both doubled.
2. Regeneration: Because his fluids can move and heal him so rapidly, multiply his regeneration ability (his healing rate) by the result of the roll of 1d6. The result is the amount which is regained. It costs one action to do this, but no power.
3. Heightened Intelligence: +15 to the score.
4. Disintegration Ray (variant): This ray actually breaks down a person's body and reverses the effects of healing. The device which fires the

ray has 6 charges. Multiply the victim's healing rate by 1d6 to determine how much damage is taken. A person affected by this ray cannot use his regeneration power for 5 hours. This ray does not affect robots, etc.

5. Lightning Control (device): A small electron microscope folds up into this rifle sized gun, It has a range of 40" and causes 2d8 Damage. It has 15 charges, but it is used sparingly by the Biologist because of the amount of money that is required to recharge it (around 1200 dollars/charge).

Invention: "Amoeba Fluid": When some of this fluid is imbibed, the Biologist receives the benefit of a stretching defense.

Weight: 190 lbs.  
 Agility Mod.: —  
 Endurance: 18  
 Intelligence: 30  
 Reactions from: Good: —  
 Hit Mod.: 6.8068  
 Damage Mod.: +4  
 Accuracy: +1  
 Carrying Cap.: 983 lbs.  
 Movement Rate: 90" ground  
 Detect Hidden: 22%  
 Inventing Points: 12

Basic Hits: 4  
 Strength: 15  
 Agility: 12  
 Charisma: 11  
 Evil: —  
 Hit Points: 27  
 Healing Rate: 2  
 Power: 75  
 Basic HTH Damage: 1d10

Detect Danger: 26%  
 Inventing: 90%



**Origin and Background:** Samuel Carter is the classic example of a genius gone awry. His training in Biology (plus clandestine experiments of his own) have led to the development of his devices and the condition of his body. If only he were sane!

**Combat Tactics/M.O.:** The Biologist, if forced into combat, will make use of his disintegration ray firstly (especially against giant sized heroes who are very likely to be killed by a blast). As noted above, he is hesitant about using his lightning control device, but this hesitance does certainly not extend to putting himself in danger because of it. Once his regeneration fails to play "catch-up" with the amount of damage he is taking, the Biologist will flee.

**Personality/Character Traits:** Samuel Carter considers himself the father of biology. In fact, he has written articles under such names as Samuel Darwin. In combat, or in any stressful situation, he will begin to babble about certain characteristics of those around him that would make fine subjects 'of study. Example: "Why, Catman, doesn't hair grow on the back of your head? Here, let me have your head and I will check it out for you!"

## CATERPILLAR

Identity: Myrcin  
 Sex: Female  
 Age: unknown

Side: Evil (really Good)  
 Level: 3  
 Training: Agility

### Powers:

- Heightened Agility x2: +33 to the score.
- Transformation: Caterpillar can transform into a butterfly. It takes an entire turn to do this. As a butterfly she has wings and +5 to her initiative rolls. Her flight speed is 3312"/turn.
- Mutant Power: Create Cocoon. After twenty minutes of work, Caterpillar can create a cocoon. While inside the cocoon her healing rate is x5. The cocoon has Invulnerability 30 and ADR 90. It takes her ten minutes to get out of the cocoon.
- Body Power: Spin Web. From her mouth Caterpillar can spin a silken cord. She can spin 5" of web/action. It has a structural rating of 10, but it is very soft. With specific hits, she can wrap the cord around a person's body.

Weight: 110 lbs.  
 Agility Mod.: +2  
 Endurance: 12  
 Intelligence: 16  
 Reactions from: Good: -3  
 Hit Mod.: 8.232  
 Damage Mod.: +8  
 Accuracy: +8  
 Carrying Cap.: 106 lbs.  
 Movement Rate: 69" ground, 3312" air (as butterfly)  
 Detect Hidden: 12%  
 Inventing Points: 4.8

Basic Hits: 3  
 Strength: 9  
 Agility: 48  
 Charisma: 18  
 Evil: -3  
 Hit Points: 25  
 Healing Rate: .9  
 Power: 85  
 Basic HTH Damage: 1d3  
 Detect Danger: 16%  
 Inventing: 48%

**Origin and Background:** Myrcin is of a strange (and very rare) race found only within the heart of South America. When her people became aware of the presence of the enormous number of members of another race, they decided a messenger of sorts would have to be sent forth to learn the ways of those people. Young Myrcin was chosen. Unfortunately, her first contact with man was with a criminal. From this greedy man, Myrcin (who he called "a caterpillar") learned what she thought were the ways of all men. She doesn't understand why there are some who try to keep others living how they should (the heroes), but she has decided to do anything in her power to let her friend go on living how he should.

**Combat Tactics/M.O.:** Despite her adamancy in defending her friend (a certain Billy Tyre), she does not wish to harm others. She will therefore usually just try to bind any attackers so she and Billy can make a getaway. As a side note, Billy Tyre is now Comet, one of the Reindeer/Noels (see "This Nut's Not So Sweet").





**Personality/Character Traits:** It need not be said that Myrcin is very confused. She is very naive (in all things) and has found it difficult to adapt to this new world. She is determined to succeed, however.

## COBRA QUEEN

Identity: Dredess Ramu  
Sex: Female  
Age: 28

Side: Evil  
Level: 3  
Training: Agility

### Powers:

1. Heightened Agility x2: She has a total of +40 to her Agility score.
  2. Body Power: Because she has many of the characteristics of a cobra, Cobra Queen has a Speed bonus of +100" and also has Heightened Defense.
  3. Special Weapon: Boomerang: This boomerang will return to Cobra Queen even if it hits its intended target. It returns to her at the rate of 5 inches per phase so if she suffers knock-back before it can get back to her, then she will be unable to catch it. The boomerang is +2 to hit and does HTH+1 damage (plus her damage modifier of course). It also has a carrier Lightning Control attack which causes 2d4 damage.
- Weakness: Vulnerability: Cobra Queen is vulnerable to ice and cold. In addition to causing normal damage, each attack of ice powers will reduce her agility by 10 points.

Weight: 100 lbs.  
Agility Mod.: +2  
Endurance: 12  
Intelligence: 13  
Reactions from: Good: -2  
Hit Mod.: 8.47  
Damage Mod.: +8  
Accuracy: +8  
Carrying Cap.: 97 lbs.  
Movement Rate: 177" ground  
Detect Hidden: 10%  
Inventing Points: 3.9

Basic Hits: 2  
Strength: 9  
Agility: 56  
Charisma: 16  
Evil: +2  
Hit Points: 17  
Healing Rate: .6  
Power: 90  
Basic HTH Damage: 1d3

Detect Danger: 14%  
Inventing: 39%



**Origin and Background:** Dredess Ramu was born in Africa. She was a mischievous child and excelled in pickpocketing and the like. Her luck ran dry, though, when she tried to ply her trade on a voodoo master's home. She was successful at first, but once the voodoo master caught her there was no chance for retribution to him. He turned her into a cobra so that she could live the free and wild life she had always lived. He also caused her to conveniently forget about her original self. After a while the transformation attack wore off and Dredess Ramu changed back, at least partially. She still forgets her past, but now she has the speed of a cobra and the form of a human.

**Combat Tactics/M.O.:** Cobra Queen has set her tactics assuming that she will fight an opponent who is slower than she (which has always been the case so far). She will evade on her first action and she will save any other actions until an opponent finally goes. The saved actions will be used towards the end of the turn to attack the same opponent many times, while they have no chance to defend themselves. Also, she has a smaller chance to lose her boomerang due to knockback if she goes on consecutive phases.

**Personality/Character Traits:** Though she remembers nothing about herself, Cobra Queen's decisions are quick and decisive. She is witty and will feign friendliness to her enemies, but woe to those who lose to her!

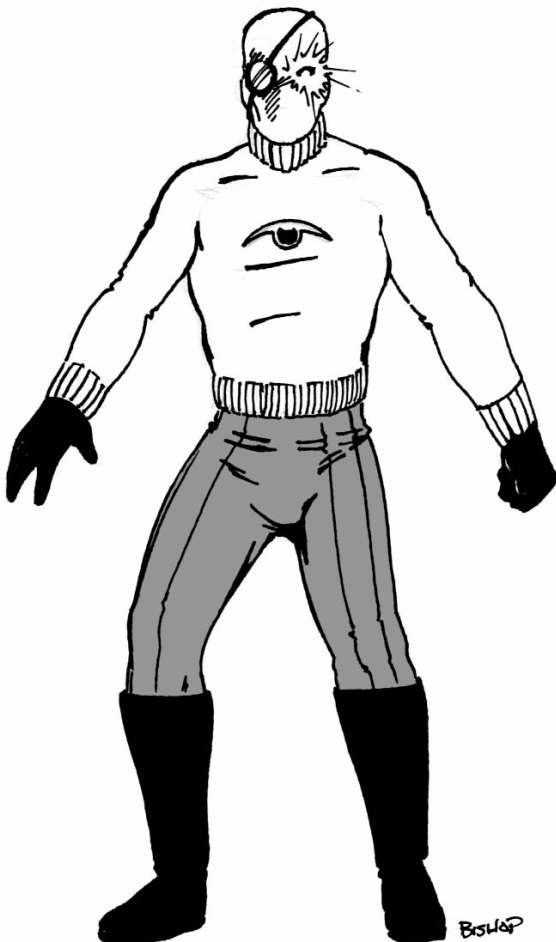
## FOCUS

Identity: Everett Hill  
Sex: Male  
Age: 38

Side: Evil  
Level: 6  
Training: Flash accuracy

### Powers:

- 1. Body Power:** By spending one action, Focus can cause his left eye to flash brilliantly. This is treated as a blinding flash attack (i.e. a special Light Control attack must be made and the victim receives a % Endurance save every in-between turns) and it costs 3 PR per use. On the following phase, without action or movement expenditure on the part of Focus, a power blast attack fires from his right eye at any target of his choice in front of him. The power blast has a range of 12", PR = 1, and does the normal 1d20 damage.
- 2. Special Weapon: Monocle:** The effects of this special device depend upon which eye Focus is wearing it on. The monocle causes the effects to be slightly different because it "focuses" them. If it is worn over the left eye (the Blinding Flash eye), then the Blinding attack needs only one successful hit in order to be successful, but it can affect only one person. If it is worn over the right eye (the Power Blast eye), then the Power Blast is focused into a narrow beam of energy which is -4 to hit, but it causes double damage.
- 3. Heightened Defense:** Because of a limited foresight which Focus possesses, his opponents are -4 to hit him because he can partially predict where the opponent will strike. Special attacks suffer even more; they are -6 "to hit".



Weight: 185 lbs.  
Agility Mod.: —  
Endurance: 13  
Intelligence: 15  
Reactions from: Good: -2  
Hit Mod.: 2.688  
Damage Mod.: +2  
Accuracy: +2  
Carrying Cap.: 243 lbs.  
Movement Rate: 40" ground  
Detect Hidden: 12%  
Inventing Points: 9

Basic Hits: 4  
Strength: 11  
Agility: 16  
Charisma: 15  
Evil: +2  
Hit Points: 11  
Healing Rate: 1.2  
Power: 55  
Basic HTH Damage: 1d6  
  
Detect Danger: 16%  
Inventing: 45%

**Origin and Background:** Everett Hill was a boy a high birth. He grew up to become a very arrogant and single-minded person because of his freedom as a child. During his college years he enrolled in Rarvard, partially because of his academic standing and partially because his father and grandfather had attended school there. It was while he was in college that a group of his friends played a very rotten trick on him. The friends had made a "sun lamp" in one of their science classes. On Everett's birthday they gave it to him, pretending that it was a gag gift and they then began to nag him about his pale skin, etc. Everett took these insults to heart, however, and actually used the lamp, which, instead of sunlight, emitted a unique form of radiation, its affect had profound implications on Everett. After he discovered the power which it had given him (coupled with the uncanny ability to predict things which he had had from childhood), he found an easier life than the one his forefathers had led. He thanked his friends by letting them "tan to death".

**Combat Tactics/M.O.:** If Focus is faced with only one opponent, he will wear his monocle on his left eye so he can quickly cripple the opponent. If he is facing many foes, then he will wear it on his right eye, trying to take out as many foes as possible with the Flash and centering the Blast upon the weaker foes first.

**Personality/Character Traits:** Though he was a rowdy and pushy child (all the way through college), Everett has matured somewhat into a man of excellent tastes and high-class expectations.

## HYPER

Identity: Gerrald King  
Sex: Male  
Age: 21

Side: Evil (?)  
Level: 1  
Training: Intelligence

### Powers:

- 1. Body Power: Metabolism:** Though his metabolism works at an accelerated rate, Hyper's body nevertheless conserves energy. His Power score is x3.
- 2. Heightened Speed x5:** Hyper has a total of 4360" added to his ground movement rate. Instead of using initiative bonuses, assume that Hyper has an agility of 30 for Initiative determination. When attacking, however, Hyper can make up to four separate HTH attacks. They are resolved totally separately, ignoring the rules in section 3.5 in the rulebook. He may still make multiple attacks as per the rules if he wishes, and they may become part of any of the four sequences. For example (labeling his 4 attacks revolutions a, b, c, and d), his attacks could go as follows: a = 1 attack, b = 3 multiple attacks, c = 2 multiple attacks, and d = 1 attack. Therefore he could have just hit with seven HTH hits rolling for four different sequences, but it could be that only the one attack labeled "d" hit.
- 3. Body Power: Rapid Motion:** Hyper is constantly under the influence of a Vibratory defense.
- 4. Heightened Defense:** Because of his speed, Hyper is -4 "to be hit." Weakness: Hyper must be (as his name implies) constantly active. Usually that means either running or eating. In addition he must eat ten times what a normal man needs per day.

Weight: 160 lbs.  
 Agility Mod.: —  
 Endurance: 13  
 Intelligence: 11  
 Reactions from: Good: -1  
 Hit Mod.: 2.184  
 Damage Mod.: +1  
 Accuracy: +1  
 Carrying Cap.: 280 lbs.  
 Movement Rate: 4400" ground speed (1000 mph)  
 Detect Hidden: 8%  
 Inventing Points: 1.1

Basic Hits: 4  
 Strength: 13  
 Agility: 14  
 Charisma: 12  
 Evil: +1  
 Hit Points: 9  
 Healing Rate: 1.2  
 Power: 153  
 Basic HTH Damage: 1d6  
 Detect Danger: 12%  
 Inventing: 33%



**Origin and Background:** Born to a poor black family in the slums, it seemed unfortunately inevitable that Gerrald would turn to drugs. One night, Gerrald had a very strange trip, one unlike he had ever had before. What he didn't know was that it was a new kind of "upper" which was being tested in the area by the local crime-lords. It, and the formula, were both discarded after Gerrald apparently died. He didn't die, however. Rather, the "uppers" had a permanent effect upon him. Gerrald loved his powers at first and decided that he would use them good (like his hero Manta-Man), but his friends soon convinced that he would get in trouble once the world found out how he had gotten his powers. Scared, Gerrald now does drug running for his friends, who threaten to turn him in if he ever double-crosses them.

**Combat Tactics/M.O.:** Gerrald's "friends" told him to never leave witnesses at the scenes of the crimes, so Gerrald, as Hyper, will usually first try to bowl the interfering person over (only one attack here because it is not truly HTH). After that he will "machine-gun" him with at least one dozen punches in almost as many seconds.

**Personality/Character Traits:** Gerrald King is a very scared young man. He wants help, but he doesn't know where to turn. Eating is hard for him because he vibrates all the while, etc. He is currently trying to invent a device to save himself, but he doesn't have the needed equipment easily at hand.

## LEPRECHAUN

Identity: Unknown  
 Sex: Male  
 Age: Unknown

Side: Neutral (Evil tendencies)  
 Level: 2  
 Training: Strength

### Powers:

1. Heightened Agility: +30 to the score.
  2. Speed Bonus x2: +160" to ground movement rate.
  3. Invisibility: At a power cost of 1 per hour, Leprechaun can become invisible. When invisible, he is -1 "to be hit" and +1 "to hit" until his actual location is detected. See the rules for a more detailed explanation.
  4. Heightened Senses: Leprechaun's senses are extremely acute. His detection scores have been modified to a level as shown below.
  5. Mutant Power: Wit: Leprechaun is very clever and extremely witty. He therefore receives twice the normal amount of inventing points.
- Mutant Power: Persuasion: Leprechaun is a good liar. A person to whom he tells a lie must save vs. Intelligence on a d20 or believe what he has been told. Modify the roll positively or negatively based upon the how believable of the lie if you wish.

Weakness: Reduced Strength: -6 to the score because Leprechaun is only 1 1/2 feet tall.

Weakness: Psychosis: Though he has no pot of gold or three wishes to give away, Leprechaun feels obligated to perform a service for anyone who catches him. He must be conscious when caught. Use your judgment here.

Weight: 20 lbs.  
 Agility Mod.: +8  
 Endurance: 12  
 Intelligence: 18  
 Reactions from: Good: -2  
 Hit Mod.: 7.1344  
 Damage Mod.: +8  
 Accuracy: +8  
 Carrying Cap.: 15 lbs.  
 Movement Rate: 227" ground  
 Detect Hidden: 85%  
 Inventing Points: 6.2

Basic Hits: 1  
 Strength: 7  
 Agility: 48  
 Charisma: 16  
 Evil: -2  
 Hit Points: 7  
 Healing Rate: .3  
 Power: 85  
 Basic HTH Damage: 1 point  
 Detect Danger: 100%  
 Inventing: 54%



**Origin and Background:** Leprechaun cannot remember anything longer ago than waking up in the morning. From the legends he has heard people telling around campfires and from his appearances, this short man decided that he must be a true Leprechaun. He couldn't remember otherwise, so, he thought, he surely must indeed be one! He has made his way around the world (invisibility is not easy to detect), but he still loves the Old Country the most- Ireland. Leprechaun has caused trouble and mischief the world over- much to the bane of ordinary people.

**Combat Tactics/M.O.:** As is apparent from his powers, Leprechaun is not much of an offensive fighter. Instead, he relies upon his tricks and traps to do his mischief. He likes nothing better than to see an honorable person (a hero) hanging from a high tree limb with a rope around his ankle. He is currently learning a bit of magic from an old man in the back woods. Leprechaun is perfecting an illusion spell that can create an exact duplicate of himself. "What fun that will be," he was quoted saying.

**Personality/Character Traits:** Leprechaun is not really evil, but his tricks have the very frequent tendency to get out of hand (once, while in America, he caused a seven car pile-up when he sat on top of traffic cop's head). He has been known to work with other Irish and English villains and this has caused him to receive the reputation of a villain. He only works with others because it brings him into contact with more people upon whom some terrific pranks can be played.

## THE PROPHET

Identity: Ballard Zencher  
Sex: Male  
Age: 48

Side: Evil  
Level: 9  
Training: Intelligence

### Powers:

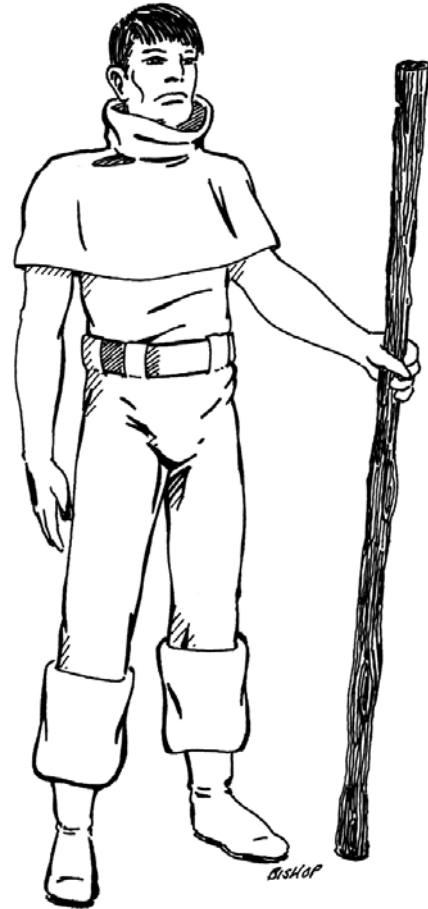
1. Mutant Power: Prophecy: Because of people's innate belief in prophecy and prediction and other forms of fortune-telling, The Prophet can cause a prophecy he makes to come true. If the person he tells his "prophecy" believes that it will come true, then it will. With PCs, assume belief to be when the hero begins to take precautions against the prophecy (i.e. making a secret hiding place for a valuable which is to be stolen). If you don't get any response from the heroes, you might depend upon a few coincidences.

NOTE: Be very careful with the use of this power. Be sure not to make it too powerful (i.e. Prophet cannot hire someone to believe his prophecy about the heroes' headquarters being smashed by a falling meteor). But still make sure some tangible result occurs. For example, if The Prophet were to give the above prophecy it may not happen exactly so, but rather the villain Meteor might attack the heroes.

Weight: 210 lbs.  
Agility Mod.: —  
Endurance: 14  
Intelligence: 18  
Reactions from: Good: —  
Hit Mod.: 2.8392  
Damage Mod.: +2  
Accuracy: +1  
Carrying Cap.: 328 lbs.  
Movement Rate: 38" ground  
Detect Hidden: 14%  
Inventing Points: 9.6

Basic Hits: 5  
Strength: 12  
Agility: 12  
Charisma: 11  
Evil: —  
Hit Points: 14  
Healing Rate: 1.5  
Power: 56  
Basic HTH Damage: 1d6  
Detect Danger: 18%  
Inventing: 54%

**Origin and Background:** Ballard Zencher was born to a group of gypsies in southern Austria. When, at a young age, he suggested that the encampment move or else be destroyed, he was taken seriously. The gypsies thought him to be one born with the power of foresight. After they moved, a large flash flood swept through the area where they had been. From that point on, they knew he was a true Prophet. As he grew older, Ballard met a girl who refused to believe one of his



prophecies. Just to show her he was for real, he prophesized that she would one day marry him. When, after five years, she didn't, Ballard began to understand his power. He tried going into politics after he left his people, but all that he found there was a group of men with unbending minds. Without belief his attempt to power would be useless. He then decided upon other means...

**Combat Tactics/M.O.:** The Prophet never, never, never, enters into HTH or hero-villain combat. He prefers to work from behind the scenes, causing the heroes to defeat themselves if they cause any trouble in his operations.

**Personality/Character Traits:** Ballard is used to his power and knows its limitations. Because of both of these, he is not very arrogant or demanding of his underlings who, therefore, have very high morale. He is not easily discouraged, so if defeated he will just try again ... and again... and again.

## SIR LANCE

Identity: George Michaels  
Sex: Male  
Age: 23

Side: Evil  
Level: 4  
Training: Lance accuracy

### Powers:

1. Heightened Agility: +18.
2. Heightened Strength: +7.
3. Armor B: the armor is golden, banded plate mail, ADR 75.
4. Special Weapon: Disruptor Mace: This archaic looking mace is +2 to hit and does HTH + 1d6 damage. It also has a power blast carrier attack which does 1d12 with 15 charges.
5. Special Weapon: Magno-Lance: The lance is +3 to hit and does HTH

+ 1d8 damage. As long as Sir Lance is holding the lance he has a Magnetic Powers defense. The lance can also fire magnetic waves. It can fire 15 such waves with a Capacity of up to 2000 lbs. The magnetic attack has a 20" range. When he is charging with the lance add his velocity damage bonus to the damage done.

6. Heightened Expertise: +4 "to hit" with all medieval weapons.



7. Vehicle: This device looks like a barrel-bodied horse with no legs. It has flight capabilities at a maximum speed of 400"/turn. Though it has no attack capabilities, the device is protected by a Lightning Control defense. Damage to Disable = 15 and to Destroy = 60. Only one person may ride at one time.

Weight: 185 lbs.

Agility Mod.: —

Endurance: 11

Intelligence: 14

Reactions from: Good: -3

Hit Mod.: 5.984

Damage Mod.: +4

Accuracy: +6 (+7 with lance)

Carrying Cap.: 842 lbs.

Movement Rate: 65" ground, 400" flight (with device)

Detect Hidden: 10%

Inventing Points: 2.6

Basic Hits: 4

Strength: 20

Agility: 34

Charisma: 18

Evil: +3

Hit Points: 24

Healing Rate: 1

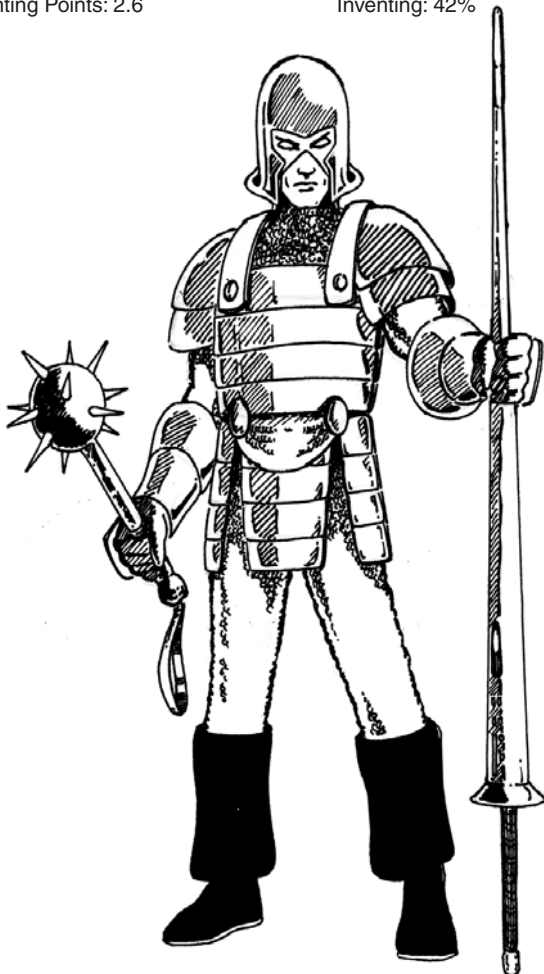
Power: 79

Basic HTH Damage: 1d8

(with device)

Detect Danger: 14%

Inventing: 42%



**Origin and Background:** From birth George Michaels was a strange boy. He grew up with what an almost abnormal fascination for Medieval England. Though he was bright and pleased his teachers as a youngster, he later let his school performance slacken off and he insisted upon taking fencing lessons. His rich English parents were not assertive in what they thought was best for him so they allowed him to do so. After mastering fencing, George turned to other pursuits, jousting in particular. He soon mastered jousting and won many mock joust tournaments. He then taught himself to be proficient with all medieval weapons.

Later, at age twenty, when a psychic named the Prophet told him he was the reincarnation of King Arthur's son Modred, George's life's pursuit was clinched: super-villain-hood.

**Combat Tactics/M.O.:** Sir Lance will first "charge" an enemy. If the enemy still stands he will "charge" again. After two such attacks or, if the enemy has flight powers and takes the battle to the air, Sir Lance will attack with his mace. Heroines will be exclusively attacked with magnetic waves. If the charges run out before the heroine is downed, then Sir Lance will leave informing the heroine of this magnanimous action. If the same heroine bothers him again later, then Sir Lance will show no scruples whatsoever.

**Personality/Character Traits:** Though he is most often very cold when dealing with other people, Sir Lance is chivalry at its best, as shown by his treatment of women.

## WAVE

Identity: Legolon

Sex: Male

Age: 5337 (on Earth)

Side: Evil

Level: 14

Training: Strength

### Powers:

1. Heightened Strength x2: +53.

2. Heightened Charisma: +18.

3. Body Power: Legolon's incredibly dense skin gives him 5 points Invulnerability. His increased mass makes his Weight x3, and his ramming damage is twice normal.

4. Heightened Endurance: +8.

5. Heightened Speed: (in water) +600"; +20 initiative.

6. Regeneration: Healing equal to his healing rate is possible once/turn.

7. Water Breathing A: Legolon is a water-breather; therefore he must spend 1 power point per hour spent breathing air.

8. Mutant Power: Blood Bond: Because of Legolon's appeal to those of the opposite sex, he has had many mates throughout his life on Earth. Anyone born of one of those mates (and from that point down the family tree) is automatically subject to complete mind control from Legolon. The mind control has no power cost, and those affected by it will be faithful unto death, even if it is by their own hand.

9. Heightened Intelligence: +15.

Weight: 560 lbs.

Agility Mod.: -4

Endurance: 19

Intelligence: 33

Reactions from: Good: -8

Hit Mod.: 24.7104

Damage Mod.: +5

Accuracy: +1

Carrying Cap.: 84,746 lbs.

Movement Rate: 100" ground, 700" water

Detect Hidden: 24%

Inventing Points: 34.2

Basic Hits: 12

Strength: 67

Agility: 14

Charisma: 42

Evil: +8

Hit Points: 297

Healing Rate: 6

Power: 133

Basic HTH Damage: 5d10

Detect Danger: 28%

Inventing: 99%

**Origin and Background:** Those sailors who have encountered Wave (this is the name given to him by world-wide naval patrollers and those who have actually seen him and lived to tell the tale), had



mistaken him for yet another super-powered villain attacking their ships. Legolon (his true name) does not look "evil," in fact, he is rather handsome and strangely appealing, standing about five feet in height and is very slender with pale blue skin and a crop of white hair.

Truly, Legolon is one of a small pantheon of ancient beings known only to the wisest of magicians, and even that elite group knows them only as "The Five Ancients." Supposedly, all five are bent upon the destruction and ultimate downfall of the human race. Years ago, just as some men were starting to stably use the sea and other bodies of water for transportation, Legolon decided to transport his energies from his home plane to Earth itself, where he would take a first-hand part in man's destruction. He spent many years gathering his powers for a successful launch to Earth from his plane. [See **Secret in the Swamp** for an example of what happens to an Ancient who instantly leaves his plane for Earth.] Legolon arrived safely, and for the years since that time he has been the bane of all sailors. In fact, the creation of the monsters (sirens, serpents, and mermaids) that also haunt the seas is attributed to him.

**Combat Tactics/M..O.:** Legolon normally just attacks boats (and has been known to go for ships as large as destroyers). He is, however, always interested in a fight against super-powered people (who, by the way, he sees as an interesting turn in man's evolution). He will draw the battle into the water as he does not have any sort of ranged attack. Once there, he will ram the poor victims.

**Personality/Character Traits:** Legolon is the picture of confidence. He is the only Ancient to have ever successfully made it to Earth with as much of his personal power remaining as he has. Never will he flee from battle, and he never has had to! He finds Sludge's (see **The Secret in the Swamp**) failure very humorous. He has, however, worked in conjunction with Desperon on occasions.

# THIS NUT'S NOT SWEET

Not only have the mild-mannered enjoyed the holiday season. There are also some in this world (the world of Villains and Vigilantes) who take advantage of other's Christmas spirit. Some of these villainous people are even more dire and evil than the unfortunates who steal Salvation Army buckets from the elderly along Main Street. What? Can it be possible that there exist those who are even more vile than this? Oh, YES! Santa Claws is worse, and Christmas is his favorite holiday. This far demon of a man and his group (The Noels) terrorize the population of the world every year at this time. What follows is the account of the beginning of his "operation" for this year. Can the heroes in your campaign city stop him? Why don't you read on then find out...

## I. THE SITUATION

This year, Santa Claws has decided to strike at Casey's Department Store in New York (or whatever city is within your own campaign locale). Chris Crump (alias Santa Claws) applied for and received the job of portraying Santa Claus at Casey's this year. He was hired over other applicants because he had with him his own set of assistants who would hire on with him at no extra charge (The Noels). Casey's was chosen by Crump because it is visited by many rich people at this time of year. Doubtless, Crump assumed, they would bring their children along also, and those youngsters would give him the perfect kidnap/ransom targets. When the crowd built to its maximum today (Christmas Eve), Santa Claws decided to strike. He is currently holding over twenty-five children for ransom. He has threatened to kill them if he doesn't receive 100,000 dollars for each and every one of them. His deal is for all or none of the children. Either they will all be released or they will all die! Obviously, this seems to be a situation that deserves the attention of any local heroes.

## II. THE CONTACT

The heroes might all be sitting around a large fire drinking eggnog and thinking that they too will have a Merry Christmas: one that isn't marred by some sort of criminal action. If this is what they wanted for Christmas, then they've obviously been forgotten and left off of the real Santa's list. It will be while they are gathered thus (perhaps exchanging gifts) that they will receive a strange and uninvited guest. A ghostly figure will float through a wall near them. This ghostly figure is the Spirit of Christmas. He cannot be harmed, nor can he harm others. He will float into the midst of the heroes and then say:

*"I am the Spirit of Christmas. Here, in this city, there is an act being committed which disgraces Christmas and what it stands for. I am confident that you, as the heroic defenders of this city, will respond to this emergency and take care of it. At the Department Store known as Casey's there is one who parodies the champion of Christmas; Santa Claus. The imposter must be stopped. Eternal Love will bless you if you are successful!"*

Hopefully the heroes will believe the Spirit of Christmas, but, just in case they don't, the police will call five minutes later to inform them that some maniac is holding more than twenty children hostage at Casey's Department Store. The policeman who is calling them will just laugh at anything about the Spirit of Christmas, though he will be surprised at any details that the heroes might know of the situation.

## III. ON THE SCENE

When the heroes near Casey's, they will see quite a crowd gathered outside of the department store. Along with what appears to be a group of standard on-lookers, there will also be a large group of troubled looking adults on the opposite side of the street, bickering among themselves (a couple of the parents here aren't so sure that they want their kid back). Also in front of the store are three police squad cars and five policemen, including a captain. An unmarked police car also sits to one side. Inside this vehicle sits the police psychiatrist, who is awaiting a chance to talk to Chris Crump over the telephone (Crump is refusing to talk). Near the front of the store are eight clerks dressed in the standard green shirts of Casey's Department Store.

It is likely that the heroes will be well-respected by the policemen here. If the heroes proclaim their intent to rescue the children, the policemen will agree that the heroes indeed have a better chance than even a SWAT team. A description of Casey's Department Store follows: Exterior: Casey's is a large, sprawling one story building. The walls are made out of concrete (structural rating 6) and they are three-feet thick. Presently, an enormous amount of Christmas decorations line the outside of the store. On the roof is a large (twenty-feet tall) Christmas tree. It is proudly decorated, but, as it is still daylight when these events occur, the lights have yet to be turned on.



## MAP KEY: CASEY'S

1. These revolving doors are the only entrance for the public into Casey's. A back way (not shown on the map) enters through a large warehouse area at the rear of the store. The doors are made out of bulletproof glass (structural rating 12). The position in which they are drawn on the map is the positioning which they may be locked. Due to Crump's commands, the door on the left has been so locked.

2. These cases at the front of the store have been filled with items that are being discontinued; therefore, they are for sale at tremendous discounts.

3. In order to catch the eyes of women shoppers at Casey's, the perfume department has been placed at the front of the store. Some of the perfumes are so very odorous that they could be used to overpower someone's heightened senses (smell) with ease.

4. Women's and girls' clothing is racked here. All of the various skirts, shirts, pants, furs, and under-garments are here. There are also a couple of racks which hold purses. If used in combat, a purse is +1 Accuracy and causes HTH +1 damage.

5. This is the furniture department at Casey's. Many various pieces of furniture are displayed here (all are stocked in depth in the warehouse): sofas, reclining chairs, kitchen and dining room tables, coffee tables, etc. Almost any of these items would make suitable brawling weapons (though Casey's certainly won't appreciate this). As the GM, you will be required to estimate the weight of the object that is in question.

6. This area is full of book and magazine racks. At the end of one of the aisles is a comic-book rack which features comics with the latest exploits of The Legalizer. All of the current best-selling books (mass market and hard cover) are lined up along these racks.

7. This corner and the outstretched wing of the building include the following things: Customer Service Counters, Catalog Depts., and Men's and Women's Restrooms.

8. All of the current toy fads line the shelves in this area of the store. This is also where all of the children are being held until the ransom demand is either met or renounced. Santa Claws has given the children free reign of all of the toys here. He told them that they could celebrate Christmas a day early this year. For this reason, most of the children aren't frightened at the present time, though this will change once a fight breaks out.

9. All sorts of sporting good equipment line the shelves in this area. Many of the items here could be used as weapons if such is desired by either villain or hero. Some are detailed below: Baseball Bat: +2 Acc., HTH +1d4 Damage. Tennis Racket: +1 Acc., HTH +1d3 Damage. Golf Club: +3 Acc., HTH +1d2 Damage. Darts: +3 Acc., HTH +1 Damage, Range = A". Baseball: +1 Acc., HTH +1d4 Damage, Range = (Ax2)". The darts could be found in a dart board set. It also might be reasonable to allow the use of a baseball glove as a defense against small thrown objects. The character wishing to employ a mitt in such a way would 1) have to have a saved action and 2) make an Agility save on a d20 in order to catch the missile. The mitt has only 5 structural points, so it is likely that the mitt will be torn asunder if anyone with too great a strength hurled the missile. This sort of "defense" would probably only work against missiles that are thrown with less than a 100<sup>ft</sup>/turn velocity.

10. This department is full of various televisions, radios, DVRs and

computers. One of the computers currently has a Master Knowledge program in memory, so any here familiar with using computers might be able to have a question of some sort answered in the course of play, if such is needed.

11. This is the Men's and Boy's clothing department. Here are all of the various types of clothing the members of this sex wear: slacks, ties, sport-coats, vests, sweaters, etc. There is also a rack of belts. A belt in combat would use the following statistics: +2 Acc., and it would do HTH +1 Damage.

12. This center portion of the store contains china and other sorts of dishware along with linen of various sorts: blankets, sheets, pillow cases, etc. Some of the pieces of dishware might be employed as hurled weapons and a blanket could be used to entangle an opponent.

13. Various sorts of delectable and exotic foods line the glass covered cabinets here. The store manager, Robert Blakins, is also here. He is standing by a phone awaiting further commands from Santa Claws.

14. This huge diorama depicts a large throne sitting amidst a huge pile of snow. Santa Claws sits on the throne and Raindeer stands next to him. The snow is real thanks to Raindeer.

15. Jewelry Counter with a full display of watches for men and women and selection of fine women's jewelry.

Santa Claws, of course, won't be too appreciative of an interruption of his job here at Casey's, so any heroes who do intrude will find themselves caught in a life and death battle. The Noels (dressed as reindeer) are all over the toy department to keep tabs on the captive children. Robert Blakins will try to make his way over to the children if a battle ensues, so that he can lead them out to safety (and earn a little glory for himself).

## IV. CLEAN-UP

When the smoke clears, hopefully only the heroes will be standing. Depending upon the actions of the heroes, they should be up for a Charisma bonus/penalty. Casey's will offer a reward to the heroes (to get all of the publicity that they can) and a few of the parents may also decide to donate some money to the heroes' favorite charity.

If the heroes lose, then the parents will all end up paying for the release of their children and Santa Claws will have escaped (to appear next year or maybe tomorrow: Christmas Day). In addition, Santa Claws then sets a price for the release of the heroes which the city will have paid. This should be an enormous disgrace to the heroes. In addition to the normal rewards which might have been gained for their success, the next morning the heroes will find a tremendous gift of some sort under their tree with a personal note from the real Santa on it. The note will say:

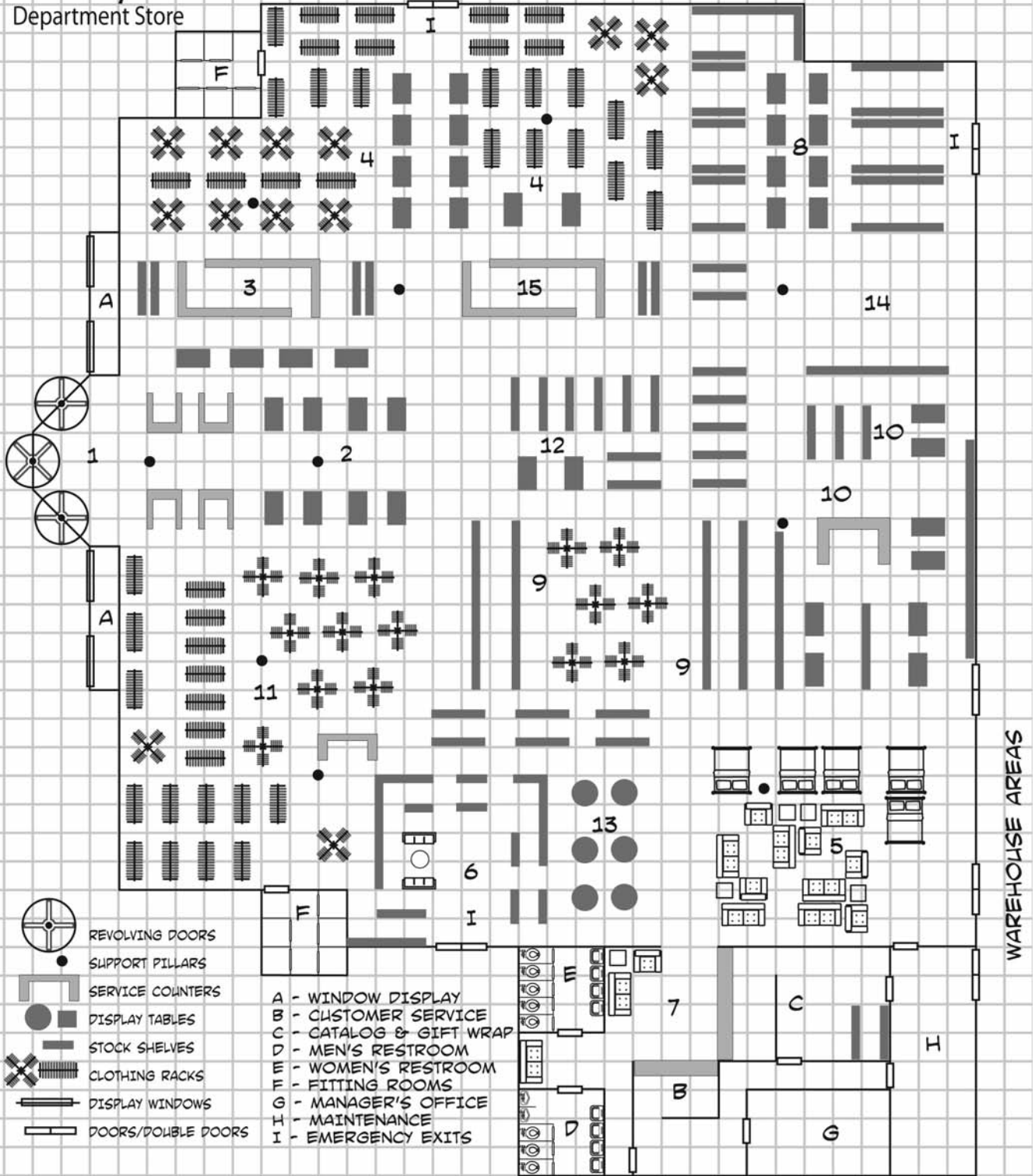
*You have been more than just good this year; you have saved the spirit of Christmas from those who receive only coal this year.*

The gift should be something that the heroes desperately need. Something like a flight vehicle or the invention that they were currently working on completed.





# Casey's Department Store



## V. EXPANSION

It is an easy matter to expand this adventure. The possibility is great that Santa Claws and The Noels won't be enough to take the heroes on in super-battle. Therefore, the following includes suggestions for more Noels (you might come up with others also):

The Three Kings of Orient — these three men would be extremely skilled in martial arts;

Roman Candle — a villain with flame powers;

Snowman (or Frosty) — an ice-powered villain with some extra ability for the use of ice armor;

Tannenbaum — plant control and perhaps a light control defense also because of many flashing lights on his/her body; and

Little Drummer Boy — a small child who could be hidden among the children being held for ransom. His powers might include a sonic device (his drum).

The following are the statistics for Santa Claws, and Raindeer, and the Noel/Reindeer henchmen.

### SANTA CLAWS

Identity: Chris Crump

Sex: Male

Age: 44

Side: Evil

Level: 6

Training: Strength

#### Powers:

1. Natural Weaponry: +3 "to hit", +6 damage. He receives this bonus because of his long, hard fingernails.

2. Heightened Strength: +20 to the score.

3. Body Power: Santa has a very large girth. Because of this his body weight is twice normal.

4. Sonic Powers: The classical "Ho, ho, ho!" is actually a sonic attack.



It has a range of 70" and inflicts 1d12 points of damage. He cannot use the power to destroy objects as is normally allowed.

Weakness: Psychosis: Crump actually believes that he is Santa Claus sometimes. At other times he revels in his cruelty.

Weight: 400 lbs.

Agility Mod.: -2

Endurance: 14

Intelligence: 12

Reactions from: Good: —

Hit Mod.: 4.004

Damage Mod.: —

Accuracy: —

Carrying Cap.: 8,855 lbs.

Movement Rate: 59" ground

Detect Hidden: 10%

Inventing Points: 5.2

Basic Hits: 8

Strength: 35

Agility: 10

Charisma: 10

Evil: —

Hit Points: 32

Healing Rate: 2.4

Power: 71

Basic HTH Damage: 2d10

Detect Danger: 14%

Inventing: 36%

**Origin and Background:** Santa Claws contends that he is a demon, and has, upon occasion, actually claimed to be Satan himself, though this is all highly doubtful. It must be however, taken as it is told, because no further information is available on the man's past. These beliefs were gotten from Crump himself one Christmas after he was captured. At that time he was not being affected by the psychosis which makes him think he is Santa Claus.

**Combat Tactics/M.O.:** Santa Claws finds it extremely humorous that any heroes would even think that they are capable of dealing with him. For this reason, Mr. Claws will laugh (sonic attack) at the heroes. After that, he will normally rely upon his strength and claws to deal with any opponent.

**Personality/Character Traits:** It has been mentioned that Chris Crump is psychotic. This is only half of it as he is totally and irrevocably mad. He gives no quarter to an enemy, nor does he expect any for himself.

### RAINDEER

Identity: Missy O'Conner

Sex: Female

Age: 24

Side: Santa Claws

Level: 3

Training: Agility

#### Powers:

1. Heightened Agility: +8 to the score.

2. Light Control Device: This device is a red nose ornament much like a clown whereas (though in this case intended to be a representation of Rudolph) it can be used to make a blinding flash attack upon heroes within 1". It has 10 charges and a special hit is needed to succeed. She is not affected.

3. Weather Control: She has -1 for the number to summon the weather and -1 on the power cost. See the rules on page 19 in the rulebook for more details.

4. Speed Bonus: She has a bonus of 100" to her ground movement.

5. Body Power: her powerful legs double the distance that she can leap. There is no additional power cost other than normal movement for this as it is natural.

Weight: 100 lbs.

Agility Mod.: +2

Endurance: 13

Intelligence: 11

Reactions from: Good: -1

Hit Mod.: 4.2

Damage Mod.: +3

Accuracy: +4

Carrying Cap.: 151 lbs.

Movement Rates: 149" ground

Detect Hidden: 8%

Inventing Points: 3.3

Basic Hits: 2

Strength: 12

Agility: 24

Charisma: 13

Evil: +1

Hit Points: 9

Healing Rate: .6

Power: 60

Basic HTH Damage: 1d4

Detect Danger: 12%

Inventing: 33%

**Origin and Background:** After rabid wolves attacked Missy's home in Canada when she was a young girl and, after they had devoured everything in sight, Missy (who was hiding throughout the incident) was stuck out in the wilderness. With no knowledge about how to survive there, Missy tried to emulate the animals around her. Finally she began to follow a pack a reindeer. As she grew older she forgot her life as a human and had taken on many of the characteristics of the reindeer with which she had lived for so long. After she was shot by a hunter and brought back to civilization, it was fortunate that there was someone who was willing to care for her. Unfortunately, that person was Chris Crump, and he raised her how he thought she should be raised.

**Combat Tactics:** To make that scene of a battle seems a bit more "Christmassy," Raindeer will summon some snow as her first action. After that she will leap about through the battle and kick any enemies or try to blind them with her flashy nose.

**Personality/Character Traits:** By looking at her now, a person would never be able to suspect that Missy grew up with reindeer. Crump went to great lengths to insure that she was cultured, because for the criminal activities he had in mind he knew he would need a spokesperson. He realized that he wouldn't do a very good job.



## MORE CALENDAR CHAOS

Casey's Department Store could be the site of more holiday trouble if the Leprechaun (from the "Criminal Compendium") drops by. Tired of Santa getting so much hype, the Irish imp uses his power of persuasion to convince Casey's staff that every day is March 17.

The heroes know something is awry when they see shamrocks in the department store windows, with only green merchandise on display, and read tweets about the store's St. Patrick's Day sale in December (or another off-season time of year).

## SANTA'S REINDEER

	Dasher	Dancer	Prancer	Vixen	Comet	Cupid	Donner	Blitzen
Sex	M	M	F	F	M	M	M	F
Level	1	1	1	1	1	1	1	2
Weight	180	155	130	110	175	190	202	125
Basic Hits	4	4	3	3	4	4	5	3
Agility Mod.	—	—	—	+2	—	—	—	—
Strength	11	15	10	12	9	11	18	13
Endurance	10	12	10	15	13	12	10	12
Intelligence	13	11	14	14	10	15	9	12
Agility	12	13	15	18	17	12	10	13
Charisma	12	9	15	18	11	16	10	14
Hit Mod.	1.43	2.548	1.76	4.5144	2.14	2.184	1.6	2.4
Hit Points	5	10	6	14	9	9	8	7
Power	46	51	49	59	49	50	47	50
Movement	83"	90"	85"	95"	89"	85"	88"	88"
Damage	+1	+1	+1	+2	+1	+1	—	+1
Accuracy	+1	+1	+2	+3	+2	+2	—	+1
Heal Rate	1	1.2	0.75	1.2	1.2	1.2	1.25	0.9
Carry Cap.	210	355	130	178	178	241	690	212
Base HTH	d4	d6	d4	d4	d4	d6	d8	d4
Det. Hidden	10	8	10	10	8	12	8	20
Det. Danger	14	12	14	14	12	16	12	28

All of the above reindeer have to following special devices that Crump outfitted them with in order to make them more effective:

- 1) Speed Bonus (device): These cybernetic leg covers add 50" to their ground movement rates.
- 2) Natural Weaponry (device): All of them have a huge pair of antlers (part of a helmet-like covering) that extend from their heads. These antlers add +1 to hit and +2 damage.

The following device is worn by Blitzen, the woman who is leader of Santa's Reindeer when they are without Raindeer or Santa Claws: it is a Heightened Senses device. The device fits around the nose of the person wearing it. Not only does it increase the smelling capacity of the person, but it also doubles the wearer's detection scores.

# THE GOD OF THE LOST VALLEY

## GM'S BACKGROUND

This adventure begins with some very important events already in the past; the heroes will not know many details about these events unless they have very good security clearances. Otherwise they will have been treated to the usual speculations on UFOs by the ever diligent press.

About one week ago the United States Air Force caught sign of some object entering the Earth's atmosphere. At first, technicians with the Air Force thought it was Russian or other nation's satellite that had fallen from orbit (a quick check showed that all of the U.S. satellites were still in place). But soon enough they realized that that the object's trajectory definitely precluded such a theory. The reason is that the object changed course after entering the atmosphere. This, then, also negated the possibilities of meteors, etc. The object landed in the Himalaya Mountains. Due to political reasons, the United States military could not check out what landed there until some of the other countries nearby failed to find the object. U.S. officials were then given permission to look into it and see if they could find it.

One day, after Professor Henry Falswith left for the Himalayas, another object was detected entering the Earth's atmosphere. This one, however, landed right in the government's back pocket: Colorado, not far from NORAD. General Eli MacCaffery was in command of the men who went to check out this object. They found a spaceship, but before anyone could say "extraterrestrial," the alien attacked. It attacked General Eli MacCaffery, and it did a good job. It attached itself to the back of the General's head. This meant that it could not be attacked without also possibly hurting the General. The General was taken back to the Air Force base and put in a sealed room. The alien seemed content to just hang on to the back of the General's head.

Then someone suggested that the other object which fell to Earth a few days earlier might have also been an alien like this one in a spaceship. The same person suggested that the other alien be found, captured and studied, so that the one on the General could be removed without harming him. Both of these suggestions came from... the General. But, whether or not the General was making these suggestions (and not the alien using the General as a vehicle for setting a trap) they certainly made sense. So, the Air Force decided to contact Professor Falswith in the Himalayas. There was no response. The high brass thought that they knew what had happened: Falswith probably had an alien attached to his head. So, someone who could be trusted to keep secrets and get an important job done was contacted. The heroes will find themselves being quickly briefed on what has occurred so far. The area in question cannot be searched by satellite as it appears to be permanently screened by heavy cloud cover. Human search is called for. Their mission: find Professor Falswith, his daughter Amanda, and the object which fell from space. Off to the Himalayas!

If the heroes do not have some means by which to get to the Himalayas, the government will be more than happy to supply an aircraft. No matter what vehicle the heroes do take, the government will require them to follow a preset course plan to get to the site. The flight pattern is one that has been recognized and verified by the governments around the site. The heroes will also be given some coordinates. These coordinates are the point at which the falling object dropped below a detectable range and likely created an impact site.

Lastly, the heroes will be asked to keep any communication devices aboard their vehicle on a specified frequency, for this is the frequency over which they will broadcast any information. Also, it is the frequency over which Professor Falswith was broadcasting.

So, the heroes should be ready to take off on another mission to save men not like themselves. Hopefully the heroes will follow the flight pattern given to them by the Air Force. If not, then disastrous political situations will result that will result in the government never again recognizing the existence of the heroes (after they complete the mission at hand!).

When they reach the end of their journey (the coordinates given also by the Air Force), the heroes will be among the first of men to see a lush tropical valley set in a valley in the very midst of the Himalayas! Just like was so popular in the pulps of the 1920s and 30s, the heroes will have found a true-to-life lost world. Not much of this remarkable discovery will be visible from the air, so the heroes will have to look for a spot to land. Unfortunately, the same foliage which hides the floor of most of the lost world from view will also present few places to land.

While the heroes are looking for such a spot, or just when one of the heroes gets ready to fly on his own to scout the area out, a call will come over their radio (unless they have changed the frequency from the one required by the Air Force). The call will be the following (in a sobbing woman's voice): "Oh God I hope that someone can hear this! No, I don't guess that anyone can, I'm just babbling to myself. Come on Amanda, get a hold on yourself! Please, Anyone. I you can hear this then..., well, I'm about two miles from the eastern edge of this strange valley. Oh, just forget it, Amanda, no one can hear you."

Certainly the heroes will try to find Amanda. Even though they know her approximate location, they will still have a very hard time finding her. Everyone looking may roll their Detect Hidden times two. If no one locates her (or even if they do), Amanda may be contacted over the radio. She will be hysterically happy that someone from the U.S. (heroes at that) has found her. She can tell them that her and her father's plane crashed in a storm. She has few supplies, but does have one flare left, She will use this to help the heroes find her (automatically after seeing the flare go off).

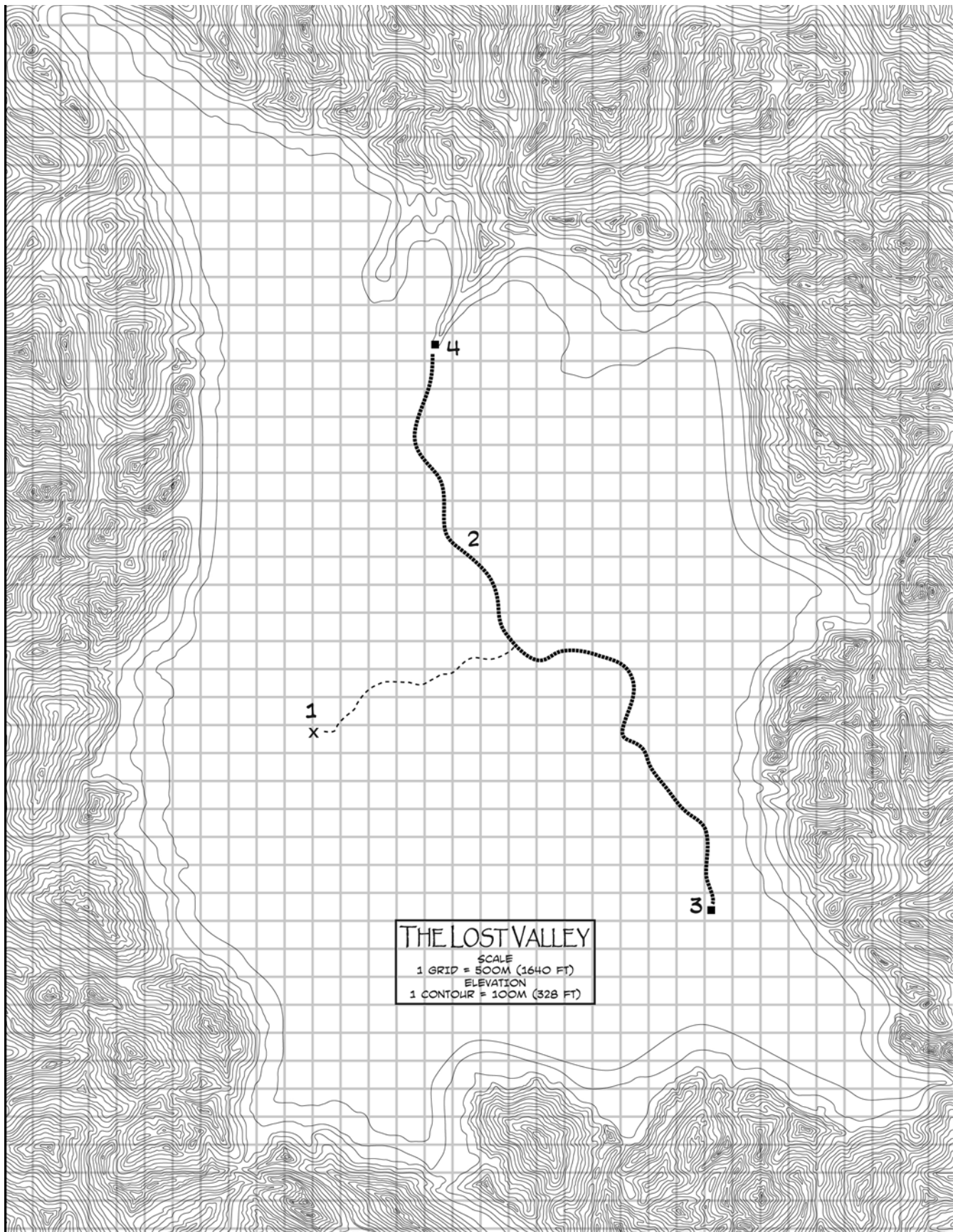
When the heroes land (there is a spot about one half mile from the crash site where they may do this), they will find Amanda near the wreckage of a plane. Many supplies have been pulled from the wreckage (including the radio which she had to partially rebuild). Her rebuilt radio did not have very much power, thus the reason why she thought no one would hear it. She will explain the following points to heroes in answer to their questions or on her own initiative.

1. She came to the Himalayas with her father to help him and gain some experience for herself, as this is what she aspires to do later in life after the proper training.

2. The trip was fine until they reached the valley, because then a storm suddenly swept over them and destroyed one of the airplane's wings. Her father had to crash land.

3. They both survived the landing but soon afterwards they heard something coming through the jungle. Her father made her get in the plane and hide while he stood outside with a rifle. She saw nothing but only heard his scream and then something pounding northeast through the jungle.

She insists on helping find her father and she has not done anything to locate the object which supposedly fell into this area.



# THE TRUTH OF THE MATTER

The plane crash was caused by no ordinary storm, as the players may have already guessed. Through the use of her weather control, Kaela called up a storm and struck the plane from the air. Bengal was then sent to check for any survivors. When Bengal arrived on the scene, he found an older man who was quickly taken back to the temple of the Ohibi natives to be "parasited" by the alien which fell to Earth a few days earlier. Bengal did not find or notice Amanda Falswith. The temple is in a generally northeasterly direction from the location of the plane crash. To rescue the professor, the heroes will be most likely to head northeast, for that is the direction that Amanda heard Bengal (though she did not know that it was Bengal) leaving. After going to the northeast for a ways, the heroes will come across a trail which leads both north and south. If the heroes follow it to the south they will reach the Ohibi village. However, if they go north on the trail, the heroes will find the Ohibi temple, Professor Falswith, and the alien parasite. The Ohibi Village: Refer to the map of the Ohibi Village to note the locations of the following special places:

1.) This is the hut of the hereditary chieftain of the Ohibi. Though he is respected, he does not generally wield that much power in the village. His name is The's Nesiss.

2.) Here is where the true wielder of power in the Ohibi community lives. Herwaqua is the high priest, and ever since the gods have chosen to maintain residence in the temple, he has gained much power. He is the direct representative of the gods among the Ohibi. The gods, of course, are not gods at all, but rather a group of evilly natured super-powered beings who saw it to their benefit to live here. Recently, the high god himself came down among the Ohibi in the form of a white-skinned man (Professor Henry Falswith, under the control of the parasitical alien K'arr Hokum).

3.) This is where the champion of the Ohibi lives. The champion is the Ohibi warrior who defends the village from natural enemies (gorillas, large cats, etc.) as long as he lives (which is often not very long). The current champion is Yesger. Treat him as any other Ohibi villager, except for the fact that he is 3rd level. Yesger only became champion after Mengazi forfeited the position for a place among the gods.

When the heroes and Amanda enter the village, they will first be seen by some women and children, who will assume that they are the incarnation of more gods (due to their costumes, etc.). This will continue until Herwaqua reaches the scene. He will declare the heroes to be false gods who are trying to rob the Mighty K'arr Hokum of his godly daughter (Amanda). Herwaqua will then call upon the warriors of the village to kill the false gods so that the goddess may be returned to the temple. Ten Ohibi villagers with spears will attack the heroes and the villagers will be led by Yesger, the village champion.

Actually, Herwaqua has been warned by Kaela that some enemies of the gods may soon come to the village. Herwaqua decided on his own

that Amanda must be the daughter of K'arr Hokum due to the similarity in appearances. Once defeated, the villagers will reveal the way to the temple, though they will be confused as to why the heroes want to know the way when 1) they should be fleeing it if they have the Mighty One's daughter and 2) they have already been there (for where else would the Mighty One's daughter be?).

## THE TEMPLE

Whether just by taking the north trail, or by finding out the way from the Ohibi villagers, the heroes will have to reach this temple at some time if they are to complete their mission. The key to the temple's interior follows:

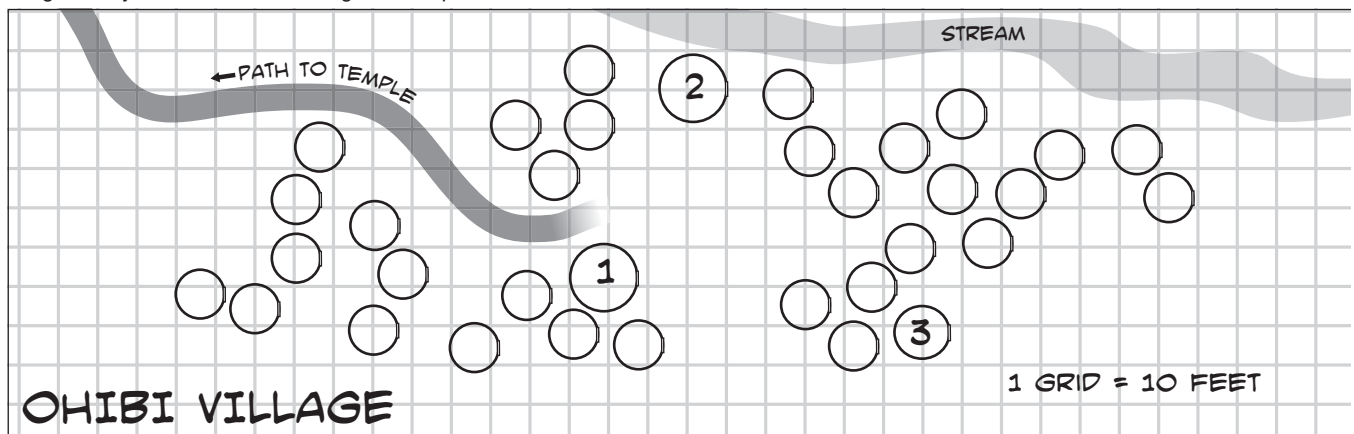
1.) This is the entrance to the temple. A large archway spans between two huge pillars. As the entrance is approached, a look at the temple's exterior will be possible. It is made of stone and has metal decorations. The temple is obviously very, very old. One of the villains, Mengazi, has climbed up onto the pillar to the right of the entranceway. He will leap down on the heroes as they enter and try to gain his deadly hold on one of them.

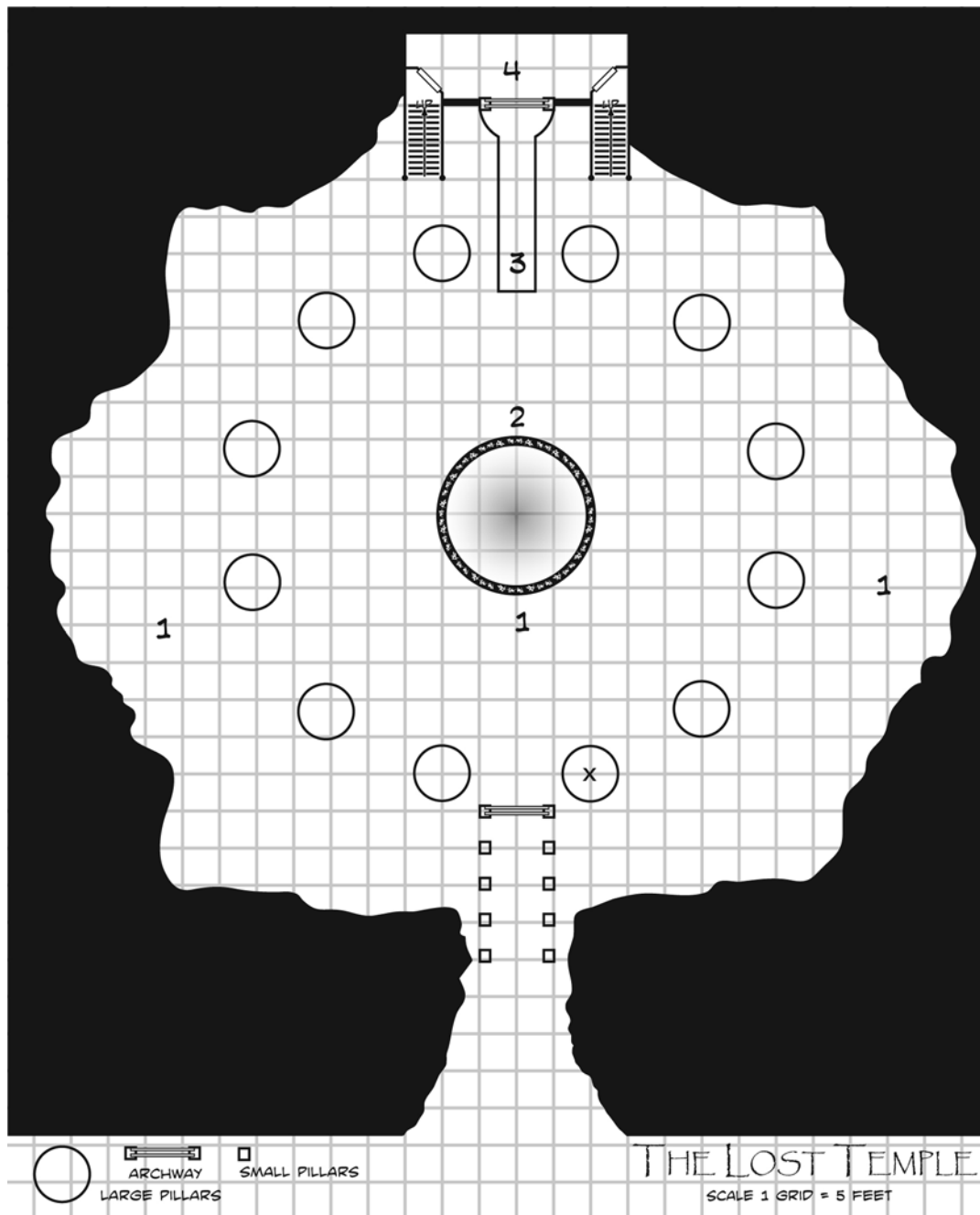
2.) Normally the large fountain in the center of this large area commands the attention of those who enter. The heroes, however, will probably be more interested in the Ohibi villagers who are standing guard in here at the special request of the Mighty One. There are eight spearmen and six bowmen (three to each side). Bengal is also in this area. He stands beneath the over- looking ledge (see #4 below). He will gladly enter combat.

3.) These are stairs which lead from the mass worship area to a smaller shrine-like place (#5 below). The steps are very large (about two feet high each) and are made of the same stone that forms the outside of the temple.

4.) This is a ledge which extends from area #5. The ledge overlooks the mass worship area and Herwaqua often stands here when leading the worship of the Mighty One and the other "gods." Presently, Kaela stands here, ready to use her powers in concert with the attack of the Ohibi villagers, Mengazi, and Bengal.

5.) In this shrine-like area is Professor Henry Falswith. The good professor, however, has been taken over by K'arr Hokum, an alien like that what has attached itself to General Eli MacCaffery. The alien has attached itself to the back of Falswith's head so it will not be visible to the heroes, when they enter. K'arr Hokum has draped some ropes around himself to make it appear as though he were being held prisoner. The player-heroes may each roll the percentile dice. If the roll is less than or equal to one-half of the hero's Detect Hidden, then he has noticed the deception. If no one notices, Amanda will rush forward to her father, The alien will then grab the girl and try to use her as a hostage to keep himself from capture. The heroes will have to handle this situation very carefully if they hope to take Professor Falswith, Amanda, and the alien back with them to the U.S. If combat begins, K'arr Hokum will use every means at his disposal to insure his continued freedom.





## AT NORAD

Msst Klar, the other alien, will be watching through the walls of his containment cell for the return of anyone with K'arr Hokum. When he sees the heroes arrive with the other alien, Msst Klar will have General MacCaffery break out of the cell and approach the arriving heroes. No guards will fire for fear of hitting the General. The heroes should be just getting out of their vehicle when the walls come down around General Eli MacCaffery (who will be unharmed due to the powers that Msst Klar has "given" him). Make the heroes think that they have another fight on their hands. You might even have them roll a d10 in preparation for combat. This is when General "Msst" MacCaffery will speak:

*"I thank you men of Earth for the capture of the felon named K'arr Hokum. I am Msst Klar, a . . . how do you say it? . . . policeman. I have been after K'arr Hokum for three of your years now and he has led me to many planets. But only here on Earth were there men brave enough to fight him. I must now take my leave for K'arr Hokum must be taken to the Tribunal for judgement. Perhaps someday in the future we can work in conjunction again men of Earth."*

At this Msst Klar will detach from the general, mentally summon his ship, and take off with the felon, K'arr Hokum.

## AMANDA FALSWITH

Identity: Amanda Falswith  
Sex: Female  
Age: 20

Side: Good  
Level: 1  
Training: HTH accuracy

### Powers:

1. Natural Weaponry: Judo Training: +1 to hit, HTH +2 damage.  
2. Weapons: Rifle: +4 to hit, 60" range, this rifle shoots special tranquilizer darts that inflict 1 point of damage. If they somehow penetrate Armor or Invulnerability, the victim must save vs. Strength on a d20 or fall asleep. There is a percentile roll every in-between turns phase to shake the sleep off. She has 5 darts. Amanda also carries a machete. Machete: +2 accuracy, HTH +1d6 damage.



Weight: 120 lbs.  
Agility Mod.: +2  
Endurance: 11  
Intelligence: 15  
Reactions from: Good: +2  
Hit Mod.: 1.92  
Damage Mod.: +2  
Accuracy: +2  
Carrying Capacity: 126 lbs.  
Movement Rate: 36" ground

Basic Hits: 3  
Strength: 10  
Agility: 15  
Charisma: 16  
Evil: -2  
Hit Points: 6  
Healing Rate: .75  
Power: 51  
Basic HTH Damage: 1d4

Detect Hidden: 12%  
Inventing Points: 1.5

Detect Danger: 16%  
Inventing: 45%

**Origin and Background:** Amanda was born the daughter of a very enterprising archaeologist/scientist. Her father did just about anything related to science, and still does, and has always done it well. She wanted to be just like him, so her father began to train her in addition to the schoolwork she had. This trip to the Himalayas was to be their first "mission" together. Unfortunately, the two are not off to a good start. Amanda is very devoted to her father and will work vigorously to rescue him from whoever might have taken him from the plane crash area.

## BENGAL

Identity: Ahmed Krajos  
Sex: Male  
Age: 31

Side: Evil  
Level: 5  
Training: Strength

### Powers:

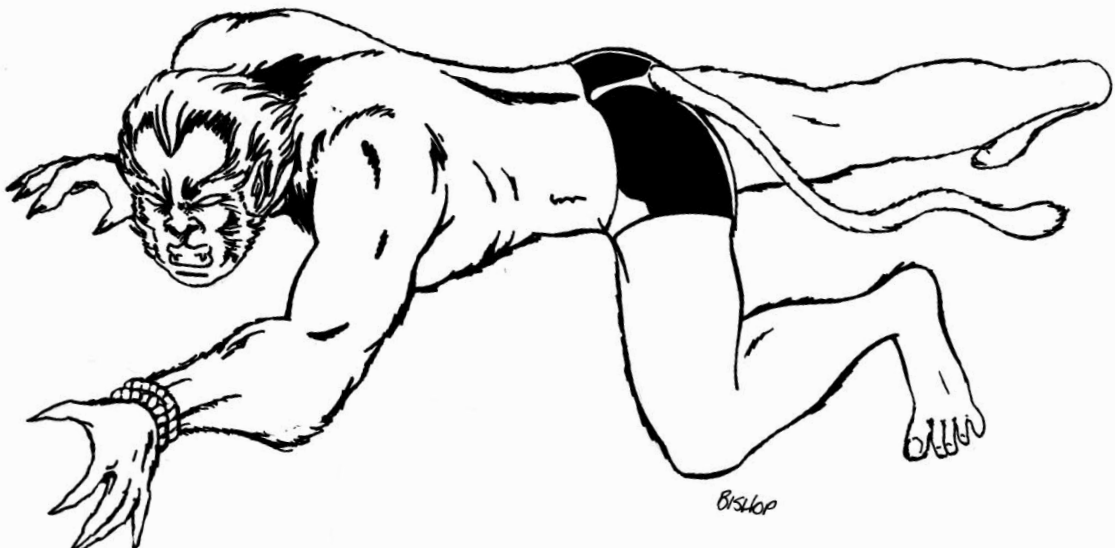
1. Size Change (larger): Bengal is permanently enlarged. Weight factor = 3.4. Height factor = 1.5.  
2. Mammal Powers:  
a. Heightened Strength +17.  
b. Heightened Agility +8.  
c. Heightened Senses: Smell and hearing enhancements and night vision give him a multiple of five in Detect Danger.  
d. Natural Weaponry: +2 to hit, +4 damage.

**Weakness:** Low Self-Control: Bengal is affected by a lust for blood. He will kill one opponent before facing another. After killing some (one/thing), Bengal must make a d20 Charisma save or eat them also. If his foes retreat, Bengal must make a d20 Charisma save or attack his allies.

Weight: 612 lbs.  
Agility Mod.: -4  
Endurance: 13  
Intelligence: 11  
Reactions from: Good: -1  
Hit Mod.: 6.272  
Damage Mod.: +1  
Accuracy: +2  
Carrying Cap.: 14,675 lbs.  
Movement Rates: 66" ground  
Detect Hidden: 8%  
Inventing Points: 5.5

Basic Hits: 13  
Strength: 36  
Agility: 17  
Charisma: 13  
Evil: +1  
Hit Points: 82  
Healing Rate: 3.9  
Power: 77  
Basic HTH Damage: 2d10

Detect Danger: 60%  
Inventing: 33%





**Origin and Background:** Ahmed Krajos was part of a governmental team trying to bring his nation out of its primitive ways. Some “primitive” natives of the country did not like the idea of becoming “civilized,” so they fought back, Nature seemingly took a hand in helping these natives, for the largest Bengal tiger ever seen attacked some of the members of this governmental team late one night. Ahmed was part of the group that was attacked. At first they thought that it couldn't be a Bengal, for it was white (the natives therefore said it was of the sacred animals). Ahmed and the others with him fought back, but the Bengal killed them all, one by one, until only Ahmed was left. With a lucky blow, Ahmed slew the huge tiger with his hunting knife. Dead, the tiger fell forward onto Ahmed. The blood of the tiger burnt Ahmed's body and Ahmed felt himself changing. The next thing he knew, Ahmed found himself in the Lost Valley in the form of a huge, walking Bengal tiger. He assumed that he found his way here through some primitive instinct, so had waited here to see what he is destined to do.

**Combat Tactics/M.O.:** Claw, kill, eat!

**Personality/Character Traits:** Though a little confused about what has happened to him, Ahmed worries about nothing once a fight begins. He knows that he is superior to 99% of the beings on Earth and his arrogance tells others that he does know this.

## KAELA

Identity: Mary Livingston

Sex: Female

Age: 28

Side: Evil

Level: 4

Training: Intelligence

### Powers:

1. Heightened Agility: +14.
2. Heightened Charisma: +16.
3. Telepathy: Range= 170', thought scan for PR = 1, probe for PR = 5, and act as a switchboard for up to 17 minds. One action is required to set it up and then the cost of PR =1/turn.
4. Mind Control: 6" range, PR = 20, Animal Control: any animal mouse size or larger that is in the hidden valley may be controlled. The only limit is that no more than 36 hit points worth may be controlled at one time.
5. Weather Control Device: Kaela wields a large staff (+2 accuracy, HTH +1d4 damage) that may be used to cause cloudy through hurricane weather. One action is required to summon the weather. The staff has 17 charges per cycle of the moon.

Weight: 130 lbs.

Agility Mod.: —

Endurance: 13

Intelligence: 17

Reactions from: Good:-5

Hit Mod.: 5.88

Damage Mod.: +4

Accuracy: +4

Carrying Capacity: 304 lbs.

Movement Rates: 54" ground

Detect Hidden: 12%

Inventing Points: 6.8

Basic Hits: 3

Strength: 15

Agility: 26

Charisma: 28

Evil: +5

Hit Points: 18

Healing Rate: 1.2

Power: 71

Basic HTH Damage: 1d6

Detect Danger: 16%

Inventing: 51%

**Origin and Background:** Mary Livingston was born British. She later devoted her life to doing missionary work and was very zealous in her efforts to convert the natives of Africa and India (the two places where she did most of her work) to Christianity. One tribe in particular gave her a lot of trouble. They continued to defend the existence of their god, Tesutari, the “Puppet Master” (translated from the native language). To prove the existence of Tesutari, the tribe's shaman called upon the god to make his presence known. Indeed, Tesutari (or some evil spirit taking advantage of the situation) came and made himself known. The god took control of Mary Livingston with a minute fraction of his godliness and gave her the power to control man and animals as he could. And, to serve as concrete proof of her special abilities, Tesutari



fashioned a staff with the ability to control the very weather. Not herself anymore, Mary Livingston fled to a place where no one should ever find her: a Lost Valley in the heart of the Himalayas.

**Combat Tactics:** Kaela will use her weather control powers only when personally threatened. Otherwise, she likes to call animals to a place where her enemies are and then take control of the men to insure a fight between them.

**Personality:** Kaela truly believes that she is part god. She resents the presence of K'arr Hokum, but accepts him on the grounds that he is more powerful than she.

## MENGAZI

Identity: Mengazi

Sex: Male

Age: 20

Side: Evil

Level: 4

Training: Intelligence,

+3 to hit HTH

### Powers:

1. Natural Weaponry: +3, +6. Mengazi has the additional special attack ability of grappling an opponent from behind. The hold is that of a full nelson plus a leg clamp. Mengazi then rotates the body swiftly in an attempt to break the spine. While he has this hold, Mengazi inflicts his HTH damage every round. Each time damage is done, the victim must make a d20 Strength roll, If this roll fails, then the victim is automatically unconscious (as paralysis), If a d20 Endurance roll also fails, then the victim is permanently paralyzed due to the breakage of his spine.
2. Heightened Defense: Mengazi is -4 to be hit. When he has his hold on an opponent, attacks which miss Mengazi have a d20 incidental damage chance to hit the victim he is clamped to.

Weight: 190 lbs.  
 Agility Mod.: —  
 Endurance: 15  
 Intelligence: 10  
 Reactions from: Good:-2  
 Hit Mod.: 4.608  
 Damage Mod.: +1  
 Accuracy: +2  
 Carrying Capacity: 697 lbs.  
 Movement Rate: 49" ground  
 Detect Hidden: 8%  
 Inventing Points: 4

Basic Hits: 4  
 Strength: 18  
 Agility: 16  
 Charisma: 15  
 Evil: +2  
 Hit Points: 18  
 Healing Rate: 1.6  
 Power: 59  
 Basic HTH Damage: 1d8

Detect Danger: 12%  
 Inventing: 30%



**Origin and Background:** Mengazi is the greatest ever of the champions of the Ohibi. When the "gods" came to the temple of the Ohibi, Mengazi was given the honor of guarding it against intruders and evil spirits. Mengazi has disdained the use of weapons as other Ohibi use, and instead has become a master of wrestling. It is reputed that he can wrestle lions and then slay them with his spine-breaking hold.

**Combat Tactics/M.O.:** Mengazi will try to ambush an opponent and attack him from behind with a special attack to gain his hold. If he is unable to do this, he will still try his special attack. If successful, it means that Mengazi has slipped around to his opponent's rear and made his hold. Victims in his grip will be immobilized unless they can free themselves with a percentile Save (one save is gained every action release is attempted).

**Personality:** Bengal and Kaela both look down on Mengazi as being a simpleton and ignorant tribesman. Mengazi will often unnecessarily risk himself to prove himself to them. He is arrogant and commanding when around other Ohibi.

## OHIBI WARRIORS

Identity: varies  
 Sex: Male  
 Age: varies

Side: Their god's  
 Level: 2  
 Training: Strength,  
 Endurance, or Agility

### Powers:

1. Heightened Senses: Detection scores are doubled in the jungle.
  2. Heightened Expertise: +4 to hit with a bow or the spear; the champions of the Ohibi have this ability with both of these weapons.
- \* The Inventing skill listed below reflects their ability to design traps and other archaic technologies only.

Weight: 180 lbs.  
 Agility Mod.: —  
 Endurance: 15  
 Intelligence: 9  
 Reactions from: Good: —  
 Hit Mod.: 2.808  
 Damage Mod.: +1  
 Accuracy: +1  
 Carrying Capacity: 291 lbs.  
 Movement Rate: 40" ground  
 Detect Hidden: 16%  
 Inventing Points: 1.8

Basic Hits: 4  
 Strength: 12  
 Agility: 13  
 Charisma: 10  
 Evil: —  
 Hit Points: 11  
 Healing Rate: 1.6  
 Power: 49  
 Basic HTH Damage: 1d6  
 Detect Danger: 24%  
 Inventing: 27%\*

## PROFESSOR HENRY FALSWITH

Identity: K'arr Hokum  
 Sex: Male  
 Age: 58

Side: Evil  
 Level: 8  
 Training: HTH accuracy

### Powers:

1. Heightened Strength: +20.
  2. Heightened Endurance: +12.
  3. Regeneration: 2.8 hit points/action (except laser damage).
  4. Stretching Powers: Maximum stretching length equals 183" PR = 1/use as a defense. It costs movement only to stretch.
  5. Mutant Power: K'arr Hokum gives his host super-normal body functions. The change in Terran humans is in the voice box. It is extremely enhanced so that sonics x2 is gained. 70" range. 70% chance to destroy, PR = 2 per use at 2d12 damage.
  6. Wings: These can support K'arr Hokum's small parasite body only. PR = 1. Fly at 70"/turn.
  7. Heightened Senses: Astral Sight: Through his host, K'arr Hokum can see all beings in ghost-like images. He can see through walls and can also see invisible beings.
- Weakness: Reduced Charisma: -7. This is due to always changing bodies and thus never gaining a reputation.

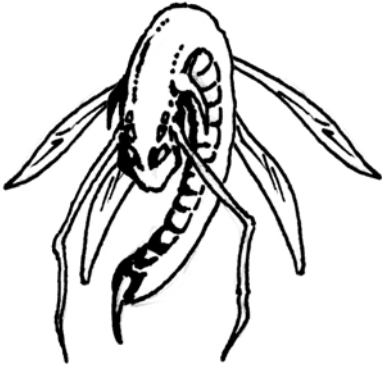
Weight: 170 (200) lbs.  
 Agility Mod.: —  
 Endurance: 14 (26)  
 Intelligence: 16 (19)  
 Reactions from: Good:-2/-6  
 Hit Mod.: 3.0576 (16.224)  
 Damage Mod.: +2  
 Accuracy: +1 (+2)  
 Carrying Capacity: 406 (4548) lbs.  
 Movement Rate: 43" ground (77" ground or 70" air)  
 Detect Hidden: 12% (14%)  
 Inventing Points: 13.2

Basic Hits: 4  
 Strength: 15 (35)  
 Agility: 14 (16)  
 Charisma: 8 (1)  
 Evil: +2/+6  
 Hit Points: 12 (65)  
 Healing Rate: 1.2 (2.8)  
 Power: 59 (96)  
 Basic HTH Damage: 1d6 (2d8)  
 Detect Danger: 16% (18%)  
 Inventing: 57%

**Origin and Background:** K'arr Hokum is a seasoned killer/criminal. On his own world he perpetrated many violent and illegal acts. When an officer of the People's Protection Agency caught whiff of K'arr, the criminal fled his home planet, the officer came after him. After many harrowing escapes on countless worlds, K'arr Hokum has found what he believes to be the perfect hiding spot: a hidden valley where he is worshipped as a god.

**Combat Tactics/M.O.:** K'arr Hokum is a vicious killer and will do whatever he must to insure his own survival. If ever presented with a laser by one of the heroes in this adventure, K'arr Hokum will use his sonic ability to destroy it. This will be his second priority. His first is always survival.

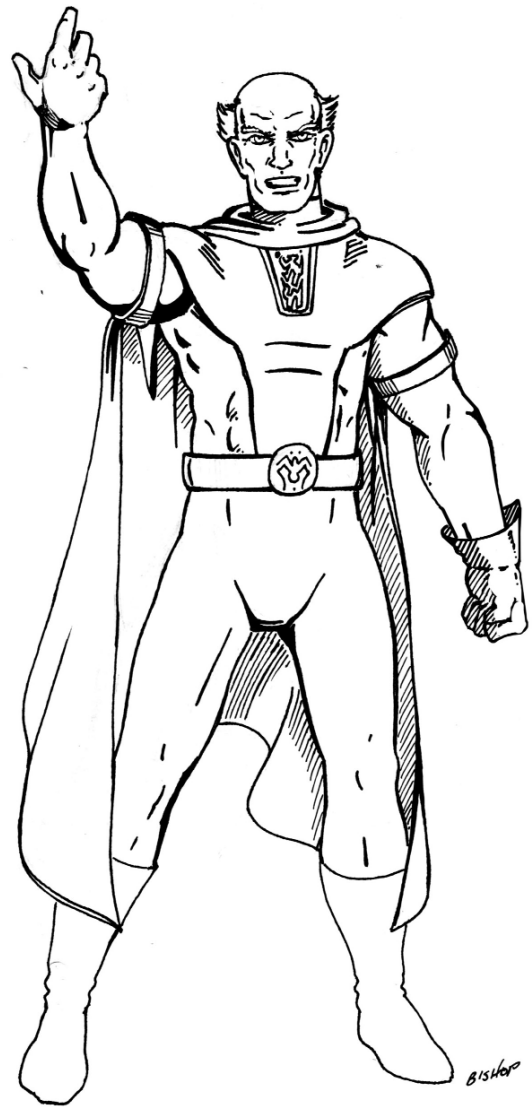
**Personality/Character Traits:** K'arr Hokum is totally self-centered. To him others are referred to as "its" that often "don't deserve to exist." He often acts on a whim, but if presented with a dangerous situation, K'arr Hokum will become very deliberate in his actions.



## FURTHER EXPLORATION

While the heroes are still in the Himalayas, why not throw in an additional encounter? Rumors of extraterrestrials and strange creatures might bring more super-villains into the vicinity as well.

For example, Samuel Carter (The Biologist from "Criminal Compendium") could be there in search of new alien species. Wandering through the wilds, the evil scientist will be equally pleased to run into super-heroes ... who he could study or even dissect.



# WORLD UNDER SIEGE

## I. BEHIND THE SCENES

### A. THE MASTERMIND

“World Under Siege” is going to be a bit different than the V&V adventures that you are used to running in that the major villain may never be met by the heroes during the course of the adventure. Black Seer is a highly capable super-villain, but, in this adventure, will likely stay out of the lime-light. Black Seer has developed a very complicated scheme and is taking only an advisory role in its completion. He isn't likely to appreciate the intervention of any super-heroes (though this contingency has certainly been taken into account) and will deal with them very harshly if they interfere enough to disrupt the completion of his plan [NOTE: This will be dealt with in more detail at the end of the adventure's text].

Black Seer's statistics follow immediately below, for though he may never appear in the adventure, it is necessary for you to understand the mind and character of the mastermind in this very imaginative take-over of the world attempt. His presentation here also serves to separate him from the villains at the end of the text, who are certain to be met sometime during the course of the adventure. So, without any more of a wait, allow me to introduce Black Seer...

### BLACK SEER

Identity: Edward Kane	Side: Evil
Sex: Male	Level: 8
Age: 34	Training: Intelligence

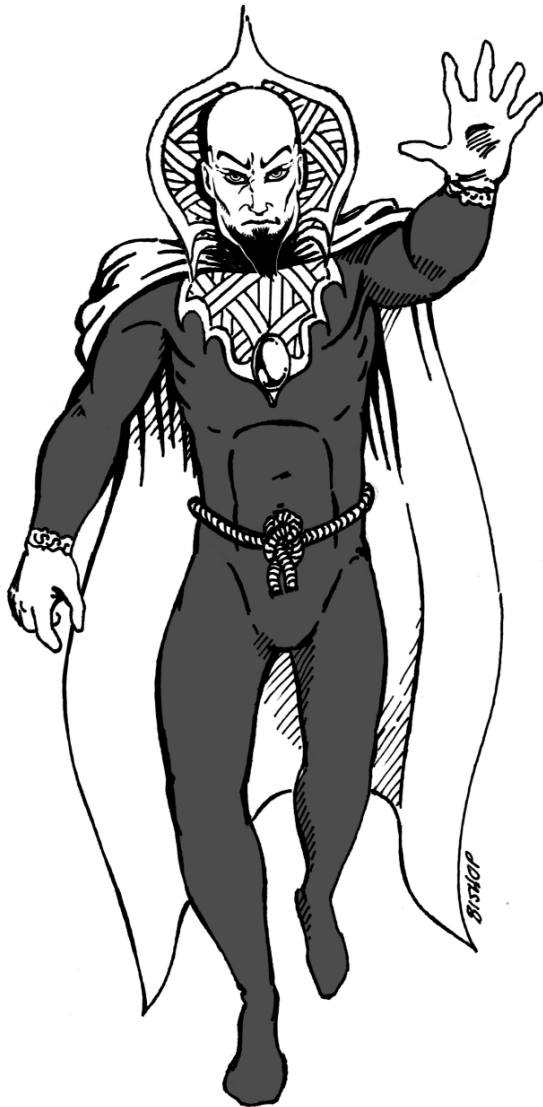
#### Powers:

1. Willpower A: 1 PR per turn as a defense.
2. Telepathy: Communicate with minds within 270". Thought Scan is PR = 1. Mind probe (see page 17 in the rulebook). Black Seer may shield his own thoughts.
3. Magical Device: Black Pearl: This gives him the following powers:
  - a) Heightened Strength +14.
  - b) Heightened Charisma +10.
  - c) Heightened Endurance +8.
  - d) Heightened Intelligence +16.
  - e) Flight. PR = 1 per hour, fly at 522 mph.
  - f) Death Touch (must touch a person with the pearl): a victim must save twice, once vs. Agility and once vs. Endurance, both saves are rolled on d20. One failure means loss of all hit points and if both fail the victim is dead. It can be used thus twice per day.
  - g) The pearl can also summon what Black Seer calls The Iridescent Wind. It hits as transmutation, and a person who is struck is encased in an unbreakable ebony-colored coating. The victim is helpless, but after 5 turns he can begin making percentile Strength saves. A successful save will cause the coating to dissolve. The Black Seer gave it this name because when it is summoned (once per day at most) a colored wind sweeps down upon the victim and swirls about him.
  - h) The pearl doubles the ranges of all of his spells (if applicable).
4. Magic Spells: Black Seer has many spells, however the list below should not be considered exhaustive.
  - a) Costume Change, PR = 2, 0" range, costs 10" of movement to create any sort of simple outfit.

- b) Shield, PR = 2, 2" range, it creates a stationary black, but transparent shield which has an invulnerability equal to caster's level x2; they are 1" x 1" in size.
- c) Disguise, PR = 1 per turn, 0" range, makes him appear differently, it takes a Detect Hidden roll to tell the difference.
- d) Null Field, PR = special, 27" range, it creates a field which cancels whatever effect it is created to nullify. The PR cost of this power is equal to the PR cost of the power or effect to be cancelled. The field can be mobile for PR = 1/hour.
- e) Stun, PR = 4, 36" range, this beam hits as paralysis and the victim must make a d20 save vs. Endurance or be stunned until a successful percentile Endurance save.
- f) Curse, PR = 8, 54" range, causes a minor curse which is removable only by magic. It attacks as mind control. as GM you should cover its use, making sure it is not too potent, but worth 8 PR.
- g) Alchemy, special, within workshop, the use of this spell allows the creation of many simple compounds such as poisons, blinding dust, rotting inducer, smoke screen capsules, etc.
- h) Phase Bolt, PR = 4, range 18", this bolt attacks as power blast, but non-corporeality and astral projection provide no defense against it. It can, however, only affect heroes in those two forms doing 1d20.
- i) Mark, PR = 3, range= sight, this spell marks the heroes affected with a dull black symbol which can be seen only by demons. It also allows demons to trace those marked. Black Seer will mark an enemy and then track him or her down when the hero is in his secret identity. He also has the means to trace those that are marked. The mark is invisible to all but Black Seer and appropriate demons.
- j) Night Vision, PR = 0 but costs 5" movement, 30" range, it allows the beneficiary of the spell to see in normal darkness.
- k) Weather Control, as the power, see page 19 in the rulebook.
- l) Summon Darksword, PR = 4, No range, The sword created by this spell is made of eldritch energies. When used in combat it causes +1d10 damage or an action can be used and it will defend him until his next action as a force field defense (it parries/blocks blows).
- m) Hellflame, PR = 1/ball, 47" range, he can fire 1 or 2 balls of flame (even underwater) which cause 2d8 points of damage each.
- n) Stunt Reflexes, PR = 1/turn, 54" range, this spell cuts in half the effective initiative total of the victim.
- o) Call Meteor, PR = 1+1/500 lbs. of meteor, attack range is anywhere within sight. This spell calls a meteor from the heavens at terminal velocity (1000"/turn). The meteor will hit a spot which is pre-determined (at the time of the casting) during the next in-between turn "phase".
- p) Ebony Armor, PR = special, 0" range, the armor created will have 10 ADR/point of power put towards its creation. Maximum is 100 ADR.
- q) Life Drain, PR = 3, 36" range, this spell is as a Devitalization Ray.
- r) Ritual of Binding: By the use of this ritual, Black Seer binds another's soul to his. It can have varied effects, but with a successful mind control attack he can instill a sense of loyalty, love, etc. It takes 1 hour and 30 PR to create a Soul Bond.
- s) Ritual of Entrapment: After drawing the appropriate diagrams around a person, this ritual will trap the victim inside the drawing until someone outside smudges or destroys the lines. It takes 20 minutes and 15 PR to draw. In addition, the creator must make an Intelligence save on a d20 or lose the number of Intelligence the roll was missed by.

Weight: 186 lbs.  
 Agility Mod.: —  
 Endurance: 18  
 Intelligence: 27  
 Reactions from: Good: -4  
 Hit Mod.: 12.3904  
 Damage Mod.: +4  
 Accuracy: +2  
 Carrying Cap.: 2436 lbs.  
 Movement Rate: 63" ground, 2297" flight or hyperflight  
 Detect Hidden: 20%  
 Inventing Points: 3.7

Basic Hits: 4  
 Strength: 29  
 Agility: 16  
 Charisma: 23  
 Evil: +4  
 Hit Points: 50  
 Healing Rate: 2  
 Power: 90  
 Basic HTH Damage: 1d12  
 Detect Danger: 24%  
 Inventing: 81%



**Origin and Background:** Edward Kane was not satisfied when he was born with the power to read the minds of others, and the ability to will most things away from his conscious mind. He had to have more, so he searched. When he heard of an archeologist's discovery of a long buried library (through his channels which he had set up), he killed the man. The killing took place before the knowledge of the library had leaked to the rest of the world. Edward hoped to find some great knowledge in the library which would give him powers to surpass those he already possessed. He was lucky. In the library he found books which taught him how to work magicks so powerful that, at first,

he was hesitant about releasing such power, but, of course, he did, and has never regretted it. He was able to teach himself a few spells. This discovery did not, however, dampen his search, for he still wanted more. Realizing how much trouble he could have avoided by having been the one to discover the library in the first place, he became a freelance archeologist. He went searching in South and Central America to try and find the lost knowledge of the once great Aztec Nation. After a year of fruitless searching, Edward was just about ready to give up, but, just as he was ready to leave, he stumbled upon a hidden temple. Inside the temple he met a creature which called itself the Wilderbeast, and, as it turned out, the creature was one of the great Aztec kings. Wilderbeast offered a huge pearl to Kane, with the promise that it would grant tremendous power. Edward took it, and promised to use the power to help avenge the fallen Aztec empire in some way. With the pearl, Kane found that it not only granted him powers surpassing those he had, but it also gave him an increased aptitude which would allow him to create more spells than he had dreamed possible (Heightened Intelligence). Edward renamed himself Black Seer, and is now ready to take on the world.

**Combat Tactics/M.O.:** The most important thing to remember about Black Seer and his fighting techniques is his motto (it may not be original, but he uses it none the less), "Those who live to run away, live to fight another day!" He fights very intelligently, and only when he has a good chance of winning. He will be a very dangerous foe to any heroes who happen to get on his bad side (i.e. they oppose him). If he is badly outnumbered by heroes, Black Seer will flee, but only after using his mark spell on one of the heroes. That hero had best be careful, for Black Seer will then search him/her down in his/her secret identity and take care of him that way. Or, if you would rather, he might send a demon after the hero. In most cases, he will try to capture heroes so that he can use one of his Ritual spells on them, preferably the Ritual of Binding. If forced into an immediate fight, Black Seer will use his spells to create defenses for himself before he attacks. This would mean the use of Ebony Armor, Shield, and Cancel Field (this last being used on the weapon of some hero). Thereafter he will attack, and this means business! He will take out any heroes in astral form or with non-corporeality first by using his Phase Bolt. Any hero foolish enough to fight him HTH will be attacked by the pearl's death touch. After taking care of the special case hero with non-corporeality or the like, he will quickly dispatch another by the use of his Iridescent Wind. Once the heroes have been dispatched, Black Seer will collect those that may still be alive and take them to his current hide-out to be bound with his ritual.

**Personality/Character Traits:** Though he is among the basest and foulest of villains, Black Seer has dignity. He is proud, and anyone who flirts with him along the lines of challenging his dignity will quickly find himself in a lot of trouble. Kane knows his powers, and that means he knows the limits of them; he will not needlessly risk himself.

## B. SUPPORTERS

Recently, Black Seer has joined an organization called The Doom Council, Almost immediately upon joining this group, Black Seer forced his way into the ranks of the leaders. Black Seer joined this group because their ambitions were similar to his own. And, they, like him, relied only upon the powers of sorcery. The goal of The Doom Council is to conquer the world by supernatural means. The membership of The Doom Council is fairly large, and, despite the restriction that the members be related in some manner to the supernatural, they are diverse in their capabilities. This, also, was key in getting Black Seer's attention.

## C. THE PLAN

At the time that this adventure opens, Black Seer will already have the whole world in his hands. He set out upon a very ambitious plan which paid off for him; Black Seer controls the mind of every major world leader! This devious villain heard many months ago about the planned

special session of the United Nations (this will be discussed in the section following). Black Seer snuck into the meeting by using his disguise spell and, once inside, he set to work at casting a very complicated ritual; a ritual that would give him a sort of permanent mind control over everyone in the meeting room. "Everyone" was all of the world leaders.

Of course, if your campaign is located far from New York City and U.N. Headquarters, the meeting of world leaders can be a G8 Summit of the major economic powers or even one of the plethora of environmental conferences/meetings held regularly in diverse locations and attended by the major world leaders.

The ritual that was cast is a special (and unexplained in his stats because of the limited use of the ritual) version of the Ritual of Binding. The casting of this spell, however, severely drained his powers for a few days. He was, therefore, unable to shield the workings of his ritual from the "eyes" of other sorcerers.

Unfortunately for Black Seer, there is at least one magician who is steadfast enough in his protection of the populace of the Earth, who spotted the workings of the ritual. This wizard, Yonday by name, immediately confronted Black Seer about what had been discovered. Black Seer, however, had been warned by certain agents of The Doom Council that Yonday was coming. The villain, then, set a trap for the aged wizard. Yonday, thinking he was unexpected, was caught totally unprepared for the attack which then took place, Black Seer, elated at the capture of Yonday, did not delve deep enough in the past of Yonday to discover that the old wizard had an apprentice of sorts. What Black Seer did do, however, was entrap Yonday in a gem that was then taken to another dimension for safe-keeping. The heroes will become involved in this adventure after they are contacted by Kaya, the

apprentice. The details of this contact are detailed later in Section III: The Apprentice.

## II. ENTER OUR SAVIORS

### A. THE SPECIAL SESSION

One of the heroes has just returned from a hard day at "real" work. He got caught in a horrible traffic-jam and is absolutely exhausted. The hero drops down in front of the television set where he hears a very newsworthy item: the United Nations convened earlier today in a special session. The President himself, and many other world leaders, attended this special session. The topic at hand will be even more eye-catching to the hero: the discussion was about the threat presented by super-powered villains to the entire world. More specifically, the discussion was about how very close some of these villains have gotten to either destroying or conquering the world (insert any appropriate villains here from your campaign: Dr. Apocalypse, Gea, Psi-Prime, etc.). Anything at all could have been decided at this special session.

This is a chance for you to decide what direction you would like your campaign to take for a while. The world leaders might decide that a special group of heroes of all nations should be formed to fend off such super-villain attacks (they might even be a bit quicker at starting this after they find out what has been done to them by Black Seer!). You should give any more information about the session that you wish, but don't play it up so much that the players immediately realize that it is going to become the focus of an entire adventure.

### YONDAY

Identity: ?  
Sex: Male  
Age: 91

Side: Good  
Level: 13  
Training: Intelligence

#### Powers:

1. Heightened Intelligence A: +14
2. Heightened Senses: x3 on all detection rolls with his Sixth Sense (noted below).
3. Cosmic Awareness: 94% chance of success. See the V&V rulebook for additional information about this power.
4. Magical Spells: Rumored to be the most powerful wizard on Earth, Yonday added a long list of spells to his repertoire over the decades including many spells used by other characters in published V&V materials. Acting exclusively on the side of good, Yonday never learned spells with evil/demonic connotations (such as the Curse, Darksword, or Mark spells used by Black Seer).
5. Willpower A: PR = 1 per use as a defense or per turn.
6. Astral Projection: Maximum speed = 10 miles per turn, 2400 mph, PR = 12. Through the use of Willpower, Yonday could remain in astral form longer than one hour, PR = 1 per additional turn.
7. Diminished Senses: A foolish accident caused him to become permanently blind in his early twenties. Motivated to improve his conscious awareness, he mastered several magic and psionic disciplines (including the ability to "see" while in astral form).

Weight: 150 lbs.

Agility Mod.: -

Endurance: 13

Intelligence: 27

Reactions from Good: +3

Hit Mod.: 2.688

Damage Mod.: +3

Accuracy: -

Carrying Capacity: 228 lbs.

Movement Rates: 35" ground, 10,560" in astral form

Basic Hits: 3

Strength: 12

Agility: 10

Charisma: 20

Evil: -3

Hit Points: 9

Healing Rate: 0.9

Power: 62

Basic HTH Damage: 1d4

Detect Hidden: 60%

Inventing Points: 0\*

\*Yonday spent his last Inventing Points adding magical defenses to his mansion.

Detect Danger: 72%

Inventing: 81%



**Origin and Background:** Yonday's early years remain clouded in mystery. Even his apprentice does not know the wizard's given name or the nature of the accident that cost him his sight. (The GM may adapt Yonday's personal history to fit within the campaign setting. If the GM determines that Yonday is not dead in his campaign, these stats are provided as a base and may be modified or expanded to reflect a white mage of legendary stature.)

**Combat Tactics/M.O.:** When powerful metaphysical forces threatened Earth in the past, Yonday entered into astral form to wield his magic ... while his physical body remained safe within his mansion. The general public is unaware of the countless times the wizard saved the planet.

**Personality/Character Traits:** Yonday remained reclusive since the late 1970s, as increasing numbers of costumed adventurers picked up the mantle of fighting crime.

## B. THE RED HERRING

In fact, it is suggested that you follow up the report of the special session with some super-powered attack that will serve to take the heroes' minds off of what has been heard. If you have followed the introduction that was given at the beginning of Section II, then it is rush hour (assuming the heroes are based in some large city). In this case, you might wish to make use of the villain presented at the end of this adventure, Muniton. Muniton serves no other part in this adventure other than what you decide to do with him here. He is in no way affiliated with Black Seer or The Doom Council. Muniton has set himself in the very middle of a local underground tunnel (under some major river, for example). He has his large bomb there with him and is threatening to use it to blow-up the tunnel's roof unless he is given three million dollars within four hours. An hour and a half has already passed. A map of the tunnel accompanies this description. The villain is standing on top of a concrete divider which is between the lanes which go each way. Muniton has hooked some wires up to some car batteries and has absorbed some electrical energy already (the exact amount should be decided by you, based upon how powerful the heroes are). Muniton won't explode the bomb if attacked unless he is being sorely beaten AND has been badly humiliated in some way. Remember, the purpose of this is to take the heroes' minds off of the U.N. special session. Depending on how you run your campaign, you might decide to insert a few more events before having Kaya contact the heroes (this could represent the time during which Yonday is captured).

## MUNITON

Identity: Gary Yorrick  
 Sex: Male  
 Age: 25

Side: Evil  
 Level: 2  
 Training: Charisma

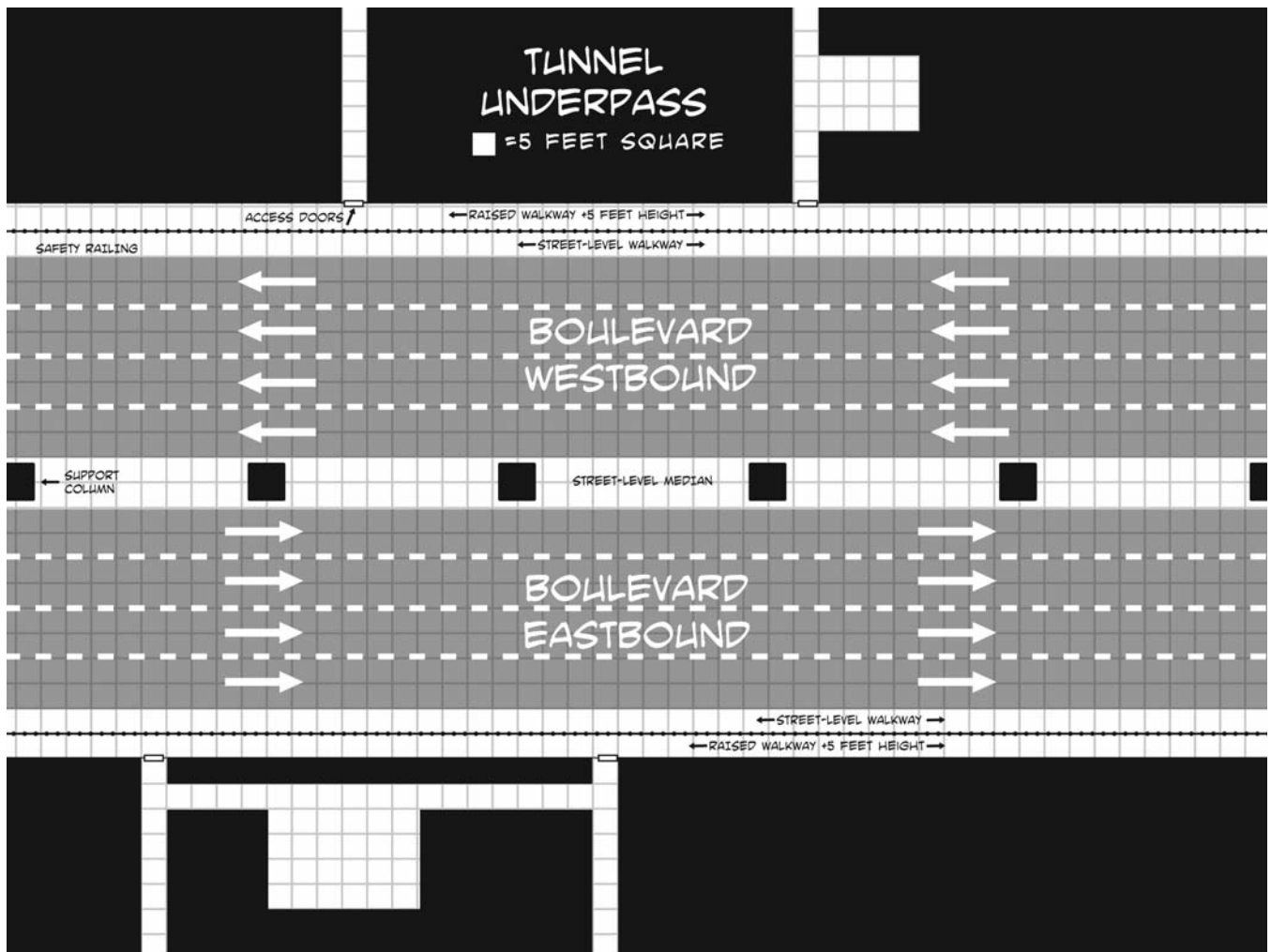
### Powers:

1. Heightened Senses: Glare-resistant visor defends as Adaptation against blinding flashes and other special attacks to the eyes. PR = 0.
2. Power Blast Device: Range = 20'; 1d20 Damage, 18 shots.
3. Armor B: ADR = 79. Connecting the armor to an electrical source can power a self-repair system built into the armor. This additional ability restores one point of ADR between turns. Muniton can use this technology to recharge his Blaster Gun at a rate of one charge per minute.

Weapon: Muniton has with him an electronic bomb that weighs 20 lbs. If detonated, the weapon attacks HTH +5, Damage = 2d20, Blast Radius = 8." Using an Inventing Point to route electrical energy into the device could cause it to explode with greater force, perhaps matching the impact of a nuclear bomb (see V&V rulebook, page 25).

Weight: 170 lbs.  
 Agility Mod.: -  
 Endurance: 15  
 Intelligence: 16

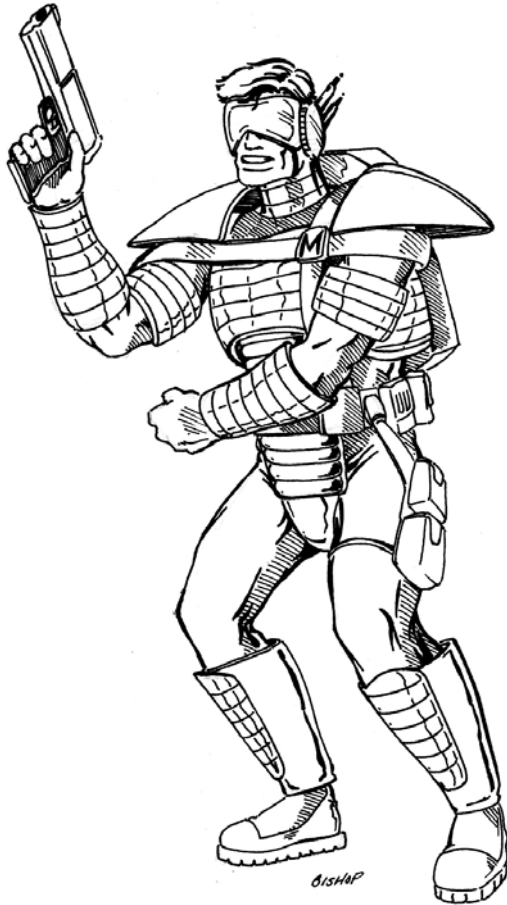
Basic Hits: 4  
 Strength: 14  
 Agility: 12  
 Charisma: 10



Reactions from Good: -  
 Hit Mod.: 3.3696  
 Damage Mod.: +2  
 Accuracy: +1  
 Carrying Capacity: 361 lbs.  
 Movement Rates: 41" ground  
 Detect Hidden: 12%  
 Inventing Points: 2.2

Evil: -  
 Hit Points: 14  
 Healing Rate: 1.6/day  
 Power: 57  
 Basic HTH: 1d6

Detect Danger: 16%  
 Inventing: 48%



**Origin and Background:** Gary Yorrick spent the last few years working as an entry-level technician for a large criminal organization (GM's choice). Fed up with cut-throat working conditions and maniacal bosses, he got up and walked out just days ago ... but he didn't leave empty-handed. With a suit of battle-armor and some "routine" equipment, Gary decided to take a shot at becoming a super-criminal on his own.

**Combat Tactics/M.O.:** All of Muniton's prior experience was spent working behind the scenes. He exaggerates in describing his powers to come across as a greater threat than he truly is.

**Personality/Character Traits:** Muniton wants notoriety about all else. He may stick around after a crime to get further attention, even if this increases his chances of getting caught.

### III. THE APPRENTICE

Surely the heroes have some means by which they receive fan mail. If this is not the case, then you may have to alter the manner in which they receive the message which is about to be discussed. The time is a few days after the resolution of the red herring the heroes supposedly chased. One of the heroes, maybe still recovering from some wounds,

is reading through some of the fan mail he/she received to pass the time when an especially interesting letter is uncovered. The short notice reads as follows:

*ATTENTION (Name of hero)!*  
*Something of vital importance must be related to you immediately.*  
*The fate of the entire world hangs in balance.*  
*I have nowhere else to turn.*  
*If you refuse me, then Evil shall inherit the Earth.*  
*Please meet me at The Connecticut Inn for lunch tomorrow.*  
*Reservations will be under the name John Doe. Please come!*  
 KAYA

The Connecticut Inn is a very fancy restaurant in the city wherein the heroes are based. The name, if it seems inappropriate, can, of course, be altered. Kaya has made the reservation in such a generic name because he fears that Black Seer may be after him, and Kaya sees any risk as too much of one. Also, any hero whose powers are magical related or in origin may have heard of Kaya, though only because he is the apprentice of Yonday. Such a character should receive a percentile Intelligence save to recognize the name. If you feel that such knowledge should be automatically given to the player, then do so, but keep in mind that the meeting might be a bit more interesting to the hero(es) if they don't quite know what sort of situation they are getting into. Research has very little chance of turning up the name of Kaya.

When the heroes arrive at the restaurant, they will be met at the door by a well-dressed, elderly man. "Do you have reservations," he will ask. The restaurant will be very busy. He will ask for the name which the reservation is under and the heroes should reply, "John Doe." "Ah, yes, here it is," the host will say, "Reservations for [one more than the number of heroes]." The man will hardly notice that the characters are super-heroes except for a comment about their dress, perhaps.

Soon after the heroes are seated, Kaya will enter and join them. He was outside the restaurant in the form of a bird awaiting their arrival. Kaya will be well dressed. He will first tell the heroes a little about himself (i.e. his origin and background). However, when he reaches the point in his life that he met Yonday, Kaya will stop talking about himself and say, "It is about Yonday that I have asked you to meet me here today." He will then go on to explain the current situation.

This is an excellent opportunity for you to have some good role-playing fun. To begin with, Kaya is very nervous, for he fears that Black Seer will strike to kill him at any time. This means that he is also extremely paranoid. Some of the other customers in the restaurant could be played as very suspicious characters, if you wish. A primary choice for this role would be either the host or the waiter who serves the heroes or diners at a table next to the heroes (he always seems to be listening in on the heroes' conversation as he serves the people at the other table). Try to make the heroes/players very paranoid too, if you can. After Kaya has explained all that has transpired, the heroes (if they truly are such) should be ready to help the apprentice save the world from certain doom. Because he wants to work as a team and because he is afraid of himself, Kaya will want to remain with the heroes, but he will not blatantly and outright ask to do this for that would be very unmannerlike. He will wait for one of the heroes to ask him to remain with them.

### KAYA

Identity: Kaya Yilmaz  
 Sex:  
 Age: 21

Side: Good  
 Level: 2  
 Training: Intelligence

#### Powers:

- Heightened Intelligence B: +7
- Magical Spells: Each of the following spells requires one action to cast and only movement to deactivate.
  - Bird's Eye: Transforms into sparrowhawk (use falcon/hawk stats in the V&V rulebook). PR = 0. Kaya retains his human senses as a bird



but cannot speak in this form.

b) Stone Skin: Armor Defense Rating = 70 (non-cumulative), with no additional weight. PR = 4. As a side effect, ground movement = Agility.

Weight: 160 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 11
Endurance: 12	Agility: 13
Intelligence: 17	Charisma: 13
Reactions from Good: +1	Evil: -1
Hit Mod.: 2.184	Hit Points: 9
Damage Mod.: +2	Healing Rate: 1.2/day
Accuracy: +1	Power: 53
Carrying Capacity: 203 lbs.	Basic HTH Damage: 1d4
Movement Rates: 36" ground, 13" with Stone Skin, 63" flying as a sparrowhawk	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 2.4	Inventing: 51%



**Origin and Background:** Kaya Yilmaz worked as a tour guide at various archaeological sites near his hometown of Istanbul. Having always felt rather ordinary himself, Kaya enjoyed showing others the marvels of past civilizations.

Kaya's life changed several months back when a blindfolded spirit appeared in his home. This was the astral image of the wizard Yonday, arriving with unusual news: The evil prophet Ballad Zencher had warned Yonday that "unnatural" causes would cut his days short. In a race against fate, Yonday sought out an apprentice to one day step into his shoes.

But why had the wizard selected Kaya? Because magical forces had been kind to Kaya, granting him mystical power; he had simply been too modest to notice. Kaya accepted the request, moving from Turkey to the United States to train with the wizard.

When Kaya reached second level, Yonday disclosed that there were others he might have considered for the job. One possibility was Diana Hane, a young woman with an unsettling past and strong magic/psionic potential. But after five years of study in the Himalayas, Diana was ready to head out into the world and embark on a personal quest (described in the V&V sourcebook *Vigilantes International*).

Then there was Todd Kaster, a young man who was born with magical markings yet showed no interest in using his powers at the time. Just recently did Todd become the hero Red Hawk (featured in the V&V adventure *Escape from the Micro-Universe*). Should any of the player-characters have Magical Spells, Yonday might have considered them as well (GM's decision).

**Combat Tactics/M.O.:** If threatened, the apprentice defends himself with Stone Skin, pointing out that "kaya" happens to be the Turkish word for "rock". When applicable, he wards off intruders by commanding the magic defenses within Yonday's mansion (a skill Kaya acquired during his first level of training). Kaya turns into a sparrowhawk for reconnaissance activities or when he needs to escape.

**Personality/Character Traits:** Kaya is dedicated to keeping watch over Yonday's mansion. The apprentice avoids super-heroic adventuring as much as possible until he procures more Magical Spells (following inventing guidelines in section 6.3 of the V&V rulebook).

## IV. A VISITOR... BY NIGHT

### A. THE GUEST

Through one of his many outlets, Black Seer finally discovers the existence of Kaya. Unfortunately, an opportunity to kill the apprentice didn't present itself until after he had contacted the heroes. Black Seer now wishes to silence Kaya forever. Shadow Slayer, the highly skilled assassin who owes Black Seer a few favors, will attempt to kill Kaya the night after he meets with the heroes.

The attack will probably take place at the heroes' headquarters (for Kaya will want to stay away from Yonday's mansion for the rest of the day after lunch so that Black Seer cannot easily find him). Shadow Slayer will teleport into Kaya's room, where he hopes to take the apprentice unawares and get the job over with. Kaya, true to his current paranoid feelings, is not sleeping and will be prepared to face Shadow Slayer. Each hero should be given a Detect Hidden roll x2 in order to hear the ruckus and arrive in time to help save Kaya. Heightened Senses dealing with sound will be effective in modifying this roll further. Shadow Slayer will concentrate his attacks on Kaya and will not flee until near defeat.

### SHADOW SLAYER

Identity: Paul Waghalter

Sex: Male

Age: 30

Side: Evil

Level: 3 \*

Training: HTH Damage

#### Powers:

1. Heightened Agility A: +11.
2. Heightened Defense Skill: -4 to be hit while conscious and mobile.
3. Willpower B: He can stay camouflaged in dark/shadowy areas, requiring others to make a Detect Hidden roll to see him. PR = 0. Because he must stay perfectly still when using this skill, the +1/-1 modifiers for Invisibility do not apply while hiding.
4. Natural Weaponry: +3 to hit, +12 Damage (includes training bonuses he obtained before dying and since returning from the dead). Since his revival, Shadow Slayer's fingers take on a claw-like appearance when he uses this fighting skill.
5. † Heightened Senses: Night Vision.
6. † Teleportation: Range = current Power x 1"; PR = 1 per use.
7. † Special Requirement: Shadow Slayer recovers Power and Hit Points only at night.

\* He was fifth level at the time of his death.

† Shadow Slayer gained these new powers/weaknesses after he revived from the dead.

Weight: 180 lbs.  
 Agility Mod.: -  
 Endurance: 16  
 Intelligence: 13  
 Reactions from Good: -2  
 Hit Mod.: 5.2668  
 Damage Mod.: +2  
 Accuracy: +3  
 Carrying Capacity: 513 lbs.  
 Movement Rates: 50" ground  
 Detect Hidden: 10%  
 Inventing Points: 3.9

Basic Hits: 4  
 Strength: 16  
 Agility: 18  
 Charisma: 16  
 Evil: +2  
 Hit Points: 22  
 Healing Rate: 1.6/night  
 Power: 63  
 Basic HTH Damage: 1d8  
 Detect Danger: 14%  
 Inventing: 39%



**Origin and Background:** Having an aptitude for combat and stealth, and questionable morals, Paul Waghalter was a successful spy and assassin with a penchant for the mysterious. Calling himself Shadow Slayer, he forged close ties with members of The Doom Council.

Not long ago, Shadow Slayer overheard a rival wizard plotting to sabotage the council. The spell-caster spotted Shadow Slayer, however, and swiftly killed the eavesdropping rogue. Discovering what transpired, Black Seer defeated the upstart wizard and arranged to bring Shadow Slayer back to life.

In doing this, Black Seer enlisted the help of Magnanimous, a self-described scientist with the power to revive the dead. (Stats and

whereabouts for Magnanimous are available in the V&V adventure *Always Outnumbered*.)

The attempt was a success, as Shadow Slayer returned to life with 4 Hit Points and 32 Power Points, and kept recuperating until returning to maximum health (shown above). But something had changed about the assassin. In addition to retaining his former skills, Shadow Slayer now had the power to dematerialize across short distances, and a peculiar nocturnal constitution. Although he revived with zero Experience Points, he has already resumed advancing up levels.

**Combat Tactics/M.O.:** His success as an assassin comes largely from the ability to surprise opponents by hiding in shadows or using teleportation. Because of his weakness, he tries to fight only at night.

**Personality Character/Traits:** Shadow Slayer is a man of few words. The assassin does not discuss his own first-hand experience with death. He has +8 Loyalty to Black Seer.

## B. REPERCUSSIONS

Though the death of Kaya will not keep the heroes from success in this adventure, it will certainly hinder them. If Kaya is saved from the attempt on his life, he will be able to tell the heroes what he thinks should be done to proceed. Usually, he will inform them, Yonday kept very accurate logs which often detailed plans that should be implemented in the event of his failure.

We suggest that he and the heroes go to Yonday's mansion and consult the logs in the ancient magician's study. If Kaya is killed, he will not be able to provide this information to the heroes, but they will be able to discover the above information in Kaya's private diary, which he will have had with him at the time of his death. Without Kaya, however, the heroes will have to directly face a few obstacles that could have been done away with immediately by Kaya.

## V. THE MANSION

### A. THE DEFENSES

Yonday's mansion may be placed anywhere in the world that you wish. A map of the mansion has not been provided simply because no combat is intended to take place there. (If the GM intends more action at the mansion, a map for a mansion can be found in other V&V adventures, particularly in *Attack on the Poseidon Line*, though Yonday's mansion would not be as large.) Wherever it is though, its precise location will be detailed in Kaya's diary. The mansion itself is a huge home of gothic architecture. Exact floor plans of the building are not enclosed, because they are not truly needed. For, if Kaya is present, no encounters will take place at all. And, even if Kaya is not with the heroes, then only two other things need be noted. Yonday has cast a few spells of protection and detection over his home. All of these defenses may be dissolved momentarily by either Yonday or Kaya. These defenses are as follows:

1) A huge invisible energy field surrounds the mansion. Its only purpose is to note the location of any intrusion from outside.

2) At whatever point of the field there is an intrusion or a "break," one of the following mystical guardians will appear to defend the home any defeat the intruder. One will appear for each intruder.

**Mystical Guardian:** Level 4, Power 60, Hit Points 12, HTH 1d8, Powers: a) their bodies are made of pure energy, so they therefore receive the benefit of a Power Blast defense; b) energy bolt, attacks as Power Blast, range = 20"; 1d12 damage, PR = 1; c) immune to all mind affecting powers like mind control, psionic blasts, etc.

Because the only battle will take place with these entities, no other statistics should be required.

3) In addition to these things which protect the mansion as a whole, Yonday has placed a separate defense over his study (strangely enough, the place that the heroes are trying to get to). This defense causes anyone who enters the room to be paralyzed unless they save successfully on percentile dice versus Endurance.. The effect is as per the power Paralysis Ray. The victim of this attack will remain paralyzed

until one of the following occurs:

- 1) They are released by either Yonday or Kaya, or
- 2) They have been removed from the study and four hours have passed.

As noted above, Kaya can temporarily dissolve these defenses, so if he is with the heroes, none of these defenses will matter.

## B. THE JOURNAL

That which the heroes search for will not be hard to find. Any of them that make a Detect Hidden x4 will notice a book titled *Contingencies*. If Kaya is with the heroes, he will know where this book is. The last entry is the important one. It reads as follows:

*Having discovered Black Seer's horrible, but ingenious plan, I am setting out to defeat him. I must strike quickly or else I will lose the benefit of surprise. But, as always, there is a chance that I might fail. You, reader (if you are other than myself looking at this entry twenty years from now), must now attempt to do what I have perhaps failed in doing: you must defeat Black Seer. Unfortunately, only I have the know-how and power to reverse the spell that he has cast, so you must first try to locate me if I still live. If I do not live, then you must defeat Black Seer in a battle of direct confrontation. If I still live, then I will have left a holographic image of myself with directions to where I am being held through a form of magic which, no doubt, you would either not understand or do not care about. You must merely burn this page of my book. If an image of myself appears (and I hope that one does), then I live, and you must attempt to rescue me. Please proceed, in this case as I instruct. However, if an image does not appear, then you will have to proceed according to your own judgment.*

Obviously, the heroes should proceed by burning the paper. An image of Yonday will indeed appear. It will speak to them as follows:

*The worst has occurred, I have been defeated, I only make this message with the last of my time and energy, Black Seer was waiting for me, and I, like a foolish youngster, walked directly into his trap. He has imprisoned me within another dimension and has placed my body and its vast energies inside of a large crystal gem. My life expectancy is now measured in hours so I hope to give you whatever knowledge and help I can so you have a chance to stop Black Seer and his plans.*

*Black Seer has used the wealth he has accumulated to hire a group of super-beings to assist him and provide security for his lair. He hopes to avoid interruption so that his schemes can reach fruition and he can gain control over the Earth. Though you cannot stop his magics, you may be able to disrupt his complex rituals and even drive him temporarily from our dimension.*

*In this hope, I can pass along that the super-villains employed by Black Seer have no magical powers or spells as he would not take the risk of exposing himself, or his archives, to any who might be tempted to steal or benefit from them. He has been using an old, abandoned, coal-fired power plant outside of the city as his lair as he sees little chance of interruption there and he has great privacy from prying eyes in that location.*

*Should you be able to surprise him there, the chance exists that by defeating his minions, he will be forced to evacuate to another dimension and that his scheme will be set back until he attempts to return to Earth to make another attempt.*

*My hopes go with you, as one who has tried to protect humanity. Good luck ...*

## VI. THE POWER PLANT

Some distance outside of town, as the heroes would probably be aware, or as they could easily learn with minimal research, is the

abandoned power plant that had ceased operation when the government began to emphasize environmental concerns and pressed power producers to move away from coal-fired plants in favor of petroleum or natural gas-fired plants. The high carbon emissions of coal-fired plants closed down most such power plants in the United States, despite coal being a readily available resource. Some of the newer coal-fired plants have installed extremely expensive “scrubbers” on their huge smoke stacks, but such systems are not sufficient for the older plants with current “scrubber” technology.

The old plant is surrounded by barbed wire fencing and any usable machinery was removed when the plant was closed. As nobody ever wanted to live “next-door” to such a plant, the area around the plant is extensive and deserted. This added privacy has worked to Black Seer’s advantage and no one has ever suspected that the plant is being used at the current time.

Black Seer had simply installed his own generators for the necessary power for heat, light, refrigeration, and kitchen facilities for his ‘team’ of villains and to make his own living needs easy to meet while engaged in the complex rituals required for his current scheme to accomplish world domination.

To avoid anyone becoming suspicious or stumbling upon his lair, Black Seer has avoided the usual magical traps around the power plant and has only placed a few alarms (electrical) and wards within the plant itself. This makes it relatively easy for player-heroes to approach the abandoned plant, but they must be careful gaining entry..

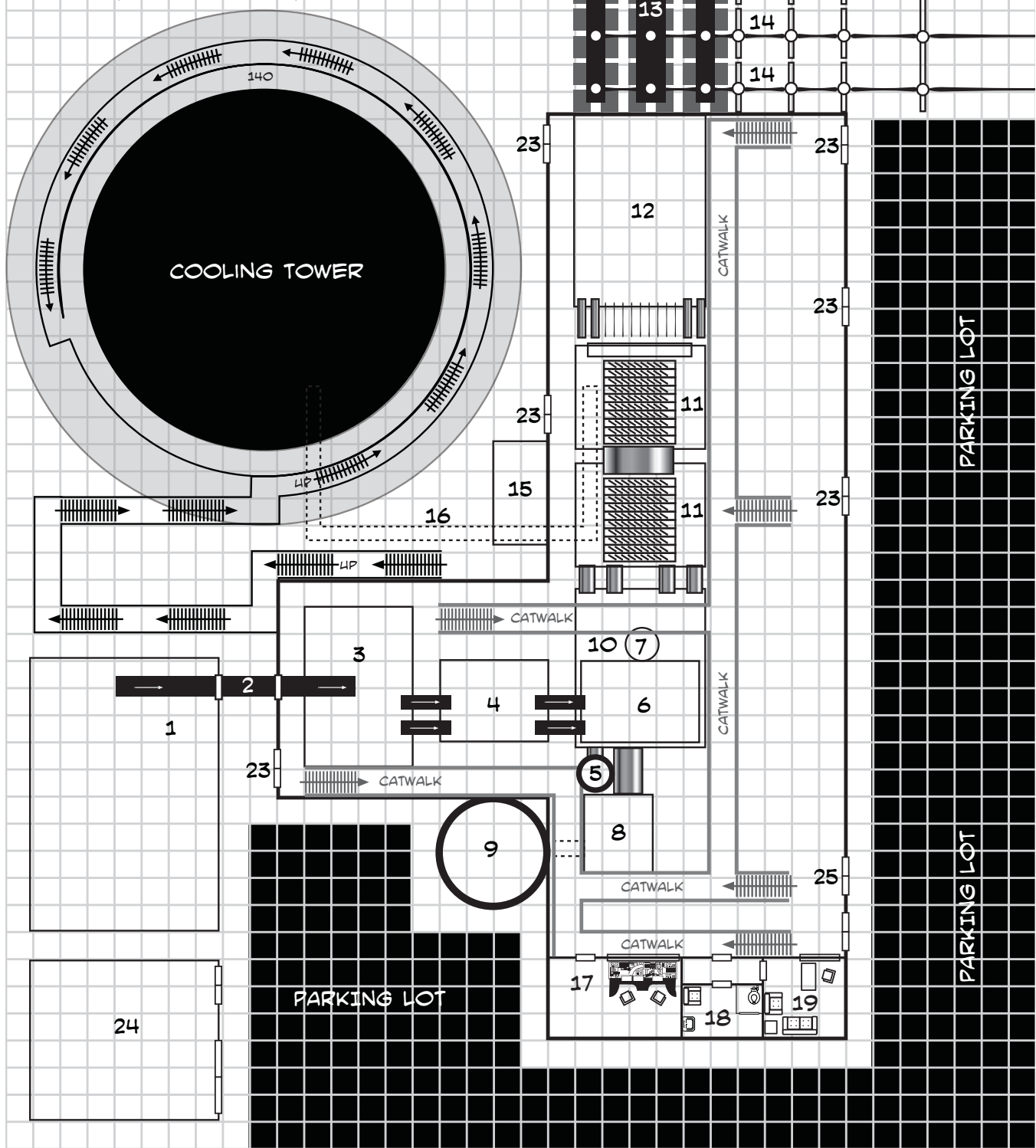
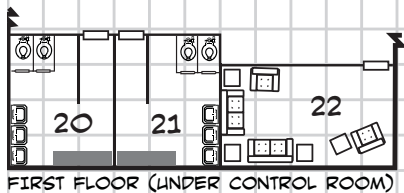
The main generation building is where Black Seer has located his lair and base for his minions. The majority of the building is the old furnaces and power generation equipment, with a far smaller area for human needs and for the control area of the plant in the rear. The ground floor has a set of restrooms, a small locker-room, and a small lounge in the back that were originally used by the workers in the plant. The upper floor, which is only at the back of the building, was the control office with the electronic equipment for control over the huge furnaces and the conveyer belts that fed coal to the system. It was here that the amount of power generated for the electric grid was controlled and monitored.

Black Seer and his “team” have installed a gas-powered Honda generator on the ground floor in the original workers’ lounge area. This places the stored gasoline away from Black Seer’s rituals and limits the danger posed by exposing the stored gasoline to extreme heat, sparks, or flames. The generator is, along with the rooms on the ground floor, separated from the upper floor by steel girders and a floor of steel plates.

The plant has a good number of large windows of the type with steel wire in the glass, making them difficult to break – of a type commonly used in factories and plants in the first half of the twentieth century. These windows allow light to enter, but are difficult to break to remove concern for break-ins or any other illegal entry. This alone is enough to protect Black Seer’s lair from casual discovery by neighborhood kids or teens. For the possibility of adult inspection of the building, the security measures taken by Black Seer are simply alarms rigged to any of the entries to the rear portion of the main power plant building. All doors and windows are alarmed and will silently alert the minion team based on the second level of the plant (the existence of the alarms can be ascertained by a successful Detect Hidden roll by any of the heroes). Anyone attempting to open the door to the second floor control/office area also faces the danger of electrical shock as that door is currently electrified by the Honda generator on the ground floor – the electrical attack will cause 2d4 points of damage to anyone opening the door who is grounded (remember, the floor is steel, a good conductor) and not wearing rubber soles or rubber gloves (or some other good insulating material). Opening the door to the second floor will also set off the silent alarms and alert those inside of the intruders.

If Kaya has accompanied the heroes to the plant (which he will clearly want to do), then he will be able to detect and disarm any of the magical wards placed by the evil mage. Kaya should not be allowed to accompany the heroes to the second floor and into the villains’ lair

# THE ABANDONED POWER PLANT



as he is not equipped to combat or survive battle with super-powered villains. It must be remembered that Kaya is an apprentice and not yet a fully-trained mage. The heroes will probably be willing to allow Kaya to accompany them, but should be unwilling to allow the apprentice entry into areas of probable great danger.

Black Seer keeps a "laboratory" area at the rear northeast corner of the second floor. This area is protectively sealed in a force-field to prevent even interruption by his minions, though they know better than to interfere with or interrupt the mage while he is at work on a ritual of any kind. The entire area protected by the force field can be evacuated from our dimension and escape with Black Seer should he be forced to escape from Earth and any heroes lucky enough to endanger him and his work. The spells for such transfer, along with the delicate apparatus to make the dimensional shift, are already in place and require only a few words of power from Black Seer to instantly make the shift to a safe dimension or location.

## MAP KEY: POWER PLANT

Below are selected area descriptions within the power plant. The GM is free to modify or expand on other areas not covered by the descriptions below.

**Main Power Generation Area:** The largest portion of the building is taken up by the old furnaces, conveyor belts, and thick wiring that was used to generate electrical power when the old plant was on line and an important part of the power grid. This part of the building is not in use by Black Seer or his "team."

**Employees' Lounge:** Here is where the former workers would take their breaks. The room still has several institutional couches and chairs around a group of coffee tables. Counters and cabinets along one wall are where workers would store and prepare snacks. There is an open space clearly showing where a refrigerator was once in place, though it has long since been removed. The Honda generator, along with gasoline containers are now against the rear wall of this good-sized room.

**Men's Locker Room:** A gymnasium-style locker room with rows of lockers for workers' clothing and uniforms with space to change into and out of uniforms. The rear section of the locker room is a large

bathroom area with showers to allow workers to shower after a long day's work in the great heat of the power plant. Imagine that old locker room from your high school days

**Women's Locker Room:** This area is divided in two parts. It is basically identical to the men's locker room as the plant was constructed during World War II, when many of the workers would have been women.

**Main Entrance:** Just inside this entrance is the stairway that leads up to the door of the second floor, the operations and control offices for the plant. The stairway is steel and remains quite sturdy.

**Hallway:** This hallway simply separates the second floor into two main rooms, each having a door to the right or left of the hall. At the end of the hall is the 'executive washroom,' a full bathroom with a locking door.

**Executive Washroom:** A full bathroom with shower. This bathroom would have been for the use of the control room personnel and the plant managers and it requires a key to gain entry. Of course, the door is no longer locked as the bath is now used by Black Seer and his minions.

**Control Room:** This is the former control room for the plant. The complex electrical equipment has all been removed, though there are many outlets and power sources along the walls. Here is where a kitchen and dining area have been set up and where the villain team assembled by Black Seer takes their ease. The room includes bunk beds (used by the villains), two couches and a television (with pirated satellite service), various video game machines and games, a cheap formica dining table with five chairs (of the type one would easily find in any discount store). There is a red light mounted above the television which will begin to blink brightly if any of the doors to the rooms in the back of the power plant is opened – the silent alarm system.

**Manager's Office:** This is the room now used by Black Seer. The front end of the room, nearest the entry, is where he sleeps on a simple single bed. He also has a comfortable easy chair, a wine cabinet with glasses, and a television mounted on the wall (again, with pirated satellite service). The rear portion of the room is protected by his force-field and is where he has shelves filled with magical tomes, arcane equipment, and a laboratory table on which he works his complex rituals. Black Seer has merely to voice words of power to have this entire area (enclosed in the force field) instantly transported to another, safer dimension.

Note that all windows in the rear of the power plant (on both the ground and second floors) are covered with heavy "blackout" curtains to be sure that no light escapes to give clue to the fact that the abandoned plant is no longer abandoned. The large windows that would normally look down into the main plant area from the Control Room (17) and the Manager's Office (19) are also covered with heavy "blackout" curtains as light from that area might show through windows around the main generation area of the plant and reveal the occupation of the supposedly abandoned structure.

When the player-heroes find their way to the power plant and Black Seer's lair, they will have to deal with the few traps and the silent alarm before actually encountering the evil minions of the dark mage. Once such an encounter occurs, there is no conversation or negotiation as the villains will immediately attack without mercy. The villains have been well-paid (and are under the magical control of Black Seer as far as their motivation is concerned) to defend Black Seer and his magical rituals at all costs.

Though most combat is likely to occur on the second floor of the plant, it is possible that fighting characters can end up pretty much anywhere in the building. The building is constructed of reinforced concrete with concrete flooring on the main floor. The stairs and second floor flooring are of one-inch thick steel. Walls separating the various rooms are normal wood frame and plaster walls. The large furnaces and machinery in the main area of the plant are constructed of steel as well, and riveted or attached strongly to the concrete floor.

1. COAL STORAGE
2. COAL CONVEYOR
3. HOPPER
4. PULVERIZER
5. COMBUSTION AIR INTAKE
6. SUPERHEATER
7. STEAM DRUM
8. FLUE GAS DESULFURIZATION SCRUBBER
9. FLUE GAS STACK
10. FURNACE
11. STEAM TURBINES
12. GENERATOR
13. TRANSFORMER
14. TRANSMISSION POWER LINES
15. COOLING WATER PUMP
16. COOLING CHANNEL (UNDERGROUND)
17. PLANT CONTROL ROOM
18. EXECUTIVE WASHROOM
19. PLANT MANAGER'S OFFICE
20. MEN'S LOCKER ROOM
21. WOMEN'S LOCKER ROOM
22. EMPLOYEE LOUNGE
23. EMERGENCY EXITS
24. EQUIPMENT SHACK
25. MAIN ENTRANCE

## CESTUS, THE HUMAN WEAPON

Identity: Andrew Girth  
 Sex: Male  
 Age: 26  
 Side: Evil  
 Level: 3  
 Training: Endurance

### Powers:

1. Heightened Strength A: +18.
2. Heightened Endurance A: + 6.
3. Heightened Charisma A: +2.
4. Natural Weaponry Skill: +2 to hit, +4 Damage HTH.
5. Invulnerability: 19 points.
6. Vulnerability: His Invulnerability does not protect against Force Field attacks.

Weight: 220 lbs.  
 Agility Mod.: -  
 Endurance: 17  
 Intelligence: 10  
 Reactions from Good: -2  
 Hit Mod.: 6.552  
 Damage Mod.: +1  
 Accuracy: +1  
 Carrying Capacity: 5320 lbs.  
 Movement Rates: 65" ground  
 Detect Hidden: 8%  
 Inventing Points: 3.0

Basic Hits: 5  
 Strength: 36  
 Agility: 12  
 Charisma: 15  
 Evil: +2  
 Hit Points: 33  
 Healing Rate: 2.0/day  
 Power: 75  
 Basic HTH: 2d8

Detect Danger: 12%  
 Inventing: 30%



**Origin and Background:** Andrew Girth claims to be a descendent of the Greek hero Achilles, but nothing could be further from the truth. In fact, none of his ancestors were even from that part of Europe. Andrew's power of invulnerability results from a random genetic mutation, which in turn helped him push his strength well beyond the threshold most humans could attain.

Andrew's trouble with the law began some months back, when he picked a fight with several men on the street just to show off his near-impenetrable skin. His thunderbird and knife-in-roses tattoos are signs of his self-confidence, but there is nothing unusual about these images.

**Combat Tactics/M.O.:** If asked why someone who now calls himself Cestus doesn't wear any fighting gloves, the villain proudly answers, "Because I don't need them." He probably throws in a punch to get the point across.

**Personality/Character Traits:** Cestus embellishes his past and makes frequent references to Greek mythology. He might brag about the time he arm-wrestled the Kraken (he didn't), or tell an enemy that she makes Medusa look good.

## IMAGEER

Identity: Dale Brummel  
 Sex: Female  
 Age: 25  
 Side: Evil  
 Level: 2  
 Training: Intelligence

### Powers:

1. Psionics: Imageer can influence the minds of others to make herself effectively invisible, requiring a successful Detect Hidden roll to see. This power requires one action to set up, PR = 1 per hour. While psionically invisible, Imageer still casts a reflection in mirrors and will appear in photos. The usual +1 to hit, -1 to be hit modifiers gained from Invisibility do not apply to her Solid Energy Illusions (which are visible).
2. Illusions B: Solid (Psychokinetic) Energy attacks HTH, defends as Telekinesis. Creating/reshaping an inanimate object requires movement, PR = 2. Creating an animate illusion requires one action, PR = 8. Creation range = 20" or items dissipate. Creation Points = current Power x 2. For each Creation Point spent, an illusion has 1 Hit Point and 2" of movement. Animated illusions act as Level 4.

Weight: 120 lbs.  
 Agility Mod.: +2  
 Endurance: 12  
 Intelligence: 14  
 Reactions from Good: -  
 Hit Mod.: 1.54  
 Damage Mod.: -  
 Accuracy: -  
 Carrying Capacity: 132 lbs.  
 Movement Rates: 32" ground  
 Detect Hidden: 10%  
 Inventing Points: 2.8

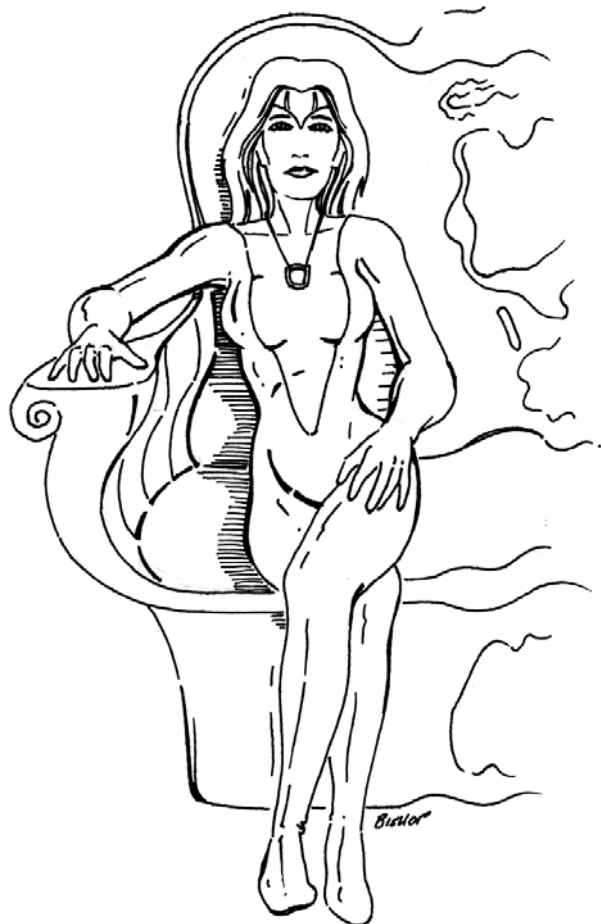
Basic Hits: 3  
 Strength: 10  
 Agility: 10  
 Charisma: 11  
 Evil: -  
 Hit Points: 5  
 Healing Rate: 0.9/day  
 Power: 46  
 Basic HTH: 1d4

Detect Danger: 14%  
 Inventing: 42%

**Origin and Background:** Dale Brummel long had a hunch that she was psychic but was never able to prove it. Stealing a deck of Zener cards from a novelty shop, she decided to test if she did in fact have ESP.

For fun, at least at first, Dale would lay the Zener cards face down, and then try to guess which image was on the other side: a circle, a Greek cross, three wavy lines, a square, or a five-pointed star. She meticulously recorded her results after each attempt. But no matter how hard she concentrated, no matter how often she tried, her guessing skills remained only average.

Then, just as she was about to give up, her true abilities finally emerged. Dale suddenly began sculpting three-dimensional objects with the power of her mind ... and not just of the images from the Zener deck but of almost anything she could imagine. She could also make



herself invisible in the minds of others.

**Combat Tactics/M.O.:** Imageer spends her first action disappearing from view while moving out of the way. She then uses Solid Energy creations to attack enemies. (The GM can use the Appendix on Solid Energy Creation Stats to track this power.)

**Personality/Character Traits:** Imageer predicts that one day she will become a powerful figure in the super-villain community. In the meantime, she acquires as much experience as possible while watching safely from the sidelines.

## PIT VIPER

Identity: Marco Meredith

Sex: Male

Age: 27

Side: Evil

Level: 3

Training: Agility

### Powers:

1. Natural Weaponry: +3 to hit, +6 damage with claws.
2. Reptile Powers: Strength +2, Endurance +2, Agility -4.
  - a) Heightened Agility: +16.
  - b) Heightened Senses: Snake-like "pit organs" under his eyes increase his ability to sense heat. When applicable, x4 Detect Hidden/Danger (see parentheses below).
  - c) Poison/Venom: Spitting range = 4", attack type = Chemical Power, 1d12 Damage. A special attack to the eyes causes blindness. Victims normally recover by saving vs. Endurance (1d100) between turns but there is a 1% chance that the blindness is permanent. His body can produce 16 doses of the poison per day.
  - d) Lowered Intelligence: -5.

Weight: 190 lbs.  
 Agility Mod.: -  
 Endurance: 16  
 Intelligence: 8  
 Reactions from Good: -1  
 Hit Mod.: 4.3092  
 Damage Mod.: +1  
 Accuracy: +3  
 Carrying Capacity: 542 lbs.  
 Movement Rates: 52" ground  
 Detect Hidden: 6% (24%)  
 Inventing Points: 2.4

Basic Hits: 4  
 Strength: 16  
 Agility: 20  
 Charisma: 13  
 Evil: +1  
 Hit Points: 18  
 Healing Rate: 1.6/day  
 Power: 60  
 Basic HTH: 1d8  
 Detect Danger: 11% (44%)  
 Inventing: 24%



**Origin and Background:** Marco Meredith was a modern-day "snake oil" salesman, selling fraudulent healing tonics, beauty creams, and hair-growing shampoo through his successful mail-order business. The young entrepreneur didn't think twice when taking advantage of the wishful thinking of others.

In an irony of ironies, he returned from vacationing in the tropics feeling feverishly ill. Overcome by panic, he desperately tried the various remedies he had in stock, but nothing seemed to halt the metamorphosis underway. In less than a week, Marco transformed from "Homo sapien" to "Crotalinae sapien" ... in other words, a humanoid Pit Viper.

**Combat Tactics/M.O.:** Pit Viper uses his first action to evade, then goes back and forth between using his claws and spitting venom. He saves blinding attacks for those opponents who seem resistant to normal damage.

**Personality/Character Traits:** Pit Viper is resolved to the fact that he cannot return to human form and has made no attempt to regain his lost intelligence.

## SURGE

Identity: Buster Portman  
Sex: Male  
Age: 22

Side: Evil  
Level: 2  
Training: Endurance

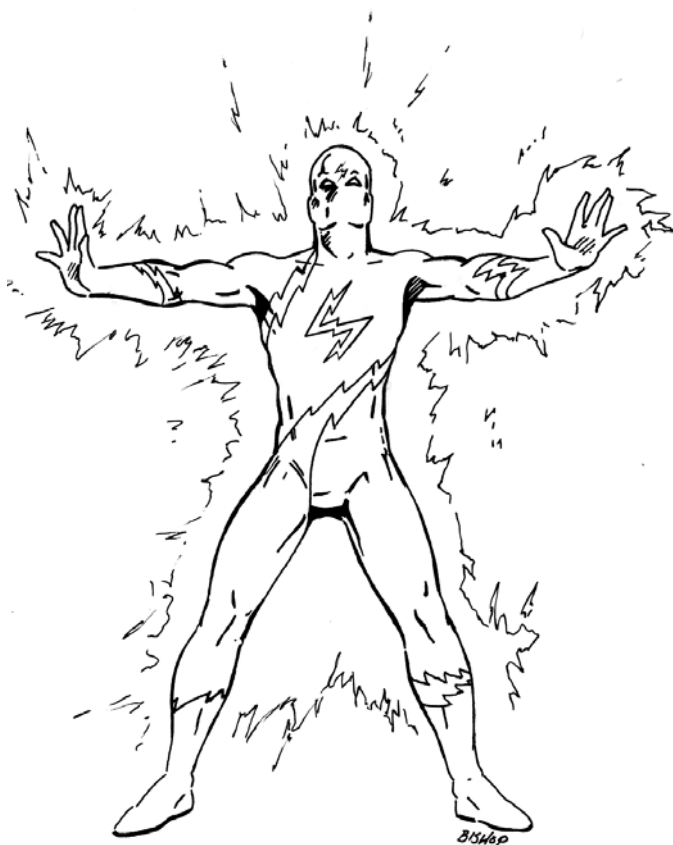
### Powers:

1. Lightning Control: Range = 28"; Damage = 2d8, PR = 4 per attack. Triggering an electrical defense requires one action, with no cost thereafter. PR = 4 to attempt to control electrical devices, requiring a special attack plus an Intelligence save on 1d20 to control plus an Agility save on 1d20 for each attempted manipulation of the device.
2. Weather Control: During thunderstorms, Lightning range = 42"; Damage = 2d8, PR = 2 per attack.
3. Low Self-Control: Thunderstorms are the only weather conditions that Surge can summon or control. (See page 19 of the V&V rulebook for more details on this power.)

Weight: 160 lbs.  
Agility Mod.: -  
Endurance: 14  
Intelligence: 12  
Reactions from Good: -  
Hit Mod.: 2.4024  
Damage Mod.: +1  
Accuracy: +1  
Carrying Capacity: 251 lbs.  
Movement Rates: 39" ground  
Detect Hidden: 10%  
Inventing Points: 2.4

Basic Hits: 4  
Strength: 12  
Agility: 13  
Charisma: 9  
Evil: -  
Hit Points: 10  
Healing Rate: 1.2/day  
Power: 51  
Basic HTH: 1d6  
  
Detect Danger: 14%  
Inventing: 36%

**Origin and Background:** Getting struck by lightning on Friday the 13th was all it took for Buster Portman to get superhuman powers. This unusual stroke of luck made him appreciate the randomness of



everyday life. Seeing how anything could happen, adhering to mundane rules and regulations no longer seemed to make sense to him.

**Combat Tactics/M.O.:** Surge keeps his Lightning defense active during combat while hurling bolts of electricity. He takes advantage of thunderstorm conditions when they are available but won't take time out to change the weather in the middle of a fight.

**Personality/Character Traits:** As much as he likes showing off his powers, Surge lacks strong criminal convictions on his own. For a villain, he has an easygoing disposition.

## THE WHIP

Identity: Tamara Hylax  
Sex:  
Age: 19

Side: Evil  
Level: 4  
Training: Agility



### Powers:

1. Heightened Agility A: +9.
2. Heightened Expertise Skill: +4 to hit with whips.
3. Special Weapon: She carries a customized "Stunning Whip": range = 3"; attacks HTH + 3. Damage = HTH + 1d4, with a carrier attack as Paralysis Ray (normal wake-up rolls apply). The carrier attack has 7 charges per day.
4. Weakness Detection Skill: Tamara gains +4 to hit and learns one weakness after spending one action 1" away from her target.
5. Special Requirement: Her form of Weakness Detection applies only to animals (including prehistoric and mythological animals), and opponents with Animal Powers or a strong animal motif.

Weight: 130 lbs.  
Agility Mod.: -  
Endurance: 15  
Intelligence: 12  
Reactions from Good: -1  
Hit Mod.: 4.5144  
Damage Mod.: +2  
Accuracy: +3  
Carrying Capacity: 241 lbs.  
Movement Rates: 48" ground

Basic Hits: 3  
Strength: 13  
Agility: 20  
Charisma: 12  
Evil: +1  
Hit Points: 14  
Healing Rate: 1.2/day  
Power: 60  
Basic HTH: 1d6



Detect Hidden: 10%  
Inventing Points: 4.2

Detect Danger: 14%  
Inventing: 36%

**Origin and Background:** Coming from a long line of circus performers, Tamara Hylax grew up accustomed to the unusual. While other members of her family worked as fire-eaters, jugglers, and trapeze artists, the talented teenager earned a name for herself as “Tamara the Lion Tamer.” When new owners decided to cut her act following reports of animal cruelty, Tamara bid her family goodbye and found new opportunities as a criminal.

**Combat Tactics/M.O.:** The Whip evades on her first action. When facing animal-like opponents, she spends one action “staring them down” with Weakness Detection before cracking her stylized weapon.

**Personality/Character Traits:** Her costume as the Whip looks altogether different from the stage outfit she wore in the circus. In fact, to protect the good reputation of her relatives, she avoids mentioning her circus background altogether.

If the player-heroes are able to defeat the minions of Black Seer, the evil mage will have escaped our Earth to another, safer dimension. Of course, Black Seer will be plotting to return to renew his nefarious schemes for dominating humanity and planet Earth. Should the mage return (or rather, when he returns), Black Seer will probably have made special plans for dealing with the annoying heroes who ruined his carefully planned scheme.

Black Seer will enunciate his words of power to make his escape as soon as it becomes apparent that his villainous guards cannot easily defeat the heroes. Black Seer has no interest in participating in actual combat and cares little for the fate of his minions. Once their “master” has fled or escaped to safety, the villains regain their self-motivation and are no longer under the control of Black Seer. They have been fully aware of what has been going on and will not be disoriented, but will be far more likely to surrender if their defeat is clearly imminent, which they would never have considered while Black Seer was present and in control.

It should be remembered that Black Seer’s team of minions is not a true team where the villains have developed strategies to work together. Rather, each fights in their own style and simply do their best to avoid damaging each other. While still under the influence of Black

Seer, each will have a strong sense of loyalty to the dark mage and will not surrender or flee from combat. Of course, once Black Seer has left our dimension to seek the safer environs of another dimensions, his power and influence over the minions will dissipate and they may well decide to flee the scene or, if in danger of total defeat and unable to flee, will surrender to the player-heroes.

In combat, Cestus will simply wade into the midst of opposition and rely upon his strength and fists, depending on invulnerability to survive any attacks against him. The Whip will rely on agility to slide in and out of the main combat, making quick strikes with paralysis carrier attacks from her whip and then dodging and evading to avoid counter-strikes. Pit Viper will fight on the edges of the battle and will also attempt to avoid HTH attacks while making quick close range attacks by spitting venom. Surge is the only one of the villainous minions with a capacity for true ranged attacks and he will take advantage of this power, but its overall effectiveness will be limited by the indoors location of the confrontation with the player-heroes. The greatest threat to the heroes may, in fact, be from the illusions of Imageer, who will hang back along the walls of the combat area and use illusions to create a chameleon-type camouflage, almost creating invisibility. Imageer’s most dangerous attacks are those where player-heroes can be induced to launch attacks upon each other if they are fooled by the illusion that one of their team members is one of the villains. Perhaps the player-heroes will have an advantage here if they have successfully survived the adventure *The Sands of Time*, they might receive a slight bonus in detecting illusions as a result of the treatment they had probably received from Doctor Ralph Boescher.

## VII. YET ANOTHER REQUEST

Kaya is unlikely to accompany the heroes into combat any time soon, but he could become a valuable contact and a source of future adventures. As a follow-up mission, the apprentice could ask the heroes track down the dangerous Ballad Zencher (The Prophet from “Criminal Compendium”) who foresaw Yonday’s untimely fate. Kaya might alert the heroes to other mystical threats, as well, such as Legolon (The Wave from “Criminal Compendium”).

Special thanks go to James Satter for his suggestion to include the Appendix that follows, Illusions B: Solid Energy Creation Stats, which originally appeared in the V&V adventure book *Always Outnumbered*. This inclusion will save GMs valuable time in calculation that could be spent on role-play.

# APPENDIX ILLUSIONS B: SOLID ENERGY CREATION STATS

Of all the powers in Villains and Vigilantes, Illusions Type B is among the most complex. The power's effectiveness changes incrementally as a character's Power Points decrease during combat. To help GMs

and players, this chart lists the maximum Weight, Damage, Movement Rate, and Hits for a Solid Energy Illusion based on the Creation Points the character using that power has available at the time.

## SOLID ENERGY ILLUSION: MAXIMUM STATS

Current Power Points/ Available Creation Points	Weight (lbs.)	Damage	Movement Rate	Hits
100 / 200	10,000	2d10	400"	200
99 / 198	9800	2d10	396" (90 mph)	198
98 / 196	9600	2d10	392"	196
97 / 194	9700	2d10	388"	194
96 / 192	9600	2d10	384"	192
95 / 190	9500	2d10	380"	190
94 / 188	9400	2d10	376"	188
93 / 186	9300	2d10	372"	186
92 / 184	9200	2d10	368"	184
91 / 182	9100	2d10	364"	182
90 / 180	9000	2d10	360"	180
89 / 178	8900	2d10	356"	178
88 / 176	8800	2d10	352" (80 mph)	176
87 / 174	8700	2d10	348"	174
86 / 172	8600	2d10	344"	172
85 / 170	8500	2d10	340"	170
84 / 168	8400	2d10	336"	168
83 / 166	8300	2d10	332"	166
82 / 164	8200	2d10	328"	164
81 / 162	8100	2d10	324"	162
80 / 160	8000	2d10	320"	160
79 / 158	7900	2d10	316"	158
78 / 156	7800	2d10	312"	156
77 / 154	7700	2d10	308" (70 mph)	154
76 / 152	7600	2d8	304"	152
75 / 150	7500	2d8	300"	150
74 / 148	7400	2d8	296"	148
73 / 146	7300	2d8	292"	146
72 / 144	7200	2d8	288"	144
71 / 142	7100	2d8	284"	142
70 / 140	7000	2d8	280"	140
69 / 138	6900	2d8	276"	138
68 / 136	6800	2d8	272"	136
67 / 134	6700	2d8	268"	134
66 / 132	6600	2d8	264" (60 mph)	132
65 / 130	6500	2d8	260"	130
64 / 128	6400	2d8	256"	128
63 / 126	6300	2d8	252"	126
62 / 124	6200	2d8	248"	124
61 / 122	6100	2d8	244"	122
60 / 120	6000	2d8	240"	120
59 / 118	5900	2d8	236"	118

**SOLID ENERGY ILLUSION: MAXIMUM STATS (CONTINUED)**

Current Power Points/ Available Creation Points	Weight (lbs.)	Damage	Movement Rate	Hits
58 / 116	5800	2d8	232"	116
57 / 114	5700	2d8	228"	114
56 / 112	5600	2d8	224"	112
55 / 110	5500	2d8	220" (50 mph)	110
54 / 108	5400	2d8	216"	108
53 / 106	5300	2d8	212"	106
52 / 104	5200	2d8	208"	104
51 / 102	5100	2d8	204"	102
50 / 100	5000	2d8	200"	100
49 / 98	4900	2d8	196"	98
48 / 96	4800	2d8	192"	96
47 / 94	4700	2d8	188"	94
46 / 92	4600	2d8	184"	92
45 / 90	4500	2d8	180"	90
44 / 88	4400	2d8	176" (40 mph)	88
43 / 86	4300	2d8	172"	86
42 / 84	4200	2d8	168"	84
41 / 82	4100	2d8	164"	82
40 / 80	4000	2d8	160"	80
39 / 78	3900	2d8	156"	78
38 / 76	3800	1d12	152"	76
37 / 74	3700	1d12	148"	74
36 / 72	3600	1d12	144"	72
35 / 70	3500	1d12	140"	70
34 / 68	3400	1d12	136"	68
33 / 66	3300	1d12	132" (30 mph)	66
32 / 64	3200	1d12	128"	64
31 / 62	3100	1d12	124"	62
30 / 60	3000	1d12	120"	60
29 / 58	2900	1d12	116"	58
28 / 56	2800	1d12	112"	56
27 / 54	2700	1d12	108"	54
26 / 52	2600	1d12	104"	52
25 / 50	2500	1d12	100"	50
24 / 48	2400	1d12	96"	48
23 / 46	2300	1d12	92"	46
22 / 44	2200	1d12	88" (20 mph)	44
21 / 42	2100	1d12	84"	42
20 / 40	2000	1d12	80"	40
19 / 38	1900	1d10	76"	38
18 / 36	1800	1d10	72"	36
17 / 34	1700	1d10	68"	34
16 / 32	1600	1d10	64"	32
15 / 30	1500	1d10	60"	30
14 / 28	1400	1d10	56"	28
13 / 26	1300	1d10	52"	26
12 / 24	1200	1d10	48"	24
11 / 22	1100	1d10	44" (10 mph)	22
10 / 20	1000	1d10	40"	20
09 / 18	900	1d8	36"	18
08 / 16	800	1d6	32"	16
07 / 14	700	1d8	28"	14
06 / 12	600	1d8	24"	12
05 / 10	500	1d8	20"	10
04 / 08	400	1d6	16"	8
03 / 06	300	1d6	12"	6
02 / 04	200	1d4	8"	4
01 / 02	100	1d3	4"	2