

MARVEL SUPERHEROES™

SPIRITS OF VENGEANCE AN UNOFFICIAL GAME ACCESSORY



All characters pictured and depicted herein are the sole property of MARVEL COMICS GROUP.
This publication is a fan-made accessory for the out of print Marvel Superheroes Role Playing Game.
This publication is not for sale and is for entertainment purposes only. Artwork has been pulled from
MARVEL publications and from internet sources.

MARVEL SUPER HEROES™

**SPIRITS OF VENGEANCE
AN UNOFFICIAL GAME ACCESSORY**





TABLE OF CONTENTS

Written by Louis Danhoff. Edited by Louis Danhoff. Layouts and design by Louis Danhoff. Cover by Louis Danhoff. Proofread and write-ups, helpful hints, and ideas by: Andrew Goldstein, Killian Grey, and Steve Jolly.

Interior Illustrations by the Marvel Bullpen, myself, various internet sources, and comics.

This publication is a creation of the MARVEL SUPER HEROES: THE UNOFFICIAL CANON PROJECT.

All characters pictured and depicted herein are the sole property of MARVEL COMICS GROUP. This publication is a fan-made accessory for the out-of-print Marvel Superheroes Role Playing Game developed by TSR, Inc.

This publication is not for sale and is for entertainment purposes only. Artwork has been pulled from MARVEL publications, comics, and other internet sources.

All characters pictured and depicted herein are the sole property of MARVEL COMICS GROUP. This publication is a fan-made accessory for the out of print Marvel Superheroes Role Playing Game.

This book is dedicated to the following people: David E Martin, Chris Mortika, Scott Bennie, David Rogers, William Tracy, Scott Davis, Raymond Maddox, Anthony Herring, Dale Donovan, John Elliot, and David Pulver. Your work on the original Gamer's Handbooks, is what inspired this book. To Jeff Grubb, thank you for creating the game that is still loved by many. And a special thanks to Stan Lee and Jack Kirby for creating a better universe.

Spirits of Vengeance

Overview: 4
The Last Stand of the Spirits of Vengeance: 5
Introduction: 6
The setting and the war: 8
Humanity & The supernatural: 9 - 10
Hell Is Other Places: 11 - 12
Spirits of Vengeance (2017-2018): 13
The Ghost Riders: 14
The Nightstalkers: 15
Vampires: 16 - 19
Lycanthropy: 20 - 21
Maggia: 22 - 25
Hand: 26
Classic Marvel Gang's: 27
The Premise Beginning setup: 28 - 29 Game-play start: 30 - 67
Optional Encounter / Add on: 68 - 76
Main Characters: 77 - 104





Overview

The Spirits of Vengeance were a team of benevolent beings who protected mankind during ancient times. They were the vestiges of God's power bonded to human hosts calling themselves Ghost Riders. There have been different sorts of Spirits of Vengeance around the world based on each country's customs, belief and religion. Keeping them in charge was the archangel Zadkiel, whose sole purpose was to manipulate the Spirit's true place of origin.

History

Stone Age

The earliest occurrence of a Spirit of Vengeance was the one inside the Rider of the Stone Age Avengers (a mammoth-riding fighter).

Origins

The tale down here is told by Sister Sara the Caretaker. It is unknown how the previous mention of a Stone Age Ghost Rider fits in it. After the Great Flood that wiped out almost the entire human population ended, God created a rainbow signifying his promise to humanity that he would never smite his wrath upon the face of the Earth. However, he continued to witness mankind committing countless misdeeds and ungodly actions, which eventually infuriated him. The Spirits of Vengeance,



vestiges of God's power bonded to human hosts, were designed to fight off the thriving supernatural and satanic threats, purify sin and wreak havoc on the guilty for their mistreatment towards the innocent and undeserving. Over the generations, the Spirits pursued their cause to purge the unrighteousness.

The Last Stand of the Spirits of Vengeance

During this event, most of the Spirits of Vengeance population disappeared due to the corrupted motive brought by Danny Ketch, which was given to him by Zadkiel, whose plan was to collect all of the Spirits' power to break down the walls of New Jerusalem and wage war on Heaven. After the walls were felled, the Spirits rained down from the sky and were returned to their rightful hosts.

SPIRITS OF VENGEANCE

Introduction

Hades God of the Underworld and master of the lower levels of the Nether Realm and King of Hell and The Acolytes of Darkness

I am the God of the Underworld and I control what happens to the people after they die. It may seem to be gloomy, cruel, and a shadowy figure. I sometimes make people do things that they do not like to do. Who am I? you ask, I am Hades, the God of the Nether Realm.

I am the oldest son of Uranus, and I really don't care for the safety of any Mortals, because to me they are just another toy added to my dark and gloomy kingdom. I say this because when you come to the lower levels of the Nether Realm known as Tartarus, you will be tortured by me and other dark creatures that roam this Underworld.

I will take it upon myself to tell you about the creatures that reside in my glorious kingdom, but don't expect too much information, because well then there will be no surprises left.

First there are the three judges of the Dead; Minos, Rhadamanthys, and Aeacus. These three judge you Mortals after you die. If you were not bad, but not good either you will be sent to a place near the River of Forgetting. If you were good, you will be sent to Elysium near the River of Remembrance. And if you were bad in life, you will be sent to a place behind my castle and you will be tortured for all your eternity after death.

Finally, there is Cerberus, my giant three headed dog. He guards the entrance to my Kingdom. He allows people to pass into the Underworld, but he does not allow them to come back out again. He is such a good three headed dog!

I shall tell you a little more about myself. I like the gloominess and silence of my Kingdom. I'm almost always hidden in the shadows of the Underworld. My symbols are the cornucopia, the horn of plenty, and the scepter, which is either a wine glass or a staff, you make your pick. My family is very stretched out or what's left of it here in the Nether Realm, and I really don't care about half of them, mainly my younger brother, Zeus.

Poseidon is the God of the Seas. There is Hera, Demeter, my wife Persephone, and many others, because Zeus went and married every woman under the sun just to make Hera jealous.

And guess what?

I LIKE JEALOUSY!

Now you Mortals have a good day and do something evil so you can get tortured by my shadowy friends! As I will make an attempt to explain a Marvel supernatural setting for an RPG of which they clearly don't.

SPIRITS OF VENGEANCE

Urban supernatural fantasy first appeared in its modern form in the 1980s (Marvel Super Heroes (MSHRPG) 1984 (1st edition) 1986 (Advanced Game) until present day, and has grown into one of the most popular genres of fantasy or should I say supernatural fantasy. The basic concept is simple; the setting is largely identical to the modern day, except that supernatural creatures and supernatural powers actually exist.

Vampires and werewolves stalk the night, magicians cast powerful spells, and the mysterious fae occasionally travel from their realm to the mortal world. In many of these novels, the setting looks so much like our own world because magic and the supernatural are a carefully kept secret. Vampires and psychics might be real, but almost no one who lacks supernatural powers or is not themselves a supernatural creature knows they exist. Usually there is either some supernatural force that prevents ordinary people from noticing or remembering the supernatural, or there is a vast conspiracy by various supernatural beings to keep their existence a secret from ordinary humans. However, other options are also possible.

In a few urban fantasy stories, the supernatural has always been a known and accepted part of life, and despite this fact society and technology are still remarkably similar to our own. More commonly, the supernatural was previously hidden from the vast majority of the population, but some relatively recent event or series of events caused it to be gradually (or perhaps suddenly) revealed to the general public.

Regardless of the details of the setting, urban fantasy is set in a world that is simultaneously a modern day setting with cars and cell phones, and a setting filled with wonders and dangers far greater and stranger than those in our own world.

This fantasy contains many of the magics and creatures found in heroic fantasy novels, folklore, or fantasy roleplaying games, but in modern urban settings. In many ways, urban / or in this case current fantasy is the modern analog of faerie tales. Instead of the protagonists finding strange creatures or hungry witches in the depths of the forest, they find such things in the back alleys and bad neighborhoods of a modern city. Instead of a group of adventurers marching through the wilderness to find the remote castle of a tyrannical vampire-lord, a more modern group of adventurers must break into a mansion or perhaps the sub-basement of an illegal casino to find where the vampiric crime-boss dwells. This current fantasy can feature quests for ancient and powerful magical objects, complex and confusing prophecies, and all of the other trappings of heroic fantasy, but these adventures all take place in a world similar to our own, and most of these adventures occur inside cities, towns, and our comic book RPG's.

SPIRITS OF VENGEANCE

THE SETTING

The Spirits of vengeance is designed to be to run with almost any type of urban fantasy campaign. However, it also includes its own detailed background. This setting is a world much like our own, in 2019, but there are several important differences. In the world of After the Spirits of vengeance which happens once every 1000 years, humanity has unknowingly lived alongside magicians, psychics, lycanthropes, vampires, and other supernatural powers and creatures for centuries. Supernatural phenomena and supernatural creatures remained secret because of a phenomenon known as Protecting the veil, which causes normal humans to instinctively forget about or avoid the supernatural. However, sufficient amounts of direct exposure to the supernatural can partially or entirely overcome the effects of Protecting the veil, and some people are naturally immune to it, allowing them to easily notice the various supernatural phenomena that most people unconsciously ignore.

THE WAR

Other than the existence of vampires, powerful magic, and similar supernatural phenomena, the major way the setting for the Spirits of Vengeance differs from our world is "The Diplomatic Summit held every thousand years. Between Heaven and Hell.

But 20 years ago, the government of the United States used a network of newly installed street cameras to identify and attempt to exterminate all vampires. Unfortunately, the government had no idea exactly how powerful or well prepared some of the older vampires were. Instead of a brief campaign of extermination, the result of the government's efforts was a war that is still ongoing.

The vampires conquered several large United States cities and stole more than a dozen nuclear weapons, including an entire nuclear submarine with their leader Dracula and possible The Cabal. Human forces only managed to defeat the vampires with the aid of Doctor Strange and others including a rival faction of vampires, as well as invaluable help from psychics, magicians, and several other types of supernatural creatures protecting the veil. The price for this alliance was full civil rights for all living supernatural individuals and limited civil rights for all law-abiding vampires.

Western Europe watched the War from afar, but vampires in Russian and the Ukraine also rose up against humanity, capturing several cities and two nuclear missile bases. Fighting in this region was even worse than in the United States and resulted in many more deaths.

SPIRITS OF VENGEANCE

This supernatural war, most commonly simply called The Spirits of Vengeance or for the other factions protecting the veil. Although Russia remains violent and troubled, life in the United States gradually returned to peacetime normalcy with the help of the heroes. However, this is a new normal, where vampires and various other supernatural creatures now sometimes live openly. While the effects of protecting the veil caused some people to avoid contact with all aspects of the supernatural, it also causes most people to dismiss and minimize the dangers the supernatural presents. As a result, the majority of the US population is largely willing to live next to and even patronize businesses run by sorcerers, vampires, and other supernatural creatures.

In many ways, this setting very much like our own world, but the United States is still recovering from a brief but terrible time. The majority of the population has put the War behind them, but a number of people who actually fought and faced monstrous vampires and their supernatural allies vividly remember the realities of the supernatural. Many of these veterans (or more commonly referred to as hunters) also have occult knowledge and some even possess their own supernatural abilities to fight against the things that go bump into the night.

HUMANITY & THE SUPERNATURAL

The vast majority of humans have absolutely no ability to interact with the supernatural. They cannot tell if someone is attempting to read their mind or to notice that a ghostly presence is watching them. Ordinary humans also have very

little resistance to supernatural influence. This has been true for the entire history of the human species. However, a small number of people known as Foreseers (who have psychic abilities and work with the hunters), are able to sense magic and supernatural beings, and are also far more resistant to all forms of supernatural manipulation. Some people are born as Foreseers, others become Foreseers when they hit puberty, and a few people develop this ability later in life, often during or immediately after some significant interaction with the supernatural.

In addition to being sensitive to the supernatural, Foreseers are also the only humans who can gain supernatural abilities, or at least the only people who can do so and remain human.

Foreseers can all learn various forms of the occult such as Magic, Mysticism, Psychic Powers, and Sorcery, but no other humans can without the help of those who possess the power and knowledge of things that are supernatural. Other than suddenly becoming a Foreseer (right place right time hence altered human), the only way that ordinary humans can gain supernatural power is by becoming a supernatural creature, which most often happens when someone drinks a vampire's blood and rises as a member of the undead or survives an attack by a werewolf, or being bitten by a vampire.

For most of human history, Foreseers have been exceedingly rare, with roughly one person in 1,000 being a Foreseer. However, during the Spirits of Vengeance, massive numbers of people were exposed to a wide variety of supernatural influences.

SPIRITS OF VENGEANCE

As a result, the number of Foreseers increased dramatically. In the aftermath of this time, the number of Foreseers has approximately doubled, with one in 500 people being Foreseers in both the US and Eastern Europe.



Hell Is Other Places

What lies beyond the land of the living? For those of questionable character, there are a variety of extra-dimensional repositories waiting to collect the divine spark within. Although details of necrohierarchy remain largely beyond human comprehension, the largest and most powerful hereafters are often one of the following...



HELL

Hell is a vast region full of many powerful demons who trade on the torture of sinful souls. Though many have claimed to rule Hell, the most famed overlord was Mephisto, until he was dethroned by Johnny Blaze, also known as Ghost Rider.



LIMBO

A sorcerous dimension, Limbo was populated by demonic spell casters twisted by dark energies. Once ruled by Belasco, it eventually served as the home for Magik of the X-Men during a very difficult adolescence, as well as briefly serving as home for the Jean Grey School for Higher Learning. Its unpredictability is matched only by the savagery of its denizens.



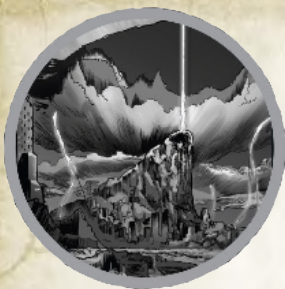
NIFFLEHEIM

Beneath the roots of Yggdrasil lies Niffleheim, a realm of cold, fog and death. Within Niffleheim is the renowned region known as Hel, the domain of Queens of the Dead, Hela and Kamilla. Hel serves as a resting place for the souls of Asgardians who did not find their way to Valhalla, resting place of the honored dead.



EIGHTH CITY

Used as an ancient prison for evil creatures by the Seven Capital Cities of Heaven. Its mighty gates can only be opened with the combined chi of the Immortal Weapons from each hidden city and thus remained locked for many years. The nefarious ruler of the Eighth City, Changming, was eventually deposed.



BELOW-PLACE

The source of an elusive kind of gamma energy that metaphysically connects beings who have been mutated by gamma. The One Below All and his hordes of demons are kept behind the Green Door, which was partially opened in the accident that created the Hulk. To open it fully would unleash all those who hide in the shadow of God.



SOMINUS

Thought to be one of the Splinter Realms, Sominus is ruled by the powerful demon-lord Thog. It is a dark reflection of the mysterious, benevolent realm of Therea, embroiled in eternal war. This war is perpetuated by Thog, whose only purpose in life is conflict.



DARK DIMENSION

The Dark Dimension is a chaotic patchwork landscape made from the scraps of long-ago-conquered dimensions. The laws of physics are fundamentally different in the Dark Dimension than on Earth, and it is populated largely by the brutish Mindless Ones. It is ruled by the dread Dormammu, hated enemy of Doctor Strange and sorcerers throughout history.



HADES

Located on the border of the River Styx and guarded by Cerberus, a savage three legged dog, Hades also known as the Underworld is home to the spirits of the Olympian Gods and their worshipers after death. Its ruler Pluto's many attempts to destroy the universe have led to visits from Hercules, Thor and many others.



BRIMSTONE DIMENSION

Putrid and hellish, the Brimstone Dimension was supposed to be a prison for the Neyaphem, an exiled race of demonic mutants. Azazel, their leader, escaped to father several mutant children whose powers rely on a connection to this dimension, including Nightcrawler of the X-Men. Though there are several mutants who frequently visit briefly, no one chooses to stay for long.



Spirits of Vengeance (2017-2018)

Collects Spirits of Vengeance #1-5. A dead angel. A silver bullet. A kept promise. For ages, the war between Heaven and Hell raged in the unseen corners of society, with both sides in delicate balance. But when an undercover angel is murdered, the scales are tipped. Now, Johnny Blaze must find the killers and punish them - but he won't do it alone. A deadly team rises from the darkest depths of the Marvel Universe to form an unholy alliance: Ghost Rider! Hellstorm! Satana! Blade! They are the Spirits of Vengeance - and they must unravel a plot against God himself. The forces of Necrodamus mean to unleash a decidal rampage not seen since the Old Testament. As the drums of war beat louder and louder, only the Spirits of Vengeance stand between the armies of Heaven and Hell!



The Ghost Riders:

Powers (Base)

Transformation: The new host Ghost Rider whenever Innocent blood is spilled, or he or she can control it. Transformation back to the host for at least five rounds will heal Ghost Rider.

Body Armor: Due to not having a physical body, organs, skin, etc... He or she has Amazing body armor verses Physical damage. CL1000 against fire, heat, poison, radiation, and soul attacks.

Mystic Chain:

- Material Strength Unearthly
- Grapple with Unearthly ability
- Inflict up to Amazing damage, blunt or edged
- Feeble Elongation one area range
- Individual links turn into shurikens, each causing Amazing damage, May attack everybody in an area with one to five shurikens causing Good damage each
- May also spin to form a shield of Remarkable.
- Unlimited amount of chain as long as Ghost Rider has any of it.

Penance Stare: A successful grapple for 1 round enables Ghost Rider to use the penance stare. A Psyche FEAT vs. Amazing intensity on the victim's part is allowed. If they pass they are cleansed of evil and are a changed person. If they fail they loose a rank of Psyche permanently and pass out for 1d100 rounds. If below Feeble they go insane works only on evil and those who hurt others, unless victim already tortures themselves i.e. Morbius or they do not have a soul. It shows victims the pain they inflict on others times one hundred.

Bike: Hellfire wheels, Amazing speed, Incredible control, Incredible Body, if destroyed returns in one to ten rounds.

Ghost rider has mental control of it up to ten miles away. It can go up vertical walls and across water without penalty.

- Special battering ram: In material, and causes no harm to the rider.



SPIRITS OF VENGEANCE

The Nightstalkers:

A trio of occult experts, they reluctantly banded together to fight supernatural threats.

It was composed of the vampire-hunters Blade and Frank Drake and, private detective Hannibal King, a “neo-vampire” with vampiric abilities but only a craving, not a need, for drinking blood. They were gathered by Doctor Strange to battle an immediate threat, but under his larger, hidden agenda.

Before being formally gathered by Doctor Strange to fight supernatural threats, Hannibal King, Frank Drake, and Blade had founded the detective agency King, Drake, and Blade, later renamed Borderline Investigations.

After Strange manipulated the trio into forming the Nightstalkers, the team fought the many supernatural enemies that were emerging, including the Lilin, Meatmarket; HYDRA’s Department of Occult Armaments (DOA) and its renegade Dracula clone, Bloodstorm, who slaughtered that division, including its chief, Lt. Belial; and, ultimately, the one-time Lord of Vampires, Varnae.



Vampires

F	GD(10)
A	GD(10)
S	EX(20)
E	RM(30)
R	PR(4)
I	FE(2)
P	PR(4)

Health: 70

Karma: 10

Resources: Variable

Popularity: -10

KNOWN POWERS

Undead form:

Immortality - limited.

Invulnerability: Excellent (not vs Fire, Silver, holy weapons).

Regeneration: Incredible.

Claws & Fangs: Remarkable edged.

Senses: Scent: Remarkable.

Night Vision: Excellent.

Creature of the Night:

Animal Summoning & Control - Bats, Rats, Wolves: Excellent.

Hypnotic Gaze: Excellent.

Transformation: Can transform into a Bat, Mist or wolf.

Stronger vampires may be able to change into a man-bat or man-wolf form.

Mist: Incredible phasing ability, Feeble Flight

Bat: Bite Attack: Good.

Flight: Typical.

Wolf: Bite Attack: Remarkable.

Running: Good.

Vampiric Movement: May develop alternative modes of movement. They may have inhuman Speed, Wallcrawling abilities, Flight or even winged Flight.

Speed: Excellent.

Wallcrawling: Remarkable.

Flight: Good.

Winged Flight: Excellent.

Vampire Bite: Inflicts Typical damage per turn. If the victim is not slain, they remain -1cs on all FEATs until a weekly Endurance FEAT is made, and subject to particular vampire's telepathic commands.

VAMPIRIC LIMITATIONS

Blood dependency: deprivation of blood results in weakness (-1cs on all stats every 2 days) and overwhelming desire for blood. Upon seeing blood, a vampire failing a Psyche FEAT roll automatically attacks.

Direct Sunlight: Am/50 Damage per Turn.

Mirrors: Do not cast reflections.

Wood: A wood stake or blade produces an automatic kill result on a red result.

Permanent Destruction: Exposure to Sunlight, Staking/beheading/burning the body, or the Montesi Formula.



SPIRITS OF VENGEANCE

HISTORY

The race of vampires first appeared in the pre-cataclysmic era (before the sinking Atlantis and Lemuria), circa 18,500 B.C., when the Atlantean cult of Darkholders used the power of the Chthon Scrolls in order to oppose King Kull, who had slain their leader, Thulsa Doom. The result was Varnae, one of their own raised as the world's first vampire. Varnae quickly slew the other Darkholders and used them to found the vampire race, with himself as Vampire Lord.

Other races of vampires the Adze, Ancient, Charniputra, Huskies, Jumlin, Nosferati, Tryks, and Yiki Onna either diverged from this original Varnaean line, or else arose out of other circumstances.

When Atlantis sank 500 years later after his creation, Varnae went into hibernation, emerging from time to time to confront threats such as in 10,000 B.C. when he battled against Conan, Red Sonja and Zula but they were able to fend them off.

In 2000 B.C., in the region known as Sumeria, Varnae forced a mystic named Aamshed to create a ritual which would make the vampire lord into a god. However he could not complete the ritual as it must be done on his home land and Atlantis had sunk beneath the ocean.

During the age of vikings, Varnae traveled to the new world and attacked a Norse colony in North America turning the settlers into Vampires. A young girl escaped and prayed to the gods for help and Thor answered the call and battled the hordes of Vampires and eventually facing the first vampire himself. He was able to drive off Varnae and destroyed the vampire settlers by directing sunlight at them leaving only the young girl alive.

In 1459, tired of his ages-long existence, Varnae chose Dracula as his successor as lord of Earth's vampires, and imparted much of his supernatural power to him by forcing Dracula to drink his blood. Varnae then committed suicide by exposing himself to direct sunlight.

In 1591, the young girl arrived at the English colony of Roanoke which will one day be part of Virginia. She was revealed to be a vampire and turned all the 121 settlers into vampires, leaving only one message carved into a tree: "Croatoan".

Dracula retained his title in a nearly unbroken reign until Earth's Sorcerer Supreme, Dr. Stephen Strange, uncovered a mystical spell called the Montesi Formula that would banish all vampires from this dimension. Ironically, this spell was found within the Darkhold, the same mystical text containing the spell used to create vampires in the first place. Like most spells, the Montesi Formula contained a counter-spell, and within a few short years, vampires began to appear across the world once again.

SPIRITS OF VENGEANCE

Dracula himself rose from the grave and reclaimed his title as Lord of the Vampires.

Dracula met with Victor von Doom on Earth's moon. He proposed a non-aggression treaty with Doom, which enabled him to coordinate plans for an attack on England without encroaching upon any of Doom's prospective interests. Using the scientific wizardry at his coven's disposal, he genetically mutated vampire assassins with specific targets in mind, notably members of MI13.

More recently, Brother Blood (Sabastian Blood IX) lay dying, his Church of Blood had obtained a sample of the mutant pseudo-vampire, Ian Grey (Vampy). They used the blood to turn Blood into a pseudo-vampire. Brother Blood then re-dedicated his church to the philosophy of vampirism. He transformed his country, Zandia, into a haven for various forms of undead as long as they acknowledged him as their lord.

A group of vampire hunters and, so called, "good" vampires, formed a strike team to stop this before Dracula and Varnae stormed the island laying waste to everyone, prompting what would become known as the Vampire wars. Blood's attempt at ruling the Vampire Nation was eventually thwarted.

Kreiger Sect: Western European type warriors, one of the strongest sects.

Claw Sect: Middle Eastern type warriors, rivals of the Krieger.

Mystikos Sect: American Vampires embraced the modern world. They are Businessmen, with skill at technology.

Anchorite Sect: American rural outcasts who prefer to hide from humanity and live in peace, similar to the lifestyle of the Amish.

Nosferati: Eastern European, similar to Count Orlock, their need for powerful blood sometimes drives them to attack other Vampires.

Moksha Sect: Seers who gain their powers by feeding as little as possible.

Siren Sect: All beautiful female Vampires with powers of seduction.

Adze: African Vampires who are able to survive the usually instantaneous methods of Vampire destruction for ten minutes.

Ancients: Italian Vampires with superior superhuman speed and healing factor compared to that of other Vampires.

Yiki Onna: Japanese Vampires with the power to turn into ice storms rather than fog as most Vampires can.

Jumlin: Native American Vampires.

Sub-Species

Ferals: Vampires who are brought back brain dead. They only follow their base instinct to feed.

Charniputra: Gargoyle like Vampires that reside in the Himalayas

SPIRITS OF VENGEANCE

Aqueos: Atlantean (*Homo mermanus*) converted Vampires

Tryks: A powerful, parasitic race that prefers the blood of other Vampires.

Pseudo Vampires

Baalists: The followers of Ba'al exhibited many of the same properties as traditional vampires, but were not in fact true vampires. They wore false fangs and were not inhibited by ultraviolet radiation, but they did partake in the consumption of human blood. Ba'al bestowed power to his underlings, making them stronger, faster and more durable, but they did not possess characteristics that could be defined as superhuman. The Baalist vampires originate from the region known as Gehenna and have followed the edicts of Ba'al since about 13,000 BCE.



Lycanthropy

Because of a curse that affects all victims, on the nights when there is a moon present in the sky the host transforms into the traditional, almost ape-like, half-wolf, werewolf creature. Under any moon which isn't full, Most have no control their transformations, they cannot switch back and forth at will, and a rare few can even keep their personality and intelligence while in werewolf form, or even temporarily delaying the transformation until well after the moon has risen in the night sky. The stats listed below and the rest of the powers listed below reflect their average state when in this form.

Claws and Teeth: Incredible both of his werewolf forms, he has Good material strength fangs and claws. The traditional werewolf can inflict Remarkable edged damage with them.

Infectious Bite: Inflicts Excellent damage per turn. If the victim is not slain, they remain -1cs on all FEATs until a Full Moon then an Endurance FEAT is made vs. Amazing intensity or the victim will transform.

Infravision: In all werewolf forms, they can see in normal darkness with Excellent ranked ability.

Invulnerability: Both werewolf forms possess Remarkable protection to all forms of damage except that which is inflicted with silver weapons or by Magick. Also, neither werewolf's

Endurance can be reduced by Feeble unless the damage is inflicted by magical means or silver weaponry.

During the nights with a full moon, they uncontrollably transform into a huge (150% of his normal height), savage, feral, and near-mindless beast, which is physically much closer to being a wolf, or even a fox, than a human. The Stats of his feral form is as follows:

Fighting	Excellent to Incredible
Agility	Excellent to Incredible
Strength	Excellent to Incredible
Endurance	Excellent to Incredible
Reason	Feeble
Intuition	Remarkable to Monstrous
Psyche	Good to Incredible
Health	80 to 160
Karma	42 to 117

Limitation

Vulnerability to Silver: If struck by a silver weapon, either werewolf form must make a successful Endurance FEAT roll. Either a Red or Yellow result means an additional Endurance FEAT roll must be made in the "Kill" column.



SPIRITS OF VENGEANCE



MAGGIA

The Maggia is the world's most powerful criminal organization, with a hand in most drug traffic, illegal gambling, extortion rackets and other illegal activities in the United States. As well as running the major criminal organizations in the U.S., the Maggia has diversified into many legitimate businesses.

The Maggia originated in southern Europe in the 13th century partly in response to a series of oppressive governments. Its influence grew in non-communist Europe and then in the Americas. The Maggia first came to the public attention in the 1890s and its bootlegging of liquor during Prohibition is legendary.

The Maggia is not a single unified organization, but a coalition of loosely connected groups called "families." Each family has their own organization and inner structure. Currently, there are three preeminent families in the Maggia, all situated on the east coast of the United States.

Maggia membership estimates are a shaky guess at best. Worldwide, the family member's number in the tens of thousands, and about 3500 or so operate in the United States, mostly on the East Coast.

High level Maggia members are referred to as "wise guys." They are usually male, with one major exception, and are well-dressed, since they could be considered executives in a multi-national corporation. Families are always segregated along ethnic lines. The three major families in the United States are as follows.

THE HAMMERHEAD FAMILY

This family first gained prominence when the leader, was referred to as the "Top Man," outfitted his family hit men with costumes and advanced weaponry. He then purchased the Baxter Building, figuring that he would own all of the advanced weaponry and discoveries of Reed Richards and could use them to further his criminal career. The Fantastic Four defeated and captured him however, and his hit was ordered by his own family for failing and embarrassing the family name. The family searched for a new leader that would follow along the traditional style of the Maggia and found the newcomer, Hammerhead.

An amnesia victim, his last memory of a gangster poster for the Al Capone Mob shaped his vicious personality, Hammerhead uses methods from the 20's and 30's, including gang wars, to run his family, although he's not against using advanced technology for personal gain, such as the exoskeleton that he uses to enhance his strength. The Hammerhead family is easily the most traditional Maggia family in the United States.

Recently, Hammerhead has become the ally of the Chameleon in his bid to become the crime lord of New York City.

THE NEFARIA FAMILY

This is the most eccentric family in the Maggia. The deceased Italian nobleman, Count Luchino Nefaria, a scientific genius, was the world's most powerful Maggia leader until his first defeat at the hands of the Avengers. He moved his operation to the New York City area. As his first major criminal act, he imprisoned Washington, D.C. inside an impenetrable force dome and held the city for ransom. After being defeated again, his daughter, Guiletta, known also as Whitney Frost, took over the top position in the family and unsuccessfully attempted to steal the technological weaponry of Tony Stark. The next leader called himself the Masked Marauder. He tried to gain control of New York City by threatening to explode a nuclear bomb within the city limits.

He was defeated and the reins of command passed to Whitney again, now known as Madame Masque. She is currently in charge of the technologically-based Nefaria family.

The Nefaria family stole plans for a powerful robot developed by HYDRA to combat agents of S.H.I.E.L.D. and has constructed about a dozen more Dreadnought robots, using modified designs.

THE SILVERMANE FAMILY

The leader of the Silvermane family branch of the Maggia is Silvio "Silver-mane" Manfredi, one of the last legendary gangsters who came to fame in the 1920s and 1930s. This section of the Maggia conducts matters along the traditional lines with its chief activity being in the narcotics trade.

Silvermane uses unusually scientific methods only for his own goals to stave off his death and not for family purposes. Silvermane has a son, Joseph, but the job of leader will probably fall to Silvermane's chief rival, top Maggia lawyer, Ceasar "Big C" Cicero. Big C may have to wait a while though, since Silvermane has had his vital organs transplanted into a bionic body after having nearly every bone in his body crushed during a battle with Spider-Man.

Many criminals have tried to unite the American East Coast's independent gangs to break the dominance of the Maggia and to compete with the families, the most successful being the Kingpin. The Punisher has claimed that the Kingpin has taken over about 80 percent of the criminal activities on the East Coast. Regardless of the amount of criminal activity the Kingpin has taken over, the Maggia is still an organization to be reckoned with, especially the leaders of each family.

TYPICAL MAGGIA THUG

F	GD(10)
A	TY(6)
S	TY(6)
E	TY(6)
R	TY(6)
I	PR(4)
P	PR(4)

Health: 28
Karma: 14
Resources: GD(10)
Popularity: 0

SPIRITS OF VENGEANCE

KNOWN POWERS

Talents: Martial Arts B and E

ROLE-PLAYING NOTES:

The typical Maggia thug, though he may dress better than the ordinary thug, is usually no better or worse. He has a cheap pistol or revolver, extra ammo, and possibly a knife, blackjack, or brass knuckles.



CRIMINALS AND THE HAND

MAGGIA

Criminal organization

The Maggia is a Class 1000 criminal organization with perations throughout the United States, Europe, and the Free World. The statistics below are for various positions within a Maggia family and can be used for similar positions in non-Maggia criminal gangs.

HENCHMEN

F	A	S	E	R	I	P
Gd	Ty	Ty	Ty	Pr	Ty	Pr

Health: 28

Henchmen are the rank and file of Maggia operations and include petty thieves, gang members, numbers runners, drug dealers, and other low-level street operatives that do the Maggia's dirty work. They have no special powers, though some may carry handguns and knives for their own protection.

ENFORCERS

F	A	S	E	R	I	P
Gd	Ty	Gd	Ty	Ty	Ty	Ty

Health: 32

Don't confuse them with the super-criminal organization of the same name. Enforcers are the hired muscle of the Maggia operation. They are the ones that lean on small businessmen and the opposition to enforce the Maggia's control. They are also called "soldiers." Enforcers usually carry knives, handguns, and brass knuckles (shift right one column to damage), reserving heavier weaponry for times when a gang war is under way.

SPIRITS OF VENGEANCE

HIT MEN

F A S E R I P
Ty Gd Ty Gd Ty Ty Ty
Health: 32

Hitmen are specialized killers used by the Maggia when the need arises. They are usually from out of town but may be local talent, depending on the immediate situation. Such individuals may carry submachine guns and assault rifles, using them with Excellent Agility.

UNDERCOVER AGENTS

F A S E R I P
Ty Ty Ty Gd Gd Gd Gd
Health: 28

Agents are marginally brighter than your standard Maggia goon and are used as informationgatherers, not fighters. They have ExcellentReason with regard to information and rumorson the street and are a guarantee that a costumed crime fighter's activities will be reported to Maggia higher-ups.

MIDDLE MANAGEMENT

F A S E R I P
Ty Ty Ty Ty Ty Ty Ty
Health: 24

These are the Maggia's businessmen. They don't fight; they keep shop, whether it is an illegal gambling operation or a legitimate business used to launder Maggia funds. If threatened, they have a tendency to fold unless Maggia support (enforcers or agents) is close at hand. Modus Operandi: The Maggia is a crime cartel, divided into different "families" that dominate the criminal underworld. Taken together, the families are the largest such organization in the world.

There are several families in the New York area, of which three have come to preeminence. The Silvermane family was controlled by Silvio Manfredi until his recent death and resurrection, and has developed along traditional lines. The Hammerhead family is also rather traditional but has been controlled by superpowered operatives such as HAMMERHEAD. The Nefaria family has devoted itself to high technology and has hired super-powered operatives regularly. The leader of this family is known as "Big M." Previous leaders have included COUNT NEFARIA and MADAME MASQUE, Because of the high casualty rate among the leadership of prominent Maggia families that have adopted superhuman powers and fought heroes directly, there has been a resurgence of standard Maggia operating procedure. Like an octopus, the Maggia seeks to quietly entrench itself in every portion of American life.





HAND

Criminal organization

(Typical member)

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: GOOD
Endurance: GOOD
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: EXCELLENT

Health: 60
Karma: 46
Resources: EXCELLENT
Popularity: -10

KNOWN POWERS

MARTIAL ARTS. All members of the Hand are trained in the use of martial arts. They may slam and stun individuals who have a higher Endurance than the Hand member's Strength.

ORIENTAL WEAPONS MASTERS. All members of the Hand are also trained in the use of oriental weaponry including the sai (treat as a knife; it can be thrown), the shuriken (Range five areas, damage ten points on Hack & Slash Table), the sword, the quarterstaff (blunt weapon; it can be thrown), and the crossbow. Their ability to strike with these weapons is Remarkable.

DISSOLVING FORM. The Hand will allow no member to be taken prisoner. If a member of the Hand is knocked unconscious, reduced to 0 Health, or otherwise subdued, the body dissolves and the member of the Hand dies.

Modus Operandi: The Hand is an organization of assassins that has its roots and heart in the Orient but has recently branched out to become a global threat in the underworld. The Hand's ultimate goal is worldwide domination through threats and fear. Its members operate as assassins to further both their own goals and those of other organizations that support them.

It is common to relay an assignment by burning a picture of the assassin's target. The Hand's secrecy, the devotion of its minions, and its method of disposing of its operatives when captured all help to maintain the aura of mystery that surrounds this organization. The American hero Daredevil has battled the Hand on a number of occasions. His love, ELECTRA, was a member of that group at one time.

CLASSIC MARVEL GANG'S

The Flashing Blades

F	A	S	E	R	I	P
TY	GD	TY	TY	TY	PR	TY

Health: 28 **Karma:** 16

KNOWN POWERS

Straight Razors: These guys carry razors capable of inflicting Good (10) edged damage.

Talents: None.

Role-Playing Notes: The Flashing Blades are downright mean and nasty. They hate everybody, especially the Buzz Cuts.

The Buzz Cuts

F	A	S	E	R	I	P
GD	TY	TY	TY	PR	PR	PR

Health: 28 **Karma:** 12

KNOWN POWERS

Switchblades: Buzz Cuts are armed with switchblade knives that inflict Good (10) edged damage.

Talents: None.

Role-Playing Notes: The Buzz Cuts are heavily into crime, and many are wanted by the police. They see the Flashing Blades as competitors for their turf.

The Steel Cavalry

F	A	S	E	R	I	P
GD	TY	TY	TY	TY	TY	TY

Health: 28 **Karma:** 18

KNOWN POWERS

Chains and Pipes: These guys don't carry weapons, but they do have lengths of pipe or chain on their bikes for self-defense. These weapons inflict Good (10) blunt damage.

Talents: None.

Role-Playing Notes: Though most biker





SPIRITS OF VENGEANCE

The Premise Beginning setup

The Fixer and Mentallo (let's say) have joined forces to form a criminal organization, with themselves as its leaders. Calling their gang a part of Faces of Fear (or you can change the characters all together and the name of the group whatever you need), the Fixer and Mentallo decided to bring about the downfall of Hammerhead's branch of the Maggia. They stole a priceless, magical book and a pouch of silver coins from the Metropolitan Museum of Art, and tried to pin the crime on Hammerhead.

Now, Hammerhead wants revenge and the book and the pouch of silver coins, and he plans on attacking the Faces of Fear (or whatever the group name may be and this is where you can insert other factions to also give it a Marvel Knights feel) in New York and also possibly brokering a deal for the stolen goods. Can the heroes protect the frightened people of New York, while at the same time stopping the heinous plot of the villains?

Main Body of the story

The book centers on the idea of the Covenant: A ceasefire between Heaven and Hell with a thousand year summit in which both sides meet to reaffirm the truce. A sorcerer named Necrodamus has found a way to kill angels, by means of the cursed silver once belonging to Judas Iscariot. An angel informs Johnny Blaze of this plot, who in turn enlists the help of Daimon Hellstrom, Satana, and Blade.

Someone's unearthed a weapon that can tip the scales in the war between Heaven and Hell... And an ancient summit known as the Covenant is the perfect place to use it! Johnny Blaze, the Ghost Rider, joins forces with Blade, Satana and Hellstorm to unravel the plot against God himself. The supernatural corners of the Marvel U will never be the same again!

The Covenant, an ancient summit between the forces of Heaven and Hell, draws near, and the tensions between both factions are at an

The dark goddess Razan manages to ambush Ghost Rider, Hellstrom, Satana, and Blade with her squadron of monsters. In the heat of battle Razan retrieves the final piece of cursed silver.

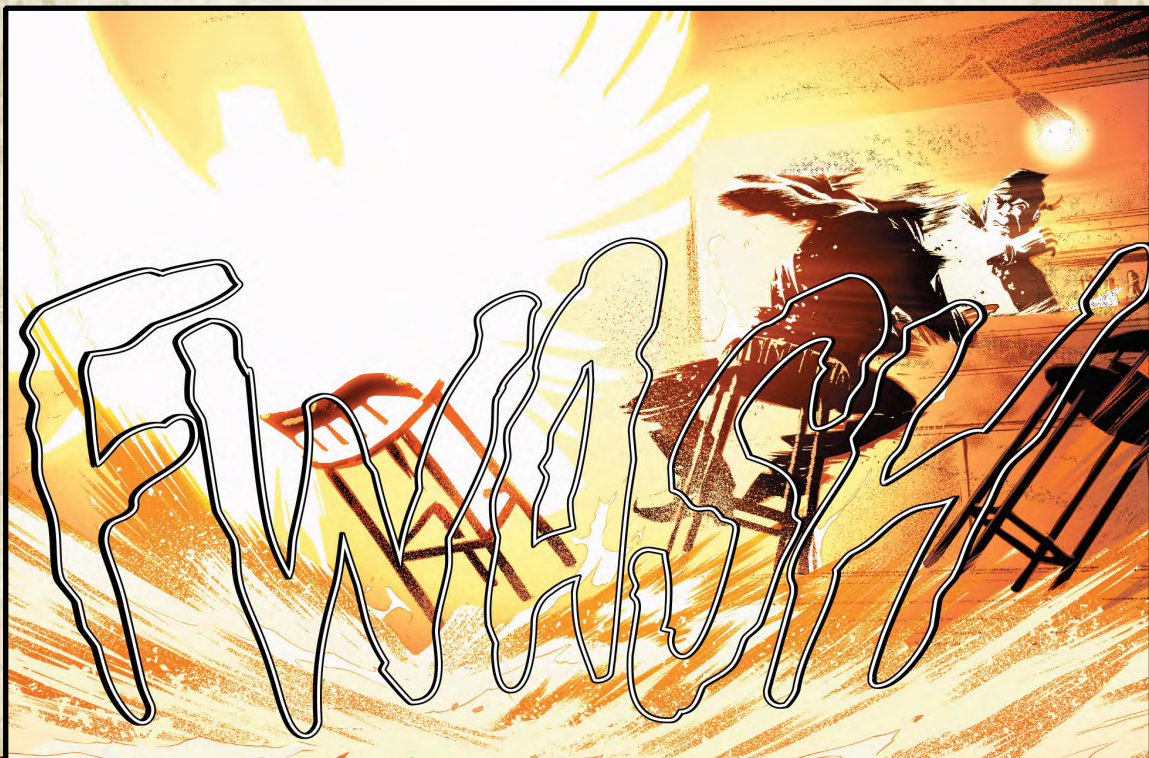
Necrodamus completes his ultimate weapon in his mission to eradicate the legendary Archangels.

After the team suffers defeat Satana and Blade travel underground to Port Brimstone, a sanctuary for the monsters. Once inside the two investigate the mystery behind Razan, Necrodamus, and the silver piece. They encounter the one person responsible for springing the war into full measure. Necrodamus now has full access to the one weapon that can eliminate Heaven forever.



Summary/ Start: (This game-play is intended for 1 to 5 players with other options of adventures not just Spirits of Vengeance)

When (You the Player, or players) take a seat at the bar and order a drink, you think it's just going to be another day. But when another person enters the bar, pulls a bullet out of his own chest and tosses to you with the instruction "Take this to Hellstrom", then self-immolates... it's time for you to take over.



BUT ALL THAT NOTWITHSTANDING, I GUESS I NEED TO REPEAT MYSELF.

YOU GOT WHAT AIN'T YOURS, SON. SO YOU CAN GIVE...

...OR YOU CAN PAY.

STORY OF VENGEANCE

After being handed a silver bullet by a dying angel, Johnny Blaze (or the player character) turned to Daimon Hellstrom for answers.

Unbeknownst to them, the silver bullet was the property of a human sorcerer named Necrodamus, who is desperate to get the enchanted metal back. His lieutenant, Razan the Night Jackal, was entrusted to retrieve the silver and prevent knowledge of their existence from spreading by any means necessary...

Let's begin!

When the Angel tells you that it's time to take over he then explodes! (1 full area takes Incredible damage).

If you survive you then look around and see that no one else has made it. you are then met by fake police that are demons (and hellhounds), Fight Scene! (no rest for you Lol)

Demon Minions - Infernal Armies of Hell :

Typical Demons:

F	A	S	E	R	I	P
10	20	30	30	4	6	6

Health: 90

Karma: 16

Resources: Not Applicable Powers

KNOWN POWERS

Invulnerability: Class 1000 to Fire and Heat.
Teeth & Claws: Remarkable rank
Longevity: Do not age, at least not at a rate humans can recognize.

BloodHound :

F	A	S	E	R	I	P
20	20	30	30	4	20	4

Health: 100

Karma: 28

KNOWN POWERS

Body Armor: Rough hides provides Excellent resistance to physical and energy attacks.

Claws & Fangs: Remarkable.

Enhanced Senses: Incredible rank, Hearing & Amazing rank, Smell.

Tracking: Amazing

KARMA:

Defeating Bloodhounds +30

Defeating Vampires +30

Good role playing: +5

Not dying and continuing on with the adventure 2 thumbs from the GM



SPIRITS OF VENGEANCE

Body Armor: Rough hides provides Excellent resistance to physical and energy attacks.
Claws & Fangs: Remarkable.
Enhanced Senses: Incredible rank, Hearing & Amazing rank, Smell.
Tracking: Amazing.

KARMA:

Defeating Bloodhounds +30
Defeating Vampires +30
Good role playing: +5
Not dying and continuing on with the adventure
2 thumbs from the GM

RECENT HEADLINES / CHAPTER 2

SUMMARY: The heroes learn about the theft of the artifact. Let the adventure begin!

STARTING: Read the following to the players:
While flipping through your local Monday morning paper, you notice an interesting article on the front page:

"PRICELESS MUSEUM PIECES STOLEN!

Sometime after midnight last night, a priceless book and ancient sliver was stolen from the Metropolitan Museum of Art in New York City. Police have no suspects and are continuing their investigation.

The book, titled *The Book of Shadows*, is several thousand years old along with some sliver coins and deals with topics and spells of the supernatural. Because specific details of the crime are being withheld by the authorities, the museum's curator, Mr. Alaric Waldron, refused to comment to reporters."

AFTERMATH: The theft of anything from the museum is a major media event. Not only is the crime detailed on the front page of every newspaper in the country, but it is also on national television all day Monday.

During the day, the heroes witness television interviews with celebrities of the art community, all of whom are appalled that the security of the museum has been breached. If one artifact has been taken, what is to keep the thieves from stealing other art treasures?

Be sure the players realize the theft is receiving a lot of public attention. A robbery at the museum should be enough to entice the heroes.

By solving this important crime, the costumed characters can expect some good publicity (and possibly a monetary reward).

AT THE MUSEUM:

SUMMARY: The heroes visit the Metropolitan Museum of Art to look for clues, either on their own initiative or at the request of the curator.

STARTING: Read the following text to the players:

It's nearly five o'clock closing time at the Met. An elderly watchman named Harry meets you at the entrance to the museum, just as the last visitors are leaving.

Unfortunately, your guided tour is short, for your destination is nearby. Harry leads you through the Great Hall, which is currently decorated with medieval tapes-tries and weaponry, and into the library.

SPIRITS OF VENGEANCE

Sitting in a comfortable chair is an elderly man wearing a fine suit. He is reading today's issue of the Daily Bugle.

"Hello, I'm Mr. Alaric Waldron, the curator."

Although Mr. Waldron has been asked by the police to remain silent, recent events have caused him to believe the police are going to need all the help they can get. He is prepared to answer the heroes' questions, and he is willing to reveal some useful information. Some of the most important questions and answers are the following ones:

1. How was the book and silver coins stolen? The theft took place in the library the same room the heroes are sitting in. The book and the silver coins were kept in a locked case, which was smashed to bits. There were no signs of forced entry into the museum. Only the alarm protecting the case was activated.

During the robbery, security cameras recorded an unnatural darkness in the library; this darkness totally concealed the thief. (The truth of the matter is that the Shroud was teleported into the library. Cloaking the area in darkness with his Dark force Control Power, he smashed the case with a nearby chair, took the book, and was teleported away.)

2. Was anything else stolen? Several other valuable texts on display with the book in question were left untouched. When the guards responded to the alarm, they found no sign of any intruders, except for one incriminating clue.

3. What is the evidence? Nestled upon the ruins of the display case was a hat, similar in style to that made famous by the gangsters of the 1920s: a wide brimmed fedora with the crown creased lengthwise. Stuck into a black band around the hat was a note that read:



SPIRITS OF VENGEANCE

"Hammerhead's putting' the hammer down!"
The police had missed the hat and note, but the watchman (Larry) had read it, and later told the curator. (and you will also find this out upon talking with him)

4. What is the name of the book? The book is titled The Book of Shadows. It was written nearly 2000 years ago by a man named Stryker Tempest, who was burned as a witch in 1542.

Because of the fragile nature of the book, Mr. Waldron has never endeavored to read it, nor has he allowed anyone else to handle it. However, he knows the writing supposedly consists of myths and spells about the supernatural. The book is thought to be confusing and tedious to read.

The curator is aware of a legend concerning the book (which is often told during tours of the museum). According to the tale, The Book of Shadows was written in a secret code, which when deciphered, reveals how to create an assortment of gruesome monsters and spell preparation for evil.

Apparently, Stryker Tempest was burned because he summoned such creatures from the spirit world.

Upon starting your list of investigating the museum once inside (use the map to navigate around) you hear a loud crash along with the lights going out followed by very eerie breathing, and the breathing followed by foot steps is getting closer!

Read the following to the players:

"You should have never come here, but not to worry you won't be leaving and then after you Ghost Rider is next!"

KARMA:

Defeating Bloodhounds +30
Defeating Demons +30
Finding the hat and note +20
Talking with Larry +10

*Interrogating a demon and finding out why they are at the museum +30

*(The book was in possession of Hammerhead but a mysterious woman had stole it right under his nose and also there is a bounty on Ghost Rider's head but as to why it is unclear)

Good role playing: +5
Not dying and continuing on with the adventure
2 thumbs from the GM

SPIRITS OF VENGEANCE

Ghost Rider & Daimon Hellstrom:

Upon making it to Hellstorm's residence you meet up with Daimon Hellstrom (AKA Hellstorm, who is the son of Lucifer) you then tell him what happened and give him the silver bullet and he informs you that the bullet is made from one of the 30 pieces of silver given to Judas. "The Covenant", a ceremony where angels and demons meet on neutral ground to discuss the tentative peace between them, is coming. The other 29 pieces of silver have been used to make a weapon, once the 30th piece is added, that can kill archangels. Sorcerer Necrodamus, a human, is hoping to bypass the peace and give the edge to the forces of darkness.

Information gathering at The Wall Street Club Chapter 4:

You and Daimon proceed to The Wall Street Club (use the map to do a bit of role-play) so that Daimon can gather information for your next move. Essentially all Daimon is doing is talking to a mix of vampires that are in a way his contacts, and what info he did receive is about the book at the museum and the silver piece and how they may be connected.

Coming out of The Wall Street Club you feel a bit at a loss, Daimon had spoken to 2 individuals and you feel like it rendered no info that would be of any use.

Ghost Rider / Player: Was that all that you hoped it would be?

Daimon: Not quite. But we learned something. This is even Bigger than we thought, There's a lot to do and not much time to do it. We should bring in some help.

Ghost Rider / Player: I take it you have somebody in mind.

Daimon: A candidate. Somebody who covers a lot of the same territory we do. The real question is... Will he even pick-up.

MEANWHILE BACK AT THE MUSEUM:

SUMMARY: Upon returning to Mr. Waldron at the museum the next morning / day, Mr. Waldron opens today's Daily Bugle, lays it on the table, and points to one of the headlines: "GANG HANGOUT DEMOLISHED IN WILD RAMPAGE!" (Although it was demons and not extra gang violence it just can't be reported as such because then you would run the risk of additional panic).

STARTING: Read the following text to the players:

Hank's Bar and Grill, located on the Lower East Side, was nearly torn to the ground late last night.

Police reports state that just after midnight a lunatic entered (Frankenstein) the bar and began smashing anyone and anything in sight with an uprooted street sign.

Three persons were killed, and five others suffered minor injuries in the scuffle. The suspect is still at large.

SPIRITS OF VENGEANCE

Eyewitnesses report the madman as being 'a monster, like Frankenstein or something.'

Police refute this, speculating that by the amount of destruction more than one individual was involved. Gang fights are common in the establishment, say the police, because it is one of the hangouts of the notorious Flashing Blades gang."

Mr. Waldron explains that he believes the book has been deciphered, and that more incidents of murder are imminent. He told the police of his fears, but they laughed at him. He begs the heroes to recover the book, "for the sake of New York City!"

If your players are heavily motivated by money, Mr. Waldron is willing to offer up to \$75,000 for the return of the book. Digging for More Clues. The heroes may wish to further research the history of Stryker Tempest and The Book of Shadows. It is unnecessary for them to do so, however, because Mr. Waldron offers to do the research himself.

If he finds anything interesting, he promises to get in touch with the heroes immediately. The curator asks the characters to leave a telephone number or an address where they can be reached. If they do not (because of secret IDs or whatever), Mr. Waldron states that he will take out ads in the Daily Bugle to contact them. When the heroes have nearly finished questioning Mr. Waldron,

Heather finally arrives with a pot of coffee and whatever else the heroes may have asked for. Clattering cups and saucers, the young waitress appears flustered. Anyone succeeding at a Typical Intensity Intuition FEAT realizes Heather is extremely nervous. If asked, she replies that nothing is wrong, and continues pouring drinks.

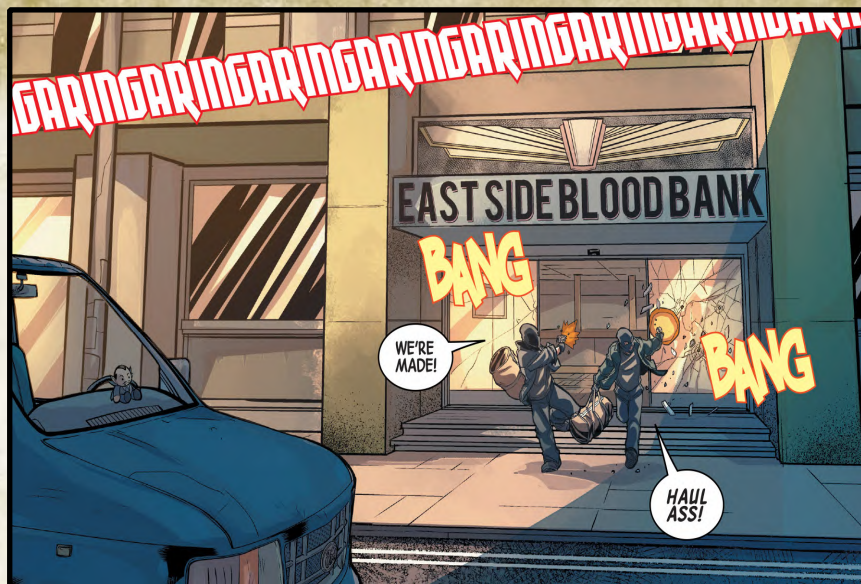
At some point she accidentally spills hot coffee on one of the characters (roll randomly). If the hero reacts nicely, Heather smiles warmly and helps clean up the mess. Should the hero be rude or abusive, the waitress flees from the room in tears.

Heather is upset because she believes her twin brother, Kyle, is involved in the theft of the book. She knows that he hangs out with a street gang called the Flashing Blades. Heather thinks Kyle was forced to commit the crime as part of some sort of initiation.

AFTERMATH: If the heroes have gained Heather's trust by seeming concerned about her and by not being rude when she spills hot coffee.

KARMA:

Befriending Heather: +10
Scaring Heather away: -15
Good role playing: +5



Elsewhere a conversation between Necrodamus and Razan is taking place she expresses her concern about the demons hellhounds that you (the player or players) had killed and Necrodamus was more concerned about the sliver that he had placed Razan in charge of getting for him, then he conjures a Greater hellhound for Razan.

Equipment: Guns, Edged and Blunt Weapons.

Currently at the East Side Blood Bank:

(This is where the GM can add Blade or another NPC)

Start / ENCOUNTER:

The east side blood bank has just been robbed of it's blood bags, they collectively get into their vehicle and give each other high fives in a robbery well done then they begin to pull off to make their get away until they see you (The player) and now you are the only thing preventing them from getting away!

Blood bank robber (2 to 6 depending on how powerful the character is)

F	TY 6	Health: 32
A	GD 10	
S	TY 6	Karma: 12
E	GD 10	
R	PR 4	Resources: PR (4)
I	PR 4	
P	PR 4	Popularity: 0

Talents: Guns, Edged and Blunt Weapons, and Driving.



SPIRITS OF VENGEANCE

KARMA:

Defeating Blood bank robbers +10
Answering Daimon's phone call after defeating the Blood bank robbers and allowing him to catch you up to speed +10
Good role playing: +5
Not dying and continuing on with the adventure 2 thumbs from the GM

CHAPTER 5: TROUBLE AT HANK'S

SUMMARY: The heroes approach Hank's Tavern, where they become involved in a drive-by shooting; they also must defeat the Werewolf's and Vampire's.

A vampire visits the city looking for a rare book (The Book of Shadows and silver coins) that they have traced to a vampire that is supposed to live in the city. But he had sold the book to Mr. Waldron because he could not decipher it. It is quickly revealed the vampire in question was killed by werewolf's looking for the book a short time ago and the PCs can investigate this and if they do so they will find out that the vampire's wanted the book to become day-walkers and the werewolf's wanted it to have control over their change.

STARTING: If you are using the map included with the Advanced Set, Hank's Tavern is located on the corner of 8th Avenue and Grant Street, on the first floor of the place marked "vacant building."

If you have the map included with the Basic Set, Hank's is along 7th Avenue, on the first floor of the building marked "Schweinenger's Furs."

An interior map of Hank's Tavern has been included with this module.

Read the following to the players when they arrive at Times square and approach Hank's Tavern:

You are standing outside Hank's Tavern. The full moon hangs above the city, watching impassively. Late at night, Times Square is a very busy place. Con-men and prostitutes fill the streets, along with junkies and pushers. Panhandlers beg for loose change, while performers do back flips and play

Suddenly, a woman's scream and the squeal of a car's tires grab your attention. A long black sedan tears down the street, scattering people in its path. From the windows, the barrels of machine guns protrude menacingly. It's heading right for you!

On any street adjacent to the tavern, place a marker for the car 4 areas away from Hank's. The sedan is moving at a rate of 4 areas per turn.

ENCOUNTER: The heroes have one turn to react before the car driven by Hank's. Inside the sedan are four of the thugs (Hammerhead's men), who have orders to do a drive-by shooting at Hank's Tavern and kill Heather and if possible to interrogate anyone (Mr. Waldron) with any knowledge of the whereabouts of the book and silver coins. Five of them are armed with submachine guns. The driver carries a handgun.

SPIRITS OF VENGEANCE

If the car is stopped, the thugs do not hesitate to fire upon the heroes. If they must flee from the car, they attempt to take hostages (there are a lot of people on the sidewalks).

Cry of the Werewolf. During the battle with the thugs, any hero succeeding at a Typical Intensity Intuition FEAT hears screams coming from the interior of Hank's Tavern.

Inside, the werewolf is attacking the patrons and then the vampire's start attacking them. For each turn the heroes ignore the screams, one young man is killed by the Werewolf (a maximum of 15). If the player characters respond within one turn, the deaths are prevented.



Most of the customers are trying to flee through the doors and windows. Those trapped inside are attempting to find cover behind tables and chairs. The monsters continues to destroy the bar and its inhabitants for five more turns before being dealt with by the hero's. Now if the hero's have time to secure one of each werewolf and vampire then they will find out more information as to why they was there, and trying to find out where the book is.

KARMA:

Defeating the thugs +10
 Defeating the vampires +30
 Defeating the werewolves +30
 Save Heather +30
 Save Mr. Waldron +30
 Save the other innocent people +30
 Interrogating the vampire and / or werewolf +10
 Good role playing: +5
 Not dying and continuing on with the adventure
 2 thumbs from the GM

Meanwhile at Eduardo's Rare and Collectibles Books store:

(this is the meeting up area that you and another player will be picking up gameplay from). If you look out and around you are not the only ones here, there are 6 to 8 additional book browser's (depending upon the power level of the characters) including the players / NPC's.

Read out the following to the players:

Daimon: I appreciate you accommodating us on such short notice Eduardo.

Eduardo: Always happy to assist my longtime clients Mr. Hellstorm. Thank you for phoning ahead.

Daimon: It gave me time to retrieve this particular tome from the obliged archives what do I owe you?

Eduardo: On the house Mr. Hellstorm.

Daimon: Well, That's generous. But why?

Eduardo: Compensation. You see... Ah...How to put this? Most embarrassing. I hope you realize this is nothing personal The half-breed are free to leave. Mr. Blaze (Or player character 1) However... Stays!

Daimon: Why is that?

Eduardo: You know why, Mr. Hellstorm.

Daimon: Sorry (Player character 1, say name) is with me.

Eduardo: *SIGH* I rather thought that might be your reaction. Then almost without warning the book browser's are not what they seem, they unmorph their disguise and the hellhounds attack!

ENCOUNTER:

BloodHound(s)

F	A	S	E	R	I	P
20	20	30	30	4	20	4

Health: 100 Karma: 28



KNOWN POWERS

Body Armor: Rough hides provides Excellent resistance to physical and energy attacks.
Claws & Fangs: Remarkable.
Enhanced Senses: Incredible rank, Hearing & Amazing rank, Smell.
Tracking: Amazing.

KARMA:

Defeating Bloodhounds +30
Capturing Eduardo +30
Good role playing: +5
Not dying and continuing on with the adventure
2 thumbs from the GM

After defeating the Bloodhounds and capturing Eduardo you collectively go back to Daimon's residence as Daimon continues to finish the conversation he had started with Eduardo back at bookstore:

Read out the following to the players:

Eduardo: There's a bounty on Blaze (Or name of the player character)

Daimon: Why?

Eduardo: I don't know. The instructions were quite simple: Get Blaze (Or name of the player character) and recover the sliver. That's all.

Daimon: Who ordered the bounty?

Eduardo: I haven't a clue but the messenger was Razan, The one called the Night Jackal. She insisted the job had to be done by tomorrow night. She was very clear on that point. I swear

that's all I know.

Cut scene / Meanwhile at Popocatepetl Volcano, Mexico :

Ragnar and Necrodamus are discussing on the specifications and the nearing the completeion of the weapon.

The Covenant:

Read out the following to the players:

Daimon: I assume you're familiar with the story, the basics at least-- A revolt in heaven, A third of the Angels expelled-- known from then on as Demons. I am passingly familiar with he who led the revolt. The covenant is a bit of the resulting... "BUREAUCRACY." Think of it as... A sort of Diplomatic Summit held every thousand years. Between Heaven and Hell. These are Eternal beings fighting an endless war, Once A millenium is just the usual Friday meeting to them. Earth is a battleground, humanity is caught in the middle and the war never ends. But it's war with rules. Rules of engagement. Once every thousand years, both sides form a demilitarized zone-- A portal-- where their emissaries meet to discuss terms, air grievances, trade prisoners or whatever is needed. And neither side makes a move on the other.

SPIRITS OF VENGEANCE

The balance between Heaven and Hell is that precise. It's been that way since the dawn of time and it will remain that way... Unless something comes along to tip the scales. I'm not keen on coincidences, and (player name or Johnny) saw what this bullet could do. It's no ordinary sliver. You've heard of Judas? He was paid for his betrayal. Thirty pieces of sliver. Which means there are more of these little beauties out there. And somebody's turning them into weapons. History's oldest cold war... Is about to heat up. There are no sidelines anymore

Someone is looking to END this WAR... And all of the players in it. The big Questions are WHO and WHAT THEY HOPE TO GAIN!



SPIRITS OF VENGEANCE

Cut-Scene:

While Daimon was talking with the player characters Razan with the help of her Hellhounds are back-tracking Daimon's contacts and killing them with extreme predacious.





Continuing From Chapter 5:

Thirty turns after the monsters are taken away (because your not going to leave them in front of the police), the police and a news crew arrive on the scene. If the heroes stick around, they can expect to answer a lot of questions, and get their faces splattered all over the newspapers and television in the process.

Kyle Walker and Pals. Before the police show up, Kyle Walker and the other Flashing Blades approach the heroes.

Kyle suffered only a few scratches during the fight. Obviously shaken (because he didn't know that the hit was possibly his own sister he was under the impression that it was just Mr. Waldron and especially if a werewolf or vampire killed some of his friends and his sister), Kyle thanks the characters for their help.

Anyone succeeding at a green Popularity FEAT can get the answers to some important questions from Kyle and the other members of the Flashing Blades. Some of the most important questions and answers are listed below.

1. Where did the werewolf and vampires come from? He was just a regular guy until he started having spasms fell to the floor then what stood up wasn't a man anymore and the others looked normal until the fangs and guns! Right in the middle of the bar and they started whaling shooting and attacking any and everybody they could reach.

2. Where is the book and the sliver coins? Kyle swears he didn't steal the book or the coins. He does not know where they are. If he did swipe the book, why would he send monsters to kill his own friends?

4. What gang is likely to be attacked next? Most likely the Buzz Cuts will be hit tomorrow night. They hang out in a pool hall on the Lower East Side called Starkey's.

5. Where is Hammerhead's hideout? Johnny and his buddies don't know for sure. They believe Clark Kent (the leader of the Buzz Cuts) probably knows where the heroes can find Hammerhead. Several months ago, Clark worked for the Maggia, but they had a falling out. Hammerhead has sworn many times to have Clark killed.

Getting Kyle out of the Gang. If the players are faithful to their agreement with Heather, they attempt to talk Kyle into leaving the Flashing Blades for good. (Which wont be that hard due to current circumstances) Trying to do this while his friends are standing around requires a yellow Popularity FEAT. Otherwise, because of tonight's gruesome events, merely a green result is called for.

CHAPTER 6: BIG NEWS

SUMMARY: The heroes decide to either spend the day resting, searching for clues, or performing the daily routines of their civilian identities (if they have secret IDs).

SPIRITS OF VENGEANCE

STARTING: Heroes with secret Ids often have day-to-day responsibilities in their civilian lives (families, jobs, etc.).

Because this adventure takes place over several days, such heroes must see to their obligations between encounters.

This chapter is designed to let the heroes know how their actions (and those of the villains) are being viewed by the public. The following newspaper article concerns the events that took place at Hank's Tavern. The Judge should feel free to add more details, describing the specific actions of the heroes and villains.

Read the following to the players:

Opening the morning issue of the Daily Bugle, you notice a very interesting article:

"MONSTERS IN NEW YORK? WHAT'S NEW?"

Last night, Hank's Tavern was the subject of two attacks. The first was apparently a gang-related drive-by shooting.

According to witnesses, the second assault was instigated by 'a wolfman, with claws and fur and everything!'

What's going on New York? Monday night it was Frankenstein, last night it was the werewolves and vampires. When are these monster murders going to stop? When are the authorities going to do something? Is this for real?

The police refute the existence of monsters; claim the violence is the result of a growing gang war. Most of the victims of last night's mayhem were members of the Flashing Blades street gang. They wish to thank [insert names of heroes] for their assistance.

According to one of the young toughs, 'Without them super-dudes we'd all be dead. The Maggia is behind all of this. You better watch out, Hammerhead, 'cause [insert names once more] are going to getcha!'

ENCOUNTER: During the time between encounters, the heroes may wish to dig for clues or consult contacts they had established prior to beginning the adventure. Any such clues or contacts are left to the creativity of the Judge.

POPULARITY: The heroes may be made to look good or bad, depending on their actions. Either the Basic Set rules or the Advanced Set rules may be used to determine awards and reductions of Popularity. As a general guide:

KARMA:

Positive media coverage: +10

Negative media coverage: -6

Good role playing: +5

Meanwhile at an old abandoned farmhouse in Southern Indiana :

There are some wanna be practicing occultists trying to sacrifice a poor young girl in hopes to make contact with Lucifer.



Satana:

Read out the following to the players:

Occultist 1: We gather this night to pay tribute to the lord of Darkness! With the acceptance of this sacrifice, our lord Satan, will grant us strenght and power!

Helpless Girl: P-Please! If you just let me go, I - I wont say anything. I promise.

Occultist 1: And our Lord Satan will reward our faith. He will shower us with, with endless wealth and super hot women!

Satana: Yeah, I wouldn't count on that, actually. I mean come on guys, Endless wealth and super hot women seem like A lot for one scrawney little Co-ED!

Occultist 1: Damn it, Frank you said this place was clear! GRAB HER!

ENCOUNTER:

Now of course this doesn't have to be Satana it could be another player character, but for the script of the timeline it keeps us moving along. Occultist (4 to 10 depending on how powerful the character is)

F PR 4
A PR 4
S PR 4
E PR 4
R TY 6
I PR 4
P PR 4

Health: 16

Karma: 14

Resources: PR (4)

Popularity: 0

Talents: Nothing special here, accept maby calling for an Uber and asking Satan for way too much for A scrawney little Co-ED.

Equipment: Blunt and Sharp Weapons / things.

KARMA:

Defeating Occultist +4

Saving scrawney little Co-ED +30

Good role playing: +5

Not dying and continuing on with the adventure 2 thumbs from the GM

After you easily defeat the occultists you see a man off in the distance, he then walks toward you, holds up while extending and slowly opening his hand to show you a bullet made of sliver and says we "have alot to talk about please come with me."

SPIRITS OF VENGEANCE

Cut-Scene:

A unique meeting is about to take place between Beleth and Necrodamus.

Read out the following to the players:

Necrodamus: I'm so glad you could make it. It's an honor to finally meet--

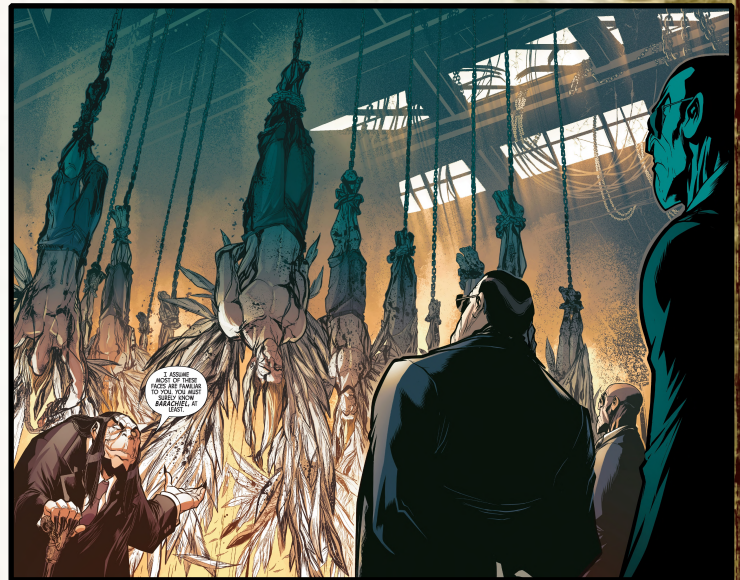
Beleth: My time is valuable, Necrodamus. So dispense with the pleasantries And tell me why I'm in the boondocks talking to a third-rate sorcerer.

Necrodamus: A short demonstration that I think you'll find interesting. Something that will change EVERYTHING. I assume most of these faces are familiar to you. You must surely know Barachiel, at least. (Necrodamus is referring to the upside down hanging and chained Angels above his head) You've been at it with Barachiel and all of his winged comrades since time began. One side pushing, the other pushing back, and then both meeting back in the middle to begin again. War designed to perpetuate itself. Not a war to be won. That is about to change. (Necrodamus then opens a case to reveal a very ominous weapon and aims it directly at the Angels)

Angel Barachiel: Gonna... Shoot me? Seriously? Go ahead. The Cosmos... Will just... Spit me out again. It's the eternal balance.

Necrodamus: Let's put that to the test, Barachiel. Then Necrodamus opens fire upon all of the hanging Angels). Well... I don't think the cosmos will be spitting them out again.

Beleth: Seeing is believing. On behalf of the infernal armies of Hell, allow me to say...You have my full attention.



SPIRITS OF VENGEANCE

CHAPTER 7: A DRINK ON THE HOUSE

SUMMARY: The heroes go to Starky's Pool Hall to find out from Tim (or tiny Tim) Russo where Hammerhead's hideout is; they also want to prevent another monster attack.

STARTING: If you have the Basic Set map, consider Starky's Pool Hall to be located at Olson's Five & Dime (on the corner of Arthur St. and 8th Ave.).

If you are using the Advanced Set map, Starky's is at Octavian's on Pierce (a restaurant on the corner of Pierce St. and 6th Ave.).

An interior map of Starky's Pool Hall has been included with this adventure.

When the heroes enter the pool hall, read the following to the players:

As the sound of billiard balls cracking together assaults your ears, a thick haze of cigar smoke stings your eyes. Throughout the dimly lighted room, you see men hunched over decrepit pool tables.

At the bar, a wino moans and begs for one last free beer. Such is the daily routine at Starky's Pool Hall.

ENCOUNTER: The way in which the heroes approach the situation greatly affects what they encounter. There are a couple of possibilities. The Blunt Approach. If the heroes enter the pool hall in costume, everyone except the Buzz Cuts quickly leave this is their turf and they plan to defend it!

If the characters reveal that the Buzz Cuts are going to be attacked tonight and offer to help, they must succeed at a yellow Popularity FEAT in order to be believed and accepted by the gangsters.

If they do not state why they are here, but simply start making demands or asking questions, they must succeed at a red Popularity FEAT.

If either FEAT is missed, the Buzz Cuts jump the heroes with pool cues and switchblade knives, in an attempt to drive the "costumed creeps" off their turf. For each hero present, there are three thugs.

After two turns of combat, Shroud and Frankenstein's Monster teleport into the pool hall (see following).

If the heroes can avoid a fight, they can learn some important information from Clark Kent, the leader of the Buzz Cuts (see following).

The Stealthy Approach. If the heroes enter the pool hall wearing appropriate disguises (as street punks, etc.), the occupants do not react strangely. Should they wear something inappropriate (such as a three-piece suit) consider this to cause the same reaction as the blunt approach.

The gangsters are easily distinguished from the other patrons because of their haircuts (flat-tops, of Course).

SPIRITS OF VENGEANCE

Out Go the Lights. At some point during the evening, Shroud and Frankenstein's Monster are teleported into Starky's Pool Hall by Mentallo and the Fixer.

The exact time of the attack is up to the Judge. It is suggested that it occur during a fight between the heroes and the Buzz Cuts, or while the characters are questioning Russo.

They begin to wreak havoc at the pool hall for 20 turns before being teleported back to the Fixer and Mentallo's hideout. Their objective is to cause as much death and property damage as possible.

If either of them should be knocked unconscious, the one who is disabled teleports automatically, while the other continues to fight.

KARMA:

Defeating / saving Buzz Cuts +20
Capturing / saving Russo +30
Defeating Shroud +40
Defeating Frankenstein +50
Using Stealthy Approach +10
Questioning Russo +6
Building is severely damaged: -25
Good role playing: +5
Not dying and continuing on with the adventure 2 thumbs from the GM

Some Answers. If the heroes question Russo before Shroud and Frankenstein's Monster attack, he expects some money for his information (at least 50 bucks). Otherwise, he is thankful for the characters' help during the fight, and answers their questions freely.

A few of the most important questions and answers are listed below.

1. Where is Hammerhead's hideout? The only place Russo knows about is a speakeasy called the Roaring' Twenties. It's not too far away, on the Lower East Side. Hammerhead likes to play poker in the back room.

2. Where is the book? He does not know for sure. The rumor on the street is that Hammerhead stole the book and it has given him magical powers. Hammerhead is supposedly using his new arcane abilities to summon monsters in an attempt to wipe out rival gangs. Obviously, there must be some truth to the rumors because of what happened tonight.

3. What gang will be hit next? Russo has no idea. He is surprised that Hammerhead is wasting his time on small-timers like the Buzz Cuts and the Flashing Blades. Russo suspects that Hammerhead will move on to bigger game, but he has no clue as to what that might be. "Here Come the Cops". Thirty turns after the monsters vanish, the police and a news crew arrive on the scene. If the heroes are still around, they can expect to be asked a lot of questions.

The Buzz Cuts back up anything the heroes say, and they are more than happy to elaborate to reporters. Unless the player characters ask them to be quiet, Russo and the Buzz Cuts brag to the media about the abilities of the heroes. They also spout threats against Hammerhead and the Maggia.

Cut-Scene:

The Gospel of Mattahias :

Cut-Scene: Read out the following to the players: This is an exchange between Beleth and Necrodamus, as Necrodamus explains about the history of the silver coins / pieces.

"WE ALL KNOW THE STORY THE BETRAYAL. THE JUDAS KISS. "THIRTY PIECES OF SILVER IS A PALTRY SUM FOR SELLING OUT ALL OF HUMANITY, ISN'T IT? "I MEAN, REALLY? THIRTY PIECES OF SILVER? IT'S OVER NOTHING. A TRIFLE. "OF COURSE, JUDAS ISCARIOT HAD OTHER MOTIVATIONS FOR HIS FOUL DEED.

"AND ANYWAY, YOU CAN'T BUY FORGIVENESS. "RAVAGED BY ANGER, CONFUSION AND GUILT... WELL, COULD ANYONE BLAME HIM FOR WHAT HE DID NEXT."THE GOSPEL OF MATTHIAS WAS THOUGHT TO BE LOST. I FOUND IT. IT TOOK HUNDREDS OF HOURS OF PORING OVER ANCIENT HEBREW SCROLLS IN DISTANT CRYPTS, BUT I FOUND IT.

"PERHAPS MATTHIAS HAD BEEN GIFTED WITH SPECIAL VISION. OR MAYBE IT WAS SIMPLY THE CURSED NATURE OF THE COINS. "BUT IN THAT MOMENT, MATTHIAS KNEW.

"IT WAS FATE...AND MY GOOD FORTUNE... THAT MATTHIAS WAS THE ONE TO FIND HIM. HE WOULD LATER BE PICKED TO REPLACE JUDAS AS THE TWELFTH APOSTLE.

"THE GOSPEL OF MATTHIAS WAS THOUGHT TO BE LOST. I FOUND IT. IT TOOK HUNDREDS OF HOURS OF PORING OVER ANCIENT HEBREW SCROLLS IN DISTANT CRYPTS, BUT I FOUND IT.

"PERHAPS MATTHIAS HAD BEEN GIFTED WITH SPECIAL VISION. OR MAYBE IT WAS SIMPLY THE CURSED NATURE OF THE COINS.

"BUT IN THAT MOMENT, MATTHIAS KNEW. "JUDAS' MALEVOLENCE-- PERHAPS HIS VERY SOUL-HAD BONDED WITH THE SILVER. THE COINS WERE PURE EVIL...BUT ALSO POWERFUL IN A WAY MATTHIAS COULDN'T FULLY UNDERSTAND.



"BUT WHAT HE DID KNOW WAS THAT THE SILVER WAS BLOOD MONEY AND SHOULD BE AS BURIED AS JUDAS HIMSELF. THUS THE POTTER'S FIELD WAS NAMED AKELDAMA."

"FIELD OF BLOOD," WHEN TRANSLATED INTO ENGLISH."



CHAPTER 8: A POLITE CONVERSATION / CUT SCENE

CUT SCENE: One of the werewolf's was captured by a horde of soliders and placed into a dark room. During such time his transformation has left him as his human form and after hours of grilling interrogation a man from the back of the room stands and walks toward the prisioner and viciously grabs his jaw looks him into eyes and says "I KNOW THAT THIS

BOOK AND SLIVER! HAS MORE POWER AND KNOWLEDGE TO JUST SIMPLY TURN VAMPIRE'S INTO DAY WALKERS AND TO YOU AND YOUR RABID DOG'S INTO A STATE OF CONTROL ON HOW YOU CHANGE! I WILL POSSESS IT'S POWER AND ALL OF YOU WILL KNEEL BEFORE YOUR NEW MASTER!" (Solider) "Mein Fuhrer we will send out the troops and your will be done HAIL HYDRA!"

SUMMARY: Plot :

At the dawn of time, Heaven and Hell forged a pact known as the Covenant. Although the two sides were at war, every thousand years a ceasefire would occur where the rules of engagement were renegotiated. Thus, the balance between Heaven and Hell has been maintained to this day.

After being handed a silver bullet by a dying angel, you turned to Daimon Hellstrom for answers. Unbeknownst to them, the silver bullet was the property of a sorcerer named Necrodamus, who is desperate to reclaim the

Night Jackal, was entrusted to recover the silver, and prevent knowledge of their existence from spreading by any means necessary...

Summary part 2:

They placed a bounty on Johnny's head (or your's), putting demons of all kinds on the hunt for Blaze and the silver. Without the missing silver, Ragnar the Dark Dwarf cannot forge the ultimate weapon: One capable of killing an angel for good...

ENCOUNTER:

Somewhere in Manhattan... Edwin (Damion's contact) is trying to explain to Damion if someone like Razan is after him he will then be doomed to die via assassination but then towards the end of the conversation Damion seems to be calming Edwin down but then Satana (Damion's sister) but then Damion realises that it's not his sister at all, but insted it's Razan disguised via a Necrodamus spell! and Razan has brought lot's of company with her. GM notes: Razan will not stay for the entire battle but just long enough to kill Edwin and steal the bullet from Damion without him knowing (the 30th piece of sliver) and as far as to make an attempt on the Ghost Rider's life (or another player character).

See player's character compendium for Razan's and her main hellhound stats. Razan has her main hellhound with her and the minion hellhounds as the GM place just enough to make it interesting because in the comic the main heroes for the encounter was Damion and Blade but feel free to change it up if you like.

SPIRITS OF VENGEANCE

KARMA:

Defeating Hellhounds +30 Saving Edwin +50
Causing Razan to Flee +50 Good role playing:
+5
Not dying and continuing on with the adventure
2 thumbs from the GM

CHAPTER 9: THE ROARIN' TWENTIES

SUMMARY: The heroes go to the speakeasy in hopes of retrieving The Book and sliver coins from Hammerhead and his minions.

STARTING: If you have the Basic Set map, Guide's Grocery (on the corner of 9th Avenue and Cleveland Street) is a good location for the Roarin' Twenties.

If you employ the Advanced Set map, consider the speakeasy to be at the unemployment office (on the corner of Johnson St. and Grant St.).

An interior map of the Roarin' Twenties has been included with this module.

The Roarin' Twenties is a legitimate business. However, it is owned, operated, and frequented by members of the Hammerhead family. The bar is open from 5 p.m. to 1 a.m. every day except Sunday.

The speakeasy is decorated with 1920s style furnishings. During hours of operation, the place is filled with people out for a good time. Many of the patrons dress in clothing appropriate for the era.



SPIRITS OF VENGEANCE

Behind the bar is a long, one-way mirror. On the other side is the back room, which serves as an office and private game room. Anyone standing in the office can see everything that happens in the bar by looking through the mirror.

The only entrance to the office is a heavy door (Remarkable material strength) near the bar. A large thug is always sitting on a stool beside the door. He does not allow anyone to enter the office unless that person's name is on a list in his pocket.

Inside the back room are a long table and several comfortable chairs. On the table is a rack holding an assortment of poker chips and two decks of cards.

Against one wall of the office is an old safe (Remarkable material strength, weighs 200 pounds) containing \$100,000 in cash, a letter, and a loaded handgun.

A trap door in the floor of the back room leads to the basement, where liquor and other supplies are stored. A hidden door in the basement opens onto a subway tunnel. Hammerhead uses this secret entrance whenever he visits the Roarin' Twenties.

ENCOUNTER: The approach the characters take to investigate the Roarin' Twenties greatly affects what they encounter.

There are several possibilities.

The Illegal Approach. If the heroes break in while

the bar is closed, they find the bartender (named Jack), who demands that the characters leave immediately.

If the heroes refuse, or begin to ask him questions, Jack picks up a phone resting on the bar, and begins to dial the police. Unless Jack is stopped (by pulling the telephone cord from the wall, or whatever) the authorities arrive in five minutes.

Whether or not the police are on the way, Jack again demands that the heroes leave, if they have not already done so. He is unarmed and does not attempt to physically interfere with the super-powered characters.

The only thing to be found in the bar is the money, which is locked in the safe. The bartender knows the combination, but he refuses to reveal it to the heroes.

If he is threatened, Jack challenges one of the characters to a fair fight. The bartender agrees to give the combination to his opponent, if he loses. If Jack wins the boxing match, the heroes must promise to peacefully leave the bar.

Although Jack has given up boxing, he still keeps in good shape and is a worthy opponent.

Alternatively, various Mental Powers could be used to extract the information from Jack's mind. Considering this to be an attack, Jack resists any Mental Powers with all of his might, and he tries

Jack the Bartender

F	EX	20	Health: 50
A	GD	10	
S	GD	10	Karma: 14
E	GD	10	
R	PR	4	Resources: PR (4)
I	TY	6	
P	PR	4	Popularity: 0

Abilities: Jack was once a talented boxer, granting him the equivalent of Martial Arts B and a +1CS when fighting unarmed.

Weaponry: Jack is unarmed, but he can use his hands to great effect.

If the police arrive while the heroes are in the bar, the characters have some explaining to do. Unless one of the heroes succeeds at a green Popularity FEAT while talking with the police, the authorities begin to arrest the characters for breaking and entering.

Jack interferes, however, and informs the police that he does not plan to press charges, if the heroes will agree to leave the area. Jack refuses to explain himself, stating only that it may be in his boss's best interest if the heroes remain free. When they agree to leave the Roarin' Twenties in peace, the characters are freed.

If the Popularity FEAT roll is successful, the police do not attempt to arrest the heroes, but instead they allow the characters to leave (after giving them a lengthy lecture about abusing

The Blunt Approach. If the heroes enter the bar in costume during business hours, most of the customers hurriedly exit. Those who remain are Maggia thugs (three for each hero present), carrying concealed handguns.

Hammerhead's men know better than to start a shoot-out. While the bartender dials the police, they merely glare at the heroes, holding their pistols beneath their coats.

If the heroes make any threats or attempt to enter the back room, the thugs draw their weapons and shoot. Hammerhead is not present.

If the characters do nothing, the police eventually arrive and ask them to leave. The authorities do not have a warrant to search the building for the stolen book; they suggest that the heroes go through legal channels if they want to investigate the Roarin' Twenties.

If the characters decide to petition the court or hire a lawyer, the heroes discover they do not have enough evidence for a search warrant.

The Stealthy Approach. If the characters disguise themselves before entering the Roarin' Twenties, the customers continue about their business.

A small band plays music appropriate for the period, while "flappers" dance frantically.

By simply trying to blend in, and listening to the people around them, the heroes hear fragments of a conversation between three thugs sitting nearby.

SPIRITS OF VENGEANCE

Read the following to the players: (Just for fun)
Three drunk thugs at a nearby table are talking rather loudly.

Thug #1: "Yeah, the Boss sure is steamed. Wait till he finds the guys who stole that book!"

Thug #2: "I hear there's a big poker game in the back room tonight."

Thug #3: "I ain't gonna make it. Ten o'clock is too late to start a game for me. Besides, the Boss don't like to lose."

Thug #2: "I heard some big wheel from Chi-Town's gonna be in the game."

Thug #1: "Yeah, the Boss ain't never seen him before, but he's supposed to be good. His name's Colombo. I got orders to pick him up

AFTERMATH: The heroes find the letter in the safe with the money and it says: "One hundred thousand was not the agreed amount but not to worry there is someone else who will pay me what I asked for, so my dear it's be fun".

KARMA:

The illegal approach: -20

Winning the boxing match: +10

The blunt approach (no combat): -10 The blunt approach (with combat): -20 The stealthy approach: +10

Finding the letter: +10

Good roleplaying: +10

THE
SPEAKEASY
LOUNGE
BAR & GRILLE





CHAPTER 10: Meanwhile about as far as you can get below Manhattan : Port Brimstone

Satana and Blade (or another player character) just use Satana to be a guide for the player character.

Plot / Summary :

(GM notes: First what is Port Brimstone? Its an underground large city, which is divided between wealthy Lowtown and impoverished, crime-ridden Lowertown. This serves to represent the extreme social inequality in Port Brimstone, described as "A place for the very rich and the very poor." Port Brimstone was is a haven for all normal factions of the supernatural, a tradition that is continued today with its loose rules quality).

Satana will be taking you to help her gather information starting with the world's ugliest doorman... Targus (as she affectionally referes to him as). He then instructs you to go to the Goats Head (an inn of sorts for demons and other things that go bump in the night).

ENCOUNTER:

Upon entering the Goats Head, Satana begins to speak (gathering info) to the barkeep (a demon / monster named Perry).

Read out to the player(s):

Perry: Geez Satana. Please tell me Daimon isn't with you.

Player: What did he do?

Satana: Yeah, it's a long story. Perry, we're looking for some information.

Perry: I don't know nothing about it.

Satana: I haven't even asked--

Perry: Don't care. Even if I knew SOMETHING, I know NOTHING. Thing's have been WEIRD lately. Tense. Place has been filling up with people looking to lie low.

But a lot of people have been LEAVING too--Hardcore types heading west. Something big going down something bad. I'm going to keep my head down and ride this out.

Player(s) (may reference) Look man, we're not trying to cause any trouble to you but... Vampires: You should listen to perry, DAYWALKER! you should keep your head down and your mouth shut, insted of showing up where your not wanted!

(Then the vampires attack, GM place just enough vampires to make it interesting, unless you don't like the player(s) then add more (smile just kidding or am I?).

KARMA:

Defeating Vampires +30

Not destroying all of the Goats Head +50

Not killing other innocent members of the supernatural inside the Goats Head (well they told me they were innocent) +20

Not dying and continuing on with the adventure 2 thumbs from the GM





Read out to the player(s): Above Perry's speech bubbles.

Satana: Now before we were so rudely interrupted, I believe you were going to offer some helpful information?

Perry: No we were ENDING a conversation. Here have a drink.

Player(s): Notice two shot glasses.

Perry: Bottle's in there. Person buying the booze wants PRIVACY. Nothing to do with me.

As you enter the backroom: Read out to the player(s):
Mysterious woman (sitting on a comfy looking couch and her feet propped up onto a table): The man you're looking for is called Necrodamus.

Satana: Oh?

Mysterious woman: This is about the sliver isn't it? Because Necrodamus has it.

Satana: I think I will have that drink.

Player(s): And how do you know it's this Necrodamus guy who has the sliver?

Mysterious woman: Easy. Because I'm the one who gave it to him.





Cut scene / Meanwhile back at Popocatepetl Volcano, Mexico :

Read out to the player(s):

Ragnar the Dark Dwarf: You worry too much Necrodamus.

Necrodamus: The deadline is upon us and you're still hammering, Ragnar. The question is why aren't you worried?

Ragnar: Because I am happy in my toil. My bretheren work their forges, making weapons for the Asgardians and thinking themselves great. But none could achieve this. I strive with essence of evil itself, bending it to my will.

Necrodamus: But will it be strong enough?

Ragnar: It is complete!

Necrodamus: 29 pieces, surely one more wouldn't make a difference.

Ragnar: How to explain to your mortal mind.. The spark plug is among the smallest parts in one of your automobiles. But without it... Nothing. No more excuses. No half measures. You want your weapon then bring me the 30th piece.

(Razan returns to Necrodamus with good news)
Necrodamus: You've done well, Razan. You've redeemed yourself for losing the sliver in the first place. I forgive you.

Razan: Thank you lord Necrodamus.

Meanwhile back at the Goat's Head :

Plot / Summary :

Satana and Blade (or the player character) continue to investigate while talking to this mysterious woman where in turn Necrodamus acquired the pieces of Judas Silver while Necrodamus himself prepares for the final stage of his plan.

(GM notes: Read aloud parts of the conversation to give the player character a better understanding of what's going on.)

Satana: What do you mean you gave him the sliver?

Mysterious woman: I manage security for the Judas Sliver. Almost sold it to a crimelord named Hammerhead but I backed out of that. I mean it was just sitting there, so I figured why not sell it or trade it for something I could use.

Satana: Such as?

Mysterious woman: A spell book. Higher-level stuff than I'm used to. It was the only way I could get what I wanted. I didn't know what he intended. I didn't want to know. But when I heard you were in Port Brimstone, I knew we needed to talk. Because when this is over and people point fingers, I want you to remember I tried to HELP.

Satana: And we should trust you why? Maby you're feeding us false information to throw us off.

SPIRITS OF VENGEANCE

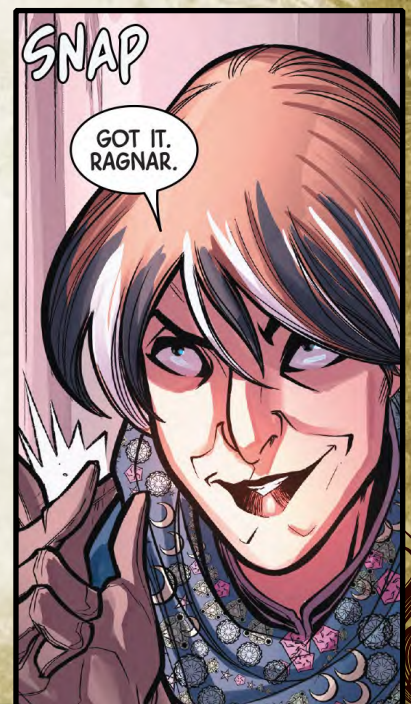
Mysterious woman: FINE. If you don't believe I'm trying to help, then here's reason number TWO I came to find you. That gigantic freak Razan tried to kill me. She does all of Necrodamus' heavy lifting. Anyone who'd been NEAR that sliver is being SILENCED. I barely escaped with my life.

Satana: Okay, but BELIEVING you and FORGIVING you isn't the same thing. You've got to give us more than his gofer if you want on our good side.

Mysterious woman: (She thinks for a moment and then snaps her index finger and thumb and says) Got it! Ragnar! A nidavellirian dwarf who took a turn toward the dark side. He's the only one who'd have the skill AND the motivation to forge the Judas Slivers. Not that I've met the guy personally.

Player : (May say something like this, " Let me guess, you have no idea where to locate this dwarf.")

Satana: Actually.... I might.



SPIRITS OF VENGEANCE

CHAPTER 11: ROYALE RUMBLE:

Shortly after coming out of the speakeasy the players are greeted by some unwanted company:

The mysterious Dictator has hired Juggernaut and Crossbones along with some Hydra agents to capture one of the player characters in order to find out more info about the sliver and the book. Also what would appear to be supermodels in long black leather trench coats armed with some ominous looking desert eagles are starting to gather as well as humans transforming into werewolves and if that wasn't bad enough we now have hellhounds and some demons gathering and about to join within the fray.

(There are some segments that should be read aloud for the players:)

Juggernaut: Hey Brock! Who are these guys?

Crossbones: The name is Crossbones! We are using code names! Not real ones! ... Cain! And I'm not sure just stick to the objective!
Juggernaut: Right! Because that's what the Red Sku- (Crossbones cut's off
Juggernaut: and says SHUT UP CAIN! AND STICK TO THE OBJECTIVE!... Nobody is supposed to know who or why we are here!)

Juggernaut: I thought you said that we are supposed to use our code names. Crossbones: (mumbles while palm facing himself
JEEZZZUS WHY!

For this scenario, use the city map. Get your stand-ups and place most of them somewhere toward the center of the map. Allow the players to put their stand-ups anywhere on the map, except the same area as Juggernaut and Crossbones.

When you are ready to proceed, read or paraphrase the following aloud:

A huge battle ensues, creatures and the Juggernaut especially but Juggernaut are destroying the city. The heroes must stop them, as well as help innocent bystanders who have been placed in danger as a result of the devastation.

World War III has come to New York! The massive Juggernaut and unidentified creatures are battling in the street. Skyscrapers quiver from the strikes from the Juggernaut. Traffic screeches around the battle. Taxi's and other vehicles careens out of control and crashes through an office window. People scream and run in all directions.

Above the mayhem, you hear Juggernaut's mocking words: "Ha! You're comin' with me, (insert player character name!) Or I'll tear this city down around your sorry A\$\$!"

AFTERMATH: The heroes find themselves in a tough situation, save lives, minimize collateral damage, find out why and how the Red SK-I mean the evil Dictator's role in this is, and interrogate any leftovers to catch the players up to speed and what else may be going on. Side

SPIRITS OF VENGEANCE

note Crossbones will not stay the entire fight if he can capture one of the player characters he will take his leave immediately.

KARMA:

Defeating / Crossbones +40
Defeating / Juggernaut +100
Saving innocents +30

Defeating Vampires +30
Defeating Werewolf's +30
Getting Captured -30
Capturing / Interrogate leftovers +20
Minimize collateral damage: +25
Not minimizing collateral damage: -25
Good role playing: +10
Not dying and continuing on with the adventure 2 thumbs from the GM



SPIRITS OF VENGEANCE

Continuing on from The Goat's Head in chapter 10:

ENCOUNTER:

Upon getting ready to leave the Goats Head, more vampires begin to gather and some demons who blended in with the bar crowd who were also attempting to ease drop on you appear to have joined forces at the moment with the vampires and yes, you guessed it they attack!

(Then the vampires and demon's attack, GM place just enough of both to make it interesting, unless you don't like the player(s) then add more (smile just kidding or am I?).

KARMA:

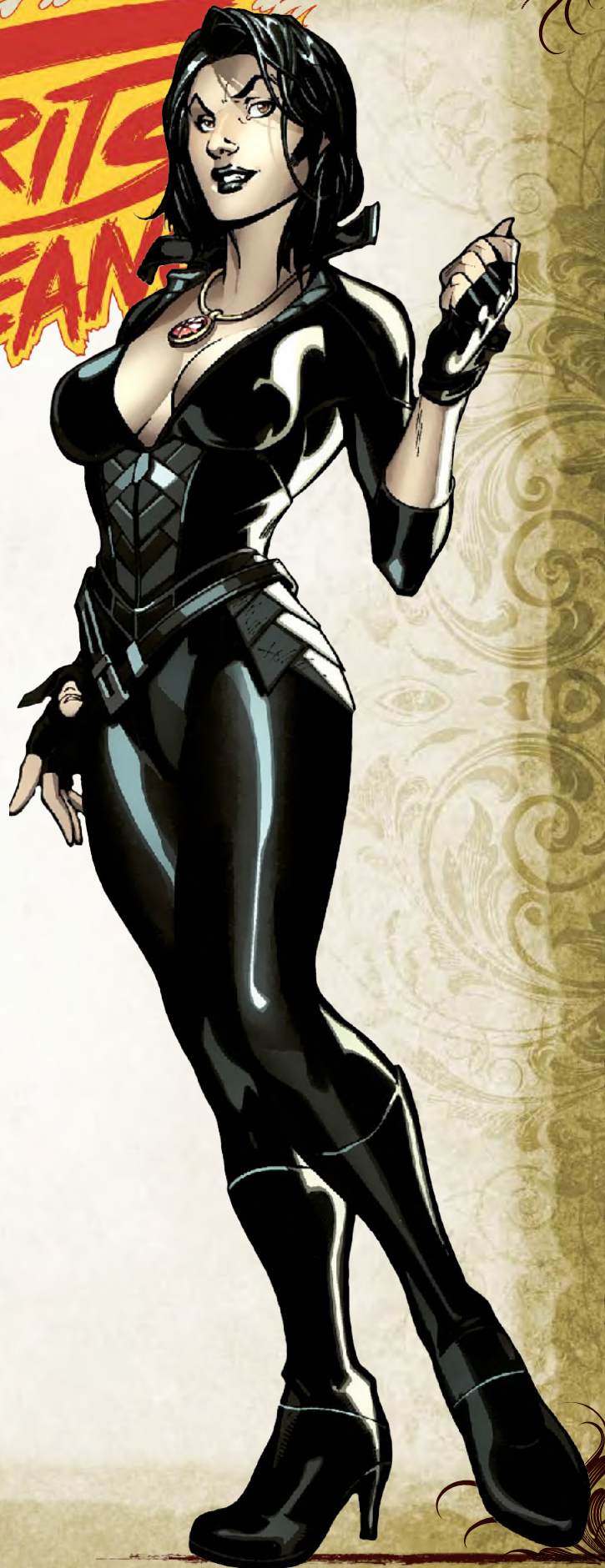
Defeating Vampires +30

Defeating Demons +30

Not destroying all of the Goats Head (again) +50

Not killing other innocent members of the supernatural inside the Goats Head +20 Not dying and continuing on with the adventure 2 thumbs from the GM

Now after the encounter gather up all the players and share notes (I know more roleplay). Gather up all of the Spirits of Vengeance (players) and now it's time to go after the dwarf who forged the pieces of the Judas Silver into a weapon for Necrodamus, which leads to Damion Hellstrom and Satanna pursuing a familial reunion.



SPIRITS OF VENGEANCE

Plot / Summary : Popocatepetl Volcano, Mexico / Cut scene :

The group walks into the volcano and, read out to the player(s):

Ragnar the Dark Dwarf: So the famous Daimon Hellstorm needs the legendary forging skills of Ragnar. I'm flattered. What do you bring me? Magical in nature? if you need Ragnar, then it must be a task beyond mere mortal blacksmithing.

Daimon: Indeed, the task I have in mind needs a great amount of skill, and if your reputation is true, then you're definitely the blacksmith for the job. IF your reputation is true.

Ragnar: You seek to test Ragnar. Ask your questions.

Daimon: Word's gotten around about your latest project.

Ragnar: Oh? I was told there was a trail of dead bodies ten miles long specifically to keep word from getting around. Well, never mind. A secret like that never stays kept for long.

Daimon: I'm curious how it turned out. The materials must have been tricky to work with. I'm no blacksmith, but I know a little something about magic and curses. If there was some flaw, even the tiniest mistake, then all that work would be wasted. I need REASSURANCES before you go hammering at the rare itme I'm bringing you.

Ragnar: Let me see if I understand you. You want to know if the weapon I forged from the Judas Sliver has any ... WEAKNESSES.

Daimon: Judas Sliver? I never mentioned--

Ragnar: Let me ask YOU something, DAIMON HELLSTORM...Do you take me for A FOOL?!?!?

ENCOUNTER:

Ragnar attacks! and he swings and the closest player character because he knows that he had been outed my the mysterious woman at the Goat's Head.

(In the comic Ragnar was alone, but here in this case have some demons have his back as an insurance policy, GM place just enough of both to make it interesting, unless you don't like the player(s) then add more (I know I said it again, smile just kidding, or am I?).

KARMA:

Defeating Ragnar +40

Defeating Demons +30

Not dying and continuing on with the adventure 2 thumbs from the GM

SPIRITS OF VENGEANCE

After defeating Ragnar and the demons, Ragnar goes on and on about Necrodamus is nothing to him and his work is everything to him, and that his greatest achievement is the Judas weapon, and he is further disheartened about his efforts falling short of the sorcerer's deadline. Then Daimon further reprimands him about on how the whole world needs to be turned upside down to satisfy his sense of artistic achievement, then Daimon asks the burning question, "Where and when does the COVENANT take place".



Plot / Summary : Meanwhile back at the Diner :

The group is now inside the diner planning their next move, also thinking on how to stop the covenant from going terribly wrong. Also you all see Daimon sitting at a table all by himself quite and thinking. Read out to the player(s):

Satana: I just realized, he's not thinking. He's PROCRASTINATING! Daimon.

Daimon: What?

Satana: I KNOW what you're doing.

Daimon: What I'm doing is racking my brain trying to think of our next step. What we need are ANSWERS. How does Necrodamus plan to use the weapon? What effect will it have on the covenant? Why--

Satana: DAIMON! We both know who can answer these questions. For crying out loud, he was there when the covenant was made.

SPIRITS OF VENGEANCE

Cut scene / In Hades :

Now the players notice that Daimon and Satana had got up and left, without really informing you and where it is that they are going but you kinda figure it out on where it is that they are going.

Read out to the player(s):

Demon minion: Lord Marduk! Master, we're under ATTACK! The main hall is under assault and --

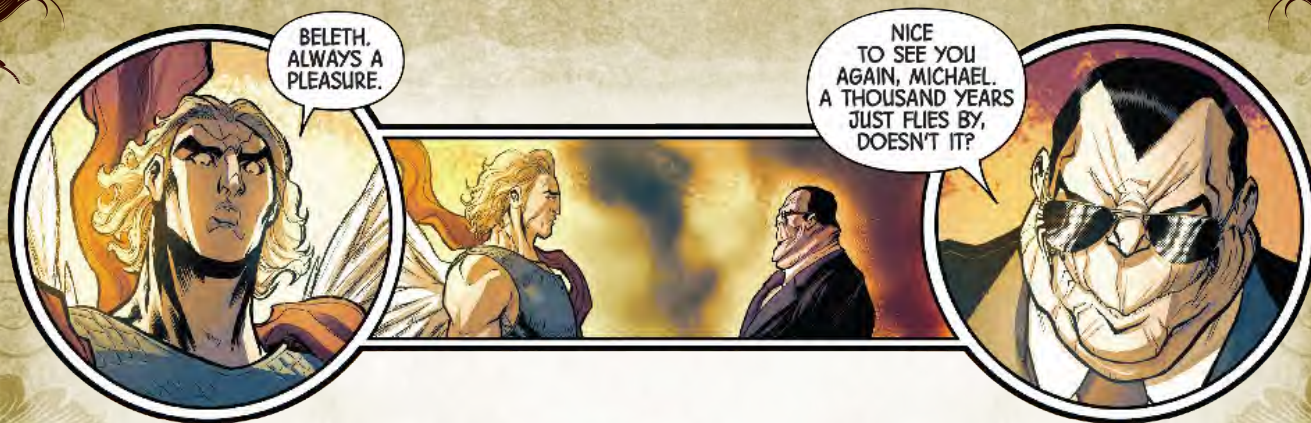
Marduk: Be silent, you idiot. It's just my kids.

(GM notes)

The purpose of Daimon and Satana leaving is to find out as much information and also compare notes about the covenant and it's location and also discuss this potential

However, there is nothing to keep mortals from interfering. Most see Judas' betrayal as the greatest in history, but from Judas' point of view, He was the one betrayed. (Comics point of view) He thought he was following a leader, someone who would throw off the yoke of Roman oppression. But what he got was a martyr. Betrayal and Vengeance are opposite sides of the same coin. Only the thinnest of lines separate them. Judas' spirit festers within the sliver, eager for revenge. and when Necrodamus assassinates the heavenly emissary, Judas' Vengeance will be complete. The result is that the portal from heaven will slam closed forever. Fail-saves, remember? basically heaven cuts it's losses, and then,





CHAPTER 12: THE MEETING / ROLL CALL

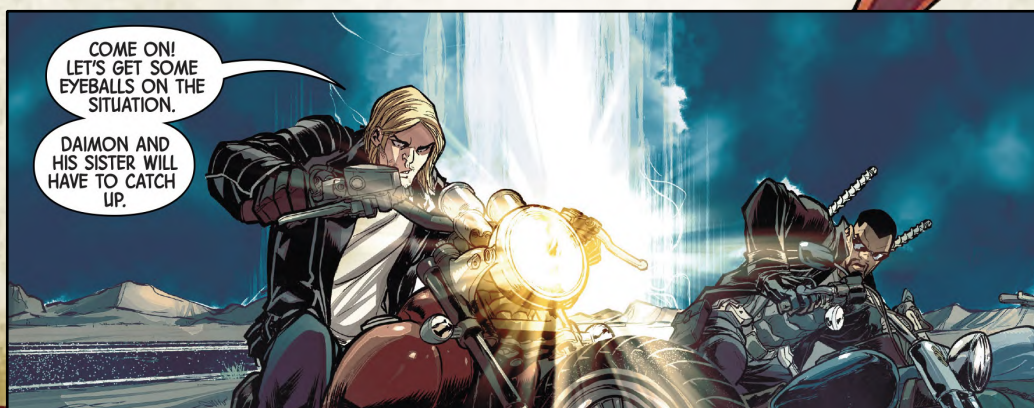
SUMMARY: All is quiet and then the Gethsemane Flats begins to shake and rumble, a thick bright light strikes down upon the ground and at the same time the ground opens up, the archangel Michael ascends from heaven and Beleth walks up from hell itself and the two come closer about three feet from each other for a meet and greet then discuss the rules of the ritualistic combat about to take place.

Daimon and Satana return with some good and bad news. The good news is that Ghost Rider is the key, or more specifically Vengeance is the key. The bad news is, if Necrodamus kills the archangel the gate to heaven closes permanently. If that happens there won't be anything stopping Lord Marduk from overthrowing the earth.

STARTING: Upon gathering up all of the NPC's and PC's and receiving this information Necrodamus and his newly acquired army moves in for the attack!

ENCOUNTER: Necrodamus is essentially trying

get into a flanking position to take the shot on Michael possibly before the fight even begins. Otherwise Razan, and her hellhounds along with other demons will try and take out all of the NPC's / PC's.





GM optional notes: 1st if the battle leans in favor of the NPC's / PC's to quickly Razan will try and escape. Necrodamus and his vision will most likely lead him straight to his own demise.

Lord Marduk and his forces will be on standby and if there is a lean in the favor of the forces of Necrodamus he will intervene but not to side with him to kill everyone except for Daimon and Satana.

And lastly, Scenario additional options, here I will add a couple more options for you to incorporate other characters and maybe another angle(s). For example the Red Skull and Hydra could also intervene... Why? Because he's the Red Skull that's why! Also some Kingpin and The Hand (this will be a connection if you choose). So just in case for the purpose of this option I will include the material to do just that.

KARMA: (Optional)

Defeating / Lord Marduk +1000

Defeating / Juggernaut +100

Saving innocents +30

Defeating Demons +30

Defeating Werewolf's +30

Getting Captured -30

Minimize collateral damage: +25

Not minimizing collateral damage: -25

Good role playing: +10

Not dying and continuing on with the adventure 2 thumbs from the GM

SPIRITS OF VENGEANCE

The HAND and the KINGPIN

SUMMARY: THE HAND is attempting to find and then silence an informer on behalf of the Elektra.

SET-UP: The hero is in the vicinity of the alley behind the Bronder Building and notices five red-robed figures enter the building from the fire escape.

ADVENTURE: The figures resemble ninja (oriental assassins). They are members of the Hand, acting on behalf of the Elektra order to gather information on a book called The Darkhold and wipe out anyone who stands in their way.

The Rose however has been a bit careless enough to lose one of Hammerhead's men with information about this Book of Shadows or better known as The Darkhold. Knowing his superior would be furious if this information fell into the wrong hands, the Rose has gone outside normal channels and brought in extra muscle.

By the time the hero reaches the apartment, a wordless battle is in full swing. The window to the fire escape is open, but the door (of Poor material) is bolted. Two of the Hand are down, but the remaining three are circling a shirtless man wielding sai (oriental daggers). The Hand members carry swords.

The shirtless man is badly cut and bleeding from numerous wounds. The man is Arron Baldwin, a former member of the Rose's organization who came into this knowledge having jumped ship and

sided with Hammerhead and he was among one of the men with Hammerhead when he was talking with this mysterious woman about selling the book and some silver coins, while the Rose knows that the Kingpin would love to have such an item in his possession. Arron is not yet under police protection because he is still cutting a deal with the authorities (Mystic Knight). The papers are in a safe at a speakeasy called the Roarin' Twenties.

Arron is no amateur in combat. His statistics are all Good, Health = 40, and he has Excellent skill with both guns and words. In the round after the hero arrives, Arron succumbs to the mild poison the Hand has used to inhibit his fighting ability.

Should the hero interfere, the remainder of the Hand attack. Their mild poison forces an Endurance FEAT roll each time the hero is hit. Failure results in unconsciousness for 1-10 rounds. Those members of the Hand that are down begin to dissolve.

AFTERMATH: If the hero is defeated by the Hand, he or she will recover to find Arron and the assassins gone. Arron will not be seen alive again.

Should the hero defeat the Hand, Arron recovers sufficiently to give the hero the key to the safe. At this point, four members of the Rose's hired muscle appear at the door to finish the job that the Hand botched. Their prime concern is the key, and they do not care how they get it. They have the same statistics as the hit men listed under the Maggia entry in the mod, and are armed with handguns, but the hired muscle is up

Demons:

In the darkest depths of the infinite layers of the Abyss, terrible creatures fester. Whether born from the cast-off spiritual remnants of chaotic and evil mortals, from frenzied interbreeding amongst themselves, or even from the bedlam of the Abyss itself, demons rise. Mad passion and dark desire made manifest, demons are perfect reflections of their home plane, each a horror like no other.

While many demons share similar forms, this is because these demonic entities have learned what shapes help them survive their home, mostly through evolutionary trial and error on an infinite scale. And to survive in the Abyss, demons must be willing and able to kill anything and everything they can... and not only are the demons capable of this, but they relish each opportunity.

Each demon has suffered and inflicted more suffering than you can possibly imagine, for it is all they know. The more powerful amongst them abuse their lessers at the slightest whim, because who is to stop them? The less powerful demons withstand this punishment in the hopes of returning the favor some day, and in turn take out their aggression on anything they perceive to be weaker than themselves.

But why do the demons act so? Each and every demon, from the only slightly sentient dretch to the mighty Abyssal lords themselves, feel that they know the Answer, the singular truth behind not only their lives, but of existence as a whole. They try to teach each other the tenets of this Answer, but demons are so fiercely independent that they try to shout down all others, and thus the current situation.

Demon Origins and Evolution

Demons, as stated above, generally originate from three separate sources. They most often come from the souls of deceased mortals of chaotic and evil mindsets, landed in the Abyss in the form of despicable larvae. While some manifest in more advanced forms, such as manes, dretches or rutterkin, few entities are possessed of sufficient evil to arrive on the plane in any form other than that of a larvae.

Of course, demons are mercurial and passionate creatures, and often breed - it's one of the few things they do with each other that doesn't involve murder. Breeding usually produces a new demon that is of equal station or some midway between the two levels of its parents' evolution, unless true demons breed; this results in lesser forms as only the true demons have experienced and dealt enough suffering to attain that level.

Finally, demons occasionally just spring into existence from nothingness. A plane of roiling chaos and selfish evil, the Abyss only loosely follows the 'rules' of causality that we take for granted, and sometimes it just spits out whole life forms at the drop of a hat.

These new demons are never manes, which are still technically petitioners, and are most likely dretches or rutterkin, but are sometimes more powerful.

Once a demon is present in the Abyss, it will evolve or die. Demons grow in power by convincing others that it is stronger than they, whether by demonstrating this with direct action or faking it with trickery and treachery. When it truly believes it is better than its fellows, and enough of said fellows also believe this, a tanar'ri will slowly change, its form evolving in one of several fashions.

There is no set 'pattern' to this, as there is in Baator, no 'lessons' to be learned from each form, as with the yugoloths. A demon is as powerful as it believes it is, and while they most often move from their existing form to one that is only slightly more powerful, sometimes a demon can jump through the 'ranks' to a significantly more powerful configuration if it possesses exceptional capability.

This happens with greater frequency on particularly hostile planes where one demon form is more suited to survival than any others. But not always. With the demon, it's hard to pin them down into categories or rules they are creatures of chaos as much as they are entities of evil. Sometimes a dretch may fight hard and become a rutterkin, or instead evolve into a bar-Igura. Who knows?

Demon, Balor

F	EX (20)
A	IN (40)
S	IN (40)
E	AM (50)
R	TY (6)
I	RM (30)
P	AM (50)

Health: 150

Karma: 86

Resources: 50

Popularity: n/a

Origin: Mightiest of the true demons, balors are astoundingly dangerous demonic beings of chaos. They are unnatural beings, produced by millenia of untold suffering, both given and received, and wield magic, psionic and demonic abilities against the multiverse at large.

KNOWN POWERS

Demon Physique: the most powerful demons outside of the Abyssal Princes and Lords, the incredibly rare balors are each a force to be reckoned with. They wield a staggering array of powers due to their diabolical heritage, including the following:

* **Darkness:** all demons have the ability to share the inherent darkness of their very souls with the world at large. This rudimentary power functions only at Poor (4) rank, but basically 'blacks out' the area a balor currently occupies (it works within Near range).

* **Damage Reduction / Cold Attacks:** while not immune to the cold, a balor is nonetheless quite resistant to it - possibly due to their continual fire generation. When exposed to cold damage, a balor may reduce its intensity by 2 CS - before other defenses apply.

* **Damage Reduction / Physical and Magical Attacks:** while not immune to all magical and physical assault, a balor comes pretty darn close. They may reduce all such assaults directed at their person by 3 CS - even before any other defensive abilities are considered!

* **Infravision:** many of the Abyss' countless layers are dark beyond mortal ken, and have never seen the light (physically or otherwise). As such, all balors have evolved the ability to see by heat as well as by visible light, and can do so with Good (10) ability.

* **Invulnerability to Fire, Electricity, Heat, and Poison:** balors are hardy creatures - they have to be to survive at all in the endless, horrific wastes of the Abyss. The balors in particular possess immunity to fire, electricity, heat, and poison.

Aura / Fire and Heat: balors are surrounded by a nimbus of flames at all times. This fire is of Excellent (20) intensity, and inflicts like damage against anything foolish enough to stay adjacent to the balor.

Claws: balors possess long, razor-like claws. They may use these terrible implements to inflict Edged Attack damage in melee if they desire, though they usually prefer to strike a foe without wielding them, instead pummeling others senseless with their mighty fists.

Fangs: like almost all demons, balors possess sharp fangs in addition to their lethal claws. They can wield these needle-like objects to inflict Edged Attack damage, most likely done when attempting to rend their opponents - or even eat them alive! **Fear:** the power of a balor does terrible things to the resolve of others. On contact, a balor may instill its foe with Remarkable (30) ranked fear. If they fail a Psyche FEAT roll against this power, the balor's target will either quiver in fear or flee in terror for 1d10 turns.

Fire Generation: in addition to their blazing nimbus, a balor may project his internal flames at range. These mighty demons may perform this feat with Good (10) ability, causing like damage with each application of the fire and heat that they love so. If slain within the Abyss, a balor is permanently destroyed and will explode spectacularly! The Abyssal demise of a balor will cause an Amazing (50) ranked explosion of fire and heat, inflicting like SD Energy damage upon everyone and everything within Very Near distance of it.





Red Skull

Johann Schmidt

ID: Public

Team Affiliation: Hydra, Skeleton Crew, AIM,

F	A	S	E	R	I	P
IN	IN	EX	RM	RM	RM	MN
40	40	20	30	30	30	75

Health: 130 **Karma:** 135

Resources: RM **Popularity:** -50

KNOWN POWERS

None

Special: After exposure to the cosmic cube Red Skull gained the Class 1000 Reality Alteration ability. He could do almost anything his mind desires due to exposure to the Cosmic Cube. These are a few stunts he used:

- True Flight: Shift-X
 - Reshape Molecules: Shift-X
 - Force Field: Unearthly vs. Energy, Physical, Shooting and Edge damage
 - Teleport: Class 1000, anywhere he pleases
 - Mind Control: Amazing
- He No longer possesses this power.

Equipment:

- Body Armor: Provides Remarkable protection from physical and energy damage.
- Gun: Remarkable damage
- Nanites: Monstrous Mind Control when placed on forehead. Must make a Monstrous Psyche FEAT vs. mind control. Can be burned out of system or by electromagnetic pulse.

- Dust of Death: Remarkable intensity poison that caused those failing an Endurance FEAT to die, with their heads changing to resemble a red skull. He could fire the dust in a pellet form from a specially designed handgun.

- Pre-programmed war machines: "Sleepers", created by the Third Reich to be used against their allies in the event of their defeat. These machines, which were controlled by the Red Skull for his plans of world conquest, have Monstrous physical stats and Incredible material strength.

Talents:

All Martial Arts, Leadership, Guns, and Military



Typical Hydra Operative

F	GD (10)
A	TY (6)
S	TY (6)
E	GD (10)
R	TY (6)
I	GD (10)
P	PR (4)

Health: 32

Karma: 20

Resources: Not Applicable

Popularity: 0

Usual Equipment:

Body Armor: Excellent protection from energy attacks, Remarkable protection from physical attacks. Air filter provides Excellent protection from airborne toxins and bacteria.

Blaster: Remarkable damage at a range of 5 areas.



New Hydra Battle Armor:

ABILITY MODIFIERS

Raises Fighting by 2 ranks
(Maximum of INCREDIBLE) Raises Agility by 1 rank
(Maximum of REMARKABLE) Raises Strength by 5 ranks
(Maximum of AMAZING) Raises Endurance by 4 ranks (Maximum of AMAZING)

KNOWN POWERS

BODY ARMOR

- Constructed of unspecified steel alloys using American-made circuitry.
- Provides Incredible protection against physical damage.
- Provides Amazing protection against energy attacks, including heat, cold, and radiation

BLASTERS

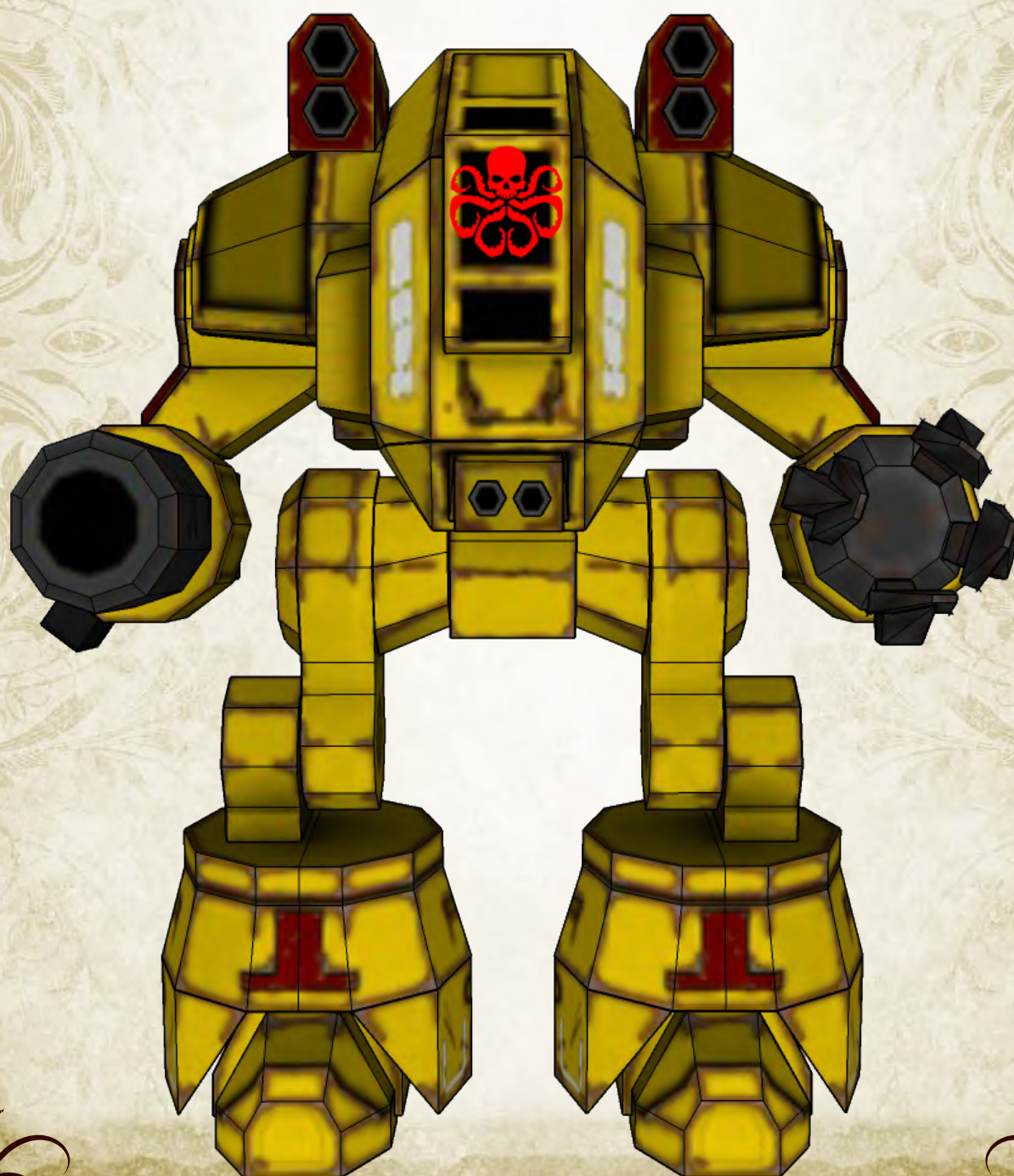
- Variable setting pulse-laser.
- Inflicts up to Incredible damage up to 8 areas away.
- Carried separately from the suit, but takes its power from the armor.

SENSORS

- Full-band energy and life-detection sensors, 3-area range.
- Internal identification scanners are programmed with near-complete listing of established super-powered individuals. The wearer's Reason is Incredible to identify such individuals and further enhancement may grant details of known points of career.
- Scanning program also gauges soldier's capabilities against target, providing recommendations on tactics.

FLIGHT

- Powered boot-jets allow the armor high speeds for short distances.
- Maximum speed is 7 areas per round, but internal fuel allows flight for only 10 rounds.



SPIRITS OF VENGEANCE

Frankenstein's Monster

F EX (20)
A PR (4)
S IN (40)
E AM (50)
R PR (4)
I TY (6)
P GD (10)

Health: 114

Karma: 20

Resources: Not Applicable

Popularity: -2

BACKGROUND

Name: Frankenstein's Monster

Real Name: Adam

Aliases: Adam, The Creature, The Monster, Frankenstein, The Frankenstein Monster, Fiend, Wretch, Demon, Vile Insect, It, Frankie.

KNOWN POWERS

Body Resistance: Adam has a thick hide that provides Good body armor against physical and energy attacks. Due to his unusual resistance all physical combat effects are reduced by one color making him immune to red results.

Rapid Healing: Once per day Adam can recover 50 points of health.

Suspended Animation: If he is subjected to extreme cold (Remarkable or greater) he enters a state of suspended animation until warmed (Endurance FEAT to avoid this effect).

Growth: Adam is over 8 ft tall granting him Feeble growth permanently. He is +1CS to be hit.

CHARACTERS



ARCHANGEL MICHAEL

STATISTICS:

F	MN(75)
A	IN(40)
S	IN(40)
E	CL1000
R	EX(20)
I	AM(50)
P	UN(100)

Health: 1155

Karma: 170

Resources: CL1000

Popularity: 100

Height: Unrevealed

Weight: Unrevealed

Eyes: Blue

Hair: Blond

BACKGROUND

Alias: He is known on Earth as the "Avenger", and the "Right Hand of God".

Special Adaptations: Feathered wings on the back;Glowing aura.

Occupation: Archangel, Heavenly emissary.

Citizenship: Heaven.

Place of Birth: Heaven.

Affiliation: God (father/creator).

Base of Operations: Heaven.

Origin: Created to serve God and protect humanity.

KNOWN POWERS

The appearance of angels are widely varied and many seem able to alter their appearance at will, but most favor beautiful humanoid forms with large, birdlike wings protruding from their shoulder blades. They are immortal and do not age.

Angels, depending on their ranking in the hierarchy of heaven, have varying levels of superhuman capabilities.

- **Invulnerability:** The tissues of Angels' bodies, while similar in appearance to a human's, are considerably tougher and more resistant to injury than the tissues of a human being, to the extent where their bodies are virtually invulnerable to conventional injury.

Angels are capable of withstanding great impact forces, high caliber bullets, exposure to temperature and pressure extremes, and powerful energy blasts without sustaining injury.

- **Immortality:** Angels are immortal and do not age. Angels are immune to all known Earthly diseases and infections. They are also beyond the need of food, water, or oxygen. If killed, an Angel will merely reform in Heaven.

- **Magical Manipulation:** Angels can use this magical energy for various effects only a few which have been shown. Known abilities include the ability to project fire bolts, shapeshift, and illusions. They can also summon celestial armor and burning swords at will.

Time Control: Unearthly.

-Alter Temporal Flow (Slowing Time down, even stopping it).

- **Dimension Travel:** Unearthly.

- **Gateway:** Unearthly.

- **Hyper-Speed:** Unearthly.

- **Regenerative Healing Factor:** Unearthly Despite their superhuman durability, it is possible to injure Angels.

However, their unique physiology and mystical energies enable them to rapidly recover from almost any form of injury. They are capable of regenerating almost any damaged or destroyed tissue, even missing limbs.

- **Telepathy:** Amazing.

- **Ensnare Astral Bodies:** Angels also possess certain powers enabling them to capture and detain the astral bodies (sheaths of the soul) of recently deceased human beings.

- **Invisibility to humans:** They can make themselves (or simply their wings) invisible to humans, although rare sensitive (four or five millions of them on Earth) may still see them (or the wings).

- **Resurrection:** Some angels can resurrect the dead by sharing their own divine essence with the deceased.

- **Winged Flight:** The Angels possess large bird-like wings that protrude from their backs, that allow them to fly at incredible speed, and defy the laws of gravity.

Equipment:

Heavenly Armor: Incredible protection vs physical and energy attacks.

Flaming Sword: Monstrous damage.

Weaknesses

- They can be harmed and killed with heavenly-made weapons and also by Judas' silver.

• An Angel powers can be decreased by removing their wings. This will make them mortal and can be as easily as killed as a human. In that state they are humans and their souls will be judged as such, and if they have sinned, they will go to Hell rather than Heaven.

Talents:

Weapons Specialist: Flaming Sword; Martial Arts: ALL, Wrestling, Weapons Master, Thrown Objects, Scholars, Philosophers, Multi-Lingual: Aramatic, All Known Spoken Languages On Earth.

Contacts:

Heaven.

HISTORY

The Archangel Michael is 'one of the chief princes', 'the great prince', 'a mighty warrior' and 'leader of the angels of Heaven'. He is God's enforcer of law and judgment, the Lord's Avenger... the Right Hand of God.

It is said, that it was Michael who fought with, and threw out the Devil/Satan/Lucifer from Heaven (when the Satan revolted against God and tried to take God's place).



BELETH

STATISTICS:

F RM(30)
A RM(30)
S IN(40)
E IN(40)
R GD(10)
I TY(6)
P GD(10)

Health: 140

Karma: 26

Resources: Not Applicable

Popularity: -100

Height: Unrevealed

Weight: Unrevealed

Eyes: Blue

Hair: Blond

BACKGROUND

Alias: First of the Pit.

Relatives: Sybil (granddaughter); Olivier Stoker (son); Raziell (partner); Rudiger (parent or parent-in-law).

Affiliation: Infernal Armies of Hell

Base Of Operations: The Pit; formerly Heaven.

Occupation: Emissary of the Infernal Armies of Hell.

KNOWN POWERS

Invulnerability: Class 1000 to Fire and Heat.

Teeth & Claws: Incredible rank

Longevity: Do not age, at least not at a rate humans can recognize.

Talents:

Leadership, Occult Lore, Demonology.

Contacts:

Hellish minions.

HISTORY

Beleth was an angel living in Heaven, and was possibly the scion of Rudiger. He mated with Raziell, and sired Olivier Stoker. At some point, according to unconfirmed sources, Beleth became a fallen angel, cast out of Heaven, possibly for participating in Lucifer's rebellion.

He became a demon also known as the First of the Pit and at some point became an emissary of the Infernal Armies of Hell.

Demon Minions - Infernal Armies of Hell.

Typical Demons:

F GD (10)
A EX (20)
S RM (30)
E RM (30)
R PR (4)
I TY (6)
P TY (6)

Health: 90

Karma: 16

Resources: Not Applicable

KNOWN POWERS

Invulnerability: Class 1000 to Fire and Heat.

Teeth & Claws: Remarkable rank

Longevity: Do not age, at least not at a rate humans can recognize.



BLADE

STATISTICS:

F	IN(40)
A	RM(30)
S	RM(30)
E	RM(30)
R	GD(10)
I	EX(20)
P	GD(10)

Health: 130

Karma: 40

Resources: TY(6)

Popularity: 0

BACKGROUND

Real Name: Eric Brooks.

Occupation: Vampire / Supernatural hunter.

Legal Status: US citizen with no criminal record.

Identity: Secret.

Other Known Aliases: Daywalker, Switchblade, Frank Blade.

Place of Birth: London.

Marital Status: Single.

Known Relatives: Tara Cross (mother), Lucas Cross (father); Jamal Afari (foster father); Zukajaa (spawn via Cilla).

Past Group Affiliations: Midnight Sons, Nightstalkers, Noah Van Helsings vampire hunters, the Nine, Quincy Harkers vampire hunters, Ogun Strongs vampire hunters, Bloodshadows gang.

KNOWN POWERS

Immunity to Vampires: The bite of a vampire is unable to turn Blade into a vampire. Nor can he be controlled by vampiric powers.

Berserker: Blade may enter a berserker rage. When he does so his Vampiric half takes over. He may ignore stuns and gain Unearthly resistance to mind control. A yellow psyche FEAT roll is required to come out of it.

Vampire Bite: Blade's canine teeth enlarge so that he can deliver a "vampire bite". This bite inflicted Typical edged damage per turn.

Enhanced Senses:

Smell: Excellent

Hearing: Remarkable

Tracking: Blade has spent much time in the pursuit of tracking individuals. He may track with

Excellent ability. He is also finely tuned to Vampires and the Pseudo-Vampirism: Blade is required to once a day make a Psyche Feat or be forced to feed on human blood. His condition, however, is not communicable, and is manageable using a serum created specifically for him.

Regenerative Healing Factor: Remarkable

Prolonged Lifespan: Although not a pure vampire, he does have the advantage of being a

Hybrid. This includes a Pseudo-Immortality, greatly enhanced lifespan.

Hyper-Speed: Good

Weaknesses

Blade does possess one weakness common to all vampires: the need to ingest fresh blood in order to stay alive. However, rather than consume blood, he ingests or injects a specially designed serum that provides even better nourishment that blood would provide. If Blade doesn't drink the serum for an extended period of time, he will weaken and his self-control will be stretched. He would be forced to attack a human and consume his or her blood if this period is more than a week. Blade does have a huge amount of blood-serum in his inventory and actually never runs out of energy. One serum is enough for 24 hours of extended combat or he can use it to quickly recover from grave wounds. Although he has a special meditation to maintain his self-control an extended period of time without consuming either blood or the serum will prove fatal.

Equipment:

Handgun: This lightweight weapon fires the following types of ammo up to 5 areas in range:

Silver Bullets: Excellent Shooting
Rubber Bullets: Typical Shooting

Kevlar body armor: Excellent protection vs. Heat and Cold, Good protection vs. Edge, Typical protection vs. Blunt and Shooting.

Grappling Hook: In material, allows him to swing up to 3 areas.

Samurai Sword (x2): Amazing material, Incredible Edge.

Daggers: Typical Edge.

Knives: Good Thrown Edge.

Double-Barrelled Gun: Fires 2 rune-covered wooden daggers, Remarkable damage, 10 areas.

Teak Wood Daggers: Excellent Edge.

Talents: Weapon Specialist: Samurai Sword; Edged Weapons; Thrown Weapons; Marksmanship; Guns; Mar al Arts A, B, C, Occult Lore, Multi-lingual: English, German, Romanian, Japanese.

Contacts: Borderline Detective Agency; Midnight Sons, Dr. Strange; Caretaker, Vampire Hunters, MI:13; S.H.I.E.L.D., Vanguard.

HISTORY

The man known only as Blade came into the world an orphan. Bitten while in labor by the vampire Deacon Frost, his mother died during childbirth. Blade was taken in and raised by his mother's friends. Determined to avenge her death, he fashioned himself into a vampire hunter even before he reached adulthood.

After stalking the night on his own for a number of years, Blade became leader of a small band of like-minded individuals hunting Dracula. He first encountered the dark lord in Japan, after many months of searching. Blade lured Dracula into an ambush, and the vampire was slain with a wooden stake. However, Dracula soon was resurrected by his servants and exacted revenge by murdering Blade's entire band of vampire hunters.

Blade pressed on, often fighting alongside a team led by Quincy Harker, the great vampire hunter. The company's members included Rachael Van Hesling and Frank Drake. Later, Blade teamed with vampiric private eye Hannibal King to hunt down and destroy Frost. Blade, King and Drake helped Dr. Strange, Master of the Mystic Arts and Earth's Sorcerer Supreme, cast a spell that destroyed Dracula and all the vampires on the planet. Following their victory, King was cured of his vampirism. Subsequently, he and Blade formed a private-investigation firm.

The mother of all demons, Lilith, hired Blade's agency to kill Ghost Rider the leather-clad, motorcycle-riding Spirit of Vengeance and bad-boy John Blaze, the fiery skeleton's former host. After a protracted battle, Blade and company realized they had been duped.

The team joined with Ghost Rider and Blaze against Lilith, battling her monstrous minion Meatmarket. Blade, Drake and King continued their partnership with Ghost Rider and Blaze. Along with Dr. Strange, Mobius the Living Vampire and the Darkhold Redeemers, they formed the Midnight Sons, a group dedicated to preserving the boundaries between our world and the dark realms. The Midnight Sons clashed with Lilith and her demonspawn, Lilin, in a supernatural contest with Earth as the prize. The Midnight Sons proved victorious, destroying Lilith and her brood.

However, the team was unable to prevent its hated quarry, the vampire, from returning to the Earth realm. Blade, Drake and King, who again had become afflicted with vampirism, began their crusade anew to cleanse the world of all bloodsuckers. Blade and his partners clashed with dread lord Varnae supposedly the first vampire, the demon who had visited this hellish curse upon men. King and Drake were slain in a bloody and futile battle. The loss of his compatriots only strengthened Blade's resolve to rid the world of vampires, regardless of the circumstances of their creation.



Daimon Hellstrom

STATISTICS:

F	GD(10)
A	GD(10)
S	EX(20)
E	IN(40)
R	GD(10)
I	AM(50)
P	UN(100)

Health: 80

Karma: 160

Resources: EX(20)

Popularity: 4

BACKGROUND

Relatives: Dormammu (alleged grandfather); Marduk Kurios (father, Satan); Victoria Hellstrom (mother, deceased); Satana Hellstrom (sister); Hellcat (Patsy Walker) (ex-wife); Jaime Cutter (consort); Demona Hellstrom (daughter).

Marital Status: Divorced.

Affiliation: Masters of Evil; formerly DOA, Hell Lords, God Squad, Midnight Sons, Hellstrom and Hellstrom, Paranormal Investigation, Defenders, Hellfire Club, Defenders Initiative, Defenders for a Day, Shadow Hunters, Howling Commandos.

Base Of Operations: Hell; formerly San Francisco, California and Fire Lake, Massachusetts.

Occupation: Ruler of Hell, former Demonologist, occult investigator, exorcist and priest.

KNOWN POWERS

Alter Ego: By invoking, "the sign of the trident," Daimon can transform himself into his heroic form with the following powers and physical abilities:

- **Soulfire:** Daimon can generate hellfire from his own soul, or if necessary from the soul of anyone in contact with his trident (hence, "Soulfire"). This mystical energy causes excruciating pain through direct stimulation of a person's life force. The victim must make a yellow Psyche FEAT roll or pass out from pain. The bolts burn in a manner similar to normal fire, doing Incredible energy damage. He can project Soulfire at a 4 area range.

- **Magic Detection:** Daimon has a certain amount of psychic sensitivity to occult or otherworldly activity, at Excellent ability.

He can identify magic and its effects, as well as the potential for magic use in an individual.

A green FEAT will identify the past use of magic, a yellow FEAT will identify the magic user responsible, and a red FEAT will identify the actual spell.

- **Biophysical Control-Healing:** Daimon can promote healing of damage caused by wounds, trauma, toxins, and disease with a touch. He can increase a target's health by 40 points.

This is the maximum benefit the hero can give per day to one specific person. He must make a FEAT on his Incredible power rank. A Green FEAT will handle broken bones, non-terminal disease, and simple wounds. A yellow FEAT will heal physical trauma, wounds to organs, non-fatal poisoning, and terminal diseases.

A Red FEAT will cure mortal wounds, coronary attacks, strokes, toxic poisoning, and massive physical trauma. The Power seals the body and returns any still-living tissues to health. It cannot replace lost tissue.

- **Exorcism:** Through the Catholic Church's Roman Ritual of Exorcism, and his own demonic powers Daimon can release a being from any external domination imposed by a third party with Monstrous ability at a range of 10 feet. Such controls include Possession, Mental Domination, Serial Immortality, and Magic. If there's a control, this Power can break it.

Daimon's Monstrous rank is compared to that of the Power controlling the subject. Upon severing the being's control over the subject, that being is immediately teleported to its home dimension. This Power commonly appears as a spell used by sorcerers and holy men.

Equipment:

Trident: Hellstorm wields a trident made of Shift-Y material strength Netheranium, a "psychosensitive" metal found only in his Father's extradimensional realm of Hell. The trident is a medium through which magical energies can be amplified and projected. Using the trident Hellstorm can shoot his Soulfire for greater distances and at greater magnitudes than without it. He can also use the trident to levitate and fly. By projecting a steady stream of Soulfire away from the tips of the trident, he can create a mystical jet of flame which provides him enough thrust to get airborne.

He can alter his speed by varying the amount of Soulfire he projects through the trident. Because the steady generation of Soulfire requires great concentration, Hellstorm cannot fly for more than a half hour before fatigue forces him to land.

The trident allows Daimon to:

Detect Demons: Remarkable ability.

Flight: Direct his Soulfire for short flights at Poor airspeed.

Call upon his mystic chariot pulled by demonic steeds; Hecate, Amon and Set. These steeds pulled his chariot at Unearthly airspeed. The Chariot has Excellent control and Amazing body.

Talents:

Mystic Background, Occult Lore, Exorcism, Demonology, Theology.

Contacts:

Defenders; Johnny Blazer; Blade; Satana.

HISTORY

Daimon Hellstrom is the son of a demon who called himself "Satan" after the legendary embodiment of evil, and a mortal woman named Victoria Wingate. Desiring an heir in the event something should happen to him, the demon took human form and established the trappings of a mortal life for himself near Fire Lake, Massachusetts. There he met and seduced a young woman, and keeping his true identity a secret, married her. Daimon Hellstrom was born to the couple a year later, to be followed by the birth of a sister, Satana, when Daimon was three. Despite the pentagram-shaped birthmark on his chest, Hellstrom grew up in ignorance of his father's true identity. His mother discovered the demon's identity as "Satan" when Hellstrom was a young adolescent, when she interrupted a demonic ritual "Satan" had staged in their basement involving the participation of Hellstrom's sister. The revelation traumatized the woman to the point of hysteria, and she was institutionalized.

While under clinical psychiatric care, she regained enough of her sanity to sense that she would die soon, and wrote a full diary describing her life with the demon. Hellstrom and his sister

meanwhile were placed in separate orphanages, and "Satan" disappeared to his netherworld domain, where he eventually brought Hellstrom's sister. Shortly thereafter, Victoria died.

Hellstrom spent the rest of his adolescence in the orphanage without any contact with his father or sister. Upon leaving the orphanage, Hellstrom entered a monastery to become a priest. In his third year, shortly before, being ordained, Hellstrom turned twenty-one, and received legal notification of his inheritance of his father's house in Greentown, Massachusetts. Hellstrom visited the house for the first time since childhood and found his mother's diary. Hellstrom was incredulous at the revelations contained therein. At that point, "Satan," aware of his son's new knowledge, directed him telepathically through the house's secret basement interdimensional passageway to the demon's netherworld domain. There Hellstrom first met his father in his satanic guise, who beseeched his son to disregard his mother's diary's warnings and serve him in "hell." "Satan" transported Hellstrom back to the surface world, whereupon Hellstrom decided to dedicate himself instead to fighting his father's evil.

Hellstrom immediately returned to the region "below" to attempt to battle "Satan." This first confrontation was something of a victory for Daimon Hellstrom, managing as he did to pit many of "Satan's" slaves against their master, as well as to steal the satanic trident of "Satan" and demon-drawn chariot.

During this battle, Daimon Hellstrom discovered the powers of the Darksoul that he had inherited from his father. He declared himself the Son of Satan, and for the next several years battled many manifestations of demonic evil on Earth as well as other realms.

He eventually met his adult sister, Satana, who had become a succubus, and battled her on at least one occasion. During this period, the Son of Satan maintained his civilian identity of occult expert Daimon Hellstrom, and was a visiting specialist at a St. Louis college.

During his career as an adversary of his father, the Son of Satan several times aided the Defenders in their battles with demonic possessions and threats and eventually became a member. During his Defenders membership, Daimon Hellstrom met and fell in love with the mortal crimefighter Hellcat, Patsy Walker. It was during this period, too, that he finally confronted his father and defeated him.

Shortly after the Son of Satan declared himself triumphant over his father and his father's influence, the Miracle Man, a superhumanly powered criminal who had masqueraded as a monk in Father Gosset's monastery during one of Daimon's visits, stole the Darksoul from Hellstrom in battle. The Miracle Man himself was subsequently defeated and the Darksoul sent into the form of a snake. Daimon Hellstrom was finally liberated from his partial possession by demonic evil, and much of his powers gone, retired his costumed identity of the Son of Satan.



GHOST RIDER

STATISTICS:

F	RM(30)
A	RM(30)
S	IN(40)
E	AM(50)
R	GD(10)
I	EX(20)
P	RM(30)

Health: 150

Karma: 60

Resources: PR(4)

Popularity: -10

BACKGROUND

Real Name: Johnny Blaze.

Occupation: Unemployed, former stunt-cyclist.

Legal Status: American Citizen with no Criminal Record.

Identity: Secret.

Place of Birth: Waukegan, Illinois

Marital Status: Separated.

Known Relatives: Barton Blaze (father, deceased), Clara (adoptive mother, deceased), Craig "Crash" and Mona Simpson (adoptive parents, deceased), Roxanne Simpson (wife, separated), Dan Ketch (brother, Ghost Rider II), Barbara Ketch (sister, deceased), Craig and Emma (children, presumed deceased), Naomi Kale (mother), Noble Kale (ancestor, deceased), Jennifer Kale (cousin).

Base of Operations: Mobile Present.

Group Affiliation: Former member of the Midnight Sons, Former member of the Champions of LA.

KNOWN POWERS

Alter-Ego: The soul of Johnny Blaze was bound with the Demon Zarathos, giving rise to the creature with the attributes listed above.

Johnny Blaze's normal statistics are:

F A S E R I P
GD EX TY EX TY TY RM
Health: 56 **Karma:** 42

At first, Blaze would automatically change into the Ghost Rider in times of danger (treat as Monstrous rank Intuition for surprise purposes). This state lasted until the danger was past, at which point the Ghost rider abilities would fade. As time went on, Johnny could summon the Ghost Rider at will, but this proved to be increasingly difficult (returning to human form required an Endurance FEAT to avoid 1-10

rounds of unconsciousness Hellfire: Using mystic flame, the Ghost Rider could perform a variety of Power Stunts:

Create a flaming version of Blaze's motorcycle in a single round. (See Equipment, below)

Create walls of flame, encircling a single area up to two areas distant.

This flame was of Amazing intensity.

Throw Fireballs of Amazing fire-damage, up to four areas away.

Use a form of cold Hellfire, which would inflict no physical damage, but would force the target to make an Endurance FEAT or lose one rank of Psyche permanently (although this rank could be regained through training). The victim also needed to make a Psyche FEAT at the newly-reduced rank against Amazing intensity to avoid passing out due to psychic trauma. If the target's Psyche was brought below Feeble, their spirit was irretrievably lost.

Body Armor: The Ghost Rider's body was semi-tangible in such a way that most damage proved ineffective against him. This provided Amazing protection against physical attacks, and Class 1000 protection from fire, heat, poisons, and radiation. In addition, he was immune to the effects of hard vacuum and any attack on a living soul.

Penance Stare: If Ghost Rider successfully grapples with someone for one round, the opponent is forced to look into his eyes. The victim must make an Endurance FEAT or lose one rank of Psyche permanently (although this rank could be regained through training). The victim also needed to make a Psyche FEAT at the newly-reduced rank against Amazing intensity to avoid passing out due to psychic trauma for 1-100 rounds. If the target's Psyche is brought below Feeble, their spirit was irretrievably lost and he or she goes insane. This only works against evil people and criminals who have hurt others.

Equipment:

Chain (Unique Weapon): Ghost Rider possesses a chain made of an Unearthly rank material, which can perform the following Power Stunts:

Grapple with Unearthly Strength.

Lash out and do up to Amazing damage.

Feeble Elongation enables the chain to reach up to one area away.

The individual links can turn into shurikens and be thrown all at once. Ghost Rider can attack one person, causing Amazing edged damage, or he can attack one area, hitting everyone in the area with 1-5 Shuriken, each one causing Good edged damage.

Motorcycle: Johnny Blaze possesses an ordinary-looking motorcycle than never needs gas. It has Typical Control, Excellent Speed and a Poor Material Strength. When transformed by Hellfire, the cycle transforms into a powerful bike with flaming wheels, Amazing speed, Incredible Material Strength, and Incredible Control.

The Flame Cycle could defy gravity, racing along walls and across ceilings, as long as it was in contact with a secure surface. Ghost Rider can mentally control the bike from up to a ten-area range, and if it is destroyed, it will reform in 1-10 rounds.

ROLE-PLAYING NOTES:

Johnny Blaze puts up an easy goin' cowboy front, but inside he is a tortured soul. He is in a constant struggle with the demon, Zarathos, that dwells within him, that thrives upon the terrible Vengeance it bestows upon those the Ghost Rider deems to be 'evil'. At one time, Zarathos' demonic personality completely dominated, and Johnny could only gain control for limited times, although Blaze has since reestablished his tether on the demon.

HISTORY

Johnny Blaze was the son of stunt motorcyclist Barton Blaze, who was killed performing a dangerous stunt. Johnny, now an orphan, was adopted by Crash Simpson and his wife Mona, soon became an accomplished amateur motorcyclist. He also fell in love with his stepsister Roxanne Simpson. Blaze also began to take interest in the occult. Just when then he was about to get a chance at fame with a booking at Madison Square Garden, Johnny learned that Crash Simpson was dying of a rare blood disease. Desperate to save his stepfather, Johnny performed a ritual to summon the "devil," - the demon lord Mephisto - who agreed to save

Simpson from his fatal disease in return for Johnny Blaze's soul.

That night, Simpson performed the greatest stunt of his career, a cycle jump over 22 cars widths, and crashed to his death. When Mephisto appeared to collect Johnny 's soul, the demon explained that he promised to save Simpson from the disease, and nothing more. But, before Mephisto could claim Blaze's soul, Roxanne Simpson recited a spell from Blaze's occult books. Mephisto was forced to leave but, as Vengeance, he grafted the demon Zarathos to Blaze's soul, transforming him into the Ghost Rider.

At first, Blaze was unaware of the demon that dwelled within him, and believed that the Ghost Rider was a sinister side of his own personality. Initially, the demon manifested itself every nightfall, mystically burning Blaze's flesh to become a fiery skeletal being, using his demonic hellfire to create a fiery motorcycle, At first Blaze dominated the Ghost Rider's personality. After a few months, Blaze's automatic transformations at nightfall ended. He then became the Ghost Rider whenever he mystically sensed "evil". Later, Blaze learned to control his transformations. But the more Blaze became the Ghost Rider, the stronger the demon became, forcing Blaze to walk a tightrope as he struggles to prevent Zarathos from taking control completely. And so Ghost Rider - blood-born Spirit of Vengeance, High Lord of Hell on Earth - haunts America's highways, visiting his righteous wrath upon the souls of the wicked and the damned.

GHOST RIDER Update, KING OF HELL

STATISTICS:

F	RM(30)
A	RM(30)
S	AM(50)
E	UN(100)
R	GD(10)
I	RM(30)
P	AM(50)

Health: 210

Karma: 90

Resources: PR(4)

Popularity: -10

BACKGROUND Real Name: Johnny Blaze.

Occupation: Unemployed, former stunt-cyclist.

Legal Status: American Citizen with no Criminal Record.

Identity: Secret.

Place of Birth: Waukegan, Illinois.

Marital Status: Separated.

Known Relatives: Barton Blaze (father, deceased), Clara (adoptive mother, deceased), Craig "Crash" and Mona Simpson (adoptive parents, deceased), Roxanne Simpson (wife, separated), Dan Ketch (brother, Ghost Rider II), Barbara Ketch (sister, deceased), Craig and Emma (children, presumed deceased), Naomi Kale (mother), Noble Kale (ancestor, deceased), Jennifer Kale (cousin).

Base of Operations: Mobile Present.

Group Affiliation: Former member of the Midnight Sons, Former member of the Champions of LA.

KNOWN POWERS

Alter-Ego: The soul of Johnny Blaze was bound with the Demon Zarathos, giving rise to the creature with the attributes listed above.

Johnny Blaze's normal statistics are:

F A S E R I P

GD EX TY EX TY TY RM

Health: 56 **Karma:** 42

At first, Blaze would automatically change into the Ghost Rider in times of danger (treat as Monstrous rank Intuition for surprise purposes). This state lasted until the danger was past, at which point the Ghost rider abilities would fade. As time went on, Johnny could summon the Ghost Rider at will, but this proved to be increasingly difficult (returning to human form required an Endurance FEAT to avoid 1-10

Regenerative Healing Factor: Incredible. Despite his invulnerability to conventional forms of injury, objects such as weapons forged in heaven by the arch angel Zadkiel, can actually harm the Ghost Rider to a certain extent. However, if his being is damaged, the magical energies imbuing him allows the Ghost Rider or Johnny Blaze to instantly regenerate any and all damage done, even to the point of fully regenerating lost limbs in moments, and regenerating his skull after it was destroyed in seconds without any discomfort or any evident pain.

Empathic Reading: Incredible. Ghost Rider is able to feel the transgression of an individual he encounters by looking into their heart and soul. He can also decide whether or not a person is innocent or evil and in need of punishment. He is also capable of doing this ability without the process of transformation.

Identity Detection: Incredible. He can also determine the identity of the individual by simply looking into their soul. However, if certain beings do not possess a soul such as a symbiote or demons, he can still identify them.

Supernatural Awareness: Amazing. Ghost Rider possesses an extrasensory ability that allows him to detect any supernatural occurrences around him.

Sin Manipulation: Amazing. Ghost Rider can manipulate the immoral act known as sin. He can purify any soul, whether righteous or degenerate, from sin. However, this effect may cause the victim to be emotionless. He will only backfire the wrongs of the victim causing either an emotional break down or repentance. He can do a number of things with it

Sin Perception: Amazing. In addition to read the heart and souls of his victims, he also read, feel and sense the sorts of sins the individual has committed in the rest of their life.

Sin Eating: Amazing. Also known as Sin Removal. Ghost Rider can remove absorb any sort of sin from the individual if so desires.

Hellfire Manipulation: Amazing. Also known as Infernal Pyrokinesis. Ghost Rider possesses the ability to generate, control, and project mystical fire, or hellfire at will. Hellfire is an ethereal and supernatural flame that burns the soul of a person and can also be used to burn their physical body. He can utilize this fire in various ways.

Hellfire Infusion: Amazing. His ability to channel hellfire allows him to imbue objects and vehicles by choice with his mystical element.

Hellfire Projection: Amazing. He can spew the fire from his eyes, mouth, hands and chest, including channeling the fire from his body into his weapons such as his shotgun.

Hellfire Forgery: Amazing. He is able to construct various things such as walls, weapons and his motorcycle.

Hellfire Telekinesis: Amazing. He can also control hellfire infused objects through his mind.

Hellfire Attacks: Amazing. In addition to projecting and infusing hellfire, he can perform a number of attacks. He can create hellfire balls, spew out a massive wave and unleash omnidirectional explosions that are incredibly powerful, capable of bringing great pain to the Hulk.

Hell Firestorm: Amazing. He is able to rain down a firestorm of hellfire directly towards the surrounding enemies resulting to devastating destruction.

Soul Manipulation: Ghost Rider has the ability to manipulate souls, the incorporeal essence of a living thing. This more evident when he performs the Penance Stare. He can do various things with it:

Soul Reading: Incredible. As stated above, he can read the souls of his victims and judge their innocence and guilt, their sins and identity.

Soul Consumption: Amazing. He can consume souls if the individual is degenerate and heartless to an extent where the victim becomes lifeless.

Dimensional Travel: Amazing. Ghost Rider is able to traverse different dimensions. Though it may have some complications due to Johnny Blaze unfocused behavior, he can open vortexes to escape other realms.

Mystical Chain Projection: Amazing. Ghost Rider wields a mystical chain that is capable of growing in length, cutting through almost anything, and transforming into other weapons. He can also spew and project chains from his mouth or chest at will, and control the movements with his mind. Feeble Elongation enables the chain to reach up to one area away.

Self-Size Alteration: Poor. In the past, Ghost Rider demonstrated his ability to increase his size. After being shrunkened, he was able to grow back to his original height through a sheer act of will. Recently, he once again perform this action but only heightening himself against beings such as Thor and Satana Hellstrom.

Penance Stare: If Ghost Rider successfully grapples with someone for one round, the opponent is forced to look into his eyes. The victim must make an Endurance FEAT or lose one rank of Psyche permanently (although this rank could be regained through training). The victim also needed to make a Psyche FEAT at the newly-reduced rank against Monstrous intensity to avoid passing out due to psychic trauma for 1-100 rounds. If the target's Psyche is brought below Feeble, their spirit was irretrievably lost and he or she goes insane. This only works against evil people and criminals who have hurt others.

Weaknesses

All Ghost Riders possessing the Spirit of Vengeance have common disadvantages:

Heavenly Weapons: Are at a +2CS for damage or effects. Any weapon crafted from Heaven or blessed can mutilate the Ghost Rider. This is the only way to decapitate a Spirit of Vengeance.

Host Separation: Exorcism: Though killing with a Heavenly weapons is one way, another way to defeat the Ghost Rider is to separate the Spirit away from the host, such as if an exorcism is completed the Ghost Rider will be at a -2CS for purposes of resisting the effects. This makes the host return to be mortal but the Spirit will remain in it's current state until it finds a new body to inhabit.



Marduk Kurios (Satan)

STATISTICS:

F	MN(75)
A	UN(100)
S	MN(75)
E	CL 3000
R	MN(75)
I	MN(75)
P	UN(100)

Health: 3250

Karma: 250

Resources: CL 3000

Popularity: -1000

BACKGROUND

Aliases: Lord Marduk; Adversary; Great Red Dragon; Lord of the Pit; God of the End of all Things; Lucifer; Simon Garth; Lord of Darkness; Lord of Damnation; Torment and Ruin; Angel of Light; The Tempter; Lord of the Flies; Lord of Lies; Master; Prince of Darkness; Prince of Evil; Prince of Hell; Lou; the Devil; B.L. Zeebub; Nicholis Eblis; Miles Gorney; Trachos; Fallen One; Uninvited Guest; Black Halo; the Morning Star.

Relatives: Sinifer (alleged great-great-grandfather); Dormammu (alleged great-grandfather); Satannish (alleged grandfather); Daimon Hellstrom (son); Satana Hellstrom (daughter); Demona (granddaughter).

Affiliation: Hell-Lords; Lord of the Infernal Armies of Hell.

Base Of Operations: Hell; formerly Heaven.

Unusual Features: Horns.

KNOWN POWERS

Demonic Form: Marduk Kurios is a hostile supernatural being.

Power Source: Marduk Kurios derives his powers from his pocket dimension of Hell. If he is away from Hell, his Endurance drops to CL1000.

Dimension Travel: Unearthly rank.
Interdimensional Teleportation: Marduk Kurios can teleport within his dimension of Hell at CL1000 rank.

Diminution: (Atomic Shrinkage): Unearthly rank.

Enchantment: Marduk Kurios has the Shift-Z ability to create magical items, usually for the use of his minions.

Enlargement (Atomic Growth): Unearthly rank.

Forced Reincarnation: Marduk Kurios has the Unearthly ability to take a disembodied soul and place it into a new body.

Immortality: Marduk Kurios does not age, at least not at a rate humans can recognize.

Invisibility (all types): Unearthly rank.

Kinetic Bolts: Marduk Kurios can fire blasts of Monstrous rank.

Levitation: Unearthly rank.

Magic Control: He has Unearthly control over any magic anyone tries to use in his realm.

Matter Control (all forms): Unearthly rank.

Neural Manipulation: He has Unearthly control over victims' nervous systems and can cause up to power rank damage.

Power Control: He has Unearthly control over any physical powers anyone else tries to use in his dimension.

Talents:

Leadership, Occult Lore, Demonology.

Contacts:

Hellish minions.

Additional Notes:

Marduk Kurios has three main goals-collect souls, control people, and instill fear.

HISTORY

Marduk Kurios has two origins:

(1)

He was one of the many demons and Hell-Lords who arose from the primeval concentration of energy left behind by the ousting of the Elder Gods by the Demogorge, then shaped by the unconscious desires of the early human worshippers.

(2)

He was Lucifer, and led the rebellion against Paradise. According to himself, in ancient times Satan tried to amass power, possibly from Heaven. Still having the form of an angel, Marduk/Lucifer was proposed the Covenant

by God, and defied him, stating that as a supreme being, he could change the rules whenever he wished. God consequently agreed to step away. He then degenerated into becoming a demon, who ruled one of the several realms of Hell. Sometime after the Great Flood, the battles between the Hell-Lords used to take place on Earth. After having seen Marduk's power during a battle, the Sumerians started worshiping him, also recording his real name. Intrigued by this new worship, he kept track of the mortal realm over the centuries. Through time, Marduk took control of a very large part of Hell, falsely adopting the titles of Satan, Lucifer, and Devil in order to further strengthen his power and devotion. He became enamored by a family of Satanists called Hellstrom and took the shape of one of them. In this guise he married the mortal Victoria Wingate and soon after moved to Fire Lake, Massachusetts. There Victoria gave birth to Daimon Hellstrom, and a year and a half later gave birth again, this time to Satana Hellstrom. Over the years Marduk could see that his son did not care for his dark family legacy and instead lavished affection to his daughter who did. While performing a ritual with his daughter involving animal sacrifice, Victoria accidentally walked in and Daimon once he was old enough to discovered Marduk's true nature. Driven insane, Victoria spent the remainder of her life in an asylum where she kept a diary she meant to give to Daimon once he was old enough to understand.

Marduk took Satana with him to his Hell realm while he left Daimon on Earth to be cared for by servants. Upon his 21st birthday Marduk invited his son to rule by his side, offering eternal life and power. Daimon rejected his father's wishes and stole Marduk's Netheranium trident, taking with him a portion of Marduk's power. Thus the rivalry between father and son began.

Marduk then tested Satana's loyalty by having her battle four sorcerers. Killing them she discovered that her father was behind the plot. When she was confronted by him Satana failed to kill one of her new allies in honor of her father. This angered Marduk and he banished Satana to remain on Earth until her first mortal death.

In a battle with the Defenders, Daimon's evil soul was released and he agreed to serve his father in Hell. During Daimon's final training Marduk asked Daimon to kill a human in his honor.

When Daimon failed to comply Marduk revealed that although he has lived under many faces over the centuries that not all of them have been evil. He told Daimon that he was secretly pleased with his choice but then banished him to Earth, no longer under his care.

Daimon eventually learned his father's true name from the witch LaVoisin. When next he confronted his father, he used this name and received a black halo over his head and became the new ruler of his father's realm in Hell.

Greatly reduced in power, Marduk tricked the male witch Andrew Kale into opening the Tome of Zhered-Na. In doing so the demon Hellphyr was released. The Hellphyr then began to attack various magical persons in order to steal their power and kill them shortly after. In causing this, Marduk had hoped to rid the world of a good percentage of its magic users in order for him to acquire a better rank among magic's stairway. Marduk offered Satana the opportunity to help him in this scheme and thus receive a higher standing herself in the realm of magic. Refusing his offer, Satana killed the Hellphyr with the help of her fellow witches Jennifer Kale and Topaz. In doing so Marduk made enemies of both his children as he searches for another way to regain his previous level of power.

Despite the continuing conflict he has with his children, Marduk still receives offerings of human souls from his daughter Satana. For every nine souls she devours, she offers her tenth victim's soul to her father.

Throughout time, he possibly started believing himself to his own lies, claiming to be the original Satan, also acting like him. On one such occasions, he tried to oppose the Chaos King from taking over Hell, but his power was not enough, and he was temporarily absorbed by the entity. He was presumably freed after the Chaos King was defeated. Marduk appeared again at the Devil's Advocacy, the Hell's "executive council", where he, among the other Hell-Lords, discussed about how to treat the Serpent's situation. Marduk later reappeared when the soul of Wolverine went to Hell and was tortured by demons. In Wolverine's place was a demon who possessed Wolverine's body. With the help of the X-Men and Daimon Hellstrom, Wolverine eventually returned to his body.



LORD MARDUK!

MASTER, WE'RE UNDER ATTACK! THE MAIN HALL IS UNDER ASSAULT AND--

BE SILENT, YOU IDIOT.

IT'S JUST MY KIDS.

NECRODAMUS

STATISTICS:

F	PR(4)
A	PR(4)
S	PR(4)
E	TY(6)
R	RM(30)
I	EX(20)
P	RM(30)

Health: 18

Karma: 80

Resources: EX(20)

Popularity: 0

BACKGROUND

Real Name: Necrodamus.

Occupation: Sorcerer.

Affiliation: Legion of the Unliving, former servant of the Nameless One.

Place of Birth: Unknown.

Marital Status: Single.

KNOWN POWERS

Magic: Necrodamus is a Sorcerer of Master level. He has Amazing Reason in matters of the occult.

Many of Necrodamus' spells have yet to be revealed, but they include:

Eldritch Bolt: Necrodamus fires energy blasts with Incredible force and a range of 3 Areas.

Energy Shield: Necrodamus can create protective shields of Amazing strength.

Talents:

Occult Lore; Demonology.

Contacts:

None.

HISTORY

Necrodamus was born with a shriveled body, so he turned to black magic to gain the power his physical frame lacked.



RAGNAR

STATISTICS:

F	EX(20)
A	TY(6)
S	RM(30)
E	IN(40)
R	GD(10)
I	TY(6)
P	GD(10)

Health: 96

Karma: 26

Resources: Not Applicable

Popularity: 0

BACKGROUND

Real Name: Ragnar the Dark Dwarf.

Occupation: Blacksmith.

Base Of Operations: Popocatepétl Volcano, Mexico; formerly Nidavellir.

Eyes: Red.

Hair: Bald with red beard.

Unusual Features: Sometimes glowing eyes.

Place of Birth: Unknown.

Marital Status: Single.

KNOWN POWERS

Dense Flesh: Typical Body Resistance.

Resistance: Aging and Disease: Unearthly.

Longevity: Does not age, at least not at a rate humans can recognize.

Talents:

Blacksmith.

Contacts:

None.

Additional Notes:

The third race of Asgard is the Dwarves. Dwarves are smaller in stature than the gods, and have squat, stocky bodies. Their average height is four feet. The Dwarves tend to be craftsmen and farmers who maintain friendly trade and peace relations with the Gods. Dwarves dwell in the land of Nidavellir, which is part of the landmass where Asgard and Vanaheim are situated. When presenting himself to visitors, Ragnar referred to himself in the third person.

HISTORY

Ragnar is a Dwarf of Nidavellir who "took a turn toward the dark side". Needing the hottest possible fires for his forge, and having a liking for volcanos, Ragnar established himself in the Popocatepétl Volcano, in Mexico. He was approached by Razan, lieutenant of Necrodamus, to transform Judas' Silver into an Angel-killing weapon in order to kill Michael during the Covenant, a diplomatic summit held every thousand years between Hell and Heaven.

Quickly, Ragnar was very specific on the fact he needed all of Judas' Silver, at a moment where a sliver of it was in possession of Johnny Blaze, Daimon Hellstrom and Blade. He produced anyway a weapon, used by Necrodamus to kill Barachiel and other angels as a demonstration for Beleth, the emissary of the Infernal Armies of Hell. When Necrodamus still didn't returned the missing silver, Ragnar became less amicable and issued a clear statement: If he wanted the weapon, he had to bring the thirtieth piece of silver to him. The silver was soon brought back to Necrodamus, for Ragnar to complete the creation of the Archangel Killer.

He was then visited by Johnny Blaze, Blade, Daimon and Satana Hellstrom who tried to gather information by pretending to want to have a weapon made, then drifting the subject to his "latest project". Ragnar deducted the group's goals and attacked them, but was quickly subdued and convinced to give them the information they needed.



"OKAY, I'LL
BE THE ONE
TO ASK..."

RAZAN

STATISTICS:

F	AM(50)
A	RM(30)
S	AM(50)
E	AM(50)
R	GD(10)
I	RM(30)
P	RM(30)

Health: 170

Karma: 70

Resources: RM (30)

Popularity: -10

BACKGROUND

Real Name: Razan.

Unusual Features: Black spots around the eyes, dark blue lips (unknown if natural or make-up).

Identity: Public (Dark Dimension).

Other Known Aliases: Night Jackal.

Marital Status: Single.

Known Relatives: Osiris (father); Mother (Unrevealed).

Base of Operations: The Dark Dimension.

KNOWN POWERS

Immortality: Razan is a half-goddess of the Heliopolis pantheon and as such has CL1000 resistance to aging and disease.

True Invulnerability: Razan has Incredible resistance to physical and energy attacks.

Weapons

Egyptian Axe: Monstrous Edge damage;
Material: Shift-Y.

Talents:

Weapon Specialist: Egyptian Axe; Occult Lore.

Contacts:

None.

Additional Notes:

Since her release from imprisonment, Razan remained estranged from her father Osiris.

HISTORY

Razan was a half-goddess, daughter of Osiris. At some point, for reasons unrevealed, she was sentenced to imprisonment for 2,000 years by her father Osiris.

She was released from imprisonment by the sorcerer Necrodamus, and, as a matter of honor, was forced to serve him. That tale ended up spreading among the magical underworld. Razan became Necrodamus' lieutenant, and assisted him in his plan of creating an Angel-killing weapon from Judas' Silver in order to kill Michael during the Covenant, a diplomatic summit held every thousand years between Hell and Heaven. After she retrieved the Judas' Silver from the monastery it was secured in Akeldama with the help of the keeper of the key, who gave it up in exchange for a spell book, Ragnar the Dark Dwarf was asked to forge the weapon from it.

When an angel, a spy among Necrodamus' operation, managed to flee after being shot with a silver bullet, a thirtieth of the total silver, Razan was tasked by Necrodamus to oversee the situation and dispatched a couple of minor demons to retrieve it. The angel found Johnny Blaze, the Ghost Rider, and handed him the silver before dying. The demons tried to have Blaze give them the silver but were both destroyed by him. Necrodamus consequently summoned the Bloodhound to help Razan retrieve the silver, threatening her should she fail again.

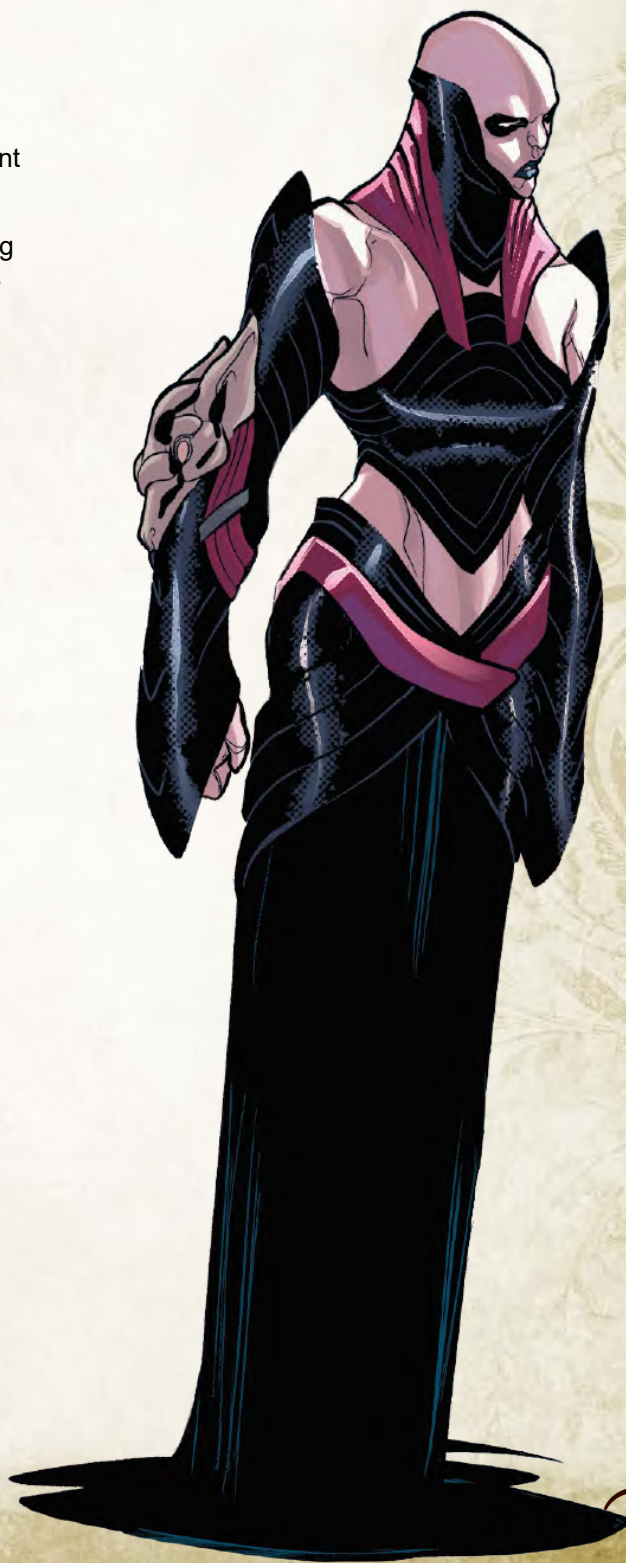
Razan instated a bounty upon Blaze and the silver, leading demons such as Eduardo, owner of Eduardo's Rare & Collectible Books, to try to retrieve the silver, in vain. She went to Ragnar to explain the "new specifications", but Ragnar urged his contractors to retrieve the last piece of silver, which was essential for the weapon's completion. Razan then tracked down everyone who had seen the silver or been in recent contact with Blaze and his ally, Daimon Hellstrom. While the Bloodhound killed the demon Agnes, she went to Curtis and killed him, and also tried in vain to kill the woman who had given her the key to Judas' silver.

With the Bloodhound and a pack of demons, she tracked down Edwin, Blaze, Hellstorm, who had been joined since by Blade and Satana Hellstrom. She didn't managed to kill Edwin, but retrieved the silver while the Bloodhound was slain during the fight. The silver was then taken back to Necrodamus, prompting Ragnar to complete the creation of the Archangel Killer.

Razan was subsequently pardoned by her master for losing the silver in the first place.

By listening to Beleth, the emissary of the Infernal Armies of Hell to whom Necrodamus had presented his Angel-killing weapons and proposed to kill Michael during the Covenant, Razan deduced her master was being used, and urged him to call off the operation; however, Necrodamus decided to go ahead anyway, having her gather the remaining demons to cover his approach of the Covenant site.

During the Covenant, Razan battled the Ghost Rider and then Blade when the Ghost Rider went to stop Necrodamus from killing Michael. As Necrodamus attempt failed, she rescued him from the Ghost Rider's Penance Stare, declaring them now even and freeing herself of servitude.



BloodHound

F	A	S	E	R	I	P
30	20	40	50	4	30	6

Health: 140

Karma: 38

KNOWN POWERS

Body Armor: Rough hides provides Remarkable resistance to physical and energy attacks.

Claws & Fangs: Incredible.

Enhanced Senses: Amazing rank,

Hearing&Monstrous rank, Smell.

Tracking: Monstrous.

Flight: Winged Flight, Incredible rank; +1CS to FEAT's involving control in flight.



Satana

STATISTICS:

F	GD(10)
A	GD(10)
S	IN(40)
E	IN(40)
R	GD(10)
I	MN(75)
P	UN(100)

Health: 100

Karma: 185

Resources: GD (10)

Popularity: 40

BACKGROUND

Real Name: Satana Hellstrom.

Occupation: Succubus, sorceress.

Legal Status: Citizen of the United States with no criminal record.

Identity: No dual identity.

Other Known Aliases: Queen of Hell, The Devil's Daughter, Judith Chambers, Julia.

Place of Birth: Greentown, Massachusetts.

Marital Status: Single.

Known Relatives: Victoria Hellstrom (mother, deceased); "Satan" (father); Hellstorm (Daimon Hellstrom) (brother); Demona Hellstrom (niece); Hellcat (Patsy Walker) (ex-sister-in-law).

Base of Operations: Mobile.

Past Group Affiliations: Hell Lords; formerly Avengers of the Supernatural, Thunderbolts, Witches, Legion of Monsters

KNOWN POWERS

Succubus: A succubus is a being which extracts human souls and feeds on their psychic energies. To take the souls of men, Satana would usually kiss her victim as she drew forth his soul. To escape Satana's embrace requires a Red Psyche FEAT roll; failure will drain the victim of one level of Psyche. This Vampiric attack continues until the victim makes his FEAT roll or is drained of all his Psyche, killing them.

Levitation: Satana could levitate up or down at Poor speed.

Mind Control: She could control the minds of beings with Typical or weaker Psyches, so long as she concentrated on the effort. She could attempt to control someone with a Good or better Psyche but the victim may resist with a Green FEAT roll and + 1 CS to his or her Psyche.

Bolts of Soulfire: Satana could project bolts of mystical energy, "soulfire," that caused excruciating pain through direct stimulation of a person's life force. The victim had to make a Yellow Psyche FEAT roll or pass out from the pain. Satana could also project her soulfire as bolts of concussive force that did Remarkable (30) damage. Her Soulfire had a range of 4 Areas.

Magic: Satana was a Sorceress of Master level. The full range of Satana's spells were never revealed. She did have the following though:

Astral Detection (P): Satana had Amazing ability to detect beings in the Astral Dimension.

Astral Projection (D): Satana could transport her Psyche into the Astral Dimension with Unearthly (100) ability.

Mystical Energy Shield (U): A personal force field of Incredible (40) strength.

The Basilisk: Satana contains within her spirit a demon of immense but undefined powers called the Basilisk which she can set free to do her bidding. Each time she set the monster loose, though, it grew more difficult to control. The

Basilisk had the following minimum

STATISTICS:

F: 30 A: 20 S: 50 E: 100 R: 6 I: 40 P: 40

Talents:

Occult Lore; Mystic Background; Persuasion.

Contacts:

Daimon Hellstrom, Dr. Strange; The Witches.

HISTORY

Satana Hellstrom was born a couple years after her brother Daimon. When she was still a child, her mother Victoria Hellstrom discovered her husband and Satana performing a black magic ritual in the basement of their New England mansion. Victoria went mad upon witnessing her husband's transformation and died soon afterward. Daimon was placed in an orphanage, and Satana was taken to "Hell" to be trained in the use of her demonic powers.

Satana was possessed by a powerful demon called the Basilisk. Satana remained in full control of her mind and body, however, and the Basilisk

had to do her bidding when she released it from her body. However, she became aware that the more she used the Basilisk to serve her ends, the stronger it grew, and that it might one day turn against her.

Satana was sent to Earth, where she continually needed to feed on souls. She often posed as a prostitute to meet her victims.

Her father continued to test her, Satana eventually refusing to serve him. She tried her best to fight other evil forces as well as learn about humans.

At one point, the sorcerer Brian Abelard created an illusion that she was the woman Judith Chambers in a plot to take control of the Basilisk. He and the Camarilla of the N'Garai managed to separate Satana and the Basilisk, but Satana called upon the demon's help before they could sacrifice her, killing Abelard and the Camarilla, as well as re-merging the demon with her.

Satana learned Doctor Strange had used Shartra's Book of the Damned. His physical body was cursed to be a werewolf, while his astral self was imprisoned by demons. Knowing he was of great importance, Satana freed him and died, as did the Basilisk.

After Jennifer Kale infiltrated the Raft with ease, Luke Cage teamed up with Doctor Strange to bring Satana into the Thunderbolts.

She escaped together with several other inmates who were members of the Thunderbolts. Due to a failure of the teleportation technology of their tower (caused by Man-Thing), the tower began to move in time as well as in space. They ended up in World War II teaming up with the Invaders to battle the Nazis. They next end up in Victorian London. They went even further back in time ending up in King Arthur's court in Camelot.

They eventually bounced back to the time of the original Zemo-led Thunderbolts team. After the Fixer killed his younger-self, reality began to collapse, forcing the Fixer to assume his younger self's place. Following this, Satana returned to the future with the rest of the Thunderbolts.

Satana eventually returned to the underworld to rule her own Hell. With the business of damnation booming, due to people's preference to spend afterlife in a chaotic self-indulgent frenzy together with the likes of dead rockstars and overdosed

actors, Satana set out to make her realm stand out, by turning Doctor Strange into her Hell's newest attraction.

After abducting Strange from a fight in the Dimension of Dreams, she forced him to eat lethal food from her Hell's diner, so once he died his soul would be trapped there forever. While Satana left Master Pandemonium to guard Strange, the sorcerer used his astral projection to make himself vomit and stop the food poisoning. Following Strange's escape, Satana decided to settle with using Jim Morrison instead.



Zarathos

STATISTICS:

F AM(50)
A MN(75)
S MN(75)
E CL 3000
R RM(30)
I MN(75)
P UN(100)

Health: 3200

Karma: 250

Resources: CL 3000

Popularity: -1000

BACKGROUND

Aliases: Spirit of Vengeance, Noble Kale, Soul Eater, King of Demons.

Affiliation: Ghost Rider (Blaze); leader of the Fallen, Agent of Lucifer and Mephisto, Cult of Zarathos, formerly Ghost Rider (Jones), Zadkiel, Lilin.

Base Of Operations: Hell.

Occupation: Demon.

KNOWN POWERS

Demonic Physiology: Zarathos is a hostile supernatural being.

Power Source: Zarathos derives his powers from his pocket dimension of Hell. If he is away from Hell, his Endurance drops to CL1000.

Dimension Travel: Unearthly rank.

Interdimensional Teleportation: Zarathos can teleport within his dimension of Hell at CL1000 rank.

Diminution (Atomic Shrinkage): Unearthly rank.

Enchantment: Zarathos has the Shift-Y ability to create magical items, usually for the use of his minions.

Enlargement (Atomic Growth): Unearthly rank.

Forced Reincarnation: Zarathos has the Unearthly ability to take a disembodied soul and place it into a new body.

Immortality: Zarathos does not age, at least not at a rate humans can recognize.

Invisibility (all types): Unearthly rank.

Kinetic Bolts: Zarathos can fire blasts of

Monstrous rank.

Levitation: Unearthly rank.

Magic Control: He has Unearthly control over any magic anyone tries to use in his realm.

Matter Control (all forms): Unearthly rank.

Neural Manipulation: He has Unearthly control over victims' nervous systems and can cause up to power rank damage.

True Invulnerability: He has Amazing protection from any attack except Magic.

Invulnerability: Class 1000 to Fire and Heat.

Power Control: He has Unearthly control over any physical powers anyone else tries to use in his dimension.

Astral Projection: Unearthly.

Darkforce Manipulation: Unearthly.

Death Touch: Monstrous.

Penance Stare: Unearthly.

Electricity Control: Monstrous.

Energy Absorption and Manipulation: Monstrous.

Hellfire Control and Manipulation: Monstrous.

Ice Control and Manipulation: Monstrous.

Possession: Monstrous.

Shapechange Others: He can do this with Unearthly rank.

Shrinking (Atomic Shrinkage): Unearthly rank.

Spirit Storage: He has the CL1000 ability to seize and hold indefinitely millions of souls.

Summoning: He has Unearthly control over lesser supernatural beings.

Gateway: Unearthly rank.

Talents:

Leadership, Occult Lore, Demonology.

Contacts:

Hellish minions.

HISTORY

Over 21 millennia ago, the demon Zarathos preyed on mankind, a legend even amongst his own kind. Coveting the mystical Medallion of Power, he was opposed by the Blood, humanoid beings with innate magical abilities, and the Spirits of Vengeance, the only beings capable of facing Zarathos head on. They united against him, but a Blood faction dubbed the Fallen came to worship Zarathos, strengthening the demon by channeling mankind's negative energy into him, and he briefly obtained the Medallion. The Spirits of Vengeance sacrificed themselves to seal Zarathos essence alongside theirs within the Medallion, which the Blood then shattered. To prevent the pieces ever being united, they were given to two separate human families, who were watched over by the Blood Caretaker.

2000 years ago, hearing the legends, the mage K'nutu led his starving tribe to find Zarathos' early remains, and against the chief's protest, summoned Zarathos' essences back to Earth. Though diminished because part of him remained trapped in the Medallion, Zarathos led the tribe to conquer their neighbors in return for worship and souls to consume, beginning with the protesting chief. The Cult of Zarathos built a city of Ten Thousand Souls, but the Hell-Lord Mephisto - angered that Zarathos was destroying souls that might otherwise be his and regarding Zarathos as a potential rival - sent a man, later known as Centurious, to confront Zarathos. When Zarathos tried to consume his soul, Centurious proved to be immune, his soul already claimed by Mephisto; momentary doubt amongst Zarathos' followers grew when Zarathos proved unable to defeat a manifestation of Mephisto, allowing Mephisto to claim Zarathos' soul. Over subsequent centuries Mephisto bound Zarathos to human servants, wielding his flames in Mephisto's cause, his memories wiped to make him compliant. Nearly 20 years ago the Zarathos spirit fragment within the shattered Medallion possessed Max Parrish, rescuing his sister Cammy from the ancient sorcerer Comte St. Germaine. Zarathos would have kept his host stolen body, but a youthful Johnny Storm separated Max from the Medallion. Mephisto apparently claimed the errant soul fragment, as Zarathos' essence was reportably absent from the Medallion's later users. Mephisto merged Zarathos with stunt rider Johnny Blaze, one of the Caretakers charges, transforming into the vigilante Ghost Rider.

Blaze and Zarathos remained bonded for years, their level of control over their shared form varying; twice they were briefly separated, once by the mage Azariah hoping to usurp Zarathos' power, and then by Mephisto as part of a wager with Asmodeus, but were rejoined both times. Shortly after Nightmare restored Zarathos' lost memories, Ghost Rider encountered Centurious again; when Centurious was sucked into his own Crystal of Souls, Zarathos willingly followed seeking Vengeances, breaking his bond with Blaze.

Reclaiming the crystal, Mephisto wagered with the Beyonder, who freed Zarathos to break Spider-Man's spirit, but Zarathos failed and was reimprisoned. Centurious was later freed, perhaps by Mephisto unknowingly carrying Zarathos' essence within him. Eventually escaping, the initially confused Zarathos joined the demon Lilith and her Lilin in seeking the Medallion pieces, battling the mystical heroes Midnight Sons, who included, Blaze, the new Ghost Rider (Daniel Ketch), and Vengeance all three were the Caretaker's charges, with the latter two wielding Medallions fragments and possessed by Spirits of Vengeance. The Sons extradimensionally banished the Lilin, but the Fallen's arrival spared Zarathos. Though Zarathos commanded his followers to convert or kill the remaining Blood, he quietly harbored doubts about repeating past glories, feeling the world offered new passions. He drained Ghost Rider's essences, but it burned him from within, and the Midnight Sons impaled him with the Blood Foundry's sword, turning him to stone again while his soul was lost between dimensions. The Sons left him in Cypress Hills Cemetery, unaware Lilith was carrying his child. Mephisto's son Blackheart later kidnapped Blaze, using him to draw Zarathos back briefly reemerging them as Ghost Rider. Although that bond was seemingly broken, Blaze has since become Zarathos' host again; how this happened remains unrevealed.



MARVEL SUPERHEROES™

SPIRITS OF VENGEANCE AN UNOFFICIAL GAME ACCESSORY



All characters pictured and depicted herein are the sole property of MARVEL COMICS GROUP.
This publication is a fan-made accessory for the out of print Marvel Superheroes Role Playing Game.
This publication is not for sale and is for entertainment purposes only. Artwork has been pulled from
MARVEL publications and from internet sources.