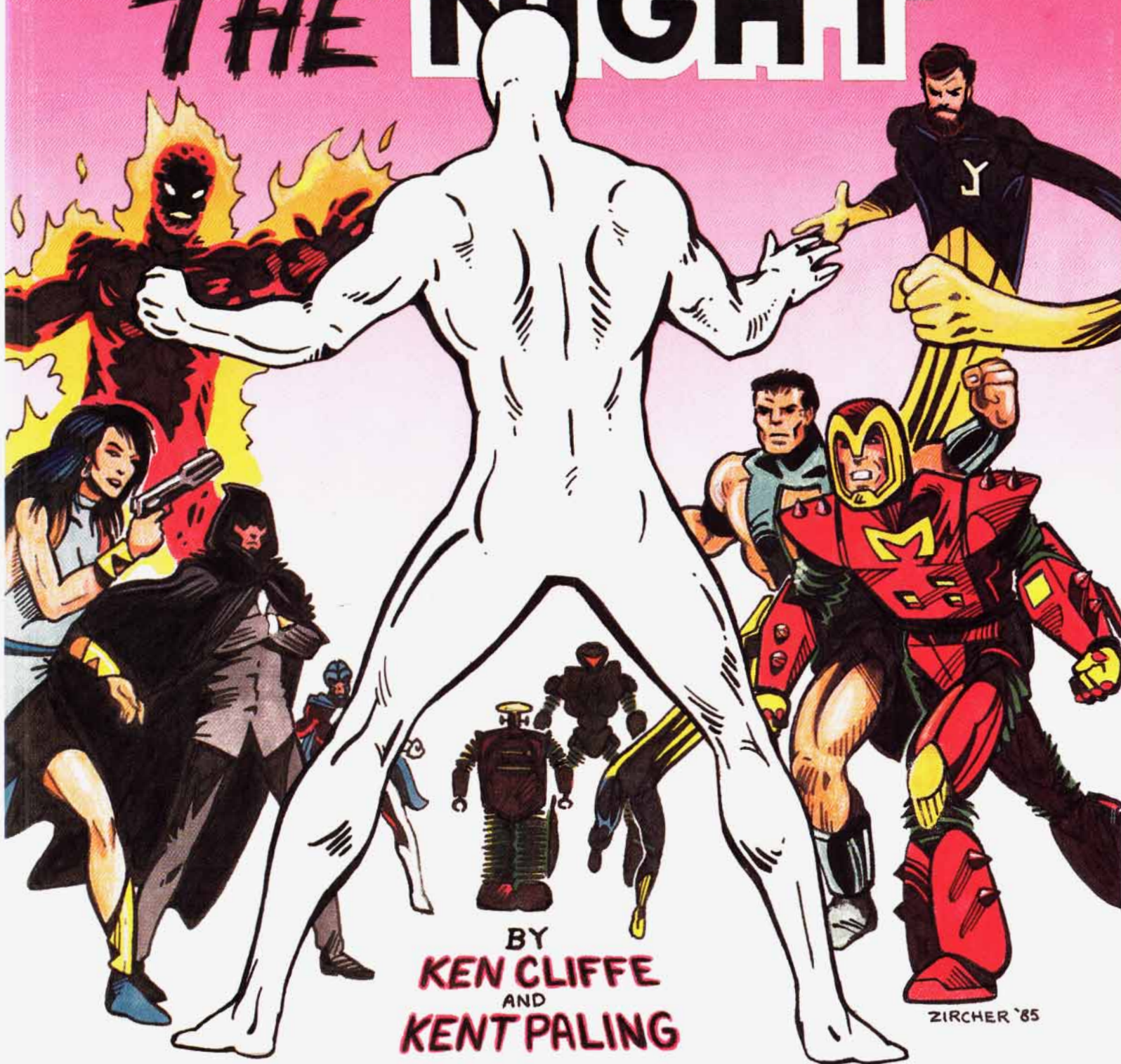
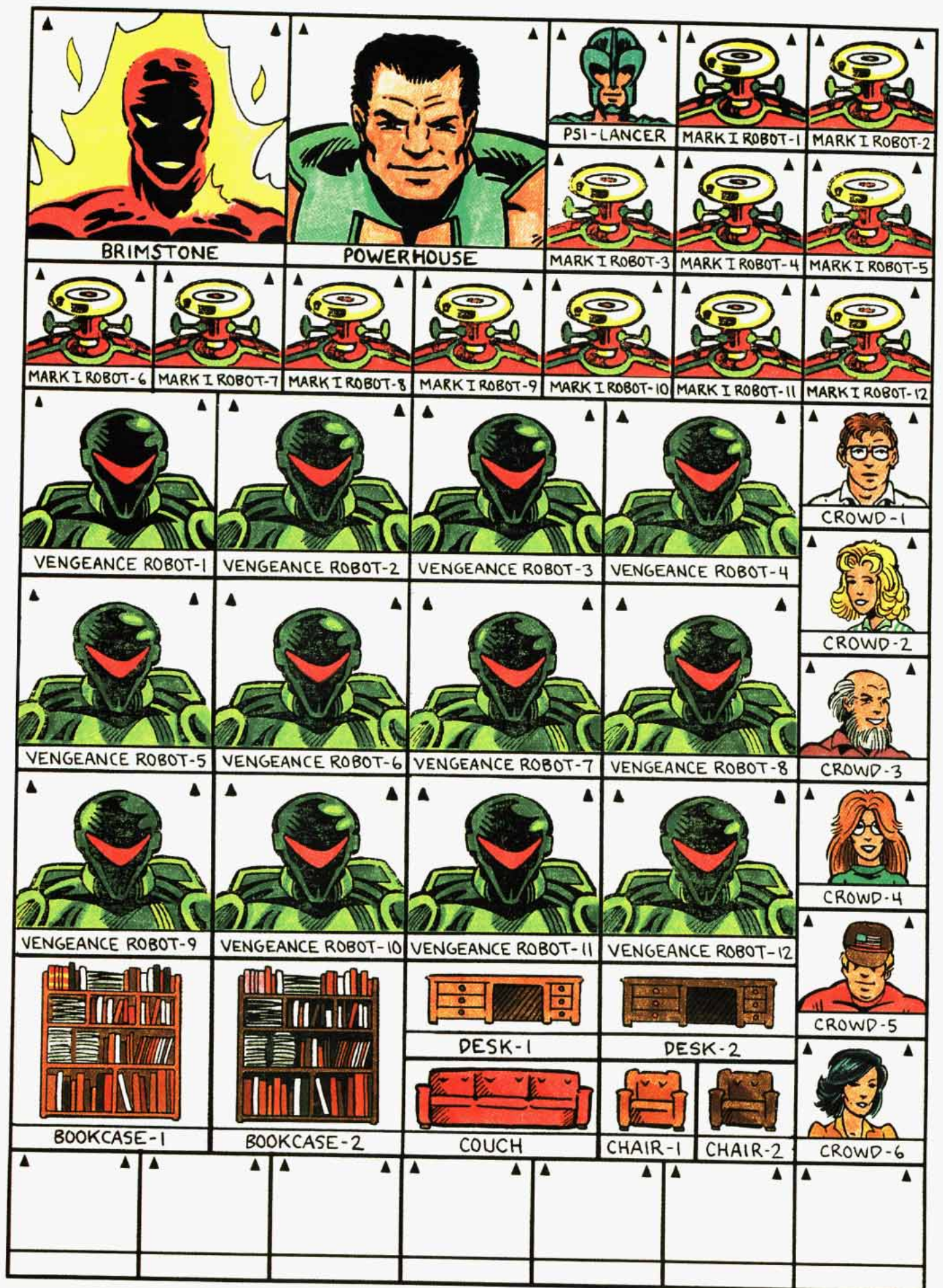


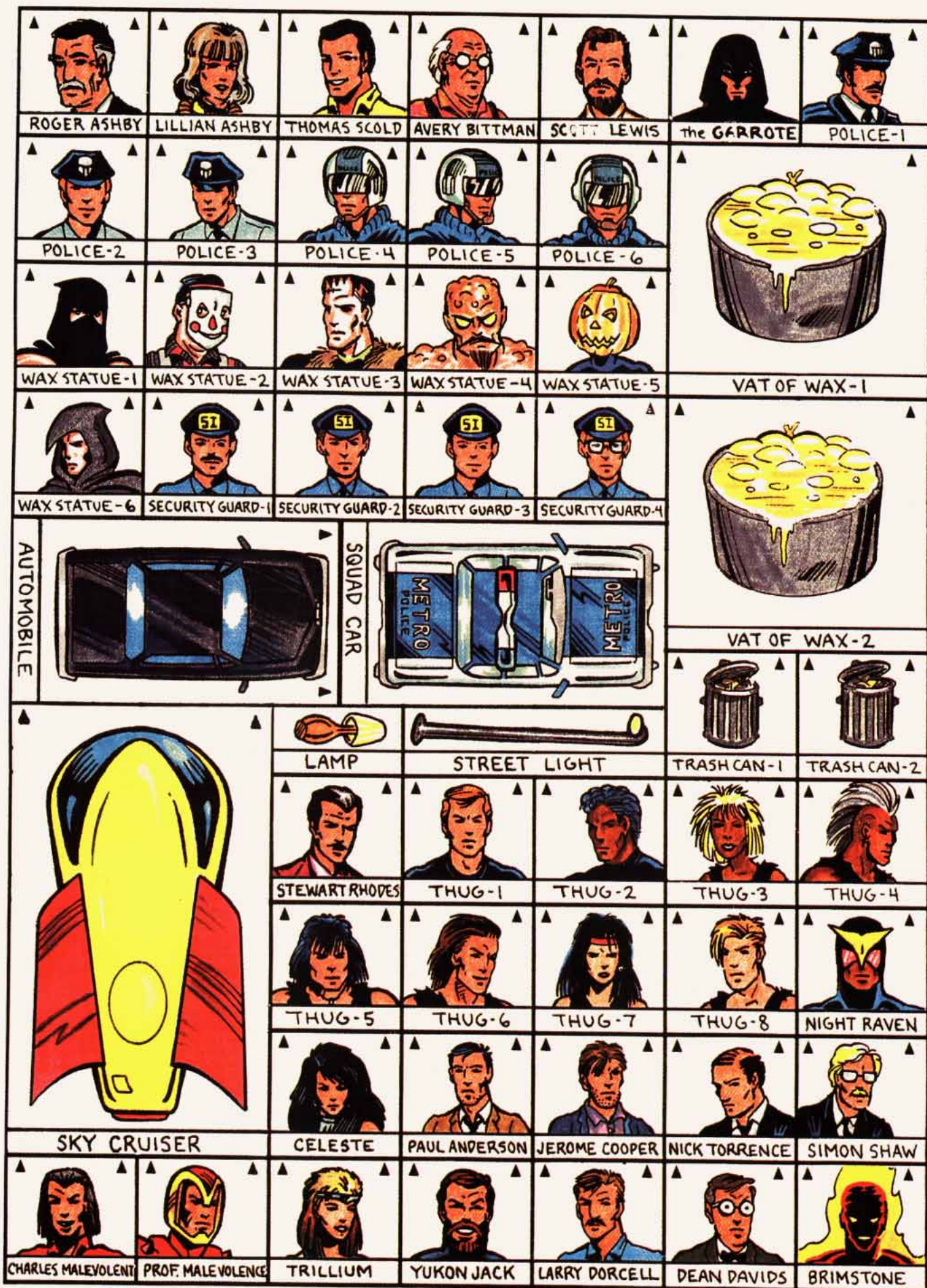
ALONE INTO THE NIGHT



BY
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AND
KENT PALING

ZIRCHER '85





ALONE INTO THE NIGHT

A
**VILLAINS
AND
VIGILANTES™**
ADVENTURE

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INTRODUCTION

Alone Into the Night is a book of three short scenarios for play by a Gamemaster and one hero using the **Villains and Vigilantes** rules system. All three scenarios are best suited to a modern day campaign, but are quite adaptable and could be set in virtually any time period that the GM's campaign might be set in. Among the adventures there are varying levels of difficulty which make them suitable for play by heroes of differing levels, as described at the start of each adventure.

The first adventure is entitled *The Night of the Garrote* and is a daring murder mystery in which the player-hero must match wits with both the GM and the elusive Garrote, whoever he might be.

Troubleshooter is our second adventure, which involves the hero carrying on the work of a murdered crime reporter.

Finally, the hero must journey to Canada where a madman is hatching an insidious plot to control the country. Are your fists powerful enough? Is you will strong enough? We shall soon see when the action never stops in *Dominion Day*.

Now go out and do it to them before they do it to you and all of us!

Special thanks to Harrier (Mark Featherstone).

EDITORIAL INTRODUCTION

The book you hold in your hands marks a major departure from all **V&V** adventure books previously released on two counts. First, this book is made up of three entirely separate mini-adventures, rather than the usual long adventure that may have several segments. This approach has been suggested by many players and gamemasters as an interesting change of pace. Secondly, **Alone into the Night** is also unique in that the adventures herein are intended for a single character and a GM. Many campaigns have times when one of the heroes in the player group is off on his/her own and the GM has to come up with an adventure for only that character.

It may be that one player has missed a group meeting and an adventure has begun without him/her, leaving no convenient way for that player-hero to rejoin the group in the middle of the adventure. Or, on occasion, the GM has gotten together with a single player from his campaign and may wish to run a **V&V** adventure without the entire playing group being present. For either of these situations, **Alone into the Night** provides complete mini-adventures for that single player-hero. The adventures all take place within a period of a few days so that they can be easily fitted into an ongoing campaign and will allow the single player-hero to rejoin the group before the beginning of the next group adventure.

As usual, all counters needed for play of all of the adventures included in this book are included in the center of the book.

Scott B. Bizar
Editor-in-Chief

NIGHT of the GARROTE

BY KENT PALING AND KEN CLIFFE



PROLOGUE

As previously stated, this mini-adventure is designed for play by a Gamemaster and a single hero.

It should be pointed out that a novice player may encounter a little more difficulty in succeeding in this adventure due to the need for intuitive thinking on the player's part. Experienced players would be more suitable for this adventure, but not necessarily of high level, in fact, it is recommended that a hero of first to third level be run in this scenario. This limitation is suggested to provide both GM and player with a suspense-filled gaming session.

Furthermore, an experienced Gamemaster would also be more suited to this scenario. A GM with the skill of good role-playing is a must to create the appropriate atmosphere.

This adventure has been written with the GM's own campaign in mind. The city within has only been labelled 'This City' as to provide the Gamemaster with no difficulties in locating it in his **Villains and Vigilantes** world.

1. LOOKING TO THE PAST

We now journey back to the year 1933. The effects of the Great Depression were being felt by everyone. Prohibition was always unwelcome. However, there was a third plague which ravaged This City, that instilled fear, even in the hearts of the strongest willed. This was the ominous presence of the Garrote. This man was to become known as 'the Jack the Ripper of the Twentieth Century.' During his reign of terror of one year, the Garrote murdered twenty people. Between these victims there seemed to be no connection, except for their form of death: strangulation.

Police and super-powered heroes of the time worked to the arrest of this man, but to no avail. It became common to read in the papers that another body had been found with pennies in its eyesockets. This became the Garrote's trademark of death.

One night, while on his beat, an alert police officer spotted a darkly cloaked figure fleeing from an alleyway. Chasing the suspect, the officer passed the man's work in the alley. A woman lay sprawled on the pavement, her coppery gleaming eyes staring into oblivion. The constable gained on the murderer and, when the Garrote would not stop to his shouts, shots rang out. The Garrote was caught in the back by a lethal piece of lead. He did however, escape, managing to elude his pursuer.

Since that night it was believed that the Garrote died as he was never seen or heard from again. This assumption, in part, was true, but the Garrote's soul lives on.

2. THE TIME CAPSULE

The time is now the present day and this day in particular seems pleasant to the player-hero, but not for long.

After fifty-two years of standing over This City, the old Mayfair Insurance Building is being torn down. This is not an uneventful act of urban renewal as has been thought. Since 1934 the Mayfair Building has been a topic of heated debate.

It has been the theory of many that the night the 30's villain, the Garrote, was shot, he visited the still under construction Mayfair Building. Theories state that the Garrote fled to the construction site soon after he was shot. A witness, whose name is now forgotten, had claimed to have seen a cloaked man (fitting that night's policeman's description) pull a cowl from his body and throw it within the cornerstone of the building. Still drying concrete made entry easy with a crowbar. Closing the lid, the time capsule within the slab was also closed for the next fifty years. The witness testified that the saw bloodstains on the stranger, but could not get closer before the man fled into the night. Generally, this eyewitness testimony was ignored as the man giving it was rather infamous as the town drunk. Still, he claimed that he was cold sober at the time (his booze came from an illegal still which was popular amongst the less law-abiding citizenry). Of course, since that time, the witness has passed away.

When word came out that the Mayfair Building was to be demolished, those interested in the case spoke their minds. The gossip this created has, over the past five days, become an uproar.

3. THOSE INVOLVED

Of the many people in This City, there are five who are more interested in the Mayfair time capsule. These people include:

Roger Ashby, Lillian Ashby, Thomas Scold, Avery Bittman, and Scott Lewis.

3.1 ROGER ASHBY

Roger Ashby is one of the richest men in the city. In actual fact, this is not the man's real name. In truth, he is the son of the deceased

Zeke Simmons, the Garrote. The millionaire's real name is Tony Simmons.

Since he was old enough to comprehend life and its peculiarities, Tony Simmons always questioned his father's actions and possible senility. This was due to his father's seeming disappearance every night roughly during the last year of his life (of course, we know that Zeke was off murdering people). Neither Tony nor his mother knew the truth about the head of their family.

As he grew older, Tony's inheritance came closer and closer into reach. This was quite a sum as Zeke Simmons was a shrewd businessman who had created a self-made fortune.

One night Tony's father simply disappeared (the night of the shooting of the Garrote). Days later, Tony entered his own room and found the top drawer of his dresser contained a note in his father's handwriting. Opening the note, Tony found the handwriting to be shaky, as if written in haste or in pain. The letter read as follows:

'Dear Son,

My time is short so I have not the time to explain my problem in depth. The murders which we have often talked of, heard about on the radio, or seen in the papers were of my doing. I am known as the Garrote!

I cannot say why these things happened as not even I understand my actions. These murders are like some kind of a festering ailment, I cannot control them or myself. I'm going mad.

I know that this letter is painful, but the guilt of my crimes is maddening. Confessing to you is my last resort. Hopefully you will be able to understand and to forgive me.

The Garrote and cloak that I used are hidden in a block at the Mayfair Building being constructed downtown. Do not worry, they will never be found.

I love you son, both you and your mother.

*Your father,
Zeke Simmons'*

At first, Tony could not believe this letter and decided that it was some kind of practical joke. In time, when his father never returned, Tony reluctantly began to believe the note, though he didn't want to.

At the time, it was decided that the truth should be withheld and his mother never learned the truth of her husband's demise.

As time passed, Tony changed his name to Roger Ashby (after his mother died), in hopes that he would not be connected with his father (this change was made in an illegal fashion and won't be found in any file. It appears that Tony Simmons just disappeared like his father if the player decides to do some research). As the city population grew and the older neighborhoods were replaced by new ones, Roger Ashby's real name was forgotten. However, close friends from his past cannot understand exactly why he changed his name. These people have since moved away, but could possibly be tracked down if the player wished.

Presently, Roger Ashby is running for Mayor of This City. When the word came out that the Mayfair time capsule was to be opened, Roger became terrified.

'How could so many people know about the Garrote's tools?'

This cannot be answered as the rumors just began to spread.

Roger Ashby's desire for the time capsule's contents has become known to the area's populace as the millionaire has made offers of huge sums of money to whoever else may want or have a claim to the time capsule. Lately, though, he has decided that the only sure way to keep his career alive is to steal and destroy the cloak and garrote of the murderer, being rid of them forever. Those learning of his secret will have to be eliminated as it is unknown to Roger as to whether or not the capsule contains anything incriminating that might link the garrote to his father, and therefore to Roger himself.

Publicly it is unknown what Ashby's need for the time capsule is.

3.2 LILLIAN ASHBY

This lady is the wife of Roger Ashby. It was unknown to her at the time of her marriage that her husband had changed his name. This can also be said for her lack of knowledge of the Garrote having any connection to Roger's father.

In their fifteen years of marriage, Lillian Ashby has become tired of her husband and her life with him. The result was that she had an affair with Thomas Scold (see below). This fling has lasted for a few months now and has come to the attention of Lillian's husband, Roger, up until now, has tolerated this affair as he too is tired of their marriage. However, the house and everything not related to his business dealings are in Lillian's name. For this reason, Roger will not divorce her. This entire situation, if made public by divorce, could also hurt his political aspirations. The fact that Lillian Ashby is having an affair is already public knowledge.



Roger Ashby

Lillian Ashby

Thomas Scold

Avery Bittman

Scott Lewis

Lillian's lover has begun promoting a treasonous attitude towards her husband and has influenced Lillian into attempting to financially ruin Roger so she can remarry.

In her search for something incriminating against Roger, Lillian came across the letter her husband had received from his father (see above). She had hit the bullseye. Lillian showed the letter to Tom Scold, who in turn started the rumors about the Mayfair time capsule and its contents. With this evidence and the rumors started, the pair have begun blackmailing Roger Ashby. Thomas Scold, however, is convinced that Roger will try something foolish and desperate to stop them. His further plans are unknown to Lillian.

3.3 THOMAS SCOLD

Scold is a youthful college student who could have any girl he wants, but is fooling around with a middle-aged woman, Lillian Ashby. Rather conspicuous, isn't he?

Truth to tell, Thomas is out after Mrs. Ashby's money (as if you didn't already guess) and only appears to love her. It has been his plan all along to extort money from Roger Ashby. He did not have the means to do so until Lillian found the letter. When Roger Ashby has been blackmailed for all he is worth, Scold will leave Lillian, taking all of their ill-gotten gains.

In the hope of catching Roger Ashby red-handed with the Garrote's garb, Tom Scold plans to watch Ashby's every move as he believes Roger will attempt to steal these things when the capsule is opened. He has further plans of his own if this occurs.

3.4 AVERY BITTMAN

Avery is the seventy year old curator of This City's Wax Museum. As of late, the turn out to his establishment has been steadily decreasing. When the spreading gossip of the Garrote caught his ear, the curator was sure that this was his ticket to renewed success. With all this rage going on in the area, Avery Bittman planned to attain the Garrote's garb and weapon to display in his museum. When it is stolen by Roger Ashby (see section 5, A Thief) and is no longer available for display, Avery will be furious, possibly psychotic. Bittman's museum is all he has and is the only color in the man's otherwise drab life.

The establishment displays life-size wax figures of famous villains and monsters. Bittman has an imitation Garrote, but the real thing would be a far bigger draw and much more profitable.

3.5 SCOTT LEWIS

Scott Lewis is a reporter with the *This City Tribune*. As of late his career has been in jeopardy. For about five months Lewis has not come up with a respectable scoop and is now being threatened with being fired. Begging for another chance, Lewis has convinced his editor to give him the Garrote story. His editor finally agreed, 'But this is your last chance or you're out on your butt!'

With this in mind, Lewis will be desperate to save his career. If he fails, his reputation as a reporter will be finished and any chance he has for some other job or assignment will be gone.

When Ashby steals the Garrote's equipment, Lewis will be quite irate, but not mad enough to kill for vengeance. Of course, the player-hero will not know this.

4. ENTER, THE HERO

With the increasing popularity of the Garrote mystery, the rumors spread by Scold will eventually reach the player-hero and the curiosity

will be too much to withstand. Players who are difficult to prompt into action might be offered the honor of breaking the seal on the time capsule and being the guest personality at the opening ceremonies. Who can refuse the limelight?

When arriving at the site of the demolished Mayfair Insurance Building, the hero will find a large crowd of people waiting to see the capsule's contents. This mob is held back by ropes and a few brave police officers. Within the group are the five suspects.

If the player-hero decided to show up on the scene out of only curiosity, he or she will probably be asked to take part in the opening ceremonies anyway.

Once the stone is opened, police will confiscate all items within for inspection before they are exposed to the public. A mass murderer like the Garrote, dead or not, still deserves some precautions.

If the hero is very interested in the contents, he or she might ask to join the authorities in the inspection. (This should be suggested to the player by the GM if not already requested by the player, as the handkerchief found within must be seen as an important clue for the player to successfully solve the mystery. If the player is dead set against joining the police investigation, he might find out about the handkerchief later with a little persuasion.)

With a little encouragement, the police might allow the hero to tag along, but 'Try to keep out of the way and don't touch anything!'

Within the station, the police will sort through the contents of the time capsule. Found therein will be the Garrote's black cloak, his garrote and numerous other pieces of memorabilia from the thirties which can be examined, but will be of no help to the police in their investigation into the identity of the Garrote. Finally, at the bottom of the pile will be found a handkerchief, with the embroidered name Zeke Simmons (see section 4.1, Truth to Tell, below).

Scott Lewis and Avery Bittman will individually enter the station while the hero is still there. They will each ask their own respective questions. Bittman is interested in what will happen to the Garrote's equipment and when he is told that it is being further held by the police, he will become absolutely furious. Lewis will want his story, but the police refuse to give any information before investigating the matter. Lewis's reaction will be similar to Bittman's as he curses under his breath about losing his job. His main statement will be: 'But, if I don't get this story out today, I'll be fired for sure!'

From the actions and words of these men, the player-hero will undoubtedly become suspicious of these two when the murders begin.

The Police will suggest to the player-character that he keep what he has seen (if he was in the police station) to himself.

After a few minutes, the crowd outside will have dispersed except for Scold, who will be leaning against the wall of an alley across the street from the police station. He will watch the station secretly, as he waits for Ashby to appear. He will be noticed by the hero if a successful Detect Hidden roll is made. If spotted, he will answer any question about his presence there by saying: 'What? Is it illegal to stand around?'

Scold will wait in the alley until Ashby shows up, at which time Thomas Scold believes Ashby will try to steal the cloak and garrote.

4.1 TRUTH TO TELL

When the Garrote was shot on that fateful night in 1933, he revealed his identity, unwittingly, to those of the future. Unknown to him, Zeke Simmons's handkerchief got caught in the cape as it was thrown into the cornerstone capsule. When Simmons stalked the night as the Garrote, he wore a black cape which completely enshrouded

his body and shaded his face. Under this, he wore his normal daytime clothing and happened to be wearing a suit at the time, losing his breast pocket handkerchief.

After discarding the cloak and leaving the note to his son, Simmons got into his car and drove to a place to hide. During the trip, the effects of his wound caught up with him. Zeke Simmons bled to death and his uncontrolled car swerved off a bridge he was crossing at the time and plunged into a river. Neither Zeke's body nor his car have ever been found (it was his Willpower that allowed him to survive so long after being shot).

5. A THIEF

The night of the time capsule opening, Roger Ashby will steal the Garrote's equipment. It is unknown to him that anything linking the Garrote to his father was found in the capsule. Though there might be nothing to link the Garrote to millionaire Roger Ashby, he is taking no chances.

The time capsule contents are being kept in a small office in the police station to themselves. As Ashby enters through the window, an alarm will, of course, go off, but the door to the room will be blocked with a filing cabinet. Before the police can catch him, Roger Ashby will have slipped back out the window and be long gone. If the hero is close by, he or she will also fail in finding whoever stole the Garrote's equipment. The player may consider Bittman or Lewis as likely suspects as these two are the only real suspects known at the time. The handkerchief in the time capsule was not taken.

Still staking out the station from the alley across the street will be Thomas Scold. In stealing the equipment, Ashby can destroy any evidence against his father and the family name. Furthermore, his wife and her boyfriend will no longer be able to use their knowledge of the Garrote's identity to extort money from Roger Ashby. Ashby's campaign for election as Mayor will no longer be endangered by the potential exposure of his real identity and link to the Garrote.

As Roger Ashby flees, Scold will follow him to his home. Lillian Ashby will not be at home when her husband returns.

To dispose of the evidence, Roger Ashby will bury it in his backyard. As he does this, Scold will sneak up behind him and hit the millionaire over the head with a shovel. The body will be disposed of a few miles away from This City in a secluded ravine.

This is all part of Scold's plan to steal the Ashby wealth.

To draw suspicion away from himself, Scold will take a single cufflink from Ashby's jacket. With the cloak and the garrote he will skulk into This City and murder a vagrant (he is now possessed by the soul of Zeke Simmons). In the hand of this man he will place Ashby's cufflink and scratch the dead man up to make it appear as if a fight had taken place. Of course, the vagrant will be found strangled to death with a swollen tongue and pennies in his eyes.

This action will only bring blame upon Ashby as he will have mysteriously disappeared from town. His cufflink was also found in the hand of the murder victim as if torn from his shirt cuff in the midst of a struggle. This piece of jewelry can be identified by Lillian (who knows nothing of Tom Scold's current plans or course of action). Lillian would report to the police that Roger had disappeared the night before and she would then be available at the police station to identify the cufflink. As far as Lillian knows, Roger Ashby went for a walk the night before and never returned.

Roger actually told his wife that he was going for a walk, but he never mentioned that he was going after the Garrote's stuff. When Lillian got home from her bridge game, Roger Ashby wasn't home (he was already dead) and he has yet to return. Her worrying about him is real, but is monetarily based rather than emotionally based.

At the GM's discretion, it will be the hero or a bystander who finds the corpse of the vagrant. The modus operandi is obviously that of the Garrote, but he's been dead for years!

If this doesn't get the player-hero seriously involved in the case, nothing will. An uninterested player is more super than hero.

5.1 THE INVESTIGATION

How the player-hero investigates this mystery is completely up to him or her. Obviously, there are dozens of ways in which clues can be sought. Due to this, there is no possible way that all of these investigation techniques can be covered here. It is up to the creativity of the GM and his ability to 'go with the flow' that will determine success here.

The hero could visit the *This City Tribune* which was operating in the 30's. Searching through old microfilms of newspapers would be very time consuming, would offer a great deal of information related to the case, but in general would be in vain.

The main suspects in this plot could also be interrogated. This would require a great deal of good role-playing on the GM's part to

properly confuse the player as well as not to supply him with enough information to deduce the proper murderer at this time.

The affair which Scold and Lillian Ashby are having is public knowledge. If questioned about it, they no longer deny the fact. Since Roger Ashby is now considered a criminal, there is no reason to attempt further blackmail so the two have decided to marry. Of course, both will deny being involved in the murder(s), though Tom is lying. His getting married will only be temporary as well. As soon as he can steal enough money, Tom Scold will disappear.

Since the loss of his job, Scott Lewis has become very irritable and he blames the police and the hero for his troubles. He is rude and gruff, and would make a good suspect in this murder case, if the player believes Roger Ashby innocent.

Avery Bittman behaves in a similar fashion to Lewis. This is due to his museum hovering on the edge of bankruptcy. If he had been given the Garrote's tools, his establishment could have once again been crowded with the curious. This did not happen and Bittman feels it is the fault of the police and of the hero. He too is a good suspect.

The man who owns the Mayfair Insurance Building, or rather the property it stood on, has really no interest in the Garrote's equipment and would gladly have sold those articles if they had become come into his possession as well. This would have occurred but the theft interfered. He knows little of what is going on and is not much of a possible suspect.

If the hero brings anyone to the police, claiming they are the murderer(s), that person will get off. The hero, on the other hand, will lose at least one point of Charisma for such a false arrest.

6. THE MURDERS CONTINUE

After some, no doubt, intensive investigating, the player-hero will come up with no really conclusive clues as to the identity of the murderer, other than Ashby, who has been missing.

The GM should then suggest to the player, if he has not already resorted to it, that there might be a chance to find this new Garrote if the city is searched. This might even be worked into an action the hero is presently taking, such as walking home from the police station, etc.

Basically, the streets are barren as people are terrified of the news of the prowling murderer. Roughly at midnight, a scream will be heard. Arriving on the scene, the player-hero will find a strangled woman and, next to her, the dead form of Scott Lewis. Coming closer, it can be seen that the woman still lives. Her words are faint and hoarse.

'H-help m-me . . . attacked from behind . . . that man . . . saved me . . . tore off his mask . . . man got picture . . . saved my life.'

Her form will then fall limp. What transpired here was another murder attempt by the Garrote. This woman was on her way home from work when she was jumped from behind. Before the Garrote could finish her off, Scott Lewis showed up on the scene. Like the hero, he too was searching for the Garrote in the hope of getting a picture and maybe his job back. Lewis did get his picture, but the Garrote killed him for it and fled with the camera. A little voice in his head seemed to say, 'Avery Bittman,' so that is who Scold has set out to kill next.

At this point, the player-hero will notice tar prints on the ground from a man's shoes. These lead off in the direction in which the murderer fled. A roll against Intelligence on a d20 will allow the character to remember that the street in front of the alley of the vagrant murder had been tarred earlier that day. It was also sectioned off so nobody would walk there. A second successful roll will remind the hero that he had noticed tar on the shoes of Thomas Scold, after the vagrant murder.

If either or both rolls fail, the player can follow the tar prints, but will still not know for certain who the Garrote is. He or she will have to keep following their suspicions.

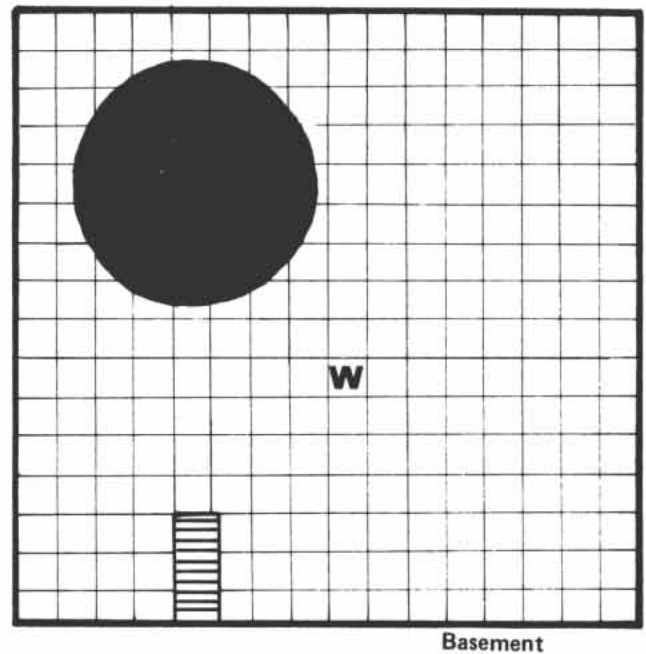
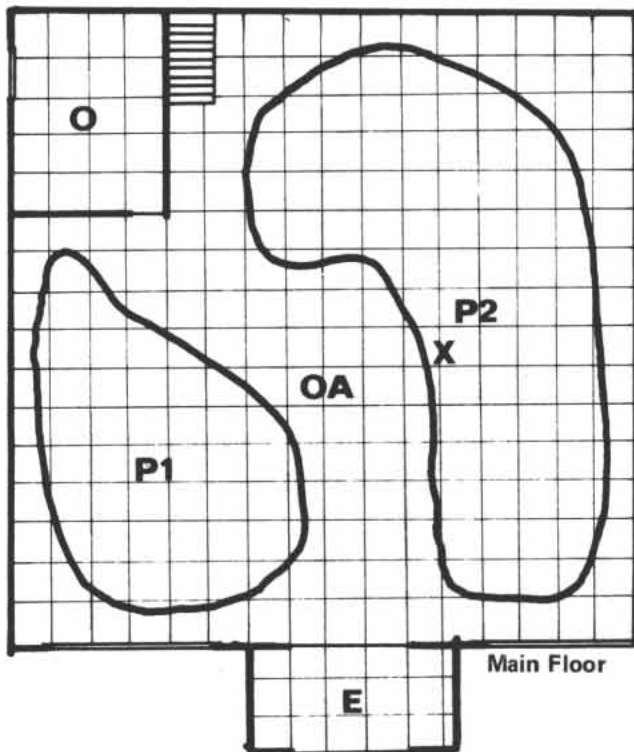
Over a distance, the trail begins to fade, but is discernable enough to follow. Along the trail can also be found the broken pieces of Lewis's camera as the Garrote destroyed it. Avery Bittman's wax museum (see map of the museum) is where the trail ends. As the hero approaches the museum, it will be noticed that the front door is ajar, seemingly forced open, and a light is on within, dimly illuminating the area.

As soon as the hero enters, the light will be turned off (the Garrote's Telekinesis). Unless some form of Heightened Sense such as night vision is in the hero's arsenal, an Agility save will be required with every movement that is made. A failure in this roll will cause 1d6 points of damage as an unseen object is stumbled over.

6.1 KEY TO THE WAX MUSEUM MAP

E Entrance: Between the double doors leading out and the doors leading further into the building is the entrance area. In here,

THE WAX MUSEUM



1 square = 5 feet

people purchase their tickets. The Garrote's footprints finally fade at this point.

O Office: This is the private office of Avery Bittman. When entering, a light switch can be found on the wall immediately to the right of the door. On the desk is a pile of newspaper clippings which the curator has collected, all of which are based upon the Garrote.

OA Observation Area: This area is where patrons wander about when looking at the collection of wax statues that Avery Bittman has created. In the center of this area is the dead body of Avery Bittman. If the player-hero has no way of seeing in the museum, he will probably find the body when he trips over it. Bittman has been strangled to death, obviously by the Garrote.

Near the stairs, on the exterior wall of Bittman's office, is the master light switch for the museum's first floor. In the dark, the switch can be found on a successful Detect Hidden roll.

P1, P2 Platforms 1 and 2: On these platforms stand the wax statues of the museum. Before the Mayfair Building time capsule was opened, Bittman had created an imitation Garrote statue for himself. This stands on the edge of Platform 2, at the middle of the room as marked with an 'x.' When the player-hero walks close enough to this statue, the actual Garrote will use his Telekinesis to fling the dummy at the intruder. The GM should treat this as an actual attack, rolling initiative for the dummy to fool the player into thinking that he is fighting the real Garrote. Of course, the player will get a Detect Danger roll to anticipate the statue falling, but his will not tell him the actual hiding place of the real Garrote. The statue has 4 Structural Points and weighs 200 lbs.

When the hero attacks the statue, the real Garrote, who has hidden in the costume of the Executioner (Detect Hidden to find him), will leap upon the hero from behind. The murderer stands on Platform 2, waiting for the above to happen. If the hero does search in the dark to find the Garrote, his Detect Hidden roll is halved as he is unable to see in the dark.

In the ensuing fight, the Garrote will attempt to lure the hero into the basement if he is unable to strangle the hero first. Here, he will try plunging the hero into the vat of wax. Damage from being in the boiling wax is 2d10 per turn due to the extreme heat. To escape, a Strength save must be made on 1d100. The vat is six feet deep and its sides are made of steel with 11 Structural Points.

W Workshop: In this basement workshop, Avery Bittman worked on his wax creations. In the northeast corner is a vat filled with wax as described above. In the southeastern corner is a large supply of molds for the construction of wax statues. Each mold is made of plaster, has 5 Structural Points, and weighs 70 pounds.

All walls, ceilings, and floors of the building are of concrete and

have 6 Structural Points. Windows are of glass with 2 points. Doors and the stairs are wooden and have 3 Structural Points, as do the Platforms. Each wax statue has 4 Structural Points and weighs 200 pounds.

Ceilings in both the basement and the first floor are ten feet high.

6.2 AFTERMATH

If the hero wins, he will unmask Thomas Scold. In doing so, the possession of his mind by Zeke Simmons is broken. If the player deduced, not guessed, that Scold was the Garrote earlier in the adventure, he should receive a 300 experience point bonus. It may be argued that Scold was not responsible for his actions in this case, but he is still guilty of conspiracy (and the murder of Roger Ashby).

A few days later Roger Ashby's body will be found by two children playing. This will completely relieve his name of any shame. When this occurs, Lillian Ashby will also confess to her foul ways and will also be tried for conspiracy.

Should the Garrote defeat the hero in the wax museum, he will kill the hero and go on with his murderous endeavors with his level of insanity constantly growing. It is up to the GM as to how and where the Garrote goes and how he can be stopped, possibly by a new hero.

7. THE CAST

THE GARROTE

Name: Thomas Scold

Sex: Male

Age: 24

Level: 5

Side: Evil

Powers:

1. Heightened Strength: +10

2. Willpower: Type A, PR = 1 per turn

3. Telekinesis: Due to his insanity, the Garrote's mind has expanded beyond normal limits. All normal telekinetic strengths are quartered as this power is not at full strength. Thus, Telekinetic Capacity = 313 lbs., range for attacks = 18 inches, 1d4 damage, attacks as HTH, PR = 1 per attack or defense. Object manipulation range = 18 inches, 20 inches speed, PR = 1.

4. Shadow Hiding: Due to his black cape, the Garrote becomes invisible (see rules, page 14). He will remain so for as long as no movement or motion is made. This only works in dark areas.

5. Special Weapon: Garrote: +4 to hit, HTH +1d6 damage. The garrote is used to choke a victim to death. For each turn the garrote is around the throat of a victim, damage is automatic. A strangling victim can withstand the choking for a number of turns equal to his Endurance -5 (rounded down). After this point, unconsciousness will set in. The Garrote will then strangle the victim to death in one phase. Since the weapon must be used

from behind to be effective, the Garrote receives a +4 to Hit.

Psychosis: Due to his insanity, Zeke Simmons could not control his urge to murder. Those who wear the Garrote's cloak succumb to this instability. The person wearing the cloak/cape will not be able to control this desire, even when close to capture.

Weight: 170 lbs.	Basic Hits: 4
Agility Mod.: —	Strength: 25
Endurance: 16	Agility: 14
Intelligence: 12	Charisma: 10
Reactions from Good: —	Evil: —
Hit Modifier: 5.14	Hit Points: 21
Damage Mod.: +1	Healing Rate: 1.6 per day
Accuracy: +1	Power: 67
Carrying Capacity: 1464 lbs.	Basic HTH: 1d10
Movement Rate: 55 inches ground	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 6	Inventing: 36%

The Garrote was known as the 'Jack the Ripper of the Thirties.' His insanity caused the deaths of twenty innocent people and inspired fear in the hearts of thousands.

The night of his disappearance was believed to have delivered the world from the Garrote for good. This is not so.

When Thomas Scold donned the cloak of the Garrote, he became possessed by the original Garrote's soul. Scold now murders uncontrollably at the slightest whim.

The soul of Simmons bestows upon Scold the abilities he once possessed, and these abilities of the Garrote would be similarly transferred to any other who wore the cloak.

The Garrote's favorite technique of murder is to hide within the shadows of an alley or other darkened place. From this position he will attack his victim from behind and strangle that victim to death.



SUSPECTS LIST

Roger Ashby

Level	Age	Weight	ST	EN	AG	IN	CR	Hits	Power	Damage	Accuracy	Carry	Move	HTH
1	65	160	10	11	09	12	14	5	42	—	—	168	30"	1d4

Lillian Ashby

Level	Age	Weight	ST	EN	AG	IN	CR	Hits	Power	Damage	Accuracy	Carry	Move	HTH
1	57	90	08	07	12	12	10	02	39	+1	+1	55	27"	1d2

Thomas Scold

Level	Age	Weight	ST	EN	AG	IN	CR	Hits	Power	Damage	Accuracy	Carry	Move	HTH
2	24	180	14	13	14	10	15	09	51	+1	+1	364	41"	1d6

These stats differ from those of Scold as the Garrote as Simmons has adjusted the scores when his soul transferred the Garrote's powers to Scold.

Avery Bittman

Level	Age	Weight	ST	EN	AG	IN	CR	Hits	Power	Damage	Accuracy	Carry	Move	HTH
1	70	110	07	06	07	10	09	2	30	—	—2	52	20"	1d2

Scott Lewis

Level	Age	Weight	ST	EN	AG	IN	CR	Hits	Power	Damage	Accuracy	Carry	Move	HTH
1	29	175	11	10	09	12	13	5	42	—	—	204	30"	1d4

When this **Villains and Vigilantes** adventure was played, Scold did manage to pull off his plan and sufficiently confused the hero into not immediately realizing who was guilty. Eventually, the hero persevered and, after tracking the Garrote to the Wax Museum, fought a deadly battle with the Garrote. The outcome was death to the Garrote as he wildly dove at his foe and plunged into the vat of boiling wax. No matter how he tried, the hero could not save the villain.



ZIRCHER '85

TROUBLESHOOTER

BY KEN CLIFFE

PROLOGUE

Characters of first to third level are best suited to this adventure. This range is chosen as the most challenging play can be had with a slightly less powerful character. If the GM wishes to run a high level or powerful character in this adventure, it is a simple matter to increase the difficulty of success.

Another technique which can be used for higher level characters or those more powerful is to place a time limit on the player's reaction time. This idea will be further developed in the text.

1. MOTION PICTURE MAYHEM

This adventure begins with the character attending a recently playing movie (out of costume, of course). With him or her is that hero's husband/wife, boyfriend/girlfriend, depending upon the hero's current status. If none of these have been specified by the player in his character's origin or history, it is up to the GM to create this part of the character's background at this time.

As the movie continues, a man will enter the theatre right in the middle of the movie and will sit down right beside the hero. The first thing noticeable about this stranger is that he is breathing heavily and perspiring as if just having run a great distance. As the stranger seemingly squirms in his seat, without the hero's notice, he will slip an audio cassette into the player-character's coat pocket.

As the picture closes, the crowds, including the hero and his/her companion, will leave the theatre. As the two walk down the sidewalk to their car, shots from a machine gun will ring out, along with screams. Running back to the theatre, the hero will find his neighbor from inside the theatre, shot and lying on the sidewalk. The assailants speed away in a black car with no license plates. The movie was the late show so the time will be roughly 11:00 PM. In this situation, the crowds around will be small and are movie patrons. The hero could easily duck out of sight to secretly change identities to that of his superhero persona.

It is at this point that the player should be told that he can either try to save the dying man at his feet or attempt to capture the man's assailants. This is one point where a situation arises where the player must give his decision immediately or he will fail with either attempted action. Doing this will increase the tension in the adventure, as well as increasing the realism, while hopefully not making the player want to tear off the GM's ears. Before the adventure is played, the GM might want to warn the player of this technique and, therefore, give himself a 'fighting chance' with his player.

There are many possibilities which could come into play. Should the player-hero stay to help the injured man, the murderers will escape. He or she could also order their companion to help the man, or they could ask a bystander to call an ambulance. The hero could then follow the attackers and their vehicle. It should be noted, however, that the stranger will die before reaching a hospital or at the hospital if the hero takes him there with some kind of increased speed. No matter how hard the player-hero may try, the stranger will not be able to give him any information before he dies.

What can be found is a crumpled up piece of paper in the man's hand. On it is an address which can be found in the dumpier part of the city.

Within the car which was used in the getaway are two thugs (No. 1 and No. 2). Thug number 1 drives the car, while number 2 operated the machine gun. They drive at top speed, at least at the highest speed they could attain in the city (90 m.p.h.). The two hired assassins are hired muscle used in the unlawful enterprises of Pioneer Oil, or rather, the enterprises of Pioneer's president, Stewart Rhodes.

If the two are allowed to escape, they will return to their office near the waterfront. Their car will be stashed farther away later, as the police will, no doubt, have an All Points Bulletin out on the vehicle. From this location, the two operate a hit-man operation. The hero may decide to follow the culprits and hopefully learn their motives. Such will not be the case. Upon completing their assigned job, the murderers will call Stewart Rhodes. Rhodes will pay them directly, but secretly with company funds, making a deposit to their bank accounts. These two will never be hired again to maintain operation security in the plans of Stewart Rhodes. Due to the above, the hero will not learn who employed the men from a vigil over them.

It is up to the GM to create the shack that the men work out of if the hero attacks. If the hitmen are defeated and captured, they will not be made to talk. Of course, a telepath could read the men's minds and find his way directly to the source of the problem, Pioneer Oil.

Should the hitmen defeat the hero, he will wake up to find himself dumped across the city from the hitmen or left on the road if he attacked them on the street. If the hero returns to the shack/hideout, he will find the murderers gone.

2. THE ACTUAL EVENTS

What actually has occurred this night was the work of a reporter which brought about his death. Paul Anderson was working on a story in which he was attempting to uncover the illegal activities of Stewart Rhodes, president of Pioneer Oil. In his investigation, Paul dug deeper and deeper into the activities of Rhodes until the criminal could feel the pressure. Rhodes was so distracted by the reporter that he put out a contract on him. Anderson knew that he was close to breaking his story when he came across one of Rhodes' former hitmen. With a little monetary persuasion, the hired assassin was convinced to spill everything he knew about his former employer. From this information, Anderson learned about a meeting being held which involved major crime lords from throughout the city. Planting a listening device, Paul Anderson taped the entire meeting. He knew, however, that in court such tapes are not considered firm evidence as such tapes can be easily fabricated. While the meeting continued, Stewart Rhodes looked out of his office window to see Anderson in an adjacent building, spying on the gathering with a pair of binoculars. Paul Anderson realized he had been observed and immediately bolted for his life. At the same time, Rhodes called two of his best hired gunmen who tracked the reporter down. In flight, Anderson ducked inside a movie cinema in the belief that he had lost his pursuers. He was wrong.

Due to the crowds in the theatre, the assassins could not risk being witnessed or identified and decided to wait for Anderson to appear again outside the theatre. Paul Anderson tried to hide within the movie theatre, but was forced to leave after the last show ended by an usher. What transpired from this point on is history.

The card which can be found in Anderson's hand at his death was acquired during the course of his investigations. It will be found by the hero if he or she helped the man or help was provided by the hero's companion.

Depending on the situation, the character's companion will give the hero the card if his or her secret identity is known to the companion at the theatre. If the hero's identity is secret, the companion will give the card to the normal, non-superpowered persona of the character later as he or she will not know what else to do with the card.

If the hero has no way of obtaining the card, it could come into his/her possession when finding out if the man lived or from the police who will need the hero's help in the case. The card and the address on it will be described in greater detail later on.

3. THE TAPE

When the player-hero returns home and is alone once again, the tape will be found in a coat pocket (see Motion Picture Mayhem) while removing the garment. With a little thought, it will be realized that only the stranger at the theatre came close enough to put the tape in the hero's pocket without being noticed at the task. Simply playing the tape will verify this theory. Played, the tape goes like this:

'... ood evening gentlemen. I believe we all know the reason for this meeting. I have for you a proposition that will provide you with complete access to the major industries of the entire city. With such access, industrial crimes of incredible magnitude can be conducted. I have these businessmen in my back pocket, how this was done is no concern of yours.'

'You're offering too much! What do you want from this deal, Rhodes?'

'Patience, my deal Mr. Racconi. I was getting to that. All you have to provide for me is twenty percent of the action.'

'Twenty percent! The five of us here would only be getting about fifteen percent in that deal! You've got to be joking!'

'Fifteen percent of a couple of billion is better than fifteen percent of nothing. Besides, without me in this deal, you're nothing. Oh, by the way, should we agree to this arrangement and anyone should become greedy, I'll have to release my special agents. Let me demonstrate. Come in my dear.'

'You see gentlemen, I am... Wait a minute, who's that out there? Get me Sloan and Williams! Anderson is being a nuisance again!...'

After that point, only silence is taped, as if the cassette had been ripped from the tape recorder. A moment later, a panting voice will break the silence.

'Hnnh, hnnh... This tape... is a recording of Stewart Rhodes... actual criminal intentions, uhh... I know this tape cannot be used in court, so I'll try to find some place to hide it... in the meantime, I, or somebody, has got to find more evidence... I have to go, they're coming!'

The second taping was made by Anderson in his flight from the assassins. He eventually slipped the cassette in someone's coat pocket, hoping he would take it to the police since Paul Anderson might not be able to do so.

After hearing the tape, the hero should feel obligated to capture Rhodes and bring him in to face justice.

Listening to the tape, the hero will probably recognize the voices of two criminal organization leaders. These men, however, are very elusive and will never be located, no matter how hard the hero searches for them.

Furthermore, Anderson's office at his newspaper (created by the GM) is void of any helpful clues, except one. Under the mat on Paul Anderson's desk is a small piece of paper (found with a successful Detect Hidden roll) with the name and address of Anderson's informer who had squealed about the meeting and about Rhodes. His name is Jerome Cooper. This note was missed by the police.

The player-hero may decide to call Cooper. The informant is almost always drugged up. He was fired from Rhodes' employment due to this problem. He knows nothing about Anderson's investigation but can reveal a little about Rhodes at the GM's discretion.

The search of Anderson's office can only be conducted with the permission of the newspaper editor. He will be reluctant to grant such permission unless the hero reveals his intention of finishing what Paul Anderson has started.

Simply entering the newspaper office and rifling the man's desk will only result in the hero being thrown out and being given a warning never to return.

The player-hero may decide that better headway can be made at the newspaper office in his or her secret identity. Unless the character has a good excuse or an outstanding interest (i.e. he/she is a fellow reporter or a police officer, etc.), this method will also result in failure.

Searching Anderson's home will provide no clues to the hero.

4. A CLUE TO THE CARD

As stated earlier, the card Anderson clutched in his hand when he died contained an address in a dirtier part of town.

Arriving at the scene, the hero will find the building to be a condemned tenement. At present, no one roams the streets unless it is broad daylight when the character makes this journey. In such a case, bystanders are to be created by the GM as he wishes.

4.1 KEY TO THE CONDEMNED BUILDING

This old and dilapidated building is scheduled to be demolished. Every fiber of its construction appears to be ready to collapse. The building is the temporary base for a street gang known as the Blades.

MF, Main Floor: This area, at one time, was the lobby of this apartment building. Now all floors above it have been gutted. The floor itself is littered with debris and the occasional rat. The stairs to the south are collapsed at the top a lead nowhere. The top of the stairs is twenty feet above the floor. The ceiling to this room (actually the roof) is fifty feet high.

Due to its state of disrepair, almost all structures in the room are unsafe. If a weight of 150 pounds enters the center of the floor, that weight will fall through to the basement. The weight the floor can support at the edges of the room is 250 pounds. The Blades chose this building because of this danger as it offers them some protection. Of course, this was the Night Raven's idea. To get to the basement, the gang members walk around the edges of the floor and stairs.

The danger of falling through the floor also effects the stairs at the south, but not those of the north. Two hundred pounds can be safely supported by these stairs.

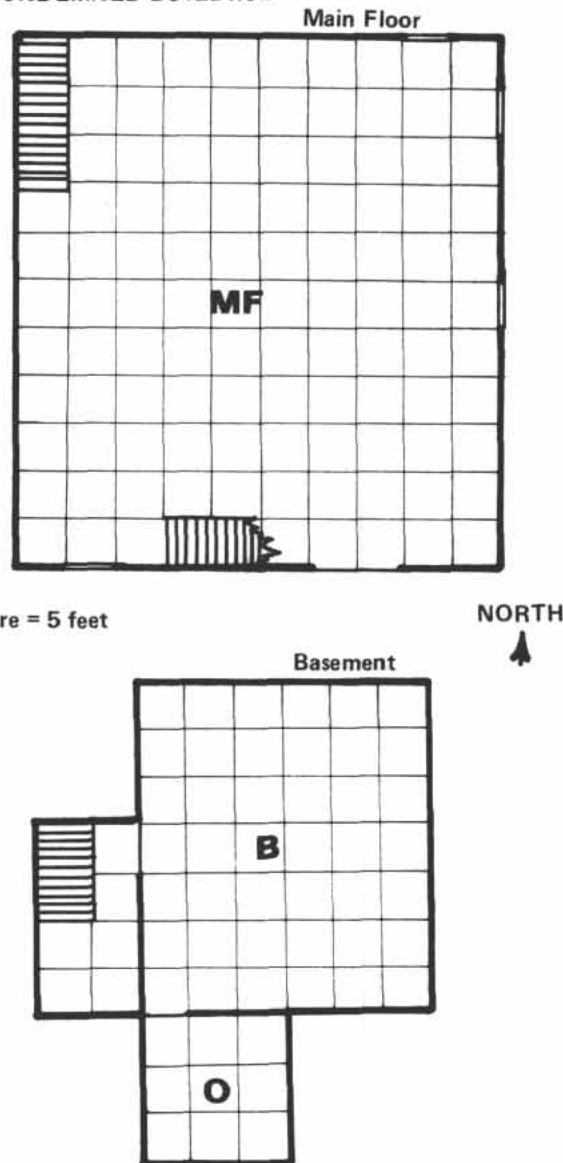
The floor and stairs to this level have 1 Structural Point. Walls and the ceiling are of concrete, but have only 3 Structural Points. All doors have one point and the windows are already smashed. The boards that cover the broken window openings have 1 point. These strengths are somewhat lower than normal due to the buildings poor condition.

When walking down the stairs to the basement, the Blades can be heard shouting from the lower level in their usual rowdy manner.

B, Basement: This room was once the furnace room of the apartment building, but the furnace has long since been torn out. The room is now used as the headquarters of the Blades. There are six gang members present at the time (numbers 3 through 8). The room contains an old couch (200 lbs.) with 4 Structural Points and two chairs (50 lbs. each) with 1 point each.

Only a few phases after a fight has begun, the Night Raven will burst from his office (marked 'O' on the map). The hero will receive a Detect Danger roll, of course. The Night Raven's first action will be to attack the hero and then fly from the room (flying through the floor) to lead the character out into the open. His last order to the

THE CONDEMNED BUILDING



1 square = 5 feet

NORTH

remaining Blades will be to stay where they are. Out of fear of the Night Raven, they will do as he says.

Outside, the Night Raven will go into a battle fury for one turn, but will then realize that he is fighting a fellow hero. When this occurs, he will stop the fight in this manner:

'Wait! What do you want here?'

This is another time where the player must make an instant decision regarding his course of action. He can either continue to attack the Night Raven or stop, as his opponent has already done. If the Night Raven is further attacked, the hero of the night will again try to stop the player-hero. If the player-hero persists, the Night Raven will, in all probability, beat him to a bloody pulp. When the player-hero awakens, he will have no choice but to stop and to speak to the Night Raven. If the player-hero continues to fight the Night Raven and wins, gang members can be interrogated as to where Rhodes is and they will spill the beans.

Should the player decide to stop the fight and talk, he will be allowed to explain his presence. The Night Raven knows of Rhodes and his activities and was 'leader' of the Blades when Rhodes recruited the gang's services on one occasion. The Night Raven can inform the hero of both the whereabouts of Rhodes and his activities. He will then warn:

'I don't want you coming back here again. If you do, I won't be so lenient!'

Steel will not speak any longer and will fly back to the Blades and will inform them that he has defeated the player-hero, but the coward fled.

When the hero attacks the street gang in the basement and if he should be knocked unconscious or be incapacitated, he will wake up

to find himself alone with Night Raven in the office. The Night Raven will want to know what it is that the hero wants. This can be handled as described above. In the end, the Night Raven will decide that the player-hero and he can fake a fight in which the hero will be allowed to escape. This will fool the Blades. It should be noted that the Night Raven does not know Paul Anderson.

4.2 THE NIGHT RAVEN'S MOTIVE

Months ago, the Night Raven learned from a contact that his hated enemy was recently in cahoots with the street gang called the Blades. Posing as a deadly criminal (at the time he was relatively unknown), the Night Raven forced his leadership on the Blades. Since he has not yet found any clues as to where his enemy can be found, he continues to search and will never give up his hunt. In time, if the Blades do not reveal any information, he will leave them (slightly bruised) with the information squeezed out of them.

4.3 BUSINESS OF THE BLADES

The gang, the Blades, was hired by Rhodes to threaten an industrial leader who would not go squish under his thumb. The Blades did just the one job and it was a success. The Night Raven went along with this so he could maintain his 'cover' and not ruin his chances of winning his prime objective, the killing of his enemy. Rhodes has not hired the Blades since that time, and will not. It was this job that Anderson found out about and this is why he had the condemned building's address on the card (the one later found by the hero).

4.4 KEY TO THE STREET MAP

Restaurant, Shoe Store: At night, both of these buildings will be closed. Each is one story tall. During the day, very few customers will be present due to the relatively unsafe nature of the neighborhood. With this in mind, the restaurant owner packs a shotgun (+2 to hit, 2d6 damage, 10 inch range). This man will do anything to protect his greasy spoon, even blasting a destructive hero.

Each building is of brick construction with a large storefront window.

Destroyed Buildings: These areas on either side of the Blades' headquarters have previously been buildings, but have since been gutted and destroyed. Present is an incredible amount of debris which could be used as a weapon. Weights of the pieces of debris range from one pound to two hundred pounds.

Street Lamps: The pole to such lamps have 6 Structural Points. The glass bulb has 2 points. Each lamp lights up an area with a ten foot radius from the lighting source. Physically striking exposed wires will cause 2d8 damage. Each pole weighs 800 pounds and is 15 feet tall.

Fire Hydrant: This single hydrant is of cast iron construction and has 10 Structural Points. To tear this hydrant from the concrete will require fifteen points of structural damage in a pulling or prying fashion. It weighs 120 pounds and a concussive force of water will fountain forth if it is pulled from the sidewalk. Contact with such a fountain of water will cause 1d4 damage. The water spurt will subside in ten turns.

Trash Can: The cans present here are loaded with garbage. With this waste included, they weigh one hundred pounds each and have 8 Structural Points based on their aluminum construction.

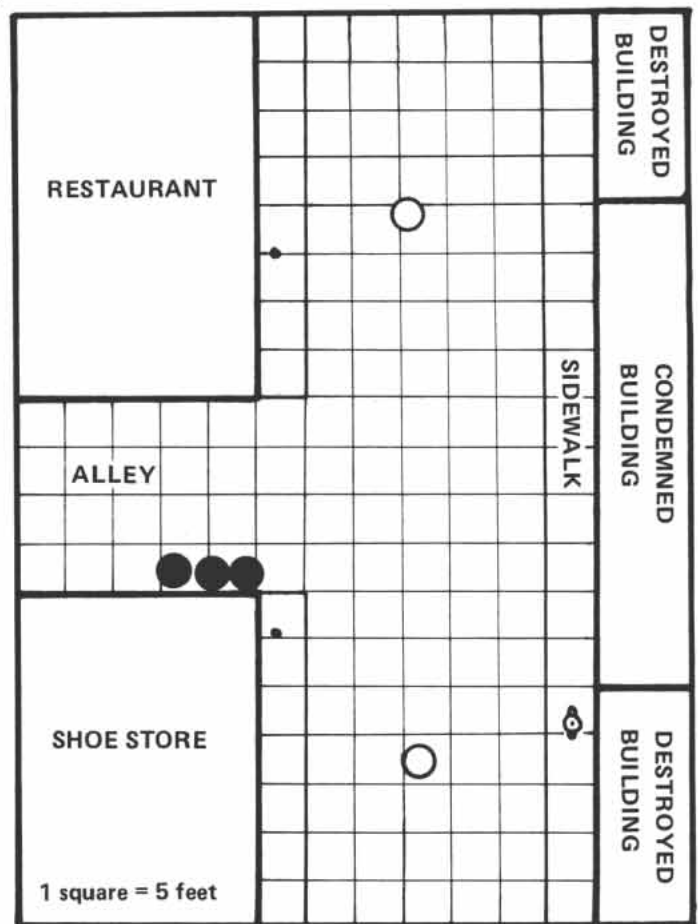
Manhole: There are two manholes represented on this map. From these there are ladders which can be used to gain access to the sewers. Manhole covers weigh sixty pounds, have 10 Structural Points (cast iron) and have an 'A' range if used as weapons and thrown. These cannot be removed without a crowbar, magnetic powers, etc.

Streets themselves are of concrete, as are the sidewalks. Therefore, both streets and sidewalks have 6 Structural Points.

5. PUNCTURING PIONEER

In which manner the hero gained information on the current whereabouts of Stewart Rhodes makes no real difference. Either the Night Raven forwarded the information or a pressured Blade gang member spilled the beans. Simply arriving at the head offices of Pioneer Oil will not provide the hero with Rhodes. There are a multiple number of offices in the city in which he could be found.

Though the player-hero would now know that Rhodes is president of Pioneer Oil, he would have to determine for himself exactly where



the business executive is at this time. Questioning an employee of the company on the matter may gain some information for the player-hero, but only if he has a reasonable and seemingly important need to see Rhodes. Otherwise, success will be out of reach.

In fact, the president of the company works out of an office building in a remote, quiet area of the city where his illegal activities can go on with little suspicion being attracted. The building is on the corner of Drury Road and Michaels Street.

Like all Pioneer offices, security here is top notch. Guards and modern intruder systems monitor the interior of the building. Permission to enter freely into the building will be impossible to obtain unless an acceptable excuse is again created. The chances of this taking place are far higher if the player-hero decides to enter out of costume and in his non-super-powered, everyday persona/identity. In superhero garb, the character would only be seen as a potential source of trouble. In general, Rhodes will refuse any appointment when he finds out that it is to be with a superhero.

5.1 KEY TO THE PIONEER BUILDING

All buildings surrounding the Pioneer office structure are smaller in height, except for the building immediately to the south, which is also ten stories tall. It was from this building that Paul Anderson spied upon Rhodes and his secret meeting.

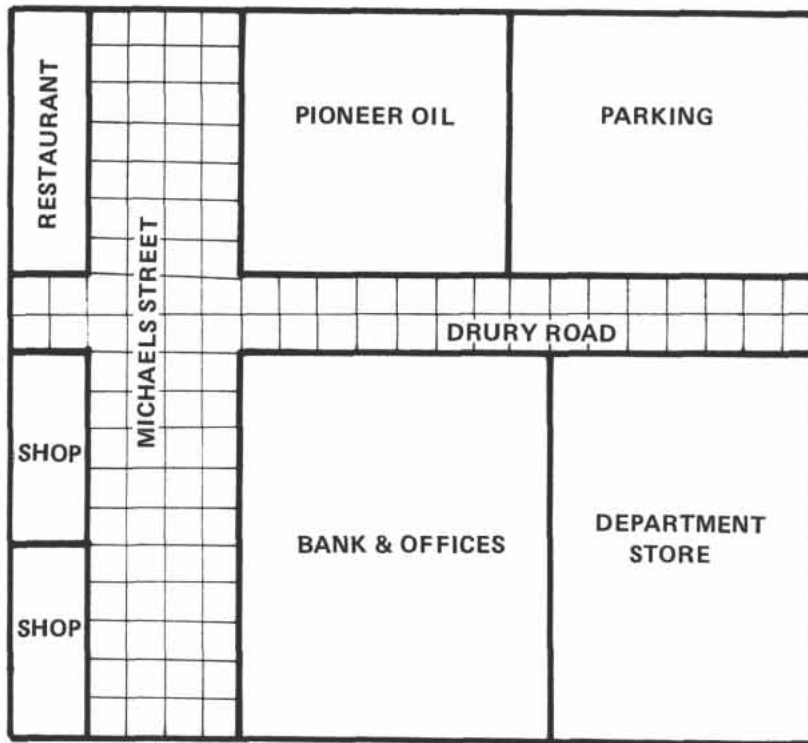
The 10th Floor: Every other floor of the building is patterned in the same fashion as this floor, the last office floor. Throughout the entire building there are surveillance cameras and heat sensors/detectors in operation. When a security guard is finished with his rounds on each floor, a guard on the ground floor turns on the detection equipment on the upper floor. He sees his partner leave the floor by way of the surveillance camera console located at the building's front door in the lobby. These actions and devices are used at night as they are shut down during business hours. Only the two security guards are on duty by day. If an alarm is triggered anywhere in the building at night, a silent alarm goes off at the guard console. From here, a single guard will usually investigate the problem. If there is a true crisis, the police will be called by a guard on the main floor.

GUARD LIST

Sex	Weight	ST	EN	AG	IN	CR	Hits	Power	Damage	Accuracy	Carry	Move	HTH	Level
M	150	09	10	11	14	12	04	44	—	—	130	30"	1d4	1
M	170	12	13	09	11	10	07	45	—	—	257	34"	1d6	1

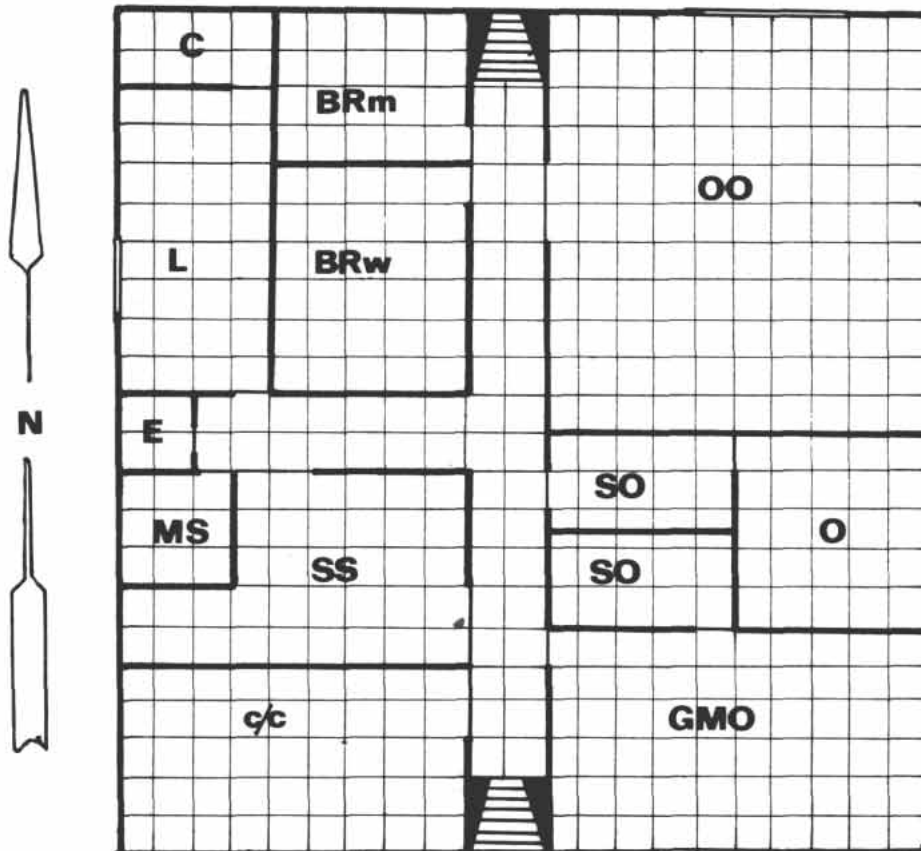
Each guard carries a pistol: +3 to Hit, 1d8 damage, 20 inch range. Also a nightstick: +1 to Hit and HTH +1d2 damage.

PIONEER OIL BUILDING, STREET VIEW



THE TENTH FLOOR

1 square = 5 feet



There are a vast number of ways in which a character might surpass the defenses and gain a safe entry to the building. At night, getting past the locked door is easy with Vibratory Powers. Invisibility will get the hero past the guards, but not the heat detectors. Regulating body temperature with, say, Ice Powers, would fool the heat sensors. As already stated, there are many ways of getting into the building, but the results are in the hands of the player and the GM.

BRm, BRw, Bathrooms for Men and Women: These two rooms are the washrooms used by the staff of this floor. There is nothing out of the ordinary present at any time of the day or night.

C, Closet: In this cubicle are stored the coats and other mundane items left by the occupants of the lounge. There is nothing of this sort at the time, except for such items as folding chairs and spare water

cooler cups.

C/C, Computer and Copier Room: In this room are the main computer banks used in the building. Stored in these is just about anything a person would want to know about Pioneer Oil Incorporated (except, of course, items pertaining to the illegal activities of the company's president). During the day, there is at least one person present, in a search for some piece of information or making copies on the copying machine.

E, Elevator: This is a common elevator which can be used to gain access to any floor in the building, even the penthouse office and the basement. There is a surveillance camera located here.

GMO, General Manager's Office: This is the office of Nick Torrence, Rhodes' second in command. His major job is to handle staff difficulties and handle whatever special assignments he is given by Rhodes. As of late, the number of such special projects has sharply increased due to the president's preoccupation with his unlawful activities. Rifling this room will supply the player-hero with no useful evidence.

L, Lounge: In this room the staff spend their breaks and free time. It is furnished with wall-to-wall carpeting, one leather couch, three chairs, a water cooler and a coffee machine.

MS, Mechanical Storage: In this small room all the equipment needed to make common repairs to office equipment is kept. Most of the contents are of a metallic nature, making them useful to heroes with magnetic powers as potential projectiles.

O, Office: This office belongs to a third member of the building's executive team. It is furnished with a desk, two chairs, a lamp and an aquarium. It is evident that the workload on this man is quite high as well as demonstrated by the stack of papers on his desk. (This is due to the extra load placed on all Pioneer executives by the company president's involvement in outside interests.)

OO, Open Offices: On the western side of this room is a wall and door completely of glass. Inside is an open area with five desks spaced about. In here the employees do their daily work without the prestige of private offices. Nothing of interest will be found here.

SO, Secretary's Office: These separated rooms are the reception rooms for both the General Manager, Nick Torrence, and his fellow executive, Simon Shaw. In each room is a private secretary.

SS, Stationery Storage: Kept in this large room is spare furniture, paper, filing cabinets, etc., which are needed throughout the building.

Office Penthouse

B, Bathroom: An ordinary washroom which divides into two sections. This facility is for the use of Rhodes' secretary or any guest waiting to see him. B2 is exactly the same, except that its use is reserved for Rhodes alone and it is not divided.

C, Closet: A common closet for hanging clothes.

CR, Copier Room: This room contains photocopying equipment for the personal use of Rhodes, it is often used in his work and his illegal moonlighting.

E, Elevator: As described above for the 10th floor.

RO, Rhodes' Office: This immaculately furnished office is the private workplace of Stewart Rhodes. The furnishings of the room consist of a mahogany desk (500 lbs.), three leather chairs (75 lbs. each), two lamps (20 lbs. each), wall-to-wall carpeting, and expensive paintings. The desk has 4 Structural Points, the chairs 3, and the lamps have 1 each.

During the day, Rhodes is always here, as he also is at night. Due to his presence in this section, the security guards have shut off both surveillance cameras and heat detectors. The guards have been left with instructions to turn these back on in the penthouse only when Rhodes calls them to report his departure from the building. The guards are used to this and are fully practiced in this procedure.

In the top drawer of Rhodes' desk is a machine pistol. This is kept there for both protection from intruders and from those he works with in his less savory dealings.

Machine Pistol: +3 to hit, 1d8 damage, 10' range, 20 bullet supply in clip, +1 to hit, -1 damage per extra bullet fired.

If and when trouble does occur, Rhodes will call out for Celeste (see 'TT' below). When she arrives, (within a second), Rhodes will attempt to make his escape.

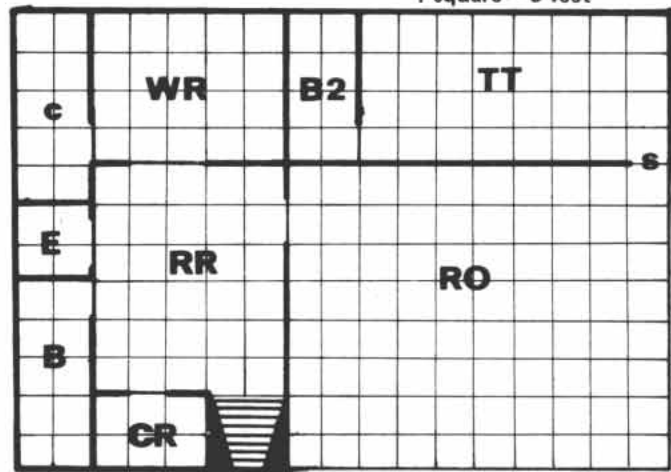
The 'S' symbol in this room represents a disguised (secret) door which can only be detected with a successful Detect Hidden roll or if it has already been opened and exposed.

RR, Reception Room: This is a common reception room in which Rhodes' private secretary works.

TT, Think Tank: This is Rhodes' private retreat or think tank. It is in here that he usually conducts his illegal activities during the day so as not to be caught or detected by anyone. An intercom system on the desk here connects to one on his office desk in room 'RO.' Using this, he can be forewarned when anyone is entering his office

THE OFFICE PENTHOUSE

1 square = 5 feet



when his secretary buzzes.

This room is furnished with a large desk (500 lbs.), one chair (75 lbs.), one lamp (20 lbs.), and a small but comfortable bed (600 lbs.). The bed has 5 Structural Points, while all other values are as listed for room 'RO' above.

Celeste stays in this room for the time being and is Rhodes' personal bodyguard. She also conducts special missions for the company president. Celeste is always prepared to act in times of crisis and will be there to defend Rhodes in seconds. The building security systems are not used in this room or in room 'RO' by Rhodes' orders.

WR, Waiting Room: People such as salesmen waiting to speak to Rhodes are directed here by the receptionist/secretary to wait until the president is free. Presently there are eight chairs with a table in the center of the room. Upon the table is a collection of old magazines.

All floors, ceilings, and walls are made of concrete with steel reinforcement. Within the building the ceilings are of the suspended kind. Reinforced walls have 8 Structural Points, while suspended ceilings have 2. Those blank areas on the exterior walls on the maps are windows and have 2 Structural Points. Doors are of wood with 3 Structural Points.

6. RHODES' PLOT

Up until a year ago, Stewart Rhodes was an honest businessman, running an honest company. Through his business dealings, Rhodes began to hear of the rather dark, immoral actions of his competitors. Seeing these men get away with their actions, Rhodes decided to try his hand at tax evasion. He was caught.

He only barely managed to retain his job. What was most annoying to the president was that his competitors were now laughing at him for his legal clumsiness. Rhodes wasn't laughing.

Shortly after, there arrived in the mailboxes of his corporate competitors letters outlining Rhodes' plan to expose each of them unless they followed his instructions. It was blackmail.

Since that time, Rhodes' activities have gone well beyond vengeance to produce vast profits. Direct payments to him by his fellow corporate presidents were too obvious. To preserve his security, it was decided that flunkies would be used. Rhodes then called some of the major crime syndicate heads of the city. Using these men's organizations, robberies of Rhodes' competitors could be arranged without the police even being called. Of course, his profits would have to be split with his 'partners' due to their provision of the raw materials needed in his plot, men.

The night of the meeting that Paul Anderson was witness to, Rhodes paid off the security guards when they saw the crime leaders so as to keep his secret meeting quiet.

Until this point, his operations had been kept completely quiet, even to building employees, until the reporter came along and ruined all of this.

AFTERMATH

If the hero can defeat Celeste in less than three turns, there is still a chance of capturing the fleeing Stewart Rhodes. He will make his way to his car and will then drive anywhere that is safe. If Rhodes does manage to escape, he will probably never appear again.

Should Celeste defeat the character, she will disappear as well, knowing that Rhodes will do the same.

It is quite possible that Celeste may be encountered again in the

future as she hires herself out to the highest bidder.

7. THE CAST

THE NIGHT RAVEN

Identity: Douglas Steel

Sex: Male

Age: 30

Level: 5

Side: Good

Powers:

1. Glider Cape: 80 inches airspeed per turn, must have air currents to gain altitude.
 2. Invulnerability: 10 points from the cape.
 3. Heightened Endurance: +11
 4. Natural Weaponry: +2 to Hit, +4 damage.
 5. Heightened Senses Device: Infrared Goggles: x2 Detect Hidden and x3 Detect Danger.
 6. Willpower: PR = 1 per turn, Type A.
- Low Self-Control: On a mission, the Night Raven often loses sight of his ideals and goes to any extreme to defeat his opponent. Killing is not out of the Night Raven's range.
- Lowered Charisma: -7 due to extreme motives from true good.

Weight: 190 lbs.

Agility Modifier: -

Endurance: 25

Intelligence: 16

Reactions from Good: -2

Hit Modifier: 8.06

Damage Mod.: +2

Accuracy: +2

Carrying Capacity: 705 lbs.

Movement Rates: 59 inches ground, 80 inches air

Detect Hidden: 24%

Inventing Points: 8

Basic Hits: 4

Strength: 17

Agility: 17

Charisma: 7

Evil: +2

Hit Points: 33

Healing Rate: 2.8 per day

Power: 75

Basic HTH: 1d8

Detect Danger: 48%

Inventing: 48%



Douglas Steel was an imprisoned convict when he decided to become the Night Raven. Douglas was put in jail for armed robbery. During his jail term, he got involved in a fight with a fellow inmate, and ended up breaking the man's arm. The prisoner swore vengeance as he was also penalized for having started the fight in the first place.

When his arm had healed, the convict managed to escape. Instead of exacting his vengeance on Steel himself, the former inmate murdered Steel's wife and son. Learning of this, Steel knew his enemy was to blame and planned his early parole on good behavior. When out of prison, Steel began hunting the convict down, and so as not to violate his parole, donned the garb of the Night Raven.

Since then, Steel's parole has expired, but he continues his own style of justice to protect others in the same position he was once in. As of yet, Steel has not found his families' murderer, his enemy.

The Night Raven fights best at night and out of doors where he is able to move freely. On an unsuspecting target, he likes swooping down and stomping his foe.

CELESTE

Identity: Myrtle Lord

Sex: Female

Age: 67 (appears 23)

Level: 3

Side: Evil

Powers:

1. Illusions: Visual and audible, PR = 2.
2. Heightened Defense: -4 to be hit.
3. Natural Weaponry: +2 to hit, +4 damage.
4. Heightened Charisma: +15
5. Special Weapon: Stun Gun: +3 to Hit, no damage, 3 shots per recharge. This weapon attacks as Sonic Powers. A victim of this attack becomes especially susceptible to Celeste's illusions. This effect lasts for 1d6 turns. This allows, even a ridiculous illusion to be considered real by the victim. The saving throw normally allowed in this situation is not permitted.

Weight: 110 lbs.

Agility Modifier: +2

Endurance: 12

Intelligence: 18

Reactions from Good: -5

Hit Modifier: 2.9

Damage Mod.: +2

Basic Hits: 4

Strength: 10

Agility: 17

Charisma: 30

Evil: +5

Hit Points: 9

Healing Rate: 0.9 per day



Accuracy: +2
 Carrying Capacity: 121 lbs.
 Movement Rate: 39 inches ground
 Detect Hidden: 14%
 Inventing Points: 5.4

Power: 67
 Basic HTH: 1d4
 Detect Danger: 18%
 Inventing: 54%

Myrtle Lord was a bored and depressed housewife whose life was only going downhill. Filing through the paper one morning, she found a large advertisement for a circus to be in town that same day. To find a little enjoyment, Myrtle decided to go to see the show.

Strolling through the fairgrounds, Myrtle came upon the fortune teller's tent. The gypsy fortune teller immediately recognized Myrtle's depression and made her an offer. The fortune teller offered youth, beauty and power to Myrtle Lord in exchange for one thing, her soul. With no real thought, Myrtle agreed and became a beautiful twenty-three year old with the power to pervert weaker minds. Her soul became another victim to be held prisoner in the gypsy woman's

crystal ball.

Myrtle Lord decided that 'Myrtle' was not a suitable name for such an incredibly sexy young woman. She chose 'Celeste' as more appropriate. Throughout her many new experiences, Celeste did things she had missed out on when she was still plain Myrtle Lord. These actions finally led her to Stewart Rhodes, who had the wealth she so much craved. The rest is history.

What Celeste does not realize, however, is that without her soul, she has become immortal and, with immortality will eventually come insanity.

In a fight, Celeste will first blast her opponent with her stun gun, hopefully by surprise with the aid of some form of illusion. In this 'stunned' state, her victim will be further confused by the creation of multiple images of Celeste. Refraining from physical combat as much as possible, Celeste will usually drive off her opponents with powerful illusions, maybe of the hero's deepest fears or weakness, if they could be known to her.

THUG LIST

No.	Sex	Weight	ST	EN	AG	IN	CR	Hits	Power	Damage	Accuracy	Carry	Move	HTH	Level	Weapons
01	M	170	10	12	13	12	13	09	47	+1	+1	187	35"	1d4	1	Pistol
02	M	160	13	09	10	10	09	05	42	—	—	248	32"	1d6	2	Machine Gun
03	F	110	08	10	17	14	12	05	49	+1	+2	83	35"	1d3	1	Knife
04	M	150	10	12	14	11	10	06	47	+1	+1	165	36"	1d4	1	Knife
05	M	210	09	14	09	08	08	07	40	-1	—	224	32"	1d4	1	Crowbar
06	M	200	14	12	09	13	11	08	48	—	—	394	35"	1d6	2	Baseball Bat
07	F	130	10	10	12	15	14	05	47	+2	+1	130	32"	1d4	1	Chain
08	M	160	16	09	14	10	16	08	49	+1	+1	400	39"	1d6	3	Pistol

Pistol: +3 to Hit, 1d8 damage, 15 inch range.

Machine Gun: +4 to hit, 1d10 damage, 150 inch range (+1 to hit and -1 damage per extra bullet fired in a phase).

Knife: +1 to hit, HTH +1d2 damage, A" range if thrown.

Crowbar: +3 to hit, HTH +1d6 damage.

Baseball Bat: +3 to hit, HTH +1d6 damage.

Chain: +3 to hit, HTH +1d3 damage.

STEWART RHODES

Age: 43
 Side: Evil
 Powers: None
 Weight: 190 lbs.
 Agility Mod.: —
 Endurance: 10
 Intelligence: 12
 Reactions from Good: —
 Hit Modifier: 1.1
 Damage Mod.: —
 Accuracy: —
 Carrying Capacity: 221 lbs.
 Movement Rate: 30 inches ground
 Detect Hidden: 10%
 Inventing Points: 1.2

Sex: Male
 Level: 1
 Basic Hits: 4
 Strength: 11
 Agility: 9
 Charisma: 10
 Evil: —
 Healing Rate: 1 per day
 Hit Points: 5
 Power: 42
 Basic HTH: 1d4
 Detect Danger: 14%
 Inventing: 36%



When Paul Anderson went down on the pavement, the playtest hero tried to save him to no avail. Finding the card and the tape, he began a ruthless search for Rhodes. In this search, he triumphed over the Blades and talked with the Night Raven.

At the Pioneer Oil Building a terrible battle took place with Celeste. Before success could be achieved, both Celeste and Rhodes were able to escape and disappeared.

It's a sure bet though that Celeste will pop up again some time in the future.

DOMINION DAY

BY KEN CLIFFE



PROLOGUE

This third V&V solo adventure is for all those people out there who want V&V books with tougher villains. The cast in this adventure has therefore been raised slightly in strength to satisfy players who might be getting a little cocky. GM's with weaker characters in their campaigns can easily tone down those villains within this adventure, but they are not overly powerful, simply large in number.

A second comment which has to be made is that this adventure is situated in Canada, you know, the Great White North, eh. In some campaigns it might be a change to have the heroes work in other areas than their home towns. The die-hard GM can, of course, adjust the locations used herein to relocate the adventure if he feels it necessary.

Virtually any level character could go through this scenario as the villains on the side of evil all vary in level.

Now, put on your toque, grab a brew and jump on the dogsled, we're movin' out.

1. A POLITICAL PLOT

During the campaign of a Presidential candidate or one for Prime Minister, depending upon which country the adventure is being set in, a threat of a bombing was made apparent to that candidate, via a series of telephone calls. The caller demanded that this candidate drop out of the election (local or national, at the GM's discretion). The caller used the name Professor Malevolence.

The threats were ignored as the usual empty threats of a frustrated citizen. However, such was not the case, a bomb did explode under the candidate's bandstand, although he was not in it at the time. Except for a few minor injuries, no one was seriously hurt.

The threatening calls then intensified and were addressed to all candidates involved in the election. At this point, the present, both the hero and the police have become seriously interested.

In one of the increasing calls to the original candidate, the terrorist was stalled on the phone for long enough for the police to get a trace on the call.

The hero now stands outside an ill kept, antique house in a residential district of the city of Toronto (or elsewhere, if the GM decrees).

1.1 KEY TO THE HOUSE

A, Living/Dining Room: This room contains two musty couches and three old chairs. Around a hand carved table sit five chairs. The room, as well as the rest of the rooms in the house, are poorly kept.

B, Den: This room contains a desk, two chairs, a television set and many newspapers scattered about with many clippings showing the election candidates. A phone sits on the desk.

C, Bathroom: This old bathroom is quite filthy with water stains on the floor.

D, Coat Rack: Just as it says, this area is occupied by an antique, hand-tooled coat rack and bench.

E, Kitchen: All the kitchen hardware in here is old and outdated. Included are a refrigerator, oven, etc. Food has been left out on a counter and has become slightly moulded.

F, Porch: This porch has a wire screen wall which supplies a view into an overgrown yard. Both doors in and out of this area are unlocked as is the front door.

G, Bedroom: This room contains a bed without sheets or blankets, just a mouldy old mattress. A dresser sits in the corner, but it is empty save for a dead mouse.

H, Closet: This little room is empty save for a few rusted coat hangers.

I, Bedroom: This room is similar to room 'G' without the mouse.

J, Bathroom: This room contains a tub, shower, sink and toilet. It has recently been used as water from the shower has left the floor damp.

K, Bedroom: This room is apparently used by the house's occupant (Professor Malevolent). It contains a bed, dresser, mirror and lamp. Clothes are scattered about the floor as well as a pair of pyjamas.

L, Sewing Room: This room contains an old-fashioned sewing machine (which no longer is operable). Otherwise, there is nothing of interest present.

M, Linen Closet: In here are a few unfolded and dirty towels and sheets.

N, Closet: Hanging here are a few suits and articles of men's clothing

O, Cellar: In here are a few stacked boxes which contain memorabilia and miscellaneous items that Malevolent has decided to save.

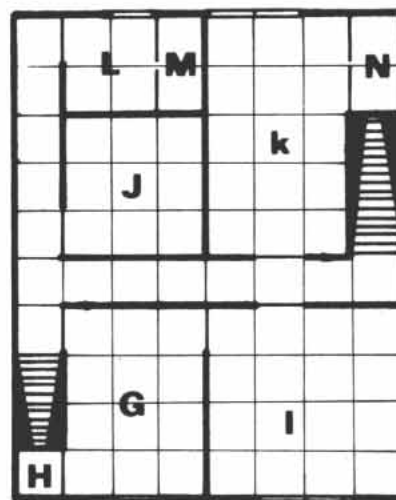
P, Furnace: In this area is a furnace which heats the house. The room is curtained off from area 'O'.

Q, Laboratory: This is the Professor's laboratory. Its door is hidden and must be located with a Detect Hidden roll.

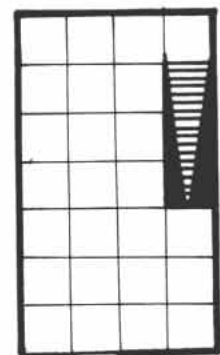
Inside the lab is a silent alarm and a surveillance board which warns the professor of intruders. Cameras which operate from the board are

THE HOUSE

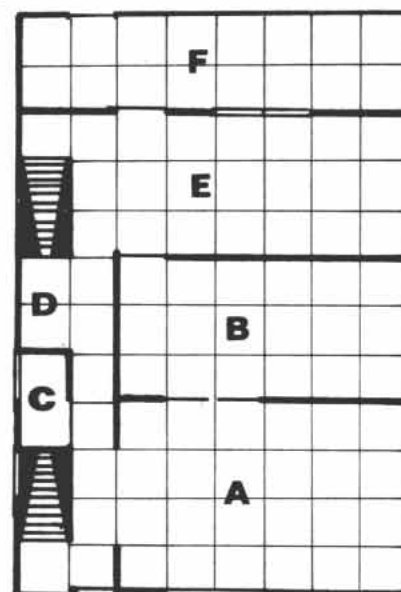
1 square = 5 feet



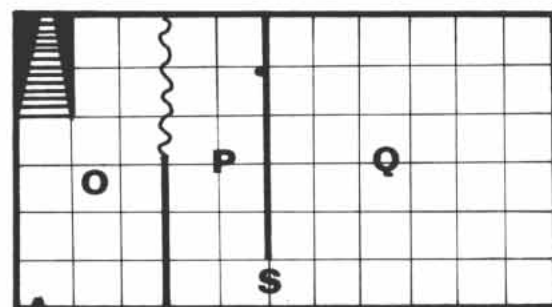
SECOND FLOOR



ATTIC



FIRST FLOOR



CELLAR

in rooms 'O' and 'P' and are marked with dots along the walls. These require a successful roll on Detect Hidden to be noticed.

In the laboratory is Professor Malevolent. He is presently plotting what appears to be another assassination attempt against candidates in the election. Standing around the desk on which he works are two Mark I robots. They will be sent to attack the hero as soon as Professor Malevolent realizes that an intruder is in the basement (almost instantly).

The professor has not yet developed his armor or the Vengeance Robots (see below), but the plans are hidden in his secret school lab.

If his robots are defeated, Malevolent will attack with a pistol he carries (+3 to hit, 1d8 damage, 60 inch range). He has six bullets in the gun.

Also in the lab is a computer which, if operated properly (requires computer programming skills), displays the construction plans for the Mark I robots. Further digging into the system will produce 'insufficient data, enter sister system.' It is known that the professor teaches at a local university within the city. A defeated hero will wake up to find that he is all tied up with the robots guarding him.

Attic: The entire attic is stuffed with miscellaneous boxes which contain nothing of importance.

Professor Malevolent lives on a quiet back street which is backed by a wooded area. On his block are a few other houses, but his neighbors know little of the professor or his activities. Rarely showing himself outside of his home, Malevolent never accepts invitations to local social events so very few of his neighbors have ever actually spoken to him. The professor has created a sort of mystery around himself with the locals. When the hero arrives outside Malevolent's home, there will be no car in the driveway as the professor does not own an automobile.

The hero will also know little about the man before arriving. It can be learned with some research that he is a university teacher who has a bad teaching reputation (no doubt the police will so inform the hero when they ask him to bring in the Professor). He is widely disliked by both staff and students at the university. On several occasions the professor has been threatened with the loss of his job due to his poor teaching habits and the open espousing of his radical political views in the classroom.

2. AN EDUCATIONAL EXPERIENCE

With the lack of concrete evidence and information available at the professor's home (and the reference to a 'sister system' in the computer in the lab), the hero will probably wish to dig deeper into the mystery man's past and background. Inspecting his office at the university would be the next logical step to take.

By the moral code of the hero, the school cannot be entered without obtaining permission. To properly and legally gain access to the Professor's office, the University Dean will have to be approached. This proposal will first be met with questions and reservations by the Dean as the offices are all viewed as private property. However, the Dean has no love for Malevolent and will eventually grant the hero entrance to the school and the office without requiring much in the way of explanations. Certainly, the hero's reputation should be known to the Dean. Dean Carl Davids will personally show the hero to the office of Professor Malevolent. He will be generally amiable.

Upon arriving at Malevolent's office, Davids will pull out a ring of keys which open every lock in the building. However, Malevolent has recently changed the lock on his office door without obtaining the usual permission from the university. He alone can gain access to his office at this time. Furthermore, no staff member or student has ever been inside Malevolent's office as he has always kept tight security over it, claiming that the delicate instruments inside could be easily damaged by anyone not fully aware of the intricacies of his field. When Davids, the Dean, tries the door, he will say after his lack of success:

'Hhmmf, this key doesn't seem to fit the lock. Charles must have changed it without my consent. I don't even think we have the key to this door.' He will then turn to the hero, 'Do you think you can do anything?'

The only remaining way to enter the office is with force. The door has 3 Structural Points. Suddenly, upon bursting into the room, an instrument on the ceiling will fire a laser at the intruding character. The beam attacks as 4th level, doing 2d8 damage with a 3 inch range. Attacks are made as for Light Control and will continue until the intruder is destroyed or the device itself is destroyed. The laser device has 5 Structural Points. As soon as the beam fires, Davids will scream hysterically and dive for cover. Also upon entering the office, the computer will be activated by the laser device and will automatically begin to erase all data. By the time the hero reaches the computer terminal, and realizes what is occurring, only a portion of the data will be available to be salvaged. This remaining data reads as follows:

'Project Dominion Day attaining stage 2.

Dominion Deviants operational, operatives include:

Trillium

Yukon Jack

Powerhouse

Vengeance series completed.

Team A employment terminated.'

Pressing for further information requires an access code which is impossible to know or deduce by the character. The information still remaining in the computer is stored on a disc and will be available for police dissection.

Before the hero can reach the computer terminal, the blueprints

for the Vengeance Robots will be lost, as will the plans for the Professor's armor.

The information on the computer is easily translatable and understandable to the GM, but not to the player-hero. Stage 2 of the professor's plan is to methodically murder all candidates and to impose himself as Prime Minister (or President). At this point, the Dominion Deviants are being used. A listing of their identities is included with the above computer information. The next line refers to the completion of the Vengeance Robots and the final line refers to the firing of Brimstone and Psi-Lancer due to the availability of the Deviants.

Of course, the player-hero will not understand much of this when he/she sees the computer printout. It's always a bit amusing to see a player deal with the frustration of attempting to decipher a possible set of clues.

3. JAIL BREAK

This stage of the adventure takes place two days after Malevolent's imprisonment. The hero will pick up a morning paper and sit down to a fresh cup of coffee. Cracking open the tabloid, the following headline screams out:

Attempted Assassin Escapes!

Further inspection of the article relays the fact that Malevolent has broken out of prison with the help of a fiery devil and a man who somehow seemed to be controlling the guards. Guards who were eye-witnesses made these reports.

Malevolent's cellmate, Larry Dorcell, a proven blackmailer and fraud, has not yet revealed any information to the police. The article continues, but offers little else of value to the hero.

At this point the hero will probably decide to interrogate Larry Dorcell so as to come up with some additional leads as to the whereabouts of the Professor, and possibly to his plans.

Dorcell will have to hear some pretty heavy persuasion to be made to talk. The two who broke the professor out were none other than Brimstone and Psi-Lancer. These two threatened Dorcell to the point of abject terror and told him that if he spoke to anyone about the professor's plans, they might return to kill him. Thus, Dorcell will only spill the beans if he is made to feel equally threatened or offered heavier security within the prison.

If such an offer is made or if he is threatened sufficiently, Dorcell will confess to the following:

'That maniac professor kept babbling about some plan to free Canada (or whatever country is being used as a setting) or something from the buffoons running it. He said that he planned to take control of Canada himself. This guy was a real nutbar. Oh, ya, he kept on mumbling about getting to his secret base and putting something called Operation Dominion Day into effect.'

At this point, a prison guard will knock on the door and inform the hero that there is a phone call for him. It is known to the police that the hero is questioning Dorcell as his acts are known to them.

The person on the other end of the phone will say:

'This is Sergeant Thompson of the Metro Police. We were looking over that computer disc you found at Charles Malevolent's lab and we found something you might be interested in. The access code still had not been found when the computer seemed to open the file itself. Anyway, it keeps flashing 'Intruder alert at,' you're not going to believe this, 'the CN Tower base.'

He will continue to say, *'We can send men over, but from the way Malevolent broke out of jail, I'd say he has some supervillain connections. This is more up your alley.'*

The sergeant will wait for a response from the hero.

It is up to the GM running this adventure to select some other landmark building if he is running the adventure in some city other than Toronto.

When the hero goes to continue his discussions with Larry Dorcell, the two will meet in the typical visitor's room, where glass panes separate visitor and inmate.

4. THE CN TOWER BASE

Upon arrival at the CN Tower, the hero

Upon arrival at the CN Tower, the hero will see a ship hovering above the ground about twenty feet away from the base of the tower. No one seems to be piloting the craft and there are letters that say 'C.R.I.M.E.' on the side. The ship is a Crime Cruiser and is being used by Psi-Lancer in this job. The doors are locked through a series of electronic devices. Entry can only be made by the use of force.

The Crime Cruiser

Weight: 7000 lbs.

Speed: 700

Hit Points:

Passengers: 1 + 4

To Disable: 35

Cargo Capacity: 3000 lbs.

To Demolish: 140

A skilled pilot is required to fly this craft.

Ten feet away from the ship is a scorched railway car from the series of train tracks that surround the tower. Beneath where this car used to stand is a large melted slab of concrete and, in the middle is a square, manmade hole. On one 'wall' of the hole is a ladder leading down. It can be seen that the ladder has been slightly melted and that the metal of which the ladder is made is still hot.

4.1 IN ACTUAL FACT

What has really happened here is a bit of deceitfulness by Professor Malevolence with the intent of tricking Brimstone and Psi-Lancer.

Professor Charles Malevolent hired these two as a backup team in the event that he would be unable to organize Canadian villains to form the Dominion Deviants. When Malevolent was captured, Brimstone and Psi-Lancer had orders to free him and they acted upon these orders, returning the Professor to the Tower Base that same night (last night). He then promised that the villains' pay would be deposited by computer to the C.R.I.M.E. computers. The transaction would take only moments to complete. Malevolent then informed his hiring villains that their employment was terminated.

As the two villains flew back to C.R.I.M.E. headquarters in their Sky-Cruiser, they contacted their organization to make sure that their fee had been paid. It had not been. Rather irate, the two villains returned to the Tower Base and invited themselves inside. Once they had relieved the guard robots of their duty, they found the professor gone (via his teleportation booth). It was then that Malevolent activated the monitor screen and he has been carrying on a rather gruff conversation with Brimstone and Psi-Lancer. It is at this point that the hero arrives. The two villains have their backs to the entrance to the room and, thus, the hero as he enters, Malevolent will look at the entering hero and will begin to laugh, thus warning the villains that something is afoot. Malevolent will watch the fight that will break out, unless the screen happens to be broken in the melee. As the Professor watches, he is wearing his armor and is therefore in his Professor Malevolence persona.

4.2 KEY TO THE TOWER BASE

B, Bathroom: Just as it says, this is a single person bathroom of the common variety found in homes, hotels, etc.

CR, Computer Room: This room is packed with computers, but as the hero arrives, he will find them rather destroyed. Two Vengeance Robots lay in a sparking heap (thanks to Brimstone). The door to this room has been ripped off its hinges.

A surveillance camera that had been used to monitor the ladder has also been smashed to junk.

L, Ladder: This ladder leads twenty feet down from the surface. At the midpoint is a destroyed surveillance camera as described as for the Computer Room. Due to its present condition, it can be easily seen and it is obvious that it had been a 'hidden camera.'

O, Office: This plush office houses a viewing screen against the south wall. As the hero enters the room, he/she will find Brimstone and Psi-Lancer facing the screen. These two are arguing with Professor Malevolence, who is wearing his armor. The discussion seems to be about money. As the Professor sees the hero enter the room he will begin to snicker.

A fight will break out accordingly as the two villains have been alerted by the Professor's reaction to the presence of the hero. If the hero loses, the villains will stomp off in anger, destroying more of the base. In the future they will hope to exact vengeance upon the Professor for his scheming and, if given the chance, will try to kill him.

At some point during the fight, the viewscreen will be smashed, ending Professor Malevolence's entertainment. Soon after, a poor soul will be knocked through the hollow wall which hides the teleporter booth. This wall has 3 Structural Points.

The room is plushly furnished with two leather chairs (200 lbs. each) and a desk (300 lbs.). The chair behind the desk (150 lbs.) sits on wall-to-wall carpeting.

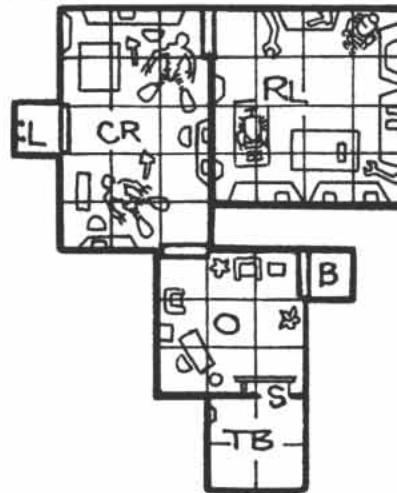
Among the papers scattered on the desk can be found more of Charles Malevolent's plans to assassinate those candidates in the current election and to replace them by holding other government officials hostage.

RL, Robotics Lab: It is in this lab that the professor makes any necessary repairs to robots operating inside this base. The door has not been smashed down and all appropriate repair hardware is still present.

TB, Teleportation Booth: On the floor of this room is a large plastic or glass plate. On the wall is a single button. By simply pushing the button, the occupant of the room is transported to the matching booth in the Professor's Ottawa Base (or the base can be located in some other city at the GM's wishes).

The CN Tower Base

1 square = 5 feet



Malevolent is quite confident that this room will never be found. However, he would not have been viewing the fight at the time the door to this room would have been burst — remember, the screen would have already have been smashed in the fight. Normally, this door could only have been found on a successful Detect Hidden roll.

All ceilings in the CN Tower base are ten feet high. The walls and floors are of concrete (6 Structural Points) and the doors are of hardwood (3 Structural Points).

5. THE OTTAWA BASE

5.1 KEY TO THE OTTAWA BASE

First Level

B, Bathroom: These are the private bathrooms for each bedroom.

BR 1-6, Bedrooms No. 1 to 6: Bedrooms numbered 1 to 3 are used by Yukon Jack, Powerhouse, and Trillium, in that order. Each room's decor is subject to the occupant's personal taste. Bedrooms number 4 to 6 are spares.

G, Gymnasium: In this large workout area is all sorts of equipment for bodybuilding. Exact items and weights are subject to GM discretion. Present here are the Dominion Deviants.

L, Ladder: This ladder leads both up and down. Going up leads to a door which enters into the sewer system. Near the door is a man-hole to the surface (Carlton Street). Looking for the door from the sewer would require a Detect Hidden roll unless its location were already known to the searcher. Going down the ladder leads to RCL.

MBR, Malevolent's Bedroom: This plush room contains a bed, a stereo, two leather chairs, and a lamp.

O, Office: This is Charles Malevolent's office and den. On bookshelves around the room are hundreds of books. The room contains a desk (300 lbs.), a lamp (20 lbs.), and a couch (400 lbs.). These items have Structural Points of 4, 2 and 5 respectively. The floor is carpeted. On the desk is a TV monitor which shows a fuzzy picture if turned on (the connecting screen was destroyed in the CN Tower base battle). Further items include piles of paper related to attacking the Canadian Government. Professor Malevolence is present. If Charles Malevolent is in his Professor Malevolence persona, he is wearing his armor.

TB, Teleportation Booth: This is exactly the same as the booth described for the CN Tower base, except that the door to this one is not hidden.

Second Level:

RCL, Robot Construction Lab: In this huge lab is the equipment required to create the Mark I and Vengeance Robots. Roughly ten Vengeance Robots have been constructed and five Mark I. None are currently operational. In the back of the room is a trash bin with walls of reinforced steel (14 Structural Points).

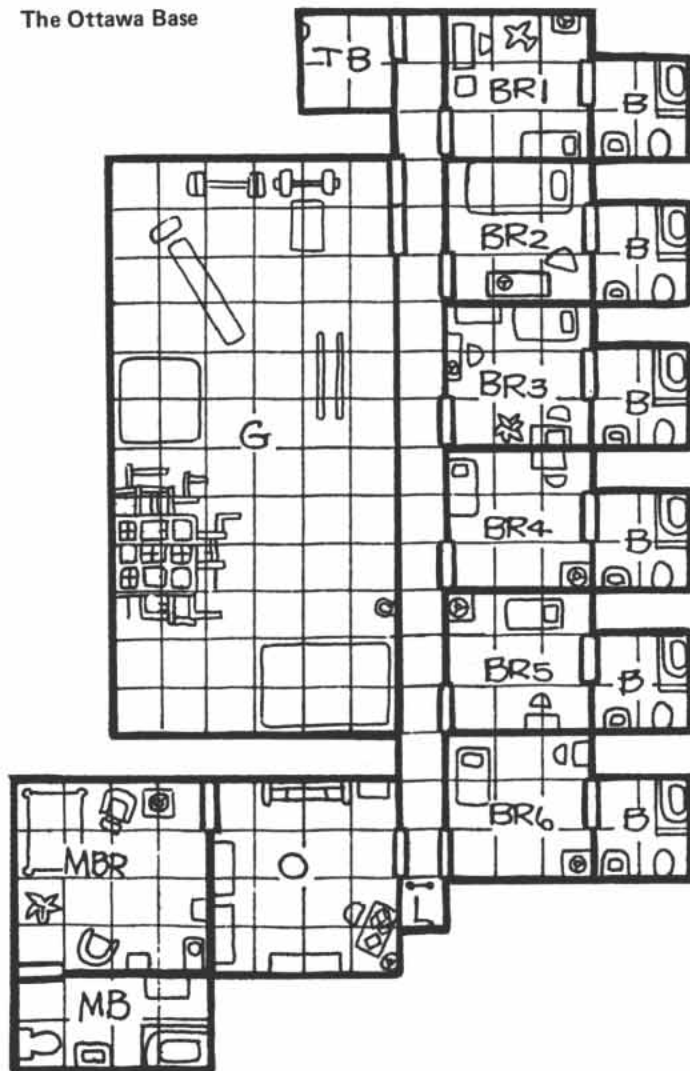
Walls, ceilings and floors are made of reinforced concrete (8 Structural Points). Doors are of reinforced wood construction and have 4 Structural Points. Ceilings are fifteen feet high in the first level and twenty feet high in the second level.

Once a fight breaks out, be it with Professor Malevolence or with the Dominion Deviants, the villains will be reinforced by the other party in 1d6 turns.

There are no robots guarding the base as the professor is too over-confident about its defenses.

Should the hero be defeated, Malevolence will order that he be put in the trash bin in the Robot Construction Lab. The lid, however, will be left accidentally unlocked (Powerhouse's doing, 'dah, oops!').

The Ottawa Base



1 square = 5 feet

Once the hero escapes from the trash bin, he will find all the Dominion Deviants in their own bedrooms. Again, once a fight begins, the remaining villains in the base will join their comrade within 1d6 turns.

In this situation, Professor Malevolence will have left the base, but he has a security alarm in his armor which will alert him of the battle at his base. At this point, he will abort his plans as security has proven to be too lax (he will probably have also lost his supervillain group as well).

It should be pointed out that Fleur de Lis has not yet been recruited into the Deviants group. Should the GM decide to use this group again in the future, Fleur de Lis can be added to the group. Her character description can be found in *Super-Crooks & Criminals* (December '85 release date).

6. THE CAST

Brimstone

Name: Lucifer Infernal

Age: 35

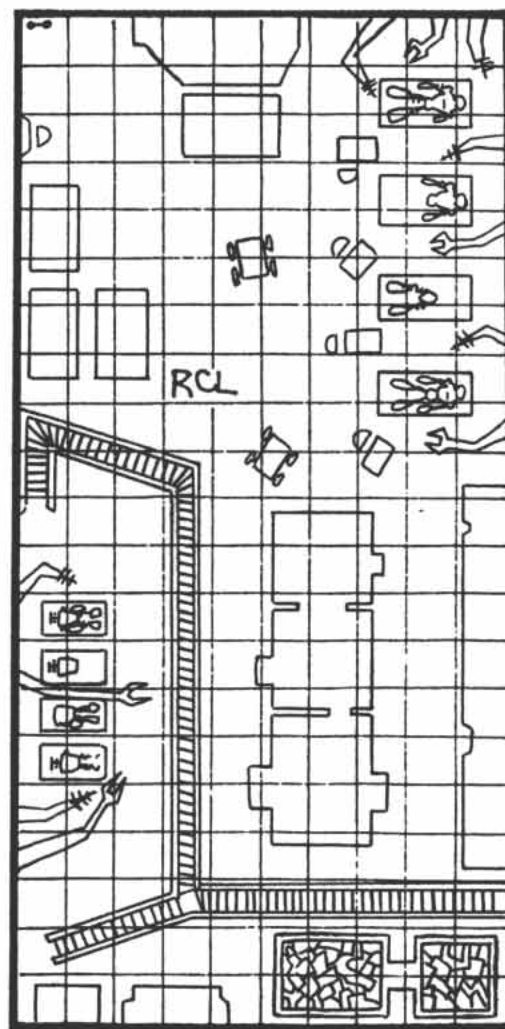
Sex: Male

Side: Evil

Level: 5

Powers:

1. Flame Power: 26 inch range, 1d12 damage, PR = 3 per attack. Also gives flight power with max. speed of 40 m.p.h. and with a PR of 3 to activate and PR of 1 per hour of flight.
2. Body Power: Making physical contact with Brimstone causes 1d8 points of damage as his body excretes sulphuric acid. No power requirement. Attacks as HTH with Chemical Power carrier attack.
3. Size Change, Larger: Any combustible object entering Brimstone's body flame will cause him to grow larger. The steps to this change are equal to the height and weight factor tables, with consideration as to what object hit him. For example, a stick would make no change, a desk would make 1 rank of change, while something like a tree might make a 3 rank change. PR = 0, maximum height factor of 3.



To shrink again, an equal amount of flame must be released as to what was absorbed. See the following table.

Height Factor	Weight Factor	Weight	Hits	HTH	Carry	Move*
1.5-9' tall	7	1540	68	1d10	3037	60
1.5-9' tall	3.4	748	33	1d8	1475	60
2-12' tall	8	1760	77	1d10	3470	80
3-18' tall	27	5940	260	2d8	11714	120

* Movement is for both inches per turn in ground movement and for m.p.h. with flight.

The ranges for Flame Power at the different 'ranks' are, in order, 39 inches, 39 inches, 52 inches, and 78 inches.

4. Vulnerability: If Brimstone can be contained within an airtight enclosure, he will burn out all the oxygen. All flames will then be lost. Dousing him with water has the same effect.

Weight: 220 lbs.

Agility Mod.: -

Endurance: 12

Intelligence: 10

Reactions from Good: -

Hit Modifier: 2.18

Damage Mod.: +1

Accuracy: +1

Carrying Capacity: 434 lbs.

Movement Rates: 40 inches ground, 40 m.p.h. air

Detect Hidden: 10%

Inventing Points: 6

Basic Hits: 5

Strength: 14

Agility: 14

Charisma: 9

Evil: -

Hit Points: 11

Healing Rate: 1.5 per day

Power: 50

Basic HTH: 1d6

Detect Danger: 14%

Inventing: 30%

If it was illegal, Lucifer Infernal was involved in it. Lucifer had, through his crimes, achieved a position of vast wealth. Life was to be lived to the fullest and it was, until one fateful night.



While he was asleep, a former partner who had been cheated by Infernal, got his vengeance. The house in which Lucifer Infernal slept went up in a ball of flames, and so did Lucifer.

When Infernal awakened, things seemed hot, 'almost like . . . No, it couldn't be. I'm still young.' Before Lucifer stood the master of the underworld, Satan himself. A strange understanding came over Lucifer Infernal as he was told that the Devil himself had brought about his existence. The Devil even named Lucifer and made it clear that the creation of Lucifer Infernal had all been a part of Satan's plan to create an agent to fight for evil upon the Earth.

No matter how hard Infernal fought, the future could not be changed as it had already been preordained and Brimstone/Lucifer was to be a part of it.

Since that time, Lucifer/Brimstone has fought many battles, even though he did not really want to. Probably his most hated enemy on the Earth is Sister Indigo. The feeling is mutual.

In truth, Lucifer is a bit of a coward. With this in mind, he joined C.R.I.M.E., as there is safety in numbers.

In combat, Brimstone will try to burn up something big so as to be able to attack his opponents in enlarged size. Of course, to do this, he will have to be out-of-doors as this is the only place he will have room in which to move around at increased size.

Psi-Lancer

Identity: Paul Lawfield

Side: Evil

Sex: Male

Age: 29

Level: 2

Powers:

1. Heightened Charisma: +10
2. Special Weapon: Psi-Helm: causes Heightened Intelligence (+20) and immunity from mental attacks such as illusions, psionics, mind control, telepathy, etc. It is the source of his Precognition and Psionics powers.
3. Heightened Senses: Precognition: Device from his Psi-Helm that adds +20% to Detect Danger and +10% to Detect Hidden.
4. Psionics: Psi-Blast with range of 16 inches, doing 1d12 damage, attacks as Mind Control. Does damage to the mind only, un-

consciousness x2%. Defends as Willpower, 10 uses per recharge. 10 attacks per recharge. If the helmet is removed, all powers are lost.

Weight: 170 lbs.

Agility Modifier: —

Endurance: 13

Intelligence: 36

Reactions from Good: —4

Hit Modifier: 4.1

Damage Mod.: +5

Accuracy: +1

Carrying Capacity: 257 lbs.

Movement Rate: 39 inches ground

Detect Hidden: 36%

Inventing Points: 7.2

Basic Hits: 4

Strength: 12

Agility: 14

Charisma: 22

Evil: +4

Hit Points: 17

Healing Rate: 1.2 per day

Power: 75

Basic HTH: 1d6

Detect Danger: 50%

Inventing: 108%



One of the many jobs undertaken by C.R.I.M.E. was a breakin at Future Planes Ltd., a British technology company. One of the major goals of this job was to steal some form of helmet which, when worn, endowed its wearer with incredible powers. The helmet had never been tested. In the building, the villains Turbo and Blue Fist grabbed the helmet, as well as a security guard who got in the way.

Arriving back at C.R.I.M.E. headquarters, Paul Lawfield (the guard) was forced to put on the helmet. The guard's mental prowess was sufficiently amplified to be able to project psionic blasts. With these powers, Lawfield fried the brains of his captors. 'They didn't treat me nice.'

C.R.I.M.E. was able to convince the former security guard to join its ranks, where millions of dollars could be made. Paul joined and took the name 'Psi-Lancer.'

Psi-Lancer's mind may be powerful, but his body isn't and Paul Lawfield knows it. To avoid being hurt, he will usually attack from behind or from some location where he cannot be seen. When knocked down to five hit points or less, Psi-Lancer will give up the fight and will attempt to run away.

THE DOMINION DEVIANTS

Yukon Jack

Identity: Jack Cole

Age: 36

Sex: Male

Side: Evil

Level: 5

Powers:

1. Stretching Powers: Maximum length = 87 inches. Maximum area is a square 44 inches on a side. Maximum cubic size is 22 inches in thickness. PR = 1 per use as a defense.
2. Heightened Agility: +8
3. Natural Weaponry: +1 to hit, +2 damage.

Weight: 170 lbs.

Basic Hits: 4

Agility Modifier: —

Strength: 14

Endurance: 15

Agility: 22

Intelligence: 13

Charisma: 11

Reactions from Good: —

Evil: —

Hit Modifier: 5.22

Hit Points: 21

Damage Mod.: +2

Healing Rate: 1.6 per day

Accuracy: +4

Power: 64

Carrying Capacity: 361 lbs.

Basic HTH: 1d4

Movement Rates: 51 inches ground, 95 inches stretched

Detect Hidden: 10%

Detect Danger: 14%

Inventing Points: 6.5

Inventing: 39%

Jack Cole was a bush pilot in the Yukon Territories. On one job he was hired to deliver workers to an American plant based in the Territory. The products of this plant were of a nature unknown to the public due to the high security nature of the plant. When flying in, a bad storm broke out and the plane was forced down by ice forming on its wings. The plane came down just short of the landing strip, crashing upon a storage tank containing an experimental volatile liquid. All of the passengers were killed in the crash, but Jack survived.

He was taken to the hospital where he was treated for his wounds. When he reached for a glass of water, his arm amazingly stretched to reach the glass. With this stretching power, he escaped from the hospital with neither money nor plane. He tried his hand at crime and found it easy.

Not long later, he came upon William Gulliver who he saw as the perfect muscle for an especially difficult heist he was planning. With a bit of convincing, Gulliver agreed the two could be friends and was introduced to crime (see Powerhouse, below).

From his increasing reputation, Charles Malevolent came forward to meet Cole and offered jobs to Cole and Gulliver as members of the Dominion Deviants.

Powerhouse

Identity: William Gulliver

Side: Evil

Sex: Male

Age: 30

Level: 3

Powers:

1. Size Change, Larger: Height Factor 2, Weight Factor 8. The change is permanent.
 2. Invulnerability: 8 points
 3. Natural Weaponry: +2 to hit, +4 damage
- Prejudice: Gulliver is not exactly an evil person, he has just been perverted to this way of life by Yukon Jack. This can be determined by the hero if time is spent with Powerhouse. Due to this, he is considered evil by law enforcement authorities, based upon his actions.
- Low Self-Control: In a fight, Powerhouse has to save vs. Intelligence on 1d20 so as not to go berserk. He will remain in a berserk state if he fails to make this saving roll until either he or his opponent is victorious.

Weight: 1440 lbs.

Basic Hits: 29

Agility Modifier: —6

Strength: 18

Endurance: 16

Agility: 8

Intelligence: 13

Charisma: 13

Reactions from Good: —1

Evil: +1

Hit Modifier: 2.21

Hit Points: 65

Damage Mod.: —

Healing Rate: 11.6 per day

Accuracy: —2

Basic HTH: 2d8

Movement Rate: 84 inches ground

Detect Hidden: 10%

Detect Danger: 14%

Inventing Points: 3.9

Inventing: 39%

William Gulliver was the son of an ex-marine and an ordinary housewife. His father had been a test subject involved in the testing

of a nuclear warhead in the US during the Second World War. After treatment for radiation sickness had been completed successfully, John Gulliver returned home to his wife.

When William was born in 1955, his strange mutation came as a sudden shock to his parents, and to the doctor. It was decided that the mutation was a result of John Gulliver's exposure to radiation in the nuclear testing. Being subjected to many supposed cures still did not reverse the mutation effects on young William.

Taking their son into seclusion, William Gulliver grew up with no friends and virtually no human contact beyond his parents. When his parents died, William Gulliver travelled north where he could avoid ridicule from other people in the relatively unpopulated areas of the country. It was here that he met Yukon Jack.

Trillium

Identity: Tricia Lakowski

Side: Evil

Sex: Female

Age: 23

Level: 4

Powers:

1. Heightened Charisma: +18
 2. Heightened Intelligence: +11
 3. Psionics: Psychic Blast with 13 inch range, PR = 5, 1d8 damage, attacks as Mind Control, defends as Willpower.
 4. Weakness Detection: 1 inch range, +9 to hit.
- Vulnerability: Double damage from HTH attacks to the face. This results in a deep-seeded fear of blows to her face.

Weight: 110 lbs.

Basic Hits: 3

Agility Mod.: +2

Strength: 9

Endurance: 10

Agility: 17

Intelligence: 26

Charisma: 33

Reactions from Good: —6

Evil: +6

Hit Modifier: 2.4

Hit Points: 8

Damage Mod.: +3

Healing Rate: .75 per day

Accuracy: +2

Power: 53

Carrying Capacity: 110 lbs.

Basic HTH: 1d3

Movement Rate: 37 inches ground

Detect Hidden: 18%

Detect Danger: 22%

Inventing Points: 10.4

Inventing: 78%

Tricia Lakowski was a student at a Toronto university. In an experiment she was signed up in a study of dreams to make some extra money. It was during one of the experimental sessions that she experienced a terrifying nightmare. The brainwaves produced in this dream overloaded the sensors attached to her head. Suddenly awakened from her sleep in a cold sweat, Tricia found she had an incredibly strong headache and strange new powers.

Learning of the girl within the same university where he taught, Professor Charles Malevolent taught Tricia how to control her mental abilities. In return, she now fights beside the Professor, though she doesn't always agree with his treasonous intentions.

Professor Malevolence

Identity: Professor Charles Malevolent

Side: Evil

Sex: Male

Age: 56

Level: 7

Powers:

1. Heightened Intelligence: +21
2. Armor Device: ADR 110, 99 power charges
 - a) Heightened Strength: +14
 - b) Paralysis Ray: 36 inch range, PR = 7 per use
 - c) Force Field: Screen with 36 inch range
 - d) Power Blast: 18 inch range, 1d20 damage, PR = 1 per shot

Weight: 150 lbs.

Basic Hits: 3

Agility Modifier: —

Strength: 10 (24)

Endurance: 11

Agility: 9

Intelligence: 45

Charisma: 17

Reactions from Good: —2

Evil: +2

Hit Modifier: 2.2 (4.4)

Hit Points: 7 (14)

Damage Mod.: +6

Healing Rate: .75 per day

Accuracy: —

Power: 75 (89)

Carrying Cap.: 158 lbs. (1120 lbs.)

Basic HTH: 1d4 (1d10)

Movement Rate: 30 inches ground

(44 inches ground)

Detect Hidden: 32%

Detect Danger: 36%

Inventing Points: 31.5

Inventing: 135%

Ever since he was young, Charles Malevolent was too smart for his own good. Knowing this, he considered himself superior to his peers and retained this thought and attitude as he grew. He versed himself in physics and robotics during university training, but could not remain

in this field due to his extreme attitudes, especially with employers and supervisors. He was then demoted from experimental positions to a position teaching, but he did plan vengeance upon those who had so demoted him. Now, being so intelligent, Charles Malevolent was on the brink of insanity. His paranoia developed further until he devised plans for revenge upon the Canadian government itself. With his robotics skills he created the plans for an army of robots and he organized the Dominion Deviants. Charles Malevolent also created a suit of battle armor in which he gains powers and assumed the alias of Professor Malevolence.

Mark I Robots

Identity: None

Side: Professor Malevolence or as programmed

Sex & Age: None

Level: 4

Powers:

1. Robotic Body: 20% Human Appearance, 6 feet tall

Weight Modifier - 4, Heightened Strength: +5, no self-repair

Weight: 600 lbs.

Agility Modifier: -4

Endurance: 12

Intelligence: 12

Reactions from Good: -

Basic Hits: 12

Strength: 17

Agility: 12

Charisma: -

Evil: -

Hit Modifier: 2.8

Damage Mod.: +1

Accuracy: +1

Carrying Capacity: 1834 lbs.

Movement Rate: 41 inches ground

Detect Hidden: 10%

Inventing Points: 0

Hit Points: 34

Healing Rate: 3.6 in repair lab

Power: 53

Basic HTH: 1d10

Detect Danger: 14%

Inventing: 0%

Vengeance Robots

Side: Professor Malevolence or as programmed

Age & Sex: None

Level: 4

Powers:

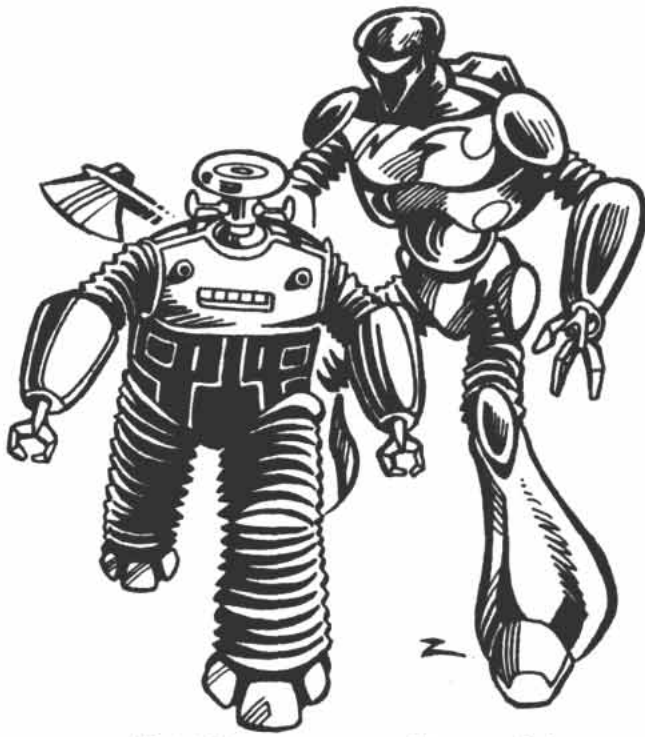
1. Robotic Body: 32% Human Appearance, 10 feet tall

Weight Modifier - 3, Heightened Strength: +10, Self-repair equal to Healing Rate.

a) Power Blast with 10 inch range, 1d20 damage, PR of 1 per shot.

2. Special Weapon: Battle Axe: +1 to hit, HTH +1d8 damage.





Mark I Robot

Vengeance Robot

Weight: 450 lbs.
 Agility Modifier: -2
 Endurance: 15
 Intelligence: 15
 Reactions from Good: -
 Hit Modifier: 6.9
 Damage Mod.: +2
 Accuracy: +2
 Carrying Capacity: 3854 lbs.
 Movement Rate: 55 inches ground
 Detect Hidden: 12%
 Inventing Points: 0

Basic Hits: 9
 Strength: 25
 Agility: 15
 Charisma: -
 Evil: -
 Hit Points: 63
 Healing Rate: 3.6 per day
 Power: 70
 Basic HTH: 2d8
 Detect Danger: 16%
 Inventing: 0 %

Upon entering Malevolent's house, our hero quickly found and defeated him. In searching the university office, nothing could be made of the computer information.

Larry Dorcell was made to talk and the hero learned of the CN Tower base where Psi-Lancer and Brimstone defeated him.

After finding the teleporation booth, he was again defeated by the Dominion Deviants and was held in the trash bin. After escaping, our hero managed to finish off the Deviants one by one without anyone hearing. Professor Malevolence, however, had disappeared. He will certainly appear again in the future to take vengeance on our hero for foiling his carefully laid plans.

HERE'S A TRIO OF TERRIFIC SOLO MINI-ADVENTURES FOR THE **VILLAINS AND VIGILANTES™** GAME SYSTEM. ONE HERO TAKES ON A TRIPLE THREAT OF SHORT SCENARIOS PROVIDED FOR THE GAMEMASTER. MYSTERY AND MAYHEM AWAIT THE HERO IN HIS OWN FAIR CITY TO THE GREAT WHITE NORTH! FROM STREET GANGS TO ROBOT GANGS TO GANGSTERS, IT'S ALL HERE IN THESE EXCITEMENT-FILLED MINI-ADVENTURES ----



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