

Welcome to *In the Hall of the Disco King*, an adventure for Green Ronin's *Damnation Decade* campaign setting. You'll need the *DD* rulebook, as well as the *d20 Modern Handbook*, to play this module.

Disco King was created as a demo for Gen Con Indy 2006. As such, it's a self-contained adventure and comes with a pre-generated team of heroes: the cast of the wacky talent show *Do Your Worst!*, all of them fifth level. But you can easily fit the events into an existing campaign, and the threats can be dialed down for less-powerful heroes or for smaller teams. We'll provide suggestions for doing both throughout the adventure. Statistics for the heroes and GM Characters can be found at the end of module. So can the maps and all copyright and OGL information.

Thanks to my friends who test-drove this module, as well as the folks who played it and saved the world (twice!) at Gen Con.

PLOT SYNOPSIS:

In a nutshell: It is July 4th, 1976, and a satanic mastermind has big plans for the Bicentennial. As the festivities reach a pitch, he's going to release swarm after swarm of killer bees over Fun City, killing untold thousands and setting off a cascade of havoc. Just as devious, he's setting up an old rival to take the blame. The heroes must unravel a tangle of clues, and battle a team of murderous henchmen, to stop the plot and send evil reeling.

In detail: The big bad guy is Wickham Cygnus, a record-industry mogul who manages the infamous dancehall BootyDome 57 in Fun City. Some years ago, Cygnus sold his soul to the King of the Damned in exchange for fame and

fortune, as well as near-immortality in the form of a bionic body. Since then, Cygnus has become a crucial front man for evil on Earth, and he's about to hatch his wickedest plot yet.

In a word, bees. Cygnus has set a world-wide scheme in motion to harvest the creatures and smuggle them into Fun City undetected. Satanists in Suramerico trap endless swarms of bugs in the jungle, cool them into near-hibernation and hide them in fertility icons. They then ship the statues to the States through a high-toned sex club in Fun City, which gets them past Customs without a second look and keeps Cygnus's hands clean besides.

When the sun goes down on the evening of July 4th, the mogul's cronies will load the icons into fireworks launchers on the roof of the BootyDome. Then, with thousands of people crowding the streets to see the light show, the bees will get blasted into the air—and the city will descend into nightmare.

Meanwhile, Cygnus will be sealed up tight inside the dancehall with the cream of Fun City's devil-worshippers. With the town collapsing around them, the baddies will dedicate the mayhem to their dark lord in an orgy of sex, drugs and disco.

Afterward, Cygnus will make sure the blame falls on one Criswell Gynt, a promising songwriter whom Cygnus robbed of his work and, ultimately, his life. Gynt had approached Cygnus for a publishing deal but was no match for the record mogul's maneuvering. Cygnus ended up with the rights to Gynt's magnum opus, *In the Hall of the Disco King*, and turned it into a hit for his protégés, a campy dance band called Man Gang. Then, to hammer one last nail into the songwriter's heart, Cygnus

seduced Gynt's muse and drove her to suicide.

Gynt snapped. He tried to take revenge on Cygnus but failed horribly, ending up mutilated and insane. So he refashioned himself as the "Disco King": a masked phantom who haunts the shadows of the BootyDome, scaring the patrons and performing acts of sabotage. Cygnus winks at all the mischief, since Gynt is unwittingly making himself a perfect patsy. The crazier Gynt acts, the more plausible he looks as a terrorist out to destroy the city.

The adventure begins when the heroes get an indirect clue about the bee attack. As they investigate further, they learn about the Disco King and find evidence linking him to the scheme. But by the end they'll figure out that Cygnus is the one pulling the strings, and they'll have to battle past his toughest henchmen to spoil his plans.

PART ONE: LIVING FOR THE CITY

If your group isn't familiar with *Damnation Decade*, you might give them a copy of the introduction from the rulebook (available online at http://64.17.155.164/gr_files/grr1411_pre_01.pdf) or read them some highlights. Then read or paraphrase the following, which sets the stage for the day's events.

It is the morning of July 4th, 1976—and Fun City is holding its breath. Your home town is playing host to the nation's Bicentennial festivities, with tall ships in the harbor, a flag in every window and racks of fireworks on the roofs of skyscrapers. But nobody thinks the big party will come off without a hitch—not after everything that's happened here in the past two years. Riots have torn apart large chunks of the city, street gangs are

getting stronger and bolder, and even the police won't go into some neighborhoods. The infrastructure is crumbling, from yawning potholes to balky subways to creaking bridges. And the streets are getting denser and tenser every day as refugees flood into town from the ruins of the West Coast. From what you've seen lately, Americo's two hundredth birthday might just be its last.

For the heroes, the 4th has an even keener edge. Their patron, television producer and cult personality Herman Purvis, has found a timely passage in the prophecies of Abednego Trestle. It sounds like mumbo-jumbo (with lines like *the twice-birthing day of a western empyre* and *calamities divers attending its city most prosperous*) but Purvis assures the team the message is plain as day: Something big and bad is going to happen to Fun City during the Bicentennial celebrations. And nobody knows what.

Purvis has teams scouring the city for any sign of the supernatural. For now, he's keeping your group in reserve so they can be ready to move when the threat is identified. So, your heroes begin the day as usual, by taping an episode of *Do Your Worst!*—the talent contest-cum-freak show that serves as their day job.

To start things off, play the part of the show's announcer and give each member of the team a turn in the spotlight. ("From the Iguana Lounge in El Gordo, the lovely Flamingo Doom!") Then recap the rules of the game, such as they are: Performers rush onto the stage and, well, do their worst. Judges can boot them at any time by ringing the outsize bell behind their platform. Anyone who actually finishes his act gets a score from 1 to 10—usually a

wacky fraction—and at the end of the show the performer with the highest score gets \$237.40. The runner-up gets the home version of the game.

Today, the first guest is Dr. Sack, a fast-talking cornball comic who performs with a paper bag over his head. He will barrage host Rudy Ringo with insults (“Hey, Rudy baby! Rudy baby! You ever make love to your wife in the shower?” “No.” “You should! She loves it!”) until the judges chase him from the stage. Next up: Amos LePetomaine, who will use “his body’s natural melodic discharges” to perform the chart-topping smash *In the Hall of the Disco King*. Be sure to emphasize the title here, since it will obviously play a big role later on.

LePetomaine begins by belching, and seems ready to broaden his range, when the heroes hear a commotion backstage (Listen DC 10). Equipment is crashing to the floor, and stagehands are shouting.

The cause: One of Purvis’s other operatives, a black private dick named Donnie Throb, has staggered through the stage door and collapsed dead just at the edge of the wings.

What happened? Donnie heard whispers in the hipster circuit about the Disco King. Always on the lookout for a supernatural threat, he staked out the BootyDome and tracked down Gynt. After some pointed questioning, Donnie realized he and Gynt were on the same side. Similarly, Gynt sensed that Donnie could help him bring down Cygnus once and for all.

So the Disco King told Donnie all that he knew. Gynt had been overhearing bits and pieces of Cygnus’s bee scheme for weeks, and had seen strange things in the dancehall’s air-conditioning systems. He scurried up into the ducts and brought

back one of the fertility idols as evidence. Donnie left Gynt with a promise that he would return with reinforcements.

But as Donnie headed out of the dancehall, Cygnus’s goons—the dance band Man Gang—were waiting for him. The group’s leader, a garish thug in a police uniform, fired on the private eye. The bullet shattered the idol in his pocket, tearing Donnie’s jacket and shirt, and releasing the bees. The bugs traveled through the holes in Donnie’s clothing, stinging him mercilessly and sending him to his fate. But he stayed on his feet long enough to reach the heroes—and deliver his own battered body as evidence against Cygnus.

If you’re playing this adventure with established characters, or making up a new set specifically for this story, you could simply have Donnie burst into your team’s headquarters instead of a television studio. Or work up a brief introductory scene: The heroes receive a call from Donnie, saying he’s in trouble, and when they arrive they find his corpse. If the patron in your game doesn’t have any other operatives, Donnie could be a friend of a team member, a trusted contact or a law-enforcement agent who has followed the team’s adventures.

A Search (DC 10) of Donnie’s body, dressed in a leather trench coat and black turtleneck, will reveal the following:

- The cause of death isn’t immediately visible. But the right side of his turtleneck, from his waist to his shoulder, feels wet and tacky, and there is a gash in the shirt just above his waist. Lifting his clothing reveals a gruesome wound stretching the length of his torso. A further Search (DC 10) will show that the injury is actually a constellation of

tiny punctures, each dripping with pus. A Handle Animal, Knowledge (earth and life sciences) or Treat Injury roll at DC 12 will show that each puncture is filled with an abnormally large bee stinger.

- There is a bullet hole on either side of his right-hand jacket pocket, as if the slug tore into the pocket from the rear and then exited in the front. Inside the pocket are the shattered remains of a clay statue. Pieced together, the object is quite large, about the size of a sports championship trophy, and the inside is lined with a smooth, glossy ceramic that's cool to the touch. The figure itself shows a fat, grinning female form with outsize breasts and genitalia. From the fissures in the statue, it's obvious that a bullet shattered the object, entering in the rear and exiting from the front.

- In addition, there is a slash in the inside of the right-hand jacket pocket, close to Donnie's waist. The slash is about the same size as the cut in Donnie's turtleneck, and it's in roughly the same place.

- If the heroes don't figure out what happened, have them make an Investigate or Intelligence check (DC 12) to piece together the following scenario. Donnie was carrying the statue in his pocket. Someone was pursuing Donnie and fired on him. The bullet struck the statue and shattered it. Shards slashed a hole in the inside of his pocket and in his turtleneck. Then whatever was inside the idol traveled through the holes in his clothing and attacked him.

Witnesses backstage will tell the team that they saw Donnie rush out of one of the elevators and barge past security. The stagehands will be shaken but not overly surprised at the sight: They all know Purvis runs some sort of covert operation out of the television studios,

even if the details are hazy. (Purvis's offices, by the way, are one floor above the set for *Do Your Worst!*)

On the street, passersby (Gather Information DC 15) will report seeing Donnie staggering down the street, surrounded by an overpowering humming sound. The heroes can also locate (Search DC 15) a trail of dead bees stretching down the sidewalk to the corner. The trail does not extend all the way to the BootyDome, but the building is hard to miss several blocks down the avenue. If the dead bees confuse the players, give them a DC 8 Intelligence, Handle Animal or Knowledge (earth and life sciences) check to recall that the bugs die after stinging a victim.

To save the heroes from a snipe hunt, Purvis will specify that Donnie was a lone wolf who never told anyone what he was investigating. As far as Purvis knows, Donnie was too cagey even to take notes. So there's no need for the team to tear apart his office or search for his contacts. If they insist on doing so, you could adapt the next few scenes to fit. For instance, Donnie might have heard about the Disco King from a radical friend who attended one of Candide Spangler's fund-raisers.

But Purvis will make one thing absolutely clear: This is the warning sign the team has been waiting for. Donnie's death has something to do with the ominous prophecies about Fun City. And the heroes have only a day to figure out what's going on.

PART TWO: KILLING ME SOFTLY WITH HIS SONG

Most likely, the heroes will look into the whys and wherefores of the fertility idol,

which will quickly lead them to the Disco King.

A note on locations: All of the spots mentioned in this module are within a couple of square miles of each other. Travel time between them is basically negligible: less than fifteen minutes, on foot, from place to place.

INVESTIGATING THE IDOL

The plan: Cygnus has been smuggling killer bees into the country from Suramerico in hollow fertility idols. The statues are lined with a special ceramic that keeps the creatures cool, and semi-conscious, over the long voyage. To keep his hands clean, Cygnus places the orders through a third party: Maxton Pankus, owner of a high-end Fun City sex club called The Philosopher's Cave. Pankus often sends abroad for kinky knickknacks, so the idols don't raise any eyebrows at Customs.

Meanwhile, Cygnus is planting plenty of clues that his old rival is responsible for the scheme. Cygnus always meets with Pankus in a Disco King getup, gives his name as "Gynt," and insists that the shipments be wrapped up by July 4th.

The heroes can figure out the provenance of the idols by making a Research check (DC 15), visiting an expert or using Rudy Ringo's Gather Information prowess (DC 15). The statues are native to the nation of Los Manos in Suramerico, but have recently become a hot export item: Mystical-minded swingers up north use them for bedside inspiration. Now Los Manos devotes most of its industrial capacity to cranking out copies.

The heroes should come away from their research with one other crucial detail: The idol in Donnie's pocket was a lot bigger and fancier than the models that

usually get shipped to the States. Crucially, the mass-produced idols don't have the inner lining of ceramic (which also, remember, was cool to the touch). So the statue was probably some kind of special order.

GETTING TO THE CAVE

The trail could lead to Pankus and The Philosopher's Cave in a number of ways. Most simply, the team could make the leap of logic on their own: Swingers love the idols; this particular idol seems like a special order, and possibly pricey; so let's figure out where the high-end swingers go. From there, it's a simple Research or Knowledge (streetwise) check (DC 10).

More likely, the heroes will need a few intermediate steps. They might contact law-enforcement officials or the Customs service and ask about recent shipments from Los Manos. That will take a simple Gather Information check at DC 15, but you could also role-play an encounter between, say, a surly clerk and the irresistibly slinky Flamingo Doom. If successful, the heroes will learn that Pankus has been receiving box after box of idols for some weeks now.

The heroes might also try going to the source of the idols. A Research or Gather Information check (DC 15) will tell them that Los Manos's ruling strongman, Udolfo Capybara, has nationalized the statue-making business. So the local consulate will probably have information about any shipments to Fun City.

You can adjust this encounter depending on how the adventure is going, and what your heroes seem hungry for. If they want to do some role-playing, send them up against a troupe of single-minded security guards, disingenuous secretaries

and, finally, a shifty business attaché (one Pinto Tacoma) who can be charmed into giving up a few secrets.

How? Anything is feasible. Maybe Tacoma is a *Do Your Worst!* fan and pleads with Ringo to get him on the show; maybe he has a weakness for the vocal stylings of Flamingo Doom; maybe he has an ornery parrot that Mitch Falconer can tame. If you're not using the pre-generated characters, almost any hero's hook will work here. If one of your team members has a military background, for instance, he might notice that Tacoma has a framed Medal of Valor on his desk and then butter him up by asking about it.

If the players get Tacoma to lower his guard, he will start by admitting that the folks back home often build hollow idols, usually for smuggling drugs. With some deeper prodding, he'll give up Pankus's name and reveal that the swinger king has been placing huge specialty orders for weeks now. In total, Pankus has ordered about two hundred statues. (Note, however, that neither Tacoma nor Pankus knows about the killer bees. Only Cygnus and his inner circle of satanists are in on the secret.)

On the other hand, if the heroes aren't interested in role-playing at this point, let them stage a break-in. (They may also go this route if they botch their role-playing and the consulate staff stonewalls them.) Remind them, however, that time is desperately short—the prophecies say something big will happen today, and they're still nosing around the periphery of the mystery. So they can't take the safe route and wait for the embassy staff to leave for the evening. They'll have to make an assault in broad daylight.

That said, don't make the break-in too difficult—after all, the team needs a vital clue here. If the heroes come up with a plausible cover story for entering the building, let it work. (Checking for a gas leak, say, or spraying for termites.)

Unlocking the building's file room will take a DC 12 Disable Device check. Once there, the team must make a DC 15 Search check to locate the shipping invoices that name The Philosopher's Cave. Assume that four security guards will show up within six rounds if the players are discovered or make trouble.

INSIDE THE PHILOSOPHER'S CAVE

As with the Los Manos consulate, the heroes can approach The Philosopher's Cave from a couple of angles. They can charm their way to Maxton Pankus and try to get answers out of him, or they can snoop around the place looking for the information they need, possibly starting a fight along the way.

LOCATIONS AND GM CHARACTERS:

Lobby: You enter The Philosopher's Cave through an unassuming storefront with red-curtained windows. Only a small brass plaque near the door announces the place's name. Inside, the floors are marble, and faux-classical statuary lines the walls (nude athletes, mostly, and lovers). A fountain dribbles in one corner. Soothing atonal music plays over hidden speakers.

The receptionist—a dark-haired woman in an impressive pantsuit—knows all the regulars, so the team will strike out if they pretend to be longtime clients or delivery people. But, with some smooth talk, they can pass themselves off as new customers or distant friends of Pankus's. (The receptionist starts out as Indifferent

for Diplomacy purposes, but she is trained to be polite to the clientele and not to call attention to their kinks.)

If the team gets violent, she will tap the silent alarm under her desk. Four guards will arrive at the start of the next round. They usually wait in the lobby outside the changing rooms until needed.

Changing rooms: Precisely what they sound like: immaculately clean, tiled locker rooms where clients can change out of their street clothes and safely stow their possessions. Lockers take a DC 12 Disable Device check to open. Each room has an attendant handing out towels.

A word on the club's patrons. Even early in the day, every room in the place is filled with swingers. None of whom wants to be questioned or harassed—unless the interrogation seems to be a roundabout prelude to a romantic encounter. Clients will call for security immediately if threatened (unless, again, the heroes make it seem like a romantic overture).

If questioned gently, many of the patrons will say they've heard about huge crates being delivered to the club, or they've seen big trucks pulling up to the loading dock in back. Some have even caught a glimpse of the Disco King talking to Pankus, and they will know stories about the King haunting BootyDome 57.

Pankus's office: A large room with a sunken tub in the middle, surrounded by immense leather beanbags. The walls are covered with velvet murals of erotic scenes from the mythic unconscious (naked women with jaguars, wizards with big blue hats, etc.). Pankus's kidney-shaped desk, of red plastic, can be opened with a DC 25 Disable Device check. Inside, the players will find the

Cave's ledgers, which reveal a series of orders placed with Prodotto Industriale Nazionale Los Manos for two hundred specialty fertility idols. They team will also find records of sizable cash payments from someone identified as GYNT/D.K.

Pankus is usually in his room, but he steps outside occasionally to inspect the facilities or greet an important guest. He is handsome, tanned and well-lacquered with cologne and sensual oils. He speaks in a basso profundo purr and dislikes confrontation. On the other hand, he is always on the prowl for romantic partners and can be aggressive about pursuing a potential conquest (e.g., just about any member of your team).

If the heroes use kid gloves with him, and feed his greasy ego, he will admit to ordering the statues. His clients love them, he says. A Sense Motive check, or some careful observation, will reveal that's a lie—there are no fertility statues in the Cave at all. If confronted with that fact, Pankus will remind the heroes that “we're all adults here.” Yes, he ordered the statues for a third party, and yes, he ordered them hollow. He's certain something was shipped inside them, and he presumed it was drugs.

Then he will reveal that the order came from a short, stooped man in a black costume, with a silver mask and cape. Note that the outfit matches Gynt's, but not the body type. The actual Disco King is tall and gaunt, while Cygnus is almost a dwarf. Give the players an Intelligence check (DC 15) to remember this description when they meet Gynt and Cygnus later on.

At any rate, the man who placed the orders with Pankus gave his name as Gynt, but asked Pankus to call him the Disco King. He was insistent that all the

shipments be made well in advance of July 4th. He said he had big plans for the Bicentennial.

Steam rooms: Wood-paneled chambers with benches along the walls and a pit of scalding water in the center. There are hooks on the walls for hanging bathrobes. An attendant stands near the door with towels, as well as bottles of alcohol and bowls of Grin Pills and Marching Powder.

Baths: Large tiled rooms with circular tubs at regular intervals and erotic mosaics lining the walls. The hooks for bathrobes and towels have been artfully incorporated into the design. An attendant stands near the door with towels, as well as bottles of alcohol and bowls of Grin Pills and Marching Powder.

Luxury rooms: Chintzy-erotic chambers wallpapered in velvet and filled with suggestive sculpture. (Albeit no fertility idols; DC 10 Spot check to notice their absence.) Patrons can do their thing on an array of couches, beanbags and hammocks. An attendant stands near the door with bottles of alcohol and bowls of Grin Pills and Marching Powder.

Support area: A kitchen, laundry and loading dock hidden from the main rooms with a sturdy fire door. The kitchen has an industrial-size refrigerator and top-of-the-line appliances. The laundry is also equipped with high-end gear. These areas are bustling with support personnel at all times. If the team tries to interview them, these workers will be reluctant to talk, for fear of losing their jobs. But they can be persuaded with role-playing or Charisma-skill checks (the workers begin as Unfriendly for Diplomacy purposes).

The heroes will learn that the staff saw many deliveries taking place: Big crates marked with Suramerican writing were unloaded from delivery trucks, stashed in the refrigerator, then picked up by someone in a police uniform. (The lead singer of Man Gang.) And good riddance: The boxes always seemed to be giving off an unsettling humming sound that drove the staff to distraction. Moreover, most of the workers have spotted the Disco King slipping in the service entrance at least once. Their description will match Pankus's.

LOOKING INTO THE KING

Most likely, the heroes will next want to investigate Gynt and the Disco King. They'll discover that the King (Gather Information DC 20, Research DC 20, Knowledge (streetwise) DC 20) has become a legend at BootyDome 57: a caped, masked figure who pops in and out of the catwalks, threatening the ravers and monkey-wrenching equipment.

If the heroes look into Gynt, or the song that gives the King his name (Gather Information DC 20, Research DC 20, Knowledge (popular culture) DC 20), they will find themselves in the middle of a tangled history. The tune is currently credited to Wickham Cygnus, while his protégés, Man Gang, have taken it to the top of the charts. But last year, a struggling composer named Criswell Gynt sued Cygnus, alleging that the music mogul stole his work. The suit flopped—and that's where the story ends, according to the newspapers and the man on the street.

But the players can spot one crucial clue that will get them further into the mystery. Gynt's court costs were covered by Candide Spangler, a world-class composer and conductor, as well as

a prominent friend to radical causes. If the players miss the hint, give them an Intelligence or a Knowledge (popular culture) check at DC 10 to realize Spangler would be worth an interview.

(But even if the players don't question Spangler, they should have enough information to take them to the BootyDome: They will know that the Disco King is a well-known figure who haunts the place, and he seems to match the description of the mystery man who bought idols through Maxton Pankus.)

Spangler lives uptown (DC 12 Research or Knowledge (popular culture) check to learn this) in a well-appointed brownstone near the Hapworthy Center for Performing Arts. His home has gaslights out front, avant-garde masterworks on the walls, and rooms full of antique furniture and pricey bric-a-brac. His studio is lined with bookcases and mammoth stereo speakers; in the corner, in front of a bay window with a view of the park, is a grand piano piled under with sheet music.

Spangler himself is tall and thin and aging gracefully, with lots of countercultural affectations: a ruffled shirt open far down his chest, an indecipherable medallion around his neck and wild white hair worn long. He has an upper-crust accent and manner, but peppers his speech with hipster jargon and the occasional obscenity.

Spangler's servants will give the heroes an audience with minimal resistance. At this point, they're used to all sorts of marginal types dropping in unannounced: Spangler is passionate about political causes and has hosted numerous fund-raisers for radicals. Spangler will also be happy to talk. Gynt was a protégé of his, and Spangler still

blames himself for not keeping the boy out of trouble.

The two met a couple of years ago when Spangler was teaching an honors course at the Fun City High School of Performing Arts. Gynt showed promise, particularly with his haunting symphonic-pop piece *In the Hall of the Disco King*. Spangler urged the boy to stay away from the sharks in the music business and develop his talent in the academy. But Gynt wanted fame *right now*—so he could impress Sibella, a fellow student he had fallen for. He had originally written *Disco King* as a setting for her vocals.

So Gynt ignored Spangler's advice and sought out Cygnus. The mogul saw that he had a hit on his hands, but also a composer who was a major pain in the neck. He alternately flattered and bullied Gynt into signing a lopsided publishing deal that gave Cygnus total control of Gynt's work. When Gynt realized what had happened, he sued—and lost.

But Cygnus wanted Gynt to suffer an even deeper humiliation. He seduced Sibella and manipulated her until she was obsessed with him—at which point he cut off all contact with her. After weeks of pleading, she threw herself off the top of the BootyDome. Her death barely dented the headlines. If it is remembered at all these days, it's just another example of the dancehall's dangerous glamour.

Gynt snapped. He stormed past the BootyDome's security guards and attacked Cygnus with a knife. And, once again, he flopped. Reinforcements arrived and hauled Gynt off to the police.

But he wasn't finished. During a power failure, Gynt broke out of prison and

made a daring raid on one of Cygnus's record-pressing plants. It was the first part of his master plan for revenge: He would blow up chunks of the mogul's empire, one by one, until he had nothing left.

Unfortunately, fate had one last failure waiting for the young composer. A security guard surprised him during his prowling, and as they tussled Gynt fell into a record press. He died a slow and unimaginably painful death.

And there, Spangler will insist, the story ends. But a Sense Motive check will reveal that he's holding something back. The big secret: Gynt didn't die. In fact, the composer visited Spangler shortly after his alleged death, dressed in a cape and mask that hid his disfiguring injuries. He smelled horrible and hinted that he was living in a sewer. And he called himself the Disco King. Now Gynt comes by every few nights, begging Spangler for necessities such as food and medical supplies.

Will Spangler actually reveal all this? Only if the players make it clear they sympathize with Gynt and will help him settle the score with Cygnus. If Spangler keeps his mouth shut, his servants can be prodded to say that they've seen a man in mask and cape slipping in and out of the building some evenings. Here, too, the heroes will need to make it clear that they mean no harm—in this case, to Spangler.

If the players ask Spangler about the bees, he will become genuinely bewildered. Not only does he know nothing about the scheme, he will insist that Gynt couldn't have planned it either. His former protégé had absolutely no touch with living things.

PART THREE: SKYROCKETS IN FLIGHT

The final section of the adventure centers on the BootyDome. How this section plays out depends entirely on the heroes and how they handle Cygnus and Gynt. So, instead of creating a script for you to follow, we will give you all the information you need about the GM Characters and their plans, and let you take things from there.

First, though, here's a look at the BootyDome itself.

BOOTYDOME 57 1. HISTORY AND MYSTIQUE

After the cataclysms of August 9th, 1974, Americo was looking to forget its troubles. Humboldt Suede—founder of the notorious men's magazine *Bedfellows* and lately independent candidate for president—had just the answer: dance the night away.

Through his media conglomerate, the Sound & Vision Corporation, he created a nationwide franchise of discotheques called BootyDomes. These massive dancehalls are a magnet for the swinging set and ground zero for new developments in music, pop culture and sinful fun. Sound & Vision offers party rooms where its clientele can get freaky in private (or public, if they like), and frequently makes winking arrangements with drug dealers to operate on its property. Sometimes the company actually distributes the stuff itself, coating the dancers in a narcotic fog while they boogie.

By far the largest and most popular nightclub in the chain is BootyDome 57 in Fun City, Sound & Vision's home town. The speakers are so powerful you can feel the basslines shimmying up from the sidewalk half a mile away, and

soon after that the crowds swell into view: thousands upon thousands of people in their funkiest duds, moving twelve inches an hour through a maze of velvet ropes. There's a squadron of limousines out front every night, beneath the searchlights on the roof and the neon logo above the doors: a crescent-moon face surrounded by six stars, with a spoon tilting into its nose.

2. LAYOUT: INTERIOR

A. The Dance floor: A sprawling rectangle of blinking colored tiles, with the club's half-moon logo set in the middle in thick frosted glass. Opposite the entryway is a stage for performances; high above hangs a disco ball roughly the size of a luxury car, where Wickham Cygnus has his private office. The floor is packed at all hours, and everyone is looking to be noticed. Their agendas are simple: romance, a quick high and a whiff of celebrity. If the heroes play on those priorities, they can learn just about anything from the patrons. (But they'll have to shout: The music is deafening.)

Above the main dance floor are two other tiers for shimmying and mingling. They can be reached by stairways at all four corners of the club, as well as a VIP elevator at the rear. Above those tiers is the executive floor, where Cygnus and his cronies have their offices. At that level, the stairwell doors are locked (DC 25 Disable Device to open). Likewise, operating the VIP elevator without a key takes a DC 25 Disable Device check.

B. Service areas: Along the walls, every dance tier has a series of bartending stations. Most of the service staff are aspiring models, actors or other creative types. The men all go shirtless, albeit with a bow tie and cuffs; the women wear a white dickey in front. All of them look fabulous. And they're not discreet:

The heroes can all sorts of information from the staffers if they grease them a little or promise to boost their career.

There's even a scene in the nearby restrooms. Each toilet has an attendant, who stands by a locked door in the corner. With a bit of smooth talk, cash or other favors, the attendant will open the door and let you into an adjoining party room. It's quite a scene: The chambers are lit only by strobe lights and feature glass tables covered with lines of marching powder.

C. The upper dance tiers: These secondary dance areas feature the same services as the main floor but in a smaller space.

D. The executive tier: Instead of a dance floor, you'll find a carpeted hallway done up in earth tones. Along one wall is a series of offices with glass walls (their blinds drawn at all hours). There's not much to see in these rooms: conventional record-industry setups with well-used casting couches, desks full of drugs and walls hung with unearned awards. On the opposite end of the floor is the BootyDome's vast library of records and tapes, comprising any artist, genre and era you could name. Then there are party rooms for VIP swingers, which have the same vibe as the public rooms below but with much higher-quality narcotics, furnishings and company.

The real attraction on this tier is the disco ball. A series of gangplanks lead out over the dance floor to Cygnus's office, which constantly glitters and spins. A gyroscope arrangement keeps Cygnus from spinning along with it.

To enter the office, you must stand on a walkway that surrounds the ball and wait for the office doors to rotate into view.

Inside, Cygnus has a swiveling seat in the center of the room that he rolls between rows of view screens, turntables and a host of other controls. He can manipulate any mechanical function in the club from the booth, and his security cameras cover every inch of real estate under the dome, except the interior of the heating and cooling ducts. Wherever the heroes are in the building, a camera will spot them within ten rounds. (To randomize this, roll a d10 when the heroes enter a new area of the dance club, and advance the number by one each round. On 10, a camera spots them unless they move to a new spot.)

2. LAYOUT: EXTERIOR

The BootyDome was imposed on the grounds of grand old Ipswich Hall, a beloved classical-music venue. The interior was gutted, and the dome built to completely enclose the earlier structure. Most of the cooling and heating systems were then placed in the empty space between the exterior of the old building and the dome. You get into that maze of pipes through service doors on each floor (DC 25 Disable Device check to open). On the other side of the service doors is a five-foot-wide walkway that runs the length of the building, weaving in and out of the climate-control pipes. Each tier of the building has its own walkway, and they're not connected by stairs. Cygnus is not big on fire codes.

Here's how the piping is set up. The climate-control equipment is located outside, on the roof of the dome. A large central duct extends down from that equipment to the roof of the old Ipswich Hall. From there, the duct separates into a series of smaller ducts that snake out over the long sides (north and south) of the building. In all, those two sides each

have nine ducts spaced at regular intervals.

Each duct extends from the roof all the way down to the ground, and feeds into the building once per level to pump in hot or cold air as needed. These feeder tubes are about the same diameter—five feet—as the regular ducts and end in round grilles that can be removed with a DC 15 Disable Device check. On the other side of the grilles are much smaller air shafts that distribute the hot or cold air into the dance hall itself. These shafts are no more than a couple of feet square, too small for crawling.

Back to the large exterior ducts. A ladder runs up the outside of each pipe—that is, the side opposite the building. For purposes of determining falling damage, it is 100 feet between the roof of Ipswich Hall and the concrete below.

You can easily get inside one of the ducts by removing one of the many side panels (DC 10 Disable Device). Inside, the tubes are five feet in diameter. Traveling up and down the vertical shafts takes a DC 20 Climb check every round. If you lose your grip and fall the length of the shaft, you have a 50% chance every level of tumbling into one of the feeder tubes that lead into the building (which, obviously, will stop you from taking even more falling damage).

The top of the dome can be accessed two ways: climbing the ladder on the roof that leads to the access hatch, or traveling through the air-conditioning ducts to the machinery room on the roof.

Coming through the hatch, the players will find themselves on a round, flat platform surrounding by a guide-wire fence. Four spotlights sit just outside the wire, and the fireworks launchers—row

after row of metal tubing—are placed dead center on the platform. Behind the fireworks launcher is the equipment shed: a small shack where the heating and cooling machinery is stored.

On a DC 15 Spot check, the players will notice that the tubes are just large enough to hold a fertility idol. The launchers can be put out of commission with a DC 15 Disable Device check. There are enough tubes to hold all of the idols at once, but they will be launched in groups of 25 at a time. Once loaded and primed, the launchers will fire off the first set of 25 after 10 rounds. After that, there is a five-round pause between the groups.

Most likely, the tubes will be empty when the players find them. The explosive propellant charges will be delivered to the BootyDome just before launch time by city technicians (and then appropriated by Cygnus's goons in Man Gang, who will also load the idols into the tubes). In case the players use the explosives as weapons, treat each package as three sticks of dynamite for purposes of determining damage.

If the players head up to the roof through the air conditioning, they will discover the storage area for the bees: a 40-by-40 chamber just below the main cooling equipment, with all 200 fertility idols laid out in a checkerboard pattern. Entering the room is tricky: The floor is a series of grilles, and only one of them, in the far left-hand corner, has not been covered with idols.

Lifting any other grille will upset the idols that cover it. The statues won't shatter if they hit the floor of the chamber, but there's a 50% chance a fallen statue will roll down through the raised grille and tumble into the tubing. If so, it will shatter against the floor of

the tube in one round and release its swarms inside the pipe. It will take another 1d4 rounds for the bees to rouse themselves and attack the heroes.

The statues have a hardness of 2, 10 hit points and a break DC of 12. Each contains three swarms, packed extraordinarily tight. You can move through the field of idols safely at half-speed, but any faster and you must make a Dexterity or Tumble check (DC 12) to avoid knocking one over. As before, the idols won't shatter if they simply hit the floor. But if you knock one over there's a 50% chance it will start a domino effect that sends all the statues crashing into each other—and shatters 1d8 of them in the process. If that happens, the sudden jolt will rouse the bees within 1d4 rounds.

On the ceiling of the bee chamber is a grating that leads to the equipment shed and the roof of the BootyDome.

3. THE BEE PLOT (ODDS AND ENDS)

Cygnus's henchmen in Man Gang are responsible for getting the bees from the Philosopher's Cave and depositing them in the ductwork. The heroes will notice the telltale signs of intrusion in the piping—fingerprints in the dust, scratches around the access-panel screws—with a DC 15 Search check. The heroes might also notice the hum of the torpid bees (DC 15 Listen while inside the piping, DC 30 inside the club itself).

Man Gang will retrieve the bees shortly before the festivities commence, massacre whoever is on the roof—including the technicians overseeing the fireworks—and place the idols into the tubes on a timer. Then the thugs will head downstairs and begin their concert.

The assembled satanists will gather around the half-moon imprint on the floor of the dancehall and start partying. The moon face doesn't have any special powers, but it will begin to glow as the orgy reaches a peak, symbolizing all the evil energy channeling through the room.

The bees will remain in hibernation as long as they're in the air conditioning and in their cases. The team doesn't have to destroy the statues to stop the threat; they can simply call in, say, the Fire Department to remove the idols en masse. But if the heroes want to try wiping out the bugs themselves, they might crank up the cooling unit and freeze the bees solid or, conversely, blow them to bits with the fireworks propellant.

Most likely, the heroes will stop the bee plot before the idols get launched. But what happens if they do get blasted into the air? You might give Mitch Falconer a last-ditch DC 30 Handle Animal check to corral them. You might also let the heroes chuck bags of explosive propellant at the swarm of predators. If all else fails, you could give the team an appropriate Craft check at DC 30 to improvise a radio signal that mimics the call of the hive queen, driving the bugs back into the ductwork or leading them out to see.

4. GETTING INTO THE CLUB

The security guards out front will take some convincing. BootyDome 57 prides itself on being an elite hot spot, admitting only A-list celebrities or ultra-foxy nobodies. The heroes should play up their star status (such as it is) and be prepared to do a bit of greasing to get in. For Diplomacy purposes, the bouncers start out as Unfriendly. And they've heard every cover story you can think of.

Inside, however, the patrons and service staff will be eager to nuzzle up to the heroes. Who doesn't love a TV star, even a C-lister? A bit of role-playing, or a DC 12 Gather Information check, will get your team many accounts of the Disco King, some of them heavily embellished. (He has wings! He ate a baby!) The baseline accurate description: The King is tall and thin, dressed all in black, with a long, inky cape and a silver shell of a mask. He appears from nowhere, high up in the dome, and vanishes just as quickly.

If you're playing with homebrew heroes who aren't media names, the GM Characters will take some loosening up. But some canny role-playing and a bit of bribery will bring them around. Your crew might pretend to be foreign investors looking to shoot a film about the King, for instance.

Be sure to have the GM Characters mention the festivities tonight: an exclusive party featuring a concert by Man Gang and a fireworks show from the roof. Just as the rockets begin to fly at sundown, Man Gang will launch into their smash hit *In the Hall of the Disco King*.

If they want, the heroes could also track down the workmen who have been installing the fireworks launchers. A couple technicians will be on the roof most of the day, but they will take breaks every few hours and wander the dancehall. These workers will report seeing a mysterious figure appearing and vanishing on the roof. And they've been hearing the damndest things besides: an overpowering hum from the air conditioning. But, hey, it's not their job to fix the equipment, so they just live with it.

Now let's take a look at the GM Characters the heroes will be facing.

WICKHAM CYGNUS

The heroes have likely heard of this industry titan before they head to the dance club. Here's what they can recall, what they can discover with a bit of digging—and what's really going on.

Common knowledge (DC 10 Research or Knowledge (popular culture)):

Cygnus is a diminutive record-industry mogul who also manages BootyDome 57.

Detailed knowledge (DC 15 Research or Knowledge (popular culture)):

In the late 1960s, Cygnus—a sometime piano player and composer—founded a record label that bears his last name. In short order, he showed an uncanny knack for picking hits—as well as screwing over artists. Cygnus brought dozens of astonishingly successful performers into his stable, and wound up with the lion's share of their income. His stars of the moment: Man Gang, a campy dance band that performs in iconic he-man costumes. Their number-one single *In the Hall of the Disco King* is inescapable on the pop airwaves.

After the calamities of August 9th, 1974, the Sound & Vision media conglomerate snapped up the Cygnus label as part of a takeover spree. In the deal, Cygnus became caretaker of Sound & Vision's flagship dancehall, BootyDome 57, and proved to be as much of an attraction as the performers on stage and the swinging scene in the back rooms. He patrols the crowd in platform heels, boxy sunglasses and thousand-dollar suits, singling out foxes and bringing them back to his private holdfast in the mammoth disco ball high above the dance floor.

Secret knowledge: Cygnus didn't make his name with talent and cunning alone. As a struggling artist, he made a literal deal with the devil that brought him a music empire. In exchange for wealth and status—and bionic underpinnings for his otherwise unimpressive frame—he had to use his position to further the ends of evil whenever possible.

Sometimes that means sticking backward-masked messages into pop songs; sometimes corrupting guileless singer-songwriters; sometimes spraying mind-altering drugs from the ceiling of his dancehall. On the evening of July 4th, it will mean drowning Fun City in endless swarms of killer bees while elite satanists enjoy the show safe inside the dome.

How Cygnus will react to the players:

Smoother than polyester. He will be happy to grant them an audience and will be indulgent with them (at least initially) if he or his staff catches them snooping around. Of course, he will suspect they are agents for the other side, coming to investigate Donnie Throb's death. But he isn't sure how much they know. So he will cat-and-mouse them for information, inviting them to his big bash and otherwise flattering them.

If you're playing with the pre-generated characters, he will offer Flamingo Doom a recording deal and say how much he admires Rudy Ringo's hit-making skills. Not to mention Mitch Falconer's bravery, Elgar Salami's comedic timing, Moose Lamprey's legendary touchdowns and Father Bolero's strength of belief in these faithless days.

With homebrew characters, Cygnus will certainly make overtures toward anyone of the opposite sex, or any character who would want a leg up in the entertainment business. If nobody in the party fits that

bill, he will simply try to sell himself as a figure of supreme cool—too hip and distant and self-amused to be up to anything evil.

Along with all that, of course, he will begin to make a case against Gynt. He will freely admit to knowing the composer, and with a bit of prodding he will confess to swindling the kid as well. In fact, he will be disarmingly forthright about his dishonesty, chalking it all up to How the Biz Works. (“We’re all grown-ups here, right, baby?”)

He will also quickly bring up the connection between Gynt and the Disco King. Sure, Cygnus knows that his former rival is haunting the joint. But he doesn’t go after the phantom because he feels a touch of regret over Gynt’s pathetic state and (more practically) because the man’s antics are a great draw. Of course, Cygnus will nudge the players to try to find Gynt, hinting that the Disco King is hiding in the sewers beneath the BootyDome. It’s a risky strategy, of course—the heroes might find the bees, after all. But as far as Cygnus is concerned, it’s the most plausible way to distract enemy agents at a crucial time.

Cygnus will turn on the team if they discover the bee-storage chamber or if they are with Gynt when the bicentennial orgy begins. His first line of attack will be Man Gang. Cygnus will stay out of the fight at that point to maintain plausible deniability. He will only engage the heroes himself if his band is conclusively defeated but his scheme still has a good chance of success.

The fight with Man Gang is intended to be the dramatic capper to the adventure. But if your team hasn’t reached fifth level, or if you’re playing with fewer than six heroes, you can eliminate the

henchmen and go straight to the boss. Cygnus is plenty tough on his own, especially considering his bionic damage reduction, and the heroes won’t feel like they’ve been cheated out of a good scrap. If that feels slightly underpowered, you might compromise: Most of Man Gang are just regular musicians, but the cop is an evil bruiser. He stands by Cygnus’s side during the big fight while the rest of the band scatters. (On the other hand, if Cygnus alone is still too powerful for your team, leave his stats as-is but take away his bionic powers. Losing his damage reduction will definitely bring him down to earth.)

If Cygnus’s plans do indeed collapse, he will do as much damage to the heroes as he can, and then try to escape to fight another day—particularly if it seems the authorities are closing in. (The heroes might pull the fire alarm or call Herman Purvis as soon as they discover the bee chamber, for instance.) If the authorities show up *before* Cygnus starts tangling with the heroes personally—and there’s still a chance he can claim ignorance of the whole plot—he will try to bluff his way out of trouble. He’s a powerful player in town, and the cops won’t haul him away without good reason. In fact, lacking any evidence of his guilt, they would be likely to take his word over the team’s.

What about the big party? As we’ve said above, most likely the players will stop the bee plot before the bugs get launched, which will effectively ruin Cygnus’s satanic bash. But if the orgy actually begins, the players can easily scatter the crowd. These aren’t hardcore cultists, primed for a fight; they’re people who sold their soul for fame or money or beauty. A few gunshots will send them running, as will the sound of

sirens. The players might also smash the glasswork half-moon in the floor as a symbolic end to the evil: Hardness 5, HP 15, Break DC 20.

MAN GANG

Cygnus recruited this team of charismatic thugs and cast-offs from Fun City's underworld. In exchange for creature comforts, each subsumed his identity and conscience to an iconic masculine role: cowboy, Indian, policeman, construction worker, motorcycle enthusiast and sailor. The policeman is the leader of the pack, and will take charge in any combat. The others will use their totemic weapons to defend him as well as defeat the heroes. All are unswervingly loyal to Cygnus and the King of the Damned.

During the day, Man Gang will be scattered around the club doing last-minute prep work for the big bash. If the heroes track them down for a talk, the Gang members will be ciphers—they've given so much of their identity to Cygnus and the King of the Damned that they can barely sustain a normal conversation. More than likely they will come across as heavily drugged. But the policeman will unconsciously crack a smile if the heroes mention Donnie Throb.

CRISWELL GYNT

The Disco King is a tough nut to crack. He has a chip on his shoulder the size of the BootyDome, and mostly devotes himself to reliving his injuries. In conversation, he is bellicose and incoherent—when he talks at all.

But he can be charmed. In his twilight life, kind words are few and far between, so he eats up sympathy—particularly if it's mixed with support for his plans and flattery of his talent. (Even more so if it

comes from an alluring female singer like Flamingo Doom.)

If cornered, he will fight with the abandon of an animal, and try to vanish into the shadows at the first opportunity. Gynt travels through the BootyDome with impunity. He may move at full speed without penalty or skill checks through the maze of pipes and tubes, and unlock access doors at will.

He hides out in the sewers beneath the building. The heroes can reach the base through a piled-under manhole at street level inside the dome. It takes a DC 15 Search check to find the lid, and a DC 20 Strength check to open it up. But the entrance is booby-trapped: a DC 12 Spot check will reveal a fragmentation grenade primed to blow. It can be removed with a DC 15 Disable Device check.

Gynt's chambers are spartan: simple niches in the brickwork that he has drained and scraped clean. In one room he has a shrine to his lost love and his former life. A poster-size photo of Sibella hangs on one wall surrounded by heaps of dripping candles; he has also mounted his composing awards and diplomas, as well as letters of recommendation from prominent musicians. In one corner is a bed he salvaged from the trash. Nearby he keeps his music room, which is dominated by a battered pipe organ and heaps of sheet music.

What's the right time to bring Gynt into the adventure? That's entirely up to you. If the heroes are stalled in their search, Gynt could show up to help them along. If they're overwhelmed by Man Gang, Gynt could likewise lend a hand. In these scenarios, the Disco King will recognize the heroes as allies at once. He will be only too happy to lay out his

complaints against Cygnus, and to tell the team about the music mogul's big plot. He will then join them for the remainder of the adventure.

On the other hand, if the heroes attack Gynt at first sight, he will put up a struggle at first and be suspicious afterward. The easiest way to gain his trust is to mention Donnie Throb, and to ask him for his story. He will tell all haltingly, and agree to join the team only if they convince him they intend to bring down Cygnus.

ADVENTURE HOOKS

Here are some loose ends the players could follow up, and other jumping-off points for new missions.

- If Cygnus escapes, he could become a recurring villain in your campaign. More than likely, the heroes have ruined his career in the music business. So he will retreat into the service of Humboldt Suede (and his master, the King of the Damned), putting his bionic limbs to use as an assassin or enforcer. Soon after, Herman Purvis might notice stories about a string of corpses with brutal injuries—heads torn off bare-handed, limbs cracked every which way. Along the way, the heroes realize they know the killer only too well. Cygnus would probably also make at least one attempt on Gynt's life, of course.

- Gynt could become an operative in Purvis's service, or at least a trusted contact. As such, he could be the source for lots of adventures. Perhaps his job is patrolling the sewers and basements of Fun City, which could bring him up against everything from Kreelak patrols hunting for artifacts to Lake Monsters trying to tear down aqueducts to Kronstadter spies planning a blackout. Or Gynt could return to high society as a

composer, leading to missions in the world of wealth and privilege. He might get singled out as a Nagathrite and indoctrinated into the HOP cult. Or he could be taken hostage on a tour of Maddamar by millennial fanatics.

- Beyond the GM Characters, the adventure leaves several big threads for the heroes to take up. First and foremost, was Cygnus a lone wolf, or did the owners of the BootyDome know what was going on there? This adventure could be the perfect way to introduce Humboldt Suede to your players. After the aborted bee attack, Suede will make a personal appearance in Fun City to apologize for Cygnus, and ensure that nothing like this will ever happen again. ("Cygnus did to me what Stanton Spobeck did to this country!") Purvis will smell a rat, and send the players to check into the presidential candidate.

- Then there are the bees. Purvis could send the team to investigate just who was collecting and loading the bugs down in Suramerico. From there, you could trap the heroes in a jungle that's being invaded by Brotherhood mutants, or throw them up against fascists trying to stage a coup.

- You could also put the fertility icons at the center of another adventure. Purvis notices that a genuine, ancient Los Manos idol has been stolen out of a Fun City museum. The similarity to the bee case grabs his eye. As the team investigates, they discover that the idol contained a thousand-year-old hoard of extra-potent Kreelak crystals, or perhaps a piece of long-lost, but still functioning, Nagathrite machinery. Either the creatures in question stole back what was theirs, or a third-party thief took the statue unaware of what it contained. And now he needs the players' protection.

GM CHARACTERS

PART ONE: LIVING FOR THE CITY

HERMAN PURVIS

Lean and looming, with tar-black hair and a horsy face, Herman Purvis rose to fame as Tanko, the numinous alien counselor on the cult television series *The Sand Puppies*. Now Purvis has traded the blue pajamas of the Extra-Terran Expeditionary Force for a beige blazer, black turtleneck and tight checkered slacks—his uniform of choice for leading viewers *Beyond the Barrier*. In a little under a season's worth of shows, Purvis has given audiences a glimpse of lost continents, lake monsters and size twenty-five footprints. Now, fired by the prophecies of Abednego Trestle, he has gathered a team of adventurers to plunge even further into the unknown—and save the world along the way.

In person, Purvis can be immensely charming, but also gnomic and pretentious. Despite the denials in his best-selling memoir (*Tanko Agonistes*), Purvis identifies heavily with his extraterrestrial alter ego, and often slips into character during conversation. (“Your theory is intriguing—but irrational.”) His work *Beyond the Barrier*, meanwhile, has led him to believe he has gnostic contact with Higher Powers. (“I perceived the alien intelligence as a probing beam of pink light.”) The tricky thing is: He may actually be right.

Cha4/Pers10; CR 14; HD 4d6+10d6+14; 61 HP; Mas 12; Init +1 (Dex); Spd. 30 ft.; Defense 16, touch 15, flat-footed 15 (+4 class, +1 Dex, +1 leather jacket); BAB +7; Grap +8/+3; Atk +8/+3 melee or +8/+3 ranged (Projector laser pistol, 3d6 dmg); SV Fort +8, Ref +8, Will +26; Str 12, Dex 13, Con 12, Int 14, Wis 14, Cha 18; Rep +12; Wealth +13; AP 6.

Skills: Bluff +16, Craft (writing) +8, Diplomacy +18, Disguise +16, Investigate +8, Knowledge (arcane lore) +9, Knowledge (behavioral sciences) +6, Knowledge (current events) +6, Knowledge (history) +5, Knowledge (physical sciences) +4, Knowledge (streetwise) +6, Knowledge (theology) +10, Perform (act) +13, Perform (sing) +9, Sense Motive +4.

Feats: Believer, Deceptive, Improved Power to Will, Iron Will, Life of the Party, Personal Firearms Proficiency, Power to Will, Psychobabble, Renown, Sensualist, Simple Weapons Proficiency, Trustworthy

Talents (Charismatic Hero): Charm (females), Fast Talk

Abilities (Personality): Unlimited Access, Royalties, Winning Smile, Compelling Performance

Possessions: Suave earth-toned leather jacket, various fertility symbols, several hundred dollars cash, ultra-rare Projector laser pistol (given to him by an obsessive *Sand Puppies* fan in the Department of Defense)

REGULAR JOES

(USE FOR PATRONS, DANCERS, VARIOUS SUPPORT STAFF)

Ded1; CR1; 2 HP; MAS 10; Spd. 30 ft.; Init +0; Defense 11, Touch 11, Flat-footed 11 (+0 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee, +0 ranged; Str 13, Dex 10, Con 10, Int 9, Wis 13, Cha 12; Fort +1, Ref +0, Will +2; AP 0; Wealth +1; Rep +0.

Skills: Intimidate +6, Knowledge (current events) +1, Knowledge (popular culture) +2, Knowledge (streetwise) +1, Listen +7, Sense Motive +2, Spot +3

Feats: Alertness, Brawl, Simple Weapon Proficiency

Talent (Dedicated Hero): Skill Emphasis (Intimidate)

GUARDS

(PHILOSOPHER'S CAVE, CONSULATE, BOOTYDOME)

Str1; CR1; 9 HP; Mas 12; Init +1 (Dex); Spd. 30 ft.; Defense 14, touch 12, flat-footed 13 (+1 Dex, +2 leather armor, +1 class); BAB +1; Grap +2; Atk +2 melee (chain 1d6+2; club 1d6+2, crit 20; shiv 1d4+2, crit 19-20; unarmed 1d4+2); +2 ranged (add a gun for one); SV Fort +2, Ref +1, Will +0; Str 13, Dex 13, Con 12, Int 10, Wis 11, Cha 11; Rep +1; Wealth +2; AP 0.

Skills: Intimidate +2, Sense Motive +3.

Feats: Armor Proficiency (light), Combat Martial Arts, Simple Weapon Proficiency.

Talents (Strong Hero): Melee Smash

PART TWO: KILLING ME SOFTLY WITH HIS SONG

MAXTON PANKUS

(USE ALSO FOR PINTO TACOMA IF NECESSARY)

Cha2; CR2; HP 10; MAS 13; Spd. 30 ft.; Init +2 (Dex); Defense 14, Touch 13, Flat-footed 11 (+1 class, +2 Dex); BAB +1; Grap +1; Atk +1 melee, +3 ranged; Str 11, Dex 14, Con 13, Int 9, Wis 14, Cha 15; Fort +3, Ref +4, Will +4; AP 0; Rep +2; Wealth +2.

Skills: Bluff +7, Diplomacy +11, Gather Information +4, Intimidate +9, Knowledge (streetwise) +5, Listen +4, Sense Motive +4.5, Speak Language (jive)

Feats: Brawl, Iron Will, Simple Weapon Proficiency, Trustworthy, Sensualist

Talent (Charismatic Hero): Charm (females)

CANDIDE SPANGLER

Sma3; CR3; HP 10; MAS 11; Spd. 30 ft.; Init +1 (Dex); Defense 12, Touch 12, Flat-footed 11 (+1 class, +1 Dex); BAB +1; Grap +2; Atk +2 melee, +2 ranged; Str 12, Dex 13, Con 11, Int 17, Wis 11, Cha 12; Fort +1, Ref +2, Will +4; Wealth +10; Rep +4; AP 0.

Skills: Craft (composing) +13, Diplomacy +3, Forgery +9, Gamble +2, Knowledge (art) +9, Knowledge (history) +11, Knowledge (pop culture) +9, Knowledge (streetwise) +9, Perform (keys) +7, Perform (percussion) +4, Perform (sing) +4, Perform (string instrument) +4, Perform (wind instrument) +4, Speak Language (jive), Spot +2.5

Feats: Confident; Educated; Iron Will; Simple Weapon Proficiency; Renown

Talents (Smart Hero): Savant (composing), Savant (Knowledge (art))

PART THREE: SKYROCKETS IN FLIGHT

MAN GANG: POLICEMAN

Fast3/Str2; CR5; 23 HP; Mas 10; Init +8 (Dex, Improved Init); Spd. 30 ft.; Defense 20, touch 18, flat-footed 19 (+2 leather armor, +4 class, +4 Dex); BAB +4; Grap +5; Atk +5 melee (baton, 1d6+2 damage, crit 20); +8 ranged (Ruger Service-Six revolver, 2d6 dmg, crit 20); SV Fort +3, Ref +6, Will +3; Str 12, Dex 18, Con 10, Int 11, Wis 14, Cha 16; Rep +3; Wealth +2; AP 0.

Skills: Balance +8, Climb +7, Hide +8, Jump +3, Knowledge (streetwise) +6, Move Silently +10, Perform (dance) +9, Speak Language (jive), Tumble +12

Feats: Armor Proficiency (light), Combat Martial Arts, Improved Initiative, Simple Weapon Proficiency, Personal Firearms Proficiency

Talents (Fast Hero): Evasion, Uncanny Dodge 1 (can't be caught flat-footed)

Talents (Strong Hero): Melee Smash

INDIAN

Str3; CR3; 16 HP; MAS 14; Spd. 30 ft.; Init +2 (Dex); Defense 16, Touch 14, Flat-Footed 14 (+2 class, +2 leather armor, +2 Dex); Grp +5; Atk +5 melee (1d4+4 unarmed; 1d6+4 hatchet, crit 20); +5 ranged (1d8 compound bow, crit 20); Fort +4, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 13, Cha 13; Rep +1; Wealth +2; AP 0.

Skills: Balance +4, Climb +3, Jump +4, Perform (dance) +4, Perform (sing) +2.5, Speak Language (jive); Tumble +4

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Combat Martial Arts, Simple Weapon Proficiency, Personal Firearms Proficiency

Abilities (Strong Hero): Melee Smash, Improved Melee Smash

SAILOR

Str3; CR3; 16 HP; MAS 14; Spd. 30 ft.; Init +2 (Dex); Defense 16, Touch 14, Flat-Footed 14 (+2 class, +2 leather armor, +2 Dex); Grp +5; Atk +5 melee (1d4+4 unarmed; 1d6+4 baton, crit 20); +5 ranged (Ruger Service-Six revolver, 2d6 dmg, 20 crit; Fort +4, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 13, Cha 13; Rep +1; Wealth +2; AP 0.

Skills: Balance +4, Climb +3, Jump +4, Perform (dance) +4, Perform (sing) +2.5, Speak Language (jive); Tumble +4

Feats: Armor Proficiency (light); Combat Martial Arts, Exotic Weapons Proficiency, Simple Weapon Proficiency; Personal Firearms Proficiency

Abilities (Strong Hero): Melee Smash, Improved Melee Smash

COWBOY

Str3; CR3; 16 HP; MAS 14; Spd. 30 ft.; Init +2 (Dex); Defense 16, Touch 14, Flat-Footed 14 (+2 class, +2 leather armor, +2 Dex); Grp +5; Atk +5 melee (1d4+4 unarmed; whip 1d2 dmg, +2 to disarm checks); +5 ranged (Ruger Service-Six revolver, 2d6 dmg,

20 crit); Fort +4, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 13, Cha 13; Rep +1; Wealth +2; AP 0.

Skills: Balance +4, Climb +3, Jump +4, Perform (dance) +4, Perform (sing) +2.5, Speak Language (jive); Tumble +4

Feats: Exotic Weapons Proficiency, Armor Proficiency (light), Combat Martial Arts, Simple Weapon Proficiency, Personal Firearms Proficiency

Abilities (Strong Hero): Melee Smash, Improved Melee Smash

CONSTRUCTION WORKER

Str3; CR3; 16 HP; MAS 14; Spd. 30 ft.; Init +2 (Dex); Defense 16, Touch 14, Flat-footed 14 (+2 class, +2 leather armor, +2 Dex); Grp +5; Atk +5 melee (1d4+4 unarmed; sledgehammer 1d8+4, crit 20); +5 ranged (nail gun 2d6, crit 19-20); Fort +4, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 13, Cha 13; Rep +1; Wealth +2; AP 0.

Skills: Balance +4, Climb +3, Jump +4, Perform (dance) +4, Perform (sing) +2.5, Speak Language (jive); Tumble +4

Feats: Exotic Weapons Proficiency, Armor Proficiency (light), Combat Martial Arts, Simple Weapon Proficiency, Personal Firearms Proficiency

Abilities (Strong Hero): Melee Smash, Improved Melee Smash

MOTORCYCLE ENTHUSIAST

Str3; CR3; 16 HP; MAS 14; Spd. 30 ft.; Init +2 (Dex); Defense 16, Touch 14, Flat-footed 14 (+2 class, +2 leather armor, +2 Dex); Grp +5; Atk +5 melee (1d4+4 unarmed; chain 1d6+4, crit 20); +5 ranged (Ruger Service-Six revolver, 2d6 dmg, crit 20); Fort +4, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 13, Cha 13; Rep +1; Wealth +2; AP 0.

Skills: Balance +4, Climb +3, Jump +4, Perform (dance) +4, Perform (sing) +2.5, Speak Language (jive); Tumble +4

Feats: Exotic Weapons Proficiency, Armor Proficiency (light), Combat Martial Arts, Simple Weapon Proficiency, Personal Firearms Proficiency

Abilities (Strong Hero): Melee Smash, Improved Melee Smash

CRISWELL GYNT

Cha1/Sma2/Str1/Mil2; CR6; 33 HP; Mas 13; Init +2 (Dex); Spd. 30 ft.; Defense 18, touch 15, flat-footed 16 (+3 pleather armor, +3 class, +2 Dex); BAB +2; Grap +2; Atk +2 melee (longsword, 1d8+2 dmg, 19-20 crit); +4* ranged (Colt Python .357 revolver, 2d6 dmg, 20 crit); SV Fort +6, Ref +3, Will +2; Str 12, Dex 14, Con 13, Int 14, Wis 12, Cha 15; Rep +5; Wealth +1; AP 0.

Skills: Balance +8, Climb +9, Craft (chemical) +10, Demolitions +12, Disable Device +10, Jump +9, Listen +2.5, Move Silently +7, Perform (keyboards) +10, Speak Language (jive), Tumble +5.

Feats: Armor Proficiency (light), Builder, Archaic Weapons Proficiency, Simple Weapon Proficiency, Personal Firearms Proficiency.

Talent (Charismatic Hero): Fast Talk

Talent (Smart Hero): Savant (demolitions)

Talent (Strong Hero): Melee Smash

Abilities (Militant): Go to Ground, Attention Getter

*Includes +1 bonus for weapon. Base ranged attack bonus is +3.

WICKHAM CYGNUS

Ded1/Cha3/Exec3; CR7; 40 HP; Mas 12; Init +2 (Dex); Spd. 90 ft.; Defense 18, touch 15, flat-footed 16 (+2 Dex, +3 pleather armor, +3 class); BAB +3; Grap +7; Atk +7 melee (reinforced cane, 1d6+4 dmg); +5* ranged (Colt Python .357 revolver, 2d6 dmg, 20 crit); SQ completely bionic (includes damage reduction 10 in torso, 5 in limbs and organs); SV Fort +8, Ref +5, Will +8; Str 18, Dex 14, Con 18, Int 16, Wis 17, Cha 17; Rep +10; Wealth +25; AP 0.

Skills: Balance +12, Bluff +16, Concentration +7, Diplomacy +17, Intimidate +15, Jump +14, Knowledge (streetwise) +13, Knowledge (theology) +4, Listen +25, Perform (keyboards) +10, Perform (sing) +12, Profession (music executive) +13, Sense Motive +19, Spot +25, Swim +14.

Feats: Alertness, Bionic (all limbs, torso and sensory organs), Blind-Fight, Dead Aim, Far Shot, Armor Proficiency (light), Deceptive, Renown, Personal Firearms Proficiency, Simple Weapon Proficiency.

Talent (Dedicated Hero): Skill Emphasis (sense motive)

Talent (Charismatic Hero): Charm (females), Fast Talk

Abilities (Executive): Sizing Up; Money Is No Object (incorporated into stats)

*Includes +1 bonus for weapon. Base ranged attack bonus is +4.

THE SWARM

This catchall term designates any collection of otherwise ordinary Fine or Diminutive animals acting as a group. Anything from bees to frogs to piranhas can arrange themselves in a swarm, but they are all driven to attack for two basic reasons: to remove an immediate human threat from their territory or to track down and destroy a long-term offender, such as a polluter or hunter. A swarm has the characteristics of its original type, except as noted here.

A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed and a single Defense. The swarm makes saving throws as a single creature, and counts as a single creature for purposes of turning. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (if comprised of flying creatures) 5 feet on a side, but its reach is 0 feet. To attack, the swarm moves into an opponent's fighting space, which provokes an attack of opportunity. It can occupy the same fighting space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm may provoke an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures. Larger swarms are represented by multiple swarms, or multiple 5-foot squares.

Swarms are not subject to critical hits or flanking. A swarm takes half damage from ballistic, slashing, and piercing weapons. A swarm takes a –10 penalty on saving throws against effects that affect an area, such as grenade-like weapons. If the area-effect attack does not allow a saving throw, the swarm takes double damage instead. A swarm that fails a Fortitude save against massive damage disperses and does not reform until its hit points return to full.

Swarms don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Some swarms also have acid, poison, blood drain or other special attacks in addition to normal damage. Damage reduction sufficient to reduce a swarm attack's damage to 0 or other special abilities may make a creature immune (or at least resistant) to damage from the swarm. Swarms cannot attempt trip or grapple checks, nor can they be tripped or grappled themselves.

Swarms do not threaten creatures in their square and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any intelligent creature vulnerable to a swarm's damage that begins its turn with a swarm in its fighting space is distracted. The target must attempt a Fortitude save (DC 10 + swarm's Hit Dice) or become nauseated for 1 round by the intense pain of countless bites, stings, and pinches. A creature that takes no damage from the swarm's attack is not subject to distraction. Nauseated creatures are unable to attack or do anything else requiring attention or concentration; the only action a nauseated creature can take is a single move action per turn. Even if the target creature succeeds at a Fortitude save, it is still vulnerable to the swarm's distraction. It is difficult to undertake complex actions while covered by a swarm. Using skills requiring patience and concentration (such as moving silently or opening a lock) requires a Concentration check (DC 20). If the check fails, the target creature is unable to complete the action.

Swarm Sentience (Ex): All creatures driven to organize by the Omega Ray have a hive mind and skills as a magical beast (2 x Int score, plus 1 additional skill point per HD beyond 1 HD). With sentience comes unwavering purpose: The swarm will pursue humans using inference and strategic cunning that go far beyond ordinary animal intelligence. For instance, a swarm might realize that it could sneak into an air vent to invade a large building instead of trying to rush through the front doors or searching for open windows. Or it might chew through electrical lines to cut off the lights in a house where adventurers have barricaded themselves. A swarm would also be willing to make a strategic retreat, or sacrifice part of itself in a feint, to further a greater goal. A dispersed swarm loses its Intelligence.

Sentient Killer Bee Swarm

Poison (Ex): A killer bee swarm's poison deals initial and secondary damage of 1d3 Con. A Fortitude save (DC 14) negates.

Resistance to Massive Damage (Ex): A sentient killer bee swarm gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Darkvision (Ex): A sentient killer bee swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the killer bees can function with no light at all.

CR 5; Medium vermin (swarm of Fine vermin); HD 5d8; hp 22; Mas 10; Init +5; Spd fly 20 ft. (perfect); Defense 15, touch 15, flat-footed 10 (+5 Dex); BAB +3; Grap —; Atk swarm (3d6 plus poison, swarm); Full Atk swarm (3d6 plus poison, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, swarm sentience, distraction, poison, resistance to massive

damage, darkvision 60 ft.; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 1, Dex 20, Con 10, Int 10 (— when dispersed), Wis 12, Cha 2.

Skills: Hide +7, Intimidate +4, Listen +7, Move Silently +7, Spot +7.

Feats: None.

Advancement: None.

THE HEROES

ELGAR SALAMI

To the world, you're a third-tier goofball television actor. You play the affable malefactor Corporal Baxter Damascus on the hit comedy *Mango Medical* and serve as a frequent judge on the trippy talent contest *Do Your Worst!*

But your wacky exterior hides a millennial secret. You're part of a deep-cover strike team charged with saving the world. According to the writings of a long-dead mystic named Abednego Trestle, something went abominably wrong with history on August 9th, 1974, and the world is rushing toward an early date with doomsday.

Fortunately, someone decided to step in and help. Famed actor, television producer and self-important student of the arcane Herman Purvis has put together groups of celebrities who can go where regular law-enforcement officers can't. These squads hunt down supernatural threats and search for clues to the stopping the doomsday clock.

Your team consists of your co-judges from *Do Your Worst!*—a collection of has-beens and never-weres—as well as the show's brain-blasted host, Rudy Ringo. Your role in the crew: the techie. If it's broke, you can fix it. If it's locked, you can open it. And if all else fails, you can build something better—with paper clips and gum if necessary.

Sma3/Tech2; 27 HP; Mas 12; Init +1 (Dex); Spd. 30 ft.; Defense 15, touch 13, flat-footed 14 (+1 Dex, +2 class, +2 denim armor); BAB +2; Grap +4; Atk +4 melee (knife 1d4+2 dmg); +5* ranged (Colt Python Revolver, 2d6 dmg); SV Fort +2, Ref +2, Will +5; Str 15, Dex 13, Con 12, Int 18, Wis 11, Cha 13; Rep +7, Wealth +6, AP 6.

Skills: Computer Use +12, Craft (chemical) 14, Craft (electronic) +10, Craft (mechanical) +12, Craft (pharmaceutical) +12, Decipher Script +12, Demolitions +15, Disable Device +16, Forgery +14, Knowledge (earth and life sciences) +12, Knowledge (physical sciences) +12, Knowledge (technology) +12, Navigate +6, Repair +14, Search +6.

Feats: Armor Proficiency (light), Builder, Gearhead, Meticulous, Simple Weapon Proficiency, Personal Firearms Proficiency.

Talents (Smart Hero): Savant (Demolitions, Disable Device)

Abilities (Techie): Jury Rig, Extreme Machine

*Includes +1 bonus for weapon. Base ranged attack bonus is +4.

FLAMINGO DOOM

To the world, you're a has-been: a third-tier cabaret chanteuse making the rounds as a judge on game shows (such as the trippy talent contest *Do Your Worst!*) and a perpetual walk-on in sitcoms. You've blasted your early-career good looks—and addled your synapses—with booze and pills and general hard living, but you can still turn on raw sexy magnetism when you need to.

That deep-fried exterior hides a millennial secret. You're part of a deep-cover strike team charged with saving the world. According to the writings of a long-dead mystic named Abednego Trestle, something went abominably wrong with history on August 9th, 1974, and the world is rushing toward an early date with doomsday.

Fortunately, someone decided to step in and help. Famed actor, television producer and self-important student of the arcane Herman Purvis has put together groups of celebrities who can go where regular law-enforcement officers can't. These squads hunt down supernatural threats and search for clues to the stopping the doomsday clock.

Your team consists of your co-judges from *Do Your Worst!*—a collection of has-beens and never-weres—as well as the show's brain-blasted host, Rudy Ringo. Your role in the crew: the seductress who can charm any enemy into submission, or steal his secrets with a wink, a song or a double entendre.

Cha3/Groover2; 26 HP; Mas 12; Init +1 (Dex); Spd. 30 ft.; Defense 15, touch 13, flat-footed 14 (+1 Dex, +2 class, +2 fur armor); BAB +1; Grap +2; Atk +6 melee (reinforced wireless microphone, 1d6+1 dmg, 20 crit); +2 ranged* (Blisstol, victim must make DC 15 Fort save or be paralyzed for 1d6 rounds); SV Fort +5, Ref +5, Will +4; Str 13, Dex 12, Con 12, Int 11, Wis 16, Cha 18; Rep +5, Wealth +11, AP 6.

Skills: Bluff +15, Diplomacy +14, Disguise +7, Gather Information +12, Intimidate +8, Perform (dance) +14, Perform (sing) +13, Sense Motive +16, Speak Language (jive).

Feats: Deceptive, Dancing Fool, Sensualist, Life of the Party, Simple Weapon Proficiency.

Talents (Charismatic Hero): Charm (males), Fast Talk

Abilities (Groover): Combat Charm, Enough About Me

*Includes nonproficiency penalty for Blisstol. Ordinarily ranged bonus is +6.

FATHER IGNATZ BOLERO

To the world, you're a high-concept comic: a counterculture actor playing an affably raffish holy man. You do stand-up routines in nightclubs, play bit parts in movies and judge game shows, like the trippy talent contest *Do Your Worst!*

But your impious exterior hides a millennial secret. You're part of a deep-cover strike team charged with saving the world. According to the writings of a long-dead mystic named Abednego Trestle, something went abominably wrong with history on August 9th, 1974, and the world is rushing toward an early date with doomsday.

Fortunately, someone decided to step in and help. Famed actor, television producer and self-important student of the arcane Herman Purvis has put together groups of celebrities who can go where regular law-enforcement officers can't. These squads hunt down supernatural threats and search for clues to the stopping the doomsday clock.

Your team consists of your co-judges from *Do Your Worst!*—a collection of has-beens and never-weres—as well as the show's brain-blasted host, Rudy Ringo. Your role in the crew: a crackerjack field doctor who can patch up your teammates on the fly—while delivering devastating damage to supernatural baddies.

Ded3/Fightin' Acolyte2; 30 HP; Mas 13; Init +2 (Dex); Spd. 30 ft.; Defense 17, touch 16, flat-footed 15 (+2 Dex, +4 class, +1 fur armor); BAB +3; Grap +5; Atk +7 melee (sharpened holy symbol, 1d4+2 dmg, crit 20); +8* ranged (Colt Python revolver, 2d6 dmg); SV Fort +5, Ref +3, Will +8; Str 14, Dex 15, Con 13, Int 15, Wis 16, Cha 15; Rep +1, Wealth +9, AP 6.

Skills: Diplomacy +8, Knowledge (streetwise) +9, Knowledge (theology) +8, Listen +10, Sense Motive +10, Spot +9, Treat Injury +13.

Feats: Believer, Medical Expert, Surgery, Personal Firearms Proficiency, Simple Weapon Proficiency.

Talents (Dedicated Hero): Healing Touch, Healing Knack

Abilities (Fightin' Acolyte): Holy Terror, Confession

*Includes +1 bonus for weapon. Base ranged attack bonus is +7.

MITCH FALCONER

To the world, you're the good-natured field host of *Sound & Vision's Wild Americo*—the guy who sloshes through swamps, rides out sandstorms and dodges predators on the veldt to bring the viewing public footage of exotic animals. You cemented your nice-guy image with guest spots on talkfests and game shows, like the trippy talent contest *Do Your Worst!*

But your All-American exterior hides a millennial secret. You're part of a deep-cover strike team charged with saving the world. According to the writings of a long-dead mystic named Abednego Trestle, something went abominably wrong with history on August 9th, 1974, and the world is rushing toward an early date with doomsday.

Fortunately, someone decided to step in and help. Famed actor, television producer and self-important student of the arcane Herman Purvis has put together groups of celebrities who can go where regular law-enforcement officers can't. These squads hunt down supernatural threats and search for clues to the stopping the doomsday clock.

Your team consists of your co-judges from *Do Your Worst!*—a collection of has-beens and never-weres—as well as the show's brain-blasted host, Rudy Ringo. Your role in the crew: the scout. You can shadow a suspect, shimmy up a drain pipe or follow fading footprints through the undergrowth.

Fas3/UrbanCowboy2; 30 HP; Mas 11; Init +4 (Dex); Spd. 30 ft.; Defense 20, touch 19, flat-footed 20 (+4 Dex, +5 class, +1 pleather jacket); BAB +3; Grap +4; Atk +4 melee (hunting knife, 1d6+1 dgm, crit 19-20) or +5 melee (lasso); +7* ranged (Colt Python revolver, 2d6 dmg, crit 20); SV Fort +3, Ref +9, Will +4; Str 12, Dex 18, Con 11, Int 15, Wis 16, Cha 12; Rep +2, Wealth +8, AP 6.

Skills: Balance +12, Bluff +3, Climb +7, Diplomacy +3, Disguise +3, Gather Information +3, Handle Animal +12, Hide +12, Intimidate +3, Jump +9, Move Silently +12, Navigate +4, Ride +14, Survival +11, Tumble +11.

Feats: Animal Affinity, Guide, Personal Firearms Proficiency, Simple Weapon Proficiency, Stealthy, Track.

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Abilities (Urban Cowboy): Aw, Shucks, Comforts of Home

*Includes +1 bonus for weapon. Base ranged attack bonus is +6.

MUSCATEL “MOOSE” LAMPREY

To the world, you're yesterday's news. You used to be a big football star back before history went haywire on August 9, 1974, but you've made a bad transition to the new world of sports. Like many athletes, you've switched to the Omegaball circuit, but with little success. Your play is sloppy, you get banged up a lot, and you've been reduced to trading on your name to judge beauty pageants and game shows, like the trippy talent contest *Do Your Worst!*

But your washed-up exterior hides a millennial secret. You're part of a deep-cover strike team charged with saving the world. According to the writings of a long-dead mystic named Abednego Trestle, something went abominably wrong with history on August 9th, 1974, and the world is rushing toward an early date with doomsday.

Fortunately, someone decided to step in and help. Famed actor, television producer and self-important student of the arcane Herman Purvis has put together groups of celebrities who can go where regular law-enforcement officers can't. These squads hunt down supernatural threats and search for clues to the stopping the doomsday clock.

Your team consists of your co-judges from *Do Your Worst!*—a collection of has-beens and never-weres—as well as the show's brain-blasted host, Rudy Ringo. Your role in the crew: tough guy. You plow through the bad guys' battle lines and take the hits that the rest of your crew wouldn't survive.

Str3/Omegaballer2; 36 HP; Mas 15; Init +7 (+3 Dex, +4 Improved Init); Spd. 30 ft.; Defense 20, touch 19, flat-footed 17 (+3 Dex, +6 class, +1 pleather jacket); BAB +5; Grap +9; Atk +10 melee (Omegabat, 1d8+6 damage, crit 19-20) or +9 unarmed (1d4+6 dmg); +9* ranged (Colt Python revolver, 2d6 dmg, crit 20); SV Fort +9, Ref +7, Will +1; Str 18, Dex 17, Con 15, Int 13, Wis 10, Cha 14; Rep +3, Wealth +12, AP 6. Skills: Balance +13, Climb +13, Concentration +8, Intimidate +10, Jump +13, Listen +4, Tumble +12.

Feats: Armor Proficiency (light), Combat Expertise, Combat Martial Arts, Combat Reflexes, Heroic Surge, Personal Firearms Proficiency, Simple Weapon Proficiency.

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Abilities (Omegaballer): Welcome to the Majors, Team Player

*Includes +1 bonus for weapon. Base ranged attack bonus is +8.

RUDY RINGO

To the world, you're a glorious madman: the creator of a dozen lurid game shows and host of the zaniest one of them all, the trippy talent contest *Do Your Worst!* You stagger around the stage in a narcotic haze, introducing ever-more bizarre acts and reveling in the madhouse atmosphere, abetted by a panel of has-been judges. But your lunatic exterior hides a dark past: For a time, you served as a secret government operative charged with knocking off enemy agents—an experience that blasted you so deeply that you took refuge in booze and the candy-colored life of show biz.

But you couldn't hide from fate. Soon after taking the hosting gig, you found yourself part of another deep-cover team. This time your job is saving the world.

According to the writings of a long-dead mystic named Abednego Trestle, something went abominably wrong with history on August 9th, 1974, and the world is rushing toward an early date with doomsday. Fortunately, someone has decided to step in and help. Famed actor, television producer and self-important student of the arcane Herman Purvis has put together groups of celebrities who can go where regular law-enforcement officers can't. These squads hunt down supernatural threats and search for clues to stopping the doomsday clock.

Your team consists of your judges from *Do Your Worst!* Your role in the crew: the coordinator, visionary and black-ops point man. Your team looks to you to make the tough decisions and take charge when lives are on the line.

Sma2/Cha1/Middleman2; 24 HP; Mas 11; Init +3 (Dex); Spd. 30 ft.; Defense 18, touch 15, flat-footed 15 (+3 Dex, +2 class, +3 pleather armor); BAB +2; Grap +4; Atk +4 melee (shiv, 1d4+2 dmg, 19-20 crit) or +4 (unarmed, 1d4+2 dmg); +5* ranged (Colt Python revolver, 2d6 dmg, crit 20); SV Fort +1, Ref +6, Will +5; Str 15, Dex 16, Con 11, Int 17, Wis 12, Cha 14; Rep +5, Wealth +11, AP 6.

Skills: Balance +4, Bluff +4, Diplomacy +8, Disguise +4, Gather Information +11, Intimidate +8, Investigate +14, Knowledge (streetwise) +9, Knowledge (tactics) +11, Listen +6, Move Silently +6, Research +12, Search +9, Sense Motive +4.

Feats: Armor Proficiency (light), Combat Martial Arts, Deceptive, Double Bluff, Personal Firearms Proficiency, Simple Weapon Proficiency.

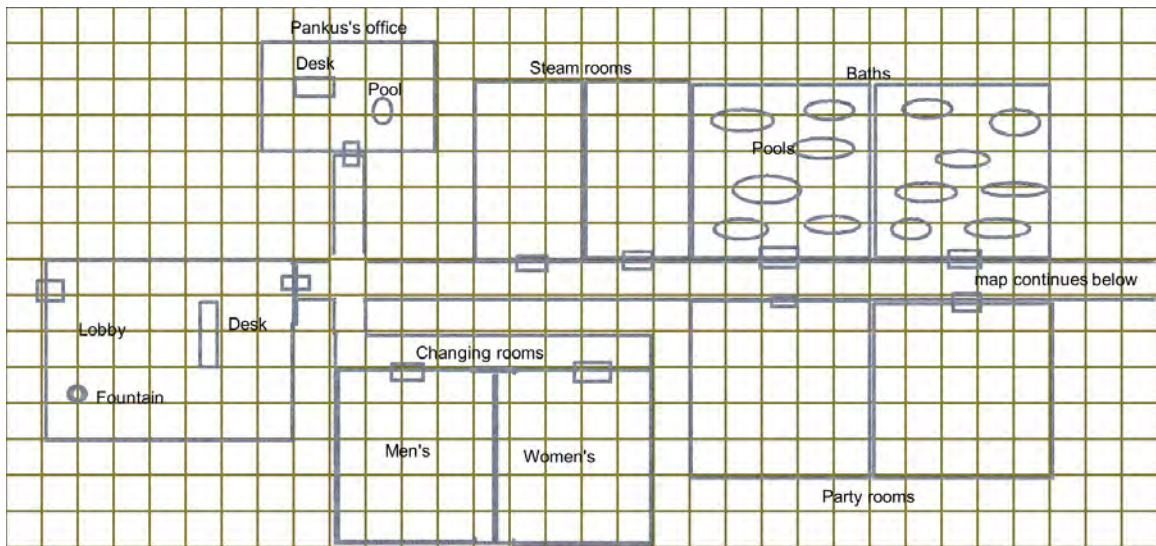
Talent (Smart Hero): Savant (Investigate)

Talent (Charismatic Hero): Coordinate

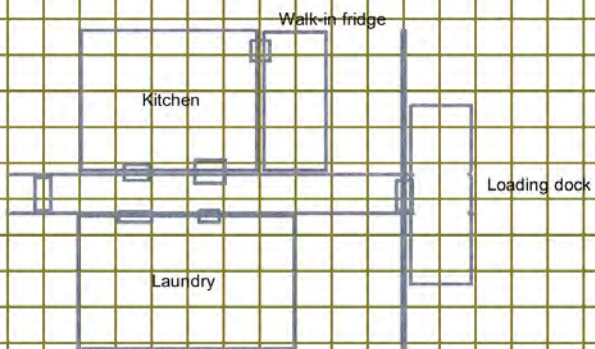
Abilities (Middleman): The Grapevine, Friend of a Friend

*Includes +1 bonus for weapon. Base ranged attack bonus is +4.

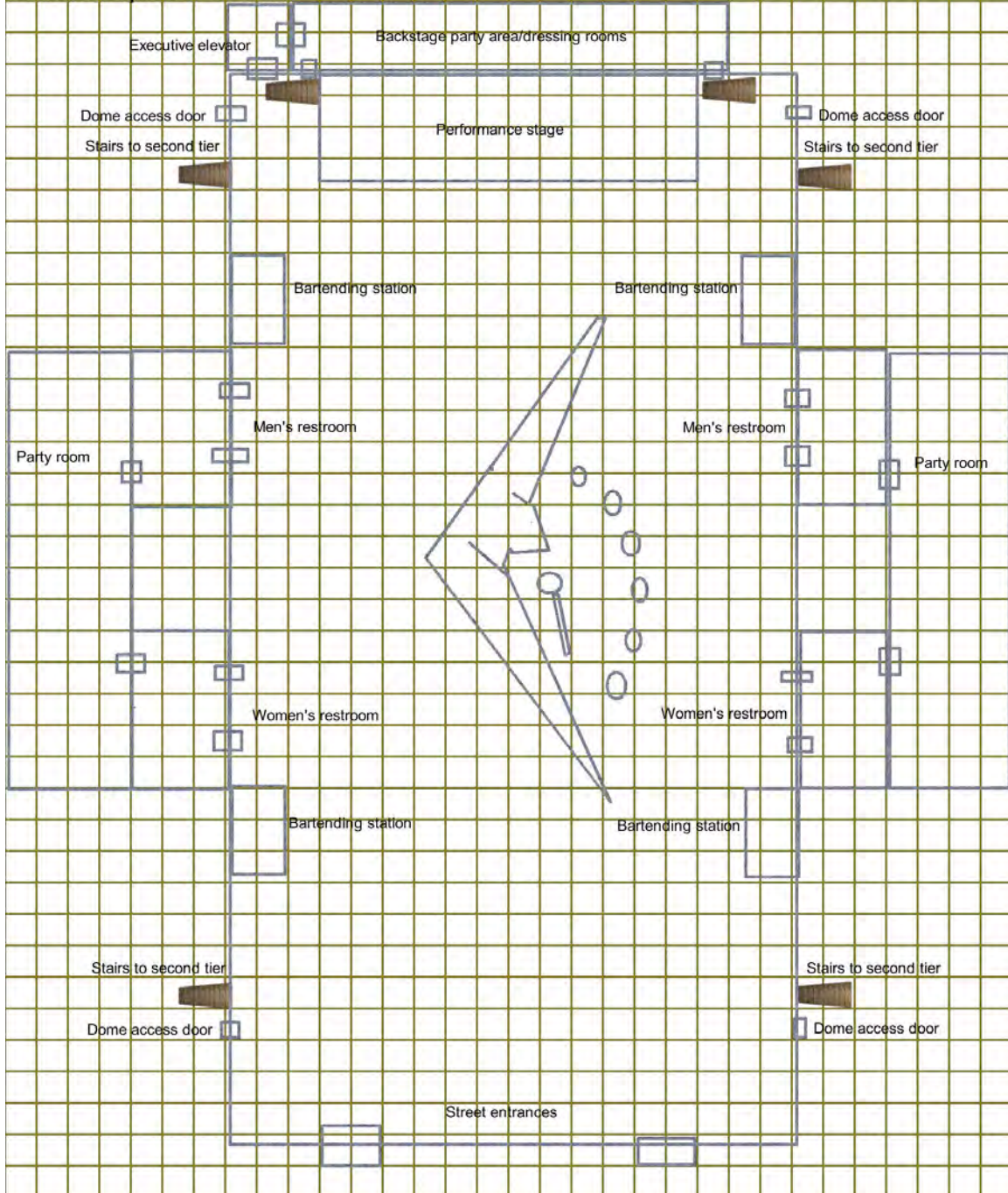
MAPS



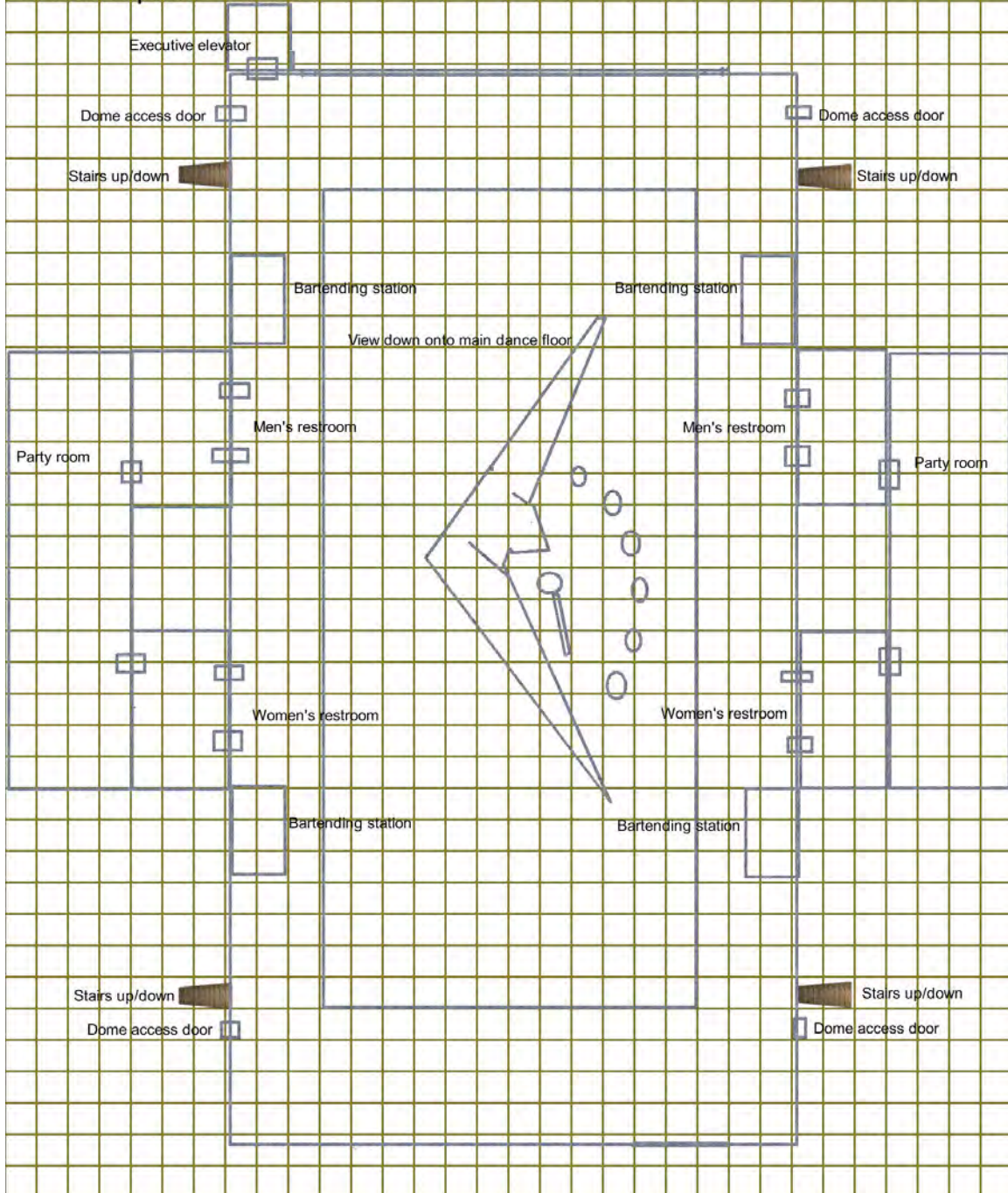
Philosopher's Cave
Scale: square=5 feet



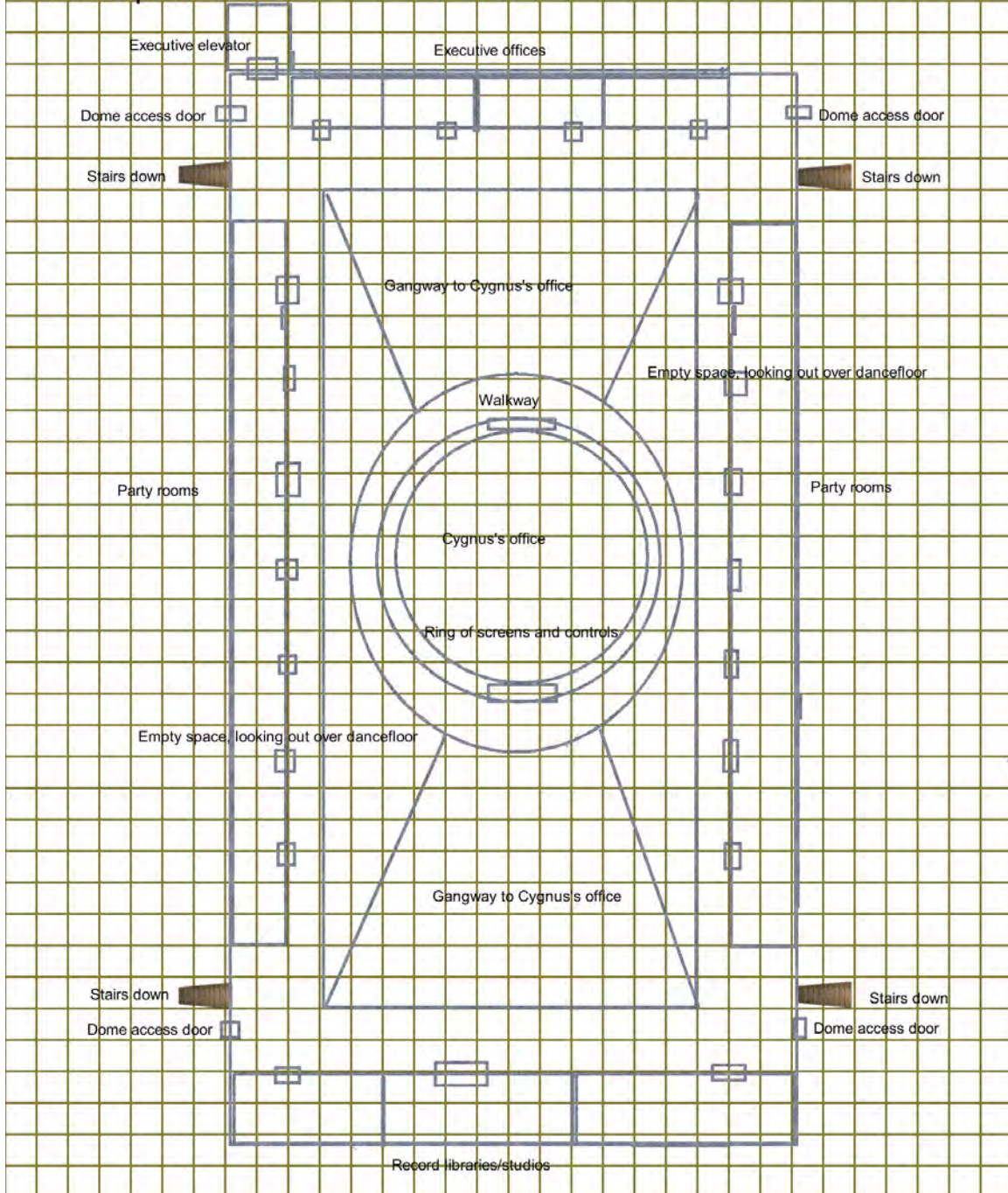
BootyDome Dance Floor Scale: square=5 feet



BootyDome Tiers Two and Three Scale: square=5 feet

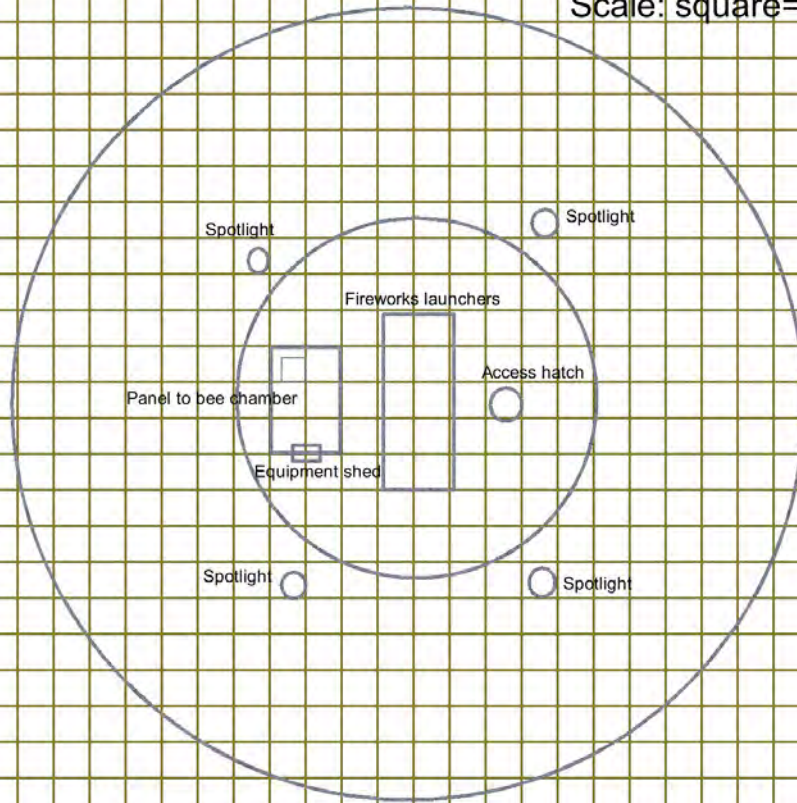


BootyDome Executive Level Scale: square=5 feet



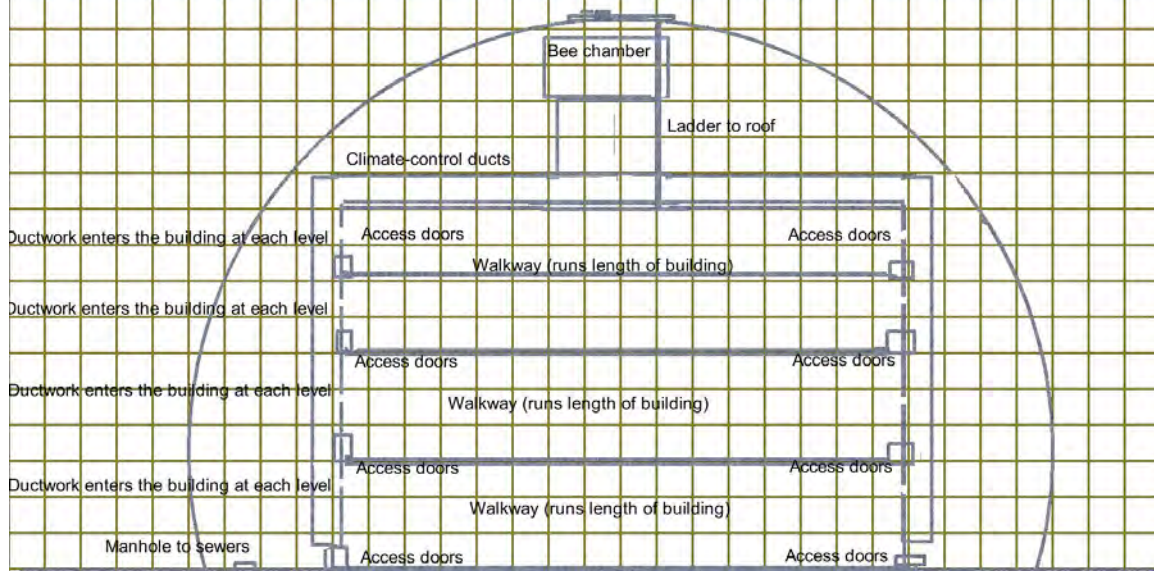
The Roof of the BootyDome

Scale: square=5 feet



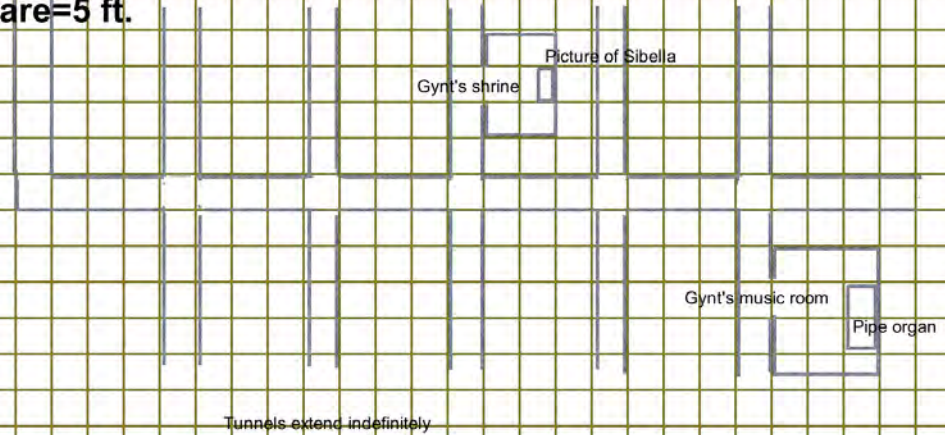
BootyDome Front View

Scale: square=10 ft.

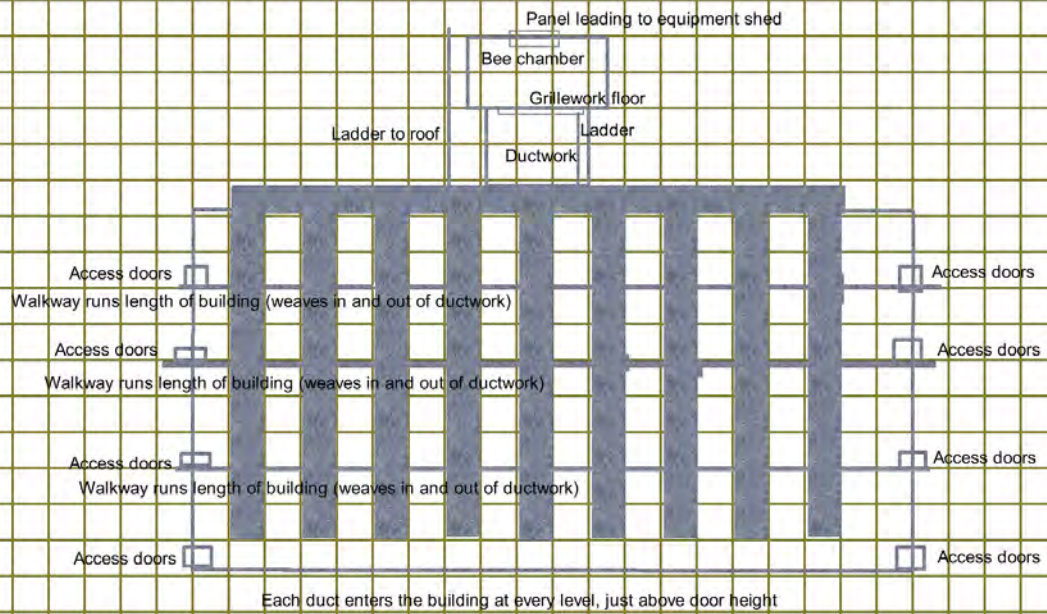


Sewers

Scale: square=5 ft.



BootyDome Side View
Scale: square=10 ft.



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