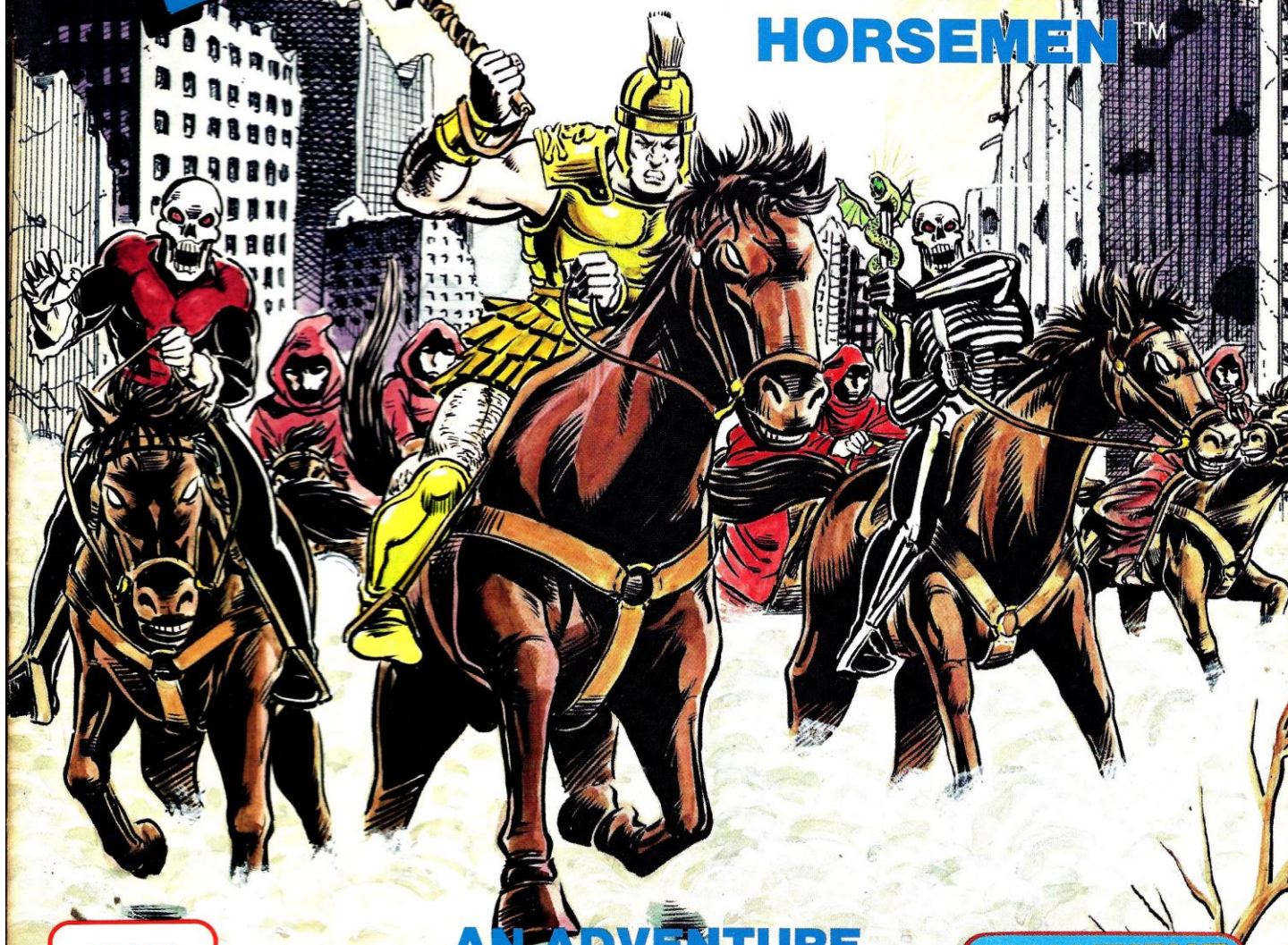


#31

Wrath

OF THE SEVEN
HORSEMEN™



HERO



GAMES

AN ADVENTURE
SUPPLEMENT FOR

CHAMPIONS
THE SUPERHERO ROLE-PLAYING GAME™

by **ANDREW ROBINSON**

WRATH OF THE SEVEN HORSEMEN™

A Champions Adventure

by **Andrew Robinson**

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Dedicated to Steve Peterson, who asked for it.

Another Heroic Creation of Alluvial Games.

Thanks to David Berge, Dennis Mallonee, and
Barry Wilson for playtesting, and special thanks
to the Bay Area PROTECTORS, for taking the
lumps.

TABLE OF CONTENTS

Page

• INTRODUCTION

• BACKGROUND

3 — Birth of the Horsemen

• GM NOTES

5 — Adding New Villains to Your Campaign

5 — Matching Villains to the Heroes

6 — Hooks

• THE OPENING SCENE

7 — Primus and the Stone Crown

9 — Transformation

9 — The Worm Scepter

• INTERIM SCENARIOS

10 — Battle on the Ice: The Horsemen in Norway

• SERVITORS OF THE ANCIENT ONES

12 — Saucer Introduction

12 — The Final Round

13 — The Threat

14 — Aftermath

15 — Saucer Description

• THE NORWEGIAN OPTIONS

18-19 — Norwegian Sea Ranger, Northern Star

• THE ANCIENT ONES

20-21 — Elder White Crawler, White Crawler Larvae

22-23 — Prime, Black Death

• THE HORSEMEN

24-25 — Famine, Death

26-27 — War, Fear

28-29 — Destruction, Plague

30 — Dread

• MAP OF ONLESA

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INTRODUCTION

Wrath Of The Seven Horsemen is a multi-part adventure scenario for *Champions* which can be freely inserted into most campaigns or even serve as the basis for a campaign. Each scenario section will logically lead into the next, providing for a smooth flow of play. The sections may be played immediately one after another, or instead follow days, weeks or even months later.

This adventure contains a number of high-powered villains, suitable for more powerful campaigns where the heroes have accumulated a great deal of experience. The Horsemen have been designed, as a group, to fight the most powerful hero groups on an even basis. Using the included guidelines, GMs can easily fit the Horsemen against lower-powered groups as well.

The Seven Horsemen have taken their name after the Four Horsemen of the Apocalypse: Death, War, Plague and Famine. The leader of the group, Fear, has gone one up on the legend of old, adding Destruction, Dread and himself to the original four. Fear has created the Horsemen through the power of his mystic Worm Scepter, and is using them to help him search for similar artifacts. This search will in time lead him and the heroes to the lost saucer pod of the Ancient Ones.

The loathsome Ancient Ones fell to earth eons ago and have been locked in stasis ever since, awaiting the day of their release and the freedom to consume the earth. Fear is unaware of the existence of the Old Ones and so are the heroes, unless they deduce it from the evidence of the alien artifact possessed by Fear.

One often heard complaint from GMs is that players are rarely concerned when their characters are confronted by supervillains. Despite the proven ability of the badguys to singlehandedly tear up huge buildings, change the course of rivers or destroy entire cities, the heroes seem to take it all in stride, as just another day's work. The atmosphere of desperation and fear so evident in many comic book plots today is totally lacking in many *Champions* campaigns. Used properly, the Horsemen can bring back an element of doom and despair otherwise lacking to a campaign.

The Servants of the Ancient Ones have deliberately been written with overtones similar to the popular horror stories by H. P. Lovecraft. These monstrous beings may be inserted into any campaign in order to introduce an aura of struggle against the obscene horrors which hide deep within the earth or out among the stars.

To sum it up, the villains in this adventure book can make interesting background characters in any campaign, or if desired serve as the basis for many additional scenarios. The guidelines for matching villain groups to hero groups and for providing plot "hooks" to bring heroes into scenarios can help to make the GM's game go that much more smoothly. As always, the GM should feel free to change the given material in any way to better fit the material into his campaign.

—Andrew Robinson



BACKGROUND

There was always something "wrong" about Arthur Wooms. As a child he loved to tell scary stories and frighten the other kids. When he grew up he became a wildly successful actor, specializing in horror flicks. In time, Arthur earned a reputation as the "most frightening man alive or dead". But the critics didn't like Arthur; they felt his movies were too scary, intended not to entertain but to terrify. And they were quite right — Arthur felt he had power over people when he could frighten them. He loved that feeling. But eventually the thrill of making movies paled; he needed the reality of power, not the mere illusion of it.

So Arthur left Hollywood, and began a long journey across the globe, seeking power. He listened to a thousand tales and followed hundreds of leads to dead ends, never knowing exactly what he was looking for.

Arthur wound up in the depths of the Peruvian jungles, exploring a long-forgotten Inca temple. Searching among the vine-choked rubble, something drew him to a free-standing wall. Arthur began to scale the wall and lost his hold. Crashing to the ground, Arthur rolled through a small crevice at the base of the wall and fell a few feet to a painful landing atop a pile of rocks.

Shaken from the fall, Arthur turned on his flashlight and examined the small cavern. The wall of the pocket seemed to writhe and crawl before his eyes, as if covered by a myriad of snakes. On closer inspection, Arthur found that the walls were covered with countless carvings of twisted worms. The worms appeared to coil and intertwine endlessly, with no discernible beginning or end.

Fighting off a sudden wave of giddiness, Arthur averted his gaze from the bizarre carvings. Flashing his light towards the cave's end, he caught a brief reddish gleam in a low niche cut into the rock wall. Drawing his pistol, he carefully advanced. There he found carved into the back of the niche a grotesquely twisted mask. By some horrible trick of fate, some dark god's jest, he realized the face was his own.

How long he crouched there, perched on the narrow edge of insanity, he could later never remember. But at last he tore his tormented gaze away from the awful image before him. Dropping his eyes, he found the source of the reddish gleam. Set into a tiny altar block under the carving was a small scepter.

Made of some slick substance the color of jade, the scepter was made in the image of a bat-winged worm curved about a rod. The blind head of the worm peeked over the top of the rod, its gaping mouth stuffed with a perfect ruby. The stone seemed to glow with an eerie luminescence.

Arthur plucked the scepter from its resting place. As he did, a crushing blackness descended upon him. Arthur hung alone in the lightless void. Distantly, he heard the singing of thin, piping voices. The singing drew closer until the unseen singers seemed to swirl about Arthur in the void. The voices asked him why he had come, and what he wanted.

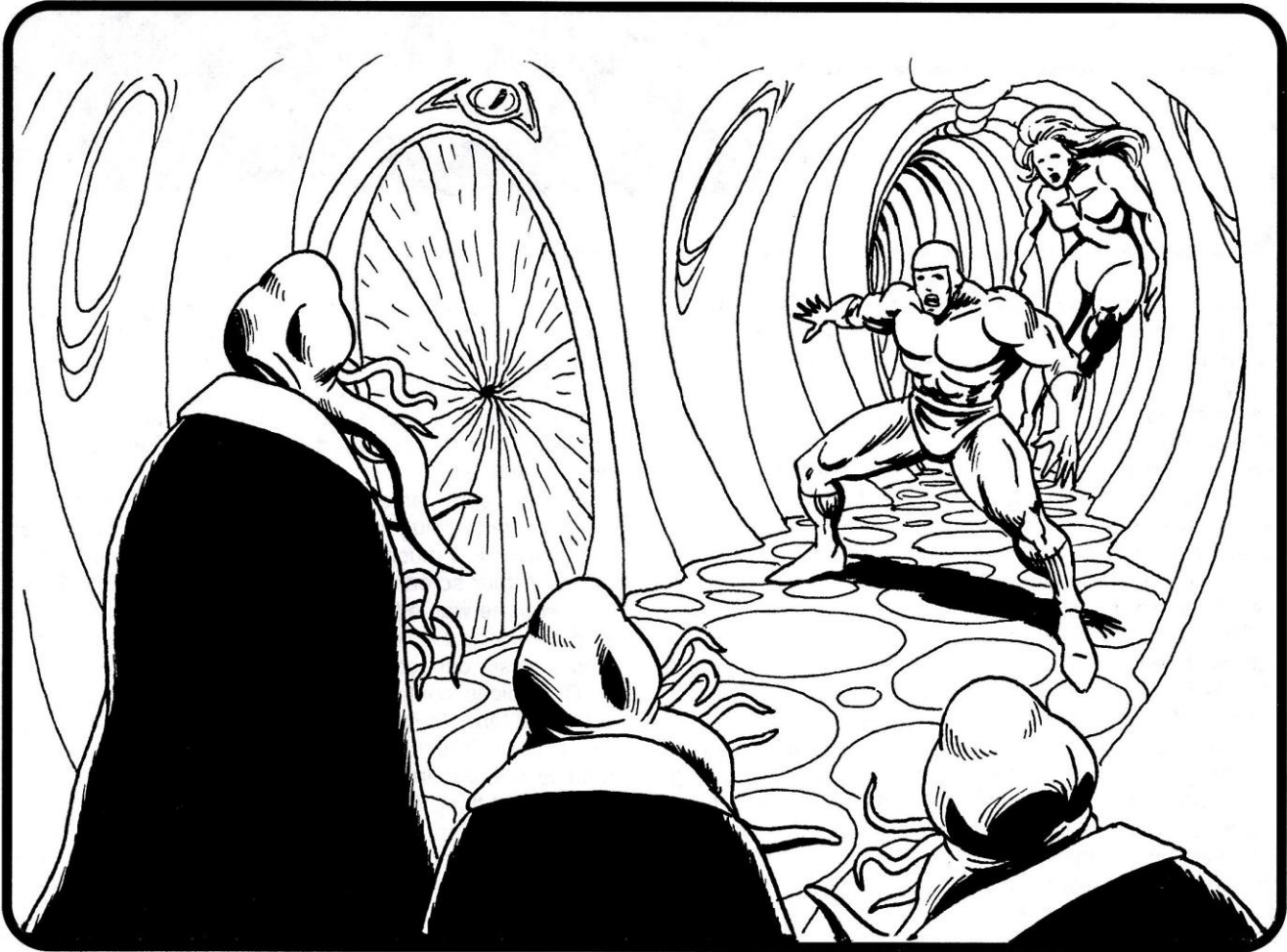
All the years came back to him, all the long years of being polite to smug fools and having to coexist with them to survive. How much he wanted the power to make them afraid. Arthur screamed out his answer: **POWER!** Power was what he wanted, power to frighten and horrify, power to plague and torment and crush the petty-minded fools who have surrounded him all his life.

The voices continued in their unseen dance, singing back and forth; they seemed pleased with Arthur's choice. They told Arthur he would have what he wanted, more than he had ever dreamed.

The next thing Arthur knew, he was lying on the jungle floor, looking up as thin clouds scudded by a gibbous moon. He noticed the Worm Scepter was still firmly within his grasp. He also knew that many other such artifacts existed and that he must find them. The power within the scepter began to seethe and coil, and Arthur felt an answering echo from within his own mind. As the transformation began, Arthur laughed, for he knew that the time of retribution had finally begun.

BIRTH OF THE HORSEMEN

While everyone has the full range of human emotions, in many people one emotion, one trait, may dominate. This is especially common in people of exceptional will-power or in unbalanced personalities. Arthur believed that this dominant trait, or *Aspect*, could be summoned forth to control an individual's personality. In so doing, the subject would be able to tap unguessable power. By drawing upon the power of the Worm Scepter, Arthur called forth his own Aspect. Thus was born Fear, first of the Horsemen. He knew that if he examined a large enough group of people, he could find a subject with any Aspect he desired. Fear could, if he wished, conjure forth such Aspects as Courage, Nobility and Strength. However, he saw advantage in doing so. Likewise, there seemed little point in calling up such minor Aspects as Spite, Sloth and Arrogance. Fear concentrated instead upon the darker side of human nature. He began creating Horsemen, one by one, summoning forth such Aspects as Death, Destruction, War, Famine, Terror and Plague.



Not everything went Fear's way. He could never be certain exactly what Aspect a subject would produce. In trying to create Strife, Fear instead called elemental Death itself. Terror was the worst; possessed of awesome power, Terror very nearly took away control of the Horsemen from Fear. In the end Fear was forced to have Terror killed in order to preserve his control over the remaining Horsemen.

Deciding that additional Horsemen might be more than he could control, Fear made use of other powers in the Worm Scepter. In an elaborate ceremony, he summoned a wraith from the nether planes to serve him. The spirit was totally enslaved to Fear's will and possessed a number of useful abilities, such as flight and the power to drain life energies. Fear named the specter Dread, and made him the last of the Seven Horsemen.

The remaining Horsemen are quite content to follow Fear's lead. While the dominance of one Aspect gives enormous power, it also limits the scope of the person's desires. Each of the Horsemen is obsessed with his or her Aspect. Fear is careful to allow the other Horsemen sufficient opportunity to exercise their Aspects, just ensuring that they do so in a manner beneficial to his plans. The Horsemen also feel varying degrees of gratitude to Fear for his gifts of power, and varying degrees of fear that

he might somehow take the power back if offended. Fear has experienced trouble in controlling the other Horsemen once they have been set free to ravage and destroy. This has led to long, pointless battles with interfering superheroes.

FEAR'S GOALS

Leadership of one of the most powerful criminal groups was not enough for Fear. His appetite for ever-greater sources of power was insatiable, and somehow he *knew* additional artifacts such as the WormScepter existed, waiting for him. Every night, the voices would sing to him, telling him of rich new lodes of control and dominance waiting for him to exploit. Fear could at times feel these sources weakly calling, faint pulses received through his scepter. Each time it would happen, he would call the Horsemen together and set out to search for the source of the calling.

What Fear doesn't know, and won't find out until it's too late, is that his scepter and his compulsion for other such devices were given to him to drive him and his minions to a final confrontation atop a river of ice in Norway, where the servants of the Ancient Ones would call in their debts.

GM NOTES

ADDING NEW VILLAINS TO YOUR CAMPAIGN

In the comics, heroes and some villains have tremendous staying power, but many villains are here today and gone tomorrow. Most GMs require a constant source of new villains to pump into their campaigns. Usually what's really needed is simply a new idea for a writeup; once the idea has been pinned down the character design is often very easy to do.

Fear's Worm Scepter may be the starting point for a number of new villains for your campaign. Any characteristic or personality trait the GM may think of which seems suitable for inclusion into the game may be used. Characters based on Strength, Malice, Judgement or Deviousness are just a few examples. Such characters may be very powerful in nature, for bending the force of one's entire personality towards one Aspect yields truly superhuman results. However, the GM may decide that some characters need not be as powerful as their companion creations, since some characteristics or traits, such as Spite or Meanness probably aren't as powerful as others, like Fanaticism or Hate.

Such creations of the Worm Scepter do not necessarily have to become part of the Horsemen. Fear has decided to limit the number of current Horsemen, because he realizes there is a limit to how many he can keep under control. If he were to bring forth the Aspects of any more people, it would most likely involve some inducement from the parties involved.

Not all characters have to be villains, either. While it is unlikely that Fear would pick anyone whose prime Aspect would be heroic in nature, he doesn't always know what he's going to end up with. Some characters could become NPC heroes, neutrals or even serve as the basis for new player characters.

A second source of villains is the Prime and his slimy alien crew. The Prime might escape after the end of the scenario and, once free, contrive with his alien science and psionic disciplines to transform normal, decent human beings into perverted monstrosities, ready to join the ranks of the Old Ones' servitors. Also, the Prime's saucer pod did crack upon impact, losing a number of eggs. Some of these eggs may eventually have been delivered to the sea by the glacier's errant flow, in time giving rise to all kinds of horrid things. Many of these may have grown into lesser servitors, who without the Prime's direction may have erected civilizations in the depths of the earth and the ocean, awaiting the call to the service of the Old Ones.

MATCHING VILLAINS TO THE HEROES

Heroes come in all shapes and sizes. Depending on the campaign, the typical hero might do anywhere from eight to eighteen dice of damage. And there is always an exceptionally powerful hero or two wandering about.

Hero groups come in all sizes too. The size of a given group might depend on the campaign, or on the number of players who show up on any given night to play.

Scenarios differ as well. In some, not all of the villains may show up at first (or in the first part), so that the GM may later surprise the heroes with badguy reinforcements. Sometimes the aim of various scenarios are different; the villains might be intended to lose a given battle, or are supposed to win it hands down.

This last consideration is usually covered by the adventure write-up, but the others are the responsibility of the GM. If necessary he must adjust the villains to match the power level and number of characters in play.

The Horsemen were designed to fight roughly six to seven heroes, with a power level of about twelve to fourteen dice. In the first scenario section, the Horsemen are intended to win in order to lay the groundwork for the rest of the scenarios. In the last scenario section, it would of course be nice for the heroes to win (otherwise a lot of innocents might end up as soup).

In order to achieve any desired game goals, the GM has a great deal of leeway. First of all, he can surprise the heroes. While at their HQ, the heroes aren't likely to spend all of their time sitting around the meeting table, waiting for supervillains to attack. Some may be enjoying a stand-up lunch in the kitchen, others watching TV in the lounge, one or two taking a nap or locked up in the danger room, training. Villains could easily come smashing into the headquarters and take several heroes out piecemeal by burying them with numbers. It only takes a few scant seconds for two or three (or more) villains to knock a hero out of a battle. With several members out of the fight, the remaining heroes would be at a tremendous disadvantage for the remainder of the battle.

The badguys aren't always stupid, either. If the heroes have something Fear wants, he might well sit back and watch them for a few days. Mr. and Mrs. Amazing might have unexpected guests during their daily jog in the park for example, or that well-known hero with the public identity could receive a "candygram" in the middle of the night. The territory can play a part in this as well. Attacking the heroes' headquarters usually means the villains have

to spend at least a few phases breaking in, slowing their assault and allowing some of the heroes to form a plan.

Staging the fight in a car lot gives the bricks a lot of handy clubs to use in order to gain a couple of extra levels, or projectiles to throw at that annoying flying hero. Ambushing heroes in Grand Central Station provides plenty of innocent bystanders to threaten if the villains feel they are losing, and restrains the heroes in what they can do out of fear of harming anyone ("NO, Hydrogen Man, not HERE!!"). On the other hand, the villains might be stupid enough, or arrogant enough, to jump on the goodguys in front of police headquarters, with fifty heavily-armed men in blue ready to come out and help.

All of the badguys do not need to show up, either. If only a few heroes are available, perhaps only a few villains might be on hand for the attack. Even the most power-crazed killer has to go shopping sometime, or show up for a dentist appointment. Villains need not walk around lumped together like instant rice 24 hours a day.

Of those villains who do show, which ones do make it for the fight can also make a difference. Destruction is certainly much more powerful than Plague, while Fear can be many times more dangerous than Famine.

The level of teamwork the villains demonstrate can also vary the outcome of a battle. The Horsemen are all driven by their individual Aspects, and tend to fight individual battles dictated by their peculiar psychological natures. Thus, while dangerous foes, they do not normally work well as a team. However, Fear has the potential to 'crack the whip', and if he wants to can force most of the other Horsemen to cooperate closely with one another, drastically improving their overall combat ability.

Sometimes the campaign is so tough that the provided villains just aren't strong enough to be a challenge. If necessary, the villains can be easily and quickly beefed up by adding to each of them a couple of levels in their most common attack (add the same number of levels to all of them to make it easy to keep track of). Add a few dice to the power of their attacks, or bump their collective PD and ED by five or ten points. Add a point of speed to them. Only select which of these options seems most appropriate; if all of them were used it would indeed be a rough campaign!

While the Horsemen were used as examples, these suggestions can and should be applied to any adventure. The GM can use surprise, territory or an increase in power to help the villains, or leave some of the badguys at home and select the weaker ones to attack in order to help the heroes. Or the villain's level of teamwork might vary, depending on how the battle is set up. In this manner, the GM may fit any given scenario to the characters on hand.

HOOKS

In many published adventures, for many different role playing games, characters are dragged willy-nilly into fierce battles, horrifying traps or loathsome pits with little or no consideration for a quite basic point: WHY are the characters allowing this to happen?

It is not always enough to say "these guys over here are da villains, and we're the good guys, so let's bash 'em!". A steady diet of such battles does nothing to strengthen the role playing aspects of a campaign. Scenarios should be run so that they provide the characters with a number of strong motivations to participate in the manner desired by the GM. This way the characters will eagerly charge forth from scenario to scenario, instead of feeling obligated to fight the foe. Likewise, the atmosphere of the adventure can play an important role. If the heroes are operating out of a real thirst for revenge, horror or fear, it will provide a much greater involvement in the scenario for the players.

Wrath Of The Seven Horsemen has several scenario elements. The GM should use as many inducements or "hooks", as possible to motivate the characters to go on to the next scenario element, instead of simply telling them that's what they are going to do.

There are many, many different hooks a GM can use on the characters. The reputation a hero has, as a scientist or artist or Practitioner of the Mystic Arts, might lead to the authorities (or the villains) paying a call on him for special aid and advice. The special possessions a hero owns, especially one-of-a-kind objects such as magical swords or alien artifacts can form the basis of scenarios. Heroes with special powers, such as those known to possess hyper- or even non-human senses, teleportation or ultra-tough skins might form the basis of some dastard's evil plans, leading to kidnapping or even assassination attempts.

Psychological disadvantages and limitations provide a real gold mine for such hooks. For example, clues suggesting that the entity Hero X hates above all others in the universe might be found. Alternatively, a loved one, (hero or dependent) might be kidnapped by the villains, either for the victim's abilities and knowledge or in order to bring pressure on the remaining heroes. Revenge can be a strong goad, if the marauding villains are the same ones who inflicted such a beating on the heroes last month. Crusades can tie in nicely. Perhaps the badguys are Nazis, Commies, BEMs from Alpha Nine or whatever group it is that hero has sworn to eradicate from the earth.



THE OPENING SCENE

This is a multi-part scenario, with several distinct and separate segments. Each segment in turn may consist of one or more battles. The first one is a fight between the Horsemen and the heroes. The purpose is to impress upon the heroes the strength, viciousness and downright dangerousness of the Horsemen, and to leave them with a lasting sense of fear should the villains return. While the GM may optionally run several interim scenarios with the Horsemen, the next segment should be sometime later, with the heroes confronting the Horsemen atop a frigid glacier in Norway. The last segment follows immediately afterwards, featuring the heroes, the Horsemen and the dreaded Prime and his fell servants.

PRIMUS AND THE STONE CROWN

After a recent battle between the Grandmaster, a notorious villain known to possess the power to control men's minds, and the group of mystics known as the CIRCLE, the locally-based PRIMUS fireteam arrived to find the villain deceased, and a number of mysterious artifacts scattered about. Most of these were of little interest, but one, a circlet of some hard, grayish stone, posed a real enigma. The Stone Crown, as it came to be known, tested negative on every lab test, yet anyone who handled it was struck with a sense of dread and foreboding. Since PRIMUS is unsure of what to do, the artifact has remained in its possession.

Several weeks later, unknown assailants staged an assault upon the PRIMUS base. Despite heroic efforts by the defending PRIMUS agents, several of the intruders easily penetrated into the lockup where the Stone Crown was normally stored. There they failed to find it, only because the crown had been temporarily removed that very same day to another facility for additional testing.

The next day, while preparing for the possibility of yet another such attack, PRIMUS turned the crown over to a local hero group (the player-characters, of course) in order to ensure its safety.

It was Fear and his Horsemen who had attacked the PRIMUS base seeking the crown. Once the artifact had been freed from the Grandmasters' control, Fear began to sense the Crown's presence through his scepter. He then followed the emissions to the PRIMUS stronghold, and after several days spying deduced the source's exact location. Confident the mysterious source would soon be his, he neglected to continue checking on the object's exact location.

Fear will likely know that the Crown is now being guarded by a band of superheroes. Upon following the trail to their headquarters, he will likely realize after several day's study that heroes are present within, even if the headquarters is not known as such. While Fear is unconcerned with smashing any heroes who might wander into his path, he is cautious enough to formulate a plan of attack before he goes in. Therefore he will study the heroes, learning what is known about their numbers and powers, and then attack at what he considers the best moment (i.e., when the greatest number of heroes or the most powerful ones are absent). If necessary, he can mount several preliminary attacks upon isolated members of the hero group, in order to reduce their numbers when he makes the final assault on their HQ.

Again, the battle should be weighted in favor of the Horsemen to ensure their victory. There are several reasons for this:

- 1) It allows Fear to gain the Stone Crown, so that he may in turn follow its lead to Norway and the next scenario;
- 2) It ensures that the Horsemen are free and available for future scenarios;
- 3) It builds in the heroes a sense of fear and in some cases perhaps a burning desire for revenge, something lacking in many campaigns;
- 4) It allows the option of transforming one of the heroes, or an NPC hero, calling forth their Aspect for further campaign playing possibilities.

Use any or all of the tricks mentioned before to give the Horsemen the edge in this battle. Give the Horsemen the advantage of surprise, position, double-teaming the heroes — even match up Horsemen against heroes with a weakness to the Horsemen's particular attacks.

THE MYSTERY OF FEAR'S MOTIVES

Once the players' characters have come into contact with the Horsemen, they will undoubtedly dig into past reports of these villains' activities. What they will find is a mystery. The Horsemen engage in large-scale acts of senseless destruction, from which they would seem to derive no direct gain. They could be considered terrorists, save that they have never allowed any opportunity for their victims to buy them off — indeed they have never issued demands of any kind. Anyone who attempts to interfere with their activities is treated most harshly.

What the players will be left with is a puzzle. What are the Horsemen after and why do they engage in pointless acts of destruction? What value did the hero's artifact which the Horsemen came after have for the villains?

Fear has been searching for lost artifacts of a similar nature to his Worm Scepter. From time to time he has picked up on some tenuous leads, usually "sensed" through the Scepter. The plan of action in each case is the same. The Horsemen arrive at a location determined by Fear, and while most of the Horsemen then indulge themselves in expressing their aspects, Fear and Dread search out the object of Fear's quest. Fear has picked up a number of small objects of a nature seemingly similar to his scepter, but none of them have proved of any use. Still this has not deterred Fear in continuing his search.

The attack on the heroes was yet another link in the chain. Fear was after the item left with the characters by PRIMUS. He didn't know initially that it was guarded by the heroes. However, if the heroes have any kind of a recognized headquarters then the Horsemen would certainly be expecting them. Fear often scouts potential artifact sites before attacking, sometimes with the aid of one or more of his more subtle followers. If the heroes' headquarters is concealed, Fear still has a good chance of determining that a group of heroes are associated with the area, and act accordingly when he attacks.

THE STONE CROWN

A simple circle of hard, gray stone, the Stone Crown was used by the Grandmaster to focus his incredible mind-twisting powers. However, originally it was a psionic signalling device discarded by the servants of the Ancient Ones upon one of their infrequent visits to the earth eons ago. If picked up by someone sensitized to its peculiar radiations (such as Fear, or the bearer of some other device of the Ancient Ones), it can be used to search out and pinpoint the location of still other such artifacts. This is of course exactly what Fear wishes to do, and it will lead him to the greatest Ancient One's treasure lode of all: the long-lost saucer pod.

If Fear fails to grab the crown, he will bide his time, and strike again when the odds seem right.

The GM may wish to use the Stone Crown as more than a mere lead into the next scenario. Optionally, the Crown may be used to add to the mental powers of any mentalist who wears it, adding the following attributes:

ADVANTAGES

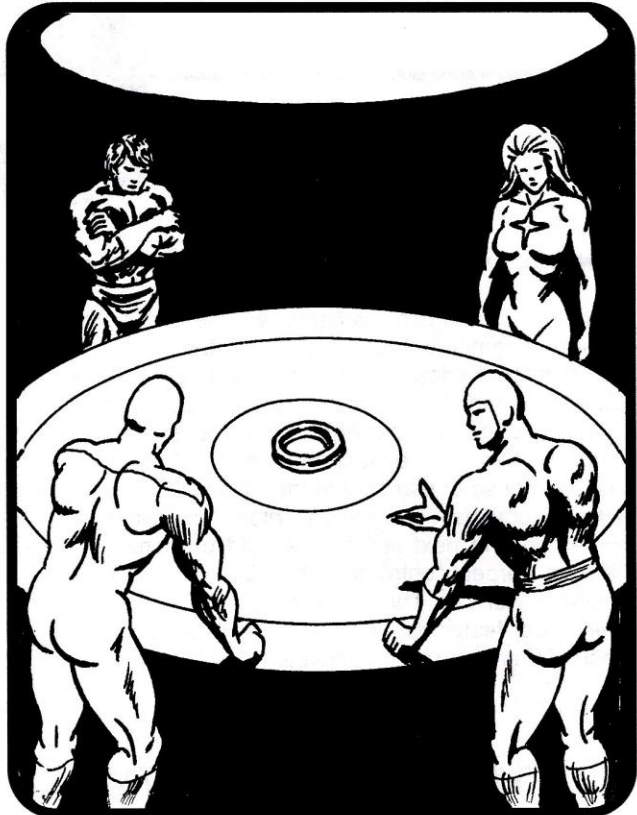
- +35 active points to *every* mental power possessed by the wearer, with *zero* additional Endurance cost. Includes Ego Attack, Mind Scan, Telepathy, Illusion, Mind Control, and similar powers.
- + 8 points of Ego Defense
- +10 Ego (raising the total added Ego defense to +10)

Note the Crown adds *nothing* to characters without such powers.

DISADVANTAGES

- +5 pts Overconfidence
- +5 points Desire to Rule
- +5 points Contempt for "lesser beings"

These additional psychological limitations would be added to any already existing ones. No additional character points may be gained in exchange; these points partially pay for the Crown's power.



These powers and psych limitations are not gained immediately by anyone who pops the Stone Crown on; it would take several weeks for someone to tap into the power of the artifact. However, any mentalist would sense at first touch the power residing within the Crown and its availability.

Anyone who had learned to utilize the Crown's power would lose such power if the relic were removed from their head. However, the psych limitations would *not* fade immediately, instead they would require several weeks to disappear.

OPENING SCENE OPTIONS

There are several alternatives to the first scenario segment. For example, in some campaigns, PRIMUS would never turn an artifact over to any mere hero group for guarding, not while the agency still had an agent to its name. But PRIMUS might give over the item for a different reason:

One or more of the heroes in the local superhero group is known to have experience in psionic, psychic and/or other mystic dealings, and has been asked to examine the Stone Crown;

One or more of the heroes is known to be a scientist or technologist of exceptional standing, and has been asked to take over the investigation of the Crown;

PRIMUS has asked the hero group to come over to PRIMUS HQ to assist in guarding the Crown (the GM should have access to the Organization Book, **PRIMUS and DEMON**, if he chooses this option).

The Horsemen need not win the first scenario either, if the GM is prepared to work out the course of events so that the Horsemen still find their way to Norway and into the next segment.

Of course, every GM knows his or her campaign best, and should always feel free to rearrange the flow of play to suit his game.



TRANSFORMATION!

The GM may make a lasting impression upon the heroes by subjecting one of them to Fear's dreaded transformation attack, by which he calls forth the Aspect of one of the heroes. The results of this are not immediate, but instead would be drawn out over whatever period of time the GM wishes. The character so affected would change slowly, so that initially his fellow characters would not necessarily notice what is going on.

In pulling forth an Aspect, the end result is inevitably a form of fanaticism; the character is very single-minded, and not capable of a great deal of flexibility in his attitudes anymore. The Aspect is not necessarily that side of the personality usually shown to the public. A character who normally comes off as heroic and even-handed might become a grim and relentless crimefighter, someone with no time for games, companionship or other frivolous diversion from the constant warfare on the streets. Conversely, a quiet individual might become quite a showman, as a repressed desire to be the life of the party expresses itself.

Of course, this is a major change to make to a character. The hero virtually could undergo a complete redesign as a result, and require the owning player to run the character in a completely different manner. There are two ways the GM may implement this. The first way is the easy one; simply use a NPC hero. The GM determines the changes necessary to the character and runs him accordingly. The second and potentially better way is for the GM to approach one of the players in secret and ask if he is willing to cooperate in the transformation. Together, the GM and the owning player may decide what changes in powers the character will exhibit, and what the final personality changes will be.

This opens up tremendous possibilities for roleplay in the campaign. Imagine the other heroes attempting to adjust to the changing personality of their fellow hero. An especially interesting change would lead the afflicted hero in directions contrary to those preferred by his companions. For example, a hero becomes Vengeance and tracks down wrongdoers and, increasingly with time, punishes them as well as apprehending them. In time, he could begin to injure or even kill those he captures. His fellow heroes might choose to overlook his activities for a time, but eventually they might be forced to deal with their altered teammate.

Regardless of how the heroes deal with their companion, the end goal is of course to return him to his normal state. To do this, it will be necessary to defeat the Horsemen, and capture Fear's scepter. Any competent mystic or psionically-adept individual could then, with time and study, use the scepter to reverse the transformation. It should be noted that such a reversal is only possible for someone Fear has not had much time to work on. Most transformed individuals (such as the Horsemen) have been extensively worked over by Fear in order to maximize their potential Aspects, and any reversal worked upon such would only be temporary.

THE WORM SCEPTER

The arcane relic of the Ancient Ones known as the Worm Scepter can be used to confer great power upon its wielder. The actual powers granted may vary according to individual needs and particular personality bent.

In the case of Arthur Wooms, later to be known as Fear, the scepter was used to call forth the Aspect of selected individuals. Fear learned to tap the power of the scepter for other purposes: to sweep up his minions and carry them off on invisible wings of force. In time, he expanded the effect to simultaneously cast the image of ghostly steeds upon which the Horsemen would seem to "ride" as they were carried off. Fear could not attain a very high speed, or maintain the effect for long; it was reserved mainly for the theatrical entrances and exits so beloved by the ex-actor.

The last effect of the scepter was the "acclimation" undergone by its wielder. Anyone who touches the scepter will be subject to a torrent of horrid, seemingly insane images from the times of the Ancient Ones, while the scepter attunes itself to his touch. This period will last for approximately one minute, while the new wielder of the scepter will most likely be frozen in place. Anyone who has kept his sanity while undergoing this process may afterwards handle the scepter at any time, without any penalty.

WORM SCEPTER (Mystic Elemental)

- **7D6 Transformation Attack** (vs power defense), Non-cumulative, effect is to summon forth the target's Aspect
- **15" FLIGHT**, Usable on Others, Area, 1/4 Endurance Reduction (1 endurance per 20")
- **15D6 Mind Control**, with 10 pts piercing (vs ego defense), x16 End Batt, against unattuned holder only

NOTES: The end effect of the transformation attack is, of course, GM determined. The cure for the attack is to have the process reversed via the same transformation attack, using the scepter. The GM has the option of postulating any additional means of cure he wishes. The flight effect relies on Fear carrying the others with him; note that there is no range option on the flight. The Mind Control is automatic when an unattuned individual picks it up, and does not count as an attack on Fear's part. It lasts for the duration of the endurance battery. The Worm Scepter is a campaign device, and is not part of Fear's character points.

INTERIM SCENARIOS

Some play should be allowed to pass between the first-round scenario and the last scenarios, which take place in Norway. This allows the GM to build up a sense of anticipation in the players, before the final battles with the Horsemen occur. An option at this point is to involve the Horsemen (alone, in small groups, or all at once) in various other runs played out before the fight in Norway. Characters may win or lose, suffer or gloat, but above all should be expecting that final moment when they can put the Horsemen away for good. Things need not be as positive as this, though. The GM may continue to throw Horsemen at the heroes piecemeal, setting the villains up in favorable circumstances to ensure a high chance of victory on their part. This is not so unrealistic as it may seem, since most heroes are rather public in their actions if not living quarters, and any villains with resources could track at least some of the heroes.

BATTLE ON THE ICE: THE HORSEMEN IN NORWAY

Once Fear had the Stone Crown safely in hand, he used its mystic power to cast about for additional artifacts. Immediately, he picked up a faint signal, but his efforts to locate the source were frustrated. The signal inexplicably faded and strengthened over time, according to no set pattern that Fear could discern. It took many long months of laborious work just to gain the information that the signal was coming from outside of the country. Fear was preparing to leave the U.S. to continue his search when suddenly the signal came in strong and steady; it was located in northern Norway!

A quick change into their civilian identities and a plane flight later found the undercover Horsemen debarking at Oslo International Airport. Glancing about the crowded airport, Fear spotted a large, twin-engined private craft being fueled up across the field. He smiled and pointed it out to his followers.

"That one will do quite fine..."

Stealing the aircraft posed no problem. Following the ever-strengthening signal northward, the Horsemen flew into the teeth of a savage arctic storm. Braving the worsening weather, Fear pinpointed the signal's source as lying besides the remote village of Onlesa.

"Going down," he said, "assume your Aspects."

The villagers could barely make out the heavy throb of the plane's engines as it circled the village. Throwing on their outdoor clothing, they struggled towards the tiny, snowed-in airfield at the community's edge. They

redoubled their efforts when the plane's light suddenly became visible as it dipped towards the blocked runway. The plane impacted on the snow-covered tarmac and slid at high speed, shedding pieces as it headed toward the hill at the end of the field. With a tremendous crash, the aircraft smashed into the hill, crumpling like a stepped-on tin can.

The first villagers reached the smashed plane and searched vainly for an opening through which they might aid any survivors.

"Hans, wait! I hear something inside..." The amazed villagers fell back as the entire side of the plane was suddenly ripped away. Stepping out of the plane, a twisted mass of wreckage held high above her, Destruction laughed manically as she approached the stunned Norwegians...

Once down, Fear begins to search for the precise location of the signal picked up by the Stone Crown. He will rapidly zero in upon the glacier nearby as the source, and together with Destruction and Dread will move atop the icy mass. The remaining Horsemen will meanwhile amuse themselves in terrorizing the villagers and destroying the tiny hamlet. It will take many hours for Destruction to excavate the object of Fear's search; plenty of time for our heroes to arrive.

INVOLVING THE HEROES: OPTIONS

The heroes may be involved in the scenario at several different points. The news of the Horsemen's attack at Oslo airport may have been flashed about the world, complete with televised pictures. Hearing a special bulletin may well encourage the heroes to hop the next UNTIL flight to Norway. On arrival, or even on the way there, word of the Horsemen's rampage in the northern part of the country could direct the heroes directly to the villains' locale.

Or the Norwegian government could issue a plea to allied governments for specialized aid to combat the Horsemen's assault. Naturally, our heroes would likely be tapped for the job, probably because they've had prior experience with the Horsemen, or perhaps because their group has been hounding various law enforcement agencies for several months concerning information about the villains' probable whereabouts.

Finally, a bit of inspired detective work, a mystic's sensing of the Norwegian signal, or a tip from an involved NPC might find the heroes already on their way to Norway even as Fear and his group begin their own journey. The GM should use whatever works best for his own campaign.

THE STORM

The Horsemen have descended upon Onlesa in the midst of one of the worst storms of the winter. Even though the community's inhabitants have radioed several distress calls via their short waves, ice, wind and snow block any help from arriving from land or air. Only the sea is open, but little help is near enough to reach the village in time (with one possible exception listed afterwards).

Visibility is limited in the face of the blizzard. Treat normal sight perception rolls as night at all times, and subtract 2 from any outside hearing rolls due to the roar of the wind. IR vision and sonar (both active and passive) are also blocked, by the heavy snow. Any other perceptive abilities would not be affected.

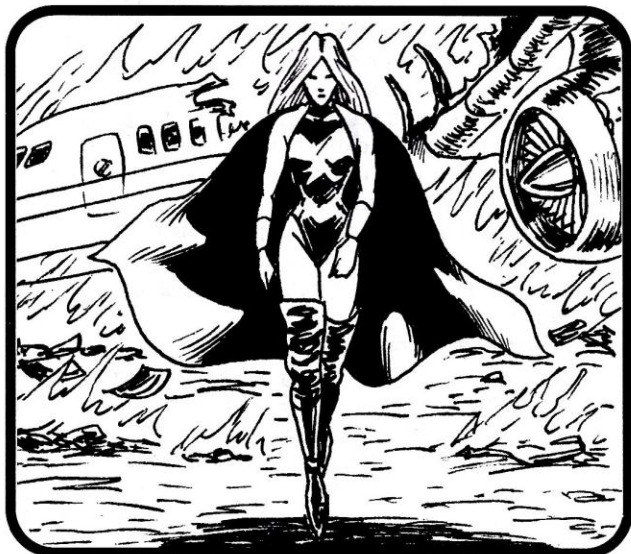
Individuals out in the snow might suffer from the intense cold. The GM may decide to inflict some penalty on characters, perhaps charging them 1 or more END per phase while out in the cold (once they're out of END, they begin to use STUN pips, then finally BODY pips). Otherwise the GM may simply choose to ignore the cold's effect, on the assumption that the heroes are too tough for the weather to harm.

PLACEMENT OF THE HEROES & HORSEMEN: OPTIONS

The Horsemen will be divided into two main groups. The first will be atop the glacier, searching for the hidden source of the signal they have followed from America. Fear will direct Destruction, who will be gleefully matching her might against millions of tons of ice (and winning!). Dread will stay close by Fear as his bodyguard.

The remaining Horsemen will be dispersed throughout the general area of the village, each happily pursuing his own individual bent on tormenting the local inhabitants.

When the heroes arrive on the scene, they would undoubtedly land in or near the village. The distress calls originated from that point, most of the Horsemen are there quite happily tearing up the place, and none of the inhabitants have had any opportunity to go off to the glacier to observe Destruction's actions there.



Once there, the heroes may enter the scene together or separately, depending upon their mode of travel and the particular circumstances of their arrival. They might follow the Horsemen's lead and crashland on the snow-bound airstrip, likewise trusting to their innate toughness of hide to get them through the crash intact. Or the heroes might possess some kind of personal superjet, which can safely land them out in the open in even the worst weather. In these cases, the heroes have the option of attacking the spread-out Horsemen *en masse*, or splitting up and fighting several isolated battles at once. The heroes might be forced to split up in order to locate the villains if they lack any appropriate vision aids.

Another option is to introduce the heroes piecemeal into the scene. Should the heroes opt to use the UNTIL jet placed at their disposal, it will be necessary for the non-flyers to parachute to the ground, since the jet would not be able to land in the fierce storm, even if there had been a suitable airstrip for it to use. If the heroes do use this option, they will land widely dispersed, and will need to make a control roll (based on their DEX rolls at -2). Any hero who succeeds will still be in for a rather rough landing, taking about 6D6 of damage. If any hero fails, he will take 9D6 of damage. Clearly, this is only an option for superheroes. Naturally, any flying heroes whose flying ability is not affected by the storm may assist non-flyers to a safe and gentle landing.

The GM has a lot of options here. He may have the heroes come in all over the map, or in a tight group. Likewise, when the heroes meet the Horsemen, the villains may be all together or isolated in small groups. This would be an excellent opportunity for the heroes to get vengeance for all the times they have been ambushed and ganged up on by the villains. In any case, the heroes are going into the battle prepared, and the Horsemen busy in the village are certainly not expecting their long-time enemies to suddenly show up.

CONFRONTATION ATOP THE GLACIER

Once the heroes have finished in the village, someone finds the courage to come forth and tell them about the fearsome sounds coming from where the glacier nears the fjord. Of course the heroes may have already noted the presence of the remaining Horsemen there, but might choose to continue fighting the first group before running off to capture the other Horsemen.

On the glacier at long last, the heroes will confront the terrible leader of the Seven Horsemen at a time and position not of his choosing. This will be a time for settling of accounts, explanations of actions past and present, and especially Fear's torturous rantings concerning the heroes' immediate demise. Fear will be aware of the heroes' arrival in Onlesa, through his tenuous mental contacts with the other Horsemen. But with his ultimate goal so close, Fear will choose to ignore the fates of his followers and continue to smash his way into the glacier. Once the heroes have arrived, the secret so long entombed will stand revealed. Visible at the bottom of a large crater blasted into the glacier will be an obviously artificial surface—the saucer pod of the Ancient Ones!

SERVITORS OF THE ANCIENT ONES

SAUCER INTRODUCTION

It was while the egg pod was orbiting the blue-white world that the flames of mutiny raged free. The pod had been evaluating the planet below for lifeforms of sufficient maturity level to succor the eggings, and had found it lacking. The Prime's directive to shift out of orbit and begin the long journey to the next prospective locus was greeted with dissent by many in the crew. The Prime's harsh reaction ignited long-smoldering resentment among the lower servitors. Many of the Elites died then and there, crisping in the pyrokinetic attacks of mutineers. What Elites escaped the initial slaughter sealed themselves off from the rest of the crew, and ordered the pod to land on the planet below.

On final approach the servitors launched their last, desperate assault, and the Elites were too occupied in the fighting to guide the pod in. The saucer hit the icy surface with tremendous velocity, splitting wide open. The impact didn't bother the crew, their soft bodies absorbing the force easily; however, the sub-zero air blasting throughout the length of the pod killed them all within seconds. The remaining Elites, firmer of body as well as purpose perished too, unable to withstand the crash. Only the Prime survived, locked away with his protective cocoon.

The saucer was the least bothered of all. The split soon healed shut, and its metabolism was steady. However, the pit it had dug into the river of ice it had struck was filling rapidly with water, which was soon freezing solid. Worse yet, the hatchery had been torn by the impact, and several dozen eggs had been lost through the tear. With the water freezing overhead, the saucer found itself locked fast within an icy tomb. No one would respond to its queries. The saucer had no choice but to settle into hibernation mode. It knew that within an acceptable period of time the glacier in which it was trapped would deliver it to the sea, and then it would be free to release its eggs. The masters would be well pleased, with yet another world at their eventual command.

THE FINAL ROUND

In the dark, dismal environs which spawned the Ancient Ones, such creatures as the Prime and its ilk wield great power. While not Ancient Ones themselves, the Primes are nearly as old, and serve as the highest of executors. Duties such as the command of seedling pods are often common assignments for Primes. Undertaking such an assignment, a Prime would journey through space for eons if need be, covering countless light years, until a

suitable spawning place was found. There a hatchery would be established, and a new world readied for the Ancient Ones and their multitude of servants. When Fear opened the saucer, the inrush of air signaled the pod to awaken the Prime from his age-long rest. The Prime would quickly use the pod's sensory organs and what he could tap from the Horsemen's rudimentary minds to discern the course of events since the seedling's crash.

The Prime could do this because any who use the powers of the Ancient Ones become to some degree servants of both the Ancient Ones and their minions. Prime can subtly influence Fear through the Worm Scepter, and through him the other Horsemen as well, all without Fear's knowledge. In time, the Prime believes that all of the Horsemen would become its soulless slaves.

What the Prime does not realize is the extent of evolution of life on the Earth, and how resistant Fear might be to its control. The Horsemen cannot stop or even ordinarily detect the telepathic flow from their minds to the Prime, and some of them will not be able to resist the Prime's control. But some will, and once Fear is aware of Prime's existence he would quickly tumble to the Prime's presence within his own mind, and make the mental connection two-way. Thus Fear would divine the nature of the Ancient Ones' servitor's plans.

Upon first locating the Earth, the Prime had found the planet to be unsatisfactory for establishing a hatchery due to the lack of lifeforms with sufficient intelligence.

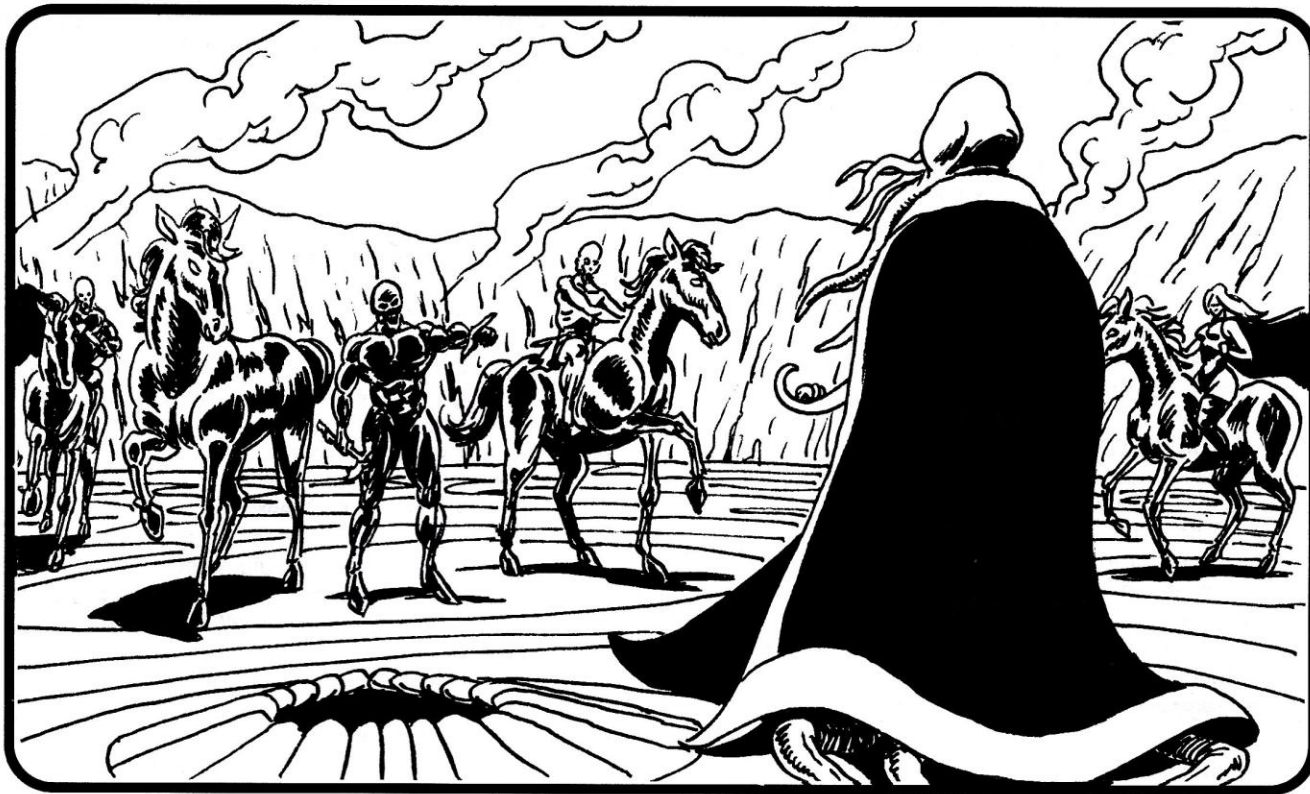
In the present day however, conditions have changed, and the Prime no longer has the option of journeying onwards since there are no minions left to crew the pod.

The Prime now will work to prepare our planet for the advent of the Ancient Ones. If it fails in this, the Prime (if allowed to escape) will seek out the secretive, evil places of the Earth where others of its kind have visited in the past. Many such places exist, hidden away from the gaze of civilized man; it was in one such location where Fear obtained the Worm Scepter.

The Prime hates our kind of life; it considers humans to be smug and insignificant fools, blind to the reality of the vast glories of the Void. In short, mankind is fit for survival only as food.

The Prime *must* hold itself back until the reactor is repaired, by having the missing wedge replaced. Hopefully, one of the heroes might be incautious enough to do this, otherwise the Prime will be forced to reveal its existence by forcing one of the Horsemen to do the job.

Once the reactor has been rejoined the Prime will quickly call forth its remaining pawns: the Great Crawler, the Lesser Crawlers and optionally the surviving Elites.



THE THREAT

With Prime's forces marshalled, the Horror from out of the past would begin its next step: preparing the Earth as a hatchery of the Ancient Ones. Drawing directly upon the near-limitless power of the repaired reactor, the Prime directs the pod to send forth a psionic command to the Earth's human population: "THOU SHALL HOLD STILL, AND PREPARE TO BE PROCESSED". The command will first affect a 10" radius area centered on the pod, and *double* in area every two seconds for the next three turns. By this time, the mental directive will have grown to cover its maximum radius of 3,000 miles.



This directive would be rolled as an 10D6 area mind control, at ECV 10 every phase, as speed 6, until the Prime is defeated and no longer able to direct the attack.

The large fraction of humanity subjected to this attack would be beset by terrifying visions of horrible, obscene monsters invading their minds; a x4 roll would be needed to overcome the instinctive resistance of the would-be victims. Such a level of control is necessary, for the Ancient Ones incubate by force patterns emitting from the eggs into the mentally-restrained minds of their victims; in time the victims transform into new Ancient Ones, with their former lives and personalities gone forever.

OPTIONS

There are several options for the GM in the final round.

PRIME'S AWAKENING

Another course of events available to the GM: when Fear first began to use the power of the scepter it sent a signal to the pod, which in turn decided to awaken the Prime. The Prime would appraise the current status of life upon the Earth but be helpless to do anything about it until such time as the saucer was freed from the glacier and the crash-damaged reactor repaired. The Prime could sit and wait for the inevitable arrival of the Horsemen to effect its freedom, or could actively play a part by using its mental powers long-distance to hasten Fear on his way to Norway. The GM also has the option of assuming that the Prime or any remaining minions could ascend to freedom (but not the pod) and take a direct role in the campaign before the scenario with the pod. The Prime's ultimate aim in this would be to maneuver either one of the Horsemen or a hero to the pod in order to have him repair the reactor.

PRIME'S ENSLAVEMENT OF THE HORSEMEN

All those who have benefited from the Worm Scepter (by the enhancement of their innate Aspect) would be subject to a continual mental assault, until either the Prime is defeated or the victims succumb (roll a 12D6 mind control at ECV 10 every phase, as Speed 6). Note that Dread would not be liable to this attack, having not benefited from the power of the scepter. This attack is directed by Prime through the pod, and will not cease until Prime has been defeated and is unable to continue.

Few of the Horsemen are likely to be willing to be subjugated to the inhuman Prime's will, so a x4 roll will be needed. Once overcome, the victims would remain so, without any additional rolls being necessary if a change of orders are given.

The Horsemen are largely resistant to mental attacks, so the GM must likely roll for several phases before any of them succumb.

THE CRAWLERS

The Elder White Crawler and its half-dozen larvae will quickly come in answer to Prime's call. The larvae make good shock troops, and if need be their numbers could be increased to a dozen or more if the GM wishes.

THE BLACK DEATH

The Black Death is a biocrafted murder machine, placed in stasis in the pod should Prime ever require its services. Should Prime find itself in combat with the heroes, the Black One is sure to be nearby. Optionally, if the heroes seem a little too understrengthened, the fearsome killing machine may be left in its pod (damaged) until a future scenario, where some unwitting hero or government investigator releases it from storage.



THE ELITES

Several of the Elites, lesser powered versions of Prime, may have also survived the crash. They too would have waited out the eons in stasis along with the Prime. In the final battle, they would be available to assist Prime.

Use Prime's character sheet to run the Elites. The main differences are the Elites are only speed 4, and may use

their mental powers' multipower only twice a turn. The robes they all wear are all silver, different from Prime's gray. Otherwise, in appearance and demeanor they are exactly like Prime.

Use up to four Elites; the exact number should depend upon the GM's opinion as to what is needed to balance the scenario.

AFTERMATH

Once the aliens from the pod are vanquished, the disabling and dismantling of the pod's reactor will forever prevent a repeat of their attack upon mankind. Future play in the campaign is still possible; given the chance to escape, Prime and his ilk would hide themselves away and begin to accumulate the power to signal their brethren among the stars.

The characters may in time learn to use the pod for their own purposes, for possible adventures out in the starfields. For this the heroes would need both a strong psionic ability in order to communicate with the pod and a high level of technical (and biological!) knowledge in order to puzzle out the pod's workings.

There is the possibility for a host of items to emerge from the chambers of the pod. Most of them might be broken or damaged, but there is ample potential for the generation of many a hero or villain with the remaining, intact items. Likewise, the GM may introduce a number of devices into his campaign, attributing them to the pod. For example, such devices might grow extra limbs (your choice as to type, number and location), or shapechange the user into some horror or allow the user to 'tune in' on the Great Cosmic Minds.

The Worm Scepter may be used to reverse its earlier effects, freeing anyone unwillingly altered by Fear. The Horsemen likewise could be returned to their original, human states. However, it is most unlikely the the new wielder of the scepter will realize that such a reversal of individuals subjected to long-term transformation by the scepter would only be temporary; only an equally long-term treatment by the scepter would permanently destroy the Horsemen's superhuman identities.

Others may lust after the Scepter's powers. DEMON (from the Organization Book: **PRIMUS and DEMON**) specializes in seizing mystic artifacts such as the Worm Scepter. If DEMON or anyone else were to obtain the scepter, they could create a entirely new band of Horsemen! Some of the heroes themselves may wish to voluntarily have their Aspects brought forth in order to gain additional power (and to allow the owning players to rewrite the characters). The government may decide to create a federal enforcement group of heroes, using the scepter's power. Such a group would be rather single-minded, even fanatical in its methods, not to mention its thinking.

The GM may of course use the Worm Scepter as some other completely different villain's basis, since different wielders may use the scepter in very different manners, depending upon their particular wants, needs, and/or personalities.

SAUCER DESCRIPTION

The saucer has a base circular cross-section of 16 game inches, tapering upwards at 45 degrees for 3 inches, then capped by a 1 inch high, 8 inch diameter cylinder. Beneath the main section, the saucer tapers down for 1 inch to a flat base with a cross-section of 14 inches.

The pod's surface is a shiny deep black, deceptively translucent to a depth of several (real) inches. To the quick glance, its surface seems a few inches further away than it really is. The only features on the hull are a large, radial scar which runs from the top of the saucer all the way down to the bottom, and an entrance portal. The scar widens towards its center, to about one and a half feet. The scar is set about 100 degrees counter-clockwise from the portal.

The entrance portal is a 1 inch circle inset into the hull. It is seemingly of the same material, but is puckered in a manner disturbingly similar to a pair of tightly drawn lips. The portal lips are not perfectly flat, but instead are slightly puckered.

Once exposed by Destruction, the pod is one-third buried in the glacial chunk. It is very nearly set on a level keel. Although black, it is highly reflective, and scatters what winter sun there is in piercing highlights more brilliant than the ice surrounding it. In the play of light, it seems more a black beast, frozen in the struggle to escape, than a simple machine.

HULL DESCRIPTION

The outer surface of the hull is hard, cold and super-slick. Clinging will not hold against it, and a character standing upon the ship must make a Dexterity roll or slip when performing any action.

The inner surfaces are always at a neutral temperature, neither hot nor cold to the character's touch, regardless of the character's own body temperature. There is a almost imperceptible give to the hull surface. To the human touch the inner hull feels slightly resilient. Most people will find it disturbing to walk on this material, which seems both stone-hard and slightly giving at the same time. Sometimes, characters standing still for too long feel that they might sink down into the hull.

The entire pod is actually comprised of quiescent proto-life. It is capable of varying amounts of movement and can regenerate wounds. Every post-twelve recovery, wounds in the inner saucer will regenerate 3 body, and those in the outer hull will regenerate 1 body. The outer hull is 16 defense, 12 body, while each inner surface and all of the portals are 12 defense and 8 body. If forced, the portal lips will give way and open rather than break. Once forced open, the lips will remain open.

The hull is a nearly perfect reflector to most forms of energy, the main exception being visible light, which is absorbed for food. Energy fired against the hull which does not exceed the hull's defense will bounce off with normal, specular reflection, that is with an angle equal to that of impact. Energy blasts which do exceed the hull's defense will not bounce at all. Any light-based energy attacks (such as lasers) will not bounce at all.

The hull will show up as a perfect reflector to all forms of vision, including N-ray, except for normal sight.

Many physical attacks may glance off the hull, due to its slickness. Anyone attacking the hull must make a DEX roll. If the DEX roll is failed the attack will be decreased by 15 active points per point the DEX roll was failed by. Extra time could be used to set, for an additional 1 to 3 levels.

GENERAL INTERIOR DESCRIPTION

The interior of the pod is made up of slick, black undulating curves. The cross-section of all chambers and the corridor is ovoid, with all surfaces and forms being disturbingly uneven to the human eye. This effect is due to the saucer's twisting to adjust to the varying stresses imposed on it by the surround ice.

All devices and extruded forms in the various chambers are molded smoothly from the curved chamber surfaces.

None of the chambers are quite level. All are subtly tilted in one direction or another. Although the undulating design makes it difficult to tell, any intruder's sense of balance will pick up on this fact upon entering the pod.

The main corridor of the pod rises perceptibly from the entrance portal to the back of the saucer.

The crew's main visual sense was in the infra-red. The inside of the saucer is normally lit by a number of randomly spaced patches emitting gentle heat. These patches are black on black, and can only be found by the slight heat they emit or by their slightly rough texture.

When first entered, the saucer is powered down and all the portal lips are tightly closed. The faint blue glow of hard radiation gives ghostly illumination to the back of the main corridor.

CHAMBER DESCRIPTIONS

Note: The functions of these compartments are not obvious at a glance. The GM should not refer to them as "hold, armory" but instead as a compartment so big by so big, with a description of what's inside. Let the players figure out the functions of the chambers.

HOLD

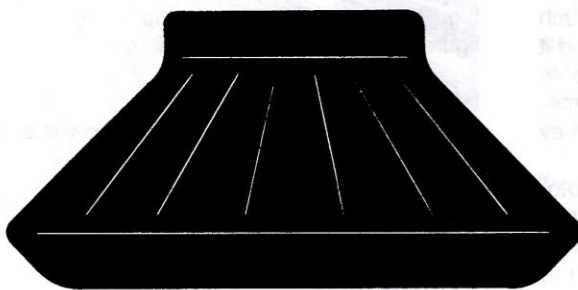
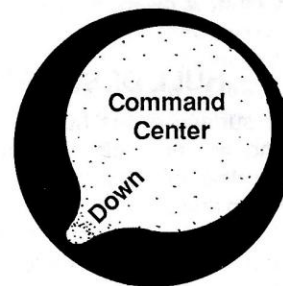
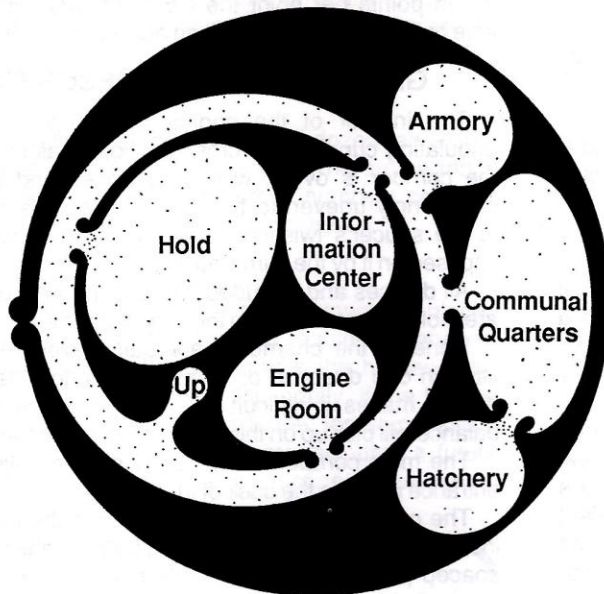
Filled with containers of all possible colors, sizes, geometric shapes and stages of decay.

ENGINE ROOM

This den is filled by a doughnut-shaped, dull-grey engine. It is resting in a shallow ring-depression caused by its own weight in the pod's floor. In its core rages the hellish glow of hard radiation. Besides the blue demon's glow, the engine is also surrounded by a ultra-intense magnetic field. The engine has 16 defense and 120 body.

The entrance lips to the engine chamber are missing. Only an uneven hole remains where they were; the black hull surface about the hole is seared and scarred.

A cross-sectional piece of the engine, apparently having exited the engine chamber through the destroyed portal, is embedded in the opposite corridor wall. The wall has flowed up and about the engine piece, restraining it with about 4 body. The hull about the engine wedge is also scarred.



The glow of the engine's radiation is escaping from a wedge-shaped hole where the missing piece fits. The wedge may be fitted back into the engine, cutting off the radiation. Anyone doing this, or entering the engine room before this is accomplished will be exposed to the radiation, taking a 1D6 power drain to some random

Characteristic, no defense, with a 12 segment delay (for other possible effects refer to the radiation section of *Champions II* for hints on what damage might occur from such exposure).

The separated wedge, about half a cubic foot in size, is extremely dense, having a mass of 1600 kilograms.

If and when the wedge is replaced, the saucer will then power itself up. IR patches will heat up, controls become operational, and lip portals will gape wide in response to anyone's approach (this may be overridden by anyone with telepathy who orders the portal not to open).

The pod's probability drive will also come on (and stay on until it is disengaged in the Command Center). The saucer will spasmodically quiver, but it will not move from its resting place. The air about the outside of the pod will shimmer and gel, dropping range modifiers for all forms of perception by two. Any character entering this space will feel oddly distorted, as if he were being painlessly twisted in several directions at once. Some characters could be particularly susceptible to this field; this is yet another opportunity for spending stored points on new Powers. Teleporting within this area is extremely dangerous; the effects of such an action would be similar to the effects of entering the dimensional computer space.

ARMORY

This chamber contains nothing but a clutter of strange geometric devices. Originally attached to magnetic holders set into the hull, they were all shook loose by the crash, and are now resting in a pile on the floor.

COMMUNAL QUARTERS

The surfaces of this area are extensively swept up into strange, twisted molded shapes and formations which could serve only unfathomable, alien purposes.

HATCHERY

All surfaces here are molded into regular ledges with even depressions which once securely held hundreds of variously-sized eggs. Most of these eggs are shattered, and the ledges are stained with the foul remains. The seam of the outer hull scar is clearly discernible on the surface to the right of the entrance lips.

The chamber is lined with the heat-emitting material, and is noticeably warm (these patches operate continuously, unlike the ones in the rest of the pod).

If broken, the eggs will for the most part contain various horrific squid-like embryos. These embryos have trailing tentacles, and a fringe of cilia about what passes for the heads.

INFORMATION CENTER

The sole object occupying this rather low chamber is a squat, multi-tiered lump rising smoothly from the floor. Numerous smooth depressions and scorings from regular patterns cover its surface. Touching these will not result in any reactions or unusual occurrences. The smooth crown of the device is stained with overlapping patterns of odd metallic hues.

If the metallic crown is touched, an 8D6 armor-piercing telepathic contact will come crashing into the character's mind. The crown is the information input/output device for the dimensional computer, and is currently set to the saucer's log. The last log entries (see the SAUCER INTRODUCTION), starting at some random point, will loop through the touching character's mind.

Contact with the alien computer is not a very pleasant experience. Anyone making contact will suffer intense dizziness, weakness and nausea (1D6 Con drain/phase, with no defense).

While in contact with the computer, anyone with computer programming knowledge could attempt to manipulate the depressed controls in order to break the log playback loop and elicit other information. A roll at -5 (for alien equipment), plus any appropriate bonuses, must first be made. Information concerning the background and purpose of the pod, identification and operational instructions for the armory's weapons, details of the various lifeforms which crewed the pod or make up its cargo are some of the possible tidbits which might be obtained. The results are left up to the GM, with the warning that alien knowledge usually carries its own price.



COMMAND CENTER

This shallow chamber is lined with rounded shapes molded out of the usual ovoid surfaces. Controls are spread over most surfaces and consist of patterns of scores and depressions and, when the pod is powered, warm spots visible with IR vision.

One smoothly curved quarter of the wall surface, when powered, is a viewscreen to the saucer's outside.

Characters may try to learn the functioning of these controls. To perform any specified task with the command controls requires a half-Intelligence roll. Extra time may add from +1 to +3, but the complexity of the attempted task might subtract 1 to 6 from the total. Once some function has been figured out, a simple Intelligence roll is all that is required when using it. Taking extra time may also add to this roll too.

BELOW DECKS

Beneath the floor surface of the saucer resides the dimensional computer which commands all operations. Breaking through the floor will reveal a bottomless view of utter blackness, in which is suspended an infinite array of tiny, flickering lights. Entering through the access lips leads to a small area of floor directly beneath, surrounded by the above view.

Space is warped within the computer area, save only for the small space reached through the access portal. Space is severely strained here. Anything entering this area, whether an energy blast or a character, will be violently ejected, appearing 1 to 12 game inches from the saucer, 2 to 12 segments later. This dimensional rotation effect will have a profound effect on anyone so affected. A victim will suffer a 6D6 Intelligence Drain (subtracting Ego Defense instead of Power Defense). Other strange effects might occur to such victims; this is an excellent way for characters to spend Experience Points on new Powers and abilities. The GM might also hand out new disadvantages.

THE NORWEGIAN OPTIONS

The Norwegian government had few options for responding to the distress signals picked up from Onlesa. The fierce winter storm prevented any travel to the village by road or air, but the sea routes were still available. A squad of sea rangers were conducting landing maneuvers in the Onlesa area, and an order from the High Command would have them landing near the village in very little time.

Additionally, one Norwegian superhero was available to assist the besieged village. The hero known as Northern Star could quickly fly to the community, undisturbed by the storm, to attempt to stop the Horsemen.

The GM may play these options however he wishes. The rangers and/or Northern Star may show up or not, arriving before, at the same time or after the heroes arrive. One lone superhero, even if backed up by a half-dozen, heavily-armed rangers, is not going to pose much of a threat to the Horsemen. However the GM can use them to help balance out a scenario which might seem a little bit too uphill for the heroes or to provide additional hostages for the Horsemen.



NORWEGIAN SEA RANGER

VAL	CHAR	Cost	Cost	Powers	END	50+	Disadvantages
13	STR	3	6	Commando Training —		10	Soldier (subject to orders)
14	DEX	12		Martial Punch, Block, Throw			
13	CON	6	8	+1 with ranger weapons,			
10	BODY	0		HTH attacks			
11	INT	2	5	Tactics 11-			
11	EGO	2	2	+1" Running (7" total)			
13	PRE	3	6	Arctic, Ocean Survival Skills 11-			
10	COM	0	5	One of the following			
3	PD	0		Skills: Security Systems,			
3	ED	0		Demolitions, Radio			
3	SPD	6		Communications +1			
6	REC	0					
26	END	0	25	Assault Rifle (special)			
24	STUN	0		1D6+1 PD RKA, select			
			15	fire, +1 STUNx, OAF,			
				30 shots (+2 extra clips)			
				Concussion grenades			
				6D6 PD area blast, -1D6			
				knockback dice, activate			
				14-, OAF, two charges			

34 (CHA Cost) + 72 (Power Cost) = (Total Cost) 106

TACTICS

If unsupported by hero firepower, the rangers' best tactic is mass automatic weapon fire upon individual Horsemen. With enough hits, they might get lucky and actually drop one — but it's doubtful. The Horsemen are just too strong for conventional firearms.

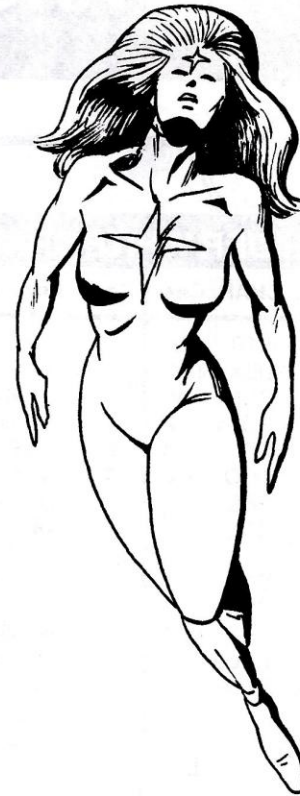
The rangers do have one important ace up their collective sleeves — the standard-issue concussion grenades they are all carrying. One of these little babies is just the ticket for blowing a Horseman or two off his pins,

which sets them up nicely for an attack. It's best to have the rangers use their grenades from a distance, setting up the Horsemen for the heroes. The heroes should stumble onto this tactic themselves, if in the midst of battle a ranger tosses a grenade or two at the villains.

Always keep in mind that, though "tough as nails", these rangers are still mortal men. If confronted face-to-face with an opponent who is waving a building in their faces, the soldiers will immediately attempt to dodge out of the way of the attack.

NORTHERN STAR

VAL	CHAR	Cost	Cost Powers			END	100+	Disadvantages
8	STR	-2	24	1	Elemental Control —		15	2D6 Susceptibility
23	DEX	39			Light Powers			to elemental based
13	CON	6	24	1	6D6 Flash, x8 END battery	12		attacks (STUN only)
10	BODY	0	21	2	3D6 RKA, Armor		15	2D6 Susceptibility
13	INT	3			piercing, STUN only			to darkness attacks
11	EGO	2			(+1/2), x8 END battery	13		(STUN only)
13	PRE	3	27	3	6D6 END Destruction,		10	x2 Vulnerability to
18	COM	4			at range, x2 END batt.	18		Characteristic
5	PD	3	17	4	12D6 Light Illusions,			Drains and
5	ED	2			x4 END battery	12		Destructions
5	SPD	17	17	5	+14,+34 Force Field,		20	Hunted by KGB
5	REC	0			hardened, x4 END batt.	10	15	Hunted by terrorist
26	END	0	17	6	+30" Flight, x4 END battery	6		group
25	STUN	4					15	Obsessed with
					Total END Battery: 224			finding missing
			20		10" Flight	2	10	father
			20		Life Support		3	Proud of nationality
			7	1	7 pts Flash Defense, hardened			Unsure of self in
			7	1	1/2D6 RKA (light-based)		3	battle
					1 hex area, no range, no			Afraid of harming
					STUN or knockback, 0 END			others with her
			5		1D6 Absorption (light		10	powers
					energy only, into END battery)		10	2D6 Unluck
								Dependence on
								being exposed to
					1 IIF — Star Gem			sunlight for one hour
								per day
							15	Secret ID
							46	Character
								Experience
81 (CHA Cost) + 206 (Power Cost) = (Total Cost) 287 = Disadvantage Total								



CHARACTER BACKGROUND

Nora Hansold was a young promising school teacher in Oslo, when she heard that her father was overdue from a geological survey in the North country. Nora immediately went north, where she joined one of the rescue parties. After a week, the search was regrettably abandoned. The other members of the rescue parties went home, but not Nora. Convinced he was still alive, she was determined to find her lost father. Nora continued the search.

Nora was taken to a government hospital for examination where it was discovered that a chance fragment of starstone had struck her head and buried itself in her brain. The doctors were afraid to operate, for fear of killing her. But Nora didn't seem to be harmed by the fragment in her brain. As she recovered in the hospital from her ordeal, Nora was amazed to discover that somehow she could control the light energies from the sun and stars by focusing them via the Starstone.

But no word of this ever reached the public, as the government hid her away. Scientists investigated Nora's powers and assisted her in learning how to use them. With their help, she became the Scandinavian hero known as Northern Star.

Northern Star is still new at being a superhero and often stops to think about her next action in the midst of battle. She is reluctant to really bear down on opponents ever since she badly singed a would-be bank robber one day.

The superheroine has had several run-ins with the local arm of the KGB. It started when she tricked a Soviet sub spying in Norwegian waters into running aground. Since then, Soviet agents and those of a Russian-backed western terrorist group have tried to capture her, presumably to discover the source of her powers.

RUNNING NOTES

Northern Star stores and manipulates the white light of the Arctic. Her powers have rather spectacular effects, and when she uses them she is quite noticeable. When she runs low on light energy, she can call the light from the sun to brilliantly cascade around her, recharging her energies. This can be very dangerous to others, as the brilliant twinkles of light can cut and burn.

Northern Star is dressed in deep blue and white with white stars.

THE ANCIENT ONES

ELDER WHITE CRAWLER

VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
85	STR	35	50	50 pt Multipower		30	1D6 Susceptibility to bright sunlight (STUN and BODY)
18	DEX	32	5 u	10D6 Mind Scan	10		
30	CON	40	5 u	10D6 Mind Control, one directive only	2	20	1D6 Susceptibility to salt, salt water (STUN and BODY)
20	BODY	12		1/4 END Mind Control			
10	INT	0	25	N-ray vision		40	x2 STUN, BODY from fire
14	EGO	8	30	Life Support		30	x2 STUN, BODY from light-based attacks
55	PRE	0	30	+4 Extra Limbs		30	Hunted by Circle
8	COM	-1	40	Half Damage Resistance vs. all killing attacks		25	Hunted by Demon
45	PD	19	15	50% Damage Reduction vs. all physical attacks		25	Berserks if injured 8-, recovers 8-
35	ED	20	40	11" Tunneling		10	Berserks if misses attack on ground-based target 11-, recover 11-
4	SPD	12		9 levels Growth, adds to Characteristics, 0 END, always on		25	Mute
23	REC	0	55			20	Contempt for humans
60	END	0				15	Must obey Prime
98	STUN	20	202			15	3D6 Unluck
						15	Unusual Looks 14-
						10	Public ID
						284	Villain Bonus

197 (CHA Cost) + 442 (Power Cost) = (Total Cost) 694 = **Disadvantage Total**



CHARACTER BACKGROUND

A number of eggs escaped from the pod when it crashed into the glacier. Many of these were carried off by the ice, and in time out to the sea. One egg found the bitter cold a hospitable environment, and thus was born the first White Crawler. For eons, the White Crawler bored through the ice and the ground, living off various inorganic substances and growing in size. There have been occasional reports of the Crawler's presence, however, most reports proved false or the story's originator could not be found. Still, enough legends about the mysterious "Great White Worm" exist to stir up interest in occult quarters.

RUNNING NOTES

The Elder White Crawler is a monster 50 feet in length possessed of tremendous strength. The creature sees by a type of radiation outside of earthly understanding. No "natural" element is a barrier to its sight, although life forms and substances derived from life forms are completely opaque to it. The Crawler is not unintelligent by our standards and possess some psionic abilities. If annoyed, it will use its mindscan to seek out the transgressor, and rooting the hapless victim to the spot it comes closer, ever closer...

When the Prime's call finally came, the now Elder White Crawler instinctively rushed to fulfill the call of service.



WHITE CRAWLER LARVAE

VAL	CHAR	Cost	Cost Powers		END	100+	Disadvantages
20	STR	10	17	Worm Elemental		30	1D6 Susceptibility to bright sunlight (STUN and BODY)
23	DEX	39	14 1	2 levels Shrinking, 0 END, always on		30	2D6 Susceptibility to salt, salt water (STUN and BODY)
23	CON	16	24 2	4D6 NND stinger attack (defense: armor), 0 range, 1/2 END	4	40	x2 STUN, BODY from fire
7	BODY	-6	28 3	9" Tunneling		30	x2 STUN, BODY from light-based attacks
6	INT	-4	23 4	+4 Extra Limbs	1	25	Berserks if tastes human flesh 14-, recovers 8-
11	EGO	2	15	+30 STR, used only to retain grabbed victims, 1/8 END for STR 40		25	Mute
10	PRE	0	30	N-ray vision		20	Hungers for flesh
8	COM	-1	7	Half Damage Resistance vs. blunt physical objects		15	Must obey Prime
15	PD	13	15	1D6 HKA (2D6+1 w/STR)		5	1D6 Unluck
10	ED	5	6	+2 levels w/Grab attack		15	Unusual Looks 14-
6	SPD	27				10	Public ID
7	REC	0					
46	END	0					
24	STUN	0					

101 (CHA Cost) + 179 (Power Cost) = (Total Cost) 280 = **Disadvantage Total**



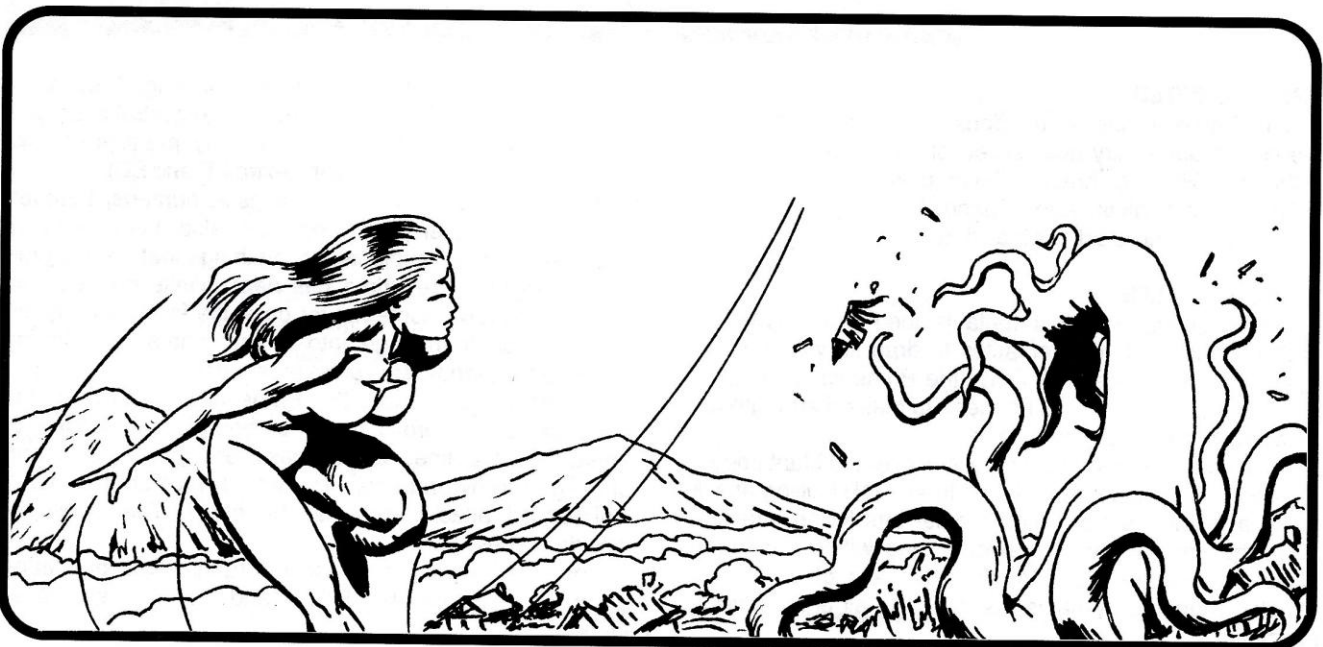
CHARACTER BACKGROUND

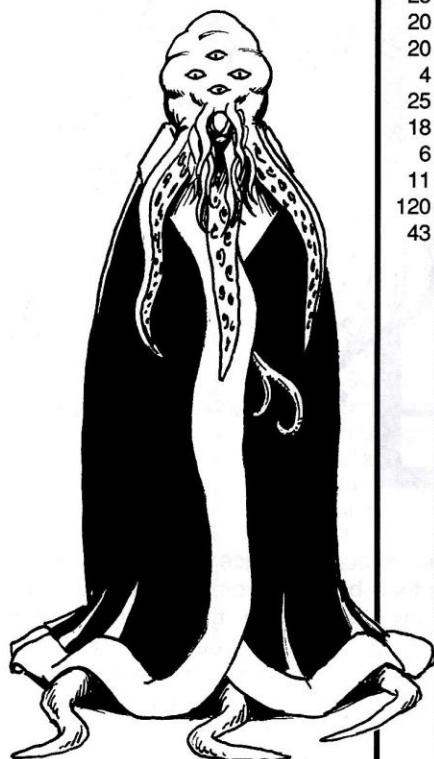
Prime's awakening was the signal that the Elder White Crawler had awaited for eons. As Prime took its first steps in the modern era, so did the half-dozen White Crawler Larvae born from the Elder White Crawler

The young larvae are not too intelligent, but they will obey their elder. At this stage of their short lives, they hunger for the flesh of living things. Once they have seized prey and subdued it with their stingers, they ravenously consume their helpless victims.

RUNNING NOTES

The larvae travel through the ice until they locate suitable prey. They then burst up from the ice and grab their intended victims, clinging to them fiercely and resisting any attempts to be pulled free. Any victim will probably have their arms and legs free, but they will have a hard time removing the attacking crawlers. Once grabbed, the prey will be repeatedly stung until it no longer struggles, at which point the larvae will eat it.





PRIME									
VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages		
20	STR	10	83 1	125 pt Multipower			30	1D6 Susceptibility to bright sunlight (STUN and BODY)	
21	DEX	33	8 u	10D6 Mind Control, area effect 1/2 END	10				
35	CON	50							
15	BODY	10	7 u	8D6 Ego Attack, 1/2 END	8		30	x2 STUN, BODY from cosmic/primal energy	
25	INT	15	5 u	5D6 Ego Attack, area cone, 1/2 END	10		30	x2 STUN, BODY from light-based attacks	
20	EGO	20			25				
20	PRE	10	8 u	25D6 Mind Scan					
4	COM	-3	5 u	2D6 Ego Attack, continuing, 1/2 END	6		25	Berserk 11- if physically attacked by lesser beings, recover 11-	
25	PD	21							
18	ED	11	3 u	8D6 Telekinesis, Ego based, 1/2 END	4				
6	SPD	29							
11	REC	-	8 u	20" Tunneling, 1/2 END	9		30	Hunted by Galactic StarKnights	
120	END	25	6 u	15D6 Mental Illusion, 1/2 END	7				
43	STUN	-	3 u	10D6 Telepathy	10		30	Hunted by Circle	
			2 u	N-ray vision	0		20	Hatred and contempt for all Earth creatures	
			10 2	1D6 HKA (2D6+1 w/STR)	3				
			10	Find Weakness 11-, beak attack			20	Must rule all	
			30	+3 Extra Limbs			10	Sadistic	
			12 3	20 pts Ego Defense			8	Unfamiliar with Earth cultures/technologies	
			5	5 pts Power Defense					
			5	5 pts Lack Of Weakness			10	Mute	
			5	Half Damage Resistance vs. Blunt Physical Attacks (+1)			10	Sees poorly in visible light	
			8 3	Half Damage Resistance vs. Energy Attacks			10	2D6 Unluck	
			13	+20 PD, +20 ED vs. magical attacks only (+2)			15	Unusual Looks 14-	
			9	+3 levels Ego Attacks			10	Public ID	
			5	IR vision			93	Villain Bonus	
1 May only use Multipower up to 4 times /turn; IIF — brain enhancement circlet 2 OIF — beak 3 IIF — brain enhancement circlet 4 IIF — anti-flash lenses									
231 (CHA Cost) + 250 (Power Cost) = (Total Cost) 481 = Disadvantage Total									

SPECIAL NOTES

The Prime wields tremendous mental energies, augmented through very specialized organic devices nested within the Prime's 'brain'. These powers may only be accessed at a given rate (Speed 4), though the Prime itself may take more actions than that.

RUNNING NOTES

When fighting tentacle to tentacle, the Prime will make a grab roll with its larger tentacles to drag its victim within reach of its sharp beak. Though the Prime will attempt to hold on to anyone, it does not need to make a strength roll to overpower victims in order to bite.

Lacking a skeleton, the Prime is resilient to blunt impact attacks. It is considered resistant to any HTH killing attack using a 'blunt' weapon (e.g., martial arts killing attacks). Also, the special mental devices living within the Prime allow it to negate some of the ill effects of all energy attacks. It effectively gains resistance to all energy killing attacks.

Magic is no stranger to the Prime. Although it does not make direct use of it, the Prime has much control over local effects and may severely dampen any magical attacks directed towards itself (hence the extra PD and ED).

The Prime hates such lowly things as humans, although they make a rather good foodstock. Also, humans make excellent torture subjects, something that the Prime greatly enjoys. The Prime has near infinite conceit; this shows in both his contempt for other life forms and by the berserk rage it may go into if any others dare to lay pseudopods (hands, etc.) on its personage.

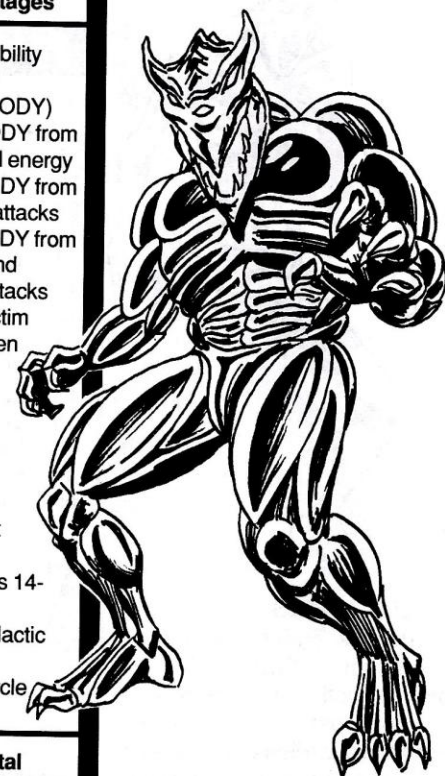
A creature of Chaos, the Prime is vulnerable to the more basic, primordial forms of energies. Any form of energy attack defined as 'raw, basic' energy (rarely the sort of thing fired by hand blasters) would have double effect. Light-based attacks have double effect. This does *not* include flashes.

The Starknights, a Galactic organization of Peace Enforcers, destroy the Prime and its kind whenever found.

BLACK DEATH

VAL	CHAR	Cost	Cost Powers	END	100+ Disadvantages
20	STR	0	112 112 pt Multipower	3	40 1D6 Susceptibility to fire attacks (STUN and BODY)
23	DEX	39	11 u 1D6 RKA +20 pts		30 x2 STUN, BODY from cosmic/primal energy
25	CON	30	resistant Piercing, 1/4 END		20 x2 STUN, BODY from sonic-based attacks
20	BODY	12	11 u 1D6 HKA (2D6 w/STR)+		10 x2 STUN, BODY from successful Find Weakness attacks
20	INT	10	20 pts resistant piercing		25 Berserks if victim fails to fall when attacked 14-, recovers 14-
20	EGO	10	2 levels Growth, adds to Characteristics, 0 END		25 Mute
6	COM	-2	always on		20 Hates all life
0	PD	-6	12, 12 Armor Hardened		20 Murderous
0	ED	-7	75% resistant PD & ED		10 Sadistic
6	SPD	27	Reduction		8 Overconfident
9	REC	0	7 pts Flash Defense		15 3D6 Unluck
46	END	0	30 N-ray vision		15 Unusual Looks 14-
50	STUN	7	10 +5" Running (13" total)		10 Public ID
			5 5 pts Lack Of Weakness		30 Hunted by Galactic Starknights
			30 +6 levels with killing attacks		30 Hunted by Circle
					102 Villain Bonus

120 (CHA Cost) + 390 (Power Cost) = (Total Cost) 510 = **Disadvantage Total**



CHARACTER BACKGROUND

The Black Death is the Prime's executioner. A bio-crafted creature of the Ancient Ones, it was expressly designed to be fast, quick and deadly, killing one or thousands as the situation required. Locked away in its cocoon, it easily survived the pod's crash and the long sleep until Prime's call to battle.

RUNNING NOTES

The ceramic body of the Black Death is susceptible to extreme fluctuations in temperature. The bitter cold of the stasis cocoon and the equally biting cold of the arctic storm has lowered its body temperature. Heat or flame attacks will cause severe "micro-cracking" to its body. Likewise, sonic attacks may disrupt its stone-like form. Finally, the Black Death is vulnerable to the Cosmic and Primal energies which are so damaging to the Ancient Ones and many of their servants.

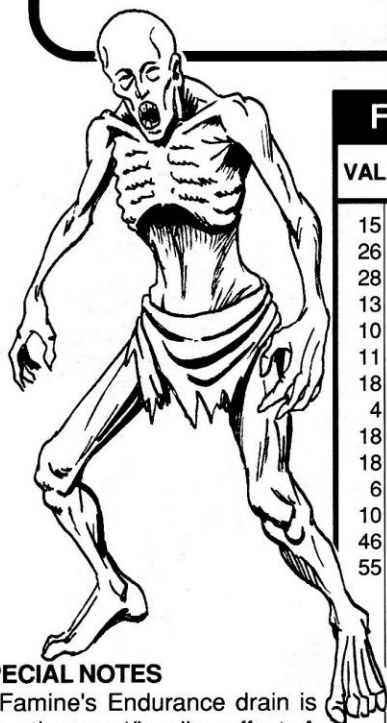
The Black Death may easily overcome nearly any possible defense. It can reach in with its talons and rip large chunks of flesh from its enemies or emit from its third eye the deadly Chaotic energy seething within.

The Black Death is quite intelligent in its own way. Though not a tool-using nor an articulate being, it is quick and perceptive and will out-think its opponents if given a chance.

An icy-veined monster, the Black Death revels in the slaughter of innocents. Only a chance to play with its prey will hold it back from its continual feast of mayhem and murder. As confident in its own abilities as it is contemptuous of the powers of others, the creature will fly into a mindless rage if it should fail to slay an opponent with a single blow.



THE HORSEMEN



SPECIAL NOTES

Famine's Endurance drain is a continuous 1" radius effect. A potential victim may be drained only once per one of Famine's phases, regardless of however many times he may have intruded upon Famine's effect zone.

The Physical and Energy Damage Reduction is as given in *Champions III*. When dealing with normal attacks on Famine, subtract the 12 PD/ED from the total rolled on him, then subtract 50% of the remainder. Whatever is leftover is the damage Famine will actually take. If 10D6 were rolled against Famine for 39 pts, he would subtract off 12, and take half of the remaining 27 pts, or 13, in STUN damage. Body attacks work the same, only Famine first stops only 6 PD/ED, and then subtracts only 25% of the BODY, since he only has 50% damage resistance (50% of 12 = 6, 50% of 50% resistance = 25%).

CHARACTER BACKGROUND

Anton Carr was very sick as a child; for his first few years it was difficult for him to eat more than a little at a time. Though completely cured by the time he turned four, he always felt hungry, even after consuming enough food for three people his own age. Never without food at hand, poor Anton grew fat, and was unmercifully taunted by one and all about his chubbiness. Anton hated his tormentors; Anton grew to hate everyone. They should know what it means, he felt, to go constantly hungry.

FAMINE

VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	72	3D6 END Destruction, w/Damage Shield, 0 END Always On	0	15	3D6 Susceptibility to ranged Regeneration and added Recovery
26	DEX	48				30	x1.5 STUN & BODY from HTH attacks
28	CON	36				30	Hunted by supergroup
13	BODY	6	75	1D6 HKA (2D6 w/STR) with 1 1/2D6 BODY Destruction, 1/4 END	3(6)	20	Hunted by PRIMUS
10	INT	0				15	Disdain of firearms
11	EGO	2				15	Hatred of fat people
18	PRE	8	60	50% Physical & Energy Damage Reduction		15	Unusual Looks, 14-5 1D6 Unluck
4	COM	-3				15	Secret ID
18	PD ¹	15	15	Half Damage		219	Villain Bonus
18	ED ¹	12		Resistance, all killing			
6	SPD	24	5	10 pts Presence			
10	REC	2		Defense			
46	END	-5	5	7 pts Ego Defense			
55	STUN	20	18	18 pts Power Defense			
			10	+3" Running (9" total)			
			10	+5 Ego DCV levels			
			5	Discriminatory smell			
			9	+3 smell perception rolls			
			5	Tracking (with smell) 14-			
			20	+4 with HTH attacks			
				1 OIF — claws			
170 (CHA Cost) + 309 (Power Cost) = (Total Cost) 479 =				Disadvantage Total			

When Fear one day offered him the chance to inflict hunger and misery on all his old enemies Anton delightfully accepted, and Famine was born.

Famine's hatreds are hardly rational. He dislikes healthy people, for he never was; he hates skinny people, for they seem to have never known the lash of their fellow man's contempt; but most of all he despises fat people, for they remind him of his old self.

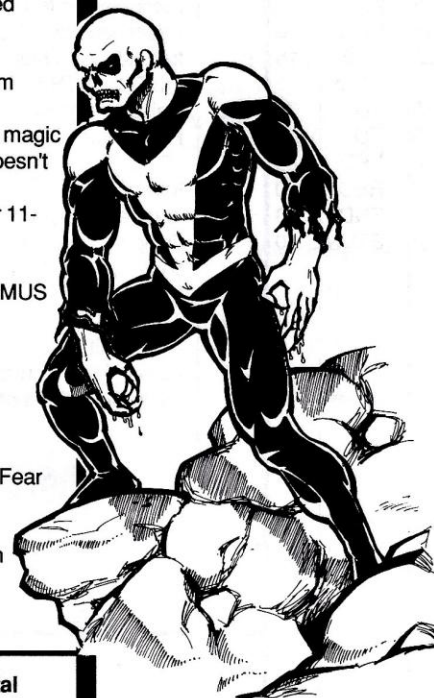
Famine is somewhat fragile. Slamming hand-to-hand assaults hurt him more than any other kind of attack. As a result, he naturally tends to avoid the company of big hulking brutish bricks, often dodging and calling for help from his fellow Horsemen.

Any form of healing or regenerative effect used on Famine conflicts catastrophically with Famine's own aspect. The result is a severe shock to his system, to the point of possibly knocking him out of a battle altogether.

Famine's appearance is that of a person shrunken by long starvation to a mere skin-wrapped skeleton. In fact, anyone who lays eyes on Famine has a very hard time believing the villain can possibly still be alive. Famine wears only a pair of maroon shorts.

DEATH

VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
60	STR	20	30	Mass Control Elemental		30	2D6 Susceptibility to Flash attacks
27	DEX	51	34 1	3 levels Growth*	0		(STUN and BODY)
30	CON	10	60 2	3 levels Density*	0	40	x2 STUN & BODY
19	BODY	0	35 3	Desolidification, 13BPI	13		from light-based
13	INT	3	20 †	2D6 HKA (4D6 w/STR)	6		attacks (not
17	EGO	14	10 †	5 pts Piercing-resistant	+1		Flashes)
38	PRE	13	25	+5 levels hand-to-hand		8	x1.5 STUN from
6	COM	-2	15	1/2 END STR 60			magic
30	PD*	6	11	1/2 END 4D6 HKA and Piercing		10	x2 BODY from magic
30	ED*	12	20	Radar Sense		20	Berserk 8- if doesn't
6	SPD	23	10	Lack Of Weakness (10)			draw blood on
18	REC	0	15	Power Defense (15)			attack, recover 11-
60	END	0	15	Half Damage Resistance		30	Hunted by
64	STUN	0		vs. all killing attacks			supergroup
			10	Instant Change		20	Hunted by PRIMUS
			5	Stealth on 14-		10	Hunted by FBI
			5	Security Systems on 12-		20	Murderous
							(irrational)
						15	Hates, envies
							normals
						5	Overconfident
						3	Only listens to Fear
						3	Loner, only
							associates
							with Horsemen
						20	Mute
						15	Secret ID
						121	Villain Bonus
				* — Growth and Density affect stats; add +6" running, +3" climbing, -6" knockback, mass is 13.5 tons			
				† — OIF: claws			
150(CHA Cost) + 320(Power Cost) = (Total Cost) 470 = Disadvantage Total							

**SPECIAL NOTES**

Whenever possible, Death will move about with all levels of growth and density full on, preferring to run totally out of Endurance rather than to conserve by putting up fewer levels.

Both the growth and density are factored, which is to say that the increases in STR, CON and BODY are figured through into PD, ED, REC, END and STUN. Factoring is a +1/4 advantage for Growth, and a +1/2 advantage for Density. Note that any character may have a greater number of Disadvantages than required for point balance.

CHARACTER BACKGROUND

Donald Pugs, a.k.a. Death, was one of the original four Horsemen. Donald joined the Army at an early age, serving several tours in Vietnam before finally being kicked out as an "undesirable". Donald later drifted into prizefighting, earning a rather unwholesome reputation.

Tired of the fight game, he tried his hand at mercenary work for awhile, mostly in Africa. It was there that he was approached by Arthur Wooms, who offered to increase Donald's "efficiency" in the mercenary game, if Donald would then work for him. Donald agreed, and placed himself in Arthur's hands. Dropping his civilian ID, Fear went to work on Donald. Fear had been hoping to create a

super-soldier to serve as a battle-commander, but instead to his surprise the Aspect which arose in Donald Pugs was that of Elemental Death itself. Fear was taken aback by this, but moved to take advantage of the situation. As always, the scepter gave him some measure of control, little enough though it was over the likes of Death.

Donald had never talked much, and after the raising of his Aspect never again uttered a word. In Aspect form he is the silent killer, grim and remorseless, afraid of nothing. For what could kill Death? He has never been known to show emotion, save for rare rages of frustration when a chosen victim fails to fall before Death's assault.

Death is the most feared of the Horsemen, and for good reason, since the blood of at least one superhero is among that staining his talons. Death always appears at a towering, skull-headed apparition. His costume is bone-white on black. His hands are white, and end in long, razor-edged claws encrusted with long-dried blood.

Though not afraid of sunlight, Death does tend to avoid it if possible. Death's dark silence seems to be somewhat vulnerable to strong light-based assaults, such as lasers and flashes. Magical attacks are also a weak spot; Death is a fundamental Aspect of our reality, and magic's place outside of reality gives magic greater effectiveness against him.

WAR									
VAL CHAR Cost			Cost Powers		END	100+ Disadvantages			
65	STR	55	42	1	84 pt Multipower		40	x2 STUN & BODY	
27	DEX	51	3	u	2 1/2D6 HKA (5D6 w/STR), 0 END	0		from poison attacks	
25	CON	30	4	u	2 1/2D6 RKA, +1 STUNx, 1/4 END	1	15	3D6 Susceptibility	
18	BODY	16	48		13D6 Mind Control — induced			(STUN) to peace-	
13	INT	3			berserkerism (only usable to make			inducing attacks	
14	EGO	8			victim berserk, +1/2) 14- activa-			(Mind Controls,	
28	PRE	18			tion, x32 END battery (416 pts)			PRE attacks)	
14	COM	2	16		1/2 END, STR 65	6	15	3D6 Susceptibility to	
35	PD	20	15		Half Damage Resistance, all killing			(BODY) to peace-	
25	ED	20	10		Regeneration, 2 pts, burnout 15+			inducing attacks	
6	SPD	23	6		15 pts Ego Defense vs		25	Berserk if made to	
18	REC	0			Mind Controls, Illusions,			look foolish or	
50	END	0			and Telepathy only (+1)			insulted on 11-,	
64	STUN	0	10		Danger Sense 11-			recover 11-	
			5		5 pts Lack Of Weakness		30	Hunted by	
			20		Life Support			supergroup	
			5		Tactics, 13-		20	Hunted by PRIMUS	
			16		+2 with all attacks		15	Monitored by UN	
			6		+2 with Mind Control			Security Council, 11-	
			9		+3 to Sight Perception		20	Fearless (irrational)	
							20	Love of war & battle	
							5	Doesn't follow orders	
								(only suggestions	
								from Fear)	
							5	Not a team player	
							1	Heartily applauds	
								good attacks, gives	
								advice to any in	
								combat	
							5	1D6 Unluck	
							145	Villain Bonus	
1 OAF — war axe									
246 (CHA Cost) + 215 (Power Cost) = (Total Cost) 461 = Disadvantage Total									



SPECIAL NOTES

The induced berserkerism is a mind control which causes the character to go into a berserk rage, just like the regular disadvantage. The following table shows the possible results:

Dice sum vs victim's EGO (minus Ego Defense)

- x1 no effect
- x2 Berserk, recover on 14 or less
- x3 Berserk, recover on 11 or less
- x4 Berserk, recover on 8 or less

Listed psychological disadvantages, such as "won't attack males" in a battle with nothing but men in it can effectively lower the multiple gained in the Berserk attack. The multiple may be heightened in effectiveness by any Berserk disadvantages owned by the player. For example, if a character has "Berserk on 11 or less if confronted with fire" and is hit by an induced berserkerism attack, he must roll against his berserk. If he rolls an 11 or less, the multiple effect of the induced attack is greater by one. The victim need not be confronted by his berserk disadvantage at the time; the victim is simply more likely to go berserk.

War must continue to burn charges off, in order to keep a berserk person berserk.

CHARACTER BACKGROUND

Simon Dunfey was the stereotypical professional soldier. Serving with honor in the Green Berets in Vietnam throughout the entire war, Simon faced (he thought) a long, bleak future in a military which belonged to a country which would no longer use it. And Simon didn't like the idea one bit, for he loved combat, the conflict and noise of pitting himself against the enemy, testing for who was the superior warrior. Simon knew he wasn't cut out for a peacetime army.

So he left the service, travelled to Africa and tried his hand at soldiering for gold. It was there that he met Donald Pugs (later to become Death), and through him Arthur Wooms (Fear). Simon soon moved on and forgot about Pugs and Wooms, but Fear didn't forget about Simon. Soon after Death joined up with Fear and Destruction, Fear sought Simon out and offered him unending conflict, and a slot in the Horsemen.

Simon fairly leaped at the chance, and became War. Now Simon is throughly enjoying himself. Whenever the Horsemen fight, War is in the heart of the battle, selecting the most appropriate opponents for himself, sometimes stopping to offer advice and tactical hints to friend and foe alike. Fear often tries to order War to smash this opponent or that, but War basically ignores him, only occasionally doing something for Fear to keep him happy. War does after all feel somewhat indebted to Fear for the gift of hispowers.

Any mental attempt to turn War aside from his chosen path of violence and combat runs directly counter to his Aspect; the result can be most damaging to War's nervous system. As it is, War is somewhat vulnerable to sly, under-handed attacks; poisons and toxins have an enhanced effect on his souped-up metabolism.

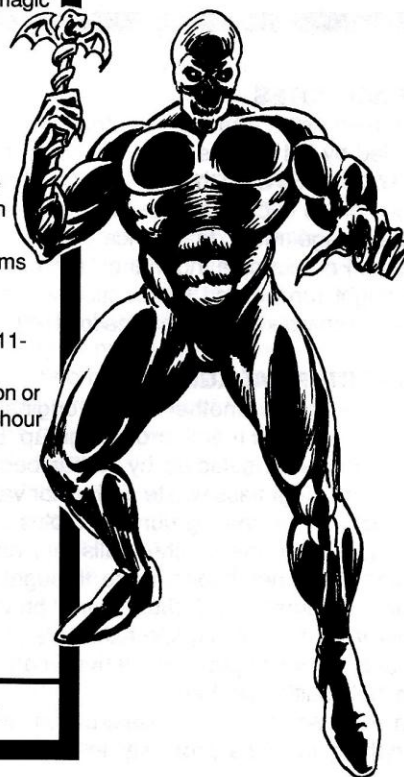
The one thing War cannot stand is taunts or insults to his profession. To War, warfare has a long and glorious tradition on this planet, and is an occupation employing only the finest, fittest individuals the race possesses. Any attempt to sully the finery of war can literally drive War into a berserk rage.

War's appearance is that of a large, powerfully-built man, wearing an abbreviated outfit of vaguely Roman-like armor. The armor is obviously too brief to be anything other than for show. In addition, War carries a very large, double-bladed waraxe, which he may swing either single or double handed. Normally War doesn't resort to the axe, preferring to rely upon his own innate strength. But if he meets a worthy opponent, or one who doesn't show the proper respect, the axe will come out.

FEAR

VAL	CHAR	Cost	Cost Powers	END	100+ Disadvantages
15	STR	5	120 1 240 pt Multipower		30 2D6 Susceptibility to presence and touch of holy relics&people (STUN and BODY)
24	DEX	42	12 u 2D6 Ego Destruction, ranged, with 10 pts Piercing, 1/8 END	3	15 1.5 STUN from magic
25	CON	30	6 u 10D6 Mind Control, area fear (victims must flee in terror, +1/2), 1/4 END	5	20 x2 BODY from magic
15	BODY	10	4 u 14D6 Mind Control, directed fear (flee in terror), 1/4 END	3	8 x2 effect from Flashes
18	INT	8	5 u 12D6 Mind Control, with 15 pts Piercing, 1/4 END	3	30 Hunted by supergroup
18	EGO	16	3 u 1D6 HKA (2D6 w/STR), +2 STUNx, 1/2 END	4/8	15 Megalomania
43	PRE	33	4 u 25% PD, 75% ED resistant	7	15 Fearless
16	COM	3	Damage Reduction, costs END, 1/2 END	1	8 Overconfidence
10	PD	7	30 Martial Arts, x1 damage (7 1/2 D6 punch, 9D6 kick)		8 Loves to frighten
10	ED	5	16 Force Field (8,8), 1/2 END		3 Must be leader
7	SPD	36	18 1 Force Field (9,9) 0 END		3 Disdain of firearms
10	REC	4	6 2 8 pts Flash Defense		2 Contempt for normals
50	END	0	10 14 pts Ego Defense		10 Unusual Looks 11-
64	STUN	28	10 Acrobatics, 14- +3" Running (9" total)		10 Dependence of having scepter on or about self, once/hour
			5 Pilot 13-		15 Secret ID
			5 Stealth 13-		234 Villain Bonus
			3 Mimicry 11-		
			16 +2 with all attacks		
			20 +2 overall levels		
			1 OAF — Worm Scepter		
			2 IIF — anti-flash lenses		

$$1227(\text{CHA Cost}) + 299(\text{Power Cost}) = (\text{Total Cost}) 526 = \text{Disadvantage Total}$$



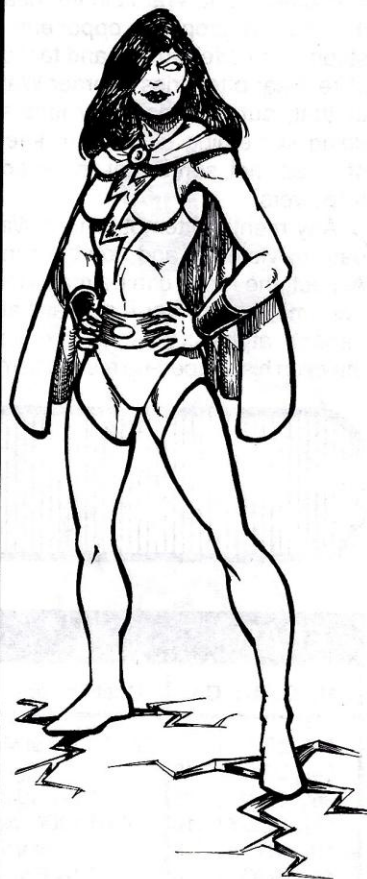
DESTRUCTION

VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
25	STR	15	112	112 pt Multipower		30	x1.5 STUN & BODY from surprise attacks
38	DEX	84	11 u	+65 STR, 1/4 END	4	15	Berserk in HTH melee on 11-, recover 11-
33	CON	46	11 u	11D6 Primal Energy Blast, area (line) —		30	Hunted by supergroup
15	BODY	10		Attack Roll to hit, -2		20	Hunted by PRIMUS
10	INT	0		each added target, x8		20	Glories in large-scale Destruction (irrational)
15	EGO	10		END battery (224 pts)		15	Overconfidence
28	PRE	18		12D6 Explosion (vs. PD), 1/2 END	9	8	Fear of confinement
18	COM	4	11 u	9D6 pain ray NND (defense is Armor), 1/2 END cost	9	5	Announces intentions in melee, 11-
30	PD ¹	7		1D6 RKA w/Damage		3	Obeys only Fear
30	ED ¹	5	11 u	Shield, no knockback, 0 END		15	Secret ID
6	SPD	12		Half Damage		273	Villain Bonus
11	REC	0		Resistance, all killing			
66	END	0	25	+18 PD, +18 ED			
60	STUN	15		Regeneration, 2 pts			
			7 ²	7 pts Ego Defense			
			18 ^{1,2}	10 pts Power Defense			
			13 ²	+5" Running (11" total)			
			5	15" Flight			
			10	Superleap			
			10	Climbing 29-			
			30	+3 with all HTH attacks			
			10				
			9				
			15				

¹ Added to PD/ED listed

² IAF — medallion

226 (CHA Cost) + 308 (Power Cost) = (Total Cost) 534 = **Disadvantage Total**



SPECIAL NOTES

In her Aspect mode, Destruction is constantly surrounded by a 1" radius 1D6 killing attack. This field will do BODY and STUN, though no Knockback, to anything which comes in contact with her. No person or object may take damage more than once per one of Destruction's phases. For example, no matter how many times a speedster might run around Destruction within a single phase, he would only take damage once for that phase.

CHARACTER BACKGROUND

Destruction is another of the original Horsemen, and the most powerful member of the group. Born ordinary Mia Terow, she was selected by Arthur because of her past history of thoughtless waste and minor vandalism. Now, as Destruction, the very ground trembles beneath her feet, and everything she touches falls into ruin. Destruction is dominated by her Aspect more thoroughly than any of the other Horsemen, and thus gains proportionately more power from it. In battle, she exhibits a pure, burning joy in the use of her might, and derives complete gratification from the resulting carnage.

In her Aspect form, Destruction will lay waste to everything in close proximity to herself. Doorknobs and

railings flake away beneath her hand, and mere mortals may die at her touch.

She can project terrible beams of power, to blast whatever may catch her eye, though she often prefers to smash things barehanded. A minor power can inflict terrible searing pain on whomever she may wish, by pointing her finger.

Even Destruction may be hurt; always intent upon her task of ruination, she may be taken by surprise. At such moments her defenses may be lowered, causing her to become vulnerable.

Having no need or desire for stealth, cunning or strategy, Destruction will often announce beforehand whatever act of mayhem she is about to perform.

Destruction's costume is a grey-black body suit, with a cape of midnight black. A bright yellow lightning bolt is emblazoned on the suit's chest, and on the two silver armbands she also wears. She is a terrible sight to behold as she moves about her task; striding forth, her eyes blazing and her face lit with the bright joy of mayhem and death; a horrible golden glow of Destruction surrounds her, and the very ground crumbles away beneath her touch.

PLAGUE

VAL	CHAR	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	190	190 pt Multipower		40	x2 STUN & BODY from fire attacks
20	DEX	30	19 u	3D6 Transformation Attack (Plague Touch), cumulative, uncontrollable, continuous,		15	x2 STUN & BODY from acid attacks
25	CON	30		5 pts Piercing, 1/4 END	6	40	3D6 Susceptibility (STUN & BODY) from fire by others
18	BODY	16		2D6 DEX Transfer, 10	6	15	3D6 Susceptibility (STUN & BODY) from Regen by others
10	INT	0		pts Piercing, 1/4 END	6	30	Hunted by supergroup
11	EGO	2	18 u	3D6 CON Transfer, 10	6	10	Hunted by World Health Organization
23	PRE	13		pts Piercing, 1/4 END	6	5	Hunted by US Center for Disease Control
4	COM	-3	18 u	3D6 CON Transfer, 10	6	15	Hates healthy people
10	PD	7		pts Piercing, 1/4 END	6	15	Delights in harming innocents (irrational)
10	ED	5	10 1	1D6 HKA (2D6 w/STR)	3/6	8	Hates bricks (super-strong heroes)
5	SPD	20	60	75% Physical Damage Reduction, resistant		15	Unusual Looks, 14-
9	REC	2	30	50% Energy Damage Reduction, resistant		10	2D6 Unluck
50	END	0	30	Full Damage Resistance		15	Secret ID
59	STUN	20		3 pts Regeneration		452	Villain Bonus
				10 pts Power Defense			
				60 Elemental Control — Body cont.			
				60 1 1D6 BODY Destruction, w/Damage Shield, 0 END	0		
				60 2 Desolidification, 12BODY, 0END	0		
				10 Danger Sense 11-			
				10 +1 overall level			
				15 +3 with multipower attacks			
				8 +4 defensive Ego CV			
				1 OIF — claws			
147 (CHA Cost) + 638 (Power Cost) = (Total Cost) 785 = Disadvantage Total							



Plague also has physical and energy Dam. Reduction (see write up for Famine). The special effect for Plague's attack is to conjure up a swarm of large, black, biting flies, which he hurls at his foes. If successful, the swarm strikes the unfortunate victim and disappears.

CHARACTER BACKGROUND

Larry Mills always had a frail, sickly appearance. Although healthy, he manipulated everyone about him by complaining

SPECIAL NOTES

The Plague Touch is a ranged Transformation attack (as given in *Champions III*), with the vs Unusual Defense power advantage (*Adventurer's Club III*) Transformation attacks work exactly the same as Killing attacks, except when the victim reaches some specified level of Body the victim suffers a predefined transformation effect instead of dying. This effect could have any form, such as being turned to stone, a mindless zombie, or a bunny rabbit. The victim remains under the effect until he has recovered the lost Body (done the same as recovering Body from killing attacks) at which point he reverts back to normal, with no ill effects remaining. Attacks versus Unusual Defense are normal or killing (or Transformation) attacks which work against a defense of the designer's own choosing, instead of the regular PD, Armor, etc.

Plague's main attack, the Plague Touch, works against Power Defense. Roll the 3D6 of the attack as if it were a killing attack, and subtract *only* the victim's Power Defense (this attack has the power Disadvantage of doing no STUN or Knockback). Once the Transformation "BODY" damage done (kept separate from regular Body damage) reaches an amount equal to the victim's BODY, or twice the victim's BODY, the following effects occur:

TRANSFORMATION

DAMAGE	RESULTS
=victim's body	-2 CV, -1 ECV, 2x all endurance costs
= 2x victim's body	-50% CV, -50% ECV, 3x endurance costs

of his various illnesses. Larry became quite an expert on diseases. For years he split his time between studying existing ones and inventing new ones to spring on his unsuspecting audiences. He grew to love the attention, the power over others that his 'sickness' brought him. And with each poor sympathizer Larry sucked in, his lust for newer and greater illnesses grew.

Arthur Wooms ran across Larry in a doctor's office, and was very impressed with Larry's act. Arthur (a.k.a. Fear) offered Larry a job, which was gleefully accepted. And with the raising of Larry's Aspect, Plague joined the Horsemen.

Now Plague could share his illnesses with the world at large. He loved to see people fall ill and weaken, while he remained strong. Plague hated to be foiled, and healthy people, especially abnormally healthy ones like super-strong 'bricks', became a real bugaboo for him.

But Plague does have his weaknesses. Like Famine, any kind of applied regeneration or healing power conflicts with his Aspect, dealing grave injury to his system. Plague is also especially vulnerable to the traditional enemies of plague; the purging of the sick by fire and acid.

Plague's appearance is a ghastly one. His skin is a fleshy, light green color, scored by deep crevices and gullies. His eyes have a feverish glint, his hair is coarse, dead black. Plague wears an outfit of ragged clothing, like that found on a rotting corpse. Whatever color it may have been has faded to a dirty grey. As a final touch, Plague wears a tattered shawl about his head.



DREAD

VAL CHAR Cost			Cost	Powers	END	100+ Disadvantages	
40	STR	30	82 2	2D6 CON Destruction,		40	x2 STUN & BODY
24	DEX	42		+ Armor Piercing on			from magic attacks
30	CON	40		STR 40, + 1D6 Flash,		8	x1.5 BODY from
8	BODY	-4		at 1/4 END	+5		fire attacks
8	INT	-2	10	1/2 END, STR 40	4	30	1D6 Susceptibility
20	EGO	20	40	20" Flight	4		(STUN & BODY)
28	PRE	18	45	+10, +10 Force Field,			to sunlight
8	COM	-1		normally invisible, 0 END	0	10	1D6 Susceptibility
25	PD1	7	40	+30, +30 Force Field			(STUN & BODY)
20	ED1	4		vs darkness or cold-			to holy relics, people
6	SPD	26		based attacks only		30	Berserk if spots
14	REC	0		(+2), 0 END	0		obvious sorcerer 14-,
60	END	0	15	Half Damage			recover 11-
58	STUN	15		Resistance, all killing		30	Hunted by supergroup
			20	2 pts Regeneration		30	Hunted by CIRCLE
			25	Life Support		20	Fear and avoidance of
			8	10 pts Ego Defense			holy relics (irrational)
			10	10 pts Power Defense		20	Slavishly obeys Fear
			5	Lack Of Weakness		10	Hatred of magic-users
			10	+2 levels with Sword		8	Thirsts for human life-
			24	+3 with all attacks			energies (CON)
						3	Aversion to sunlight
						10	Unusual Looks, 11-
						10	Public ID
						170	Villain Bonus
				1 OAF — Ghost Sword			
195 (CHA Cost) + 334 (Power Cost) = (Total Cost) 529 = Disadvantage Total							

SPECIAL NOTES

Dread conjures an ectoplasmic life-draining sword. The sword allows Dread to do his strength in armor-piercing dice. It also drains the life out of the enemy and momentarily dazzles the target. Dread does 6D6 armor-piercing normal damage *plus* 3D6 CON Transfer *plus* a 1D6 flash to his opponent, all of which one Attack Roll is made for.

RUNNING NOTES

Dread is a summoned wraith, and cannot really die, being already dead. If enough BODY is dealt to Dread (x2 BODY) he will collapse and burst into flames, burning until nothing is left. Fear, however, may simply conjure him back again at the next full moon. Otherwise, Dread is extremely resilient to most forms of attack. Brute force is usually the best way to deal with Dread.

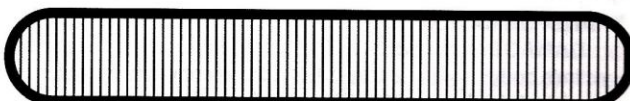
CHARACTER BACKGROUND

In another time, in another world, a sorcerer of fearsome power ensorcelled an entire army besieging his keep. The soldiers of that army were cursed to serve the wizard's will. Even death could not free them; their spectral forms continued to carry out the long-lived mage's every wish. With the wizard's eventual death, the specters, or Dreads as he had so named them, were condemned to wander the endless dimensions, forever denied the rest they so craved.

Using the power of his Worm Scepter, Fear learned how to summon one of these wraiths, and bound Dread to his will. Now Dread must obey Fear, just as he served another wizard so long ago. Dread does as he must without either resentment or rancor; his only remaining emotions are an abiding hatred of all those who use the sorcerous arts and a raging lust for the life energies of mortals. Fear and his followers escape this buring hunger of Dread's only because of the power of Fear's scepter, which crushes all thoughts of resistance. As before, even death cannot free Dread. If his material form is destroyed, Dread is returns to the limbo he once inhabited. Fear may then resummon Dread at his leisure.

One of the deadalive, Dread cannot tolerate the presence of God, whether embodied in holy relics, houses of worship or sanctified individuals (such as the odd paladin). Dread also is vulnerable to magical attacks, as well as the more traditional means of purifying flames.

Dread appears as a translucent image of a warrior garbed in harness and weapons' belt. His sword and other equipment are really part of him; i.e., if his sword were lost it would simply melt away and Dread could conjure a new one at any point.



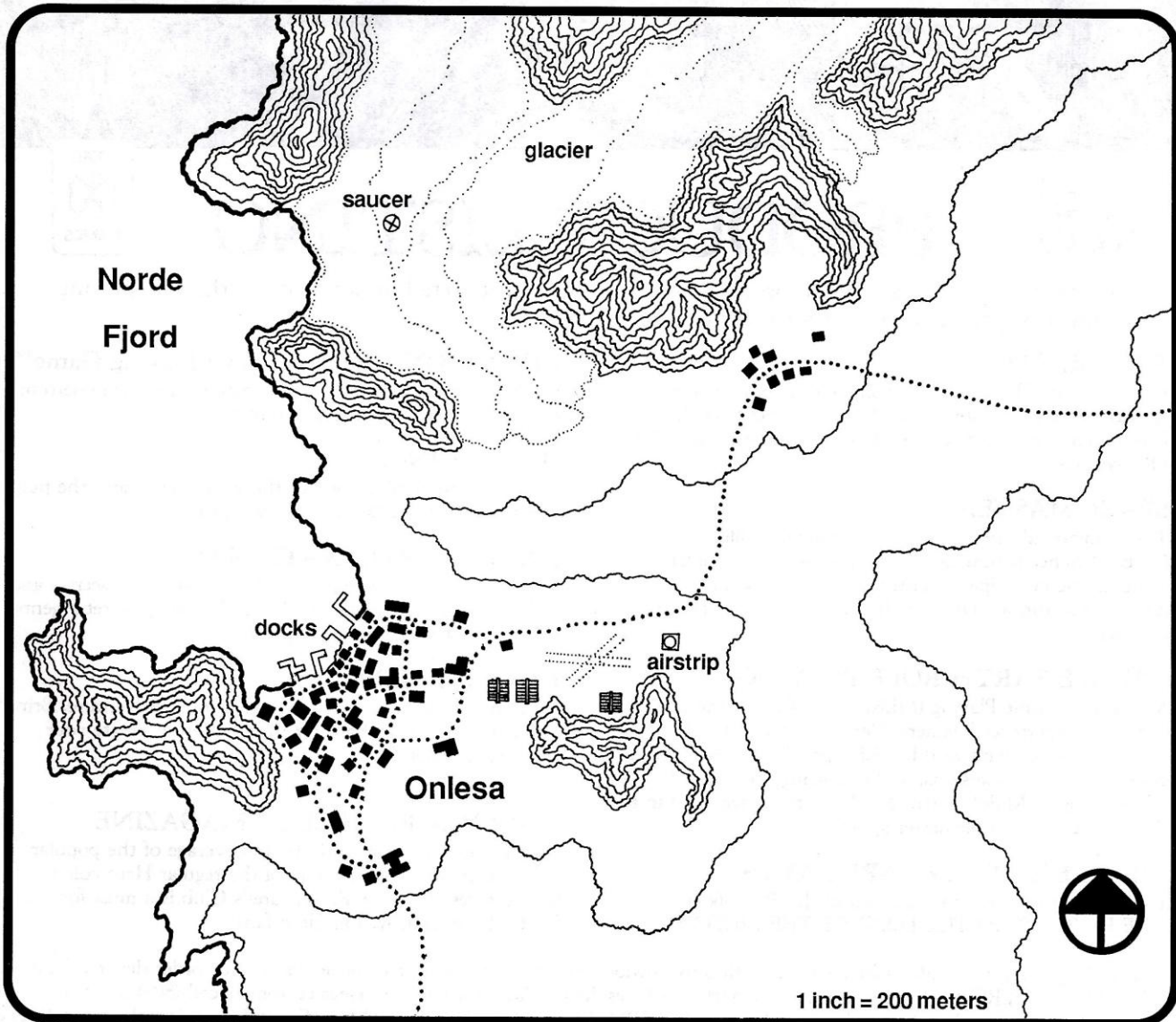
MAP OF ONLESA

Onlesa is a small fishing village on the fjord of the same name. The hamlet consists of several dozen cozy little brick homes and a number of small commercial and government buildings. These include a few restaurants, a grocery store, a garage, some small office buildings, a bank, a post office and the town meeting hall.

To the east of the village is a small airstrip, with an attended control tower and several small hangars. The

airstrip services only a few private aircraft and a small commuter service which operates eight months a year.

West of the village the ground slopes sharply to the edge of the fjord. On the edge of the fjord are the docks where the fishing boats of the village tie up. A number of processing and storage sheds are located by the docks; there the daily catch is made ready for shipment to the south.



Wrath

OF THE SEVEN HORSEMEN

Arthur Wooms has always had a deep craving for power. While exploring a long forgotten Inca temple he found a strange, dark, worm-scepter. As he picked it up he was suddenly surrounded by thin piping voices asking him what he wanted. Driven by his unsatiable longing, Arthur screamed his answer: POWER! Power to frighten and horrify, power to torment and crush. As the scepter seethed and coiled, the transformation began. For Arthur, the time of retribution had begun!

Thus was born Fear, first of the Horsemen. With the power of the scepter, Arthur could call forth an individual's dominant trait and amplify it to overwhelming dimensions. By concentrating on the darker side of human nature he created the Horsemen: Death, Destruction, War, Famine, Terror, and Plague!



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