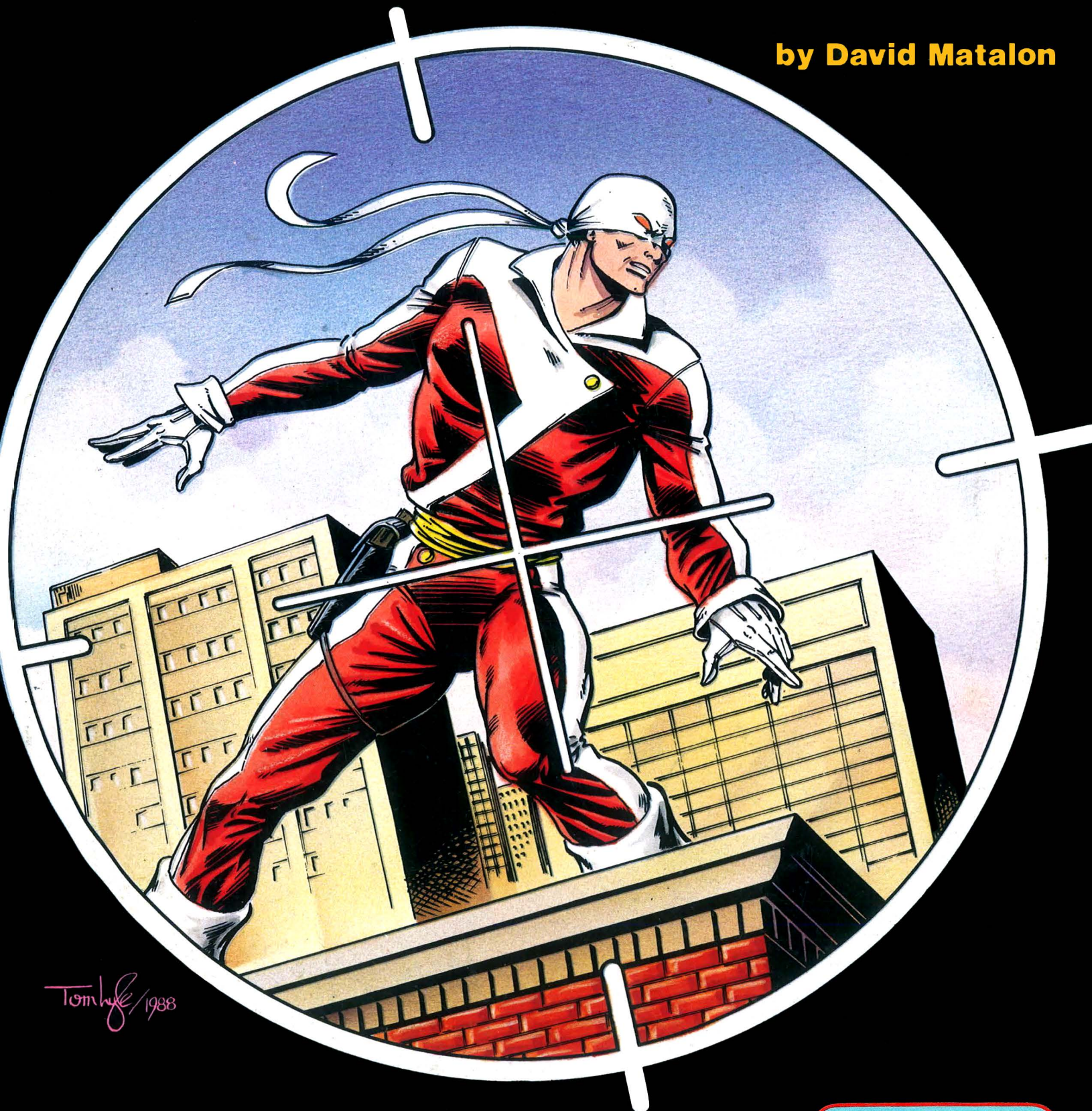


#34

TARGET HERO™



by David Matalon



AN ADVENTURE SUPPLEMENT FOR



TARGET HERO™

A Champions Adventure

by David Matalon with additional material by Mike Nystul

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INTRODUCTION	2	PART III: THE HEROES STRIKE BACK	22
Gamemaster Notes	2	Ready or Not	22
Converting to Other Hero Systems	2	Island Base	23
Background Briefing	3	Island Base Key	23
Overview	3	Tactics	23
The Target	4	Friend or Foe?	23
PART I: THE APPLETON AFFAIR	5	Ch-Ch-Changes	24
Come and Get It	5	About the Room	24
The Set Up	6	That Ole' Black Magic	24
Innocents Abroad	8	Combat (Plain and Simple)	25
Innocents in the Combat Zone	8	The Machinery	25
Appleton Mall	9	The End of All Things	25
The Investigation	12	PART IV: FINISHING UP	26
Agents	12	Experience	26
Captured Villains	12	Suggestions for Further Adventures	26
Previously Captured Demon Prisoners	13	APPENDIX: THE CHARACTERS	27
PART II: DEMON AND THE DEEP BLUE SEA ...	13	Volcanon	27
Into the Blue	13	Scarab	27
DEMON Undersea Base	14	Powershift	28
The Base Key	14	Orb	28
Destruction and Mother Ocean	21	Silvar	29
What We Came For	21	Daigon	29
I'll Talk! I'll Talk!	22	Inferno Legion DEMON-Warrior	30
What They Saw	22	DEMONFLUX Agent	30
		Inner Circle Morbane	31
		About Demons	32
		Doppleganger	32
		Brute Demon	32

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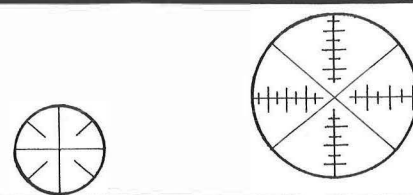
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INTRODUCTION



Target Hero is a Champions module designed for 4-6 characters based on 250-275 total points but is readily adapted for any power level or number of players. All that stands between the dark horde and their diabolical destiny is our heroes ...

Those of you who have the *PRIMUS* and *DEMON* Organization Book are probably thinking, "Fabulous, here's another adventure that reprints information I already have," whereas those of you who are without a copy are thinking, "Oh great, I won't have all the information I need to run the adventure!" Well, you are all in luck. *Target Hero* contains new agent types, DEMON, bases, and weapons not included in Organization Book 2. If you have access to *PRIMUS* and *DEMON*, you might want to read through the section on DEMON to give you some additional background. Rest assured that all the information required to run the adventure is included herein. Now onward and upward!

GAMEMASTER'S NOTES

Target Hero is a lengthy adventure that will challenge the players to rethink old stand-by tactics as they are faced with some out-of-the-ordinary situations. From encounter to encounter, the players will have to formulate new strategies to counter the diabolical plans of DEMON. *Target Hero* also places tremendous emphasis on roleplaying. Players cannot merely go through the motions, calling numbers here and there while they experiment with their new powers on villain fodder. Since the adventure is the search for a friend who has been abducted, roleplaying is very important.

This, in turn, places a great responsibility on the Game-master (as if the GM didn't already have enough to do). Unless you have an established hero group, the GM should get to know each PC by playing several sessions and seeing how the players portray their characters. A team of 4-6 heroes/heroines should be a good for the purposes of this adventure, and the few early sessions you play with them will give the characters some extra experience to provide the "edge" they will need to take on the foes that await them.

The GM should read through the module a few times in order to familiarize himself with it so as not to accidentally reveal pertinent information before the appropriate time. Be sure to read over the statistics and personalities of the NPCs that the PCs will be encountering during the adventure until you have a working knowledge of their strengths and weaknesses. Understand each power and the effects of its advantages and limitations. To be fair, the GM must know the villains as well as he knows the heroes. Knowing the capabilities of the opposition will keep the game running smoothly and prevent frantic page turning in the middle of an exciting fight. To know the villains means knowing their tactics, their weaknesses, and their motivations. To have a cowardly villain pound the heroes ceaselessly after he has sustained a great injury is not only unfair but unrealistic.

What follows are a few suggestions for the GM to use as guidelines for balancing a hero group in this adventure. Skill-based PCs will prove useful and so will at least one hero/heroine with Ego powers. Life support even at a minimum level and a hero with Healing will also be helpful. (Note that Heal is an optional ability, so carefully consider the effects it will have on play balance before including it in your game.) The PCs should have good defenses (Total PD or ED of 25 or better) and at least one needs a decent movement speed. (17"/phase or faster) Again, these are only suggestions and are by no means requirements. A group of bricks might be able to break down any wall in existence, but they will have a hard time with an adventure such as this!

Not all GMs will be playing with the same group every time. Maybe your players just want a quick adventure or perhaps this is the first *Champions* adventure you have ever played. Whatever the reason, it is possible to play *Target Hero* without several sessions of NPC introduction and preparation. First, the GM should have a short discussion with his players, letting each player describe any tactic and strategy they see their characters using, alone or in conjunction with others. Once the GM has a working knowledge of the heroes and heroines in the group, the GM should give out some bonus experience points depending on how powerful he feels each character is in comparison to the rest of the team. Do not give so many points that the adventure becomes easy for the group, but *Target Hero* was written with somewhat experienced characters in mind. These points should allow for that extra Energy Blast or Forcefield boost that the PCs will need to get through the scenario in one piece.

CONVERTING TO OTHER HERO SYSTEMS

It is possible to use *Target Hero* in a *Danger International* campaign, although the GM will be forced to make some major adjustments. DEMON fits well into a high-tech DI world, and can provide a good adversary for our heroes. However, due to the espionage focus of most DI characters, *Target Hero* will have to be substantially depowered. This is left to GM discretion, but obviously it will be necessary to remove the supervillains and the super-level attacks.

Target Hero can be more easily integrated into a *Super Agents* campaign. DEMON makes a logical opponent for almost any Agency, especially PRIMUS, UNTIL, or SAT. Perhaps a friend of the PCs was the *Target Hero*, or maybe they are investigating at the orders of their superiors. In any case, fewer changes will be needed than would be required for a *DI* campaign. Well-equipped agents should be almost able to go toe-to-toe with DEMON agents; and may be able to defeat a lone villain. Just decrease the number of their adversaries, and the PCs should be fine.

BACKGROUND BRIEFING

In the 1920s, DEMON seemed no more than a Satanic cult; one of many bunko religious groups of the time. But unlike the more harmless groups, DEMON thrived through the dark depression of the 30s: building up funds, arming, recruiting, growing, and all the while researching the darkest mysteries of the black arts. At the end of the second World War, DEMON managed to steal the Nazis' secret treasure trove of mystic artifacts and enough gold to effectively double the capital they had saved thus far. A high-tech mercenary army was assembled to serve the *Morbanes*, sorcerous masters of DEMON. While building up a reputation as a major underworld power, the *Inner Circle* gained ever-increasing mastery of the infernal powers. As their influence grew, so did their ambition. To aid them in the achievement of their new goals DEMONFLUX, a subdivision devoted entirely to covert activities, was created. Their military power secured, DEMON now seeks what they view as the Ultimate Weapon, total command of the Black Arts.

DEMON is led by the Dark Hierarchy which is made up of the *Morbanes*, powerful practitioners of the darkest sorceries. And ruling the Hierarchy is the *Innermost Circle*, led by a dark and mysterious figure whose identity is known only to the *Circle*. Serving the Hierarchy are the DEMON-Warriors, the well-trained mercenaries who make up the bulk of DEMON's forces. From these soldiers are chosen the very best who are provided with the latest in high-tech equipment. These chosen few become the deadly elite forces known as

the *Inferno Legion*. There are also several small companies of warriors clad in mighty power armor called Mechagents. Together, their forces comprise one of the deadliest criminal armies ever assembled.

DEMON is controlled with fear and with cunning. It is a shadowy organization whose true motives are unknown and whose operations are carried out with the utmost secrecy: few outsiders know of DEMON's existence and none know its secrets. Their activities run the gamut of criminal acts, but the only thing that truly matters to the Inner Circle is the securing of magical power. Efficiency and the fanatical determination have driven them to victory upon victory. For a while, it seemed that global domination was in sight.

But of late, DEMON has fallen on bad times. Superheroes have been getting more numerous and more thorough. They are no longer satisfied with just thrashing agents at the scene of the crime: nowadays, they come back to the base and clean it out! In addition, PRIMUS's recent funding increase have improved its equipment, making PRIMUS an even tougher adversary. Moreover, finding followers just is not as easy as it used to be; mercenaries just cannot get paid enough to get thrashed by heroes, and people just don't flock to new cults the way they used to.

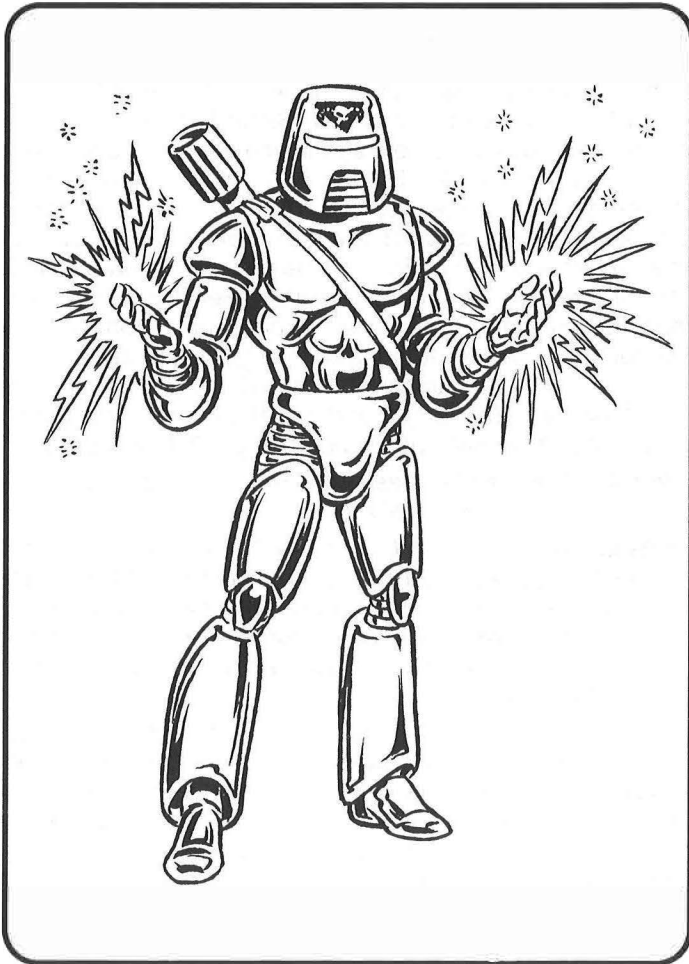
Each defeat is a painful stab at DEMON's immense body. Magical scrying indicates recruitment will pick up again in the next decade or so, but the higher-ups wonder if DEMON will last that long. All but DEMON's smallest operations have been grinding to a halt under the persistent assault. Only DEMON's legal pursuits seem safe from the forces of law and order.

This is not to say that DEMON is finished, but should the predictions of a better future be inaccurate, the Inner Circle fears that the whole organization will come crumbling down. To counteract this, The *Morbanes* have decided the world will see more DEMON operations than ever before. Major plans have been plotted and each Inner Circle member supervises a world-shattering scheme. For the glory of darkness, DEMON will seize the world, or perish!

One of the Inner Circle, a powerful Morbane named *Hieronomous*, has devised a plan which he hopes will lead DEMON to final victory. He has designed a device which combines science and sorcery to fiendish effect. This machine, the *X-Device*, is designed to draw and focus power from a mystical energy source — a living energy source. With the power produced by his bizarre experiment, *Hieronomous* plans to summon one of the most powerful spirits of the Underworld, a *Nether Lord*. To energize the device, he requires a very special person. The Morbane's forces have been mobilized to seek out that person, the *Target Hero* ...

OVERVIEW

Several attempts have been made to capture the *Target Hero* (hereafter referred to as the 'Target') at the start of the adventure. These attempts have driven their quarry into the hands of a group of heroes (the PCs). DEMON is running out of time as PRIMUS begins to move in on their operation. Decisive action is called for, and decisive action will be taken. The 'Target' must be separated from our heroes who must then be eliminated to keep them from interfering further. With the PCs out of the way, nothing can stop the arrival of the *Nether Lord*.



THE 'TARGET'

An important part of this adventure is an NPC called the 'Target'. As stated earlier, this is a hero or heroine who has powers which stem from a sort of magical source. An existing NPC is the best choice — one who has been hanging around the group lately and getting into trouble. If no NPC fitting the Target Hero requirements is available, an NPC hero named *Powershift* is provided in the back section of this adventure. If possible, the GM should try to introduce Powershift to the group an adventure or two before play begins so that Powershift develops as a friend and someone they care about. That way, when he disappears in Target Hero, the players will actually give a hoot that he is missing. Another alternative is to use a DNPC of one of the heroes in the group. (Talk about motivation!) Perhaps this particular person has a magical energy untapped within his body that he is unaware of or is the host for some powerful being from beyond, etc. A few adjustments will enable the GM to make the switch so that the DNPC can be used in *Target Hero*.

Once you have decided on who the 'Target' is, you must introduce him to the group and set up DEMON's involvement. If you are using an existing character, this process becomes somewhat easier as the NPC will have existing ties to the heroes. Simply have the 'Target' tell his heroic friends that several attempts have been made on his life. (That is what the 'Target' believes at this point.) The 'Target' could not make out the attackers but knows that there were a lot of them using rather advanced equipment. (If a character with Telepathy probes for memories and gets a x4 effect, he will sense the symbol of a horned skull on one of the attackers.) The PCs should take the 'Target' under their wing.

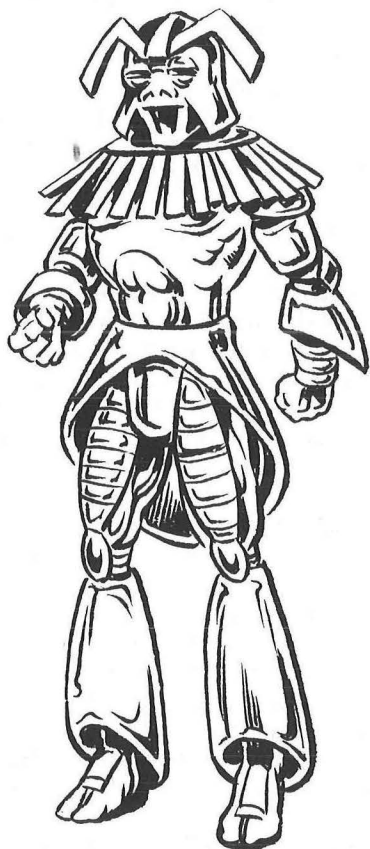
If the 'Target' is unfamiliar to the group, he will end up going to the PCs for protection. Since this situation may seem suspicious to some players, you must make an effort to make the 'Target' likeable and trustworthy. If you are using Powershift, you can tell the PCs that they recognize him as a superhero. (His activities are high profile) Just be careful that the players don't think the 'Target' is a villain or game play will become paranoid and tedious. Below is a sequence that you can use verbatim as an introduction, or that you can use for ideas on how to bring the 'Target' into play.

The heroes are sitting in their base having a meeting, or what have you. Suddenly a costumed figure comes staggering in. The obviously battered hero appeals to the party.

"You must help me! I've been on the run for the last four days. Someone's trying to kill me!"

"It began in the night with an assault of about forty men! I could barely see who I was fighting, but I was outpowered. I've been chased ever since. Every time I thought I lost them, every time I stopped to rest, they were there! Each time I barely got away. I need protection, at least until I find out what is going on."

The heroes should offer him hospitality — if they do not, they are not very good heroes. From here, the GM can let weeks, days, or hours go by before this adventure begins. If he wants, he can let the intensity of the moment slip away over time. The 'Target' could conceivably join the team as a NPC for a period of time. If the GM wishes to play the game straight through, proceed to the next part immediately. What is important is that the player characters develop a friendship with the 'Target'. If they do not care about this new NPC, they will not be strongly motivated to save him later, and this will detract from the the adventure.



The module is divided into three parts. Each can provide an evening's adventuring, or they can be combined for a longer run. Playing the scenario in three installments will create a more relaxed atmosphere and allow for more roleplaying. The day-long approach will result in a tournament-like feel that may well seem pushed but will allow you to tell the entire story all at once.

In the first part, the characters will be drawn into a battle at Appleton mall. This battle has been staged by DEMON operatives to facilitate the capture of the 'Target'. During the fight, or shortly thereafter, DEMON will kidnap the 'Target'. The heroes will investigate, ultimately revealing DEMON's involvement and the location of an undersea base where the operatives were hired. It seems the most likely prison for their kidnapped friend so off they go ...

The second installment involves the undersea assault, and the PCs first direct conflict with the devilish minions of DEMON. Unfortunately for the heroes, they have been led into a trap. They will learn, to their dismay, that their friend is imprisoned elsewhere. As they discover that they have been tricked, the base will begin a self-destruct sequence. Now they have to race the clock and find out the location of the base where their friend is being held before the walls collapse around them and the sea comes rushing in ...

Lastly, the group will find themselves heading for an uncharted island in the Atlantic Ocean. A climactic battle ensues that ends in the discovery of a mysterious stairway at the end of which lies the secret of DEMON's terrible purpose. In the depths of the earth, our heroes must slug it out with some of DEMON's most sinister villains. The fate of their comrade, and the world, lies in the balance!



PART I: THE APPLETON AFFAIR

"That wasn't so bad," said Mr. Massive as he knocked the silver-skinned villain senseless.

"It's actually odd," replied Dr. Doomed, "there's no apparent reason for this attack, let alone at the Mall."

"Who are we to try to fathom the maniacal minds of villainy?"

"I suppose. Say, have you seen Powershift?"

"I thought ... uh oh!!!"

It is not unusual that on this beautiful, peaceful, tranquil (etc., etc.), Sunday morning our heroes have nothing better to do than get into arguments with those energy throwing, mind zapping, and generally bitter individuals better known as villains. So why should this Sunday be different from any other?! Pick a location, any location — a bank, a museum, how about a shopping mall? A shopping mall filled with normal human beings just waiting to be victimized. Needless to say it will not take long before our PCs get wind of an eight foot baddie terrorizing innocents, and being heroic heroes, they rush to the scene of the disturbance throwing care to the wind ...

Inside the mall are some of the nastiest, rottenest, meanest hombres this side of Appleton (which isn't saying much). They have been hired by DEMON to do what they do best — and for a tidy sum indeed. For several weeks, this mismatched group has trained as a team under the coordinated strike force ready to do battle with all takers. Their orders are to challenge the PCs, luring them to the mall. Then they are to engage the heroes in close combat until the recall order is given.

The purpose of this combat is to catch the heroes off-guard so that DEMON operatives can isolate, overpower, and capture the 'Target'. The Morbanes have prepared for the 'Target' to accompany the heroes or stay behind at the hero's base by sending a team to each location. If the 'Target' stays behind, the battle at the mall becomes a diversionary tactic to lure the characters away from their charge, but if the 'Target' goes with the heroes the focus shifts to the mall, where DEMONFLUX must attempt to nab him while the 'Target' is under the watchful eyes of his friends. (A good trick, that!)

The mercenaries are led by *Daigon* the devil, a highly skilled martial artist whose mask can project blinding beams of 'Darklight'. Her second-hand man is *Silvar*, an alien warrior whose dense molecular structure and metallic composition grant him incredible strength and near invulnerability. *Volcanon* is an agent of DEMON with a mystic amulet that transforms him into a man of molten magma. His altered state makes him impervious to most attacks and allows him to fire scorching blasts of super-heated rock. And last *Scarab*, a man whose mental powers make him of the utmost importance if the 'Target' comes to the mall.

Once the heroes arrive at the mall, the plan is to draw the heroes to *Silvar* and *Volcanon*, who are doing some major property damage to the Fountain and the area which surrounds it. Once the PCs engage the two bricks, *Daigon* will orchestrate the battle from her concealed position. If the 'Target' is not present, *Scarab*, and *Daigon* will converge on the characters, trying to draw out the battle as long as they can. If their pray is with the heroes, they will attempt to separate him, leading the 'Target' to a special squad of DEMONFLUX agents who will subdue and capture the 'Target'.

When the 'Target' has been captured and secured by either the team at the mall or the team at the base, he or she will be spirited away to the distant isle on the special hoverjet. (Treat as a Learjet Century III with a MAX speed of 200, an ACC of 4, DEF of 6 in all locations and the Radar, ECMs and armament of an F-15 Eagle) Once the transport has reached a safe escape distance, both teams will be issued the recall code by the Morbane overseeing the mission from a remote command center. Once the smoke clears, the PCs will be left with a puzzle that must be solved if they hope to save their friend.

COME AND GET IT

Now that the trap has been set for our heroes, all that is required is the bait to lure them in. The bait will come in the form of a challenge broadcasted on live television, transmitted via minicam from Appleton Mall. If the PCs have a base, this transmission can be picked up on one of the monitors in the communications center, otherwise have one or more of them happen upon a television which is miraculously tuned to the right channel (rec-rooms, cafeterias, and store windows all work fine for this).

A cub reporter (Gyro Jim or his equivalent) will be seen against the background of an outdoor mall. Screams and yells can be heard in the background, and the occasional normal will run behind the reporter, fleeing some unseen terror in an absolute panic. The nervous newsman will do a lead in, announcing that they are broadcasting live from Appleton Mall, the scene of an unexplained attack by a small group of villains who seem to have no purpose other than sheer violence and destruction. At this point, a second figure will step into the picture, much closer to the camera. (This is *Daigon*.) The monstrous creature will bellow in a bizarre voice something like an animal's growl.

"Greetings followers of the light from *Daigon*, champion of darkness. The minions of the Nether Lord bid you welcome to our carnival of blood! We await your company so that we may crush you back into the dirt from whence you came! We will try and keep ourselves entertained while we wait!"

A hand reaches out for the camera, which goes black followed by the sound of twisting metal, breaking glass, and another scream. Then the picture cuts back to the newsroom where the startled anchorwoman recaps the story, reporting that mall security and local police are on the scene with the fire department, several ambulances and national guard on the way. She will put down her copy and make a personal appeal to the heroes for their help against this menace — “You are our only hope.”



Shortly after the broadcast, if the heroes have a public number or police contacts, they will be contacted by Captain Fitz of the Appleton precinct. Walter “Walt” Fitz is a good man who is nearly frantic about this situation. He is cooperative and will openly express his doubts that conventional forces will be able to deal with the villains. If the heroes agree to help out (Let’s hope they do!) the Captain will tell them everything he can.

All he knows is that trouble started no more than fifteen minutes ago when two “strange characters” started ripping up the mall. He can give them sketchy descriptions of Silvar and Volcanon (see Appendix One for illustration) and knows that Silvar is tremendously strong and that Volcanon is able to fire lava-blasts. He describes them as “massive” and “unstoppable”, this opinion founded on the fact that small arms fire proved useless against them. No one has spotted the rest of the villains; to the best of the Captain’s knowledge, there are only two involved.

If characters request more specific information, such as the layout of the mall, the number of patrolmen, etc., it can be found in the next section, but Captain Fitz will suggest that they discuss such matters with Detective Stapleton, who is in charge of the officers at the mall. If the characters insist on a briefing before they arrive, the Captain will oblige but will become increasingly impatient. Such tarrying could well carry a stiff penalty as the villains will become nervous and start killing innocents hoping to force the heroes’ hand.

By now, the PCs should be anxious to get underway. If the ‘Target’ is Powershift or a similar hero type, he will insist on coming along. If one of the PCs points out that this could be a trap, the ‘Target’ will respond that he is better off with the heroes than on his own, and if it is a trap he wants a chance to get back at his pursuers. Besides, with the help of the PCs, the ‘Target’ seems quite confident that the “good guys” will come out on top.

If the ‘Target’ accompanies the group to the mall, simply use the kidnap plan detailed in the set up, but if the ‘Target’ ends up staying behind, you will have to improvise a plan or attack depending largely on group composition, their base, and its location and defenses. As a general guideline, if the heroes left the ‘Target’ alone (that is, with no PCs), he will be kidnapped automatically. Don’t bother dicing the combat, just assume that DEMON is capable of getting past any NPCs, robots, and automated defenses. They subdue the ‘Target’ and get away clean.

Problems arise when and if the PCs split up leaving one of more of their number with the ‘Target’. If this happens, you will have to run another combat. Three squads of Inferno Legion DEMON-Warriors will raid the heroes’ base and try to take the ‘Target’ with brute force. (If you have a copy of PRIMUS and DEMON at your disposal, you may wish to use four squads of standard DEMON-Warriors instead. This will add a little more variety to the run. Weapon distribution should focus on subdual and entanglement devices such as the stunweb gun, neurotangler, taser pistol, and electro-shock bonds.) They will concentrate fire on the ‘Target’ until he is rendered comatose, at which time they will stave off any active heroes while one of them tries to get the special Power-Neutralizing helmet onto their quarry. (See The Set Up for more on this.) If successful, they will abscond with their subdued victim to a concealed hoverjet (whose stats are exactly like the jet at the mall) which is parked on a nearby rooftop and soar up and away.

Meanwhile, at the mall ...

THE SET UP

Before the mercenaries started smashing up the mall, two special squads of DEMONFLUX agents insinuated themselves into the crowd. When the destruction commenced, they moved quickly into position one at Caulder’s Clothes (#30), the other in the food stands at the Cafeteria (#6). These agents are all armed with weapons which will be effective against the ‘Target’. (If they are going up against Ice Star, they will rig up some kind of flamethrowers. You get the idea.) If the ‘Target’ is Powershift, half the agents in each group will carry power knuckles, and the other half will carry blackout pistols. Regardless of the ‘Target’s’ identity, every agent at Caulder’s carries a forceage grenade. One of the agents at the Cafeteria carries the Power-Neutralizing helmet. (Stats on these weapons are given in the DEMONFLUX description in the Appendix)

When the heroes arrive, Volcanon and Silvar are at the fountain (#51) wreaking havoc. Daigon is in Burger Man (#43), which she has cleared of any NPC onlookers. From within, she watches the fight at the fountain. Scarab is clinging to the awning between the Beauty Mat (#42) and Simon Sanders (#38).

The villains DEMON has hired are all being paid to not only fight the heroes but to boast of the coming of the Nether Lord. Daigon in particular (when she comes out of hiding) will fly around ranting and raving about how the Nether Lord will sweep over the world in a cloud of fire and brimstone ending all life as we know it (and other such nonsense).

All villains communicate via miniaturized ring-tranceivers that have a built in scrambler and descrambler with receivers affixed to the inner ear. (High-Range Radio Hearing, Fully Invisible Power Effects, IAF — 13 pts)

What follows are the specific tactics that will be used during the battle on the mall. More general tactics can be found in the villain write-ups in the back of the book. Following the individual battle plans is a breakdown of the plan to capture the 'Target'. If the 'Target' is not present, Daigon will order her team to attack, and the villains will fight defensively. Their job will be keeping the heroes engaged so they cannot interfere with the operation taking place at their headquarters.

Daigon — Leader and coordinator, she will keep herself in reserve unless "the plan" starts to fall apart for some reason. If the 'Target' is not present, she will stay on the sidelines unless she is needed. While she is unoccupied, she will Find Weakness on whoever comes close so that when he gets involved her job will be easier. When forced to intercede, she will make a half move and a PRE Attack at the toughest hero within sight. On her next phase, she will close and pound the offending PC into dust with Martial Arts. Her PRE Attack is also useful to effect a speedy escape if things start to get too heavy for her. If she gets low on stun, she will make sure to keep moving using jet powered move-throughs and move-bys rather than going one on one. Daigon is a heartless mercenary who is the one to watch; when it comes to civilians as her warped imagination provides her with a myriad of fiendish diversions.

Scarab — This villain is a key factor in the abduction of the 'Target'. He is hidden in an alley not far from the main battle. If the 'Target' is present, it is his job to lure him or her away from the others to the DEMONFLUX squad at the Cafeteria. One of the most effective ways is to have him use his Mind Control to summon a nearby innocent who he can then threaten at the proper moment, causing the 'Target' to intervene. Scarab will then attempt to gain control of the 'Target'. If successful, he will lead his victim away, taking him out of sight of the rest of the heroes. If the 'Target' is not present, Scarab will use his Mind Control on the most physically imposing hero, banking on the fact that bricks seldom have any psychic defense. If there are no bricks present, Scarab will try to remove the hero who is causing his companions the most trouble. Scarab will keep his distance from opponents but can hold his own with Martial Arts if need be. Keep in mind that Scarab has three dice of Luck which will occasionally kick in at opportune moments.

Silvar — Weighing in at 1600 lbs, this awesome slugging machine is the "muscle" of the group. He will attack the PC who appears to be the weakest member with the hope of taking out an opponent early. If successful, Silvar will then attempt to engage the most powerful member of the hero team to draw fire away from his less-armored comrades. A back-to-basics, raw power villain, Silvar will do all sorts of playful things like rip the floor out from under you, take out small groups with shockwaves, throw you a cement wall, wrap a lamp post around your neck, toss some cars around, etc. If actually wounded (takes 1 or more BODY), he will immediately make the offending hero his sparring partner. He is also not terribly fond of Egoists, being very uncomfortable with having his mind tampered with. Silvar can take on almost anyone and knows it; this makes him a fearless and dangerous opponent.

Volcanon — This blazing human powerhouse acts as a living gun emplacement, firing at flying heroes and those who are trying to keep at a safe distance. He will seldom use the full power of his awesome blast on the first shot against any given opponent, choosing instead to lead with a half-strength attack to better gauge his target's defenses. Volcanon guards his END reserve, using his power sparingly trying to get maximum effect out of points spent. If the 'Target' is lured away by Scarab, he will use his full-power blast to knock out anyone who tries to follow. When engaged in H-to-H combat, Volcanon will try to subdue his opponent as quickly as possible to free himself up for his role as team sniper. Given a chance, he will use his blast to set fire to a nearby building to force heroes to split their forces to rescue innocents trapped within. Remember that Volcanon's Damage Shield will be a nasty surprise to anyone who comes in contact with a H-to-H or melee attack against him.

If the 'Target' is present, the plan is for Silvar and Volcanon to engage the heroes. At the proper moment, Scarab will lure the 'Target' away from the group and try to gain control with his mental powers. He will then take the 'Target' to the Cafeteria (#6) where four DEMONFLUX agents will subdue him. Putting the power-neutralizing helmet on the 'Target', they will head west for a nearby alleyway where they have a van parked. They will drive about a mile away to where they will be picked up by the transport which will jet off for a far-off island base. The second squad, in Caulder's Clothier (#30) will wait until called in as backup by the first team or they spot a hero or heroes trying to follow the 'Target'. If this happens, they will come out of hiding and engage, throwing Forcecage Grenades to slow down pursuit. If the entire plan begins to fall apart, the Morbane watching the combat from a distance will order a retreat.

In case of disaster, DEMON has a truck with three squads of Inferno Legion DEMON-Warriors parked a few hundred feet from the mall. If DEMON's involvement has already been discovered by the heroes (i.e. they end up fighting the DEMONFLUX agents) these agents will be called in to subdue the heroes as quickly as possible. Use these troops only if absolutely necessary, as their inclusion will slow down the battle sequence considerably and may well destroy the timing of your run. Besides, the Morbanes are convinced that their agents can do the job alone and may call in the warriors too late.

The mall is an ideal place for a DNPC or two to pop up. Imagine this: just as Mr. Massive challenges the evil Blotch to a showdown, who comes strolling out of the men's room with a paper towel stuck to his shoe — it's MM's bungling brother Moose. Or perhaps a hero who goes berserk at the sight of mustard might be knocked in to a hot dog joint! As long as the players are having a good time, feel free to throw in little odds and ends familiar to your campaign. Even a sudden appearance of the ever annoying Jimmy Dugan, ace reporter. *Hunted*s should **not** be brought in now as, the players should just about have their hands full.

As far as the villains go, let's just say it is not beyond Silvar and Daigon to try a "fast ball special" should the opportunity arise. And if the coast is clear of comrades, Silvar might even be inclined to send a shock wave through the ground. (After all, what does he care about the property damage? The villain strategy anticipates that the heroes will engage Silvar and Volcanon at the Fountain: perhaps a little naive, but heroes are usually fairly predictable. If for some reason the players have their characters enter in a different fashion, the GM should adjust the strategy accordingly. The main idea should be adhered to of Scarab luring the 'Target' to the DEMONFLUX agents and the villains keeping the other PCs away so he remains isolated and can be captured with ease.

Once the 'Target' has been secured aboard the Air Transport and the craft is safely on its way, the villains will be told that they may evacuate at will. The all-clear will be given two turns after the Air Transport has departed. (It will take two turns to reach the transport and one full turn to load up and take off, so figure five full turns, one minute, from the time the 'Target' reaches the Cafeteria to the time the all-clear is given.) At this point, all DEMONFLUX agents will attempt to escape, but the villains might not be so quick to leave. How they get out and how soon they decide to go is left to the GM's discretion. Remember that although these villains do not ordinarily act as a team; if they are doing well, they might press the fight in their excitement and battle lust. Conversely, if they are doing very poorly, they might decide they would rather give up their paychecks than end up in a high security prison cell. The GM must roleplay each villain according to the personality traits given in their descriptions. For instance, Daigon, being a loner, might not waste ten seconds more than she has to fighting with these buffoons. However, because she is also a good leader and an opportunist, she might see this team as a prospect that could reap rich rewards in the future. Scarab will escape in the Air Transport with the 'Target' as an additional safety measure to keep the prisoner in control.

By now we hope the following will have occurred; the players have beaten the villains, and at least one of them has been knocked out and captured, the 'Target' has been captured by the DEMON agents, a minimum number of civilians have been injured (or GM forbid, killed!) and the mall is basically a disaster area. Most important of these achievements are the first two. The PCs should have been able to capture at least one of the villains (if they were unable to, again the GM must review the PCs being used and make sure they are up to par with the adventure.).

In case you haven't realized it yet, the 'Target' should get captured. Let's face it, if he is not captured the adventure can not continue. And we all know the show must go on. If the heroes win the day, DEMON will just have to try again until

they get it right. It is possible that the group may decide to strike back at DEMON even if their friend wasn't captured. If they do, DEMON will try to capture the 'Target' at every turn. They still require their power source to summon the Nether Lord, and Hieronomous will be none to pleased with the previous failures of his troops..



INNOCENTS ABROAD

When the heroes arrive at the mall, they will be greeted by Detective Stapleton, who is in charge of the police forces at the scene. She can tell the heroes that most of the non-combatants have been cleared out but speculates that there are still over a hundred trapped in the stores. The villains (at this point, Silvar and Volcanon are still the only ones visible) have taken nothing and made no demands, but they have caused nearly \$50,000 worth of property damage. Stapleton heard them mention somebody named the Nether Lord several times, but doesn't see the connection. There are twelve officers on the job, the Detective, Sergeant Brown and ten mall security officers. The SWAT team and the National guard are still on their way. She expects them 'any minute'. (Five minutes to be exact, but remember, that's 25 turns!)

INNOCENTS IN THE COMBAT ZONE

One of the major problems for the heroes during battle in a public place (such as a mall) is the large number of non-combatants about. Not everyone is able to reach safety when the villains arrive. This makes combat a tricky business. Mr. Massive will simply grunt at chunks of cement as they smash into powder against his rock-hard flesh, but Joe Schmo wouldn't be so lucky. (No offense, Joe.)

When the baddies showed up and began to trash the mall, most of the civilians wandering around the open area cleared out. The police got the rest out of there in short order. There are still quite a few normals trapped in the stores; they are afraid to set foot in the battle zone.

If the combat moves into any of the stores for any reason, roll 3D6, the total is the number of innocents inside. Feel free to improvise, using the stats provided in Champions II.

As far as determining when to use normals, it is pretty much up to you. There are lots of them, so they are likely to be right under a crumbling wall, but on the other hand, heroes would not really have a fighting chance if they had to spend all their time rescuing innocents. Try to use normals to spice up the scenario, not bog it down. In the end, remember that a villain in a bad way can always use civilians as a distraction to escape or gain the momentary distraction needed for sudden victory.

APPLETON MALL

Situated just a few miles from the major metropolis choice, this suburban utopia is just minutes away from the hustle and bustle of the big city. Take a stroll among some of the finest retail outlets ever assembled in one location for your shopping convenience. Relax, enjoy the atmosphere, but a new winter costume ...

Appleton Mall is designed to fit into almost any campaign. If your PCs have limited movement powers and no vehicle, preferring to operate locally, you will have to place the mall somewhere within their "territory". Conversely, if your hero group is a band of planetary guardians with 40" of flight or a supersonic Hyperjet, you can put the Mall practically anywhere. (Chicago or New York work well.) Do not worry about this seemingly arbitrary manipulation of fate. In comic books, more bizarre events occur in and around the central characters' home town, far more often than logic can account for.

MALL KEY (see the center section for the map)

1. Music and Audio Equipment: This store of audio components and a vast selection of music worth thousands of dollars. Let's just try to keep the fight away from here, shall we? The north and east walls are made of reinforced glass, the east and west walls are made of cement. The store itself contains audio decks, speakers and other assorted equipment.

2. The Little Apple: A clothing store selling men's suits for business. Fashions are straight out of the big city, and prices are reasonable. The walls are cement, but the west and east walls have reinforced glass windows. There are many racks of clothes and a few chairs in the changing rooms to toss around.

3. Casey's Pub N' Food: This is a small neighborhood bar and grill. It is a good place to watch the game on Monday nights, play pool, or to have a tasty but expensive meal for a special night. They make a great sirloin and serve a good-sized mug. Inside can be found a pool table and cues. All other items one would expect to find are here, including the color TV. There are rest rooms in the rear. The walls are cement, but there are glass windows in the north and northeast and northwest sections.

4. Security Center: This windowless building is made of cement. The doors have been welded shut from the outside (DEMONFLUX, of course) leaving four security officers trapped inside. The doors are now 7DEF and 5BODY. Inside monitors scan all different parts of the mall. There are some plastic chairs and tables around this room and a counter, with a bathroom in the back. In the southwest section of the building there are cells with a couple of winos and a shoplifter locked away. The bars have 5 DEF and 5 BODY (and make nifty clubs!) The electric equipment inside has been rendered useless by a cut power line in the west Parking Lot. (DEMONFLUX again)

5. The Diner: A typical quick food eatery which is just a cut above fast food. The menu spans all foods from spaghetti to onion soup to eggs Benedict. The walls are reinforced glass, except for the east wall that look out on the alley which is cement. There is a milk shake machine in here, metal and wood tables, wood chairs, and a juke box, a complete kitchen, and his/her bathrooms. The door is also of reinforced glass.

6. Cafeteria: This circular area opens on to many different types of foot huts. In the center are a number of cement tables with umbrellas and cement chairs. Around the edge of the circle a green awning stretches for one hex. The food stands offer all sorts of food in large portions for a low price. The food is basically junk. The huts are made of sheet metal and each has a complete kitchen and/or the necessary furnishings. For instance, the pizza place would have a pizza oven but not an ice cream bin. Just use common sense. The doors to the huts are wood. A window opens from each to the circle. A sliding panel of aluminum strips (3 DEF, 2 BODY) is lowered and locked when they close.

7. Posterville: A huge poster store. Its walls are made up entirely of reinforced glass set between three feet of cement above and below them. A very popular place, always crowded. The doors are glass.

8. Ike's Shoes: An athletic shoe store with excellent prices. The walls are made of cement except for the front one which has a large glass window in it. The door is reinforced glass.

9. Fit for Fun: This is a sporting goods store whose contents offer some interesting ideas. Hockey sticks and baseball bats make ideal weapons for agents, and the guns from the hunting section could also prove useful (especially if it just so happens that bullets were left on the counter when the bad guys attacked the mall. Ah, Kismet!). Free weights are handy as projectile weapons for bricks looking for something to throw. See what your imagination brings to mind. The walls are made of cement except for the west one which has two large reinforced glass windows. The store sells sporting goods, sportswear and accessories for all occasions. The doors are glass.

10. Pick a Card: A store which specializes in all sorts of post cards. Modern ones, old photo reproductions, celebrities, jokes, and occasion cards. The walls are cement and the doors are reinforced glass.

11. Revolution: A punk rock and new wave clothing store. There are racks and racks of vintage clothing, and the back section specializes in used, beat up, spiked, leather articles of clothing. The walls are cement and the door is reinforced glass.

12. Formal: This is a shop that specializes in clothing made of quality materials by major designer names. Basically, it is overpriced due to its location. The walls are made of decoratively painted sheet metal reinforced with wood (5 DEF, 4 BODY). The door is glass.

13. Nuances: A chain clothing store which sells products under the brand name "Nuances". Clothes are good quality, selectively fashionable, and expensive. The line is geared towards a teen-age market. The store is often filled with young shoppers. The north and south walls are cement, while the east and west ones are reinforced glass windows. The doors are glass.

14. Just Like LA: This is a moderately expensive store which carries the newest in modern decorations and furniture. The GM can randomly decide what kind of furniture is here and use similar items on the item list for stats. (i.e. a modern hard plastic table = table, metal and wood.) The walls are cement except for the east one which is reinforced glass. The doors are reinforced glass.

15. The Second Round: This is the center of the mall night life and is closed during the day. It is a dance club, strictly 21 and over. However, on Wednesday 18 and over are allowed in to dance but not drink. The club walls are cement. Inside there are two levels, accessed via a stairway. There are three bars; two on the ground floor, and one on the second floor. The second floor is merely a gallery which runs along the perimeter of the club. It has a few tables and chairs for weary dancers to relax. The catch is, those who sit are pressured to purchase drinks. The door to the club is wood.

16. Something Special: A typical greeting card and stationery store which also sells all manner of school and art supplies. The walls are glass, as is the door.

17. Not Just a Game: This store specializes in the very game you are playing — roleplaying games! They also have a healthy-sized wargame department, and a huge line of brand-names figurines. (Just look at their selection of ICE and HERO products! They even have *Target Hero*!) The walls of the store are cement except for the east one; this one is reinforced glass. The door is reinforced glass.

18. Bookworm: This is a privately owned book store which carries the normal selection of published literature. They are known for their exceptionally large magazine section. A large shelf full of them spans the east wall. The walls are cement, and the door is reinforced glass.

19. Kelin's Pharmacy: George Kelin runs this small drugstore. He does good business in the mall because so many people stop in to buy an item or two as they pass by. Behind his counter George has several prescription drugs which could have a hazardous effect.

These are too numerous to describe; however, using the rules on page 20 of *Champions II* or looking at some sample drugs on page 70 of *Danger International*, the GM can get an idea on how to use these in the game. Kelin's walls are cement except for his north one, which is made up of two glass windows. The door is glass.

20. Vintage Antiques: A small store which sells antiques. The owner, Bill Smothers, makes an occasional pick up with his truck and returns with new items for the store. Bill is not cheap, but he is less expensive than most professional dealers. His stuff is mostly American and seldom of any real value. The walls are cement; the east one is reinforced glass. In his storage cellar, Bill also stores some fine wines, which he sells to select clients who are aware of their existence. The wine he gets runs about \$100 a bottle. His source is a well-kept secret. The cellar door is reinforced wood (5 DEF and BODY). The store door is reinforced glass.

21. Claudell's Footwear for Men: This store sells top brand names in men's dress shoes; all the best Italian and English styles, pure fine quality leather, all the best for top dollar. Claudell's is not the type of place to browse. The sales people tend to carry their noses high to all customers. Nonetheless, Claudell's does very good business. Good enough to finance its owner's new sports car. (BOOM-CRASH-tinkle, ... UH, sorry Mr. Claudell ...) The walls are all reinforced glass as are the doors.

22. The White Elephant: A store carrying just about all sorts of household items, useful college stuff, and desk-top gadgets. The store tends to become busy during the holidays; it otherwise does moderate business. Its walls are cement; its door is glass.

23. Action Shoes: A reasonably priced shoe store that sells a variety of footwear from dress shoes to sneakers. Action is often crawling with small children and is therefore avoided by those who are uncomfortable with all the noise and chaos. Working at Action is not a pleasurable experience. (Ohmygosh, that store isn't empty, it's full of CHILDREN!) The walls to the store are glass; however, they are often smeared with tiny fingerprints. The doors are glass.

24. The New You, Haircutters: The cheapest cut in town. This newly-opened barbershop is a supermarket of cuts. A hair cut is cheap and for a simple style, is worth the money. Those looking for something complicated or wish to keep their hair long are advised to go elsewhere. There is often a line of people who want a fast and easy style. The walls are cement except for the north and south ones which are glass. The doors are reinforced glass.

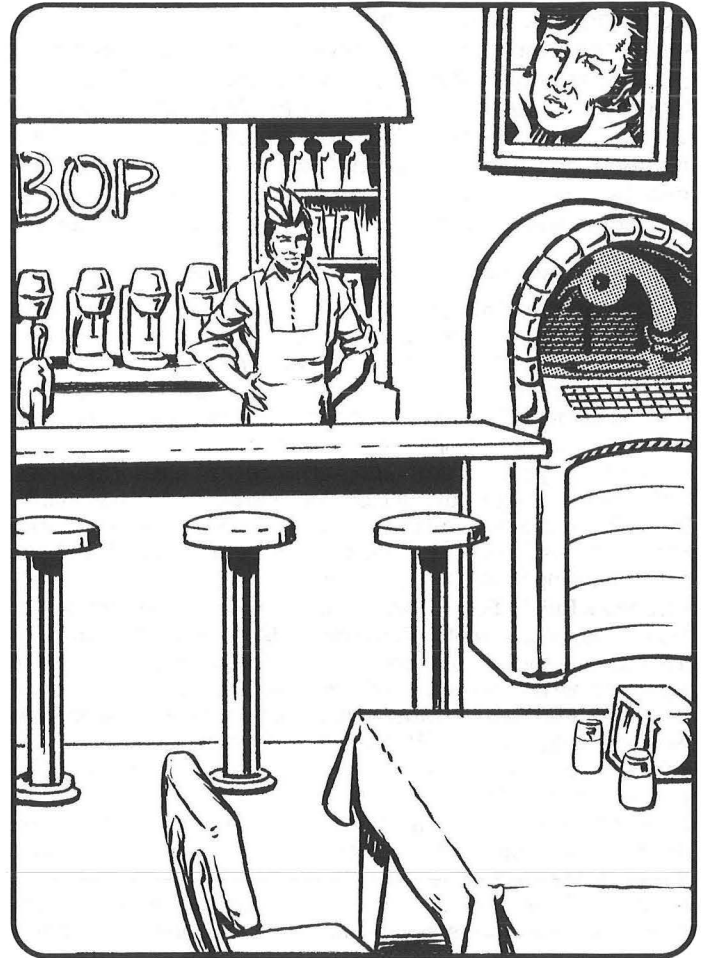
25. Playing for Keeps: This is a musical instrument store and is the only one in Appleton. The place is owned by two young guys and is reasonably priced. (One of them, Danny, has a revolver hidden in a drumset. "Hey you, come back with that guitar!") The atmosphere is relaxed and many musicians come by and just jam inside if the store is not busy. Outside a group of musicians can usually be found playing for some cash and working on their technique. The walls are cement except the west one which has a large glass window. The doors are wood.

26. Home-Made Ice Cream: This small stand is made of wood and has a wooden door. From three windows, which have sheet metal shutters that close and lock at night, the three salespeople dish out cone after cone of delicious ice cream. The flavors are not all that unique, but the scoops are big and tasty.

27. Polk's: A nice store selling all sorts of clothing for good prices. By digging around the store, you are bound to find something just for you. Old Jacob Polk has something for everyone to fall in love with; you just have to shop around the store for it. He maintains a good business and has quite a few regulars. The walls are cement, and the door is reinforced glass.

28. Spacey's: A small branch of a very large department store chain; Spacey's is always full. A hero with Disguise might be able to appear as a civilian or even a mannequin, gaining a surprise attack. Like the sporting goods store, the department store offers a variety of ideas for play. The building has two floors of products of all kinds—everything you would expect from a department store and more! The second floor is supported by large cement pillars. The walls are made of cement. The ground floor's south wall has a large reinforced glass window. The doors are reinforced glass.

29. The Bop: An anachronism come to Appleton. The Bop was opened by Patrice Vickler, who wanted to recreate the soda shops of her childhood. The Bop is lit with neon, has a large shiny juke box and is the spitting image of a 50's hang out. Business has been terrific — the shop was a hit with the teens and is always full. Milkshakes are, of course, the specialty of the house with 12 different flavors. The walls to The Bop are made of cement to the north and reinforced glass windows to the west and east. The door is glass. The booths are metal bound and the counter is lined with swivel stools.



30. Caulder's Clothing: Caulder's is mainly a tuxedo sales and rentals establishment. Being Appleton's only tux establishment, they do very good business and surprisingly have very reasonable prices. The walls to Caulder's are cement, and the door is wood. The west wall has two large reinforced glass windows.

31. For Rent: This small space is still open for use of any entrepreneur who cares to try his/her hand at the mall. (Gee, we don't accept rewards, so how are we going to finance a base? Hey guys!) the east wall is made of a large glass window; the other walls are cement. There is no door.

32. Jojo's Pizza: Two brothers, Joseph and Jonah Paglione, opened just a few weeks ago, and their special of a free soda with two slices still stands. Pizza for under a buck, a rare occurrence even outside the big city (and a minor miracle to pizza aficionados) The place is usually packed since the food is very good, and it is difficult, if not impossible, to get a seat. The walls are made of cement except for the east one which is glass. The door is glass. The chairs are plastic and the tables are plastic.

33. Soft Scents: An incense and candle store. Also within can be found rare, sweet-smelling soaps and other small delicate trinkets. The store also carries a small CD section of new age music. The walls are tinted, reinforced glass. The west wall is cement. The door is glass.

34. **Book Master:** A chain book store with average prices and a large selection. They have an immense foreign literature department, and a new computer help manual section. The wall to the south is reinforced glass, as are the doors. The other walls are cement.

35. **Fancy That:** This is primarily an exotic hat store. Oddly it has become somewhat of a trend to buy hats from here as a unique gift. Ida McGullin who has had the store for several years does not do fantastic business, but she is happy working and enjoys gabbing with her customers. The walls are glass except for the east one which is cement. The door is glass.

36. **Razor's Edge:** This store just opened a few days ago. It is part of a massive international chain of clothing stores which have been taking the world by storm. Their fashions are totally new and are the latest in style. Sadly the clothes are very expensive and styles are out within a month. Still it must appeal to a certain percentage of the populace since the creator of the store has become a wealthy man. So far, business in Appleton has been slow. the walls are glass except the north and west ones which are cement. The door is glass.

37. **Chez Bernardo:** The trendiest, most expensive and perhaps best food in all of Appleton. Ahron Bernardo runs the restaurant and selects its menu with his chef Maurice Lebec. Reservations are required as is a jacket and a tie. (Care to check your ... cape, Sir?) The walls are cement. The door is wood.

38. **Simon Sanders:** A department store carrying mostly bargain brand merchandise; the store is a mad house. Shoppers are here for a bargain and nothing is going to stop them from getting one. Not even an attack of supervillains could drive this crowd from the store! (I don't care who you are, get away from those handbags!!) The walls are cement. The north wall has large glass display windows which are usually plastered with signs of the day's sales. The doors are reinforced glass.

39. **The Gallery:** Here local artists occasionally have shows to display their work. The Gallery also supports small museum exhibits (not valuable ones) and holds auctions. It is generally a place for artistic members of the community to socialize. The Gallery has its own security force of two guards (use Thug 2 in *Champions II* or the Sergeant Brown NPC for stats) and has an excellent alarm system. The walls are cement, except the south one which is reinforced glass, as is the door. Paintings should be treated as hard cover books (2/1), adding from 1 to 3 body for larger works. Sculptures are comparable to brass instruments, large and small with minor adjustments for size, shape and material. (You just hit him with "Fantasy in Brass", that will be four hundred dollars, please!)

40. **Bicycles:** Larry's bicycle shop may not have a very original name, but it is an excellent store. He has a large selection of models, and a very good repair department. He runs the store with his son and a hired hand. The walls are made of cement except the south one which is reinforced glass. The doors are glass.

41. **Sounds Fine:** A music store with all the latest tunes. Dreadfully overpriced, but with a fine selection of oldies. Sounds Fine has been a failing business since it began. The owner would like nothing more than to collect insurance after it is wiped out by a superhero fight, one of the few things he is covered for. The north wall is cement, the other two are glass. The door is glass.

42. **Beauty Mat:** The local beauty salon where for a mere \$30 you can go from straight to curly hair. Stylists provide the usual services and a little gossip on the side. Most of the workers have their regulars, but a new face is always welcome. The walls are cement, and the door is wood.

43. **Burger Man:** The center of the mall; one of the biggest fast food chains in the nation. The center of the store is a large round counter with kitchen in the center. Plastic tables and chairs are scattered around the rest of the building. For a quick cheap lunch, you just can't beat it. The walls are made up of reinforced glass windows, and the doors are reinforced glass.

44. **Stone & Son:** A large jewelry store specializing in gold items. Stone has a personal guard (use Sergeant Brown or Thug 3 in *Champions II* for stats) to protect his investments and a truly

respectable alarm system. He carries beautiful precious jewelry and has a small department that carries less valuable trinkets. The walls are cement except the east one which is reinforced glass. the door to the north is wood. The one to the east is glass.

45. **Starcade:** The latest in Arcade fun. Starcade is the total video atmosphere. The ceiling holds flashing disco lights an several strobes. The store is a blare of sound effects which range from screaming umpires to zapping aliens. There is always a large crowd of various age ranges playing the games. (Wow Ma, that guy in the cape is on level 381!) The doors and walls are tinted reinforced glass.

46. **Windy City:** This store sells all you need for fun in the sun on the beach. Wind surfs, surf boards, jet skis (by order only, there is no display model), boogy boards, water skis, etc. The store never has a shortage of customers even if it is not always crowded. The walls are cement except the north one which is a large glass window. The doors are glass.

47. **Surf Turf:** An extension of Windy City, these two stores connect inside. Surf Turf sells beach wear in all styles. Its walls are made of cement except the south one which is glass. The doors are glass.

48. **Sporto:** This is mainly a sneaker store which dabbles in sports equipment. They do have a large hunting rifle department which is poorly attended. The owner has been warned about this by mall security, but has not taken any action. (Look son, if the punks want guns, they're gonna get guns, so leave me be, alright?) Business is usually good since his prices are fair. The walls are cement except the north one which is glass. The doors are glass.

49. **Bus Stop:** Here the town buses make regular stops carrying shoppers to and from the mall. The walkway is often packed with commuters. There are telephones against the wall of the Leather Shoppe.

50. **Duo Movie Theater:** This large complex shows two different features on immense screens with fantastic sound.

- A. **Ticket Booth:** Tickets are available for a mere \$5.00
- B. **Employees' Room:** Here the employees store their belongings while in uniform. There are booths for changing.
- C. **Manager's Office:** Here the manager runs the theater. His office is nicely furnished. The west wall is a large vault door.
- D. **Vault:** Here the manager stores his antique movie collection as well as other features he receives. Occasionally an expensive piece to be shown at The Gallery will be kept here for safe keeping by special arrangement and a nice fee.
- E. **Entry Hall:** Here the ticket takers rip your ticket and let you inside.
- F. **Confectionery:** Here the hungry patron can purchase the usual junk food. (Theater Hot Dogs, OH BOY! Can I use one as a weapon?)
- G. **Storage:** Here the stuff for the Confectionery is stored. There are stairs leading up to the projection booths. The doors at the top are wood and locked. Only the projectionists and the manager have a key.
- H-I. **Theater:** These are the places where the films are screened. Every seat is a good one. (Except the broken ones in back, and the ones in behind the pillars, and ...)
- J. **Video Games:** A small distraction for patrons as they await the next showing.

51. **Fountain:** A small pond in which three stone statues stand. The outer two are stone-carved maidens holding large wine jugs from which water spouts forth toward the center statue. The center statue is surrounded by a ring of tropical foliage. The statue itself is a marble female figure reaching toward the heavens with a circle of water around her spraying outward in all directions. All three statues have a DEF of 5 and a BODY of 13. There are several food stands in the area for people who get hungry while passing by.

Cement benches and chairs provide sitting if one wants to take a break from the rigors of shopping for a moment and watch the fountain.

52. Sweet Tooth: A sweets shop with a large selection of penny candy. Also for sale are various types of home-made cookies, brownies, and fudge. The walls are made of cement except the east one which is glass. The door is glass.

53. Cozy Corner: A small bookstore specializing in used books and old, rare ones. A friendly place where one can sit and read the day away. If one gets lucky, the owner, Doc Roberts, will show you the antique closet where he keeps his old bestiaries and occult books of magic. The walls are cement, and the door is reinforced glass.

54. Comics: A must-see for heroes in the neighborhood. New releases come each Thursday, and it's a sure thing the store is packed when they do. There is a small sci-fi/fantasy literature section in the back. The walls are cement except the north one which has a glass window. The door is glass.

55. Something in the Air: A quaint store selling all sorts of kites. The store has kites from all over the world and displays a large exotic Chinese one across its ceiling. The walls are glass; the doors are glass.

56. Leather Shoppe: A store specializing in leather jackets, handbags, wallets, and other paraphernalia. The leather goods tend to be of fine quality and ascetically pleasing. The store has the distinct smell of leather which hits you even as you pass the door outside. The walls are cement, except the east and west ones which are reinforced glass as are the doors.

The parking lots: The mall is surrounded by a huge parking lot divided into the north, south, east, and west lots. When it is busy, a sea of cars extends in all directions. (providing a plethora of potential ranged weapons for those with the might to hurl them.) Remember where you parked!



THE INVESTIGATION

Once the battle is over and the dust settles, the heroes will be left with a great many questions. What follows are the answers. Occasionally, a player will come up with an oddball or downright brilliant angle which will lead you outside the material contained in this work. Their efforts may prove fruitless, or you can just fabricate any information you need. Just make sure to keep careful notes and remain consistent, and you can't go wrong.

AGENTS

These agents can be traced with a successful Detective skill roll to the agency DEMON. Egoists can learn they know nothing of the 'Target's' present location. They were given their orders by Gouille, a man who makes underworld contacts for DEMON. This information can also be gained with a successful *Presence* Attack on an agent. Streetwise and/or Detective rolls will locate Gouille in a small apartment on the other side of town.

Gouille will prove no match for the heroes, and will grudgingly tell the location of the undersea base. He will also admit that the 'Target' is being used for some unholy summoning, although he does not know when, where, or how.

CAPTURED VILLAINS

It is highly probable that the heroes will capture one or more of the villains. All of them know the location of the undersea base where they were trained. (100km north of Long Island sound). As far as they know, their orders were to call out the heroes and do battle, raving about some guy called the Nether Lord. If the 'Target' was present, they were to isolate him or her and turn them over to their employers. They have no idea where the 'Target' was taken or why. Their reaction to capture and tendency to cooperate will vary as described below.

Silvar — His code of honor will cause him to respect the heroes who beat him, especially if one of them managed to defeat him in single combat. He will be relatively helpful, readily admitting DEMON's involvement. He will not resist arrest and will go to prison quietly apparently beaten. But once he feels he has suffered enough to assuage his wounded ego, Silvar will simply smash out of prison and go back to work.

Volcanon — This egomaniac thinks himself irreplaceable, so will be totally uncooperative. He believes that DEMON will come to his rescue so will refuse to answer any questions unless his amulet is removed. Even then, he will be extremely tight lipped. He is wrong about his importance, however, and will rot in prison indefinitely.

Daigon — She will not take capture well at all, swearing to slaughter the heroes and the idiots who got her into this predicament. Daigon will continue to rave about the Nether Lord and will promise great suffering to anyone who will listen to her. She will readily offer any information she has to the PCs telling them that DEMON is not worthy of the Nether Lord's power.

Scarab — If the 'Target' was captured, Scarab will not be present. If Scarab is captured, he will be generally uncooperative. Once his secret ID is revealed, he will become severely depressed, reverting to his childlike persona which knows nothing of DEMON.

PREVIOUSLY CAPTURED DEMON PRISONERS

If the heroes have a previously captured DEMON agent captive in their base, or think to contact a government agency (such as UNTIL or PRIMUS) who might have access to such a prisoner, they may interrogate him. Playing out this scene can be quite amusing as the "fierce loner" PC threatens the agent, who finally breaks down, spilling his guts in a cold sweat. Make the players earn their information. Ego rolls and Presence attacks will help you decide when the prisoner starts talking. Refer to the Interrogation section which follows the battle at the mall or more ideas. Once the agent is "softened up", he will answer questions willingly, occasionally begging the "bad guy" hero not to hurt him. He will know nothing of DEMON's recent plans but has a fair knowledge of the locations of several DEMONLAIRS (Los

Angeles, Dallas and Charlottesville). If asked about the undersea base, he will look confused and say, "You're kidding, right? We haven't used that old relic for anything in years!" To the best of his knowledge, the underwater location was used as a storage facility of some kind in the early 60's. He can give the PCs a general idea of the layout of the base. (Do a freehand sketch for the players of the map, but do not pay much attention to detail or accuracy.) He can show them where Security (2), Operations (3), the Arsenal (9), Power Room (11), Infirmary (12), Detention Center (14), and Morbane Control (15) are. Note that he is nervous but will not simply label the map. The characters will have to question him for details. To the best of his knowledge, there are three Morbane priests, 30 DEMON-Warriors, and 10 Mechagents in the base. He is of course wrong, as the troop complement has been radically altered since the last time he was there (See Part II for details).



PART II: DEMON AND THE DEEP BLUE SEA

"Looks like we took them by surprise."

"There's nothing to stop us from ... "

BOOM!

"... being blown up and drowned!"

"Perhaps this has something to do with my 3D6 of unluck."

Following DEMON's false trail, our heroes will come to a secret base off the Long Island sound. The undersea base is a trap intended to kill the heroes, preventing them from interfering with the grand design to summon the Nether Lord from beneath.

This base has not seen much action since World War II, when it was used to store some of the stolen Nazi artifacts. Ill-equipped, undermanned and outmoded, the base is maintained on the merits of its location. Now the base complement is roughly equivalent to that of a small lair, but once it was a major headquarters.

Leading the forces assigned to the base is *Orb*, one of DEMON's supervillain commanders. Orb is an alien with bizarre mental powers that make it a minor threat to the Morbanes' hold over their lower-echelon troops. For this reason, Orb will be sacrificed in this operation. The alien commander has been told to lead an attack against a small band of heroes who will try to gain entry to the base. Due to the dangerous nature of the mission, the Morbanes have been evacuated as have most of the technicians and residents, and the DEMON-Warriors have been replaced with members of the Inferno Legion. What Orb has not been told is that the operation is a suicide mission.

There is a sensor device concealed by a Morbane spell in one of the cells in the Detention Center (#14-A). When the heroes burst in (expecting to find their kidnapped companion), they will activate the base's self-destruct mechanism.

For more on this see the *Destruction and Mother Ocean* section. The Inferno Legion troops have been advised of the situation by their masters. Being fanatically loyal fought for the honor of dying for DEMON's glory.

In the initial stages of the attack, the Inferno Legion will "take it easy" on the PCs, even going so far as to botch the occasional shot to allow the entry to the Detention Center. Once the countdown begins, the Inferno Legion will loose their full fury in a delaying action meant to trap the heroes in the climactic blast.

INTO THE BLUE

According to the information the villains from provided, the base is located about 100km north of Long Island at an undersea, radar-invisible location. Even without exact coordinates, it should not be hard to find if someone looks for it. (From above, it will appear to be a dark spot in the water) The base is comprised of metal domes which are connected by metal tubes which serve as corridors from section to section. The walls, ceiling, and floors are a meter thick and are DEF 8 and BODY 17. To rip a tube from its position should be treated as if the hero were trying to puncture the wall.

There are various methods to infiltrate the base. The radar system is limited (a small sensor-tower rising slightly above the water), but it does warn the agents within that the heroes are near. A radar-invisible craft would provide cover enough to get in and strike the base by surprise. Underwater, the base is reliant on sonar. Single heroes probably will not be detected and even a group might be seen as a school of fish. However, large heroes (Those with a level of growth, for instance) are likely to be picked up as soon as they hit the water.

The GM must have the heroes also find some way to resist the effects of the pressure at such a depth in the water. Any unprotected character takes 1D6 of NND damage per segment. A character can hold his/her breath until they pass out (by going to 0 STUN or less), at which time the character will begin to drown, taking 1 point of BODY per segment until dead.

Aside from the obvious rip-your-way-in approach, one can enter in desolidified form. A shrunk character can enter through the sewage duct but must take 2D6 damage per segment in the water tube due to dangerous chemicals. The duct is 12" long and lets out two hexes above the Armory. Here all the refuse in the room is dumped out into the ocean. Shrunk characters swimming up the tub must swim "upstream" since the current is against them. This will result in a loss of 5" from whatever movement the character is employing. (If he has less than 5", they cannot beat the flow of water and will simply be ejected.) The tube is 2" in diameter and has a pump that keeps the water current constantly flowing outward.

A skill oriented character might try to use security systems to open one of the hatches from the outside. The -5 penalty for unfamiliar systems will apply however, so this method may be time-consuming at best. Computer programming will also work, but with a -5 for unfamiliar system and an additional -3 to break into the security program. Remember that when you tamper with openings, water is going to pour in unless it is prevented with a force bubble of some sort. It would be possible to activate the airlock systems properly from the outside, but this would require a security systems or computer programming roll at an additional -2 penalty.

DEMON UNDERSEA BASE

EXTERNAL DEFENSES

Radar Reflectors (-10 to perception rolls using radar)

EXTERNAL SENSORS

Radar Tower (25km range)

Sonar (-1/20")

UV cameras, IIF lenses, fixed. (cover about 75% of the base)

COMPUTER

INT-30, Programs; One per science lab, Mech agent servicing, Security systems 15-, Superhero Datafile 12-, Weapon repair and development, communications.

DOMES AND TUBES; 8 DEF, 17 BODY

POWER ROOM DOME; 11 DEF, 20 BODY

DOCKING BAY DOORS; 7 DEF, 7 BODY

PRESSURE DOORS; 7 DEF, 5 BODY

When the base is invaded, the Inferno Legion will spring into action. There are two full squads in Area 2A whose job it is to be first-strike. There are also squads in 1A, 2 and 11, but these are backup units who will protect their areas until the destruct sequence is started at which time they will converge on our heroes.

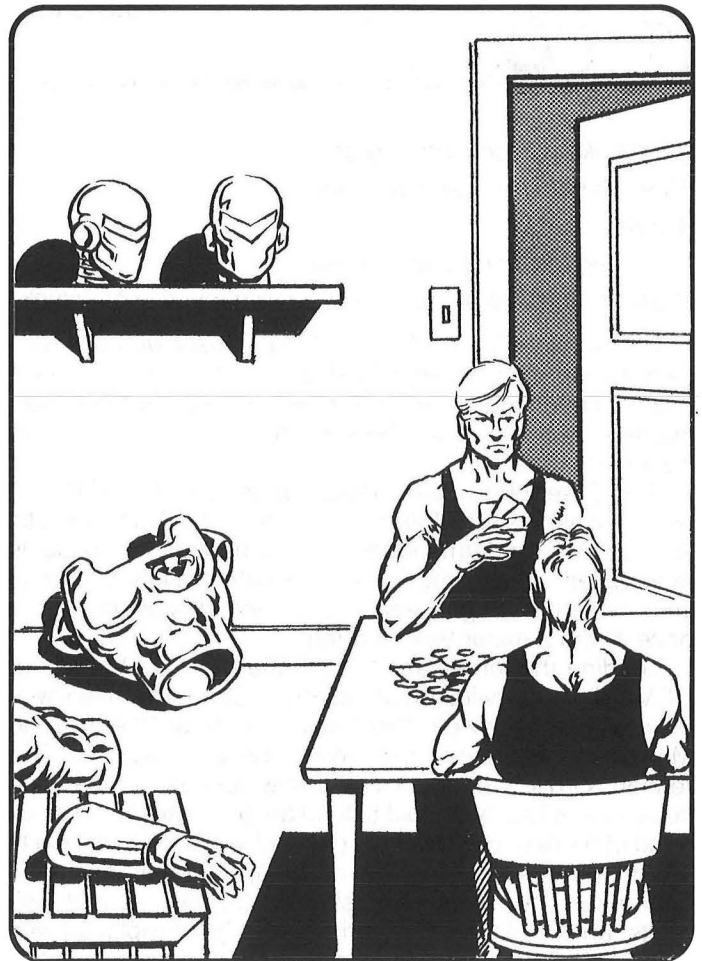
There are also 2 Inferno Legion DEMON-warriors in Area 14 who will answer the general alarm and one in Area 15 with ORB, who will co-ordinate any attack. If his units are hard-pressed, the alien will be forced to join the fray with his bodyguard. There are two last DEMON-Warriors in Area 10 who will only abandon their post if the self-destruct sequence is started.

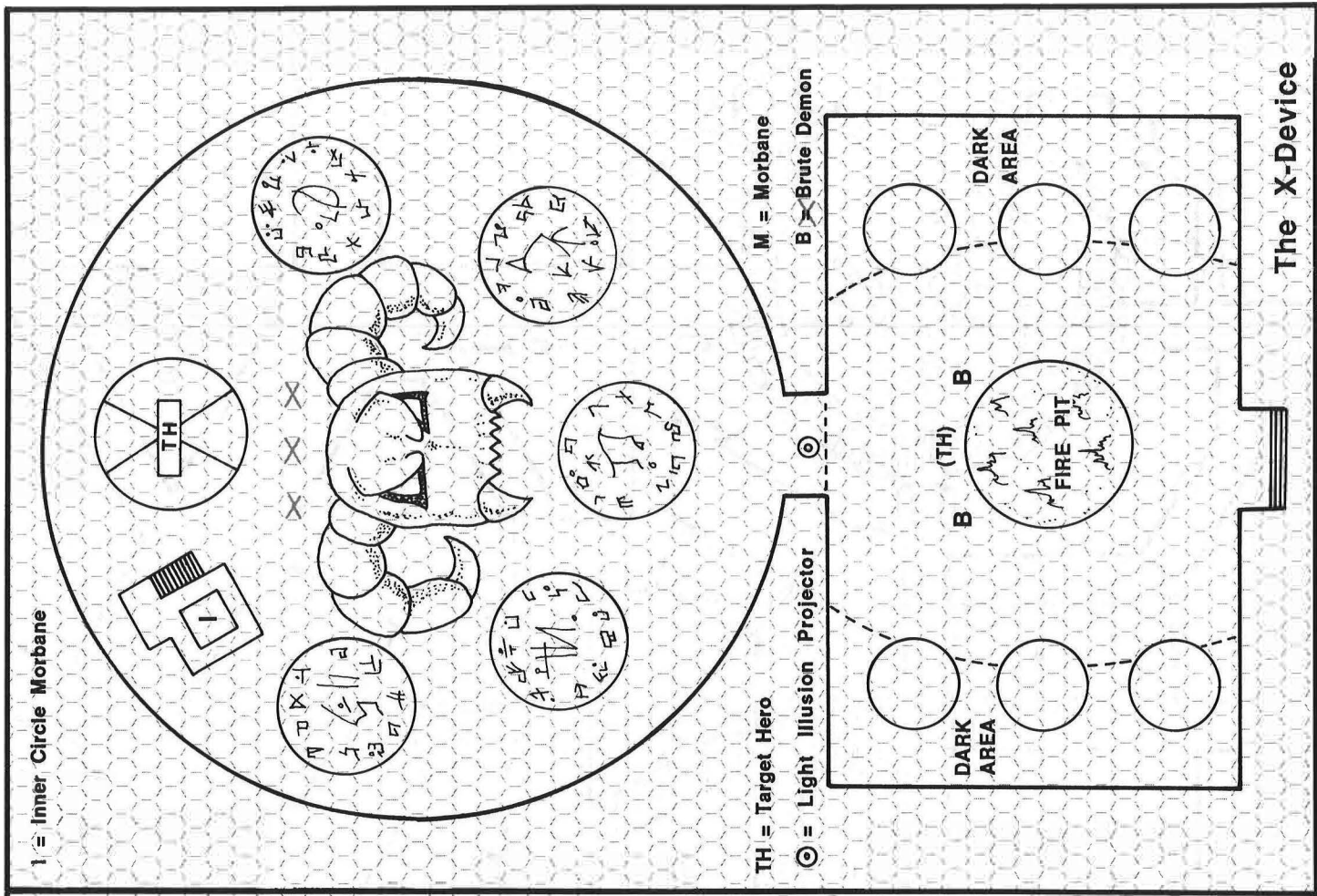
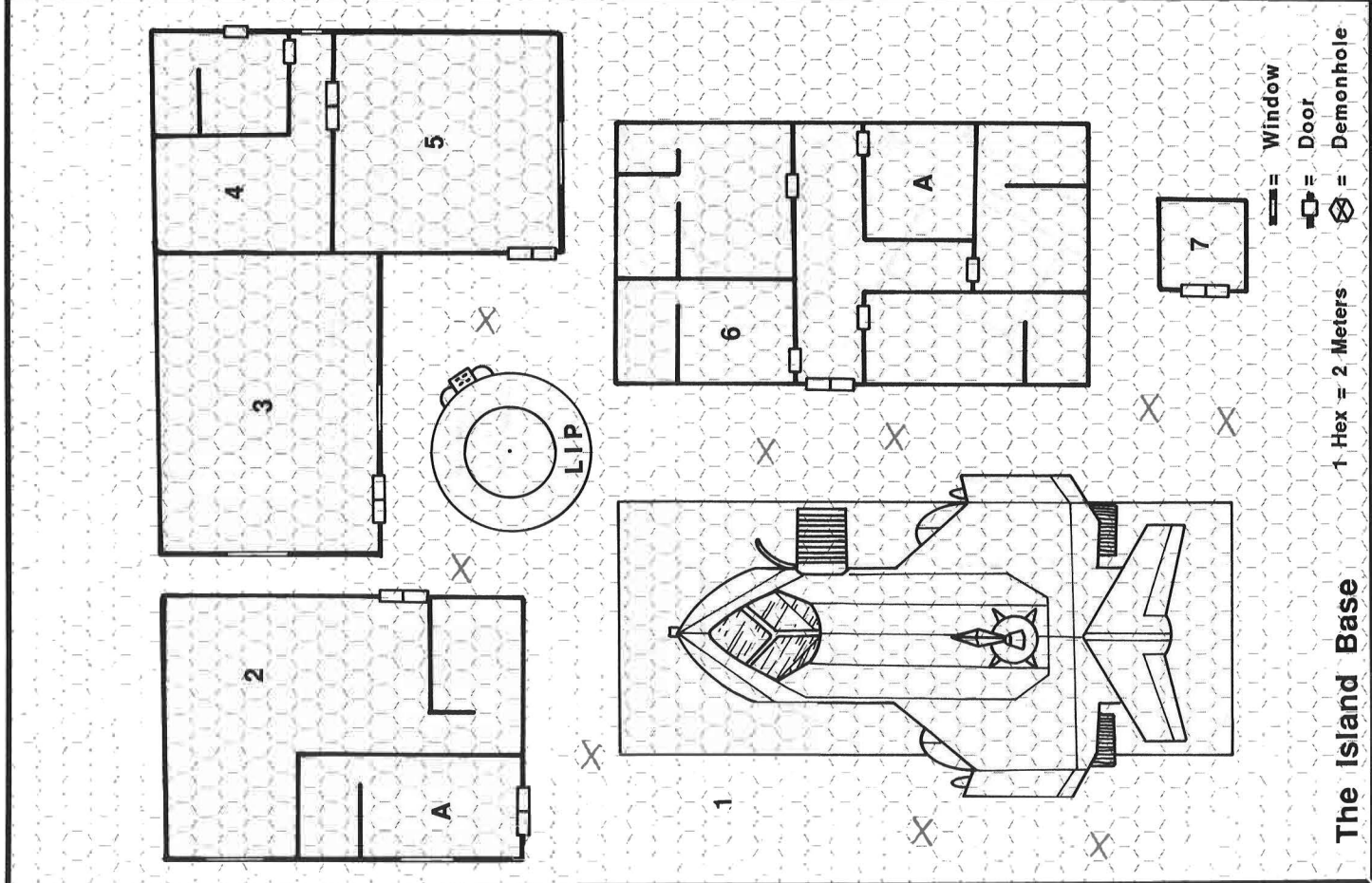
Remember that Orb doesn't know about the self-destruct, and may well switch sides when it starts, offering to help the heroes stop the blast, in effect bartering for it's own life, as such. (See the *Destruction and Mother Ocean* section for more on this)

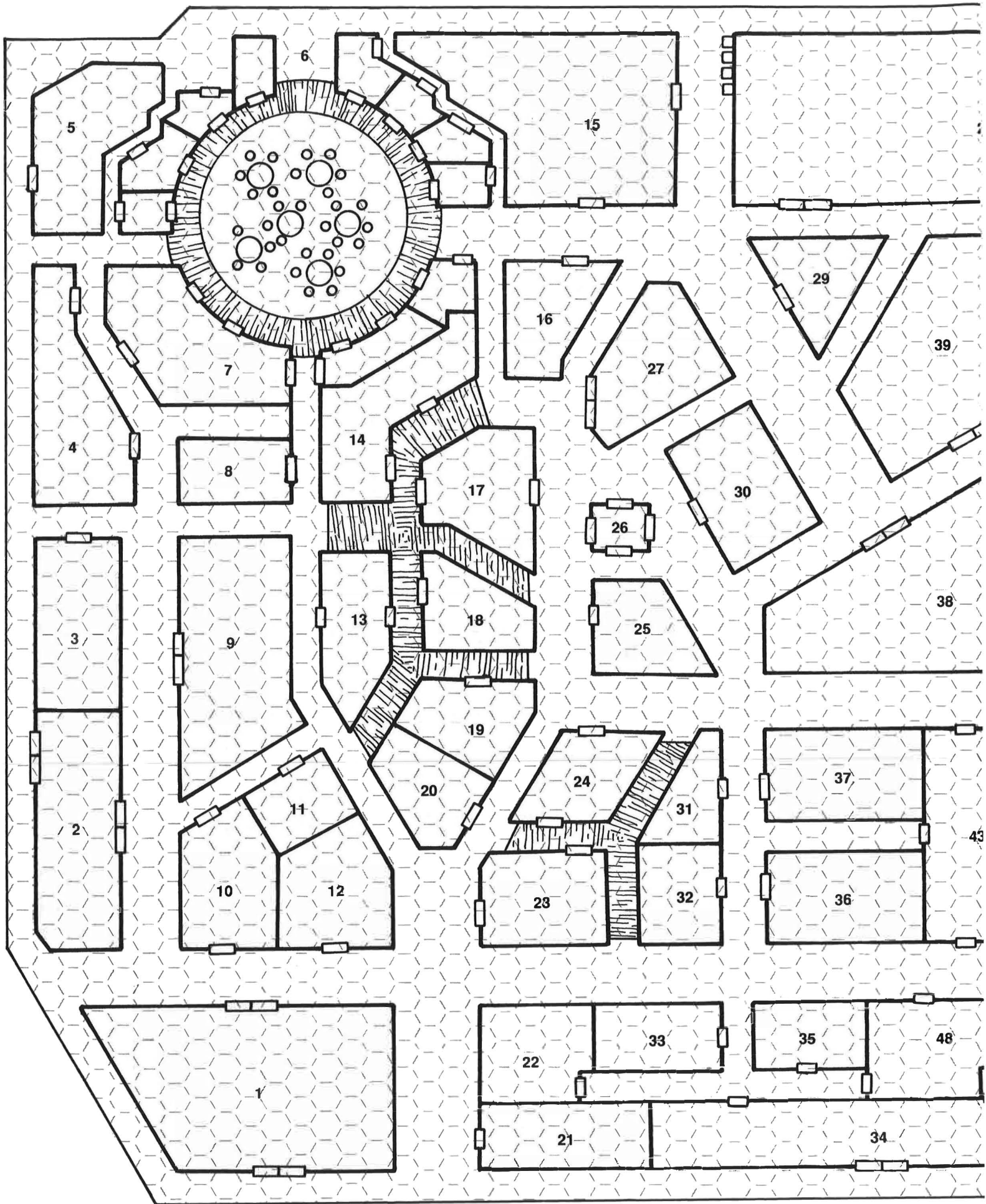
THE BASE KEY (see the center section for the map)

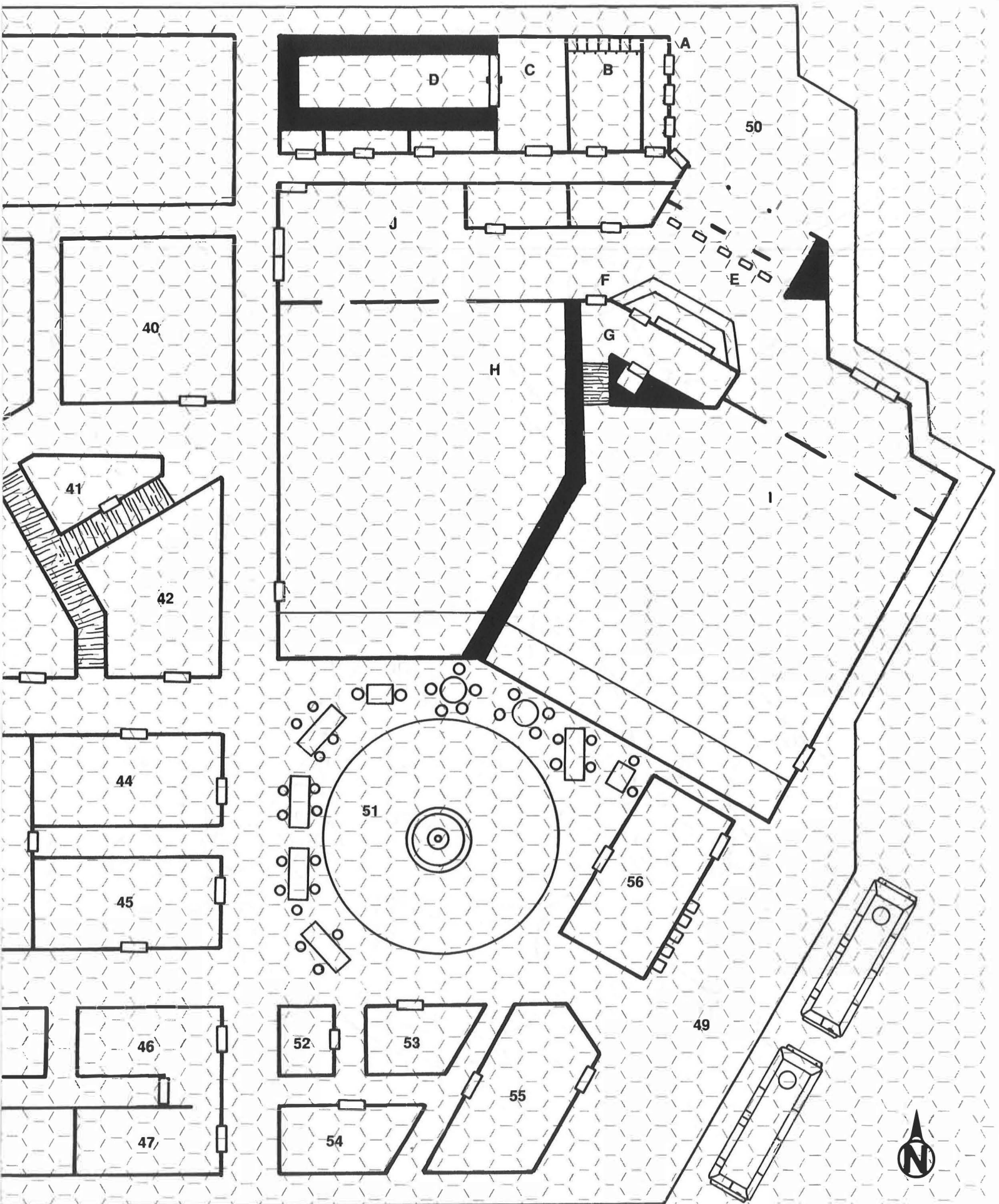
1. **Sub Reception:** This dome has three ports for docking with DEMON vehicles which arrive at the base. Each port has a door sealing it while it is not in use, the doors have a DEF 7 and a BODY 7. Opening one of the doors will bring in the sea if the port has not been sealed against the hull of the vessel. (For stats on the effects of this see the *Destruction and Mother Ocean* section.) The room is basically empty save for nine diving suits. These suits take a full turn to put on, but provide sufficient life support to allow underwater survival for a full hour. A camera with the Ultra Violet vision scans the area constantly.

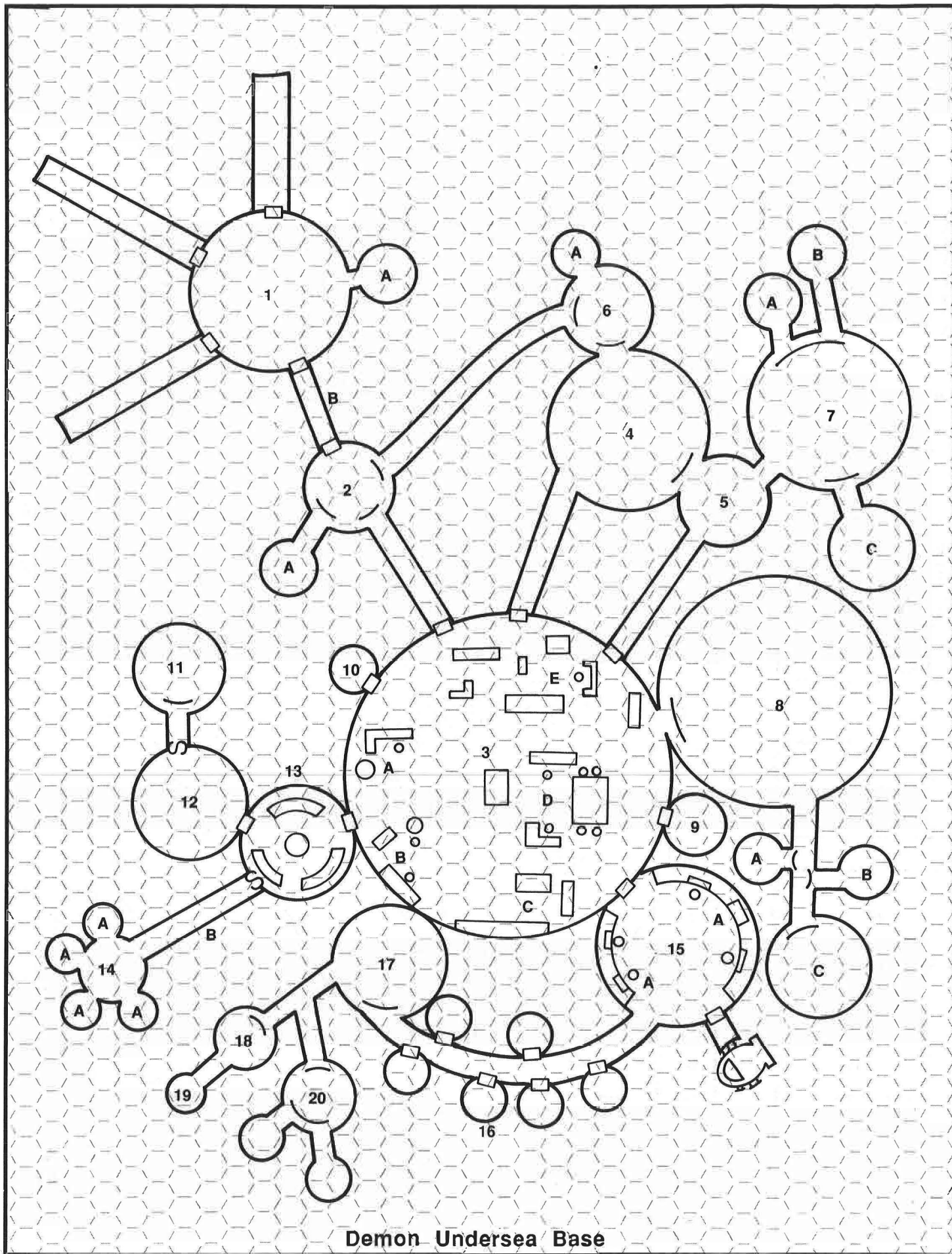
1A. **Guard Room:** Here a squad of Inferno Legion DEMON-Warriors sit on duty. They spend much of their time in card games and telling crude jokes. They have a monitor for the camera in area 1, and have a direct intercom line with area 2. In case of attack, they leave this room to defend the Sub Reception Area. If there are no subs in dock (There are none for the purposes of this module) they can be called in as backup if the main units are not faring well. (If the heroes have not yet activated the self-destruct, the agents will hang back until they hear the countdown, then they will join the rest of the troops in a coordinated attack against the heroes.)











Demon Undersea Base

1B. Access Tube: This corridor has two air tight and pressure resistant doors which can be closed electronically or manually. The tube itself is mined (EB 20D6, Explosive.) and can be detonated from security (2) or Morbane Control (15). The mines are hidden within the walls, but X-Ray or N-Ray vision coupled with a successful Security Systems roll could detect them. If the characters know the mines exist, they may locate them with a successful Electrical Engineering, Security Systems or Computer Programming roll, all at no penalty. Disarming the mines is tricky, requiring a Demolitions roll at -1, a Security Systems roll at -3 or a Computer Programming roll at -6. Failing the roll by 4 causes the mines to go off.

Example: *Agent X has a Security Systems roll of 12-. He needs a 9 or less to disarm the mines at the -3 penalty. If he makes the roll, or misses the roll by less than 4, then everything is fine. But if he muffs the roll by four, the mines blow up. In his case, he'd better hope he doesn't roll a 13 or higher, or BOOM!!!*

2. Central Security: Here a squad of Inferno Legion DEMON-Warriors monitor the entire complex and can contact any room including Morbane Control (15). These agents have been hand picked by their commanders to decide on squad distribution to deal with immediate emergencies. From this room they can electronically seal any of the airtight and pressure resistant doors (DEF 7, BODY 5), and detonate mines. The latter will only be performed with permission from a Morbane officer. Detonation of the mines requires a six-digit code sequence which is changed daily. All controls at security can be overridden by Morbane Control (15). These agents will remain here at all costs to defend the controls which could be deadly in the hands of infiltrators.

2A. Ready Room: Here two squads of Inferno Legion DEMON-Warriors sit. They act as an instant attack force should security detect a threat that requires immediate deployment. These agents have pulled what has been less than affectionately named the "suicide shift", since they are often used as a delay force until the big guns arrive. The agents will be 'On call', with armor on but weapons on a wall-mounted rack unless the alarm has been sounded. There are 2 extra Inferno Rifles on the rack and 20 extra clips for the main gun and the grenade launcher.

3. Operations: Here most of the days menial tasks are carried out;

3A. Physics Lab

3B. Undersea Bio Lab

3C. Armor Servicing Area: In this chamber there are many parts for Mechagent suits. Most of these can be made into weapons by characters with gadgeteering. If the PCs evidence interest in doing so, simply choose at random specific powers from the DEMON-Warrior write-up. They require a roll at a equal to their skill, minus the active points/5 to repair. Given enough time, it would even be possible to construct a complete suit.

3D. Computer Room: It is possible to break into the system with a computer programming roll at -3. Once this is done, a map of the base can be called up which will prove useful. If the characters know to search for it, there is a file which will pinpoint the mines, but the file is difficult to break into, requiring an additional roll at -2 to crack.

3E. Weapon Maintenance and Development: There are several weapons here; some are standard issue for the Inferno Legion DEMON-Warriors assigned to the base but there are several experimental devices as well. These can be put into working order with a gadgeteering roll. (For types of weapons, either improvise or use devices from *Gadgets* or other modules, at your discretion.)

The chamber is a dome that stretches thirty five feet into the air. Along the periphery several mounted cameras observe each area. It is generally a noisy place despite DEMON's efforts to dampen the sound.

4. DEMON-Warrior and Technicians Mess

5. Mess Hall

6. Kitchen: This kitchen services the DEMON-Warriors. DEMON-Warriors generally tend to eat better than techs, but not much.

6A. Storage: Food and non-perishables are stored in this room.

7. Barracks: This spacious barrack area is divided into two separate sections.

7A. Laundry

7B. Recreation Room: A small lounge providing little real entertainment. There are the basic ping pong table, television, and a few video machines.

7C. Showers and Washrooms

8. Barracks: More often called the commoners quarters. Not as spacious as the living spaces of the higher ups, but comfortable nonetheless. The Inferno Legion DEMON-Warriors are stationed here. (But all are currently on duty)

8A. Laundry

8B. Rec Room

8C. Showers and Washrooms

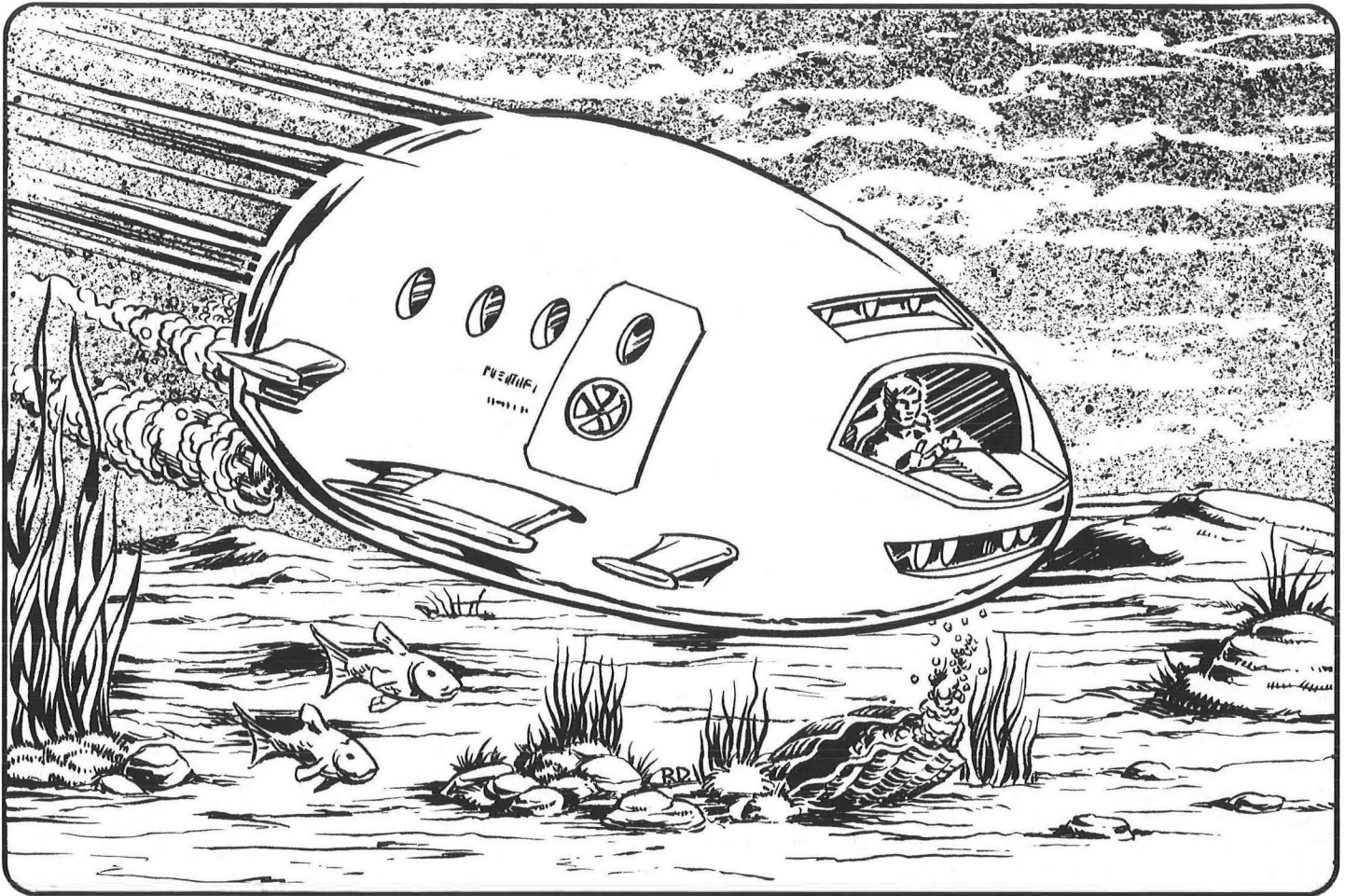
9. Arsenal: Mostly small arms and the ammunition for them. Typically the Morbanes and the resident super villains are the only ones with keys to this room. There are 10 Inferno Rifles, 200 extra clips for both the main gun and grenade launcher and a huge weapons locker. This locker has a computer-controlled vault door that can only be opened by means of a special code known only to the base-commander. It is possible to use Security Systems or Computer Programming (or even Demolitions) to break into the vault, or it can simply be ripped open. Inside is enough ammunition to supply a small war. There is also an extra mine. (20D6 exploding E.B with a timer, Computer Programming or Demolitions to set, failure means **Detonation**.) If you wish, there can be other captured and or experimental weaponry here. (Again, *Gadgets* is an excellent sourcebook for this) What is in the vault is pretty much at your discretion, but remember, if you put it in, you have to deal with it!

10. Heating and Cooling: Like the arsenal only the Morbanes hold the key to this room. It controls the life support system of the base and is kept guarded by two Inferno Legion DEMON-Warriors. They will not abandon their post until the countdown starts, at which time they will head for Sub Reception to attempt escape.

11. Power Center: Power comes from two huge generators that fill a good portion of this dome. The generators are guarded by a squad of Inferno Legion DEMON-Warriors, and are constantly observed and serviced by two technicians. Destroying the generators would cripple the base since there are no emergency power sources, with the exception of Morbane Control (15) in this particular installation. The generators will be destroyed by taking only one BODY; the resulting explosion is a 10D6 EB, Explosive, per generator hit. As a security precaution the metal around this dome has an additional three points in DEF and BODY. The door to this room is kept locked from the inside, and requires a perception roll -3 to find. If someone is actively looking for the door there is no penalty. The door can be opened from Morbane Control (15), but security in area 2 has no power over this door. There is a direct linkup to the generators used to control their output. It is possible to voluntarily overload them, requiring a Computer Programming roll. When the Self-Destruct sequence begins, that is exactly what happens. Once they are set to overload, the generators can be shut down in two ways. First, they can be 'blown up' as mentioned above. Second, they can be shut down from the manual equipment, but this requires a Computer Programming roll at -5!

12. Infirmary: Here minor wounds may be treated and there is enough equipment and supplies to provide two individual with full facility hospitalization. Such equipment is often reserved for the higher ups, while most heavily wounded regular agents rely on a friend to help him out. There is an autodoc here that can be run by a simple menu-driven program. It allows Regeneration at 1pt/turn, on an 8- Activation roll. It only has 25 charges, so will run for 5 minutes, this being sufficient to cure most ills. It then requires 24hrs to recharge. (This device is partially magical in nature)

13. Briefing Room: In this chamber agents are briefed on new rules, operations, and up coming machines. The room holds a number of curved benches (DEF 3, BODY 2) that face the low pedestal. The pedestal also acts in conjunction with a device above it as a holographic projector. Awesome displays are possible with the gadgetry in this room, which is frequently used to whip agents into a frenzy. (Gadgeteers take note, the projector could be rigged as an invisibility field, light illusions device or a laser of some sort!)



14. **Detention:** Two Inferno Legion DEMON-Warriors are on post here watching guard over any prisoners. At the moment there are no captives, but that doesn't deter the agents from doing their duty! If violence breaks out elsewhere, they will be called in immediately to assist.

14A. **The Cells:** The detention compartments are rather small and have a DEF 9 and a BODY 8. Each cell may be reinforced up to +6 in each category, and one of the cells also has a device which can be set to damper either *Teleport* ability or *Desolidification*. (The miracles of modern science.) Cameras monitor each cell with Ultra Violet vision built in. There is a computer terminal here which contains a 'guest-list' of prisoners. It will list the 'Target' as being in cell A1-A3.

In Cell A4 is a small sensor which detects heat emanations. If the door to this cell is opened, the sensor, which had been rendered invisible by a Morbane spell, will appear and start flashing and beeping. The countdown has begun!

14B. **Safe Corridor:** The detention center is monitored by security (2) at all times and by Morbane Control (15). If trouble should arise in the area the corridor tube can be detonated via a mine identical to the one mentioned earlier. The mine should just about destroy the corridor and all those inside.

15. **Morbane Control:** Here the residing Morbane officers view all operations within the base. Orb currently hovers here, overseeing it's command. The door to this dome has +2 points in both DEF and BODY, and only Orb has the voicecode to open it. The room itself contains a special computer capable of overriding all systems in the complex, and can shut down any access to the mainframe, which is also housed in this chamber. The room also acts as a sophisticated version of security (2), and can override any controls in that

section. The area is maintained by two separate power generators which are more sophisticated than the large ones used for the rest of the base, and are monitored by a special computer program which makes all necessary adjustments to keep them functioning. Morbane Control also has its own life support system, thus rendering the entire Morbane and VIP area totally self-sufficient. A corridor to the rear, leads down four meters into an Escape Pod which is suitable to carry up to six passengers not including its two pilots. This room and the others in this section of the base should not be mistaken for Banequarters described in the *Organization Book* detailing DEMON. It is merely a command center and the Morbanes have nothing (Well not much...) to lose by blowing it up.

15A. **Special Agent:** Orb has an Inferno Legion DEMON-Warrior assigned to serve him. The agent cares for the Morbane, VIP area, and has a pilot skill of 15 suited for the Escape Pod. He lives in private quarters just off from the mess area (17). This agent also assists in the monitoring of the base while his commander is otherwise occupied, though rarely makes crucial decisions on his own. The agent is fanatically loyal.

16. **Morbane, VIP Quarters:** These cubicles are actually rather luxurious and comfortable.

17. **Morbane, VIP Mess:** Here the higher ups eat their meals, and are served by the special agent.

18. **Kitchen:** This small kitchen serves delicious delights to the residents of the area.

19. **Storage:** Nothing of value or interest.

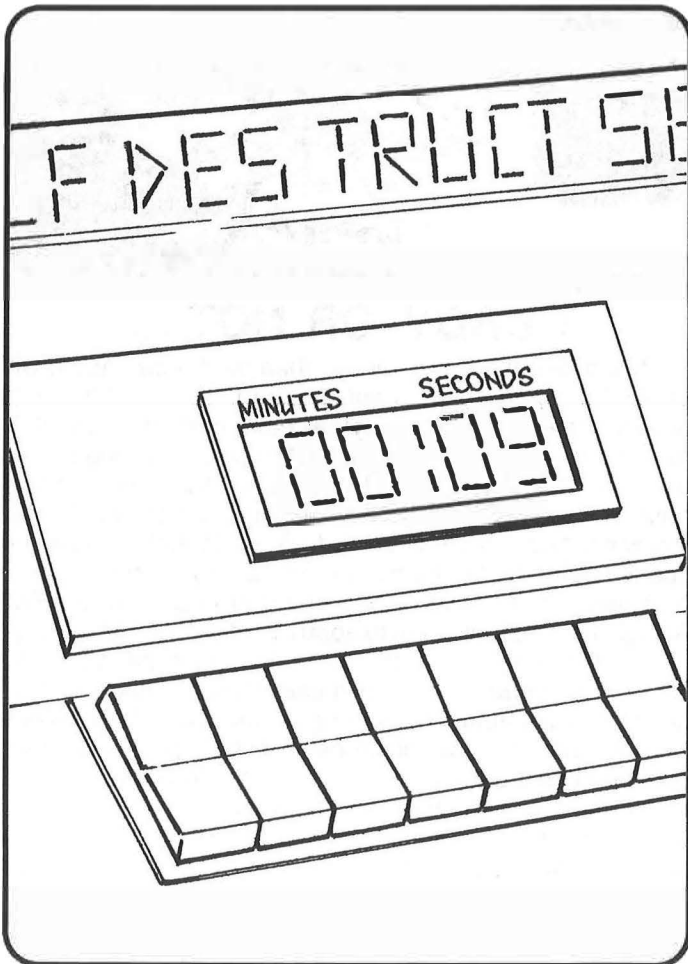
20. **Special Agent Quarters:** Here the special agent resides. He has his own private bath and laundry area. The chamber itself is spacious and very comfortable.

DESTRUCTION AND MOTHER OCEAN

The Morbanes have left a nasty surprise for our heroes in the form of a trap which will cause the base to self-destruct. How is that done, you ask? Well ...

The destruction system is an overload of the generators which causes a chain reaction from dome to dome of explosions, destroying each adjacent bubble in turn. Once activated it takes five turns (one minute) to detonate, and each bubble explodes two turns after the one before it. Therefore it will take eleven turns after activation for the *Operations* dome to blow, and thirteen for all domes immediately adjacent to that one. As an apathetic computerized voice announces the time remaining until destruction the GM will begin to ponder just how much damage is all this going to be, and how are the PCs going to squirm out of this one.

To answer the first part of the part, each dome explodes for 30D6 EB Explosive which can be resisted in all the standard methods (Armor, Force Walls, etc.). The rushing water fills the dome or corridor when it is ruptured, doing a 8D6 Armor-Piercing Physical EB attack. Any heroes stunned are treated as if they have lost consciousness and will need assistance. Heroes stunned will begin to lose one stun point per segment until "officially" knocked out at which point they will lose BODY. Heroes knocked out outright from the water will lose BODY starting the very next segment.



Now to answer the second part of the dilemma. All characters must make a strength roll (STR/5+9) to stop themselves from being tossed around. Characters who have swimming may add their inches/5 to this roll. Those who fail the roll suffer as if they have been knocked back, taking 4D6 of normal Physical Damage. PCs with *Force Wall* can survive under water a number of segments equal to the physical defense of the field. *Teleporters* can escape to the surface if they have the range (And END) to make it. Personal *Forcefields*, while they might hold out the water, will not stop the knock back damage. A non-stunned and conscious PC is able to hold his/her breath for a number of segments equal to his/her current END score. How the players escape is up to them, the GM should use discretion and be generous. After all we don't want to kill them, we just want it to look like we want to kill them.

WHAT WE CAME FOR

If Orb escapes in the shuttle, have one of the PCs see, hear, detect, or sense in some way that he has left. The heroes will have pursue him, stop him, and capture him. (Actually this adds a whole new encounter to the adventure.) If the GM decides that his/her players would not enjoy such a thing at this moment, simply have Orb miscalculate how much time it needs to escape before the heroes are upon him. Another alternative is to have a PC with *Gadgeteering*, *Security Systems*, or *Computer Programming*, perhaps even plain *Luck* abort the destruct system by fiddling with a few wires in Morbane Control or by stopping the generators

themselves. Maybe they could discover a tractor beam to bring back the escaped shuttle which coincidentally was low on fuel and has stopped dead in the ocean. Okay it's a little hokey, but let's face it, just because it's not written here doesn't mean it can't happen. How do you think our favorite comic heroes and heroines have escaped time and time again, from ridiculously deadly traps. That's the beauty of comics and super hero roleplaying.

I'LL TALK! I'LL TALK!

If the PCs can get into Morbane Control (15), they can try to use the mainframe there to locate the 'Target'. This will require using several codes that only Orb knows. If a computer programmer tries to bypass these codes on his own, he will incur a -3 for the unfamiliar system, and an additional -2 for the complexity of the codes. It is useful to have Orb's help!

If the base (and the mainframe) were destroyed, all the characters will have are the DEMON agents. Now, DEMON agents are not noted for spilling their guts under pressure, but most human crack when death's door is at hand, no matter how hard their beliefs. Sadly, interrogating heroes are notorious for not carrying out death threats, and rarely use torture. The new dilemma at hand is how to extract the needed information from these Agents and complete the adventure. (If it's not one thing it's another.)

Perhaps the simplest way is to use EGO powers. This is not the most creative method, yet it is very effective and time saving.

If there is a renegade type among the group, or a hero/heroine who realizing that these are desperate times, he may try a death threat of some sort to scare the prisoners into talking. Obviously Agents of DEMON don't scare easily. A PRE attack with bonuses for soliloquies and any menacing actions (Such as firing a fine laser inches away from the Agent's head, gradually getting closer.) should be attempted. If successful they talk, if not try something else. A particularly just and good PC might also pose problems when the renegade one is trying to do his/her stuff. Who knows could come out of such a confrontation. (Inner group turmoil can certainly add spice to the campaign if it is kept under control.)

The point is that nothing in the world just happens by itself. Of course, the GM *could* just tell the players what the Agents know, but that would take away from the atmosphere of living the life of a super hero/heroine.

WHAT THEY SAW

Once the PCs have sufficiently coaxed the captured agents, these agents will tell them that the 'Target' has been flown to an uncharted island about four hundred KM away in the Atlantic Ocean. The aircraft left the base about eight hours before the PCs attacked. The agents do not know what awaits the 'Target' at that location, but they do know the island's exact coordinates.

PART III: THE HEROES STRIKE BACK



READY OR NOT ...

How active the base will be when the heroes arrive will relate directly to any precautions the PCs take. The *Light Illusion* Projector also has a small radar built into it, which is monitored at all times by a DEMON agent. Anything picked up within 25KM will place the base on alert until the blip passes out of radar range. Radar invisible crafts or characters will not be detected by this device, although they can be spotted by lookouts. During the day, agents will spot heroes/heroines up to a KM away, and a large craft at about five KM. At night the distance is cut to approximately one KM for large craft, while single individuals will only be seen if they fly directly overhead. Of course, these ranges should be modified for special situations. A flying PC may be radar invisible, but the flame power which propels him through the air would provide quite a beacon for agents on the lookout.

An alert base will have battle-ready agents in full gear, while a surprised base will be much easier to take out. If the heroes do surprise the base, let them use the confusion to their advantage. Also note that so long as the heroes are undetected, they should be able to move about the base with only incidental resistance from the DEMON agents.

"Yes! It is!! Unfortunately for you fools you have learned too late! Now prepare to die!"

"Never! Not if freedom and peace are in jeopardy! I will fight you until the very marrow of my bones ache! So stand back foul one, if you value your villainous hide!"

"Who writes this stuff?!"

By air or by sea the players will eventually arrive at the location of DEMON's small island in the Atlantic. How much occurs during the journey is up to the GM. Any side adventures featuring giant squids, immense sharks, or sea people that pop up along the way are welcome. The island itself is about as mile long and wide, however the land mass widens out very suddenly underneath the water's surface. This makes it impossible for large boats to get close to the island. From the air and when sailing around the perimeter, the island appears utterly uninhabited; covered with gentle rolling dunes. However, this is just a mirage; the base is protected by an 18D6 *Light Illusion* Projector (details later.). PCs can "disbelieve" the illusion when they approach the island. Roll the dice for the illusion projector; a 4x effect is required to be totally convincing. If a group member succeeds in seeing through the image, he can direct the others to it. Within 10 meters of the base, the players will be within the dome of projection, and will be able to see the base.

THE ISLAND BASE

The island base is presently manned by two squads of Inferno Legion DEMON-Warriors and a squad of DEMONFLUX Agents. These troops are lead by two DEMONFLUX officers. (You may substitute Morbanes is you have *PRIMUS and DEMON*.) These officers are standard DEMONFLUX agents, but have an INT of 15 and a PRE of 18. They wear distinctive all-black uniforms with a gold and red insignia over their chest.

Two of the DEMONFLUX agents have skill in the piloting of the Air Transport, and two others have the technician abilities to care for the air transport and the *Light Illusion* Projector. These personnel figures do not include the Inner Circle Morbane and others who will be encountered underground.

The buildings are more or less temporary structures of wood. Walls floors and ceilings have a DEF and BODY of 4 and 5 respectively. Doors (DEF 2, BODY 3.) are made of thin wood, meant for weather protection more then assault resistance. The windows, if bolted shut, have the same stats as the doors do.

The *Light Illusion* Projector (LIP) has a DEF 10, being made of a light metal armor, but its interior is made up of delicate machinery and for this reason it has only 2 BODY, despite its size. The projector acts as the power described in Champions II, with 18 dice of illusion.

ISLAND BASE KEY (see center section for the map)

1. **The Landing Pad:** Slabs of strong metal laid side by side provide a landing pad for the Air Transport (Part I for statistics). If the base is alerted, one of the two DEMONFLUX Agents always on guard by the aircraft will board it and remain inside to await emergency take off. The DEMONFLUX Agent has a PILOT skill of 14-.

2. **Inferno Legion DEMON-Warrior Barracks and Washrooms:** This part of the building is used to house the Inferno Legion DEMON-Warriors while operations are going on at the island base.

A. **DEMONFLUX Barracks and Washrooms:** Nicer boarding than the Inferno Legion.

B. **DEMON Agent Mess:** A general mess is used on this tiny base. Naturally enough, even though Inferno Legion DEMON-Warriors and DEMONFLUX eat in the same room, each group manages to divide into separate areas of the dining hall. Tensions always increase during meal time, but tempers are controlled for fear of the Morbane's wrath. Jeopardizing such an important mission for ones own petty prejudices is often punished by death ... after long torture.

4. **Kitchen and Cook's Quarters:** Here two cooks prepare meals for both connecting dining rooms. Once most of the preparations and cooking is completed, one of the cooks to provide the proper attention the Officers deserve.

5. **Officer Mess:** A dining room furnished with a large rectangular table of oak (DEF 4, BODY 5.) and several ornate chairs. The room has been rather hastily decorated with a few paintings and tapestries.

6. **Officer Barracks:** This building houses the DEMONFLUX officers. There are Officers bedrooms. In these cramped conditions the Officer lodge two to a room, except for the Inner Circle Morbane (See details in the back section.) who has his own room.

A. Lounge: This area has various comforts in it, including a small library of useful books. None are of any value or importance.

7. **Entry Building:** This small unobtrusive looking shack is actually an accessway down to DEMON's area of operations on this island. Inside the door a staircase of metal leads down in alternating flights separated by square landings.

TACTICS

If the base has been alerted: One of the Officers will instruct the DEMONFLUX Agents to take up guard around the *Light Illusion* Projector and fire *Energy Blasts* at all PCs out of range of their Power Knuckles. The Inferno Legion DEMON-Warriors will try and use the *Demonholes*. These are special holes dug in the ground to provide cover from all directions except directly above. Treat agents in these holes as a target with only the head exposed (Range modifiers are x4). Others will use buildings as cover and fire from windows as the situation permits. Obviously if the players are flying around in the air the *Demonholes* provide a better arc of fire than a building window does. The GM must decide whether or not he wants to have the Air Transport take off when combat begins. The commander might want it nearby for emergency evacuation, or in the air for extra firepower. The Air Transport would certainly provide an exciting addition to the melee, but if the GM feels it would unbalance things or he does not wish to complicate matters leave it on the ground. Take off will occur two turns after the command is given by one of the Officers to the pilots inside via a two-way radio on his wrist.

If the base has not been alerted: One DEMONFLUX agent will be found working the *Light Illusion* Projector and monitoring the radar. Two others will be on guard by the aircraft, and two agents will be found in their respective areas. One of the Officers will be wandering about the compound.

COMMENT: *The topside squad may not seem very strong ... well they're not, and even on full alert the PCs should have an easy romp. The Agents represent a realistic DEMON set up and provide atmosphere; they are not meant to use up END and wound the PCs a lot. Don't worry, there will be plenty of that downstairs.*



FRIEND OR FOE?!

The characters descend into the Earth's depths. After a seemingly endless journey, they arrive at a pair of large iron doors bearing the DEMON insignia. The doors are unlocked, but due to their vast size and thickness they must be pushed open by a STR of at least 20, as they weigh 400KG each (DEF 15, BODY 10). They open into an immense chamber with a high domed ceiling. A gust of thick heat sweeps over the heroes as they step across the threshold. The room is supported by wide pillars of hewn stone, and a pit of fire in the center illuminates most of the room with a flickering light. (I know, I know, very dramatic and very corny, but imagine coming all this way to find a broom closet!) Two are abominations bound to the Morbane's service. The third figure, however, is disturbingly familiar — the 'Target'. (Actually it is

not the 'Target', it is a demon capable of taking on the form and powers of another creature. It is called a *Doppleganger*, see the back section for details.) The other two figures are *Brute Demons* called up to help the Doppleganger.

Presently the PCs are about eight hundred meters under the island's surface, and one room away from the completion of their task. The Brute Demons and Dopplegangers are a greeting party for the PCs, who the Inner Circle Morbane divined would be arriving. The key to their offensive is to use the Doppleganger, who appears like their friend, to surprise the PCs. The Brute Demons will not let a large amount of time elapse before going into action, limiting the amount of time the PCs have to realize that something is awry. *Danger Sense* will warn that something is wrong, or even a Discriminatory Smell. These individuals will not be surprised, while all the others in the group are still subject to surprise.

Of course, the GM must be careful not to reveal the 'Target's' true identity, just because a PC suspects something. Remember to call the Doppleganger by the 'Target's' name during play. Unless the players are absolutely certain that this is not the 'Target' (a telepath recognizes alien thought patterns, for example), the GM should restrain the PCs from using their full strength on the Doppleganger. Remind fire happy players that this is their friend (Relative, spouse, etc. if it is a DNPC.) even though he appears to be possessed by some force. This situation forces the the players to find ways to take out the Doppleganger without permanently injuring him. Of course, the Doppleganger possesses not only all of the 'Target's' powers, but all the weaknesses and disadvantages as well. Clever PCs will be able to use the 'Target's' disadvantages, especially vulnerabilities and susceptibilities.

Once combat begins, the Brute Demons will engage heroes trying a grab maneuver and then hurling the grabbed victim into the dark areas of the room. In the dark it will use its Infrared Vision and attack the "blinded" PC. If after two grab maneuvers it is unsuccessful, the Brute Demons will throw a few punches before trying again. The Doppleganger, after surprising the PCs by attacking in the first place, will use all the power at its command to obliterate the PCs. The GM should play the creature to the best of his ability, and borrow tactics that the 'Target' is known to use. If Powershift is being used, the GM should read over the tactics described in the back section for that particular NPC.

CH-CH-CHANGES

Once the PCs have knocked out the Doppleganger, it will revert to its true form, much to their horror, dismay, and relief. A physical search of the room will immediately reveal the illusory wall.

The biggest problem is that the PCs have another heavy battle within minutes of the first one. Don't rush them. Let them gain all their END and STUN back; they're going to need it. BODY lost will just have to wait a while, unless there is a healer in the group.

ABOUT THE ROOM

The fire pit causes 3D6KA for every segment spent inside it. The pillars are not removable in one piece: they are made of strong stone which crumbles after taking 1 BODY. Chunks ripped off can vary in size from 50 kg to 1 ton. On the wall directly opposite the entranceway to the room is the exit. It is a hidden small Light Illusion Projector (DEF 5, BODY 1.), that has 12 dice of light illusions.

THAT OLE' BLACK MAGIC

Beyond the illusory wall is the end of the quest. The room is even larger than the one the PCs just battled in, and it forms a large circle with a dome fifteen meters over head. The floor is painted with bizarre characters. (A magic using PC will immediately recognize them as runes used for dark summonings.) Each group of characters is encompassed in a low circle of fire. Five such painted, fire surrounded circles, cover the floor at intervals around the room. They surround an even larger painted DEMON insignia. On the opposite side of the room surrounding the DEMON emblazon is a strange metal device, also circular, but bearing a large metal X amid a mass of alien machinery, and hanging from the X is the 'Target'. Just to his left is a raised platform about four meters from the ground which seems oddly out of place. Standing on top is an Inner Circle Morbane in black garb with a DEMON insignia of crimson smouldering upon his chest.



The Morbane raises his magical staff above his head and it crackles to life. His voice booms in the immense. "*Enter ye followers of light! Enter the DEMON's nest so that he may feed thee and devour thee! Enter ye heroes of hope! Enter and despair!*" (Big deal, another loudmouth clown with a good special effects man working for him, and who plagiarizes ancient Italian poets to boot!) "*Behold as I bring forth the messengers of the Nether Lord!*"

As these thoughts and many others pass through the minds of our heroes the Inner Circle Morbane throws a switch and the entire room is bathed in a hellish red light. A fiery shaft shoots down from the domed ceiling, passing through the X and the 'Target', who arches his back in agony. The painted runes glow brighter and brighter until a bolt of energy strikes out from the 'Target' and explodes against the

floor in front of the device. When the smoke clears several hideous Doppelgangers stand before the heroes (one for each PC). These horrible creatures quickly begin to change. The horrible metamorphosis is accompanied by a variety of squishing and oozing sounds that could make even the most dauntless ... daunt! Before they can react, the PCs see before them none other than themselves. And if that wasn't bad enough ... the Inner Circle Morbane speaks again!

"With thy comrade's mystical energies I now have the power to bring forth not only the children of the abyss that ye before thee, but one of the great Nether Lords itself. Then will DEMON rule supreme, and shall the minions of light flee before us in terror!" With a cackling laugh, the Morbane throws another switch and an even larger shaft of fiery energy shoots into the X, causing the 'Target' to twist and writhe in pain as his very essence is used to summon forth this evil being. The Doppelgangers spring to attack, and the Morbane laughs on!

COMBAT (PLAIN AND SIMPLE)!

Nobody gets surprise, just do it by the book. The players will be forced to figure the best way to take out their own characters, they have to free their friend, and stop the Inner Circle Morbane from summoning his friend to the Earth. Just as I said, plain and simple.

A GM who thinks the players are experienced (Real time experienced, not game terms.) enough to handle it, and who would enjoy the excitement of the pressure, might want to put a time limit on the battle so the PCs must foil the spell before it is completed. Otherwise, assume that the spell will take a long time. In any case, the heroes can stop the summoning by either damaging the machine the 'Target' is hooked up to, or by knocking out the Morbane.

The Doppelgangers will fight as the players have had their PCs fight, using the same strategies and methods, but will not use teamwork. (For details on platform see The Machinery section.) The Morbane is a member of the Inner Circle, and very powerful. He will use his incredible magic powers to also do what he can to disrupt any chance of PC victory. If a character attacks his machine or his platform, he will direct his attacks at that particular hero. If his device is damaged, the Morbane will snarl a curse — his plan has been ruined. He will teleport away, to plot his revenge on the heroes.

If the 'Target' is freed from the X-device, he will be basically useless in combat and should be treated as having no END and only a few STUN. He might be truly heroic and knock himself out trying to attack, but he won't last in the battle for very long.

Note that if the characters do not damage the X-device, it will start to whine in a higher and higher pitch, as the 'Target' struggles against his bonds. Try to make it obvious that the machine is *about* to do something, unless the characters blow it up; remember, the PCs should win the fight, or at least damage the machine and thwart the Morbane's plans.

THE MACHINERY

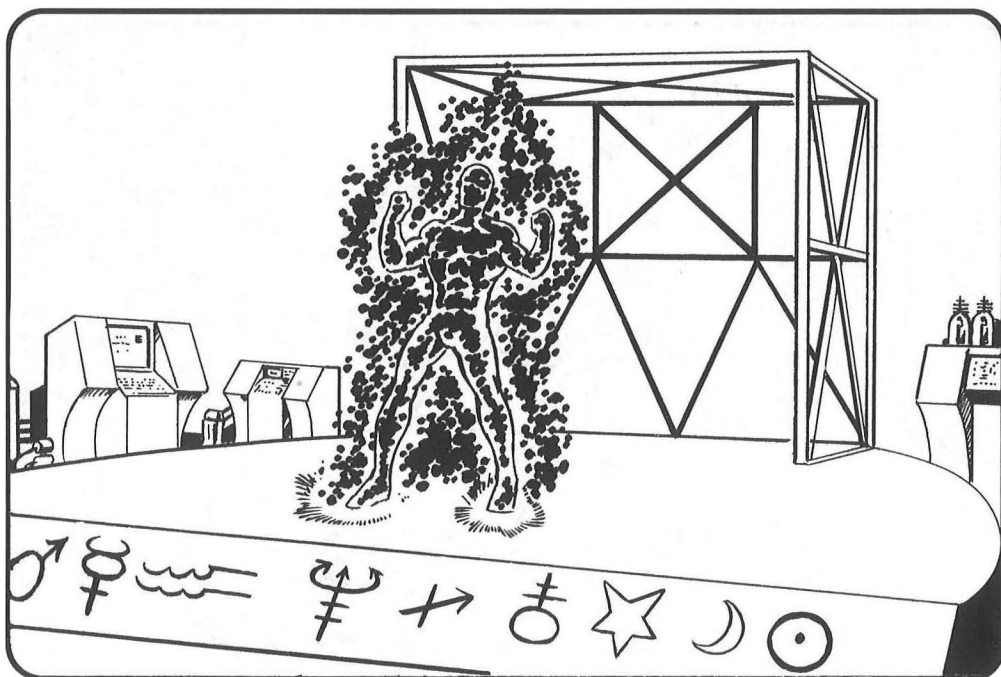
The elevated platform (DEF 7, BODY 4) is twelve feet tall and weighs roughly 900 kg. The top is made of a number of electrical devices and computer panels. It is uncovered and can be accessed by a stairway on its right. The platform has a *Forcewall* defense on the side facing the center of the room. The wall extends up the entire structure and over it about 2 meters, but it matches the platform's width. The wall has a PD of 5 and an ED of 8.

The X-device is a special machine used to extract the mystical energy from magical characters. Its base rises a meter off the ground, and the X is elevated an additional two meters in the air. The device (DEF 10, BODY 8) weighs two tons including the base. The X weighs only a few hundred kilos and has a BODY of 4. All damage done to the device while a creature is bound to it, causes full damage to the creature too. The bonds which hold the creature to the X are made of an especially strong alloy (DEF 10, BODY 5.) Damaging the bonds does not hurt the bound subject, but they are difficult to hit from a distance.

THE END OF ALL THINGS

It is expected that the heroes will win this fight, or at least damage the X-device, preventing the Nether Lord from being summoned. If they fail all together, you can say that the spell simply failed due to the struggles of the 'Target'. Or, if you want to be really nasty, let the Nether Lord come to earth.

Assuming the heroes win the 'Target' will slowly recover from his ordeal, and the base on the island will be destroyed by authorized PRIMUS agents. The heroes might even get thanked by some PR flack from the White House (Or the controlling government building of your choice.) Of course, word will never reach the public: knowledge of the existence of the Nether Lord could provoke quite a panic! In the end, all the hard work, one might say, was for nothing. Yet was it really nothing? Is nothing what we are fighting for? (Some corny patriotic music.) No! It's for freedom! For justice! For exp. points and for the heck of it! That's what makes us heroes! That, and these tight fitting gaudy colored garments that no sane person would ever be caught dead in! Excelsior!



PART IV: FINISHING UP



EXPERIENCE

The *first scenario* is worth 1 experience point to everyone who comes through the battle. The GM will have to weigh carefully how well the players handled their circumstances. Did they uncaringly trash the mall to save their skins, or did they actually end up preventing a lot of destruction?

Were they careful about firing high intensity x-ray beams near civilians, or were they more careful. Once the GM has finished evaluating the players' performances, he should reach a total between 0-2. That's right! Someone who played awfully (Roleplayed that is, it doesn't mean a player who's character was just unlucky in fight should be penalized.) could walk away with nothing.

The *sea base conflict* is worth 1 point, though bonuses could take it higher. A large bonus could be given if players do some extraordinary maneuver which has a large effect on this adventure. For instance one PC manages to rescue all his friends from the exploding dome. The GM should evaluate the players on how quickly and effectively they take out the base, as well as how well they stay in character. The range for section should be 0-2.

The *last scenario* is worth 3 points: it places the players in situations where they must think around themselves. If properly played by the GM it should prove to be a very difficult encounter. Point range here would be 1-4. Even the worst performance in roleplaying should get one point.

At the end of it all an excellent player could walk away with 8 points. This is the suggested maximum even though the total could conceivably be higher.

The maximum may seem high, but for an adventure of this length it is an appropriate reward. Secondly the total given above is not the suggested point reward it is the highest one. Such a total would be given to no one but the most exceptional player. A healthy, average experience point reward would be about five points.

Lastly, what about the poor 'Target' —snatched up and flown halfway around the country to have his life energy manipulated to summon forth abysmal beasts! A sympathetic GM just might give him two or three points for the whole ordeal. After all that was some experience. This would also apply to a DNPC.

SUGGESTIONS FOR FURTHER ADVENTURES

To continue plot threads from this adventure the GM can do the following;

- A. Have the 'Target' suffer side effects from the X machine, perhaps losing one of his powers only to have the missing points (And some spare experience laying around.) manifest in some new power (like a radiation accident described in Champions II).
- B. This can be used in conjunction with A or on its own. The exposure to the dark forces in that evil room has tainted one of the PCs. Perhaps the essence of evil has placed a seed that will grow and consume them unless they can stop it before too late. What new powers grow with the evil seed? Would this mean the doom of a hero or DNPC?
- C. DEMON just lost a load of bases, agents, equipment, and an Inner Circle Morbane! If you think they're through with this hero group ...
- D. And then of course there are all those villains the PCs took apart during the course of this adventure. Scarab likely remains free, and might free his fellow villains to wreak vengeance on the heroes.
- E. Finally, if the GM is willing, perhaps the PCs are too late to stop the coming of the Nether Lord. Maybe the spell was irreversible! The GM would have to create a super (I mean SUPER!) villain with one flaw the PCs could eventually discover, and use to defeat it. The GM should decide what Earth under the Nether Lord's rule would be like, and create a few new demons who came along for the fun.



APPENDIX: THE CHARACTERS

VOLCANON					
Val	Char	Cost	100+	Disadvantages	
60	STR	0 ¹	30	Hunted by European Supergroup 8-	
13	DEX	9	20	Overconfident	
15	CON	10	15	Secret ID	
12	BODY	4	15	Unusual Looks 14-	
8	INT	-2	15	Susceptible to water immersion 2D6/phase	
8	EGO	-4	10	x1 1/2 from water based attacks	
15	PRE	5	20	Berzerk if takes BODY 11-, 8-	
8	COM	-1	17	Villain Bonus	
26	PD	14			
23	ED	20			
4	SPD	17			
11	REC	-8			
30	END	0			
63	STUN	0 ¹			
Cost Powers				END	
52 ¹	Magically boosted Stats				
33 ¹	15D6 EB, full power only, 1x END Battery			15	
34 ¹	4D6 RKA, linked to EB, 2x END Battery			12	
15 ¹	Full Damage Resistance(Act 14-)				
33 ¹	9D6 EB Damage Shield, 1x END Battery			13	
5	+1 in H-to-H				
6	+2 with Lava Blasts				
¹ OIF Magic Amulet — END battery — 64 END reserve, recharges 13/phase					
COSTS: Char.		Powers	Total	Disadv.	Base
64		+	178	=	242
				=	142
				+	100

Origin: Michael Kalb was a normal lad, but at age eighteen, his girlfriend convinced him to join a local cult. He became quite loyal, and excelled in the group. The leaders of the cult soon took notice of his fervor, and began preparing him for a special purpose. Eventually the cult introduced Kalb to its parent organization — DEMON. DEMON killed Kalb's girlfriend, framing PRIMUS for the deed, and Kalb willingly became a DEMON agent. His Morbane masters gave him a magical amulet infused with the power of hellfire and brimstone. He was transformed into Volcanon, a deadly man of molten magma. As he began his new career and identity, his ego swelled, and he began believing himself the most important member of DEMON. Trouble is, he's not too far wrong.



Powers/Abilities: In his magically transformed state, Volcanon possesses unbelievable strength. His body becomes super-hot, and with a skin of flowing rock, he is a difficult foe to damage. He can throw balls of white-hot rock with great accuracy. These lava-blasts explode when they hit, releasing bursts of inferno-like heat. Volcanon has trained himself to be skilled in hand-to-hand combat and is a dead shot with the balls of lava.

Personality: Obnoxious, loud-mouthed, self-involved, a real pain, he is in this for glory, and believes himself to be invincible.

SCARAB (Johnathan Keener)					
Val	Char	Cost	100+ Disadvantages		
15	STR	5	30	Hunted by Egyptian Heroes 8-	
20	DEX	30	30	Hunted by English Heroes 8-	
18	CON	16	10	Psych Lim: Manipulative and Egotistical	
11	BODY	2	20	Vulnerable to Flash attacks, 2x Stun	
18	INT	8	15	Susceptible to Flash attacks, suffers 2D Stun	
23	EGO	26	15	Psych. Lim: Split Personality	
20	PRE	10	5	Unusual Looks: Imposing and 'eerie', reaction on 8-	
14	COM	2			
8	PD	5			
7	ED	3			
6	SPD	30			
10	REC	6			
50	END	7			
33	STUN	5			
Cost Powers			END		
15	Martial Arts: 4 1/2 D6 Punch, 6D6 Kick			3	
15	Luck: 3D6				
10	Clinging: exert up to 20 strength			3	
15	Armor 9PD/9ED, Activation 14-, OIF Breastplate				
60	Mind Control: 12D6, 1/2 End, only vs humans			6	
COSTS: Char.			Powers	Total	Disadv. Base
155			+	120	= 275 = 175 + 100

Origin: When young Jonathan Keener joined a group of scientists on an archaeological expedition to a newly discovered tomb, his life was changed forever. Sneaking into one of the inner chambers alone, he encountered a strange insect-headed being who rose from a sarcophagus. The creature explained that it was once an astrologer who dabbled in the black arts but tried to gain too much power too quickly, and was forever cursed with this twisted form. The creature tried to act as a god, but was subdued and sealed in the tomb. Dying, the insect-headed creature forced its psyche on young Jonathan, whose mind retreated in terror. Scarab now uses his power to do evil deeds, with or without personal reward.

Powers/Abilities: The psyche of the ancient astrologer gives Scarab many bizarre abilities. Chief among these is the ability to manipulate the minds of others, bending them to his will. Scarab is also able to climb sheer surfaces like an insect. And like the mythological insect after which it is named, Scarab has a super-

natural talent to bend fate in his favor, giving him great luck. He wears a large ring with a Scarab on it, but it has no significance to his powers. (But it sure does look like a focus!)

Personality: Scarab is a victim of acute schizophrenia. His dominant personality is the evil, ambitious, merciless businessman/villain (depending on what he is wearing). The other side, the hidden side, is the remnant of the young boy's personality, frightened and disgusted with what he has become. Scarab will usually revert to this personality if captured.



POWERSHIFT

Val	Char	Cost	100+ Disadvantages
50	STR	0 ¹	30 Hunted by DEMON 14-
20	DEX	0 ¹	20 Psych Lim: Code Against Killing
35	CON	0 ¹	10 Public Identity
20	BODY	0 ¹	20 Vulnerable to Drains and Transfers, x2 effect
3	INT	13	20 Hunted by OGRE for bustin' his face 11-
8	EGO	14	15 Psych Lim: Reckless Bravery
30	PRE	0 ¹	10 Enraged if Innocents Killed 8-11- recovery
14	COM	2	
18	PD	0 ¹	
15	ED	0 ¹	
6	SPD	0 ¹	
15	REC	0 ¹	
70	END	0	
58	STUN	0 ¹	

Cost	Powers	END
10	Skill Levels: +2 w 'Core' Powers	
5	Instant Change: Own clothes and back	
20	Damage Reduction: 1/2, physical, resistant, IAF	
77 ¹	Statistic Increases Mystical Transformation Costs End, only at full power, all bonuses linked.	38
40 ¹	Flight: 30"	6
20 ¹	Force Field: (15PD/15ED)	6
40 ¹	12D6 EB	12

¹ IAF: Power Core under costume, easily removed. END Battery: Reserve x2, recharge seg., 100 End, recovers 40 phase

COSTS:	Char.	Powers	Total	Disadv.	Base
	13	+	212	=	225
				=	125
				+	100

Origin: Powershift is unable to recall anything about his life before gaining his abilities several years ago. He has learned that DEMON was involved and suspects that he may have worked for them at one time, but no longer. Since his rebirth, Powershift has been a great hero, possibly out of a subconscious need to avenge the wrongs of his mysterious past. Regardless of his motivation, the man known as Powershift has become a powerful force for good.

Powers/Abilities: All of Powershift's superhuman talents stem from the Jewel of Krin, a mystic power core containing the essence of an evil creature from the Nether Regions. Powershift doesn't use all the available power; the being within resists using its magic for the forces of light. The Jewel is half imbedded in Powershift's chest, and is easily removed by touching its glowing surface and pulling

it out. Over the years, Powershift has become adept at manipulating the energies of the Jewel and is able to transform himself into a muscled supersoldier for law and order.

Tactics: Powershift will usually fly in making an entrance accompanied by a PRE attack. He will keep his Force Field at 5/5 defense and will remain transformed in any dangerous situation. The Jewel's END reserve is capable of sustaining such a condition indefinitely. A bit leery of throwing around bolts of unrestrained power, Powershift prefers physical force. He is quite impressed with his defenses and will

rely more strongly on a full-power Force Field and his Damage Reduction than a level or two for DCV, let alone dodging. Not incredibly wise, but very brave...

Personality: Cut from the original hero mold, Powershift is a true-blue good guy. Single-minded and totally dedicated (not to mention a bit naive), he will fight to protect the innocent regardless of their station in life or disposition toward him. He judges others not by their views, but by their actions. (He is also just a little gullible.) Powershift is unswerving in his battle against evil and injustice taking little time out to develop a personal life. Some say he is a saint, some a miracle, (and a few call him an obsessed halfwit), but all acknowledge that he is one of the few who can truly be called a superhero.

ORB

Val	Char	Cost	100+ Disadvantages
3	STR	-7	30 Hunted by Supergroup 8-
20	DEX	0*	20 Hunted by Project Bluebook (for study
23	CON	26	20 Xenophobic
5	BODY	-10	20 Completely amoral; no emotions
20	INT	10	15 Unusual Looks 14-
13	PRE	3	10 Public ID
0	COM	-5	25 Susceptible to Oxygen-based atmosphere 3D6/phase
6	PD	5	35 Dependent on Methane Gas; 3D6 if lacking for one turn
20	ED	15	25 No hands
12	REC	12	
60	END	7	
30	STUN	19	

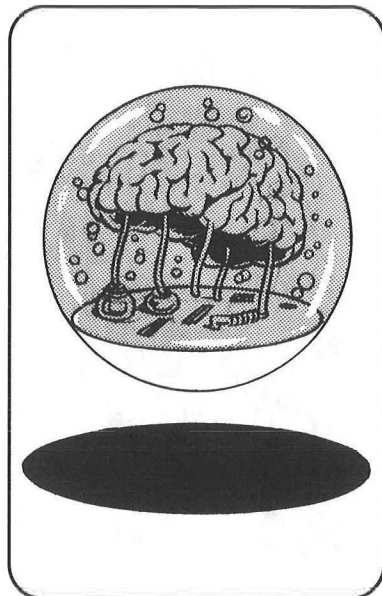
Cost	Powers	END
40	*Statistics Bonuses (OIF Armored Shell)	
27	*20" Flight	4
25	*Force Field (15PD/15ED) 1/2 END	3
20	*9PD/9ED Armor	
10	*15pts Flash Defence	
75	15D6 Mental Illusions, 1/4 END 14- Act	7
6	+2 with Mental Illusions	

COSTS:	Char.	Powers	Total	Disadv.	Base
	87	+	213	=	300
				=	200
				+	100

Origin: An alien life form, Orb has searched for a planet suitable for it to dominate. It believes that earth is the ideal place for such activities. It joined DEMON, which seemed to have goals similar to its own. For several years, it has been a commander, but lately Orb has begun to look for ways to acquire even more power.

* **Powers/Abilities:** Encased in a spherical shell, Orb's true form is well protected. The shell provides maneuverability with a powerful antigravity system. The shell is also equipped with a force field which can repel small-arms fire. Without the life-support provided by this shell, Orb would perish; so in effect, the casing is Orb. Orb is also a powerful mentalist, able to project illusory sequences into the minds of others.

Personality: Orb fears our emotional nature. Cold and aloof, Orb is often mistaken for a mechanical device. Orb is amoral, and does not understand compassion for others, worrying only about itself. The only thing that Orb enjoys is dominion of others.



SILVAR (Irin Malathn)					
Val	Char	Cost	100+	Disadvantages	
50	STR	20*	10	Hunted by KGB 8-	
17	DEX	21	20	Hunted by U.S. Government 8-	
40	CON	20*	30	Hunted by various heroes 8-	
23	BODY	18*	15	Unusual Looks 14-	
23	INT	13	10	Public Identity	
13	EGO	6	15	Psych. Lim: Code of Honor	
30	PRE	20	15	Psych. Lim: Superstitious	
6	COM	-2	10	Vulnerable to Mental Illusions Poor	
28	PD	10*		Grasp of reality on Earth 2x effect	
26	ED	10*			
5	SPD	23			
15	REC	10			
50	END	5			
50	STUN	6			
Cost Powers				END	
53	* Density Increase: 4 levels, Always On, Not in magnetic fields. -4 Knockback				
20	Skill Levels: +4 levels in Hand to Hand Combat				
12	1/2 Endurance on strength				
25	Life Support: needs not eat or excrete				
5	Lack of Weakness -5				
COSTS:		Char.	Powers	Total	Disadv. Base
		180	+	95 = 275	= 175 + 100

Origin: Silvar was born Irin Malathn on the planet Togarihn in a far-off galaxy. A mercenary warrior by trade, his aspirations forced him to flee political opponents on his homeworld despite his remarkable battle prowess. In a stolen scout ship, he traversed the infinite expanse of the universe, heading for the unexplored regions of deep space. When at last the ship's systems began to break down, Silvar was forced to land on Earth. While growing accustomed to his new home, this mighty warrior made quite a few enemies. Now that his is better adjusted, Silvar is back in action, selling his services to the highest bidder.

Powers/Abilities: Having a metallic biostructure has its advantages on a planet whose inhabitants are composed mostly of water. Silvar is unbelievably strong and resilient. Nearly indestructable, he can stand up to nearly any opponent. Decades of experience have given him extensive skill in Hand to Hand combat which he uses to impressive effect. Highly intelligent, he is a rather good tactician in addition to his other talents. Simply put, Silvar's employers get what they pay for, and he doesn't come cheap.



Personality: The people of Togarihn age much slower than humans, so Silvar is an unusually patient individual. He has come to realize that opportunities will present themselves periodically, and he is content to await his opportunity to seize control of this backwards world. A warrior by nature, he has continued to hone his abilities in preparation for his rise to dominance. Raised as a nobleman, his strict code of honor and superstitious background have proven to be major stumbling blocks. Silvar lives well and avoids deadly conflict, for he cannot fulfill his destiny from a grave.

DAIGON					
Val	Char	Cost	100+ Disadvantages		
20	STR	10	30	Hunted by VIPER 8-	
30	DEX	60	15	Unusual Looks 14-	
18	CON	16	20	Sadist	
12	BODY	4	30	Hunted by East Coast Hero Group 8-	
13	INT	3			
15	EGO	10	20	Susceptible to sunlight, 3D6/phase	
50	PRE	0 ¹	15	Believes in Dark Destiny	
16	COM	3	70	Villain Bonus	
9	PD	5			
9	ED	5			
5	SPD	10			
8	REC	0			
40	END	2			
40	STUN	9			
Cost Powers			END		
27 ¹	Presence Boost				
25 ¹	Darklight Darkness (to normal), 5" radius 8 charges				
27 ²	20" Flight				4
27 ²	12PD/12ED Armor				
30	Martial Arts +1/2 multiple (8D6 Punch, 10D6 Kick)				4
25	Find Weakness w/punch 14-				
¹ OIF Devil Helmet			² OIF Armor suit		
COSTS:		Char.	Powers	Total	Disadv. Base
		139	+	161 = 300	= 200 + 100

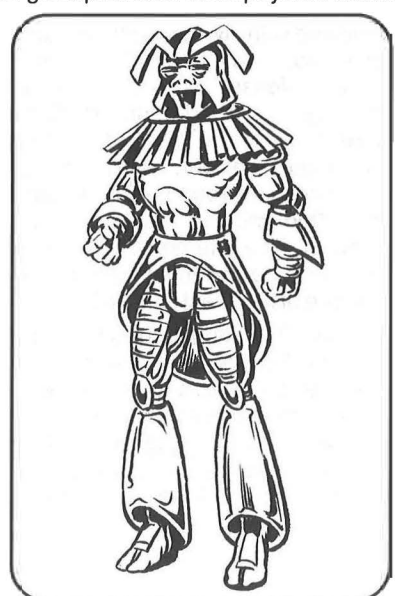
Origin: Francis Rothchild was born an English noblewoman, but was cursed with a rare skin disorder that rendered her vulnerable sun rays. She grew up indoors, lonely and embittered. She had herself tutored in martial arts to pass time and to vent her frustration, and after time she became a master of hand-to-hand combat.

When her parents died, Francis tried to join the social circles, but due to her nocturnal habits became known as the "Lady of the Evening." This was the last straw. Something inside Francis snapped, and she began to feel that she was meant for some higher destiny; in effect the daughter of a demon. Donning her armor and mask, she began calling herself "Daigon," after the monster in a fairy tale. Now she follows her "destiny" which lets her perform endless acts of violence and villainy.

Powers/Abilities: Daigon is an expert martial artist, able to defeat most masters in single combat. She can punch through brick walls, or use her focussed strength as a weapon. Her armor gives her a fearsome aspect and gives her great protection from physical harm.

Her mask is equipped with a device which projects bursts of light which she uses to blind her opponents. A jetpack and boots allow her to fly, giving her increased maneuverability. Without her armor, she is dangerous. With it, she is just plain deadly.

Personality: For the most part, Daigon is a professional. Now and then she indulges her fancy and toys with wounded opponents, letting them suffer before finishing them off. She has killed before, and has no compunctions about doing so again. She is as callous and sarcastic as the demon she thinks she is.



INFERNO LEGION DEMON-WARRIOR

Val	Char	Cost	50+	Disadvantages
15	STR	5	15	Secret ID
14	DEX	12	30	Hunted by Primus 11-
15	CON	10	20	Fanatically loyal
12	BODY	4	10	Overconfident
11	INT	1	15	Enraged when a Morbane is killed
14	EGO	8	14-/11-	
15	PRE	5	40	Villain Boñus
10	COM	0		
6	PD	3		
5	ED	2		
3	SPD	6		
6	REC	0		
30	END	0		
30	STUN	2		

Cost Powers				END
10	6PD/6/ED Body Armor (OIF) 14-act			
13	10PD/10ED Non-resistant body-suit (OIF)			
6	6PD/6ED Force-field Belts(OIF) 6 charges			
3	5 pts Flash Defence (OIF — Helmet)			
33	2D6 AP RKA Autofire. 2 clips of 20 charges (OAF —Inferno Rifle)			
22	8D6 EB Explosion; 2 clips, 4 charges (OAF — Grenade launcher)			
5	7 pts Ego Defence			
5	10 pts Presence Defence.			
15	Martial Arts			
10	2 Levels w/DEMON weapons			

COSTS:	Char.	Powers	Total	Disadv.	Base				
	58	+	122	=	180	=	130	+	50

Origin: Originally, DEMON's forces were composed of DEMON-Warriors and Mechagents. This worked quite well at first, but as DEMON's funds dwindled, Mechagents became too expensive to equip, and DEMON-Warriors were just not powerful enough to go toe-to-toe with superheroes. As a compromise, the Inner Circle selected the very best DEMON-Warriors and provided them with extra armor and armaments, making them very nearly the equal to the Mechagents. Now, the Inferno Legion performs many of the tasks that the Mechagents used to. This allows the Morbanes a larger budget for research of type III Mechagent Armor ...

Powers/Abilities: The Inferno Legion are equipped with layered armor and personal force fields which together provide so much defense as an entire suit of Mechagent gear. The Inferno rifles these warriors carry are the state-of-the-art in advanced firepower, using high-velocity, armor-piercing rounds. Each weapon is also fitted with an underslung grenade launcher. The Inferno Legion recruits receive intense training which makes them into one of the finest fighting forces extant.

Tactics: Operating in squads of three, the Legion will soften up opponents with their grenade launchers, take out those who remain with the autofire attack, and if any are left standing, engage in hand-to-hand combat. Effective and efficient, they are not an enemy to deal with lightly.



Personality: Fanatically loyal to their Morbane masters, the Inferno Legion are ideal pawns — much more reliable than the DEMON-Warriors. Legion members are better than the other agents and know it, and act accordingly. This overconfidence is one of their only weaknesses.

DEMONFLUX AGENT

Val	Char	Cost	50+	Disadvantages
10	STR	0	15	Secret ID
13	DEX	9	10	Elitist: is above all other agents
13	CON	6	30	Hunted by PRIMUS 11-
10	BODY	0		
13	INT	3		
13	EGO	6		
13	PRE	3		
10	COM	0		
3	PD	1		
3	ED	0		
3	SPD	7		
6	REC	0		
26	END	0		
23	STUN	1		

Cost Powers			END
9	Disguise 14-		
5	Security Systems 12-		
5	Stealth 12-		
15	PCF (Personal Combat Field) 7PD/8ED Force field (IAF -- field projector)		
25	21 Point Gadget Pool:		
(20)	Power Knuckles 6D6 AP EB, no range, OIF 12 charges		
(20)	Blackout Pistols 4D6 STUN Drain, range, OAF Burnout 14-, 12 charges		
(21)	Forceage Grenades 30 PD Forcewall, 15 hex effect, OAF, 2 charges (lasts 2 turns)		

COSTS:	Char.	Powers	Total	Disadv.	Base				
	36	+	59	=	105	=	55	+	50

Origin: Demonflux agents are hand-picked special agents who have served DEMON for many years. They are trained by Chamelon (described in *PRIMUS and DEMON*) in the secrets of stealth and espionage. They are the eyes and ears for DEMON.

Powers/Abilities: Lightly armored and armed, Demonflux agents rely mostly on their skills and stealth. If engaged, their PCF provides them with modest protection from superheroes, while their attacks allow them to affect even the toughest heroes.

Tactics: Demonflux agents use surprise as their main weapon, preferring to work in secret and catch their opponents off guard. They usually operate in squads of four, with some members staying hidden to ambush overextended heroes.

Personality: These agents have an air general superiority to all other agents. They are the elite veterans, and know it.

INNER CIRCLE MORBANE					
Val	Char	Cost	100+ Disadvantages		
15	STR	5	10	Public ID	
15	DEX	15	20	Fanatical	
18	CON	16	20	Overconfident	
12	BODY	4	10	Sadistically Cruel	
26	INT	16	30	Hunted by PRIMUS 11-	
23	EGO	26	30	Hunted by Circle 8-	
25	PRE	15	30	Dependent on elixir of youth 1/day	
12	COM	1	150	or takes 3D6/phase	
5	PD	2		Villain Bonus	
5	ED	1			
5	SPD	25			
10	REC	6			
40	END				
26	STUN	-3			
Cost Powers			END		
100	Multipower				
10 u	8D6 Ego Attack 1/2 End				8
10 u	16D6 Mind Scan 1/2 End				8
10 u	16D6 Mental Illusions 1/2 End				8
10 u	16D6 Telepathy 1/2 End				8
33	Demonstave: 3D6 BODY Destruction Act 14-, 6 Charges (OAF)				
27	12PD/12ED Armor (OIF — Enchanted Robes)				
10	15 pts Power Defence (OIF — Enchanted Robes)				
10	15 pts Ego Defence				
19	Danger Sense 14-				
30	3 Overall Levels				
COSTS: Char. Powers Total Disadv. Base					
131 + 269 = 400 = 300 + 100					

General Description: The Inner Circle Morbanes are DEMON's elite. They have learned to manipulate mystic power without the Soul's Eye that their lesser brothers require. They also have no need to operate in groups, being quite effective on their own. Their



symbols of office are the enchanted robes which provide the wearer with excellent protection against most attacks, material or mystical, and the Staff of Power, a more deadly version of the mace carried by the Morbanes. Individuals often vary from the basic stats given here, but these core statistics should give you a good idea of what these deadly sorcerers can do

Origin: *Hieronomous* has been with DEMON since the early days, when the group was small and young. He has watched it grow, and has been one of the major individuals responsible for its success. In the course of the last sixty or seventy years he has been known by other names, all of them wealthy influential businessmen. In our present age he can be recognized as Jason Thompson or Thompson Cola and Thompson Fashion Industries. Hieronomous and several others are kept in their relative youth by a miraculous longevity elixir, without which they would surely die. Hieronomous is the eldest of the group; since he was 54 when he first drank the potion, this is the age he has been frozen at for the last half century. At this age he is still in good physical condition although he is far from his prime. Even if Hieronomous is uncovered as a DEMON leader, he and the DEMON legal staff will guide him through the exposure, and let him be put in jail. Once inside Hieronomous can be given the elixir through connections with inmates, and pay offs to prison officials. Eventually after the heat dies down, DEMON will break in to the prison and free him. The old fortune will go to another Inner Circle member, who will take on the identity of Hieronomous' successor.

Tactics: Hieronomous has learned many dark secrets in his long life. Heroes who were once bitter enemies, and are now fond memories. He examines his opponent in the early rounds, and decides the most effective way to eliminate him. He has no time for taunting, finding combat to be a waste of time and energy. If he has to fight, he will get it over with to move on to more important projects.

Personality: Hieronomous is complex man. He is wise because of his long life, yet he is evil to the core because of the dark secrets he has learned and the things he has seen. To his friends he is a loving, caring, father figure. To his enemies he is a ruthless, insane, tyrant. And to his followers he is God!



ABOUT DEMONS

Demons are creatures which are spawned in and inhabit the extradimensional world called the abyss. There are different types of demons, each with a unique set of powers, and some more powerful than others. However, all demons have standard attributes which are possessed by all the inhabitants of their world. All demons are vulnerable to magic, some more than others. Resistance varies from creature to creature. Most demons have above average EGO scores, 20 is the minimum. This represents their mental discipline which was developed by living in their brutal environment. All demons also possess 15 points of Life Support. Lastly, whenever a portal to the abyss is opened and a demon enters our plane of existence, all magic using beings will sense the rift. The origin and reason for the break in the magic field will not be immediately apparent, but such disturbances can be investigated. Many of them are sensed as small, and most magic using beings don't have time to inspect every disturbance. (There are a lot of spell casters causing disturbances in the field all over the world.) Larger ones will draw the attention of curious and concerned individuals.

DOPPLEGANGER				
Val	Char	Cost	100+ Disadvantages	
20	STR	10	40	Vulnerable to magic attacks 2x
18	DEX	24		STUN, 2x BODY.
20	CON	20	20	Enraged by magic attacks 14-/8-.
15	BODY	10	10	Public ID
19	INT	9	15	Unusual Looks 14-.
20	EGO	20	30	Hunted by good magicians (For
20	PRE	10		being a hellspawn fiend of evil!) 11-
-2	COM	1	15	Phys. Lim.: Must be summoned
4	PD	0	20	Serves the Demon Lords and Chaos.
4	ED	0		
5	SPD	22		* Multiform: 2 forms can be taken by the
9	REC	2		demon. The first is its native form — a
40	END	0		250pt demon. The second is a form of
35	STUN	0		the demon's choosing, up to 300 pts.
Cost Powers			END	
30	1/2 PD Damage Reduction			8
4	Oral Webbing 4D6 Entangle			
20	Regeneration			
5	9 pts Ego Defence			
12	+4 w/Entangle			
15	Life Support			
COSTS: Char. Powers Total Disadv. Base				
128 + 122 = 250 = 150 + 100				

Origin: Doppelgangers are demons which are slightly more powerful than Brutes, but they are far from top dogs in the Abyss. They were created by their lords for the specific purpose of infiltrating other worlds in disguise in order to further the cause of evil and chaos. They are intelligent creatures, unlike the Brutes, because they must act as spies and trick the inhabitants of worlds they enter. Once summoned, the Doppelganger chooses a form it thinks will be useful in the new world. It may not take on any form other than the original and the new one after it has been chosen.

The easiest scientific comparison of the transformation process, is to imagine that the demon has a spare set of genes which have no

instructions on them (Remember BIO 101?) and the Doppelganger can create one specific set of instructions on the unused genes. Once the Doppelganger has placed these instructions on these genes, (This is done via a magical force which examines the selected form and prints the information onto the demon's genes.) The demon may cause these cells to mature, and thus give birth to a new form. Its original genes are reduced to a pre natal state, yet remain inside its body. It may switch back and forth at will.

The Change: The change takes only a moment of oozing and squishing. In the new form the Doppelganger loses all its powers and weaknesses and gains those of its new form. However, the disadvantages remain the same, and any extra points are compensated with a villain bonus. The Doppelganger also maintains its INT score, and will increase with the new form, but will not decrease.

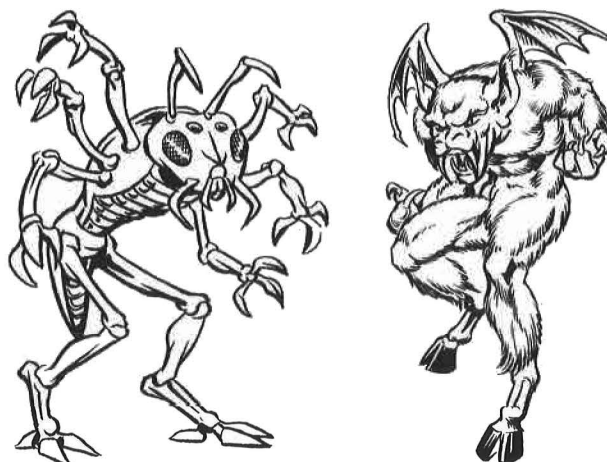
Tactics: The Doppelganger will often use the tactics found on the memory brain cells of its new form. This does not mean it will not use its own tactics at times, but the demon has an instinct to trust the tactics of its form as the best ones for its survival. The creature will rarely stay in its original form unless there are large numbers of them, in which case coordinated Entangle attacks are used followed by vicious pummeling with fists or ravaging with daggers.

BRUTE DEMON				
Val	Char	Cost	100+ Disadvantages	
60	STR	50	20	Vulnerable to Magic attacks; 1 1/2 STUN & 1 1/2 BODY
13	DEX	9	20	Enraged if attacked with magic 14 or less. Recover 8 or less.
40	CON	60	10	Public Identity.
20	BODY	20	15	Unusual Looks 14-.
4	INT	-6	30	Hunted by good magicians (For being a hellspawn fiend of evil!) 11-
10	EGO	0	15	Phys. Limitation: Must be summoned to Earth
30	PRE	20	20	Serves the Demon Lords and Chaos.
-4	COM	2	15	Villain Bonus.
15	PD	3		
14	ED	6		
5	SPD	27		
20	REC	0		
80	END	0		
70	STUN	0		
Cost Powers			END	
15	Life Support			3
9	+3 w/Grab			
30	1/4 END for Strength			
COSTS: Char. Powers Total Disadv. Base				
191 + 54 = 245 = 145 + 100				

Origin: The Brute demon is one of the many ugly beasts to be found in that home away from homes...the abyss. Its main purpose is to

act as a tool of pure savagery and strength. It lives to fight and destroy. It was created by the Demon Lords to serve as their "infantry" in the abyss, and it is basically a weak demon. With this in mind one can only wonder what a stronger demon would be like.

Tactics: The Brute demon will yell unintelligible war cries as it rushes wildly and tears its foes limb from limb. It is normally found in the service of a much more intelligent master, and can carry out basic commands such as "sick 'em!"



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