



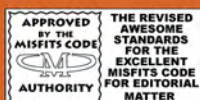
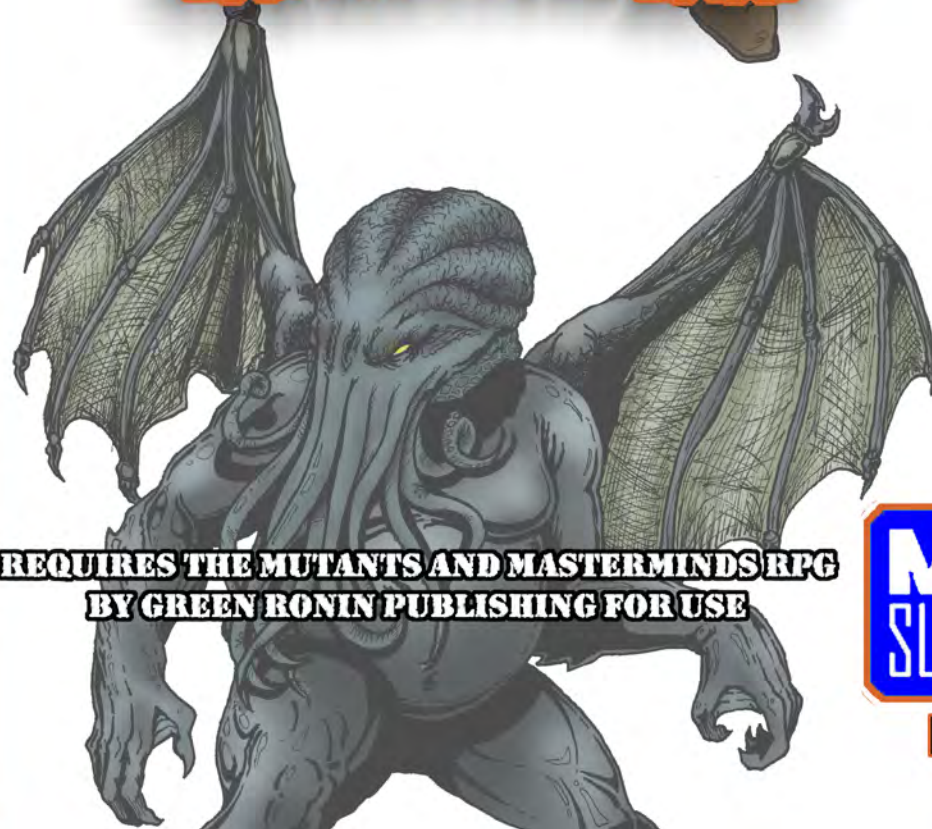
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STEVEN
TRUSTRUM

MISFITS & MENACES

TRICKS & TREATS

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REQUIRES THE MUTANTS AND MASTERMINDS RPG
BY GREEN RONIN PUBLISHING FOR USE

M&M
SUPERLINK

MIS5016

HAPPY HALLOWEEN!

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INTRODUCTION

Misfits and Menaces: Tricks & Treats is a special holiday release for Misfit Studios' series of villainous sourcebooks for the M&M Superlink rules. Whether macabre, terrifying, or just plain weird, each villain herein has been designed to suit the Halloween season, adding a bit of strangeness or horror to your game.

METAHUMAN THREAT SCALE

To make using the accompanying characters easier, a threat scale is used throughout this work. Each character will be assigned a threat level from this scale, giving players and Gamemasters alike an idea of how characters and law enforcement agencies should perceive the villain, regardless of actual PL. The assigned threat level takes into account more than the immediate threat posed, as it also considers goals, ideals, behavior, state of mind, and so on.

If desired, this metahuman threat scale (MTS) can be incorporated into your game as the system actually used to assess metahuman threats, in much the same way as the government uses a color system to indicate states of national security awareness and preparedness.

Alpha: Of minimal danger, an Alpha-level threat is relatively low-powered and/or modestly trained. Such metahumans offer little more threat than a common non-metahuman street thug. A typical law-enforcement response should be sufficient to deal with the threat in most instances.

Such a threat can be restrained within standard containment facilities.

Beta: Beta-level threats possess sufficient metahuman abilities and/or training to pose a risk to a typical law-enforcement response. Tactical response units are likely the best way of dealing with such a threat, just to be safe.

Such a threat can usually be restrained within standard containment facilities, or those that have undergone a minimum of alteration.

Gamma: Threats of this level are an exceptional danger to society and are not easily dealt with by standard law-enforcement personnel (including normal tactical response units.) This is the most common metahuman threat level in most societies and usually represents the apex of threats whose abilities are based entirely on knowledge and training rather than metahuman powers.

Such a threat can rarely be held for long within standard containment facilities, usually requiring specially prepared conditions for long-term confinement.

Delta: Extremely dangerous, and only to be approached in force and with extreme care, Delta-level threats have the capability of causing great damage and represent a significant, immediate threat to life and public resources/services. Delta-level threats are best handled by other metahumans of comparable (individual or combined) power, or by specially trained response units and/or the military.

Such a threat cannot be held within standard containment facilities, requiring specially prepared conditions for long-term confinement.

Epsilon: Entire nations, continents and possibly even whole planets are at risk from Epsilon-level threats. Possessing abilities and/or influence to literally shatter civilizations, nations put great amounts of resources into anticipating and countering such beings before their machinations or rampages cause irreparable damage to a planet's social order, political stability, and/or physical well-being.

Such a threat cannot be held within standard containment facilities, requiring specially prepared, often-unique conditions for long-term confinement. In the most extreme cases, practical containment is impossible and more extreme (permanent?) solutions must be found.

Omega: Omega-level threats are the greatest threat known, as they can affect things on a cosmic scale, be it by eradicating entire intergalactic civilizations or putting the very fabric and stability of reality at risk. This threat level is the broadest in its scope, allowing for a variety of actual ability potencies.

Restraining such threats requires a legendary act by beings of lesser threat levels, or an intervention of another Omega being/artifact/power. Generally speaking, though, Omega-level threats are considered unstoppable forces of nature/the cosmos/whatever, and are better tricked, negotiated with, or avoided altogether than directly opposed, as undertaking the latter can easily result in the dangers meant to be avoided.

Containing such beings requires the power of a sun, act of god, or similarly extraordinary expenditure of cosmic power or influence, feats usually only available to other Omega-level beings or incredibly advanced civilizations.

“-A” Notation: When added to a threat level, this notation indicates the threat is arcane/magical in nature.

“-E” Notation: When added to a threat level, this notation indicates the threat is extraterrestrial (alien) in nature.

“-D” Notation: When added to a threat level, this notation indicates the threat is extradimensional (from another plane of existence) in nature.

“-P” Notation: When added to a threat level, this notation indicates the threat is psychic in nature.

“-T” Notation: When added to a threat level, this notation indicates the threat is Terran (from Earth), but not human in nature.

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Real Name: None
Aliases: None
Threat Level: Epsilon-D
Age: 300,000+
Height: 10 feet, 8 in.
Weight: 2.25 tons
Native Language: None

Many millennia ago, a xenophobic race of from another dimension viewed Earth from across time and space and saw incomparable potential for humanity as the latter scrambled about their primitive caves, still marveling at the wonders of fire and flint blades. Unfortunately for mankind, these beings did not consider that potential to be a good thing, but rather as a threat to their own existence. Even if it took hundreds of thousands of years, these observers believed humanity would one day find a way to pierce the veil between dimensions and would then spill out in their teeming masses of unchecked violence and greed. Something would have to be done.

Utilizing the best their wizard-sciences had to offer, these paranoid beings created an ultimate weapon: a single-minded warrior crafted from both science and magic that would walk across the Earth and render it uninhabitable, thus killing all mankind. Luckily for primitive man (and everyone else who would follow), the transition from their dimension to that

of Earth was rougher than predicted and this warrior was damaged upon arrival and entered stasis sleep to preserve it against further damage.

Not knowing their plan had been undone, the other-dimensional retreated back into their xenophobic realm, believing the completion of their mission to be inevitable.

Although the apocalyptic warrior has long since repaired itself, it slumbers still deep in the earth, lost to man's knowledge and understanding, awaiting something to trigger it so that it may complete its mission and wreak a final destruction upon the world. It will destroy everything around it without concern or regret. It does not know mercy and it will only consider its own preservation so far as it needs to remain active in order to complete its mission. It cannot be reasoned with, it cannot be appealed to, and it will not stop until humanity is no more.

Appearance: An oversized, humanoid mystic shade wearing massive ebony armor pulsing with veins of

arcane energy, Armageddon is a construct made of both magic and machine. This armor only covers key points, such as the shoulders, forearms, lower legs, upper torso, and a skull-like helmet/head floating above, with the "flesh" between these components comprised of darkness that rises in short wisps of smoky black. This apocalyptic monster is missing a left hand, instead possessing a cavernous hole at the wrist from which a hellish jet of flames may be issued.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate Armageddon into their game.

UNRULY NEIGHBORS

The interdimensional creators of Armageddon have finally decided to check up on our reality, as the passing of time means little to ageless creatures such as them. Dismayed to see humanity still alive and pretty much well along on the path the beings predicted, they have decided they'll need to make a more powerful version of Armageddon and send it along, this time taking greater care to ensure it will come across the dimensional divide intact and fully functional. (This means this caper is best used some time after the original Armageddon warrior makes an appearance in the game so the heroes will have a frame of reference upon which to work when dealing with Armageddon 2.0.)

Somehow the player characters have learned of this (such as from an arcane hero amongst them, or ally, who notices a disturbance in the dimensional barrier surrounding Earth and learns of the danger after investigating) and must now find a way to travel to the home dimension of these beings and defeat them on their home turf or otherwise convince them to leave Earth alone. If not, it's almost certain the xenophobes will continue to improve their Armageddon warriors and send them to Earth until it is wholly purged of life.



Hand-drawn signature

Armageddon				PL 12	
STR	DEX	CON	INT	WIS	CHA
+10	+1	—	+0	+2	+0
30	12	—	10	14	10
TOUGH	Skills: Concentration 8 (+10), Knowledge (tactics) 2 (+2), Notice 6 (+8), Search 2 (+2), Stealth 2 (-1)				
	Feats: All-Out Attack, Attack Focus (melee) 4, Fearless, Fearsome Presence 7, Power Attack, Reliable Attack (flamethrower, unarmed) 2 *, Takedown Attack 2				
+15	Powers: Blast 10 (<i>Flamethrower</i> ; <i>Extras:</i> Cone, Contagious, Sustained; <i>Flaws:</i> Touch) ■ Death Touch 10 (<i>Aura of death</i> ; <i>Power Feats:</i> Progression [area] 2; <i>Extras:</i> Burst, Continuous, Free Action; <i>Flaws:</i> Permanent) ■ Disease 7 (<i>Conjure plague</i> , Constitution; <i>Extras:</i> Cloud, Contagious, Ranged) ■ Growth 4 (Large; <i>Power Feats:</i> Innate; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent) ■ Immovable 4 (<i>Extras:</i> Unstoppable) ■ Immunity 45 (Fortitude effects, heat damage, cold damage, radiation damage; <i>Power Feats:</i> Innate) ■ Mind Control 4 (<i>Control insects</i> ; <i>Power Feats:</i> Mental Link; <i>Extras:</i> Free Action, Instant Command, Sustained; <i>Flaws:</i> Insects only; insect game statistics are found in Misfits & Menaces: DOOM) ■ Mind Shield 10 ■ Power Resistance 10 (Magic) ■ Protection 15 (<i>Extras:</i> Impervious) ■ Regeneration 15 (Bruised/unconscious 1 round, injured/staggered/disabled 1 minute, ability 5 minutes; <i>Power Feats:</i> Diehard, Persistent, Regrowth) ■ Shield Senses 5 (all senses) ■ Super-Senses 17 (Danger sense [mental, radius], detect weakness, Infravision [extended 2], low-light vision [extended 2], see invisible, ultravision [extended 2]) ■ Super-Strength 6 (<i>Power Feats:</i> Bracing, Counter Punch, Groundstrike, Shockwave) ■ Weather Control 10 ‡ (Heat; <i>Power Feats:</i> Alternate Powers—Distraction [precipitation] 10 ‡, Fatigue [heat] 6 ‡, Reduced Visibility [rain] 10 ‡)				
FORT					
—					
REF					
+8					
WILL	Drawbacks: Disability (missing left hand; common, moderate) -3, Sluggish (20 ft.) -1 **				
	Combat: Attack +10 (-1 size, +14 melee), Damage +10 (unarmed), +10 (flamethrower), Defense +6 (-1 size), Initiative +1				
+8	Abilities 4 + Skills 5 (20 ranks) + Feats 18 + Powers 390 + Combat 36 + Saves 13 - Drawbacks 4 = 462				

* See *Better Mousetrap*

** See *Misfits & Menaces: DOOM*

‡ Dynamic

SCAVENGER HUNT

Someone bent on destroying the world rather than conquering it has somehow found antediluvian clues regarding where Armageddon rests and is hot on the trail to recover and awaken the warrior. The player characters learn of this while foiling another one of this villain's plots or some similar means. However they catch wind of the plan, the heroes will now have to likewise unravel the clues to prevent the villain from raising Armageddon from stasis and unleashing the warrior's destruction upon Earth.

THE SLEEPER AWAKES

Long since repaired, Armageddon has rested deep within the planet, merely awaiting something to kick-start him back into activity. Recent nuclear weapons tests in an unfriendly nation have done just this by means of the resulting radioactivity and seismic disturbances. Afraid to appear weak in front of the world's nations, this country refused to acknowledge Armageddon's appearance until it was too late—the country has been entirely savaged in just a few days. Even as Armageddon prepares to move on into the neighboring countries to continue its work, the world must prepare its response and, of course, any hero worthy of the name will be volunteering to do their part even as the death toll continues to rise by the millions.

Aliases:
The Prince of
Nightmares,
Master of Dreams

Threat Level:
Epsilon-D

Age:
Ageless

Height:
6 feet, 8 in.

Weight:
180 lbs

Native Language:
Dreamspeak

Throughout time man has feared the darkness and wondered why it hated him so. Horrors unmentioned, death in hiding, and nightmares in ambush all dwelt within the darkness of night and their living embodiment, the Bogeyman, ruled them all. Born from out of the cosmos' very first dream, the Bogeyman is an eternal entity bent on spreading terror into the minds of sleepers (especially children) from the depthless bounds of his nightmarish dominion in the Dream Dimensions. The Bogeyman is the basis for countless legends across equally countless realities, for it is he who captures the dreams of sleeping mortals and darkly twists them into the worst of a being's fears.

Using his ability to walk between dimensions or by employing his dream sight,

E

the Bogeyman scouts out his targets and invades their dreams, feeding upon their fear to make his ability to manipulate dreams more potent. Able to steal into the thoughts of the sleeping adult or dozing child, the Bogeyman creates nightmares

of the worst kind, bombarding the unlucky chosen with terrible visions beyond anything the human mind could conceive on its own. He is a sadist in the purest sense of the word, but he is also a coward who will flee as soon as events begin to turn against him; he prefers to manipulate and inflict fear and pain rather than be the recipient of either.

Make no mistake, the Bogeyman is a powerful creature to be feared and avoided whenever possible

because even heroes have to sleep at some point. In effect and in name, the Bogeyman is the Master of Dreams and god of nightmares. For this sick, vile being it is not merely enough to live off of the fear of others but he must also revel in it, milking the horror through a careful process of lowering and then heightening the terror until it reaches its nightmarish climax. However, only rarely does the Bogeyman try to scare a person to death in their own dream because to do so would not only rob him of worthy opponents against

which to play his game, but it would also draw unwanted attention to himself and forever deny him the taste of that person's fear.

The Bogeyman likes to toy with his opponents. He will often study a worthy opponent for days, weeks, months or even years (what is time to one such as he?), using the time to learn all of his opponent's fears and weaknesses before creating a suitable nightmare. When combat approaches, the Bogeyman will first try to trick, charm and wile his way out of the situation but, barring that, he remains a formidable op-

ponent not easily killed (or kept dead.)

This entity only rarely leaves his realm to enter the "real" world, but when he does be assured that he has a foul purpose for doing so. Though evil and terrible to the core, the Bogeyman does have a sense of humor, twisted though it may be, as well as a semblance of dark honor. His favorite game is to enter a champion of good's dreams and taunt taunt the dreaming hero with the latter's own doubts and fears, trying to break his vic-



Pleasant dreams, dont let the bed bugs eat you.

The Bogeyman				PL 15	
STR	DEX	CON	INT	WIS	CHA
+8	+6	+4	+7	+6	+9
27	22	18	24	22	28
TOUGH	Skills: Bluff 4 (+13), Concentration 6 (+12), Disguise 4 (+13), Intimidate 6 (+15), Knowledge (behavioral sciences) 2 (+9), Perform (acting) 2 (+11), Perform (oratory) 1 (+10), Sense Motive 3 (+9)				
	Feats: Banter *, Defensive Attack, Distract (Bluff, Intimidate) 2, Dodge Focus 4, Eidetic Memory, Fascinate (Bluff, Intimidate) 2, Favored Environment (the Dream Dimensions/dreams) 10, Fearsome Presence 8, Master Plan				
+4/+14	Powers: Comprehend 1 (Languages) Dream Control 15 (<i>Power Feats:</i> Dimensional, Triggered; <i>Extras:</i> Damaging, Free Action; <i>Flaws:</i> Only while Bogeyman is in a Dream Dimension)				
FORT	Dream Travel 10 (<i>Power Feats:</i> Dimensional, Progression [others he can bring into dreams] 4, Sedation; <i>Extras:</i> Affect Others, Continuous, Free Action; <i>Flaws:</i> Feedback) Emotion Control 9 (<i>induce nightmare</i> ; <i>Power Feats:</i> Dimensional; <i>Flaws:</i> Fear only, Only in dreams and versus those influenced by his Dream Control, Intimidate Check Required*) Enhanced Favored Environment 10 * (own dominion in the Dream Dimensions) ESP 10 (<i>dream sight</i> , visual, 2 PP/rank; <i>Power Feats:</i> Dimensional, Subtle; <i>Flaws:</i> Medium [dreams])				
	+14 Immunity 12 (Aging, life support, need for sleep, starvation and thirst) Protection 10 (<i>Extras:</i> Impervious; <i>Flaws:</i> Only in own nightmare realm) Regeneration 22 (bruised/unconscious/injured/staggered 1 round, disabled/ability 1 minute, resurrection [killed in his own nightmare realm] 1 day; <i>Power Feats:</i> Diehard, Regrowth) Transfer 10 (<i>dream drain</i> , Drain Wisdom 1 PP, Boost Variable Power 1 PP, 2 PP/rank; <i>Power Feats:</i> Slow Fade 4; <i>Extras:</i> Free Action, Ranged; <i>Flaws:</i> Only versus those under the effect of <i>induce nightmare</i>) Sleep 10 (<i>Extras:</i> Sustained; <i>Flaws:</i> Only outside the Dream Dimensions) Super-Movement 2 (Dimensional Movement [all Dream Dimensions] 2) Super-Senses 13 (Darkvision [extended 3], detect dreams [mental; ranged, extended 10]; <i>Power Feats:</i> Dimensional) Super-Strength 2 Variable Power 10 * (<i>dream manipulation</i> , any combination of traits adding up to PP, 8 PP/rank; <i>Flaws:</i> Only in dreams)				
REF					
+16					
WILL	Drawbacks: Vulnerable (intense light; uncommon, moderate) –2, Weakness (being outside the Dream Dimensions; uncommon, major; every hour) –2, Weakness (extremely bright light; very common, moderate) –4				
	Combat: Attack +7, Damage +8 (unarmed), Defense +6 (+10 dodge), Initiative +6				
+16	Abilities 81 + Skills 7 (28 ranks) + Feats 30 + Powers 397 + Combat 26 + Saves 30 – Drawbacks 8 = 563				

* See *Better Mousetrap*

tim's spirit. However, should the Bogeyman be defeated at his own game he will accept the results and leave the triumphant mortal alone (for a while at least.)

Appearance: Appearing as a rake-thin, hunched parody of a man, the Bogeyman is a seeming mix of an abstract and cubist painter's darkest dreams.

Dressed like a cross between a Victorian-era mortician and jester bedecked in black, the Bogeyman has ashen skin, black finger nails and teeth, and eyes that glow a cruel red from above an impossibly pointed nose that is as elongated as his fragile-looking, nimble fingers.

The Bogeyman's Nightmare Realm

The Bogeyman's home is the manifestation of all the universe's sleeping horrors—essentially, it is made from the stuff of every nightmare that has ever happened, meaning it grows more terrifying with the passage of time as more people have bad dreams. Because his dominion is a nightmare given form, all the Bogeyman's powers that would normally be restricted to working only in dreams work just fine in his home dimension (as is the case in most Dream Dimensions.) Aside from the danger represented by the Bogeyman himself, the latter's home reality is inhabited by all manner of terrifying creatures, some of which also dwell in other dimensions, but most of which were given form by nightmares and thus only live within the boundaries of this entity's control.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate the Bogeyman into their game.

AND THE WORLD SCREAMED ...

After conquering a Dream Dimension neighboring his own nightmare realm, the Bogeyman has there uncovered a way to inflict his evil dreams on the entire world all at once by entering everyone's minds and showing them the terrors of his twisted imagination (effectively giving him Duplication on an immense scale, and a massive Area extra to both Dream Travel and Dream Control, allowing him to enter and control the dreams of all the planet's sleepers at the same time.)

As these nightmares continue from one night to the next, violence and accidents will escalate as people will do whatever it takes to stay awake, leading to overdoses of uppers, flaring tempers, and mistakes made people who are always on the verge of falling asleep. Unless something is done quickly (such as going to the Bogeyman's realm and disrupting his control over whatever is allowing him to do this), the world will be driven mad by a lack of sleep and a fear of its own dreams.

NIGHT TERRORS

The Bogeyman has somehow learned one of the heroes' secret identities and has used this knowledge to invade his dreams, working slowly at first to prey upon his fears, but steadily building the terror so that it has begun to affect his waking judgment. The whole while he is doing this, the Bogeyman will hide himself within his creations, never revealing himself to the hero.

As the hero's faith in himself begins to suffer, he will put his companions at risk, possibly even causing one of his friends (or an innocent bystander) to come to harm due to his negligence. People will be slow to believe that a lack of sleep and nightmare-filled nights are responsible, likely losing their trust in him until the Bogeyman switches his plan into full gear, hoping to use the distrust of the hero's friends to drive the latter insane in his sleep.

If the Bogeyman isn't discovered and stopped his victim could be driven over the edge into insanity (possibly even making him change his ways to that of a villain.) Just as importantly, if the heroes don't find a way to protect their friend now that his identity is out, what is to stop the Bogeyman from trying again later?

WALKING SLEEP

This villain has somehow found a way to make people's dreams manifest in the real world as they sleep, causing massive panic, property damage, and harm. Unless the heroes know of someone else who manipulates dreams, the Bogeyman should be their first suspect despite him never having manifested any ability like this before.

An investigation will reveal an ancient artifact—long lost deep within the wastelands of the Dream Dimensions—that could enhance someone's ability to control dreams to the point where the latter would physically manifest in the real world. The heroes will have to travel to the Bogeyman's home dimension and take the artifact away from him in order to return the dreams to the respective minds of the people who dreamed them up, and then find some way to either destroy the item or prevent it from falling into the Bogeyman's hands ever again.



Carrion

PL 10

STR	DEX	CON	INT	WIS	CHA
+5	+3	+5	-1	+1	-1
20	16	20	9	12	8

TOUGH	Skills: Acrobatics 1 (+4), Climb 4 (+9), Handle Animal 2 (+1), Intimidate 8 (+7), Language (English), Notice 4 (+5), Profession (hunter) 6 (+7), Search 2 (+1), Stealth 2 (+5), Survival 4 (+5), Swim 2 (+7)
+5	
FORT	Feats: All-Out Attack, Attack Focus (melee) 5, Attack Specialization (bite), Chokehold, Diehard, Dodge Focus 3, Elusive Target, Endurance 2, Favored Environment (wetland) 4, Fearsome Presence 3, Hide In Plain Sight, Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Master Trap-Maker 4 *, Moment of Weakness (block, grapple) 2 *, Prone Fighting, Rage (2 ranks on duration) 5, Reliable Attack (bite) *, Sneak Attack, Startle, Track, Strongarm *, Uncanny Dodge (auditory, olfactory, visual) 3
+10	
REF	Powers: Impervious Toughness 5 (<i>gator-like skin</i>) ■ Strike 2 (<i>bite</i> ; <i>Power Feats:</i> Improved Critical 2, Mighty) ■ Super-Movement 2 (Sure-Footed 2) ■ Super-Senses 4 (low-light vision [extended 2], scent)
+10	
WILL	Combat: Attack +5 (+10 melee, +12 bite), Damage +5 (unarmed), +7 (18-20, bite), Defense +5 (+8 dodge), Initiative +7
+3	Abilities 25 + Skills 9 (36 ranks) + Feats 47 + Powers 18 + Combat 20 + Saves 14 = 133

* See *Better Mousetrap*

Born to the deep Louisiana bayou, the Fontaine's have long kept to themselves. Inbred for generations, this backwater clan has become the victim of degenerate genes and morals and has long since taken to preying upon other people for food and money by way of kidnapping, robbery, and murder. Although the clan's patriarch is smart enough to largely reign in his family, restricting them to hunting and feasting upon transients and the like, some of his kin have decided the bayou just isn't big enough to suit their debauched desires and have left to experience the world beyond the swamps. Carrion is one such Fontaine.

Son of the clan's patriarch, Gautier grew up quickly into a tough lad, made all the tougher by the scale-like skin condition that covered his body as a result of inbreeding. He honed his fighting and hunting skills by stalking alligators and other swamp creatures long before ever hunting his first man, but he has long since learned that no hunt is quite like stalking another human being.

Not able to find true satisfaction by preying upon the same fare as his kin, Carrion has left the swamp behind to hunt man in his natural environment: the city. While within city limits, he gets about in the sewers, but has no problem stalking the wilds of the surrounding suburbs when the call of the green makes him nostalgic for something a little more like home. For more than a decade Carrion has moved from one city to the next, leaving a trail of half-eaten corpses behind after taking a grisly trophy from each.

Despite not being burdened with an overabundance of brains, Carrion remains a cunning foe who likes to be prepared and knows when to be cautious. He is not easily ambushed or otherwise treated like prey, and likes to have more than one backup plan to fall upon should his prey turn out to be more trouble than initially thought. This doesn't mean he can't be reckless, however, especially when the bloodlust is upon him. Quick to anger and violence, Carrion is an unchecked font of depravity and immoral horror who can never be convinced of his life-style's wrongs.

Appearance: A horrifying sight to behold, Carrion wears worn, filthy jeans and motorcycle boots with only a vest made of his victim's skin about his torso. The rest of him is bare, revealing his scale-like skin. A necklace of human teeth hangs from his neck, and a swath of dark hair rises above his deformed face like a Mohawk that's been tied back into a greasy ponytail. His yellowed teeth have been filed to points so they can bite through bone.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate Carrion into their game.

DOWN ON THE BAYOU

After a killing (and feeding) spree that has stretched across several states, Carrion has kidnapped some young college students (his version

Real Name:
Gautier Fontaine

Aliases:
Gator Gautier

Threat Level:
Beta

Age:
34

Height:
6 feet, 4 in.

Weight: 2
18 lbs

Native Language:
Louisiana Creole

B

of brown bagging it?) and has fled into the bayou. If the heroes don't track the vicious cannibal, risking a confrontation on his home turf, the students will surely end up as lunch.

DINNER WITH THE FAMILY

Following years of being considered the black sheep of the family for leaving the bayou, some of his kin have decided Carrion had the right of it. Fed up with living off limited "livestock" so as not to draw too much attention, these kin have wandered out into the world and are seeking to join up with Carrion. Each will be similarly altered by years of degenerate inbreeding, although Carrion will be the deadliest by far. Still, if this unholy family should manage to get together there's no telling what sort of carnage they would unleash.

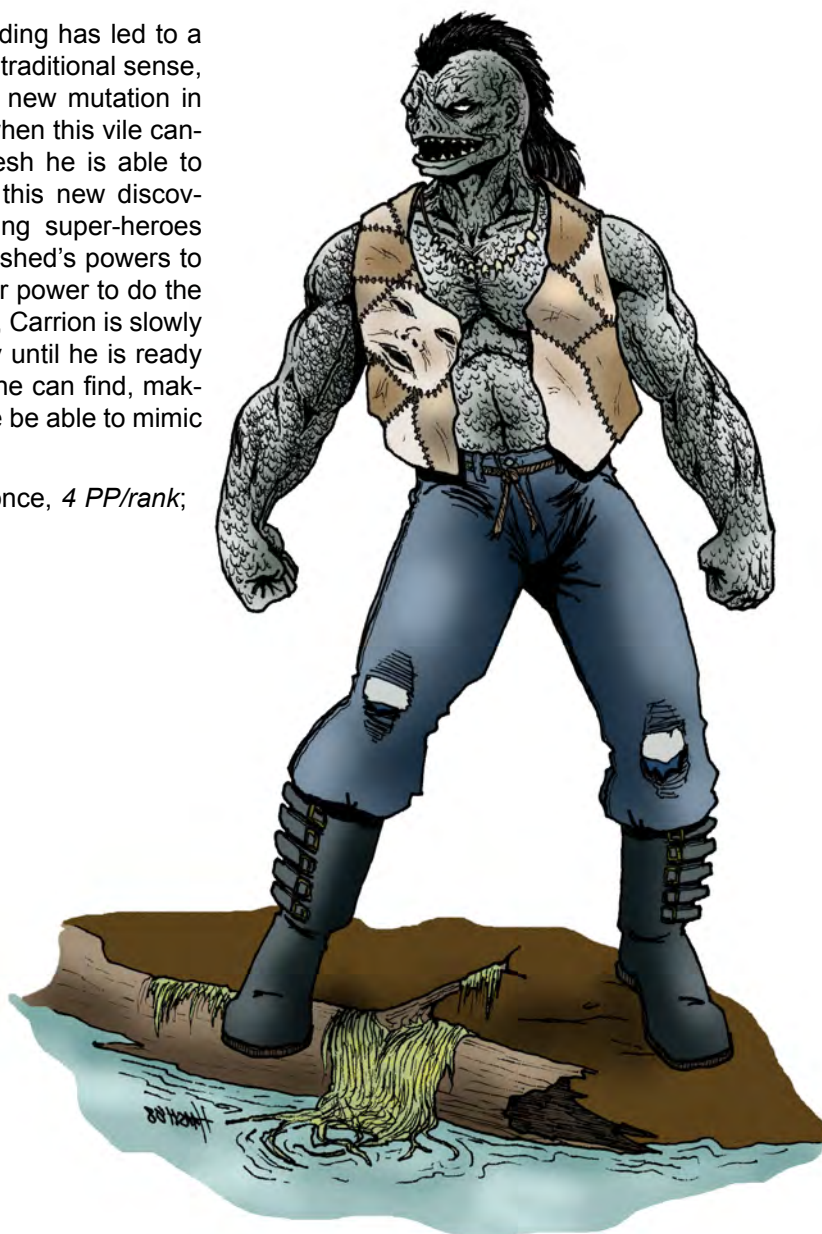
A WELL-BALANCED DIET

Although his heritage of inbreeding has led to a number of natural mutations in the traditional sense, Carrion has recently developed a new mutation in metahuman terms. It seems that when this vile cannibal now eats a metahuman's flesh he is able to absorb their powers. Reveling in this new discovery, Carrion has begun massacring super-heroes and villains alike, using the vanquished's powers to take on someone of slightly greater power to do the same with the latter. In this fashion, Carrion is slowly climbing the metahuman hierarchy until he is ready to take on the most powerful one he can find, making him incredibly deadly should he be able to mimic that being's powers.

Mimic 8 (all a target's powers at once, 4 PP/rank; *Flaws: Feasting, Tainted*); 16 PP

New Flaw: Feasting (Mimic) -1 Modifier)

In order to mimic a target's traits you must consume a significant amount of their flesh. The Gamemaster and/or character concept determines how "significant" is defined, including possibly varying the amount to suit the mimicked traits' potency. It is up to the Gamemaster to decide how long the flesh retains it's ability to impart its power, but a helpful guideline is to decide the powers may only be mimicked while the flesh is fresh.



CTHULHU

An ancient, evil god that came to Earth from distant stars, Cthulhu and others of his kind sleep in a living death, entombed in a dead, prehistoric city submerged under the Pacific Ocean's waters. One day, when the stars are aligned, the city will rise and Cthulhu shall awaken to carry out the task of destroying the world.

Cthulhu has a loyal cult and individual followers devoted to his reawakening. They work rituals to rise up their master's sunken city, at which time they will be at hand to unlock the doors that seal him and his kind in death. Many of these cults are found amongst isolated cultures, including degenerate pockets of deep one hybrids that have mated their flesh with that of Cthulhu's servants.

Although he would be terrifying to face in physical combat, Cthulhu's true strength is found in his magic and his connection to his followers. Even trapped in his living death, this Great Old One uses his magic to send portents and nightmares to followers and unfortunate innocents alike, driving them mad or turning them to his cause.

Appearance: An octopus-like head tops Great Cthulhu's monstrous and towering bulk, the tentacles of which it uses to lash out and grasp victims. Cthulhu's mutable, bloated body is vaguely humanoid, with scales affixed to a skin that has a distinctly rubber-like appearance. The being's thick torso is held aloft upon two thick, trunk-like legs and also sports two long-reaching arms; both the feet and hands are equipped with impressive claws. A pair of thin, demonic wings sprout from its back although they don't seem to actually be necessary for flight. Despite his ability to alter his form, Cthulhu chooses to largely retain this appearance.

Real Name:
Unknown

Aliases:
Great Cthulhu,
Great Old One,
Tulu, Tluhluh

Threat Level:
Omega-E

Age: Unknown

Height:
120 feet

Weight:
500k+ tons

Native Language:
Unknown

Cthulhu and DOOM

If the Gamemaster wants to merge the material of this product with that found in *Misfits & Menaces: DOOM*, Cthulhu and the other Old Ones may be used in place of the Lost Ones worshipped by DOOM. Whether DOOM pursues the goals of many Old Ones or Cthulhu alone is up to the Gamemaster to decide.



Cthulhu				PL 40	
STR	DEX	CON	INT	WIS	CHA
+16	+1	+9	+11	+8	+9
42	12	29	33	27	29
TOUGH	Skills: Climb 21 (+21), Concentration 46 (+54), Craft (chemical) 45 (+56), Knowledge (arcane lore) 45 (+56), Knowledge (earth sciences) 45 (+56), Knowledge (history) 45 (+56), Knowledge (theology and philosophy) 39 (+50), Notice 47 (+55), Search 45 (+56), Swim 38 (+38)				
	Feats: Attack Specialization (tentacle), Environmental Adaptation (water), Favored Environment (water), Fearsome Presence 9, Improved Critical (tentacle), Improved Grab, Improved Initiative, Improved Sunder, Power Attack, Ritualist				
+30	Powers: Comprehend 1 (Languages) Confuse 12 (<i>insanity</i> ; <i>Power Feats:</i> Incurable, Progression [area] 3; <i>Extras:</i> Burst, Continuous [Lasting]; <i>Flaws:</i> Permanent, Touch, Vision-Dependent) Drain Constitution 6 (<i>tentacle grapple</i> , 1 PP/rank; <i>Power Feats:</i> Potent 24 **, Alternate Powers— Drain Strength 6 [<i>Power Feats:</i> Potent 24 **; <i>Flaws:</i> Only with tentacles, Requires Grapple], Drain Wisdom 6 [<i>Power Feats:</i> Potent 24 **; <i>Flaws:</i> Only with tentacles, Requires Grapple]; <i>Flaws:</i> Only with tentacles, Requires Grapple) ESP 9 (<i>remote sensing</i> , all senses, 4 PP/rank; <i>Power Feats:</i> Dimensional, Subtle; <i>Extras:</i> No Conduit, Simultaneous; <i>Flaws:</i> Only within 5 miles of a worshiper, holy site or object, or someone continuously chanting one of the being's names for a long period) Emotion Control 10 (<i>divine aura</i> ; <i>Extras:</i> Burst [50 ft.], Continuous; <i>Flaws:</i> Permanent, Touch, Uncontrolled [reflects Cthulhu's mood and actions])				
FORT	Extra Attacks ** 7 (<i>Power Feats:</i> Combo [tentacles, claws, stomp] 2; <i>Flaws:</i> Declining) Flight 3 Growth 16 (Colossal; <i>Power Feats:</i> Innate; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent) Immunity 44 (life support, aging, cold damage, drain effects, electrical damage, fire damage, mental effects, paralysis, stunning) Immunity 1 (need for sleep; <i>Flaws:</i> Not versus magic)				
	Power Resistance 37 (Magic; <i>Flaws:</i> Spells and similar invoked effects only) Protection 21 Protection 8 (<i>damage reduction</i> ; <i>Extras:</i> Impervious; <i>Flaws:</i> Not versus magic) Protection 7 (<i>fire & sonic resistance</i> ; <i>Power Feats:</i> Innate; <i>Extras:</i> Impervious; <i>Flaws:</i> Only versus fire and sonics) Shapeshift 15 Speed 3 Strike 8 (<i>tentacles</i> ; <i>Power Feats:</i> Extended Reach 2, Mighty) Stun 10 (<i>divine aura</i> ; <i>Extras:</i> Alternate Save [Will], Burst; <i>Flaws:</i> Daze, Limited to those affected by Emotion Control) Super-Senses 18 (auditory [extended 4], darkvision [extended 4], olfactory [extended 4], visual [extended 4]) Super-Strength 10				
+31	Swimming 4 Telepathy 10 (<i>Extras:</i> Move Action) Variable Power 20 * (<i>magic</i> , any combination of traits adding up to PP, 8 PP/rank)				
WILL	Combat: Attack +56 (-8 size), Damage +16 (unarmed), +24 (19-20; tentacle), Defense +37 (-8 size), Initiative +5				
	Abilities 64 + Skills 104 (416 ranks) + Feats 18 + Powers 690 + Combat 218 + Saves 90 = 1184				

* See *Better Mousetrap*

** See *Misfits & Menaces: DOOM*

DEEP ONES (PL 4 / MINION RANK 4)

Deep Ones			PL 4 /Minion Rank4		
STR	DEX	CON	INT	WIS	CHA
19 [+4]	15 [+2]	14 [+2]	11 [+0]	10 [+]	6 [-2]
SAVES	TOUGH +3		FORT +2		WILL +3
Skills: Climb 6 (+10), Language (deep one), Notice 7 (+7), Stealth 5 (+7), Swim 1 (+5)					
Feats: Equipment 2, Favored Environment (water), Tough **					
Powers: Enhanced Notice 1 * (<i>Power Feats:</i> Critical Skill; <i>Flaws:</i> Only in water) Enhanced Stealth 1 * (<i>Power Feats:</i> Critical Skill; <i>Flaws:</i> Only in water) Extra Attacks 1 ** (<i>Power Feats:</i> Combo [melee weapon, unarmed]) Immunity 2 (aging, breathe underwater) Super-Senses 1 (low-light vision) Swimming 1					
Equipment: May be armed with crude melee weapons					
Drawbacks: Sluggish (20 ft.) –1 **					
Combat: Attack +5, Damage +4 (unarmed), Defense +5, Initiative +2					
Abilities 15 + Skills 5 (20 ranks) + Feats 4 + Powers 14 + Combat 20 + Saves 3 – Drawbacks 1 = 60					

* See *Better Mousetrap*

** See *Misfits & Menaces: DOOM*

DEEP ONES

A cross between man and amphibian, deep ones are an alien race that worship Cthulhu and dwell in submerged, ancient cities in salt water bodies. They are cruel, hateful creatures filled with the arrogance of their supposed superiority and agelessness.

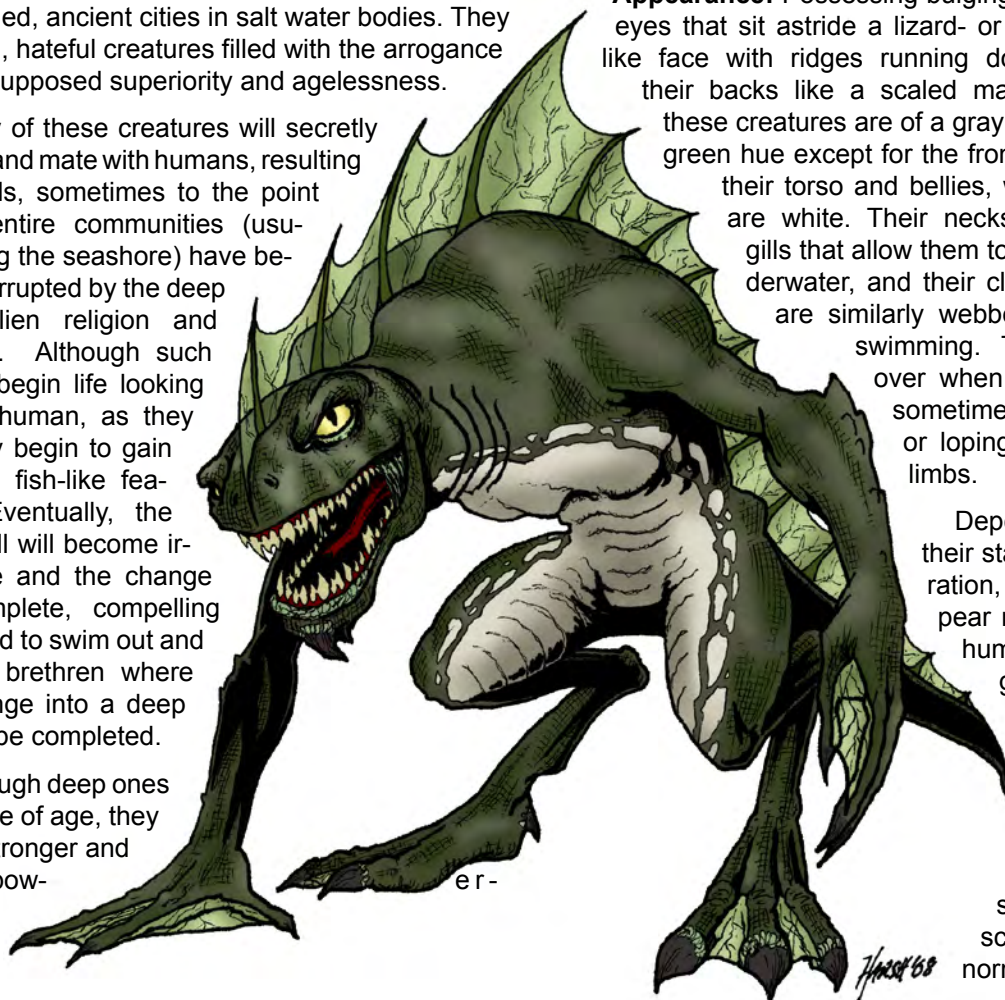
Many of these creatures will secretly interact and mate with humans, resulting in hybrids, sometimes to the point where entire communities (usually along the seashore) have become corrupted by the deep ones' alien religion and genetics. Although such hybrids begin life looking entirely human, as they age they begin to gain distinctly fish-like features. Eventually, the sea's call will become irresistible and the change will complete, compelling the hybrid to swim out and join his brethren where the change into a deep one will be completed.

Although deep ones do not die of age, they do get stronger and more powerful, although this

process slows as the years draw on. Aside from greater strength and the like, an aging deep one will slowly get bigger and their abilities more potent.

Appearance: Possessing bulging, dark, eyes that sit astride a lizard- or fish-like face with ridges running down their backs like a scaled mane, these creatures are of a grayish-green hue except for the front of their torso and bellies, which are white. Their necks possess gills that allow them to breathe underwater, and their clawed hands are similarly webbed to aid in swimming. They hunch over when they move, sometimes hopping or loping on all four limbs.

Depending on their stage of maturation, hybrids appear more or less human, slowly gaining fish-like qualities such as bulging eyes, odd hic-cups in their speech, and scale-like abnormalities on



Threat Level:
Alpha-T

Age:
Varies, but are im-
mortal

Height:
Varies

Weight:
Varies

Native Language:
Varies

their skin. The closer the hybrid is to the time of changing into a deep one, the more pronounced these mutations will become.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate Cthulhu into their game.

A NICE, QUIET TOWN ...

For whatever reason, the heroes are traveling (likely in their secret identities) and a terrible storm washes out all local roads and bridges, forcing the characters to seek shelter for a few days in a small sea-side town. At first the heroes will merely feel they are getting the cold shoulder from locals because the obviously tight-knit, isolated town isn't used to strangers, but eventually strange and cryptic events should lead the characters to believe something else is afoot.

Following some unusual encounters with oddly featured locals, it should become fairly obvious that something sinister is at work in the town and the heroes will likely want to find out what it is and save any innocents. Unfortunately, there are no innocents in the town, for the entire community belongs to a cult of Cthulhu and for generations has been mixing its blood with that of a deep one city submerged off the coast. As the heroes learn increasingly more about the cult, the locals will begin taking steps to deal with the situation, including calling upon their deep one relations (perhaps even a powerful shaman) for extra muscle.

FAMILY TIES

One of the player characters (or someone close to them) begins to go through subtle physical changes that can only be described as "fish-like." They will also find themselves spending lots of time by the sea, just staring out at the water for reasons even they can't explain. It will not take long to put the clues together to realize something is desperately wrong, especially if the heroes have previous experiences with the deep ones. Some investigation and research (especially amongst occultists and their ilk) will reveal that the unfortunate person is not entirely human, and that some kind of alien DNA is forcing the changes and will soon lead to an unavoidable, permanent mutation if the characters don't find some way to arrest it before it runs its course.

As the heroes quest for a way to prevent the change and return their friend to normal, unknown "family" will begin to make an appearance and promise to take the character "home" with them. The fact that these people have similarly altered features will leave no doubt there is some kind of connection, but the heroes should be reluctant to turn their friend over, even if the change has progressed to the point where the friend will want to go willingly. Should the player characters choose to stand in the way of their friend's newly discovered kin, it is only a matter of time before things get violent and some deep ones may be called in.

TO WAKE A DREAMING GOD

A group of powerful servants of evil (possibly DOOM, from *Misfits & Menaces: DOOM*) have contrived a ritual that will expedite the awakening of Great Cthulhu by causing a cosmic shift that will align the stars in the ordained fashion necessary to raise up their god's dead city. This event will be foreshadowed by an increased level of mystical activity around the world, along with unusual and dangerous shifts in weather patterns that cause everything from volcanic eruptions to tsunamis as the cosmos realigns to this magic spell's design. It shouldn't be difficult for any magically-inclined player characters to realize that something arcane is causing both conditions and needs to be dealt with.

When the enormity of the situation is revealed, it will become obvious that someone is causing these cosmic changes for a reason, and further research will reveal a connection to a god who sleeps the sleep of a living death (if they don't already know Cthulhu by name), as well as the consequences of his reawakening. It should be abundantly clear to the heroes what is at stake if the source of this terrible magic is not found and stopped in time, no simple feat considering the cult of Cthulhu's entirety—deep ones, humans, and who knows what else—will be working to prevent such interference.

Born in Transylvania in 1431, Vlad Drăculea was raised as a hostage to the Ottoman Empire where he was severely mistreated and tortured, leading to resentment against both his father and his captors. He would largely live under various states of exile until 1456, at which point he led an army of Hungarians into his native Wallachia to seize the crown.

Vlad's rule was one of violence against his enemies, especially the Ottomans. He earned his moniker, "the Impaler," because he would stake out his opponents, including twenty thousand Turks during the Ottoman invasion of 1462. He was also a master torturer, having learned much of the art during his imprisonment as a youth.

Fatally wounded in battle against the Ottomans near Bucharest in 1476, Vlad's dark soul cried out into the cosmic void and there its call was heard by an incomprehensible power of deepest evil. Perhaps seeing an opportunity or merely looking for a way to amuse itself, this power infused Vlad with some of its dark essence, transforming the warrior prince into one of the undead.

Vlad has wandered the world since his transformation, first traversing Europe and then North America during colonization, he has continued to seek a way to restore his earthly power by creating a power base of undead that will one day allow him to forge a new kingdom of darkness and death. So far his efforts in this regard have been hampered by a need to remain largely out of sight, and thus out of mind, of the general populace, and by the efforts of a series of dedicated "monster hunters" that continue to unravel the Impaler's plans.

Many powers associated with vampires (and Dracula in particular) are nothing more than the embellishments of mortal imaginations and Hollywood box office pursuits. For instance, Dracula cannot change into a bat or wolf, and he is able to cross running water and casts a reflection. The misinformation of the modern era also means many will mistake him for a pushover in a fight, for-

getting that Dracula was a great warrior prince who honed his mind, reflexes and ruthlessness in battle hundreds of years ago.

Shifting to the newer battlefields of today, Dracula has recently assumed the name "Vladimir Drac" and is operating under the guise of a reclusive businessman who utilizes extremely cut-throat (sometimes literally) tactics to get things done. He uses the influence and money of this guise to curry favor that he eventually plans to call upon to carve out his new empire.

Appearance: A dapper man of no great height, but still striking an impressive figure due to his refined, strong frame and aura of charm, as Vladimir Drac Dracula wears only the best, most expensive suits and always looks the role of the consummate gentleman. His shoulder length, wavy hair is often pulled back in a short ponytail, and his distinguished, long moustache is groomed with equal care. He carries himself with assured authority and wields a silver-headed walking cane containing a concealed sword.

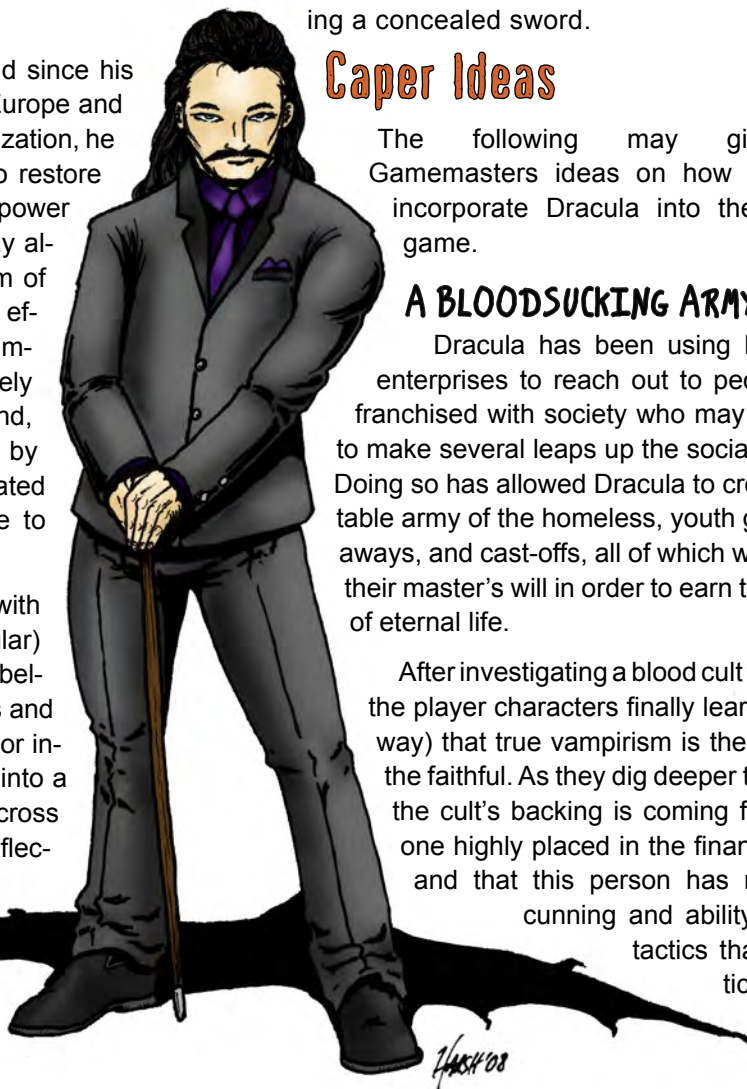
Caper Ideas

The following may give Gamemasters ideas on how to incorporate Dracula into their game.

A BLOODSUCKING ARMY

Dracula has been using his various enterprises to reach out to people disenfranchised with society who may be looking to make several leaps up the social hierarchy. Doing so has allowed Dracula to create a veritable army of the homeless, youth gangs, run-aways, and cast-offs, all of which will act upon their master's will in order to earn the promise of eternal life.

After investigating a blood cult for months, the player characters finally learn (the hard way) that true vampirism is the reward for the faithful. As they dig deeper they realize the cult's backing is coming from someone highly placed in the financial district and that this person has remarkable cunning and ability to devise tactics that both anticipate and counter his en-



Real Name:
Vlad III Drăculea,
Prince of
Wallachia

Aliases:
Vlad the Impaler,
Vlad Tepes,
the Dark Lord,
Vladimir Drac

Threat Level:
Delta-A

Age:
577

Height:
5 feet, 9 in.

Weight:
187 lbs

Native Language:
Romanian



In my days of power, I'd have your body thrust upon a pike for all to learn from your foolishness. But in these modern days, I think I'll just tear off your head and gorge upon your life's blood instead.

Dracula				PL 11	
STR	DEX	CON	INT	WIS	CHA
+8	+6	—	+2	+4	+4
26	22	—	15	18	18
TOUGH	Skills: Acrobatics 2 (+8), Bluff 10 (+14), Concentration 4 (+8), Diplomacy 6 (+10), Gather Information 6 (+10), Intimidate 12 (+16), Knowledge (arcane lore) 6 (+8), Knowledge (civics) 6 (+8), Knowledge (tactics) 6 (+8), Language (English, French, German, Hungarian, Spanish), Notice 10 (+14), Perform (dance) 3 (+7), Search 6 (+8), Sense Motive 10 (+14), Stealth 10 (+16), Survival 2 (+6)				
+10	Feats: Animal Empathy, Assessment, Attractive, Benefit (wealth) 5, Commander *, Connected (business, government) 2*, Contacts (business, government) 2*, Equipment 2, Fascinate (Bluff, Diplomacy) 2, Fearless, Fearsome Presence 6, Improved Grapple, Improved Pin, Improved Sunder, Minions (various; fanatical) 10, Power Attack, Ritualist, Sneak Attack, Startle, Torturer 2 *, Track, Weapon Break				
FORT	Powers: Animal Control 8 (<i>Extras:</i> Burst; <i>Flaws:</i> Limited to bats, rats, and wolves) ■ Drain Constitution 2 (<i>blood drain, 1 PP/rank</i>) ■ Emotion Control 9 (<i>psychic seduction; Power Feats:</i> Subtle; <i>Flaws:</i> Limited to love, Limited to women, Diplomacy Check Required) ■ Immunity 30 (Fortitude effects) ■ Insubstantial 2 (gaseous) ■ Leaping 3 ■ Mind Control 8 (<i>psychic seduction; Power Feats:</i> Mental Link; <i>Extras:</i> Conscious, Sensory Link; <i>Flaws:</i> 4 ranks of this power requires the target be influenced by Emotion Control first) ■ Protection 10 (<i>Extras:</i> Impervious; <i>Flaws:</i> Not against blessed, silver, or magical weapons) ■ Regeneration 23 (Bruised/unconscious/injured/staggered 1 round, disabled/ability 5 minutes, resurrection 20 minutes [not when staked or beheaded]; <i>Flaws:</i> Source [blood]) ■ Super-Movement 1 (wall-crawling) ■ Telepathy 6 (<i>Extras:</i> Move Action)				
—					
REF					
+9	Equipment: Silver sword cane				
WILL	Drawbacks: Weakness (dependence on blood, common, minor) –2, Weakness (holy symbols, dazed for one round by losing an opposed Charisma check, common, moderate) –3, Weakness (sunlight, minor, per round, destroyed after 10 rounds) –8				
+9	Combat: Attack +11, Damage +8 (unarmed), +11 (19-20, silver sword cane), Defense +10, Initiative +6				
	Abilities 39 + Skills 26 (104 ranks) + Feats 55 + Powers 136 + Combat 42 + Saves 8 – Drawbacks 13 = 293				

* See *Better Mousetrap*

emies with great craftiness, all the while keeping this puppet master in the shadows. Should the heroes dig too deep before Dracula is ready to move and bring his growing army out on to the world stage, the player characters will become the target of all the vampire lord's resources so that Dracula may assure his secrecy until he is ready to become known on his own terms.

RECLAIMING THE HOMELAND

Having been away from his homeland for far too long, Dracula has decided to walk down a path that first saw him attain power during his mortal days: he will move to reclaim his lost throne in Wallachia. Dracula will first try to regain control over his homeland through financial and political manipulation but, failing that, the old warrior in him will rear its head,

possibly tying into the previous "A Bloodsucking Army" caper idea.

If he opts to move against Wallachia (and likely all of Romania) with force, Dracula will use human mercenaries to form the core of his army, with meta-humans acting as his strike force. He will, of course, also deploy his vampire offspring to conduct acts of sabotage and assassination, driving fear into his enemies until he is victorious.

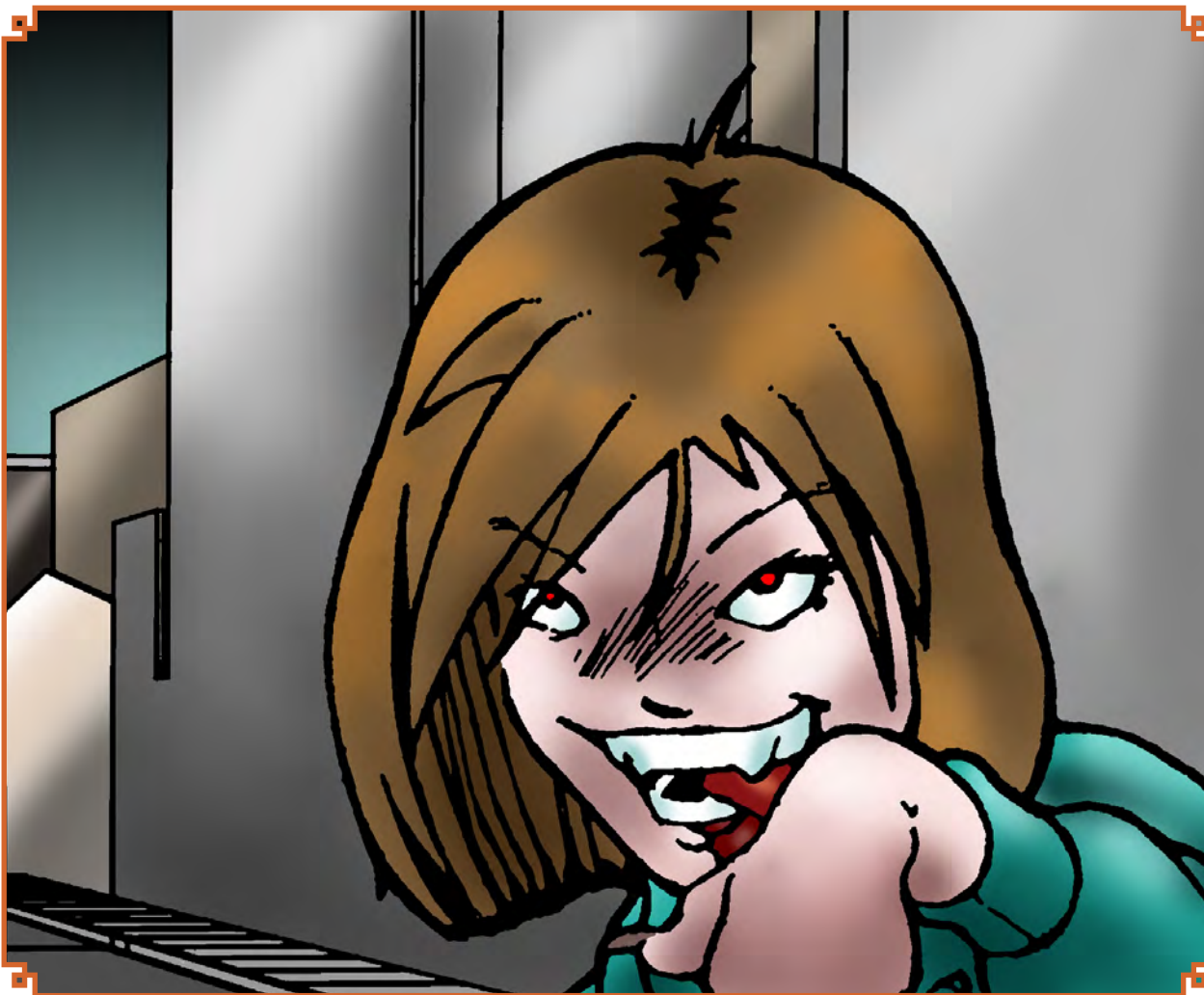
LOVE IN THE NIGHT

Although the legends and fiction have greatly exaggerated his amorous longings, Dracula does indeed seek out female companionship and hopes to one day find someone capable of replacing his mortal wife, now long dead. Over the centuries this has lead to countless women being beguiled and

transformed into the undead, and now it seems the vampire lord's quest for immortal love is going to become very personal for the player characters.

A female player character or a female non-player character important to the heroes has recently come to Dracula's attention and, under the guise of wealthy industrialist Vladamir Drac, he has taken the first steps to begin courting her. At first Dracula's overtures of romance will be disguised behind a veil of concern for something important to his prey, such as a charity near and dear to his target's heart, and from there he will begin to express his growing feelings for the woman as he works his vampiric charm upon her. This process should be drawn out over many game sessions so as to appear to be just another sub-plot of character development, with the Gamemaster using all his subtle tricks to bring things along (perhaps even bringing the prey's player in on things to make it more genuine.)

As Dracula's hold upon the character increases, the other heroes will quickly realize that something is wrong and the growing relationship between their friend and the wealthy businessman is more than what it appears. Should the heroes decide to investigate, they will almost certainly come across some of Dracula's other seedy ventures, possibly not revealing Vladamir Drac's true nature but at the very least uncovering things they shouldn't. Will the heroes be able to rescue their friend from Dracula's clutches before she joins the ranks of the undead or will they be too late, leaving them nothing else to do but avenge her?



Real Name:

Samuel Rabone

Aliases:

Sammy the Snitch

Threat Level:

Gamma-A

Age:

96

Height:

None

Weight:

None

Native Language:

English

A former Mafia foot soldier during Las Vegas' heyday, Samuel was left out in the desert and buried alive after turning over information to the FBI. Unknown to the toughs that buried him, Sam's grave was dug in a lost Paiute Native American burial ground and its spirits did not welcome the intruder. After he died of asphyxiation, Samuel's body rotted rapidly due to the spirits' anger while his own spirit was cast out to wander the Earth.

At first, Sam's spirit could do nothing but travel about as a bodiless ghost, but eventually he learned he could temporarily possess the bodies of the deceased (and, as he later learned, the undead), so long as there remained enough of the corpse to move. This process caused the host body to rot to nothing at a much faster rate, however, destroying it within a day and forcing Sam's spirit to wander again. Using this ability (and knowing nothing else), Sam returned to a life of crime as the disembodied villain, Graveside.

T While alive, Graveside was a cruel, selfish, and petty man and being robbed of life and body has not improved his personality. Now only able to experience the world through the dulled, decaying nerves of the dead, Graveside craves sensation like a starving man craves food—it has driven him to new heights of depravity and desperate sociopathic behaviors, making him entirely unpredictable.

See the M&M Superlink core-book for zombie and skeleton game statistics for information on simple corpses Graveside can animate, remembering that the spirit will increase the Strength of any corpse he inhabits.

Appearance: While occupying a corpse, Graveside takes on the appearance of that person's dead body, which will begin to rot at a clearly visible, accelerated rate. While floating free as a spirit, Graveside appears much as he did in life: a slightly overweight Italian man on the short side of middle-age, wearing a cheap suit.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate Graveside into their game.

POLITICS ARE DEAD

Unknown to anyone, Graveside has been hired to discredit an up-and-coming politician with great ideas for healthy reform before an important campaign. To do so, the villain has arranged for someone close to the politician to be killed immediately before a key event that can make or break the politician's campaign. Graveside will then possess this person's corpse and use it to discredit the politician on live television before the accelerated decomposition reveals the truth of what's going on. However the heroes manage to catch wind of this, they'll have to uncover who has been killed and possessed so they may stop Graveside before irreparable damage is done to the politician's career and his cause stalled.

THE PERFECT CORPSE

Graveside is constantly frustrated by his inability to retain a corpse beyond a day because its mortal flesh rapidly deteriorates and rots away. However, Graveside recently had an epiphany after seeing the televised funeral of an ageless, otherwise-immortal super-hero of great renown who was slain in battle. This hero was known all over the world and respected for both his great power and impeccable ethics, but it's only the former that interests Graveside.

Sneaking into the gravesite, this villain possesses the corpse and learns, as he expected, its flesh doesn't age in death any more than it did in life. Now wearing a body that won't succumb to the accelerated rot brought on by his possessing of it, Graveside has acquired the deceased hero's great powers and now plans to make the world suffer for his great displeasure unless he can somehow be stopped and the fallen hero's corpse destroyed (not the ideal situation) or returned to its rest and protected against future possessions.



Of all the things I've ever stolen, bodies are the most fun.

Graveside				PL 5	
STR	DEX	CON	INT	WIS	CHA
—	+2	—	+0	+2	+1
—	14	—	11	14	13
TOUGH	Skills: Bluff 4 (+5), Drive 1 (+3), Gather Information 3 (+4), Intimidate 2 (+3), Knowledge (street-wise) 2 (+2), Language (Italian), Notice 3 (+5)				
+0	Feats: Fearsome Presence 4, Improved Grab, Improved Grapple				
FORT	Powers: Boost Strength 10 (<i>empower corpse</i> , 1 PP/rank; <i>Power Feats:</i> Slow Fade 6; <i>Extras:</i> Alternate Save [Will], Total Fade; <i>Flaws:</i> Personal, Only while possessing the dead/undead) Immunity 30 (Fortitude effects) Insubstantial 4 (<i>spirit form</i> ; <i>Power Feats:</i> Innate; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent) Possession 5 (<i>occupy corpse</i> , affected by silver; <i>Extras:</i> Dispossession *; <i>Flaws:</i> May only possess the dead/undead) Super-Senses 12 (Detect the dead [free action, ranged, extended 3], Detect the undead [free action, ranged, extended 3])				
REF	Drawbacks: Power Loss (body rapidly rots and falls apart in 1 day; minor, common) –2				
WILL	Combat: Attack +5, Damage by host's attacks, Defense +4, Initiative +2				
+12	Abilities 2 + Skills 4 (16 ranks) + Feats 6 + Powers 89 + Combat 18 + Saves 16 – Drawbacks 2 = 133				

* See *Misfits & Menaces: DOOM*

INDIAN UPRISING

Rumors are circulating on the street that Graveside is in town and up to something big and depraved. A few nights after these rumors come to the heroes' ears, they'll begin hearing reports of spirits of Native Americans being spotted around town, floating about as though searching for something; it's only a matter of time before the heroes encounter one of these spirits face-to-face.

As the days pass, the rumors begin to speak of Graveside getting closer to his goal, and at the same time the wandering spirits begin to take more notice of the mortals around them, their agitation

with the living growing. And then it happens. The spirits all disappear for a time, seeming to end the odd horror that's been haunting the city for nearly a week, but it is just the calm before the storm. Suddenly the dead begin rising from their graves en masse, attacking the living, while unleashing blood-curdling war cries and shouting in the local Native tongue. Although Graveside has not yet made an appearance, the similarities and coincidences are too great to ignore, meaning the heroes will have to find the disembodied villain to put an end to the violent corpses' rampaging.

Real Name:
Varies

Aliases:
None

Threat Level:
Gamma-T

Age:
Varies

Height:
5 feet 5 inches
or so

Weight:
170 lbs or so

Native Language:
Unique language
of grunts and
similar sounds

Despite their relative lack of social graces and refinement, prehistoric man did have several rules it followed, one of which being a taboo against eating the flesh of other men. A particular tribe in what would later become northern Europe would have none of that, however, and plagued its neighbors by hunting and feasting upon them rather than beasts alone. Eventually the other tribes gathered in unprecedented cooperation and drove their cannibalistic foe, the grendel, to ground (literally.)

Forced to live in caves, away from the sun, lest the other tribes turn on them again and exterminate them fully, the grendel's cannibalism became their sole means of sustaining themselves and their evolution degenerated rather than accelerated, as was the case with their kin living above ground. This subterranean tribe grew more feral and violent, carving out warrens and abattoirs that spread beneath the feet of their prey, eventually circling the world and allowing them to become the source of many legends, crossing countless cultures, regarding evil creatures living underground.

Today's grendel live in sprawling, primitive cities carved from the living rock, ruled by matriarchal priestess, and swallowed by darkness deep in the Earth. Their tunnels connect with subways and sewers the world over, allowing them to prey upon mankind by dragging the unaware into their domain to be fed upon. Many a missing person (especially among society's marginalized, such as the homeless) has disappeared into the belly of one of these devolved cannibals.

Appearance: Stunted and yet wide and brawny from their time living underground, a grendel's body is covered by shaggy hair along the back, arms and legs, with a course mane running down from their head. Their saucer-like eyes bulbously protrude from their face in order to catch more light and their ears have evolved to become more prominent and tapered in order to make better sense of echoing sound in their tunnels. Each fingernail has hardened and tapered into a sharp talon that can cut through rock almost as easily as it does flesh.

Caper Ideas

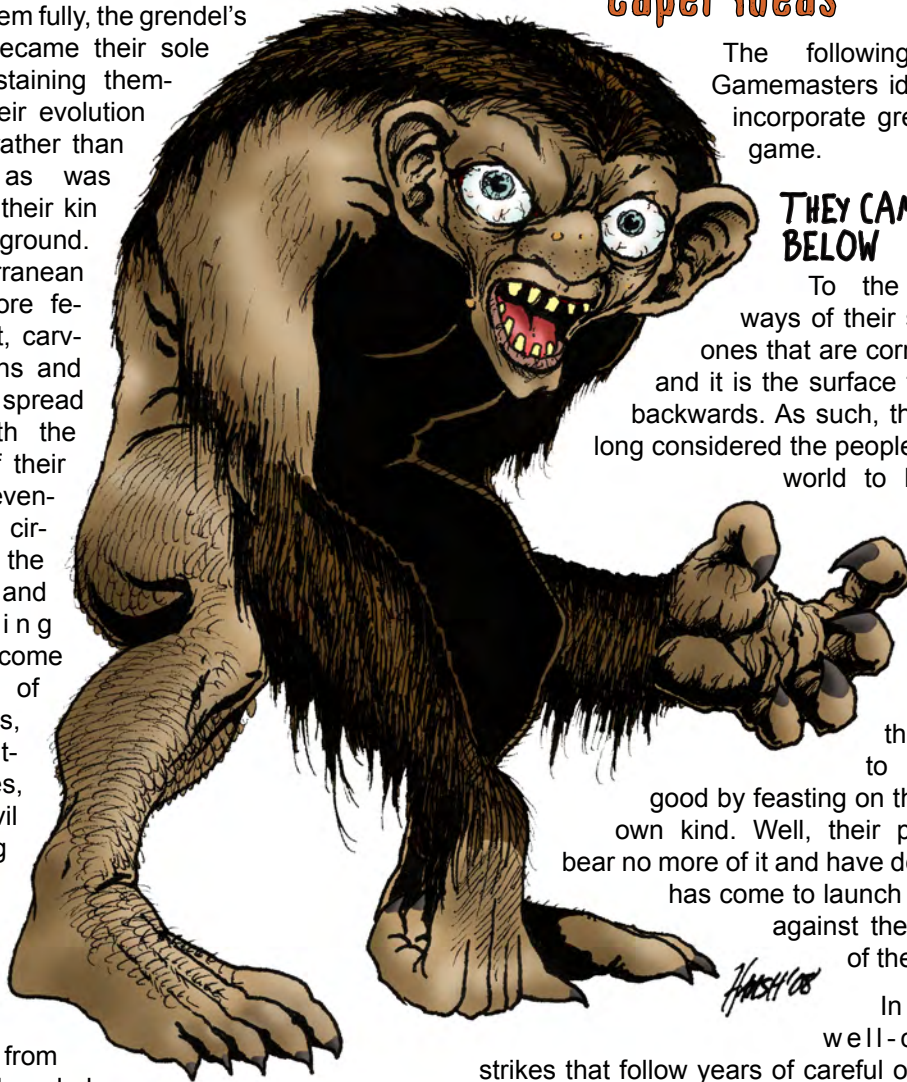
The following may give Gamemasters ideas on how to incorporate grendel into their game.

THEY CAME FROM BELOW

To the grendel, the ways of their society are the ones that are correct and proper and it is the surface that has things backwards. As such, their culture has long considered the people of the surface world to be heretics of the worst sort, toiling away under the hateful sun and refusing to return the strength of their people back to the common good by feasting on the flesh of their own kind. Well, their priestesses will bear no more of it and have decided the time has come to launch a holy crusade against the godless ways of the surface.

In surprisingly well-coordinated strikes that follow years of careful observation and slow, tireless and cautious work, the grendel strike around the world by collapsing tunnels under strategic targets. In a single night military bases, resource hubs, and government buildings crumble almost simultaneously, killing thousands and creating a state of confusion that allows the grendel to surface and strike from the darkness with nigh-impunity.

With their ability to strike back severely hampered, the government calls upon heroes like the player characters to staunch the tide of grendels from below before more people are killed or dragged



Bones pop for yummy flesh! Suck the marrow!

THE GRENDL (PL 7 / MINION RANK 7)

The Grendel				PL 7 / Minion Rank 7	
STR	DEX	CON	INT	WIS	CHA
+4	+3	+5	-2	+1	-2
18	16	20	6	12	7
TOUGH	Skills: Acrobatics 4 (+7), Climb 8 (+12), Escape Artist 1 (+4), Language (select one), Notice 5 (+6), Stealth 3 (+6), Survival 4 (+5), Select one of Craft (mechanical) or Profession (any primitive) at 2 ranks				
+5	Feats: Acrobatic Bluff, Attack Focus (melee) 4, Blind-Fighting, Dodge Focus 2, Favored Environment (underground/tunnels) 4, Fearsome Presence 4, Muscle Up *, Prone Fighting, Sneak Attack 2, Track				
FORT	Powers: Leaping 2 ■ Strike 3 (talons; <i>Power Feats:</i> Improved Critical 2, Mighty; <i>Extras:</i> Penetrating) ■ Super-Movement 4 (Sure-Footed 2, Wall-Crawling 2) ■ Super-Senses 9 (blindsight [auditory], low-light vision [extended 2], scent, ultra-hearing) ■ Super-Strength 2				
+10	Equipment: Primitive tools and weapons are possible, but they prefer using their teeth and talons in a fight				
REF	Drawbacks: Incompetent (Intelligence skills) -2 *, Slow Learner (Intelligence-based skills; uncommon, minor) -1 *, Vulnerable (sonics; uncommon, minor) -1, Weakness (bright light, all checks; common, moderate) -3, Weakness (loud noise, all checks; common, moderate) -3				
WILL	Combat: Attack +3 (+7 melee), Damage +7 (19-20, talons), Defense +4 (+6 dodge), Initiative +3				
+3	Abilities 19 + Skills 7 (28 ranks) + Feats 21 + Powers 32 + Combat 14 + Saves 12 – Drawbacks 10 = 95				

* See *Better Mousetrap*

off into the warrens to be used as breeding stock or eaten later. Until the military and police can rally (and dig out their weapons from under the rubble), it's up to the world's metahuman heroes to stave off this invasion from beneath the earth.

THE HARVEST

A plague or similar disaster has recently cut through the grendel, killing off most of their "live-stock" and ravaging their own population. In order to remedy the situation before it proves even more disastrous to their society, these cannibals have taken to raiding the surface for food and breeding stock in unprecedented numbers and with little of their usual care to go unnoticed.

At first the homeless and the like are the first to disappear in great numbers, and the surface societies are slow to respond because of the usual lack of concern shown for their cast-off citizens. But when people start disappearing from subways, dark streets

and the like, and eye-witness reports start coming in regarding the abductors' nature, investigations get under full swing. As heroes, the player characters will almost certainly want to look into the stories of "scary ape men" rushing out of the darkness to grab and run off with people.

WRECK THE DANCEHALL

Much as was the case in the fabled tale, Beowulf, the grendel living under the heroes' city can no longer stand the pounding bass and ear-damaging volume of the urban club district. Driven mad by the noise, the grendel are tearing through club after club, slaughtering and feasting on people with abandon, causing as much property damage as possible with the hope of killing the sounds that cause them so much pain. Not only will the immediate problem need to be dealt with and the grendel's rampage stopped, but the long-term concern of a community of the creatures living beneath the city must also be addressed.

Real Name:
Reichart Hümme

Aliases:
The Headless
Horseman of
Sleepy Hollow, the
Gallop

Threat Level:
Gamma-A

Age:
262

Height:
5 feet, 8 in. (head-
less)

Weight:
191 lbs

Native Language:
German

A Hessian hussar paid by the British to fight the rebels of the American Civil War, Reichart Hümme was an especially brutal warrior who made a reputation amongst his enemies for taking the heads of his slain opponents as a means to spread terror amongst the revolutionaries. Ironically, he was slain at the battle of Chatterton Hill in 1776 when an American cannonball skipped across the field and decapitated him while still mounted upon his massive black charger.

Since his death, Hümme's headless spirit has haunted the back roads of northern New York state, riding upon the back of his ghostly steed in search of heads to take as vengeance for losing his own on foreign soil and, it is told, as a means to collect souls to pay the Devil so that his spirit may one day find its proper rest. Nearly a century after his death, a minister of a small village of Dutch ancestry in upstate New York attempted a forbidden exorcism ritual to clear the roads of the spirit's horror. Unfortunately, the priest was slain by the Horseman before the ceremony could be completed, instead freeing the spirit from whatever shackled it to the region, allowing it to roam free to spread its terror far and wide at will.

Since the confining boundaries of his haunting have been removed, the Horseman has spread his terror far and wide and has become much feared in occult circles, although the general public continues to think of him as nothing more than a bit of American fiction or folklore. Many an occult hero has taken the Horseman on, but no matter how many times they think him destroyed he always returns, leading such mystics to believe there is something binding the spirit to the mortal realm and that this anchor must first be found and destroyed if the spirit is to be forever vanquished. At least the Horseman remains limited by his weakness during certain hours of the day, during which time he and his steed will usually return to Hell and wait until midnight for safety's sake.

The silent Horseman has only grown more violent and bitter since his death, and he takes it out on his victims. As he did in life, the Horseman enjoys toying with his victims before the slaughter, running and chasing them down atop his horse before the kill.

Appearance: Bedecked in his hussar uniform and a great, gray coat, this headless figure carries his own head in a blood-dripping, canvas bag hung from his saddle's pommel. He wields his favored saber, which he uses to behead opponents as the coupe de grace, as well as a black powder cavalry carbine holstered to his saddle and twin pistols buckled across his chest. (If stolen, these items will return to him automatically the next time day, no matter where he is.) Despite being spirits, both Hümme and his demon steed are entirely solid while walking the Earth.



The Horseman

PL 9

STR	DEX	CON	INT	WIS	CHA
+5	+4	—	+1	+2	-1
20	18	—	12	14	8

TOUGH	Skills: Acrobatics 2 (+6), Handle Animal 4 (+3), Intimidate 8 (+7), Knowledge (tactics) 2 (+3), Language (English, French), Profession (soldier) 6 (+8), Ride 6 (+10), Stealth 2 (+6)
+8	Feats: Ambidexterity, Attack Specialization (sword) 2, Blind-Fight, Fearless, Fearsome Presence 6, Improved Block, Improved Disarm, Improved Initiative, Improved Sunder, Instant Up, Move-By Action, Quick Draw, Sidekick (demon steed) 36, Trademark (ride-by decapitation) 4 *, Weapon Break
FORT	Powers: Blast 5 (carbine; <i>Power Feats:</i> Knockback 2 *; <i>Extras:</i> Penetrating; <i>Flaws:</i> Reload [1 round, self-reload, 1 use; -2] *; Five range increments) ■ Blast 6 (pistol; <i>Power Feats:</i> Knockback *; <i>Flaws:</i> Reload [1 round, self-reload, 1 use; -2] *; Five 5-ft. range increments) ■ Enhanced Notice 2 * (<i>Extras:</i> Take 10) ■ Immunity 30 (Fortitude effects) ■ Protection 8 (<i>Extras:</i> Impervious) ■ Regeneration 18 (bruised/unconscious 1 round, injured/staggered 1 minute, disabled/ability 5 minutes, resurrection [not if grave destroyed] 1 day; <i>Power Feats:</i> Diehard, Regrowth) ■ Super-Movement 1 (Dimensional Travel [Hell]) ■ Super-Senses 5 (radar [acute]) ■ Strike 4 (saber; <i>Power Feats:</i> Improved Critical 2, Mighty; <i>Extras:</i> Penetrating 2 *) ■ Super-Strength 3
REF	Drawbacks: Disability (mute; very common, moderate) -4, Reduced Range (carbine) -1 *, Reduced Range (pistol) -1 *, Short Range (pistol) -1, Weakness (hours between dawn and midnight; very common, major) -5
WILL	Combat: Attack +5 (+9 sword), Damage +9 (18-20, saber), +6 (pistol), +5 (carbine), Defense +8, Initiative +8
+6	Abilities 12 + Skills 8 (32 ranks) + Feats 59 + Powers 109 + Combat 26 + Saves 10 - Drawbacks 12 = 212

* See *Better Mousetrap*

The Horseman's Demon Steed

PL 9 /Minion Rank 11

STR	DEX	CON	INT	WIS	CHA
18 [+4]	15 [+2]	—	13 [+1]	13 [+1]	12 [+1]
SAVES	TOUGH +5	FORT —	REF +7	WILL +6	

Skills: Concentration 7 (+8), Intimidate 7 (+10), Notice 11 (+12), Search 9 (+10), Stealth 10 (+6)

Feats: Attack Specialization (hooves) 3, Improved Initiative, Tough 5 *

Powers: **Extra Attacks 2** * (*Power Feats:* Combo [hooves, bite]) ■ **Growth 4** (Large; *Power Feats:* Innate; *Extras:* Continuous; *Flaws:* Permanent) ■ **Immunity 35** (Fortitude effects, needs no sleep, own Obscure power, resurrection, starvation and thirst) ■ **Obscure 6** (*smoking breath*, visual, 2 PP/rank; *Extras:* Cone [30 ft.], Free Action; *Flaws:* Fortitude Save, Touch, Uncontrolled [snorted out in combat or when enraged]) ■ **Regeneration 18** (bruised/unconscious 1 round, injured/staggered 1 minute, disabled/ability 5 minutes, resurrection [not if grave destroyed] 1 day; *Power Feats:* Diehard, Regrowth) ■ **Speed 3** ■ **Strike 5** (*hooves*, 1 rank is fire damage; *Power Feats:* Mighty) ■ **Super-Movement 1** (Dimensional Travel [Hell]) ■ **Super-Senses 2** (Darkvision)

Drawbacks: **Reduced Area** (smoking breath) -1

Combat: Attack +4 (-1 size, +10 hooves), Damage +4 (bite), +9 (hooves; +1 of which is fire damage), Defense +14 (-1 size), Initiative +6

Abilities -1 + Skills 11 (44 ranks) + Feats 9 + Powers 104 + Combat 40 + Saves 10 - Drawbacks 1 = 172

* See *Misfits & Menaces: DOOM*

Caper Ideas

The following may give Gamemasters ideas on how to incorporate the Horseman into their game.

HEADHUNTED

Some vile sorcerer with equally vile plans has used his or her magic to bind the Horseman to their will. As such, the Horseman has been acting as his new master's assassin, slaying heroes and villains alike with violent precision. Several witnesses to these crimes have also been slain, likely as collateral damage. If the heroes are to stop further deaths they shall have to find a way to stop the Horseman (unlikely) or uncover what the link is between all the victims and see if that reveals who is pulling the headless killer's strings.

IN SEARCH OF A REPLACEMENT

It would seem someone has alerted the Horseman regarding an artifact or the like that will allow him to switch places with someone who champions the cause of good and justice with a pure heart (such as a player character hero), transforming the hero into a headless killer while the Horseman regains his mortality (not to mention his head.) Obviously, this is bad for all sorts of reasons and the heroes must race against the Horseman to find the device of this despicable switch first. Unfortunately, while the heroes have the advantage of being able to act between dawn and midnight, they will be hindered by whoever alerted the Horseman to this opportunity in the first place. Clearly this mysterious malevolent force wishes the heroes harm and is willing to use the Horseman in order to achieve their goals.

A HARVEST OF SOULS

It turns out the legend about the Horseman killing as a way to collect souls and buy back his freedom from the Devil is true. This means the Horseman is being especially reckless and brutal of late as he rushes towards his final goal, a finish line that is now within reach of just under a few dozen more souls. To increase the pace of his progress, this violent spirit has left his lonely back roads and solitary victims to attack in very public, crowded areas where he may cleave and harvest multiple souls in the same night.

Not only will the heroes have to find out why the Horseman is becoming so blatant and careless in how he's being carrying out his harvest of late, but upon learning the answer they'll almost certainly be interested in preventing the violent spirit from attaining its freedom. Not only is the saving of innocent lives a worthwhile goal in its own right, but the legends are unclear just what sort of "freedom" the Horseman will earn once his tally is reached; will he be "free" to finally rest in eternal peace or will he be free of all daytime restrictions and be enabled to go about as he pleases, unhindered and unstoppable?

No Man				PL 15	
STR	DEX	CON	INT	WIS	CHA
+0	+1	+2	+2	+3	+2
10	12	14	14	16	14
TOUGH	Skills: Bluff 4 (+6), Climb 2 (+2), Diplomacy 2 (+4), Notice 3 (+6), Sense Motive 1 (+4)				
+5	Feats: Dodge Focus 4, Evasion, Favored Environment (No Man's Land) 4, Improved Defense, Improved Initiative, Quick Change, Tough 3 *				
FORT	Powers: Immunity 2 (aging, No Man Land's effects) ■ Mind Reading 5 (empathy; <i>Power Feats:</i> Subtle; <i>Extras:</i> Burst, Continuous, Free Action; <i>Flaws:</i> Limited to emotions, Permanent, Uncontrolled) ■ Mimic 1 (feats one at a time, 2 PP/rank; <i>Extras:</i> Free Action, Perception; <i>Flaws:</i> Split Personality, Target must have been mind read) ■ Mimic 3 (skills one at a time, 2 PP/rank; <i>Extras:</i> Free Action, Perception; <i>Flaws:</i> Split Personality, Target must have been mind read) ■ Morph 3 (humanoids, 2 PP/rank; <i>Flaws:</i> Uncontrolled [changes to match the appearance and thoughts of those around him]) ■ Nemesis 15 (<i>Extras:</i> Reaction) ■				
REF	Super-Movement 1 (Dimensional Movement [No Man's Land])				
+6	Combat: Attack +5, Damage +0 (unarmed), Defense +6 (+10 dodge), Initiative +5				
WILL	Abilities 20 + Skills 3 (12 ranks) + Feats 15 + Powers 173 + Combat 22 + Saves 17 = 250				
+10					

* See *Misfits & Menaces: DOOM*

The being known only as No Man is an enigma, even to himself. No Man is a blank slate—he has no personality of his own to speak of and no memories of who he was before becoming a super-villain (if, indeed, he had a life before then.) Instead, he imprints on the people around him, briefly taking their skills, talents, and even appearance and personalities on as his own. No Man is like a mirror upon which those around him are reflected.

No Man is obsessed with finding out he is, a quest that has lasted several centuries (or so he thinks, at least, considering time doesn't always act the same in his personal dimension, No Man's Land.) He seeks

to acquire as much information on people as he can, hoping to find a clue—a mote of a hint. even—as to the truth of his past and how he came to exist in his present state. To this end, he kidnaps, lies, interviews, steals, and conducts any sort of crime that he deems necessary to unravel the mystery, for a man without a past—without a personality—is a man without a sense of self or morality.

Appearance: A humanoid totally devoid of any details or color, No Man is a blank slate in appearance as much as in personality. When others are nearby, however, his form will shift and mimic those around

Real Name:
Unknown

Aliases:
Unknown

Threat Level:
Gamma-A

Age:
Unknown

Height:
5 feet, 10 in.

Weight:
180 lbs

Native Language:
English



No Man's Land

A pocket dimension belonging to No Man, this realm is as much a mystery to the latter as is his own story. A reflection of its master, No Man's Land drains the memories from anyone else who enters it, thereby robbing them of their powers and skills because they forget how to use them, or outright can't recall that they have them!

No Man's Land is as much a blank slate as No Man himself. The terrain is entirely white from one horizon to the next, as is the sky, causing the two to merge seamlessly, giving the appearance of being trapped within white nothingness. This wholly distorts many perceptions, including that of distance and time. Much like No Man, the land reacts to those who walk upon it, however, and will shift, distort, rise up, recede, and the like in answer to the subconscious thoughts and emotions of others. There are no known native inhabitants of No Man's Land.

Anyone other than No Man who enters this dimension will be subjected to the following power effects at all times. No matter how strong a person's mind, it is virtually inevitable they will succumb eventually.

Confuse 10 (*memory loss and bewilderment*; *Extras:* Linked [Drain]); this ability manifests as a fluctuating, alternating loss of memory and personality, and the sense of confused detachment that both entail.

Drain Skills 6 (*memory loss, 2/PP rank*; *Power Feats:* Slow Fade 3; *Extras:* Alternate Save [Will], Linked [Confuse], Perception, Total Fade; *Flaws:* Intelligence skills only)

him based on the strongest emotions, with the changes coming and going inconsistently like rain's ripples upon a lake.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate No Man into their game.

WHERE NO MAN HAS GONE BEFORE

No Man has found evidence that one of the heroes knows of a location that is important to his mysterious history. Whether real (if the hero's history allows for it) or planted by an enemy, No Man will be hot on the group's heels. As ever, No Man will risk everything to get his hands on any clue as to his past, and if that means plowing through the other heroes to get to his target then so be it. If successful, he will wish the targeted hero off somewhere for interrogation if the latter isn't forthcoming about what his kidnapper wants to know (and it's up to the Gamemaster to decide if the player character is even aware of the significance of anything he may or may not know—what is important to No Man may not have been something the hero thought worth remembering.) Of course, once the other heroes pull themselves back together, it will be up to them to find their missing comrade and rescue him.

INFORMATION IS POWER

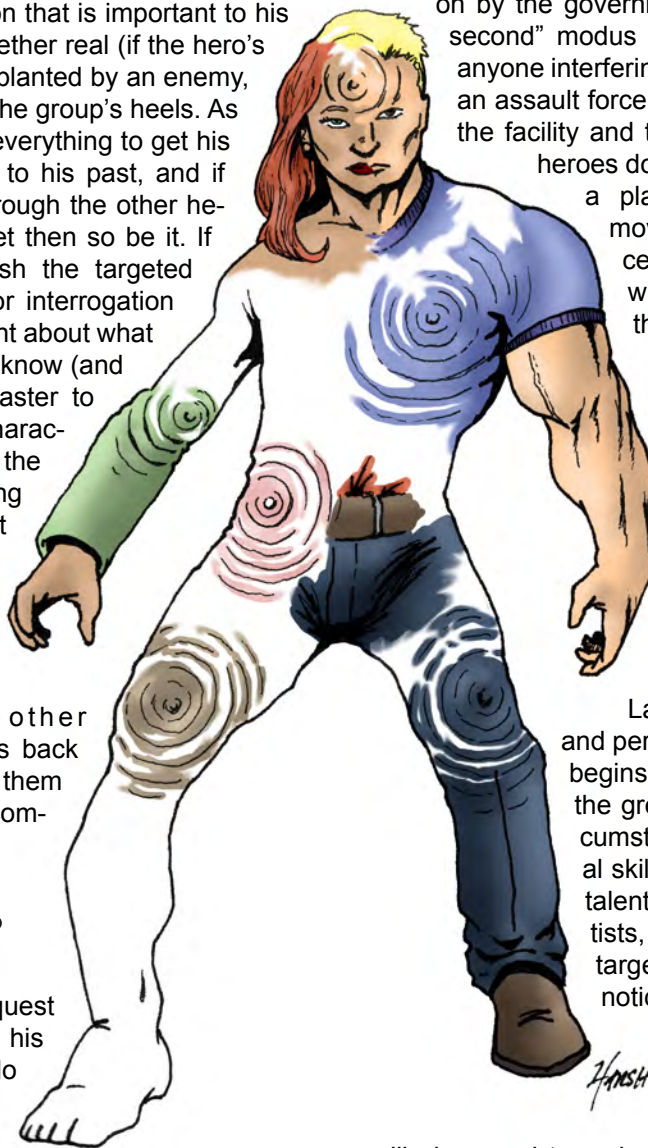
While pursuing his quest to uncover the truth of his identity at any cost, No Man has broken into Homeland Security's data farm facility and is using skills acquired from personnel on-site to hack the computers with the intention of sifting through all the recorded data for something that will jog

his memory and send him down the wrong path. A daunting task to be sure due to the massive amount of information to sort through, No Man is willing to hold the site hostage as long as possible—after all, it's not like he's growing old or has anything better to do.

As one would expect, the government is none too keen on No Man having access to all that information, let alone him denying them use of it, interfering with countless investigations in the process. Sped on by the government's usual "act first, think second" modus operandi when it comes to anyone interfering with control of information, an assault force is being prepared to breach the facility and take on the "terrorist." If the heroes don't step in and come up with a plan before the government moves its team in, it's almost certain some of the hostages will get hurt or even killed in the reckless crossfire.

LOST IN NO MAN'S LAND

Deciding that if he can't have memories and an identity of his own, no one should, the ageless No Man has begun kidnapping people and taking them to his realm, No Man's Land, where their memories and personality are erased. No Man begins by taking people who are the greatest affront to his own circumstances: people of exceptional skill and/or personality, such as talented actors, musicians, scientists, and the like. This choice of targets should be sufficient to get noticed and put him on the heroes' radar. The player characters will have to stop No Man from kidnapping anyone else, but will also need to make a trip to No Man's Land to retrieve those who have already been taken without losing themselves in the process.



PUMPKIN JACK (PL 9)

When Jack the Ripper disappeared, his identity uncovered, speculation was rampant as to what happened to him. Had he been killed? Were the police too close to revealing him to continue his "work"? Was the government (including the monarchy) conducting a cover-up that allowed Jack to escape? Whatever the reason for his leaving, the truth is Jack ended up sailing to America before his identity was discovered.

Upon arriving in New Orleans, Jack saw the same problems there as he had with London, and set out to begin killing prostitutes anew. Unfortunately for the serial killer, his first victim was actually a Creole voodoo priestess in the wrong place at the wrong time. With her last breath and using the only thing she had at hand, a straw voodoo doll, the priestess cursed Jack by dispossessing his spirit and casting it into the spiritual ether. Because of the curse's connection to the voodoo doll catalyst the priestess used, Jack's soul settled in the first similar straw icon it came across: a straw scarecrow.

Since his soul's imprisonment in a straw body more than a century ago, "Pumpkin Jack," as he has taken to calling himself, has wandered America, appearing in various cities' seedier districts in order to wash them of their debauching sinners. To most everyone, though, Pumpkin Jack is just a myth—a bogeyman spoken about on street corners as both a joke and reminder of the dangers of the profession. Even after his mortal death, Jack's myth has continued to grow even if no one knows enough to tie it to the acts of his mortal life.

It is in large part because he is seen as nothing more than a ghost story told to help keep the new girls in line that Pumpkin Jack has managed to slip under the notice of so many heroes for so long, and nobody is willing to suspect that a monstrous, living scarecrow with a flaming head could be responsible for Jack's countless murders when your run-of-the-

mill, prostitute-hating psychotic mortal serial killer is so much easier to believe in.

True to his old ways, Pumpkin Jack strikes from out of the darkness and slays prostitutes with cold, medical precision as a way to remove their sins from the world. Although he considers himself damned for his own evils, Jack believes his work is still necessary and that his damnation is a fair price to pay to save the world from its own carnal immorality. This makes him very calculating and cold, able to displace and switch off his normal emotions in order to see the job done.

Appearance: A tall, thin scarecrow stuffed with straw and armed with a variety of knives and a scythe, Pumpkin Jack gets his name both from the spirit inhabiting the body and the carved, flaming jack-o-lantern that sits upon his shoulders instead of a head.

Caper Ideas

The following may give Gamemasters ideas on how to incorporate Pumpkin Jack into their game.

CUTTING OFF THE HEAD

Several city council members, judges, and similar people of authority have been slain lately, dissected in their homes where they felt the safest. Leaving no clues or footprints, the killer has broken in and dissected the victims one at a time, evening after evening, with medical precision. Although each victim knew the other from various councils, boards, and the like, none have any ties to the other of the sort that would make them victims of someone who might want to settle a score. Or so it would seem until the heroes begin digging deeper, into the gutters and back alleys.

Pumpkin Jack has learned these officials (and others yet still alive) were secretly responsible for regulating prostitution and other illicit events and operations as a means to pad their wallets. As such, Jack has decided that a quick way to cut back on what these corrupt men and women were supporting is to cut on them. Literally. Regardless of the potential victims' guilt in this corruption, once

Real Name:
Unknown

Aliases:
Jack the Ripper

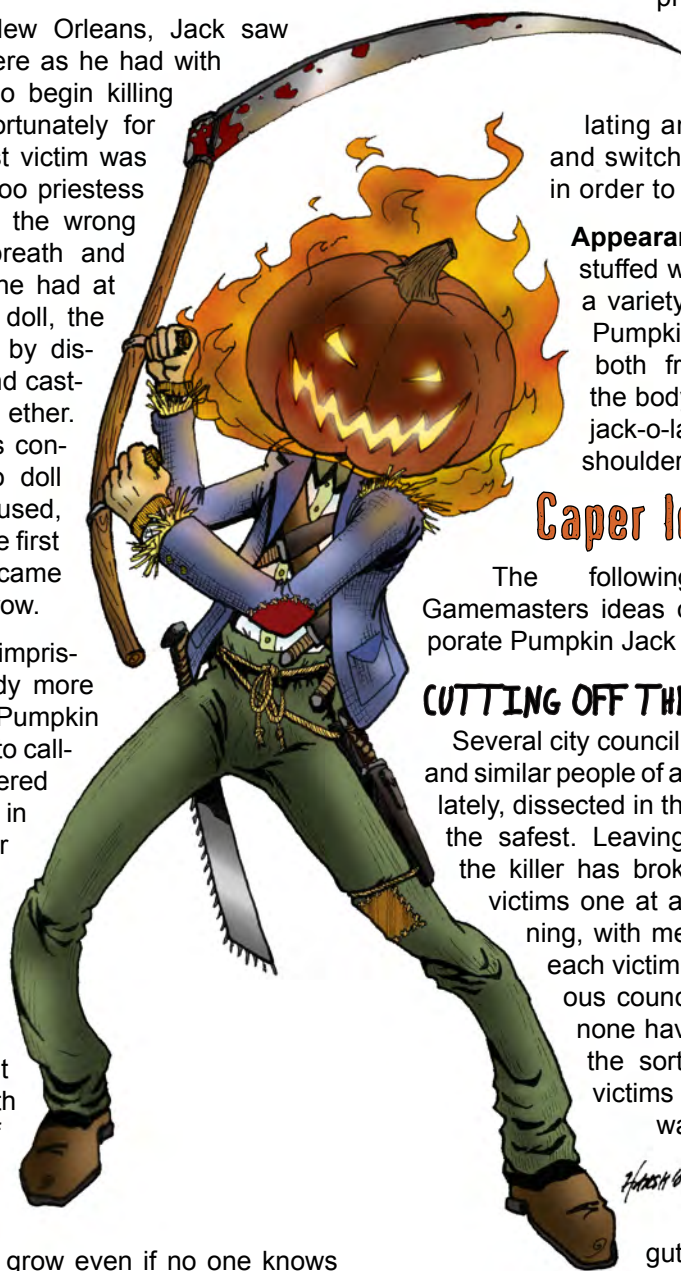
Threat Level:
Gamma-A

Age:
120+

Height:
6 feet, 8 in.

Weight:
150 lbs

Native Language:
English



Each slice in your flesh is a sin removed. Truly, you should thank me for liberating you.

Pumpkin Jack				PL 9	
STR	DEX	CON	INT	WIS	CHA
+4	+0	—	+2	+2	+2
18	10	—	15	14	14
TOUGH	Skills: Bluff 6 (+8), Concentration 4 (+6), Diplomacy 2 (+4), Intimidate 6 (+8), Knowledge (behavioral sciences) 2 (+4), Knowledge (theology and philosophy) 2 (+4), Language (Latin), Medicine 1 (+3), Notice 3 (+5), Sense Motive 1 (+3), Stealth 4 (+4)				
+8	Feats: All-Out Attack, Attack Focus (melee weapons) 3, Attack Specialization (knives) 2, Equipment 2, Fearsome Presence 6, Improved Critical (knife) 2, Improved Critical (scythe) 2, Reliable Attack (bladed melee weapons) *, Sneak Attack, Specialization (Medicine: dissection) *, Torturer *, Trademark (disemboweling attack with blades) 4 *				
FORT	Powers: Boost 12 (<i>empower blade</i> ; adding the Penetrating extra, 1 PP/rank; <i>Power Feats:</i> Slow Fade 2, Subtle; <i>Extras:</i> Free Action, Total Fade; <i>Flaws:</i> Only bladed melee weapons and Strength damage with such weapons, Personal) ■ Extra Attacks 1** (<i>Power Feats:</i> Mobility, Quickened Charge; <i>Flaws:</i> Only with bladed melee weapons) ■ Immunity 31 (Fortitude effects, exorcism) ■ Mind Shield 6 ■ Protection 8 (<i>Extras:</i> Impervious) ■ Regeneration 20 (bruised/unconscious/injured/staggered 1 round, disabled/ability 5 minutes, resurrection [not if straw body burned entirely] 1 day; <i>Power Feats:</i> Diehard, Regrowth; <i>Flaws:</i> Source [scarecrow materials]) ■ Speed 1 ■ Super-Movement 1 (Trackless) ■ Super-Senses 4 (Darkvision [radius, extended]) ■ Super-Strength 3				
—	Equipment: Any bladed weapon, although knives and scythes are his favorite				
REF	Drawbacks: Vulnerable (flame; very common, moderate) —4				
+5	Combat: Attack +4 (+7 melee, +11 knives), Damage +7 (17-20, scythe), +5 (17-20, knife), Defense +6, Initiative +0				
WILL	Abilities 11 + Skills 8 (32 ranks) + Feats 26 + Powers 111 + Combat 20 + Saves 11 – Drawbacks 4 = 183				

* See *Better Mousetrap*

** See *Misfits & Menaces: DOOM*

learning of this connection the heroes will have to uncover who else was involved and protect them from Pumpkin Jack.

IF I ONLY HAD A BRAIN

When not slaughtering women of carnal sin, Pumpkin Jack has spent his long existence looking for a way to return his soul to mortal flesh, and it seems he's finally found one. After returning to New Orleans, Jack has found the general location of the ancestor of the voodoo priestess who first cursed him and that this woman has followed in her ancestor's footsteps.

Pumpkin Jack will slash and slice his way through the city's palm readers and medicine women until he finds the right woman, who he will then force to remove the curse in a ritual that will require the letting of her own blood (and life) to complete. Once the heroes begin to tie the murdered women together, thus revealing (in part, at least) what Pumpkin Jack's plans are, they'll need to stop him before he kills the priestess and is returned to walk amongst the living, which would allow him to blend in more easily with mankind and continue killing with greater impunity.

KILLING THE GARDEN FOR THE WEEDS

Over a century of being stuck in the body of an animated scarecrow has slowly taken its toll on Jack's mind, finally snapping it. To be more specific, Pumpkin Jack has extended his design by deciding there would be no women to sin if there were no men to father them and if there were no children to grow up to be those fathers or fallen ladies of the night. Essentially, Jack has decided to kill everyone.

Jack will cut a swath of bloody, dissecting carnage through the countryside, leaving few clues to his identity; the fact that he is acting so outside his usual boundaries will also confuse most of his previous enemies, likely wasting a lot of the heroes' time as they search for copycats rather than considering Pumpkin Jack has expanded his goals. Either way, Pumpkin Jack will be as difficult to kill as ever and just as likely to return if stopped.

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