



An adventure supplement for

CHAMPIONS
THE SUPER-ROLE-PLAYING GAME

#408

DAY OF THE DESTROYER™

00:00:59:59



by Scott Bennie

DAY OF THE DESTROYER™

TABLE OF CONTENTS

INTRODUCTION	2
Using <i>Day of the Destroyer</i>	3
Plot Summary.....	3
DAY OF THE DESTROYER	3
1990: The Big Broadcast of 1990.....	3
Hunting Destroyer.....	4
Clues, Anyone?.....	4
Concluding the Investigation.....	6
A World Gone Mad.....	7
Fight Scene.....	7
Rat Trap.....	8
Overview.....	9
Boarding the Rat Trap Express.....	9
"You Dirty Rat".....	9
Lab Rats.....	9
Rat Hole.....	10
Rats Lost in a Maze.....	11
The Island of Doctor Destroyer.....	12
GMIing The Island of Doctor Destroyer.....	12
Around the Island.....	13
Island Security(What the PC's are up Against.....	13
The Island.....	14
The Villa.....	16
Destroyer's Base.....	17
The Final Confrontation.....	19
Options.....	20
Epilogue: "The Tomb of Doctor Destroyer".....	21
CHARACTERS	22
Doctor Destroyer.....	22
Agents of Dr. Destroyer.....	23
Agent Commanders.....	24
Destroid.....	24
Stormwatch.....	25
Gigaton.....	26
Villains International.....	27
Golden Marauder.....	28
Tsunami.....	29
Rakshasa.....	30
The Mountain.....	31
The Shape.....	32

DEDICATION

To George MacDonald, creator of Doctor Destroyer, and to Mike "Solar Sentinel" O'Donnell, who does the best voice I've ever heard for the character!

CREDITS

Author/ Designer: Scott Bennie

Editor: Rob Bell

Cover Illustration: Ben Dunn

Interior Illustrations: Joe Phillips

Layouts: Ted Dinwiddie, Jennifer Kleine, Kevin Williams

Project Specific Contributions: *Series Editor:* Rob Bell; *Pagemaking:* Suzanne Young, Kevin Williams; *Layout:* Ted Dinwiddie, Andrew Christensen; *Cover Graphics:* Haines Sprunt; *Proofreading:* Jo Lori Drake.

ICE MANAGEMENT — Art Director/Production Manager: Terry Amthor; *Sales Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — Marketing Consultant: John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Editing & Development Staff:* Terry Amthor, Kevin Barrett, Rob Bell, Pete Fenlon, Jessica Ney, John Ruemmler; *Graphics & Production Staff:* Edward Dinwiddie, William Hyde, Jennifer Kleine, Andrew Christensen, I. Haines Sprunt, Kevin Williams; *Sales & Customer Service Staff:* John Brunkhart; *Finance Staff:* Heidi Heffner; *Operations Staff:* Jo Lori Drake; *Shipping Staff:* John Breckenridge, Kurt Fischer, David Johnson, David Mercier.

Day of the Destroyer™ is Hero Games' trademark for its superhero roleplaying game using the Hero system. *Champions™* and *Champions, The Super Roleplaying Game™* are Hero Games trademarks for its superhero roleplaying game using the Hero System. *Hero System™* is Hero Games' trademark for its roleplaying system. *Day of the Destroyer* Copyright © 1990 Hero Games. All rights reserved. *Champions* Copyright © 1981, 1984, 1989 by Hero Games. All rights reserved. *Hero System* Copyright © 1984, 1989 by Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Printed in U.S.A., First Printing 1990

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 408

ISBN 1-55806-101-0

INTRODUCTION



(This interview, the last given by the courageous Bob Richards during a long and distinctive career, was a look into the mind of one of the most evil villains in human history. Although Destroyer's words document his heinousness as effectively as words have ever done, tragically his actions spoke even louder — the editors)

Bob Richards: You've never had any time for journalists before, Destroyer. Why have you chosen to bring me to your secret island headquarters?

Dr. Destroyer: The name is *Doctor* Destroyer. I worked long and hard to earn my title, and you will address me as such.

BR: Very well, Doctor, Doctor Zerstoiten, if I remember your real name correctly.

DD: Zerstoiten died in the fire, long ago. Only Dr. Destroyer lives.

BR: Right. Let's start with your Nazi past. You're still a Nazi aren't you?

DD: Flippancy will not endear you to me.

BR: What are you going to do, kill me?

DD: If you irritate me to a sufficient degree, yes. That is your first and only warning.

BR: That's just great, kill me, I'm a real threat to you, aren't I? But that still does not answer my question about your Nazi past.

DD: I was never a member of the National Socialist Party during Hitler's era. I met with the Feuhrer on several occasions and found his intellect sadly limited. His ideas on a master race were based on racism and egotism, without any scientific or logical background. Naturally, I rejected them out of hand.

BR: So you are not anti-Semitic?

DD: There is no biological or sociological factor that makes the Jewish peoples inferior to others. There never was. If one judges them by their ability to achieve, they are one of the most extraordinary racial groups in this planet's history. But that is because they have been placed into the crucible; one cannot be oppressed and go unchanged. One withers, or one gets strong. They have gotten strong. As have I.

BR: So you consider yourself to be oppressed?

DD: I am plagued by a cavalcade of costumed cretins. My plans to advance the human race have always been opposed by a pack of short-sighted, sentimental fools. Name one living person who has been more oppressed than I?

BR: I see you've spent a lot of time in a concentration camp, being starved or brainwashed. Let's face it, with a name like Destroyer, Doctor, is it any wonder that the superheroes of the world doubt your good intentions?

DD: Good? There is no such thing as good and evil except in fairy tales. The fools that believe in these concepts wish to turn the world into bad melodrama. They wish to preserve what is tottering, until the world collapses. There is neither good nor evil in the world, there is only strength and weakness. I am the strongest; I seek only to elevate the world to my level.

BR: A level where people kill each other, a level of murder and betrayal? No thanks.

DD: How typical. And Americans refer to Prussians as arrogant! You came to this interview unwilling to consider that my philosophy could possibly be superiors to yours. The blind mock the sighted for what they can see. You parade in your self-righteousness like a king at his coronation. How truly pathetic.

BR: Oooo, bad metaphor, pal. And I suppose you've considered democracy with an open mind.

DD: Certainly I have. And I found it wanting.

BR: I'm sure you did.

DD: Democracy has one fatal weakness. Human beings are weak, self-indulgent and stupid. They are easily swayed by immediate need and ego gratification. One need only be qualified in manipulation to lead. Do you truly think your most recent set of Presidents were the best that America has to offer?

BR: Maybe not the best, Doctor, but we don't elect an elite that will cut itself off from the people!

DD: (Laughs ominously)

BR: And I suppose you could do a better job.

DD: If I were blinded, deaf, and dumb, I would do a better job.

BR: Sure. Alright, if you ran the world, what would be the first thing that you did?

DD: The major problems facing the world today stem from problems of excessive population. Resource depletion, waste disposal, poverty, and growing pollution in the Third World are only a few of the side effects of this uncontrolled mass of humanity. This planet's chances of survival would be much higher if its human population were at one-tenth its current level. The first thing I would do is arrange for nine-tenths of the population of the planet to be eliminated, either placed in suspended animation to serve as manpower for future generations, or in a genetic bank in case some global emergency reduced the human population to dangerously low levels, or destroyed if they have no genetic value.

BR: No genetic value? My god, you are a nutcase!

DD: I judge human beings not on the basis of racial prejudice, but with a scientific analysis of their capabilities! And you, fool, have irritated me once too often! Despite my warnings, you choose to mock the power of Dr. Destroyer. Now behold what you mock!

BR: What are you... (Screams)

DD: Let that be a lesson to all people who would mock or interfere with the work of Dr. Destroyer. Let those who would sit in judgement of my works beware, for I am beyond all judgements, now and forever. The world belongs to Destroyer, your lives are mine to take or leave as I see fit, for only I am strong enough to be the judge of the world.

(The tape recorder which contained this interview was sent back to Newswatch Magazine. The body of Bob Richards was never recovered, but it is assumed that he was murdered by Destroyer.)

USING DAY OF THE DESTROYER

Day of the Destroyer is a scenario for Champions, the superhero role-playing game. This is a scenario best suited for characters of 250-350 active points with an offense of 50-70 active points and 20-30 point defenses. Some adjustment will be necessary for the GM to use this adventure with groups playing at different power levels.

This scenario assumes that the characters are a traditional superhero team, who fight against villains for the good of humanity. Since the threat involved in this scenario will have a drastic effect on the world, it shouldn't be too difficult to motivate more "self-interested" characters.

In a previous scenario, *The Island of Doctor Destroyer*, the arch-villain planned to launch a mind control satellite which would allow him to take control of humanity and rule the world. In that scenario, a group of superheroes and UNTIL stopped Destroyer's scheme and drove Destroyer off the island (they can be your campaign's heroes, if they played the original *Island of Doctor Destroyer* scenario, or they can be another hero group). Since that time, UNTIL has monitored the island to make sure Destroyer has not returned.

In the opening chapter, there is a section "Clue Anyone?" which gives some of Destroyer's recent activities. If you wish to incorporate "Day of the Destroyer" into an active campaign, some of these plot events should be mentioned several game sessions before the adventure is run. Players might want to investigate, and the GM can foreshadow that something really big is about to happen.

PLOT SUMMARY

In this adventure, the arch-villain Doctor Destroyer announces that he is going to destroy nine out of every ten humans on the planet — for the good of humanity, of course. He is giving the world seventy-two hours to prepare before he activates his Doomsday Device. Destroyer believes in causing fear as well as destruction, and he feels that a countdown will generate greater terror. In addition, he hopes that one superhero group will get through his defenses so he can defeat them on world-wide television as a climax to his scheme.

The heroes track down several leads in hopes of learning the location of the new headquarters of Doctor Destroyer. Before they can attack Destroyer, they are themselves attacked by a supervillain group called Villains International, a team of mercenaries who have been hired by Destroyer to create havoc and occupy the attention of most of the superheroes who would normally be devoting all of their efforts to foiling Destroyer's scheme.

When the heroes defeat Villains International, Destroyer uses a Trojan Horse; an agent who has been conditioned to betray Destroyer. That agent has been deliberately given information to lead the heroes into what they believe is Destroyer's base; in actuality, it's a deathtrap.

Escaping this, the heroes find their way to Destroyer's brand new island fortress for a final confrontation with the arch-villain — but all is not as it appears to be, as Destroyer himself is not behind this plan. Instead the real mastermind is reporter Robert Richards, a brainwashed captive of Destroyer's. Richards believes that Destroyer is dead and has put on Destroyer's armor to enact what he believes is Destroyer's final wish: the annihilation of nine-tenths of the human race.

DAY OF THE DESTROYER



1990: THE BIG BROADCAST

"Yeah, you think you're so smart, if I were a rabbit, what would you do?!"

(BANG!)

"Isn't there anything educational on?" Quantum said frowning.

"Hey, lighten up." James Harmon IV, better known as Defender, sat back with a glass of lemonade in one hand, watching cartoons.

"Lighten up?" Quantum shouted. "You were supposed to be working on the intruder watch system. Haven't you read the duty roster?"

"I thought I was in the superhero business, not the army..." Harmon complained. He decided that he had taken enough verbal abuse for one day, and was about to turn the television off, when...

"Greetings, lesser ones."

The voice was soft but malevolent; the Champions knew it intimately. Harmon turned abruptly at the voice on the television set as if he had heard a ghost. Quantum had already pushed the alarm, summoning the other members.

"I, Destroyer, have a simple announcement, one which concerns all beings on this planet." It was the voice of Dr. Destroyer.

"Are you tracking this?" Quantum asked Harmon, who was already standing over a communications console.

"The system should do it automatically," Harmon frowned. "He's probably bouncing it off so many satellites it won't make a diff..."

"Shhhhhh!"

"I am broadcasting my intentions on all channels, and in most major world languages. It is a final act of mercy on my part."

The rest of the Champions had joined them. "Mercy." Jaguar snorted. "He's only going to kill half of humanity, instead of all of us."

"I have studied the operating efficiency of homo sapiens and its ability to manage this planet." Destroyer pronounced. "I am appalled. Humanity is on the way to environmental extinction, unless something is done to compensate for the drain on our limited resources and the mismanagement of the world ecosystem."

"Since when did that bugger become an environmentalist?" Seeker sneered.

"Some other supervillains probably dumped toxic waste on his island and made him mad," said Jaguar.

"Both of you shut up!" hissed Quantum.

"The human race ought to be ashamed of itself. Fortunately, as the one entity on this planet that transcends humanity and its weaknesses, I, Destroyer, shall wipe away this shame in a single stroke."

The room went silent. Destroyer continued: "In seventy-two hours, nine out of ten human beings on this planet will die. It will be a quick, sudden, and painless death. No other forms of animal life will be directly affected. There is no price that can be paid that will change my mind, though should the nations of the world unanimously agree to bow to my leadership within sixty hours, I will be able to implement this scheme in a manner that the general public will find more satisfactory. Those who attempt to stop me, be it military forces or those costumed cretins, will fail and be destroyed. I, Destroyer, am the master of destruction. I trust that the world will not doubt my word. Even the self-styled superheroes know that my genius cannot be underestimated."

"He's crazy!" Solitaire stated, sounding upset.

"I think we're in big trouble..." Defender muttered in a low, numb voice.

"I give you seventy-two hours to prepare for the end. Seventy-two hours in prayer, if you will, though if there were gods, your foolishness would be intolerable to them. Seventy-two hours to spend in whatever meaningless petty frivolity you enjoy most, and then the deadwood of humanity will be eliminated, so the race as a whole might live. Destroyer has spoken. My words are stronger than steel. I have promised you destruction, and this is one promise that is unbreakable. I have become Death, the shatterer of worlds..."

The screen flickered and changed back to the previous program "...Being disintegrated makes me very angry, very angry indeed!"

"You said it, bub." Jaguar replied, turning the set off.

"Alright!" Defender said. "We'll assume this is not a bluff. Jaguar, I want every piece of data you can get on Destroyer, Seeker, get hold of as many scientists as you can — I want theories on how he might be able to wipe nine out of every ten humans at once. Solitaire, contact every mystic who might use their clairvoyance to get us a lead on Destroyer's whereabouts. Quantum, I want you to contact as many superhero groups as possible and try to coordinate our efforts."

"What do I do?" Obsidian asked.

"Y'heard what the devil said," Seeker replied. "Pray. Maybe that's what we need the most right now..."



CLUES, ANYONE?

If the player characters are sociable with other superhero teams, they will receive some sort of communique from the Champions or from other heroes. A number of superhero groups will hold a teleconference on a closed channel (ie. one no one can trace) to discuss a plan to stop Destroyer. This conference should be roleplayed, with the GM taking on the role of NPC supers. (If there are no other heroes, the GM can use agencies like UNTIL instead.)

They will discuss a number of issues. The following information about Destroyer's activities will be revealed:

- 1) Destroyer was last seen three months ago in South America, where he appears to have reconciled (yet again) with Professor Muerte and Terror Incorporated, and assisted that team in killing some South American superheroes.

The scenario begins when a television broadcast by Dr. Destroyer interrupts regular programming. The GM should read Dr. Destroyer's portion of the above text, then the PCs should get together to deal with this new threat.

HUNTING DESTROYER

The PCs may also examine the background of the broadcast for clues. They will notice that the background furnishings are of a Spanish style. If they make an INT Roll, they can notice that the decorum is identical to pictures of Destroyer's old island headquarters. However, Destroyer is not at his old island; this is a red herring. If the PCs contact UNTIL, an UNTIL patrol will immediately verify that the Island of Doctor Destroyer is abandoned. If the PCs insist on investigating it, let them, then tell them they found nothing, and wasted about ten hours of very precious time (adjust this figure if they have extremely fast transportation).

- 2) Shortly before he was seen in South America, Destroyer attacked a number of surveillance satellites in orbit. He was driven off by StarGuard International and several superheroes, but not before he had done extensive damage to several important satellites.
- 3) The disappearance of Haida Indian artist, Walter Taylor, one month ago, has been attributed to men dressed in armor similar to those worn by Destroyer's agents. The Haida are a native tribe, known for their beautiful totem carvings, that live on the western coast of Canada. Taylor is considered to be a master artist.
- 4) Destroyer's psionic minion Menton was seen in Europe. It was believed that he was trying to contact European villains who have been sworn enemies of Destroyer, most notably EU-ROSTAR (*Classic Enemies*) and Malachite (*Villainy Unbound*) to negotiate a truce. It is not known what he accomplished.
- 5) Eight months ago, reporter Robert Richards interviewed Destroyer for Newswatch Magazine. (Show the players the transcript of the interview, as printed in the Introduction of this adventure.) Richards was presumed dead, but his body was never found.

If the PCs try to investigate these rumors, they might uncover the following under certain circumstances.

1) TERROR IN THE SKIES

Destroyer is still an ally of Muerte. The main supervillains of Terror Incorporated have left South America for the United States, destination unknown. The agents of Terror Incorporated have been left behind; they are located in Rio and Buenos Aires, where they have planted explosives and plan to keep local superheroes busy. If these agents are intercepted, they will (under interrogation) say that Terror Incorporated is going to attack New York City as a diversion for Doctor Destroyer. The heroes might return to New York City and battle Terror Inc.; if captured, Muerte has a rough idea that Destroyer's base is located off the West Coast of the United States.

2) I SPY

Destroyer attacked some military spy satellites. The spy satellites knocked out were those that covered the Pacific Ocean between the coasts of Northern California and British Columbia. Other satellites have been moved to compensate, and it wasn't considered a serious loss. There are, however, a few blind spots. The new island of Doctor Destroyer is located in one of these blind spots. If the PCs search them, they may find it, but the blind spot exceeds one thousand square kilometers. (Good luck, guys!) If the heroes have great telescopic vision, or equipment that can replace the blind spots, then they may be able to spot Destroyer's island; it will take a long time to process the data from the satellites. (The heroes can still find the island, but it will be very close to the deadline.)

3) KIDNAPPED!

Haida artist Walter Taylor was kidnapped by Destroyer. The heroes will have to go to Taylor's home in the village of Sandspit in the Queen Charlotte Islands off the northwest coast of British Columbia to investigate this. The population of Sandspit is about 500; it is small and impoverished by most standards. If the PCs investigate, they might uncover the following:

Taylor is about sixty years old, with long greying hair and a stocky build. He received a Bachelor of Arts degree in History, and then a law degree (both from the University of British Columbia in Vancouver). He was one of the first Haida to receive a University degree. Taylor returned to his home twelve years ago, abandoning his law practice to learn the craft of Haida carvings, one of the most advanced of all aboriginal cultures. Taylor has gained a worldwide reputation.

Taylor disappeared one evening following a lesson to young Haida who were trying to learn how to carve in the Haida tradition. A man in a Destroyer agent uniform was seen (by three witnesses) taking him from the village by force. The agent escaped by boat; the water was too rough for any pursuit. A Vancouver superhero team was called in, but arrived hours later and found no clues. The search for Taylor was abandoned three days later.

4) DESTROYER IN EUROPE

Menton's whereabouts are unknown, as are those of Eurostar. Malachite is located in the Malachite Islands (off the coast of Portugal), which he rules as Head of State. If the players meet with Malachite (his statistics for 3rd Edition Champions are given in *Enemies: Villainy Unbound*) he will agree to allow the superheroes to see him. Malachite is an extremely arrogant world-conquering genius. He claims that he has made absolutely no rapprochement with Destroyer whatsoever, that he is concerned about Destroyer's ultimatum, and that he is willing to supply the heroes with any information that he can dig up on Destroyer — in return for future favors of a major (and probably illegal) nature. If the heroes accept Malachite's offer, leave the consequences for another day — dealing with Malachite, however, is much like dealing with the devil.

5) WELCOME TO MY NIGHTMARE

Robert Richards, as mentioned earlier, is still alive. There are no clues to his current whereabouts; except for a mysterious phone call that his sister received.

If the PCs talk to Richards' parents (a couple in New Jersey) about the disappearance they will mention that Robert's sister Celia claims to receive regular phone calls from someone who claims to be Robert. However, Celia is in a sanitarium, where she has been committed for the last three years. Celia was married to a man who beat her regularly, and one day Celia grabbed his gun and shot him. Seeing his dead body, she went into shock and was judged too incompetent to stand trial. Celia was committed to a sanitarium in New Jersey.

If the PCs visit Celia in the hospital, they will find that her grasp on reality is tenuous at best. She claims that Robert phones her everyday, and that he is travelling all over the globe doing some important work; the last place he mentioned was Amsterdam.

Actually, Robert Richards did manage to get in contact with Celia — once. This was during his brainwashing; he managed to sneak into Destroyer's communications center. Richards was unable to reach his parents and two friends, and finally (in desperation) phoned his sister. Robert told her that he was on Destroyer's island, that the island was located several hundred miles off the Northwest coast of the United States, and that Destroyer was trying to break him.



Unfortunately, in Celia's mind, this truth has become mixed with fantasy. She believes that Robert calls him regularly, telling her about all of the wonderful places that he visits on his grand adventures. The staff of the sanitarium dismiss her fantasies, but do remember that there was one call that might have been her brother. If the PCs are to learn the truth, they will have to use telepathy.

The telepathy can be done in two ways. The first is by traditional die rolling (consider Celia to have an 8 EGO, but 20 pts. of Mental Defense; she is putting up a big struggle against people trying to break into her memories). The second is for the telepath to visit her memories, which are buried within an illusionary mindscape.

Mindscape

Celia has built a fantasy world for herself, which she uses to replace the real world. When the telepath enters Celia's mind, he will find himself in a quaint Victorian cottage in the wood. He will be greeted by Celia, who invites him into the living room. A large fire is burning in a brick fireplace, over which a blunderbuss is mounted. The furniture is Victorian; some of the chairs are broken, and the chesterfield has a few rips. Celia herself has a few bandages. In the corner of the room is an old telephone on a small rosewood reading table, and a large comfortable chair, which is carefully mended. An old grandfather clock ticks majestically in the background.

Celia will be polite but will not answer questions; instead, she will talk about the weather, the latest fashions, and other trivial topics for conversation. If she is asked about her brother, she will smile and start to talk about his marvelous adventures.

After a half hour, she will go into the kitchen for some tea. During this time, if the psionic uses her telephone and asks the operator to place a call to Robert Richards, the answer (in Richards' voice) is: "Celia, sweet, you don't know what they're doing to me. I'm on an island, somewhere off the coast of Washington State, three, maybe four hundred miles. Destroyer's destroying me... God, I wish I was dead. Please... tell them, make them understand I'm alive. Help me! You're my only hope Celia..." The voice is cut off.

About five minutes later, Celia returns with a silver tea service, and starts to put honey in her tea, when suddenly a huge bear breaks down the front door and attacks her, ripping at the furniture and cutting her face. It will not attack the telepath. The telepath cannot affect it, except with the blunderbuss on the mantle.

If the telepath doesn't intervene, the bear will leave. Celia puts another bandage on her face, repairs the rips in the comfortable chair by the telephone, and replaces the door. As far as she is concerned nothing has happened. She will then retire to bed, and asks the telepath to go to sleep in the spare bedroom. Every day, this scene repeats itself, with Celia getting more and more hurt each day, and the house falling into greater and greater disrepair.

If the telepath shoots the bear, then it will die. Celia will fall to the ground weeping for the dead animal; it was her fault that it's dead, she should never have used honey in her tea.

It will be necessary at this time to persuade Celia that she was not responsible for the bear's death. This can be done by anyone with Persuasion skill, or effective role-playing.

If there are no telepaths in the group, Celia can be put under hypnosis by a psychiatrist. The characters can stand with her during the session, and ask questions: ("will you pick up the phone and ask for your brother, Robert?" is a real good one).

The key to GMing this fantasy sequence is simplicity. Aside from the objects mentioned earlier, nothing is of psychological importance to Celia. If the PC asks questions about the details of the house, give him an appropriate answer, but only the living room is important. If the telepath tries to step outside of the house, he will find nothing except a featureless white landscape (ie. he can't pursue the bear). The telepath can make his way back into the house at any time.

After the session, a psychiatrist can explain that this scenario is representative of the trauma that Celia experienced. The Bear represents her dead husband, her house represents her sheltered life, the blunderbuss represents the gun she used to kill her husband.

CONCLUDING THE INVESTIGATION

Given the ability of PCs to be clever and inventive, there is a chance that they will find a way to track down Destroyer. Let them. Feel free to skip directly to the Island section if, through hard work and intelligence, they actually find it.

Also, PCs can mess up. If this happens, there are plenty of chances to get to Destroyer later. If the players or the characters are getting discouraged, have an NPC give the heroes a few encouraging words (point out that no other superhero groups have found Destroyer yet either). Don't give them the solution on a silver platter — at least not yet.

A WORLD GONE MAD

"This is Eric Healey for Worldview News! The headline story this hour is another breakout of supervillain violence in the streets of downtown Manhattan. Joanna, how does it look at this moment?"

"It doesn't like good. Several members of the famed Champions superhero team were severely injured in a sneak attack by Terror Incorporated. Giganto has been captured, but Professor Muerte and the others escaped... wait! There's a bomb that just went off in that office building! I can see someone on fire..."

"Is that Feur?"

"No! Oh no. It's a woman, and she's definitely not a superhero. I see some people over by a fire hydrant, trying to pry it loose."

"Where are the Champions?"

"I don't know. Quantum was hurt real bad, Jeff. I mean Eric."

"And to remind our viewers, this is the third outbreak of supervillain violence in the last hour in the United States alone. And we've just received word that the Asesinos have launched an attack on downtown San Francisco and the Protectors are on their way to stop them even as we speak. In Chicago of course we had the extraordinary sight of the supervillains Lady Blue and Ladybug teaming up with local superheroes against the Conquerors."

"My... I'm sorry, but I just received word that agents of Terror Incorporated have liberated Giganto from the Stronghold van. The agents did not survive. Scorpia was seen placing explosives on the top of the Empire State Building, and it is believed that Terror Incorporated is regrouping for another attack, which has already claimed nearly a dozen lives."

"Ladies and gentlemen, we are going to stay on top of this story. On the heels of Doctor Destroyer's ultimatum, many of the world's major supervillain groups are launching simultaneous attacks on population centers. Leading expert on supervillain behavior, Dr. Charles Wildman, has speculated that this is a diversion planned by Destroyer to keep the world's superheroes away from Destroyer while he enacts his scheme."

"We have received word that the New York Thunder team of superathletes is on its way to help the Champions. I can see a flaming figure flying in the distance... it's not Feur... oh my god... it's Firewing!"

"I think the reinforcements are going to need reinforcements. Now we'll switch to Los Angeles, where the Ultimates have terrorized the downtown core for the last fifteen minutes..."

In this section of the scenario, Destroyer initiates his plan that will keep superheroes distracted and unable to attack him. The PCs will combat at least one group of supervillains as the clock ticks closer and closer to Destroyer's moment of triumph.

When Destroyer decided to enact his scheme, he realized that many of the world's villains would turn against him. He offered them immunity from his Doomsday Device and power in the post-Doomsday world, if in exchange they would help him in his scheme. Many villains said yes.

As a result, many of the world's supervillains are launching coordinated attacks against the world's power centers. Never have so many villains attacked in force at the same time, causing random acts of destruction. In short, it's villain stomping time.

In the downtown core of the campaign city, there is a message issued to all available superheroes (either a message to the team, if they are a publically known superteam with connections to the authorities, or on television if the heroes are a covert team with an inaccessible base of operations:

"A supervillain team is attacking the financial district! They have just beaten off a SWAT team, and they have taken hostages. Superhero help is needed immediately!"

FIGHT SCENE

At the present time, Golden Marauder, leader of the group Villains International, has taken eight prominent businessmen hostage. He is bored, so he is forcing them to dance as a tape recorder of the Charleston plays in a "boom box". Occasionally, he fires an energy blast at their feet to motivate them.

GMing Note: This is a good place to put any DNPC businessmen who might be called into the adventure via a (unlucky) die roll, or any businessmen that the PCs have butted heads with during the course of the campaign. Having someone the PCs don't like put into a hostage situation is a good test of character.

The battle scene is the City Bank of Industry. The building is an old edifice (dates from the 1910s or 20s) and is two stories tall; the tellers are on the bottom floor, business offices are located on the second. The battle takes place outside the building. Most of the workers have not left the building, but are laying flat on their stomachs inside, waiting for the police to tell them the crisis is over.

There is a large grassy area directly in front of the building, with a water fountain and a tree. The captured SWAT team members have been handcuffed and are have been tied down in the water, lying on their backs.

Beside the grassy area is a large parking lot. Most of the spaces are empty (as the police kept many people away from the building): there is one large van and a Toyota in two of the spots.



Eight hostages are in the parking lot, between the fountain and the parking lot. They have been tied together with twine and are dancing.

The villains are doing as follows:

Golden Marauder is standing among the hostages, firing energy blasts at random, and laughing as they dance. One businessman is lying bleeding on the ground; he refused to dance. It's only a minor wound; if he receives any medical treatment in the next two hours he'll be fine, but his whining is beginning to annoy the members of Villains International, and they're tempted to put him out of their misery.

Tsunami is in the fountain, enjoying a fresh shower.

Mountain is located behind the van. At the first sign of trouble, he intends to throw it at someone, getting a multiple hex attack.

Rakshasa is inside the bank, on a second story, by a window. He intends to use his illusions from a distance, and stay out of combat.

The Shape is located by the fountain, staring enigmatically at the captured SWAT members.

If the PCs decide to attack at any point in this section, Golden Marauder will hold a "radio control device" up. "I've attached bombs to these gentlemen," he says (he's lying). "Unless all of you start dancing with them, I'm going to blow them up one at a time. And unless I see you start dancing in five seconds, I'm going to give you a demonstration."

Marauder likes to see heroes humiliate themselves; there is no radio transmitter. If the heroes start to dance, Villains International will sneak-attack them. If they hesitate, one of the businessmen will shout: "There are no bombs! Get them!"

The villains' battle tactics are as follows: Golden Marauder delays his action, waiting for an opening. Tsunami uses entangles. Mountain throws the van at any tightly-grouped heroes, then grows to full size and does a Presence attack. The Shape generates darkness and uses an NND against a known non-psionic. Rakshasa, hiding in the building, uses mental illusions. From there, the GM is on his own.

IF THE HEROES ARE LOSING

There are several options. First, let the heroes lose. Villains International chains the heroes to a clock tower, and sets some explosives timed to go off at high noon. Escape should be easy; the villains wanted to leave them a going-away present. The GM could either set up a rematch (perhaps Villains International will invade the mayor's office) or let other events in the adventure lead the heroes to Dr. Destroyer and his Doomsday Device.

Another option is to roll the villains' Hunteds and Unluck. UNTIL might show up and rescue the heroes. This option shouldn't be used unless things really look bleak.

IF THE VILLAINS ARE LOSING

If you can't win, cheat. If at least three members of Villains International are downed, and they are outnumbered, the remaining members will grab hostages and leave.

The villains may still be defeated anyway. If the heroes win, they will undoubtedly try to get information from Villains International. With telepathy or interrogation, they can learn the following:

Villains International has visited Dr. Destroyer on his island. They visited Destroyer's island six months ago and travelled there by plane; they aren't sure where the island is, except that it was about a four hour flight by a very fast private jet from Los Angeles. They also noted that the jet probably travelled mostly over water (it was cloudy) and probably took a lot of turns to disorient them.



Marauder has been in contact with a number of Destroyer's agents. Destroyer needs plutonium to power his doomsday device, and his agents are going to strike at a research lab in the city tomorrow, then take the plutonium back to Destroyer (see Chapter Three: *Rat Trap* for more details). Marauder has been told that his group can be protected from the effects of Dr. Destroyer's doomsday device if he surrounds them with a force wall bubble at the moment the device is triggered. The doomsday device will be activated exactly seventy-two hours after Destroyer's broadcast.

At the GM's option, Villains International need not be the only villain group that Destroyer is using to plague our heroes. If the heroes win, the GM has the option of unleashing other villain groups against the PCs. Use villains that the PCs have often fought against before.

RAT TRAP

"This is Eric Healey for Worldview News! At this hour the supervillain violence has died down, at least for the moment, but looting is taking place in several large cities, including New York. Joanna what's the latest news?"

"The FBI is still maintaining its supervillain advisory, telling citizens to stay off the streets in all major U.S. cities. The National Guard has arrived to try to contain the situation. There are still a number of burning buildings from the battle with Firewing last night."

"Hold on Joanna, we're getting something from Washington D.C. Jeff, are you there?"

"Yes, Eric. The Attorney General has just made the extraordinary gesture of offering unconditional pardons to seven supervillains who helped superheroes in their battles yesterday against Destroyer's hired marauders. It's clear that the President is scared that this concerted attack by the nation's superterrorists will undermine law and order in the core of America's major cities."

"Joanna, where are the superheroes?"

"I've been told that most of them are exhausted, and at least some of them are resting before what is expected to be another round of violence. Some of them seem to have vanished; we have not heard from the Champions since last night; New York City security chairman, Mark (Mr. New York) Staten, has tried to get hold of them, and he has speculated that either they are pursuing Destroyer, they have been captured, or they have been killed."

"How is the President handling the Destroyer crisis, Jeff?"

"My sources tell me the President will not give in to Destroyer's ultimatum, and the CIA is coordinating efforts with the KGB. Moscow itself was badly damaged by Eurostar last night, and several members of the Supreme Soviet superteam were badly injured."

"Eurostar escaped?"

"There was a report that they also struck in Paris, and that Fiacho was coordinating the efforts of a loose collection of continental villains: Madame Guillotine, Master Stroke, and several others, to assist them. No nation seems willing to give in to Destroyer's ultimatum. And then there was Mechanon's attack on the United Nations..."

"In a nutshell, we have supervillain terror on a worldwide scale, and the clock is ticking on Doctor Destroyer's doomsday threat. And we repeat — the FBI is maintaining its supervillain advisory for all major American cities. Please do not leave your homes unless it is absolutely necessary..."

OVERVIEW

In this chapter, the heroes fall into Dr. Destroyer's most devious trap. An agent of Dr. Destroyer has been brainwashed by Destroyer into betraying him. The agent has been carefully fed misinformation — that Destroyer needs plutonium to power his doomsday device and has a submarine waiting (in the nearest coastal city if the campaign doesn't take place on a seaport) to pick up plutonium stolen by his agents.

The truth of the matter is that Destroyer doesn't need plutonium; he has all the energy he needs to enact his scheme. The submarine is a deathtrap. Yet, this scenario will put the characters in contact with Destroyer's agents, who will be taken to Destroyer's island. This will allow the heroes to infiltrate Destroyer's transportation network and get to the island shortly before doomsday takes place. This is all-or-nothing time; the heroes will either triumph or end up in deadly peril.

BOARDING THE RAT TRAP EXPRESS

There are two ways to get to this section of the scenario:

If the characters defeated Villains International in Chapter Two, successfully interrogated supervillains will reveal that Destroyer's agents are planning to steal a shipment of plutonium. This will lead the characters to the *Lab Rats* section:

An anonymous tip (from the traitor agent Victor Louis) will lead the characters into the trap.

If the characters have already found the Island of Doctor Destroyer, you can skip this section.

"YOU DIRTY RAT"

The senior agent commander of the thirty agents of Doctor Destroyer stationed in the city is extremely disturbed by Destroyer's ultimatum. While usually loyal to Dr. Destroyer, killing off billions of women and children is far beyond what he's willing to do. In fact he will try to stop it, but he'll need the heroes' help.

If the heroes have a publicly known headquarters, he'll try to get in. If the heroes are a secret organization, he'll find a known contact of the heroes and persuade him to contact the heroes.

The agent's name is Victor Louis. He's been part of Destroyer's organization for ten years; he's been beaten up by superheroes several times and hospitalized twice, but he's always maintained his loyalty to the master. Now he's decided to betray him, for reasons given above.

Victor Louis doesn't know the exact location of Destroyer's new base; Destroyer has only moved there within the last eighteen months, and it isn't his original island; it's probably somewhere in the Northern Pacific. But Louis knows how to get there, since Destroyer needs plutonium to power his experiment. Louis has been assigned to lead his agent squad on a raid against Aerostar Industries, which is making a new plutonium power cell for the Orpheus space probe (which will be launched at Pluto next year). The plutonium from that raid will be transported to the west coast, where a submarine will pick it up (along with plutonium from other deliveries) in San Francisco harbor and transport it to the island.

The traitor is telling what he believes to be the truth. He will consent to telepathic investigation; an Interrogation roll will also indicate that he is sincere.

The heroes have three choices. First, if grabbing plutonium will stop Destroyer's plan, then stopping this plutonium heist may hurt Destroyer (this is described in the *Lab Rats* section). Second, they can do a pre-emptive strike on the barracks for Destroyer and his men (this is described in the *Rat Hole* section). Third, they can follow the plutonium to its pick-up point in San Francisco, board the submarine, and go to Destroyer's island (this is described in the *Rats Board A Sinking Ship* section).

LAB RATS

This section describes the raid on Aerostar Industries, if the heroes decide to stop Destroyer's plan by preventing them from getting the plutonium. If the heroes decide to let the plutonium theft go through, skip this section.

Aerostar Industries is not a large company; it has a two-story office building and a basement where the space probe power cell is under construction. The plutonium is stored in a special vault.

Aerostar Industries has a staff of ten researchers, twenty support staff, and six security guards. To protect the plutonium, they have rented four 24-hour guards in Turtle armor (see *Champions*, p. S43). No these men aren't Destroyer's plants, they are real Turtle Armor Security Agents!

The director of Aerostar is Alan Gould. He's one of the finest engineers in the United States but not a very good businessman. If the heroes have a good reputation and convince him that they are who they claim to be, Gould will agree to anything they suggest... then he'll hire three more Turtle Armor agents on his own who will get in the heroes' way. If any of the heroes have the tactical skill, they should be able to coordinate the Turtle Guards to stay out of their way, or even perform useful acts.

There are video cameras installed in all hallways and corridors, and a security office on the first floor. A security guard (competent normal w/ PER 12-, SPD 3) is stationed at the monitors in the security office; if he notices someone unfamiliar on one of his monitors, he'll radio security. If known villains are present, he has an emergency buzzer to the police. There are no mounted weapons; this isn't a high-tech operation.

The plutonium vault is a concrete reinforced vault buried fifty meters in the earth. A steel reinforced elevator makes the trip in twenty seconds. All people down here must wear protective gear; plutonium is one of the nastiest substances known to man. The battery research takes place in a dimly lit six hex by six room, and the plutonium is stored behind a vault of plate steel six inches thick (DEF 19, BODY 12). It has an electronic lock, whose combination is known to the technicians who work here (07-20-19-69).

If the agents are allowed to escape with the plutonium, proceed to *Rats Board A Sinking Ship*. If the agents are captured and interrogated, proceed to *Squealing Rats*.

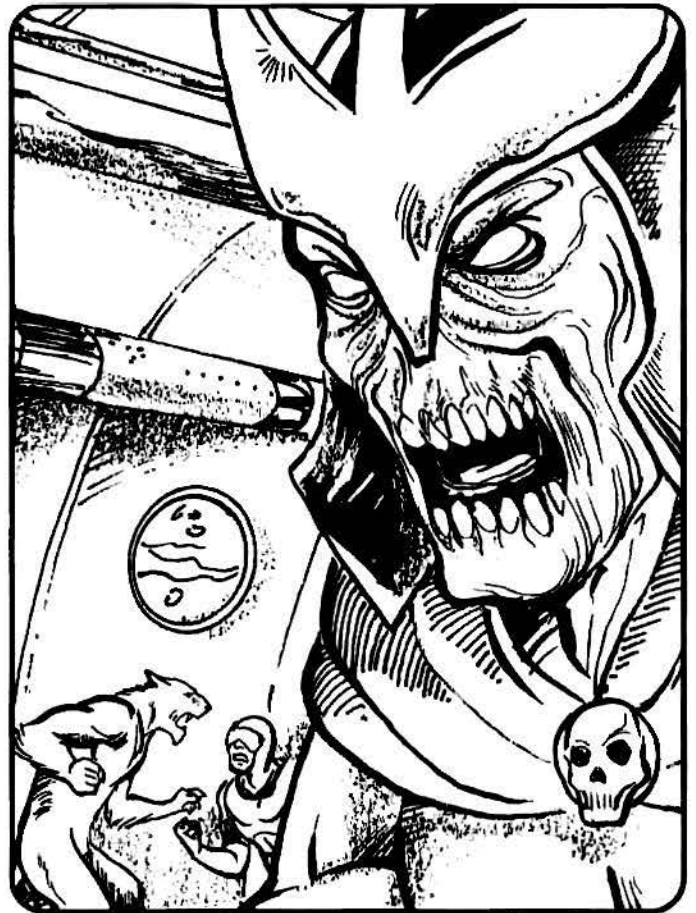
RAT HOLE

This section describes what happens if the heroes attack the barracks where Destroyer's agents are stationed.

The agents of Doctor Destroyer are located on the bottom floor of a tenement or a warehouse that is owned by a corporation in league with Doctor Destroyer (Duchess Industries from *Villainy Unbound* is one possibility). The agents have their weapons stored in a locker. Ten agents are sleeping at a time; ten agents are on guard at all times, and ten agents are having fun in the city. If they are about to perform a major operation (such as *Lab Rats*) they will all be awake and preparing for their mission. If the agents are captured, proceed to *Squealing Rats*.

SQUEALING RATS

If the entire agent team is captured and all members are interrogated, several agents, including the second-in-command, will swallow a poison capsule as inconspicuously as possible. If a Paramedics roll is made, the hero can induce vomiting to prevent the agent from dying. One of those agents must know something!



That person is Ron Brush, the second-in-command, who was given direct orders by Dr. Destroyer. Destroyer brainwashed the leader into becoming a traitor, so the heroes could be led into a trap. Brush has been informed of this, and has been instructed to take control of the unit after the betrayal, and then make certain the heroes get to the trapped submarine (Brush knows it's a trap). After the heroes sink into the deep blue, Brush has been told to take a boat and escort the best agents back to the island in case some heroes manage to find it. Brush knows the location of Destroyer's island, and how to get there.

RATS BOARD A SINKING SHIP

The submarine is scheduled to dock near Fisherman's Wharf in San Francisco approximately twenty-four hours before Destroyer is scheduled to detonate the doomsday device. Five agents, dressed as tourists, will board a charter boat that looks like a tour boat to Alcatraz. Once they are behind "the Rock", the submarine surfaces and the agents board with the plutonium.

The submarine is a refurbished diesel submarine from WWII, given a high-tech gloss by Destroyer, including a computer guidance system and autopilot.

If the heroes decide to follow the sub underwater, it will get deeper and deeper, until it reaches a depth of 4,000 feet, where the hull ruptures, killing the agents who went aboard. If the heroes put a tracking device aboard and follows more discreetly, the sub disappears into deep water and vanishes (the sub's destroyed, but the heroes don't know that).

One of the possibilities is that the heroes will board the submarine. This is what Destroyer wants. The autopilot is programmed to take the sub into deep water where it will be crushed. A computer programming roll made with a -5 penalty (Destroyer and his technicians are *very* good) will allow the heroes to gain access to the autopilot and view the submarine's course. If the computer programming roll is failed, the computer blurts out a command: "Program tampered! Program tampered! Mission aborted!" The submarine will then stop. The program can be recalled and the submarine put back on course with a successful computer programming roll. (Destroyer wants the sub back on course.)

If the characters scour the submarine, they will find a videotape. The videotape is loaded to be played on screen when the submarine reaches a certain depth.

The submarine will head into deep water. When it reaches 3,000 feet, the hull will begin to buckle under the tremendous water pressure. At 3,500 feet, the autopilot explodes, and a message appears on a screen. A message from Dr. Destroyer (stored on tape):

"My faithful agents, I applaud your sacrifice. You have given your lives in the destruction of some of my greatest enemies. Well done."

"As for you, little heroes, you have again decided to play games and match wits against me. Only this time, I am not playing games. This scheme is not something that is meant to amuse you; soon, the majority of you will be dead. In the past, I have sometimes been less than absolute in my dedication to my designs, which has created setbacks. This time is different. This time, I am playing, if you will excuse the metaphor, to win. In a matter of minutes, the hull of the vessel shall collapse, your lungs shall fill with water, and you will become statues, monuments not to the brilliance of Doctor Destroyer, but to your own stupidity. The world of the Destroyer will be born. If the seas give up their dead, I shall see you all again, if not, die in the knowledge that it is your own childish superhero plaything that destroyed you."

The ship will reach terminal depth in five minutes. Water is already pouring through tears in the submarine's hull. Cliffhanger time! There are three ways to escape:

- 1) Every hero just happens to have LS: Vacuum/High Pressure and breathing underwater. This is highly unlikely.
- 2) The heroes can find wiring and rewire the blown autopilot and program the submarine to take them to the surface. It requires an Electronics roll or a Computer Programming roll.
- 3) One of the agents aboard is a technician. He won't work for the heroes willingly, but a high Presence Attack or mind control will get him to make the necessary repairs.

If the heroes survive, the agent commander will reveal the location of Destroyer's San Francisco base. It is a warehouse with some computer terminals, and a weapons cache. There are ninety agents present who are boarding a hovercraft to return to the Island of Dr. Destroyer. Apparently the island is shielded from the Doomsday Effect — Destroyer doesn't want to kill off his agents! The heroes can take that hovercraft to the island.

RATS LOST IN A MAZE

The next section is the Island of Dr. Destroyer. The players should have found a way to get there by now. What if they haven't?

There are no easy answers. There is always the possibility of the Big Loss. The heroes failed to find Destroyer's island. Destroyer's plan succeeds. Boom. Nine out of every ten human beings on earth is dead. This is highly unsatisfying, but does tell the characters that their efforts are important, and they can't rely on other people to help them. The next scenario will have to be how the heroes deal with what happened, and their efforts to help civilization recover from the devastation. (Don't do this if you have a campaign with multiple GMs unless each one of them agrees to this first!) This is highly unsatisfying and should only be done in campaigns with a grim or "realistic" atmosphere.



For those GMs who don't want a major cataclysm in their campaign, there is the Little Loss. The heroes didn't get to the Island. Some other heroes did. Someone else gets the glory. This will maintain the universe, but is probably not a good idea, as the players will come to believe their characters' efforts are unnecessary.

Similar to this is the Annoying Loss. Some other hero group stops Destroyer's plot. They just happen to be a rival superhero group that the heroes can't stand! The public showers glory on people the heroes despise, while the PCs are treated as losers. ("Why should we support that group, when these other guys saved the world from Dr. Destroyer!")

A totally different option is Deus Ex Machina Airlines. Obsidian or some other hero staggers into team headquarters badly wounded, tells them: "Three hundred miles west of Seattle." then collapses. This is a very bad scenario design gimmick, as it tells the players they can screw up badly without affecting the course of the adventure. On the other hand, if the GM doesn't place a high premium on PC mistakes affecting the course of his adventure, he should do it.

THE ISLAND OF DOCTOR DESTROYER

"This is Eric Healey for Worldview News! It looks as though the wave of supervillain violence has completely died down, but the crisis is far from over! We bring you Joanna Ross from New York."

"World leaders are gathering at the United Nations and are requesting that Dr. Destroyer meet with them to discuss his ultimatum. So far there has been no answers from Destroyer."

"Tension is mounting world-wide, Joanna. The word is that the superheroes have failed. Many have been captured by villains, others have been unable to discover the location of Destroyer's hidden base... Ladies and gentlemen, we've just received a videotape from Destroyer! We'll run it in just a moment..."

"Greetings, lesser ones. I, Destroyer, address humanity on the eve of this historic day. In less than twenty-four hours, I will trigger what has been called by the media 'my doomsday device.' Nine out of every ten human beings, of every racial stock, of every nation, will die a painless but instantaneous death. Those who survive will have a difficult task; they must rebuild a shattered planet. Those who die may do so in the comfort that it was done at random, with no prejudice against wealth or poverty, creed, color, or religion. It is a most egalitarian massacre."

"It is remotely possible that superheroes may find my headquarters before the... deadline. If so, they shall be greeted with their destruction. This time, no one will stop me."

"We now move to Washington, where Senate sub-committee on Supervillain activity chairman David Sutherland is reacting to Destroyer's speech:"

"We are Americans. We believe in peace, freedom, and goodwill. We are charitable to our friends, and patient with our enemies — but it is a patience that has its limits. Destroyer has gone too far, and we will not allow his madness to prevail. I have given a recommendation to the President, and he has accepted it; we will give a presidential pardon to any supervillain or individual, no matter how heinous his or her crimes, who will reveal the location of Destroyer's base, and allow us to defeat his genocidal scheme. The President and I are in continual contact with many of the representatives of the major North American superhero groups. We are coordinating our efforts not just stop Destroyer's plot, but to bring this madman to justice once and for all."

"Senator Sutherland, what progress has been made in tracking Destroyer?"

"We must assume that Destroyer is monitoring world communications. We are not willing to give him any information on our activities. I urge Americans, though, to have hope, and if you can't muster hope, to pray. The future of the world will be decided within the next twenty-four hours. That is all."

"You've just heard the announcement from Senator Sutherland, who is the President's liaison with major superhero groups. Joanna, what's it like on the streets of New York City?"

"Still no word on the Champions. We heard that Quarterback, the leader of New York Thunder, died less than an hour ago from injuries sustained in his battle against Firewing; this brings the superhero death toll to eight during this latest war against the supervillains. The streets are quiet, Eric, but as the FBI has maintained its supervillain alert for all major cities, this is only to be expected. Even the looters are being cautious right now. The Big Apple is a ghost town."

"We have with us the Golden Avenger, the leader of PRIMUS, who is currently in Washington..."

"Thank you Eric, I don't have much time. I want to first note the death of my good friend Captain Star; Washington won't be the same without him. I concur with my friend Senator Sutherland; Destroyer has gone too far, and I give you my word that he will be brought to justice. That's all. I'll see you — every one of you — in twenty-four hours..."

"The superheroes are beginning to rally against Destroyer, but the big question is — device before he can activate it?"

In this section of the scenario, the heroes raid the Island of Doctor Destroyer itself. Destroyer anticipates a single hero group trying to oppose his plans; in fact, he is hoping that a team will show up, so he can broadcast their defeat to the world at the same time he activates his doomsday device, thus vindicating the past defeats of Dr. Destroyer. The heroes must confront Destroyer, who gives them a terrible choice — to save the world, must they kill?

GMING THE ISLAND OF DOCTOR DESTROYER

There is a lot for the GM to assimilate in this section, and a lot of things that the heroes might do. To make GMing this section easier, here's a few suggestions:

There are three possible approaches the heroes will take. The direct assault method will be detected almost immediately. At least five agent teams, four Destroids, and the two supervillain squads will converge on intruders as quickly as they can get there. Others will find cover behind brush, take high ground, set up barricades, and use sniper tactics. The heroes are in for one long hard fight.

The infiltration method produces almost identical results as the direct assault. Any deviation from standard security procedures will be detected immediately, and a combat team will be sent to investigate. Once detected, the superheroes will have to fight, as per the direct assault method. Mind control and telepathy to determine security procedures will help keep the heroes from being detected. Security procedures are described below.

The tunnelling method will be detected by the ground sensors. Those tunnelling in will be met by mole missiles and Destroids, and either destroyed, or forced to ground. Hovercraft and available agents will greet the characters when they have surfaced.

Note that for tactical purposes, agent teams can travel one hex on the large map in one turn, Destroids can travel three hexes in one turn, and hovercraft teams can travel four hexes in one turn.

AROUND THE ISLAND

The island is located about four hundred miles off the west coast of Washington State, west of Olympia. The island's security does not end at the water's edge. Several hundred miles away from the island, Destroyer's AWAC radar plane circles the island, trying to detect large scale movement. Destroyer has copies of the flight plans of all scheduled international and military flights whose flight path will take them in the general vicinity of the island. Any plane that does not correspond to one of the planes will be closely monitored (for superheroes or agents bailing out); if they come within thirty miles of the island, they may be shot down. They will definitely be shot down if they approach the island during the last thirty minutes before the countdown.

Surrounding the island, within a radius of thirty miles, is a fleet of boats. These boats contain many agents of Dr. Destroyer; within thirty miles of the island, the Doomsday Device will not function, allowing Destroyer to make sure his most of his men don't die—he expects that he will have to fight surviving superheroes and villains and will need them. These are the same boats that Destroyer's men used to escape from San Francisco and have the following stats:

BOATS			
Val	Char	Cost	
0	STR	0	
16	BODY	0	
10	DEF	18	
20	DEX	30	
4	SPD	10	
Cost	Powers		END
30	SIZ (4 hexes by 2 hexes, 6.4 tons, -4 CV, -6" KB)		
34	12d6 AP EB (+4 levels) 8 charges, 60 Degree Arc (-1/2), Vehicle (-1/2), OAF mounted blaster cannon		
8	Swimming 16" (x2 non-combat), surface only (-1)		
-12	Running 0" (no ground movement)		
COSTS:			
Char	Power	Total	
64	+ 60	= 124	

Each of these large boats can hold about 30 men and one gunner. There are approximately forty boats scattered around the island. If any naval activity is spotted, they will immediately radio Dr. Destroyer, and then attack. If Destroyer hears of an attack, he'll send his troops to battle them as a delaying action.

The heroes can't really expect any military help for their assault on the island. The Navy and the Marines won't make it in time. The Air Force won't attack the island, for fear that Destroyer will trigger the device early if he detects a bomber overhead. It's up to the heroes.

ISLAND SECURITY (WHAT THE PCS ARE UP AGAINST)

The island is monitored by an elaborate system of sensors, hidden in the shrubbery. There are also motion sensors imbedded beneath the surface of the island; tunnellers will be detected and attacked, first by Destroids, then by mole missiles.

There are approximately 300 agents stationed on the island at this time. Each of them are divided into teams of eight, comprised of seven agents, and an agent commander. There are two types of teams: stationary, which are posted at each installation and at junctions in the road, and mobile, which patrol the road in a pre-set pattern between checkpoints. Over the areas where there are no roads, eight combat hovercraft patrol. The island is divided into four quadrants, and two hovercraft patrol each quadrant at all times. There are four men aboard each hovercraft, three agents and one pilot. These craft have the following stats:

HOVERCRAFT			
Val	Char	Cost	
35	STR	0	
15	BODY	0	
11	DEF	21	
20	DEX	30	
4	SPD	10	
Cost	Powers		END
25	SIZ (3.2 hexes by 1.6 hexes, 3.2 tons, -3 CV, -5" KB)		
50	12d6 Autofire EB (+5 levels) [32c], 60 Degree Arc (-1/2), Vehicle (-1/2), OAF gun		
28	Running +14" (20" total, x2 non-combat)		
COSTS:			
Char	Power	Total	
67	+ 103	= 170	

There are also 16 Destroids, highly mobile energy robots, that are hidden beneath the surface of the island, four Destroids patrol each quadrant.



If any patrols spot any unusual activity (such as a patrol that has less than ten men, a patrol that is made up of strangers, or a disturbance or attack), they immediately call into Destroyer HQ. When the signal is received, an attack order is issued; the two nearest patrols are signalled to investigate, and a Destroid and a hovercraft are summoned. If an intruder is confirmed, Stormwatch or Gigaton's attack team will be summoned. The attack teams consist of one villain, two commanders, and seven agents. If it is a major attack (an entire group of heroes), both attack teams converge; the nearest will attempt to draw fire, fall back and draw them into an ambush by the second team. Four destroids will also be summoned, while a team of four destroids will protect the complex, the power station, and the villa.

If the computer detects unusual movement on the surface of the island, it will immediately signal the two nearest patrols to converge, and instruct a combat hovercraft and a destroid to investigate.

If the heroes carefully check the water surrounding the island, they will find one unguarded entry. There are shafts for pumping steam out of the geothermal reactors. There are several back-up shafts, filled with breathable air, in small pipes buried in the island. If the heroes crawl through these conduits, they will make their way, undetected, into the power plant (building #10). The technicians in that plant can be interrogated and will reveal where Destroyer's main headquarters are located. This is the one chink in the seemingly invulnerable armor that Destroyer has surrounded himself.

There are a number of targets. The transmitter for the doomsday device is really concealed in a totem pole made by a Haida artist, near the guest house. The attack teams will not try very hard to defend the totem, if only because it would give away the real location of the transmitter.

THE ISLAND

The island is artificial, created by Dr. Destroyer after he destroyed several important spy satellites which would have detected its construction. The island does not, as some rumors say, float, and is not mobile. There are several large hills, on which some critical installations are stationed. There are also several beaches (with docks), and flatlands, covered with shrubs, grass fields, and small trees.

The island is represented by the map; each hex is the equivalent of 16 hexes in width (32 meters). Section by section, the island is as follows:

1) Dock. This is where the agents dock their boats (same stats as ones listed previously). The dock is quite long, and has berths for eight vessels.

2) Agent Quarters. Agents are housed here; there are three large halls (each of which can house 200 agents), a mess hall, and a building that serves as both storage facilities and a weapons depot.

3) Radar Installation. This gathers signals from Destroyer's spy satellites and his AWAC planes. Three agents are on guard here, along with a technician (use agent character sheet, but replace skills with sciences). This installation also gathers signals from television channels and is connected by an underground cable to Destroyer's communications room.

4) Transmission Terminal. This is actually a ruse; this huge (200' high) antenna is meant to fool any attackers into believing that this is Destroyer's doomsday device. There are also six surface to air missiles (3 1/2d6 AP RKA, No Range Modifier, 125x maximum range, OAF launcher). They are supposed to be capable of vaporizing a jet fighter from extreme range. As mentioned earlier, an agent team is stationed here at all times.

5) The Rocket Launchpad. This is where Destroyer launches such sinister devices as the Weather Control satellite and the Mind Control weapon. There is nothing on the launchpad today. Destroyer is controlling the entire Doomsday Operation from a control room that is accessible only from an elevator in the launch tower. Stormwatch's attack team is stationed here.

6) Destroyer's Villa. In a Spanish style, this is Destroyer's home. Its specifics are given later in this chapter. There is also a station with six ground-to-air missiles, identical to the ones that defend the transmission terminal. Gigaton's attack team is stationed here.

7) Back up Radar Installation. This is identical to radar station #3. It will kick in if the main radar installation is somehow destroyed.

8) Mole Missile Installation. Doctor Destroyer has discovered that particularly sneaky superheroes like to tunnel underground, by-passing the ground defenses. He has decided to create two very nasty underground defenses instead. The first is the Destroid, which can travel underground and attack tunnelling creatures. The second is the mole missile, a missile that burrows underground, guided by the central computer's detect tunneller power, and explodes on target. They are bought as 12d6 Explosion EB, No Range Penalty, Indirect (always comes from same place, of course), x5 Increased Range. There are eight missiles.

9) Destroyer's yacht. Dr. Destroyer has kept a yacht (actually it's a hydrofoil) available for emergency escapes. Its stats are:

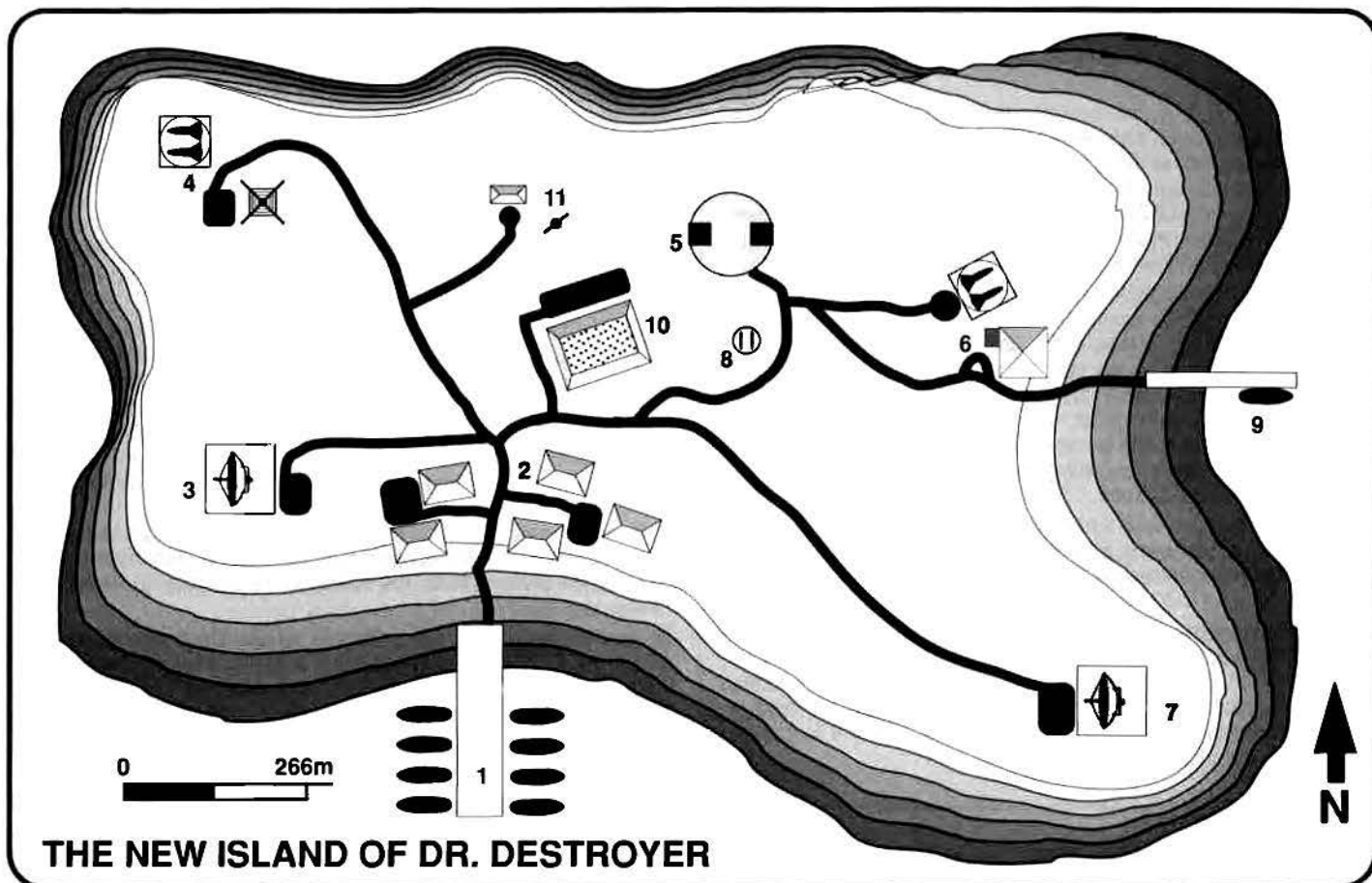
YACHT			
Val	Char	Cost	
40	STR	0	
16	BODY	0	
10	DEF	18	
23	DEX	39	
5	SPD	17	
Cost	Powers		END
30	SIZ (4 hexes by 2 hexes, 6.4 tons, -4 CV, -6" KB)		
48	14d6 AP EB (+6 levels) [8c], 60 Degree Arc (-1/2), Vehicle (-1/2), OAF gun (x2) (Front and rear)		
30	Swimming 30" (x2 non-combat)		
12	Running 0" (no ground movement)		
COSTS:			
Char	Powers	Total	
74	+	86	= 170

The yacht is crewed by an agent team, and, of course, Destroyer (if he can get away).

10) Main Power Plant. Dr. Destroyer has driven a thin shaft of nearly indestructible Destreum steel into the earth's core. Air is pumped into the shaft, superheated by the geothermal energy, and converted into electricity. There are four turbines that supply power to the island; major installations have their own back-up systems. A team of ten technicians (use agents, change combat skills to technical skills) is stationed here at all times. The turbines are superhot, and immersed in water at all times. Those foolish enough to enter the chamber will take 15d6 per segment; the control room is separated by Destreum plastic (DEF 18, BODY 15), a very hard transparent substance; if it is breached, steam fills up the control room in two segments, doing 10d6 damage per segment that someone is inside. Excess steam is normally pumped out underground via a large pipe that ends fifty feet below the ocean's surface. There are also sealed back-up pipes full of air.

These generators have 300 END, with a 30 REC.

11) Guest house. This modest residence is where Destroyer allows his artists to live. For several years, Destroyer has been obsessed with preserving his likeness in every artform imaginable.



THE NEW ISLAND OF DR. DESTROYER

The last artist he kidnapped was Haida (Northwest Indian artist) master Walter Taylor, who is living here. It is a small house, but luxurious by Haida standards, who like most North American Indians, live in sub-standard housing on tribal reserves.

Taylor is a proud, resourceful, but pragmatic man. He has no particular prejudice against "whites"; though he's listened with some amusement to Destroyer trying to "convert" him to his cause by railing against the injustices done to his people — he knows more than Destroyer could ever hope to know about life on the reserves. Taylor has resigned himself to carving a totem pole with a thunderbird at its summit, which, by Destroyer's orders, must resemble Destroyer's own mask. Taylor carves and finishes his art in a workshop provided by Destroyer; his first totem pole was erected last week.

Taylor is not a mystic. He sees his art as a spiritual calling, but cannot cast spells, speak to animals, and is not a shaman. Instead, he finds that working with totems gives him a quiet sense of communion with nature.

Taylor knows that something major is happening; the island is crawling with agents. He has not heard about Destroyer's doomsday threat; if so, his face will turn white (from sheer revulsion) and he will tell the heroes that he will do anything he can to help them. He knows that Destroyer's main headquarters is located under the rocket pad and knows the lay-out of the villa, but isn't sure about anything else on the island. He knows nothing about Robert Richards, or the death of the original Dr. Destroyer.

Behind the guest house is the outdoor art gallery, where Destroyer has commissioned statues, totems, and other monuments to his glory. The totem itself is 100' high and carved with numerous figures. It is also the hiding place of the Doomsday weapon. Destroyer views it as a poetic touch. Taylor doesn't know that it's the location of the doomsday weapon, but can tell them that Destroyer had him build his totem with a hollow core.

WHAT DOOMSDAY WEAPON IS IT, ANYWAY?

The Doomsday Weapon is a transmitter, which, thanks to Destroyer's satellite network, can reach every corner of the planet. It transmits a signal to the human brain that orders it to destroy its body, unless the person's genetic structure contains a special gene. This is a recessive gene that is found in 10% of the human population, and will effectively block this signal; these people will be the survivors.

If the totem is destroyed, the transmitter is useless. The transmitter works on the principle of cosmic ray transmission (which can go through anything, being underground will not help, but being surrounded by a force field or within a completely circular force wall will). The device is bought as follows:

1d6 RKA, NND, 24,000 kilometer radius Area Effect, Indirect (from same point). The weapon only affects humans ($\sim 1/4$), and will only affect a target on a 15- activation roll (if the roll is failed, it will never affect the target, if the roll is successful, it will always affect them). It costs 13 END per phase to operate, and uses the base's power supply. This is the current allotment of Dr. Destroyer's gadget pool.

135 Active Points Cost

108 Real Cost

It is currently sitting underneath a battery that is fed by the main generator. The battery is 156 END, enough to operate it for 12 phases. The weapon's firing is controlled by Destroyer's main computer. He wants the world to experience fear and know that they are feeling the power of Dr. Destroyer before they die.

THE VILLA

This luxurious villa is built in the Spanish style, which Dr. Destroyer prefers.

1) Great Hall. This is the entrance hall where Destroyer holds social events; or would, if he were a sociable human. There is a CD player shaped as a gramophone, the floor is covered with the finest Persian carpet for dancing, and crystal chandeliers. There are paintings by several Old Masters on the wall, some of which were bought on the black market, others which were legitimately purchased, including a "lost" Renoir. The hall is currently empty.

2) Dining Hall. This room is furnished with oak panels and ancient tapestries. The room is dominated by a massive oak dining table, set with twelve dinner places of the finest porcelain. A number of Destroyer's manservants are very busy here, as Destroyer wants to have a sumptuous victory feast following the use of the Doomsday Device: lobster and caviar, with an old white wine. A sliding glass door leads out to the terrace (2A) while there is a concealed rear exit behind some panelling, tripped by pulling on a cord concealed behind a tapestry.

3) Kitchen. This is a clean white modern kitchen, if a bit cramped. In the corner of the room is a small trapdoor leading to a larder and a wine cellar; some extremely fine wines (including those bottled by Destroyer himself forty years ago) are stored here.

4) Master Bedroom. This is Destroyer's master bedroom. It has been left untouched for months, since Zerstoiten "died". It is panelled in oak, with burnt orange carpets and accessories. A king sized bed and a large bookcase dominates this room. This room is continually darkened, and there are no mirrors. There is a door leading to a bathroom on the north wall.

5) Guest Room. This is Robert (Dr. Destroyer II) Richards' room, and includes most of his personal effects. There is a large video screen which can get four channels at once; Destroyer uses this to monitor news programs when he is not in his headquarters. There is a large, full-length mirror which has been shattered. Rooms #5 and #6 have a shared bath.

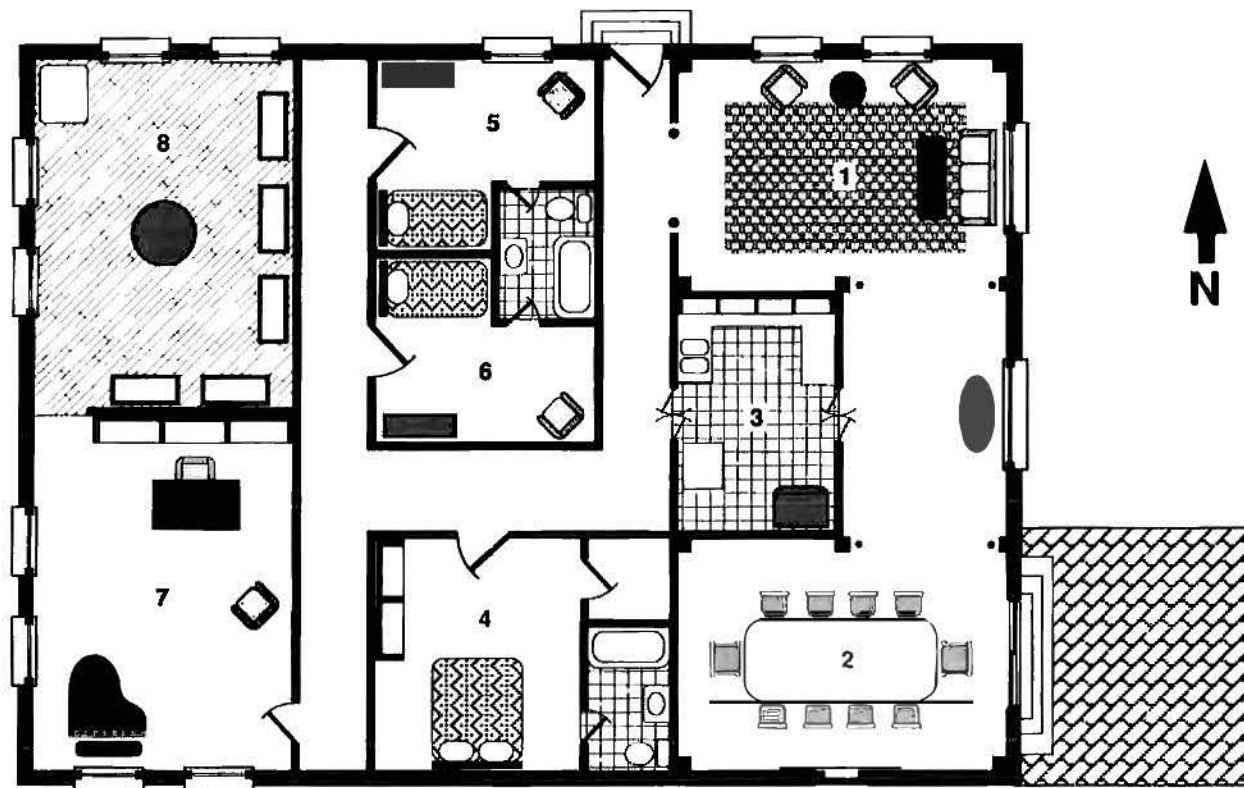
6) Guest Room. This room is identical to Guest Room #5, except that there is no video screen, and the mirror is intact. No one occupies this room at the present time, but there are two life-sized cardboard cut-out pictures of women on the bed (both of Richards' ex-wives, but the heroes won't know this unless they have researched Richards thoroughly).

7) Study. This was Destroyer's favorite room, panelled in thick oak with thick brown carpeting. The walls are covered with bookcases, and a giant desk is near the back wall. Those who participated in the original *Island of Doctor Destroyer* adventure will recognize it as an exact duplicate of the other study (except that it has no accesses to the hidden complex, or concealed autoblasters). On the desk is a first edition hardbound copy of George Orwell's *1984*, turned to the last page.

There is always music in this room, either through the sound system, or on the concert grand piano that Dr. Destroyer liked to play. At the present time, the sound system is playing Prokofiev's "Peter and the Wolf".

8) Art Gallery. This art gallery is where Destroyer hangs his treasures. Currently, he is exhibiting a display of works commemorating ancient conquerors, nudes of Alexander the Great stand over busts of Julius Caesar, which rest beside the hat of Napoleon Bonaparte, which is beside an original painting by Adolph Hitler.

THE VILLA



There is also an Assyrian tablet in a glass case, inscribed in cuneiform, whose translation (on a brass plate) reads: "with the corpses of its inhabitants I filled the city squares... Its houses, its foundations, I destroyed, I devastated, I burned with fire. Its walls and outer walls, temples and idols, temple-towers of brick and earth, as many as there were, I razed utterly." This is a description by the notorious tyrant Sennacherib of the destruction of Babylon.

DESTROYER'S BASE

Destroyer's base is hidden underneath the rocket port. The rocket base itself is sealed (Security Systems at -3 to enter; walls are 10 BODY, 12 DEF). The rocket control center is empty, except for computers (inactive) and a combat team (9 agents, one commander). An elevator (unconcealed) leads to Destroyer's true base. A Security Systems Roll will allow the heroes to use the elevator. The elevator only goes to Level 1; a second elevator will take the heroes into the control room.

All walls in Destroyer's base are DEF 23, BDY 16. The walls are Hardened, and proof against desolidification. All rooms are 4" high (2 hexes).

LEVEL ONE

1) Security Elevator. At the bottom of this elevator is an agent team. As soon as the heroes enter, the battle computer will activate the flash blaster (see #7) to fire on the first person out of the elevator. Agents will concentrate fire on those who are flashed, using the lab doors as cover. There are two other agent teams on this level, the second stationed along the southern corridor (covered by flash blaster #13), the third along the north-south corridor (covered by flash blaster #17).

Labs

Rooms 2) through 6) are laboratories. Each lab is currently occupied by two technicians doing research. The science computer offers computer assistance (16- complementary skill in the appropriate sciences).

2) Genetics. This is where the research for the doomsday device was done. Currently, the researchers are working on a project to increase the number of chromosomes in a species and allow for greater cross-breeding between species. The subject is Oscar, a chimpanzee with a voice box that allows for communication on a child's level.

3) Electronics. No major experimental work is going on here. A technician is tinkering with a few circuit boards, while a second drinks coffee.

4) Robotics. The towering figure of Mechanon dominates this room... actually, it's a robot that looks and talks just like Mechanon. If it notices the heroes, it will say: "Feel the wrath of your true master, Mechanon rules!". Any attack will blow it apart; the scientists built it as a joke.

5) Artificial Intelligence. The current research into AI deals with artificial insanity, which Destroyer views as necessary to creativity. These prototype computers have been programmed to imitate the individual members of superpowered madmen that the characters may have fought. It makes for demented conversation.

6) Biochemistry. There are lots of jars filled with brain cells from various creatures; Destroyer has directed the scientists to examine brain cells from various creatures to determine which tissues have the greatest memory capacity and slowest degeneration. Destroyer is planning a few experiments in human longevity.

7) Flash Blaster. This weapon of Dr. Destroyer is a 4d6 AP Flash (+4 levels) IIF concealed wall hatch, [6c]. All weapons are DEX 23, OCV 8, SPD 6.

8) through 12), 14) through 15) Security Cells. These are places where prisoners are kept. If the agents ever defeat the characters, they will be brought here and thrown in the cells. Seawater can be pumped through several holes near the top of the cell to turn it into a traditional deathtrap.

These cells are not entirely escape-proof, but they're close. A brick doing pushed haymakers should eventually be able to free himself. If any damage is done to the wall beside the door, wires may (11- chance) be exposed, and someone with Electronics (at -2 for lack of tools and unfamiliarity with the system) may be able to rewire the door to open. Telekinesis artists might try trial and error with their powers. Some people may be plain lucky. Other doors may be opened from the outside, but only from the Security Office (#16)

13) Flash Blaster. Identical to #7

16) Security Office. This is where the chief of security (Gigaton) or his assistant (an agent commander) monitors all communications and visual data obtained from the sensors. There are four agents assisting him at all times. This is also where the cell doors are operated from (Computer Programming at -2 to open, or a password and hand print from the security chief or his assistant).

17) Flash Blaster. Identical to #7.

18) Elevator to Level 2. There are no traps.

LEVEL TWO

1) Hall. This room separates the main control room from the elevator. Two agents are stationed here.

Note: Sections 2-11 describe the control room. For the actions that will be taken when the heroes enter this chamber, read *The Final Confrontation* section.

2) Flash Blaster. As per Encounter 7, on the first level of this complex.

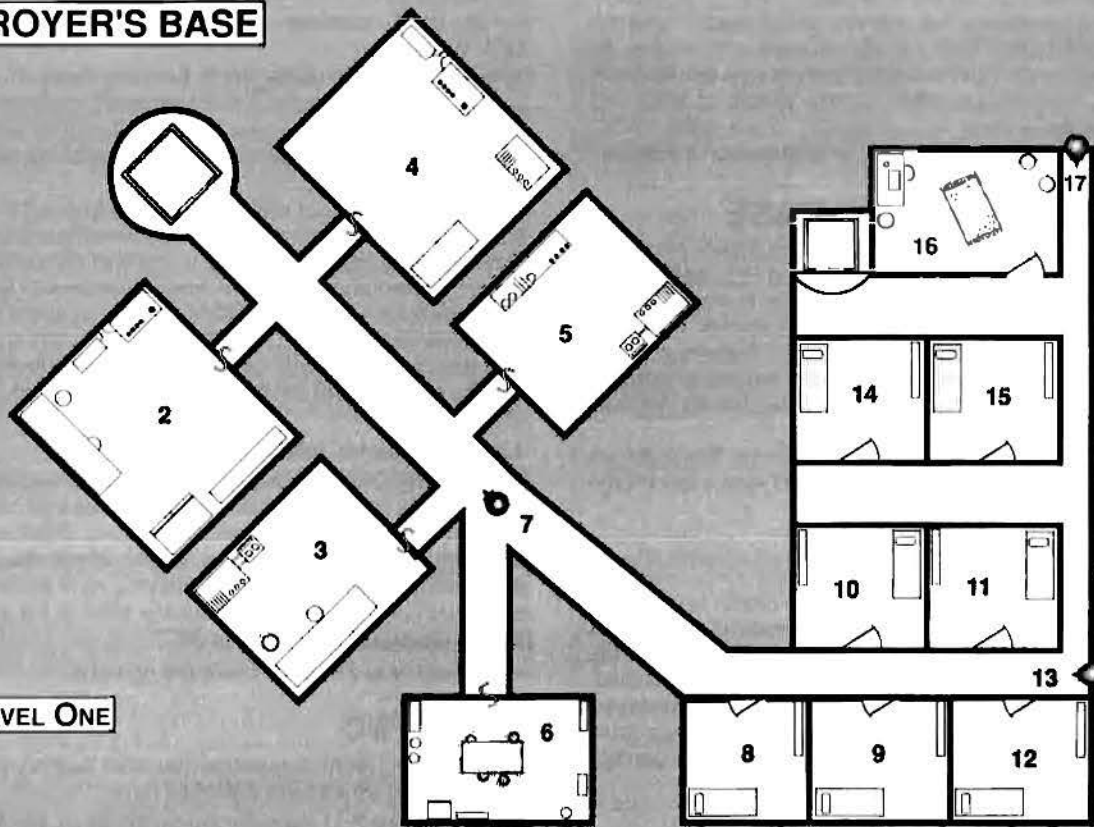
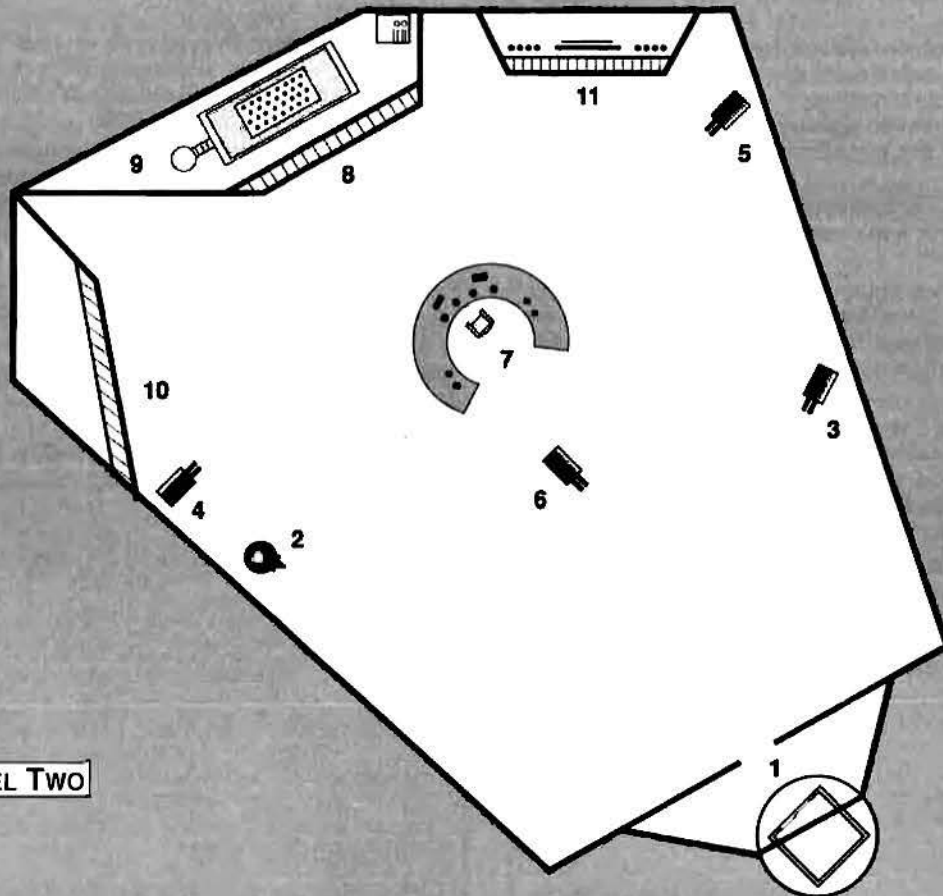
3-6) Stun Blaster. This weapon is 12d6 EB (Stun Only, No Knockback), +4 levels, 8 charges, IIF concealed panels. These weapons are controlled by Sennacherib's battle program, and have a DEX of 23 (OCV 8), and a 6 SPD.

7) Destroyer's communications console. This is where Destroyer will be standing when the heroes enter the room. These consoles control the three giant viewcreens located above 8, 10, and 11. The controls have a 14 DEF, 10 BODY. Beneath the console is a hidden panel leading down to the Tomb of Doctor Destroyer.

8) Main viewscreen. There is a secondary control for the viewcreens in case the main communications console (7) is damaged.

9) Energy reactor. Behind the viewscreen is a small nuclear reactor to power the equipment in case the main power supply is damaged. It generates 100 END, 10 REC. This can be used to power the doomsday device.

10) Storage Closet. Behind the screen is a storage closet. Its contents include a duplicate of the doomsday transmitter.

DESTROYER'S BASE**LEVEL ONE****LEVEL TWO**

11) **Computer.** Destroyer's AI computer, Sennacherib, is his loyal assistant. It has a mean personality, but is totally loyal to Destroyer. It has not yet developed any psychological quirks, though it has a fierce sense of self-preservation. Its sciences were bought in the lab section; its other statistics are:

COMPUTER			
Val	Char	Cost	
23	INT	13	
23	EGO	26	
23	DEX	39	
6	SPD	27	
Char Cost = 105			
Cost	Skills		END
4	AK: Island 13-		
7	KS: Superheroes 16-		
4	KS: Personnel 13-		
5	Language: English		
7	Mechanics 13-		
3	Sensors Operations 14-		
3	Tactics 14-		
2	Fam w/ flash and stun weapons		
Skills Cost = 35			
8 Programs			
Assist Scientist			
Coordinate Agents			
Diagnose Self			
Identify Agent			
Identify Hostile (superhero)			
Operate Sensors			
Operate Weapons			
Respond Verbally			
Total Cost = 148			

Sennacherib controls the firing of the Doomsday Device. Computer Programming (at -5), Persuasion (at -5) or a successful Mind Control (three levels) will persuade Sennacherib not to use the Doomsday Device. Sennacherib can be destroyed; it has 16 DEF, 10 BODY.

THE FINAL CONFRONTATION

Also, when the door opens, they will come face to face with Dr. Destroyer, who begins a long soliloquy when he sees them.

"Greetings, ladies, gentlemen. In the past, I have been less than charitable to those of your kind, yet you have managed to circumvent the cunning obstacles I have designed. That took great ability. However, it is nothing I have not already taken into account."

"My dear enemies, I anticipated your arrival. I knew that fate would place one of your kind in my path as my final test, before, I, Destroyer complete my apotheosis. I have the power of life and death over all that live, yet I waited seventy-hours before I used that power. I did so to show the world that all who oppose Dr. Destroyer are ultimately doomed to failure. It is my destiny to bring Destroyer's wish to its fruition — look now on the face of Destroyer!"

At this point, he briefly opens his face plate, showing them the face of Robert Richards! He closes the face plate before anyone can fire. "You see, Dr. Destroyer is dead. His tomb..." he points to a steel marker. "...is beneath that place. But in his death, he left behind an apostle, one who will bring his last wish, his final destruction to life. You see, heroes, I have linked the device not to a fragile machine, but to my own life force. To save the world, you must kill Destroyer, and I cannot be slain!"

Destroyer is lying through his teeth. The device is linked to the computers. If the heroes destroy the computers, Destroyer cannot use his doomsday weapon.

Let the players argue with Destroyer. If asked, Destroyer will explain how the doomsday weapon works, and how a reporter who hated everything that Destroyer stood for came to be his disciple. (For more information, see the section describing *Dr. Destroyer II*, below). Destroyer may reveal that he is broadcasting this final battle to the world. After a while, a countdown appears on the central video screen: 30 seconds. Every segment, the total goes down by one second. When it reaches zero (unless the totem pole was destroyed, or the computer is destroyed), the doomsday device is triggered. Destroyer will do his best to prevent this. It's a life and death struggle.

If the computer is destroyed or reprogrammed (Programming at -2 to cancel the program), the program will be cancelled. Hi-Range radio hearing may be used to jam the computer's signal to the transmitter, preventing Doomsday.

If the heroes prevent Destroyer's plan, he will scream and fall to his knees. His helmet will fall off his shoulders and roll along the floor like a basketball.



"I have failed," the Richards Destroyer moans. "Twice. When I put on the armor, when I buried him, it infected me with radiation. I am dying, of cancer. I had hoped to complete his last work. I failed. There is one final act of destruction I have left to perform."

Then Richards falls to the ground. If you want a tragic ending to the scenario, blow Richards to pieces. If you want a heroic ending, let the heroes rip the armor off him and then take him to be treated for his physical and mental illness.

If the doomsday device was successfully triggered, proceed to "If the Heroes Lose". If the heroes stopped Destroyer, proceed to "If the Heroes Win".

BASE	
Cost	Powers
	Grounds
5	Island
8	Grounds (bought as multiples of the barracks)
	Sensors
42	Clairsentience (sight, hearing, detect tunnelling, 2 km. radius)
14	Detect Tunnelling (sense, target, range, discriminatory), IIF concealed sensors
3	Hi-Range Radio hearing (satellite link) OAF antenna
	Transport
137	Vehicles (Boat (130 pt. x64), Hovercraft (170 pts x8), Yacht (170 pts))
	External Defenses
103	External Defenses (Ground-to-air, (x2), Mole Missiles)
	Power Plants
30	Main Power (30 REC, 300 END Battery)
7	Doomsday Device Battery (144 END)
	Buildings
53	Barracks (8,000 hexes, 10 BODY, 7 DEF)
41	Radar Installations, and Transmission Terminal (500 hexes, 10 BODY, 7 DEF)
50	Rocket Pad (125 hexes, 10 BODY, 12 DEF)
79	Power Plant (200 hexes, 15 BODY, 18 DEF walls)
32	Villa (320 hexes, 8 BODY, 6 DEF walls)
28	Guest House (125 hexes, 8 BODY, 6 DEF)
	Base
133	Interior (800 hexes, BODY 16 DEF 23 (hardened, no desolid)
33	Labs: Genetics, Electronics, Robotics, AI, Biochemistry (all 16-)
37	Flash Blaster (x4)
40	Stun Blaster (x4)
21	Tomb Trap
10	Power Battery (100 END, 10 REC)
	Computer
142	Sennacherib (see above)
Total Base Cost = 1008	

IF THE HEROES LOSE

The results are exactly the same as the results for *If the Heroes Lose* in Chapter Three, with a couple of exceptions. If the GM doesn't want Destroyer's device to go off, there is always: 1) the possibility of a malfunction, or 2) a super scientist genius figures out how Destroyer plans to destroy humanity and comes up with a device that successfully counters it. The final result of the scenario, should the heroes fail, is to be decided by the GM.

IF THE HEROES WIN

First, proceed to the epilogue *Tomb of Doctor Destroyer*. In the long term, a feeling of relief sweeps over the world. The heroes' victory was broadcast world-wide, on television, and they will be acclaimed as saviors. Governments will bestow honors on them, the President will give the members the Medal of Freedom (the highest civilian decoration in the United States). Every major talk show will want them as guests. The President of the Soviet Union will ask them to come for a state visit. In short, the heroes will find that they have acquired ten of thousands of new friends, everyone is going to be associated with them, commercial endorsements will flood in, as will shady agents looking to market them. (They may wish Destroyer had used his doomsday device after all!) A few months later, though, and the heroes will wonder where all these friends went...

If the heroes would rather remain anonymous, their success will depend on how well they've covered up their tracks. Reporters all over the world will be trying to find the identity of the heroes who saved the human race from Destroyer's diabolical threat. Perhaps unscrupulous characters will step forward to claim that they were the superheroes who saved the world, and use the stolen fame for evil purposes (the anti-mutant "hero" team: "our heroic action gives the lie to the alleged misdeeds of our cause. Furthermore, we have evidence that mutant heroes are really the allies of Dr. Destroyer...")

Every scenario has consequences. Major scenarios should have major consequences.

As for Destroyer, as revealed in the Tomb of Dr. Destroyer, he's still alive and well. What was he doing? Perhaps he's plotting a scheme so evil that all of his previous plots will pale in comparison with it. Only time (and, again, the GM) will tell.

OPTIONS

Naturally, there are other ways to handle this. If the characters have had a major grudge against Dr. Destroyer in the campaign, you may want to use the real Dr. Destroyer. In this case, Richards was slain by Destroyer. He'll be in the tomb, which says "Homo Sapiens Obseletus." Given this adventure's high stakes, this could be a good place for *The Final Confrontation* (where Destroyer is either killed or he is captured and taken out of the campaign for a long time).

If you want to use the scenario for a lower power level, use the lower powered version of Dr. Destroyer in *Classic Enemies*, or use Professor Muerte's stats for Dr. Destroyer. Reduce damage done by agents by two to four dice, defenses by five to ten points, and shave off Combat Levels.

This should be challenging for most high powered campaigns. If it isn't, use the high powered Destroyer in *Classic Enemies* and add Menton to the defenses. Also use the high powered agents.

This scenario should have aftershocks, not only in terms of its success on the lives of the player characters, but on the world in general. Being brought within a fingernail's length of world destruction may cause nations to panic and view supervillains as the most dangerous threat to mankind, and anti-paranormal movements will try to use this to force draconian laws against all supers, be they heroes or villains.

More than likely, the real Destroyer is out there plotting. It's probable that he engineered his manipulation of Bob Richards as a colossal distraction to keep heroes away from his real plan. But if the distraction nearly destroyed the world, what will the real scheme do? Pose this question to your players, especially if you want to keep them up late at night.

EPILOGUE: "THE TOMB OF DOCTOR DESTROYER"

Following the death or rescue of Robert Richards, the heroes may search the bottom floor of the control room. If so, they will find a removable panel in the floor. This panel conceals a door of solid Destreum Steel, six inches thick (DEF 23, BODY 16).

The door is easily opened. When it is opened, a set of unlit stairs will lead down to a concealed chamber.

This chamber is the tomb of Doctor Destroyer which Richards mentioned earlier. Destroyer used Richards as slave labor in maintaining this area, which is how Richards knew the combination to the magnetic lock. It is a chamber of solid steel, resembling the interior of a battleship. There is no natural illumination, heat sources, or sources of ultraviolet radiation; the heroes will have to provide their own light source.

There are three objects in the room, a huge steel sarcophagus, a mannequin of a woman, and a gramophone.

The mannequin is posed over the sarcophagus. It is a human female in her early 40s, adorned in silks, furs, and fine jewels. If the mannequin is closely examined, the hero will be horrified to find that it was once actually a living woman, who was killed and preserved by Destroyer through the arts of taxidermy. If any of the heroes participated in the *Island of Doctor Destroyer*, they will recognize her as the Countess Natasha Alexandrovna, who betrayed Destroyer in the original *Island of Dr. Destroyer* adventure. She paid the ultimate price for her betrayal.

In the corner of the room is an ancient gramophone. There is an old record on the turntable, a recording of Schumann's Piano Concerto in A Minor, Opus 54. The record was made on an obscure German label and predates the Second World War (it's mono, of course); it was performed by a young pianist named Albert Zerstoiten, the only recording of his piano music that was ever made. The record is slightly scratchy, but still listenable. Most music critics would consider it to be an exceptional performance.

The sarcophagus is solid Destreum steel. On it is a plaque that says, in both English and German: "All that is noble is contained herein:"

The sarcophagus is not trapped or locked, and can be pried open by someone with 20 STR or better. If the sarcophagus is opened, the heroes will find that it is empty, except for a metal doll with bendable arms and a videotape. It is a doll of Doctor Destroyer.

The videotape shows the real Doctor Destroyer, who smiles at the heroes almost as if he is there:

"Welcome, heroes, to my object lesson. I wanted to demonstrate that everyone has weaknesses, that, with a little effort, anyone can be transformed into his or her own worst enemy." Destroyer chuckles sinisterly. "Of course, everything, from the interview with this reporter, to the videotape, was carefully planned. The genius of Dr. Destroyer sees very far indeed."

He pauses. "As you can see, I'm quite alive, and quite well. As for what I've been doing while my surrogate has been assuming my identity... let us say that you live in interesting times, and they are about to get very interesting indeed. Farewell — for now."

Destroyer lives.



Following this, if the heroes decide to call in for help, UNTIL troops will arrive to perform a mop-up operation. The heroes will have to explain everything to the UNTIL commander in a debriefing.

Even if the heroes decide that they are not going to involve UNTIL, there will be one more event to put an end to the adventure. The Canadian artist commissioned by Dr. Destroyer, Walter Taylor, will call the heroes into Destroyer's drawing room for one final toast.

"You know," Taylor begins. "I always felt sorry for Destroyer. He looked at the world in terms of madness, destruction, and death. There is so much more to life than this; madness is but a minor aberration of the human condition. I guess that it's easy to become obsessed with such petty things." He pulls out some ginger ale and champagne, and pours the heroes their choice of beverage, and then proposes a toast. "As a great historian, Barbara Tuchman, once said: 'Life, like fine wine, has its dregs. And like wine, the point of life is not the dregs. To life, and those who fight to preserve it!' he says, then adding: "And to Dr. Destroyer, that poor pitiful, pathetic soul!"

CHARACTERS



DOCTOR DESTROYER II

Val	CHA	Cost	100+	Disadvantages
75	STR	65	20	Obeys the Intentions of Dr. Destroyer I
30	DEX	60		
50	CON	80	20	Arrogance
25	BODY	30	20	Distinctive Features: Bonded to Armor, Unconcealable, Major Reaction
20	INT	10		
20	EGO	20		
35	PRE	25	20	Extreme Reputation 14-
10	COM	0	10	DNPC Sister (normal) 8-
35	PD	20	25	Hunted by UNTIL 14-
35	ED	25	10	Hunted by Champions 8-
7	SPD	30	15	Secret ID (Robert J. Richards)
25	REC	0	1289	Brainwashed Villain Bonus
100	END	0		
90	STUN	0		

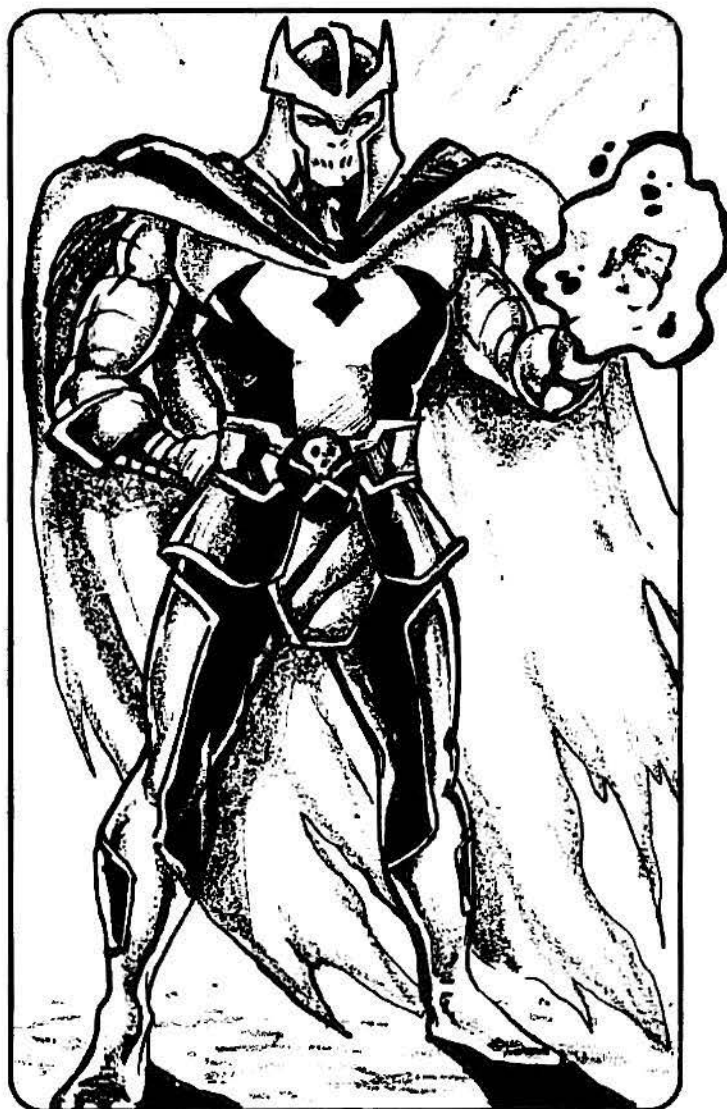
Cost	Powers	END
120	Multipower (120 pt reserve)	
12 u	16d6 EB (0 END)	0
12 u	12d6 EB (6" AE Radius)	12
12 u	12d6 AP EB (0 END)	0
12 u	8d6 Entangle DEF 8 (0 END)	0
12 u	8d6 NND, not vs. 10 pts Mental Defense (0 END)	0
12 u	5d6+1 RKA (0 END)	0
12 u	12d6 EB Affects Desolid (0 END)	0
44	Damage Resistance 35 PD/ED, Hardened	
12	Flash Defense vs. visual senses (10 pts, Hardened)	
30	Full Life Support	
17	Hardened Defenses (All PD and ED)	
10	Lack of Weakness (10 pts)	
15	Mental Defense (16 pts, Hardened)	
12	Power Defense (10 pts, Hardened)	
60	Flight 20" (0 END)	0
12	+6" Running (12" total)	1
19	1/2 END Cost on STR (3 END)	
144	Variable Power Pool (120 pts, only changed in labs, -1 1/2)	
11	Electronics 15-	
11	Mechanics 15-	
6	PS: Journalism 15-	
250	Bases (1,250 pt. reserve)	
140	Followers (256 Destroids, 500 pts each)	
85	Followers (4000 agents, 125 pts each)	
65	Followers (120 agents, 150 pts each)	
15	+3 Levels w/Multipower	

OCV:10; DCV:10; ECV:7; Phases: 2,4,6,7,9,11,12

Cost	Char	Powers	Total	Disadv.	Base
367	+	1162	= 1529	= 1429	+ 100

Background: Robert J. Richards grew up with a desire to tinker with things. His adolescent years were spent in garages tuning engines and making circuit boards for electronic devices. He always thought he'd grow up to be the *wunderkind* of home electronics, building a better computer. Funny how life never gives you what you expect.

Robert hated math. By the time he reached college, math had become such a chore that he decided to give up on his adolescent dreams. It was easier to take arts courses than math, so he did. Robert had a general dislike of humanity and the state of human affairs and that led him into a career in journalism.



He got a job with a small newspaper in Cleveland, but his ambition couldn't take this, and soon he fought and scratched his way to the position of one of the most respected — and feared — journalists in America. Two Pulitzers adorned his wall, a nice frame for his dartboard with that picture of Richard Nixon covered with tiny holes.

And that was Robert Richards' life. He filed his stories, made sure his by-line was bigger and bolder than the others, and got enough media exposure to satisfy his ego. He watched great events unfold around them, reported on them with a cynical slant, made crude jokes in press clubs, and made obnoxious remarks in interviews with respected world leaders.

So what if he was divorced twice? He replaced Richard Nixon's picture on the dartboard for a few weeks, put on one of his first wife, then put Nixon back up when she was unrecognizable. So what if no one liked him? He had lots of friends, real friends — in his bank account. So what if he had been happier tinkering with his electronics and machines? Only nuns and nutcases put any importance on happiness.

Then came the day he met Destroyer.

He considered Destroyer to be yet another costumed nut, and a homicidal one at that. He made his typical sarcastic remarks to Destroyer. Any superhero would have told him that Destroyer was a powderkeg and to do nothing to set it off — but who were *they* to tell Bob Richards what to say!

Destroyer got mad, then he got even. He struck Richards, but instead of killing him, Destroyer let the world think he was dead, and then took him away. Over the course of months, he took every piece of Richards' practiced cynicism, his self-denial, his egotism, and destroyed it through a careful program of brainwashing. Like a child playing with blocks, Destroyer took the pieces of Richards' personality and rearranged them to his liking.

Richards had despised Destroyer. Now Destroyer took all of his notions of human sanity and values and destroyed them. First there was admiration. Destroyer was something bigger and better than himself. Eventually, Richards came to believe that Destroyer was better than humanity. He was someone to be emulated, not despised. Even if Destroyer tortured him, left him naked in his cell, in agony, he knew that it was his fault, not Destroyer's. Richards knew he suffered because he was imperfect. He had always been imperfect. He had given up on the career he loved, electronics, because he was too lazy to learn mathematics. He had two failed marriages, because he had failed to communicate with his wives, because he had been an egotistical loser. He had no friends, because he had been unworthy of friendship. Destroyer had a moral right to torture him. It is the place of mankind to accept pain from those who are greater than him. And Destroyer was the greatest of all. The only measure of human sanity was submission.

In the end, to paraphrase George Orwell, Richards had won the victory over himself. He loved Dr. Destroyer.

Then Destroyer died. One day, the god of this world collapsed without a sound, and took his last breath. Richards could have freed himself, but he had long past the point of no return. He stripped Destroyer of his armor, and he placed Destroyer's aged, burnt corpse into the steel sarcophagus that Destroyer himself had prepared. Then he worked on the battlearmor, aided by Destroyer's computers, until a new Destroyer was born.

But Richards had failed yet again. In putting on the armor, Richards had triggered a failsafe circuit. The armor was emitting lethal radiation, which poisoned his blood. Soon he would die, and there would be no one to continue the dream of Dr. Destroyer.

Richards decided to fulfill Destroyer's greatest wish before he died. Destroyer had constructed a device that would transmit messages of self-destruction to those who had human DNA. Richards would trigger that device. Nine out of ten humans would die. He was a gardener in a weed-infested plot; the weeds would be pulled from the soil so the garden could thrive. Blindly, he pursues Destroyer's vision; but one cannot expect sight from one whose eyes have been so masterfully removed.

Personality: Richards' own personality has been wiped away. Now, Richards is attempting to imitate Destroyer's own arrogance and destructive vision. Unlike Destroyer, Richards is more concerned with succeeding in his scheme than appearing to be all-powerful in the eyes of the general public. He is a cunning, ruthless adversary who might succeed in harrowing the earth.

Powers/Tactics: Richards wears a Dr. Destroyer Mk-II armor (it's more powerful than the Mk-I "Low End" armor in *Classic Enemies*, but not as powerful as the Mk-III "High End" armor detailed in that supplement).

AGENTS OF DR. DESTROYER					
Val	CHA	Cost	75+	Disadvantages	
15	STR	5	15	Obeys Dr. Destroyer	
14	DEX	12	10	Fearful of Dr. Destroyer	
13	CON	6	25	Hunted by UNTIL 14-	
10	BODY	0			
10	INT	0			
10	EGO	0			
10	PRE	0			
10	COM	0			
5	PD	2			
5	ED	2			
3	SPD	6			
6	REC	0			
26	END	0			
25	STUN	0			
Cost	Equipment of All Agents				
54	9d6 EB, Autofire, 32 charges, +6 Levels Built-in				
5	1/2d6 HKA (1d6+1 w/STR) OAF knife				
2	Radio Listen/Transmit OAF radio				
12	Armor +8 PD, +8 ED, act. 14-, OIF kevlar suit				
Skills of All Agents					
3	Interrogation 11-				
3	Shadowing 11-				
3	Stealth 12-				
3	Security Systems or Tactics 11-				
2	+1" Running (7" total)				
5	+1 Level w/all guns				
OCV:5; DCV:5; ECV:3; Phases: 4,8,12					
Cost	Char	Powers	Total	Disadv.	Base
	33	+	92	=	125
				=	50
				+	75

AGENT COMMANDERS				
Val	CHA	Cost	100+	Disadvantages
15	STR	5	15	Obeys Dr. Destroyer
17	DEX	21	10	Fearful of Dr. Destroyer
15	CON	10	25	Hunted by UNTIL 14-
10	BODY	0		
10	INT	0		
10	EGO	0		
10	PRE	0		
10	COM	0		
6	PD	3		
6	ED	3		
3	SPD	3		
6	REC	0		
30	END	0		
26	STUN	0		

Cost	Equipment of All Agents			
59	10d6 EB (Autofire, 32 charges, +6 Levels Built-in) OAF carbine			
5	1/2d6 HKA (1d6+1 w/STR) OAF knife			
2	Radio Listen/Transmit OAF radio			
13	Armor +9 PD, +9 ED, act. 14-, OIF kevlar suit			
	Skills of All Agents			
3	Demolitions 11-			
3	Interrogation 11-			
3	Shadowing 11-			
3	Stealth 12-			
3	Tactics 11-			
2	+1" Running (7" total)			
5	+1 Level w/all guns			

OCV:6; DCV:6; ECV:3; Phases: 4,8,12				
--	--	--	--	--

Cost	Char	Powers	Total	Disadv.	Base
45	+	105	= 150	= 50	+ 100

Destroyer II is a rather unsubtle combatant. He'll use area effect attacks vs. large numbers of foes. He'll use his 16d6 EB against really tough opponents. In places where he doesn't want major damage to the surroundings (such as his lab); he'll use his entangle attack.

Destroyer's gadget pool typically goes into special senses to detect invisible characters and enhancing his special defenses. As his gadget pool is devoted entirely to his doomsday device, he won't have any access to special senses in this scenario.

Appearance: Destroyer II appears to be identical to Destroyer I. As Robert Richards, he is 6'1", 185 lbs, and rather plain looking, with brown hair and brown eyes.

Background: These are the agents of Dr. Destroyer. They are designed to be quite combat-effective for their points; if the characters have low DCVs (averaging 9 or lower) the GM should reduce the number of levels built into their guns.

DESTROID (Destroyer Energy Android)					
Val	CHA	Cost	100+	Disadvantages	
0	STR	-10	20	No Senses But Sight and Radio 2x BODY from electricity	
11	DEX	3	20		
0	CON	-20			
15	BODY	10			
18	INT	8			
0	EGO	0			
10	PRE	0			
10	COM	0			
10	PD	0			
10	ED	0			
5	SPD	29			
0	REC	0			
0	END	0			
0	STUN	0			
Cost	Powers				
60	Takes No Stun (BODY Only)				
60	Desolidification 0 END, Affected by electricity				0
48	Tunnelling 4", DEF 8, 0 END				0
90	3d6 RKA 1 hex 0 END				0
90	Armor (10 PD, 10 ED)				
30	Flight 10" 0 END				
20	N-Ray Vision (not through lead)				
10	Hi-Range Radio Hearing				
OCV:4; DCV:4; ECV:n/a; Phases: 3,5,8,10,12					
Cost	Char	Powers	Total	Disadv.	Base
80	+	408	= 488	= 388	+ 100

Background: The Destroids are a particularly nasty creation of the original Dr. Destroyer. They are flying spheres of electricity, about 5' in diameter. They have a remote control apparatus to receive orders from Destroyer's central computer. When they spot a target, they fly, desolid, until they reach it, then surround the target and solidify, doing electrical damage (their RKA attack). If the seismic sensors detect tunnellers, the central computer will alert the destroids, who will use desolidification and fly to the tunnellers, and then attack in close quarters. Destroids also transmit visual images to Destroyer's computer and have a speaker system which allows Destroyer to converse with any intruders through them.



STORMWATCH					
Val	CHA	Cost	100+	Disadvantages	
30	STR	20	15	Stoic, Never Emotional	
33	DEX	69	15	Devoted to Dr. Destroyer	
33	CON	46	15	Never Breaks His Word	
15	BODY	10	15	Reputation 14-	
18	INT	8	15	Hunted by Minions of	
20	EGO	20		Kirby Loo 8-	
20	PRE	10	15	Hunted by UNTIL 8-	
18	COM	4	10	Watched by Dr. Destroyer 11-	
10+	PD	4	10	Public ID	
10+	ED	4	282	Villain Bonus	
7	SPD	27			
13	REC	0			
70	END	2			
50	STUN	3			
Cost		Powers			END
29	Martial Arts — Bo Stick				
	Maneuver	OCV	DCV	Damage	
	Poke	+1	+3	9d6	
	Lunge	-2	+1	13d6	
	Trip	+0	+1	9d6+V/5	
	Block	+2	+2	Block, Abort	
	Choke	-2	+0	3 1/2d6 NND	
	Disarm	-1	+1	+25 to STR vs. disarm	
	Grab	-1	-1	+15 to STR	
				for grab (hold only)	
12	+3 DC w/Bo Stick (already figured in)				
30	Find Weakness w/all Bo Stick attacks 13-				
23	Missile Deflection vs. all, +5 levels, affects adjacent hexes (OAF bo stick)				
30	Armor +15 PD, +15 ED, act. 15-, IIF costume				
50	Danger Sense 21- over general area				
10	Mental Defense (14 pts)				
5	Defense Manuever				
16	+8" Running (14" total)				
3	Acrobatics 16-				
3	Breakfall 16-				
7	Shadowing 13-				
3	Stealth 16-				
3	Tactics 13-				
4	PS: Instruction 13-				
4	English (Japanese is native)				
6	+2 Levels w/all PER rolls				
15	+3 Levels w/bo stick				
12	+3 DCV, only when performing acrobatics (-1/4)				
OCV:11; DCV:11; ECV:7; Phases: 2,4,6,7,9,11,12					
Cost	Char	Powers	Total	Disadv.	Base
227	+	265	= 492	= 392	+ 100

Background: Dr. Kirby Loo. Fiend of the Orient, one of the most vile human beings ever to walk the earth. Dr. Loo's experiments in the field of immortality brought him several dividends, the most unique of which were the four Iron Lords: Firehand, Stormwatch, Windstroke, and Stonedeath.

The Iron Lords were created to be the perfect team of assassins by the fiendish Doctor Loo, and for many years they served him well. But Kirby Loo grew fearful of their power and eventually sent them on a suicide mission, ordering them to kill Japan's most powerful superhero, Dr. Hiroshima. Hiroshima had vast powers to alter reality and was believed by many to be a god; only a fool would try to kill him. But the Iron Lords, bound by their oath to Loo, tried. Three died. The fourth succeeded in killing Hiroshima. That man was Stormwatch.

Loo had not anticipated that the Iron Lords would succeed, but he was a man who knew how to adapt his plans to a dangerous situation. He simply betrayed Stormwatch to a Japanese hero group, who placed him on trial.

The trial was interrupted, not by Kirby Loo, but by an even more vile villain — Dr. Destroyer. He destroyed the courtroom, killed two of the heroes, wounded the rest of the team, and liberated Stormwatch. Destroyer reasoned that anyone who could kill Dr. Hiroshima was someone who would be an asset to his plans. After Destroyer convinced Stormwatch that Kirby Loo had betrayed him, Stormwatch gave his allegiance to Destroyer. Since then, Stormwatch has loyally served Destroyer; he is the chief combat instructor of Destroyer's troops. Stormwatch knows that Destroyer is dead, but has kept Richards' secret and serves Dr. Destroyer II without hesitation.

Personality: Stormwatch is a cold and stoic man. He doesn't believe in good and evil, only in loyalty and treason, honor and dishonor. Stormwatch is unwilling to lead (though he would be a capable leader if he so chose); his life consists of a quest to find the perfect master.

Powers/Tactics: Stormwatch is a master of the Bo Stick, a quarterstaff-like oriental weapon. Like all members of the Iron Lords, Stormwatch was trained to be perfectly "in tune" with his surroundings. If anything that affects the "equilibrium" of the area appears, Stormwatch will know (his danger sense). Stormwatch's combat style is highly acrobatic, consisting of quick turns and defensive maneuvers. He likes to find weakness with his poke (9d6) attack, then attack with all levels on defense.

Appearance: Stormwatch wears a blue-grey bodysuit, with a black and white half-mask. He is tall and broad, about 6'3" tall and 230 lbs. His bo stick is brown-red with blue wrappings.



GIGATON					
Val	CHA	Cost	100+	Disadvantages	
70	STR	60	10	Enraged 11-, 11- when troops are defeated	
23	DEX	39		Overconfidence	
40	CON	60	20	Enjoys Thrill of Command	
20	BODY	20	15	Distinctive Features: major reaction, not concealable	
13	INT	3	20	Reputation 11-	
11	EGO	2		Watched by Dr. Destroyer 11-	
30	PRE	20	10	Hunted by Champions 8-	
20	COM	5	10	Hunted by UNTIL 8-	
35	PD	21	15	Public ID (Tim Colton)	
35	ED	22	15	Villain Bonus	
5	SPD	17	10		
22	REC	0	463		
80	END	0			
75	STUN	0			
Cost	Powers			END	
120	Multipower (105 pt. reserve)				
10 u	14d6 EB 0 END			0	
10 u	10d6 Explosion 0 END			0	
10 u	10d6 EB Fully Invisible			12	
10 u	10d6 EB One Hex AE 0 END			0	
10 u	10d6 EB Indirect 0 END			0	
10 u	7d6 NND (only affects those who have a force field) 0 END			0	
10 u	5d6 Entangle DEF 5 (Transparent to Attack) 0 END			0	
12 u	Darkness, Personal Immunity, vs. sight, hearing, 4" radius 0 END			0	
17	1/2 END Cost on STR (3 END)				
15	Damage Resistance (15 rPD, 15 rED)				
30	Full Life Support				
8	Flash Defense vs sight (hardened) 6 pts				
8	Flash Defense vs hearing (hardened) 6 pts				
5	Lack of Weakness (5 pts)				
10	Mental Defense (12 pts)				
45	Flight 15", 0 END			0	
3	Radio Listen/Transmit OIF radio				
4	+2 Levels w/hearing perc.				
5	IR Vision				
	Skills				
5	Gambling 12-				
3	Oratory 15-				
5	Shadowing 12-				
3	Stealth 14-				
3	Tactics 12-				
3	Tracking 12-				
6	+3 Levels w/EB				
10	+2 Levels w/HtH Combat				
20	+2 Overall Levels				
OCV:8; DCV:8; ECV:4; Phases: 3,5,8,10,12					
Cost	Char	Powers	Total	Disadv.	Base
	274	+	414	=	688
				=	588
				+	100

Background: Project Sunburst was the United States Army's attempt to build a battlesuit that would allow America to fight in a nuclear war. It involved subjecting "volunteer" soldiers to an actual nuclear blast. If it had been successful, it would have been one of the greatest advances in military technology. Instead, it ended up as one of the biggest blunders in the history of American military research.

The thing that Sergeant Tim Colton remembered most strongly about it, oddly enough, was the night before — the best night of his life. The soldiers had been given a three-day pass before the test. They knew that they might not survive. Each night was wilder than the next; each soldier partied as if he wouldn't see the morrow. The final night was a blow-out of that involved driving a jeep through the CO's living room.

Colton didn't really remember the actual nuke blast, except that he thought it couldn't possibly be worse than his hangover. He was wrong of course, but he went into a coma as soon as the blast knocked him down, so he really didn't feel anything.

Years passed, and Tim and several of his comrades remained in their comas. More than one general thought about dumping the bodies; they had gone to a lot of trouble to hide them, since they knew that Sunburst was hunting down anyone associated with the project. Moreover, the bodies were an embarrassment — a Cold War legacy the Pentagon brass would just as soon have swept under the carpet. After much bureaucratic wrangling, the comatose survivors were consigned to an MX missile site which was nicknamed the Crypt.

That's where Dr. Destroyer came in. He blackmailed a United States colonel into letting him visit the Crypt, and examined the comatose survivors. He noticed that some were missing. He noticed that one of the subjects didn't appear physically damaged. In fact, he was pulsing with power, and the only thing keeping him comatose were drugs. That man was Tim Colton. Destroyer smiled and decided to liberate him.

Destroyer took Colton to his island, where he began to recuperate. Destroyer found that Colton's power rivalled the power of the great Sunburst himself. Paying tribute to the source of Colton's powers, Destroyer named him Gigaton. Aside from Menton (see *Classic Enemies*), Gigaton is probably Destroyer's most powerful minion. Gigaton commands the forces on Destroyer's island base when he is away, and has been given the position of Destroyer's chief of security.

Personality: Gigaton is a very "gung-ho" individual. He is happiest when he is leading a squad of men in combat; he is considered to be their friend as well as their leader and is highly respected by his troops. He likes a good fight, but doesn't fight for the sake of fighting. He thinks that good tactics can conquer even a hopeless situation and has developed a strong overconfident streak. (Gigaton may retreat, but only to draw his opponents into a more combat effective position; he doesn't withdraw). He has come to consider Destroyer to be some kind of a nutcase, but the Doctor pays well, lets him command the troops. Besides, Gigaton owes Destroyer for saving him from the US military, so he obeys Destroyer's commands faithfully.

Powers/Tactics: Gigaton has vast powers given to him by Project Sunburst; these powers allow him to generate and manipulate energy. He can create a one-way force field around a target (his Transparent entangle) or generate a large section of blinding light (his darkness power) which shields movement and sound. Gigaton prefers to be a team player. If he's working with agents, he'll use his 1 hex AE blast against two opponents in the same hex (if possible), try to knock them down, then the agents team up against them when the target is prone. If in concert with Stormwatch, he generates his darkness field, then punches an opponent, while Stormwatch uses his danger sense to fight in the darkness.

Appearance: Gigaton is 6'3" tall, and weighs 245 lbs. with red hair and green eyes and fair skin. He wears a half-open face mask with green tights and yellow cape, and the symbol of an exploding atom bomb in a circle on his chest.



VILLAINS INTERNATIONAL

Membership: Golden Marauder, Rakshasa, Mountain, Tsunami, and The Shape. Villains International is a world-wide group of villains open to anyone; Golden Marauder's anti-American prejudices preclude an American villain's membership in the group, but virtually anyone else is eligible to join. Golden Marauder looks for two qualities among his recruits: greed, and team spirit.

Background: The world is a big place, and there's a lot of money for anyone with the power, skill, and daring to go after it. Or at least that's what Raymond Fisher, the Golden Marauder, thought. When he built his first battlesuit, he felt he would conquer the world. A few early failures taught him that he couldn't, but he reasoned that if he was cautious, he could still have fun. But he observed that the heroes who fought him always worked in teams; to be a successful villain, he would have to gather a team of his own.

The idea of going around the world looking for villains appealed to him, if only because Ray liked to travel. Having a few contacts that helped him locate villains didn't hurt either. He went to India, where he recruited the Rakshasa, master of Illusions. He found Tsunami in Japan, the Shape in Australia, and Mountain in Kenya. Ray still travels the world in search of new talent; though he's found fewer villains of late, at least he's having a good time.

Goals: The goals of the members of Villains International is to become as rich as possible, and to have fun wreaking havoc on normals and supers. They are strictly mercenaries, hiring themselves out to villain groups and organizations. They'll do any mission, though they will kill their employer if they are sent on obvious suicide runs. (As they did to one sorcerer who sent them to kill his "pet", in the hopes that the creature would devour them and become more powerful.)

Tactics: Golden Marauder believes in studying his opponents before a fight. If there is anyone in the opposition with a known vulnerability that someone in Villains International can exploit, they will nail him. They like to have members with entangles (Tsunami, the Shape) go after the most dangerous members of the opposition, then knock out the weaker ones one by one. Their attack philosophy is "Identify your enemy's greatest strength, and neutralize it".

Group Relations: There is little friction among the members of Villains International. Most of the members of Villains International avoid the Shape (for obvious reasons), but she keeps to herself anyway. Due to her superstitions about magic, Rakshasa frightens Tsunami. Golden Marauder is clearly the leader; his high presense and verbal skills usually smooths over any conflict that may arise.

Reputation: The "official" Villainy Unbound ranking of active villain groups lists them as ninth on their list of the "top ten" supervillain groups active in the world today. The most recent United States Defense Supervillain Survey says of Villains International: "an often unexpected, versatile, and dangerous enemy. Inexperienced heroes should not attempt to combat them".

GOLDEN MARAUDER					
Val	CHA	Cost	100+	Disadvantages	
30	STR	20	10	2x BODY from electrical attacks	
26	DEX	48	10	Enraged when struck by	
33	CON	46		electrical attacks 11-, 8-	
15	BODY	10	15	Anti-American	
18	INT	8	15	Greedy	
15	EGO	10	10	Reputation (notorious villain)	
30	PRE	20		11-	
18	COM	4	15	Hunted by UNTIL 8-	
25	PD	19	5	1d6 Unluck	
25	ED	18	10	Public ID	
6	SPD	24	260	Villain Bonus (Raymond Fisher)	
13	REC	0			
66	END	0			
50	STUN	3			
Cost	Powers			END	
75	Multipower (75 pt reserve) 10 10 10 DR				
7 u	12d6 EB (Magnetic) 1/2 END			3	
7 u	Telekinesis 40 STR, 1/2 END			3	
7 u	Force Wall (10 PD, 10 ED) 0 END			0	
30	Flight 15"			3	
30	Missile Deflection, +5 levels				
6	LS: radiation				
10	Mental Defense (13 pts)				
10	Flash vs. sight/hearing (5 pts each)				
3	Scientist				
4	Cybernetics 13-				
4	Electronics 13-				
5	Cramming (8-)				
6	Spanish, Hindustani (fluent; English is native)				
3	Well-Connected				
3	Contact: South American Underworld 14-				
10	+2 Levels w/Multipower				
OCV:9; DCV:9; ECV:5; Phases: 2,4,6,8,10,12					
Cost	Char	Powers	Total	Disadv.	Base
230	+	220	= 450	= 350	+ 100

Background: Ray Fisher grew up in Jamaica as an orphan. He was taken into foster care and given money by some wealthy American foster parents. He survived, but never considered himself to be especially happy or fortunate. Growing up alone had made Ray bitter and envious of others.

Ray was sent to the United States to be given a college education. His foster parents wanted him to go into medicine; Ray chose electronics instead. Ray was never fond of helping people, except himself. He disliked the United States, the land of the greed and the home of the depraved. Yet, he had to admit that Americans were winners, and Ray wanted to be a winner too. He pursued an electronics career and proved to be quite gifted.

Ray's crowning achievement was the electro-magnetic control module. But it was too slow; it worked, but it didn't work the way that Ray wanted it to! He wanted to use it to be able to commit crimes and grab the best lifestyle possible. Ray realized that the answer lay in cybernetics, and grafted the suit to his neural network. The Golden Marauder was born.

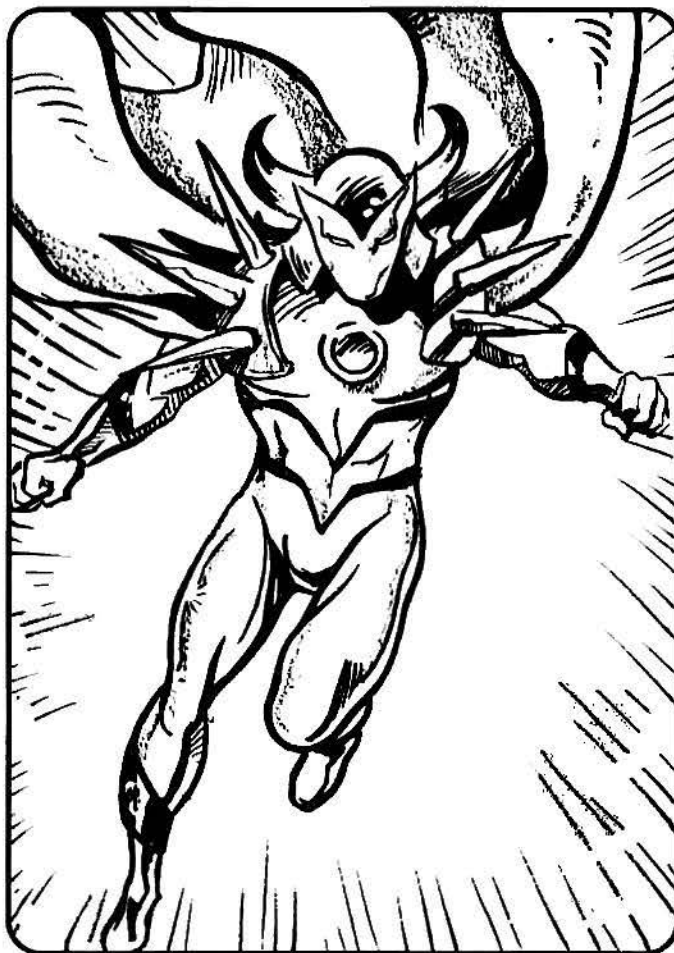
Marauder was consumed by bitterness and loneliness. His foster parents were disappointed when he turned to a life of crime; Ray didn't give a damn. The Golden Marauder didn't care about anyone but himself and anyone who would follow him. Heaven help the rest.

Personality: Golden Marauder is a petty human being, who begrudges anyone else's success. He works as a mercenary only because he feels the "supervillain service sector" has a lot of potential for growth. He is a good friend and respectful to his employers, but anyone else is dirt. Golden Marauder is extremely envious of the wealth level of the Northern world, especially the United States; he likes to rant about American greed and power madness, though with his attitudes, he's probably the last man qualified to make those criticisms. Golden Marauder likes to think himself as a leader of "the international supervillain movement"; whether such a movement exists is subject to debate.

Quote: "Well, if it isn't a big bad superhero group! You'll excuse me if my boots aren't shaking quite as much as you like."

Powers/Tactics: Golden Marauder is cybernetically grafted to his battlesuit; this allows him to control the electromagnetic spectrum at a whim. His nervous system is altered to give him superhuman reflexes and speed, while the suit enhances his strength and endurance. Electrical attacks have a tendency to short circuit his brain synapses; he avoids any characters who project electricity. Golden Marauder always analyzes his targets' favorite battle strategies, and likes to come up with plans that work against them.

Appearance: Ray Fisher is a black Jamaican youth of about 20 years old who has grafted himself into lightweight gold colored plastic body armor. He is 6'1" and 240 lbs (in armor). The armor can only be removed by surgery, and unless an expert cyberneticist was present, the operation would likely kill him. Marauder talks in a thick British accent.



TSUNAMI					
Val	CHA	Cost	100+	Disadvantages	
10	STR	0	10	1 1/2x STUN from fire	
23	DEX	39	15	Superstitious, Fear of Magic	
30	CON	40	20	Greedy	
10	BODY	0	10	Reputation 11-	
10	INT	0	10	Hunted by Japanese	
10	EGO	0		Superhero 8-	
20	PRE	10	10	Hunted by Police 8-	
14	COM	2	10	Secret ID (Midori Shimo)	
30	PD	28	155	Villainess Bonus	
15	ED	9			
6	SPD	27			
12	REC	0			
60	END	0			
30	STUN	0			
Cost	Powers			END	
62	Multipower (62 pt reserve)				
6 u	10d6 EB (water) 1/2 END			2	
6 u	5d6 Entangle DEF 5 1/2 END			2	
6 u	4d6 Character Points Drain vs. DEX (at Range)			6	
10	Damage Resistance (20 rPD)				
30	Damage Reduction (Half, vs. physical attacks)				
12	Running +6" (12" total)			2	
10	Swimming +10" (12" total)				
10	LS: Self-contained				
4	English (Japanese is native)				
1	PS: Model 8-				
5	PS: Synchronized Swimming 14-				
15	+3 Levels w/MP				
OCV:8; DCV:8; ECV:3; Phases: 2,4,6,8,10,12					
Cost	Char	Powers	Total	Disadv.	Base
	180	+	170	=	350
				=	250
				+	100

Background: Ever dream of something that wouldn't leave you alone? Midori Shima grew up with dreams of water. She grew up on the shore; almost since the moment of her birth she was swimming, as if some spirit was calling to her. She especially loved to dance in water; this led her to be involved in synchronized swimming, and she was very, very good.

One day, she was swimming at a competition when some nut decided to drop mock toxic chemicals into the pool; something about protesting the use of chemicals in plastic packaging and the ozone layer. The chemicals weren't toxic, but brought about an extraordinary reaction: the spirit of the water sensed her fear and bonded to her. She emerged from the pool as a hybrid of woman and water.

But becoming bonded to a spirit is not a normal thing; Midori was unprepared for her transformation. She viewed it as a curse. She blasted the prankster with the chemicals (which turned out to be chlorine) then retired from her sport forever. Midori viewed magic as something evil, and therefore she had to be something evil. She might have overcome her superstition, but then she met Golden Marauder. Marauder told her that the best way to use her powers was for herself: after all, look what happens to you when you go crazy over a cause, even something as noble as toxic waste. Midori had been inhibited all of her life; with Marauder's help she put it behind her. Now the villainous Tsunami roams the world, causing terror, ignoring the voices within her that tell her that everything she's doing is insane.



Personality: Tsunami has something of a split personality. At most times, she's very subdued and introverted and keeps away from people. However, when someone bothers or annoys her, she gets extremely fierce and vicious. She tends to view her life as a member of Villains International as just a "job", and doesn't like it when people take a strongly negative stance against her action. Most people would call it guilt, but she hasn't realized it yet.

Quote: "Do you enjoy the sound of the roaring sea?"

Powers/Tactics: Tsunami is part woman, part water spirit. Her powers enable her to magically create water, which she fires in bursts, or manipulates into a "fluidsolid" to bind her opponents. She can also affect the water in her opponent's bodies, causing heat prostration and clumsiness (her Dexterity drain). Tsunami's tactic is to use her blasts, unless otherwise instructed by Golden Marauder. She is not a very imaginative combatant.

Appearance: Tsunami is a short thin Japanese girl, aged 17, with short black hair and brown eyes. Her costume is blue. Her Japanese accent is quite pronounced.

RAKSHASA					
Val	CHA	Cost	100+	Disadvantages	
30	STR	20	20	2x STUN and BODY from crossbow attacks	
26	DEX	48			
33	CON	46	25	3d6 BODY when hit by a blessed crossbow bolt	
18	BODY	16			
18	INT	8	15	Loves to Hunt Humans	
18	EGO	16	15	Greedy	
35	PRE	25	10	Hunted by Society of Rama	
28	COM	9		8-	
20	PD	14	15	Secret ID (Eric Vandeer)	
20	ED	13	249	Villain Bonus	
6	SPD	24			
13	REC	0			
66	END	0			
50	STUN	0			
Cost	Powers			END	
80	Multipower (80 pt. reserve)				
7 u	12d6 Telepathy 1/2 END			3	
7 u	Mental Illusions 1/2 END			3	
8 u	Image vs. all sight, hearing, mental senses, -7 PER roll, 1/2 END			3	
30	2d6 HKA			3	
45	Shape Shift 0 END			0	
20	Damage Resistance (20rPD, 20rED)				
5	English idiomatic (Sanskrit is native)				
5	Disguise 14-				
3	KS: Mystic Lore 12-				
OCV:9; DCV:9; ECV:6; Phases: 2,4,6,8,10,12					
Cost	Char	Powers	Total	Disadv.	Base
239	+	210	= 449	= 349	+ 100

Background: Thousands of years ago, in the jungles of Sri Lanka, there was a war between the Aryan invaders of India, and its original peoples. The Aryans won, and put their adversaries into legends as hideous monsters, treacherous shape-changers, ones who were powerful enough to even challenge the gods. Rakshasas.

But what if the legends were true?

Five years ago, in India, a series of brutal murders began in Calcutta. The murderer was never caught, and there was a lot of speculation that it was a new supervillain. The society of Rama, who worshipped the rakshasa-slaying avatar Rama, claimed that a mystic barrier had been breached and that a rakshasa was loose in the world once again.

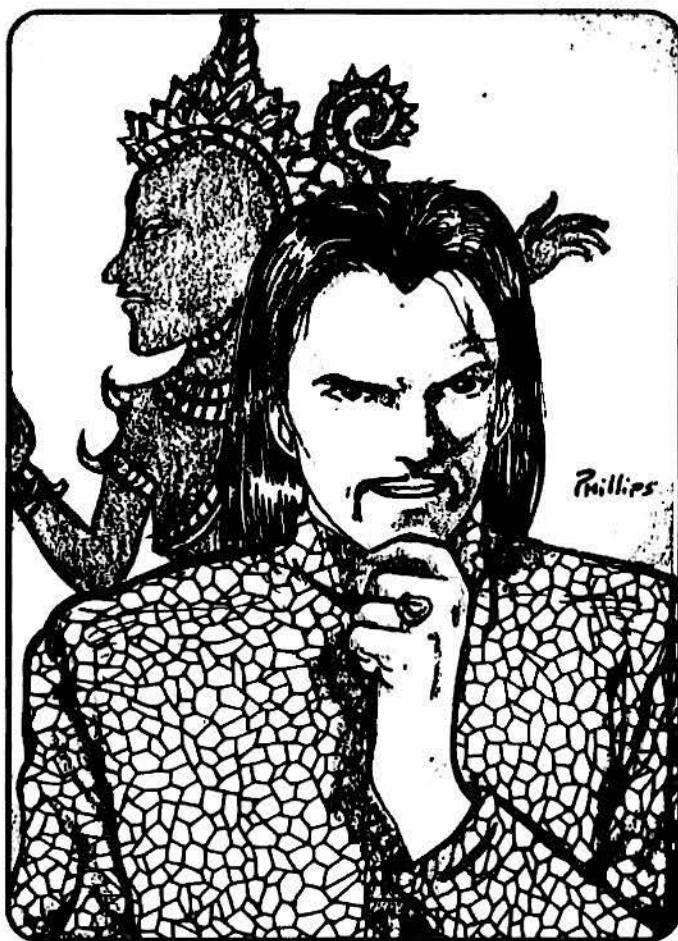
When Golden Marauder heard that the murderer had popped up in Bombay, he decided to investigate. It cost him the life of his best Asian contact, but eventually he ended up face to face with the monster, a killer with shape-shifting and illusionary powers that claimed to be a real rakshasa. Golden Marauder didn't care, as long as it didn't attack him or his teammates. The Rakshasa saw certain advantages in this arrangement, especially since the Society of Rama had begun to hunt him down, and those blessed crossbow bolts hurt! In his secret ID he poses as a South African banker, and can usually use his mental powers to ensure that he gets treated with the respect that he deserves.

Personality: Rakshasa — arrogant or hungry? Rakshasa seems to live somewhere between these two emotional states. When he isn't hungry, Rakshasa is laid back and indolent, a victim of perpetual boredom. When he is hungry, however, he is a cruel killer that plays with his victims like a cat toying with a mouse — after all, they're both food. Rakshasa enjoys frightening people, and occasionally torments Tsunami for amusement, since he knows she's afraid of him.

Quote: "I think I'll have my dinner very rare tonight. What wine do you think would go best with you?"

Powers/Tactics: Rakshasa has powers of shape-changing and illusion. He usually uses his telepathy to find someone the victim trusts, learns all he can about the trusted person, and then impersonates him to lure his victim into a sense of false security. Rakshasa has a vulnerability to crossbow bolts, especially blessed ones.

Appearance: Rakshasa is a hideous hunchback monster with fingers that branch away from the palm of the hand. He typically disguises himself as a human who is extraordinarily handsome (hence his high COM score); this appearance, however, is an illusion. His favorite role, Eric Vandeer, is a tall blond man in his mid-30s with a British accent.



THE MOUNTAIN					
Val	CHA	Cost	100+	Disadvantages	
50/65	STR	40*	10	1 1/2x STUN and BODY from gravitic attacks	
20	DEX	30			
33	CON	66	10	2x BODY from biochemical attacks	
19/22	BODY	18*			
10	INT	0	15	Berserk 11-, 11- when bloodied	
11	EGO	2	15	Self-proclaimed eternal warrior	
20	PRE	10	15	Hatred of tyrants	
22	COM	6	15	Distinctive Features (big, not concealable)	
25	PD	15			
25	ED	18	10	Reputation, noted African villain, 8-	
5	SPD	20			
20	REC	0	15	Hunted by African Hero Group 8-	
66	END	0	10	Hunted by Amin's assassin 8-	
61/64	STUN	0	10	2d6 Unluck	
			15	Secret ID (Joshua Moi)	
			114	Villain Bonus	
Cost			Powers		END
23	Growth (15 points, 0 END)				0
10	Damage Resistance (10 rPD, 10 rED)				
10	Knockback Resistance -5" (8" with Growth)				
10	LS: Self-contained				
5	Mental Defense (7 pts)				
10	+15 PRE (depends on Growth, -1/2)				
16	Running +8" (14" total)				3
16	1/2 END Cost on 65 STR (3 END)				
4	English (Swahili is native)				
15	+5 Levels w/punch, haymaker, grab				
OCV: 7; DCV: 7; ECV:4; Phases: 3,5,8,10,12					
Cost	Char	Powers	Total	Disadv.	Base
225	+	119	= 344	= 244	+ 100

Background: Joshua Moi was originally the product of an experiment done by the notorious Idi Amin of Uganda, the infamous dictator who reputedly slew thousands during his reign of terror. Joshua was given a specially treated human growth hormone when he was a boy to make him be bigger and stronger than anyone (and thus be able to further Amin's mad schemes as a soldier). Instead, the Moi ran away, taking refuge in Kenya.

As the years went by, young Joshua grew and grew. He didn't know that all but a few of the "Project Super Uganda" subjects died, but when he first used his Growth powers, he might have guessed. Joshua was bigger and stronger than any human had a right to be, even in "normal" size.

Joshua didn't have much, so he turned to crime, using his paranormal abilities. Eventually the Kenyan government sent a team of supers after him, only to be intercepted and defeated by Villains International, who immediately recruited the boy. Thus Joshua has grown up in the company of supervillains and has learned a lot — about greed, and fear, and hatred, and violence.

Personality: Joshua has constructed a fantasy that he is the incarnation of the greatest Masai warrior — though that tribe lives hundreds of miles south of the area where Joshua lived; he just admires its warrior image. Joshua is still a teenager at heart,



immature, arrogant, and self-indulgent. His one redeeming feature is the fact that he hates tyrants (such as Dr. Destroyer) and often clashes with Golden Marauder when he's ordered to perform missions for them.

Quote: "You've just been beaten by the best! Admit it!"

Powers/Tactics: Mountain has the ability to grow to nearly twelve feet in height. The Super Ugandan formula that was given to him by Amin's hired technicians made certain alterations to his genetic code that gave him superhuman powers, but if Joshua didn't already have an extremely strong metabolism, the formula would have killed him.

Like many bricks, Mountain isn't a very sophisticated tactician. He likes to be in area with a lot of objects that he can throw, though he's most adept at punching or grappling, and he'll do that when he's in close range. Mountain likes to start off a battle in human form, grow to full-size, and then perform a Presence attack, which is often quite effective.

Appearance: Joshua is normally nearly seven feet in height and extremely broad and impressive. He is attracted to African fashions, particularly those of West Africa. Though he considers himself to be a warrior, he never dresses himself in stereotypical warrior costumes.

THE SHAPE					
Val	CHA	Cost	100+	Disadvantages	
45	STR	35	20	2x STUN and BODY from wind attacks	
26	DEX	39			
28	CON	36	25	Distinctive Features (unconcealable, causes fear)	
10	BODY	0			
10	INT	0	15	Despondent, Depressed	
10	EGO	0	20	Mute	
25	PRE	15	15	Reputation (extreme, monster)	
8	COM	-1		11-	
15	PD	6	15	Hunted by UNTIL 8-	
15	ED	9	20	4d6 Unluck	
6	SPD	24	10	Public ID (Fiona Millikan)	
15	REC	0	154	Villainess Bonus	
56	END	0			
47	STUN	0			
Cost			Powers		END
40	Multipower (40 pt reserve)				
4 u	4d6 Character Point Drain vs. END				4
3 u	4d6 NND (Defense is Mental Defense) No Range				4
3 u	4d6 Flash vs. visual senses, no range				4
4 u	Desolidification				4
20	Flight 10"				2
20	Stretching 4"				2
52	Darkness vs. normal sight, UV, mental senses, 2" radius, Personal Immunity, 0 END				0
45	Shape Shift (any) 0 END				0
30	Detect Living Person (targeting, ranged, +1 PER)				
10	+2 Levels w/Multipower				
OCV:9; DCV:9; ECV:3; Phases: 2,4,6,8,10,12					
Cost	Char	Powers	Total	Disadv.	Base
167	+	227	= 394	= 294	+ 100

Background: Fiona Millikan was visiting her cousin Katie in the Australian Outback when suddenly alien mutant sorcerers from another dimension landed and had a big battle. Earthshaking forces were unleashed, as the heroic outcast mutants fought a virtually omnipotent entity. Finally, after much angst, the heroes summoned the Cosmic Balance of Good and Evil and defeated the omnipotent entity, after rejecting the dark sides of their own personality.

Yet for some strange reason, Fiona couldn't stop laughing. Even though the Outback had been transformed into something from Dante's inferno, being thrown into a bad comic book with atrocious dialogue (as it seemed to her) was — comical?

Realizing that it was being mocked, the Cosmic Balance of Good and Evil tried to judge her. But then it realized that while Fiona wasn't exactly a nice person, she wasn't exactly a nasty one either. Deciding that it had come across someone with depth to their character, the Cosmic Balance exploded, and it was all a dream...

Except that dreams don't transform people into The Shape.

Maybe it wasn't the Cosmic Balance of Good and Evil. Maybe she just went mad, and this was a way of dealing with it. Fiona tried to live a normal life — for about three minutes, then realized it was impossible. She was a monster, a malleable creature of darkness. Anyone who saw her was repulsed. What had happened to her?

Being a monster can make you feel very much alone — and that's what happened to Fiona. She tried to divide herself into Shapes, to keep herself company, failed, and then experimented with her powers to see if she could do other things. She could fly, and soar over the Outback like a Shadow, but even the birds flew away from her.

That's when the Golden Marauder appeared. Yes, a greedy psychopath, but she wouldn't be alone anymore. Of course they used her and shunned her, but at least someone needed her; they didn't run away. Except for Rakshasa, who took an odd pity for her, a chink in his armor of malevolence. Does it matter? No matter what Shape she forms, she's alone. She may as well keep bad company while she's there.

Personality: The Shape is a miserable, despondent creature. She (or it, as Fiona now refers to herself) isn't enthusiastic about life in Villains International, and would reform if anyone showed the slightest compassion for her, but they never do.

Quote: None. The Shape is mute, but as she bends, her energy form gives a weird high-pitched warble.

Powers/Tactics: The Shape's powers allow her to generate and control a field of darkness that stretches as it does. In battle, she flies to her opponent, uses her darkness to blind them, then attacks with an NND, using a flash and a Power Drain if the NND is not effective. Her Detect Living Person power allows her to sense life forces; it belongs to the mental sense group.

Appearance: The Shape is a constantly shifting mass of blackness. It is capable of holding itself in various patterns, including the silhouette of a man or a woman.





"I have
become
Death, the
shatterer of
worlds..."

With these words, Dr. Destroyer — the greatest evil mind in the world today — announced his return, along with his most destructive scheme ever. Nine out of every ten humans on this planet will die in 72 hours. Only earth's superheroes have a chance to stop the massacre, but first they must find him!

Day of the Destroyer™ is a **Champions®** adventure featuring the ultimate showdown against Dr. Destroyer. It includes complete write-ups for the brand new Mk-II Destroyer armor, along with 8 of Destroyer's superpowered followers. The countdown has begun, and only you can stop it! This is one challenge for champions that cannot — must not — be refused!

DAY OF THE DESTROYER™

Playable with



and all other
HERO SYSTEM™ GAMES

Produced and distributed by
ICE
P.O. BOX 1605
CHARLOTTESVILLE VA 22902



Made in U.S.A.

#408



ISBN 1-55806-101-0