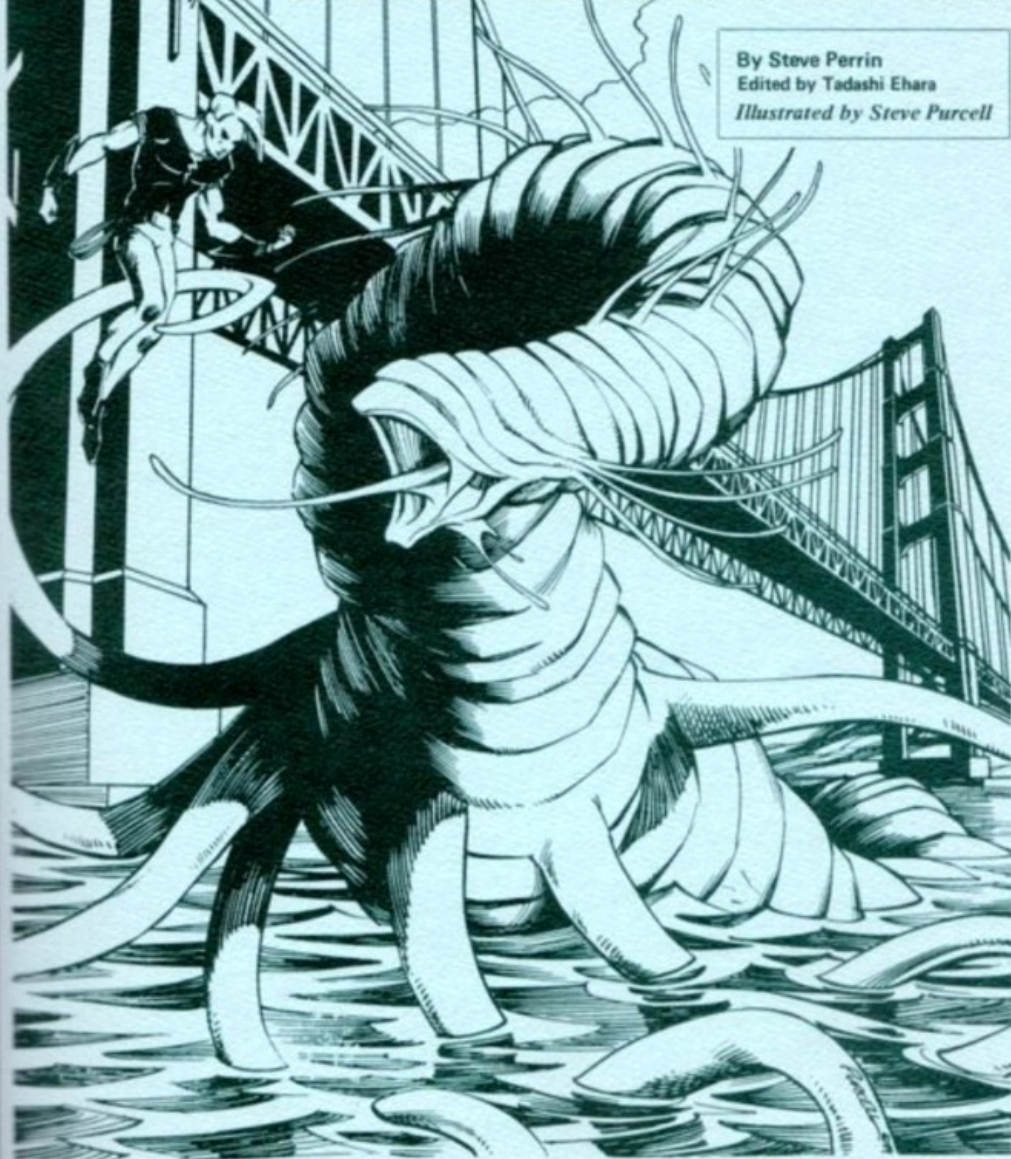




Module for **SUPERWORLD, CHAMPIONS, V&V**

The Star-Devourer

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Special DIFFERENT WORLDS Module

Special
horror
Feature

EVIL MAD CULTISTS CREATE HAVOC & MAYHEM! IN THE CITY OF HEARTS.

The sun set over the Golden Gate Bridge as I watched from the Berkeley Marina. Later that evening I crossed the Bay Bridge into my favorite city San Francisco. Its city lights were sparkling like a multi-faceted jewel.

I stopped off at the Atrium Lobby of the Hyatt Regency Hotel for a drink, my favorite spot in The City. The women were there as usual among the conventioners. You have to be careful of San Francisco women, they'll steal your heart away. It doesn't seem to matter whether they're natives of the area or visitors from other places, just being in The City gives them a feminine sensuality that men easily fall for. Small wonder the official city song is "I Left My Heart in San Francisco." I've known many who have.

I was watching the ball room dancers, keeping an eye on the pair of Asian women at the next table, and listening to the music when it happened. It was a long earthquake, the scary kind, especially when you're inside a tall building. My whole life flashed through my mind as I heard some women and a few gays scream. Then the giant steel Eclipse Sculpture in the middle of the lobby began to roll off its fountain base, scattering water and guests to the exits. The quake lasted some thirty seconds before it finally stopped.

I immediately left for the Vigilance Committee Headquarters. I figured I'd be needed.

This scenario is set in the San Francisco Bay Area, but can be adapted for use with almost any other city by judicious switching of prominent landmarks. The Statue of Liberty is equally deserving of destruction as the Golden Gate Bridge, though the New York gamemaster might be a bit pressed to discover a similar wild area to Mount Tamalpais within range to see the statue.

THE PLOT

Cultists of the Darkspawn operating under the name of the Order of Stellar Propitiation are attempting to raise a cthulhoid monster to destroy San Francisco during the 1984 Democratic Party Convention. By offering a major metropolis to the Star Gods during a major political event, the Cultists feel they will please their blood-thirsty masters and ensure their favor in the eyes of the Undying Ones.

The monster is based on a Dhole, a worm-like cthulhoid creature usually found on other planets riddled with their cavernous tunnels. This particular Dhole is approximately 550 metric tons weight, about 100 meters long, and about 8 meters in diameter.

The monster first appears between the Farallone Islands and the Golden Gate Bridge. It is approaching the north end of the bridge. By the time the heroes appear on the scene, it will be about 100 meters from the north tower.

THE CULTISTS

The Cult of Stellar Propitiation is bringing a monster down from the stars to devour San Francisco as an object lesson to the rest of the world and as proof of their devotion to their uncaring masters.

Their first action was to rob the Asian Art Collection of the de Young Museum in Golden Gate Park of some Pacific island idols needed for the ritual. This should be the point at which the heroes are brought into the scenario, after the robbery has been committed. Witnesses say that several men in business suits suddenly joined hands and "looked hard" at everyone around. The witnesses went to sleep, and woke up to find the statues gone. If asked, the museum people will say the only other person in town known to have such a statue is Jeremiah Colbert, a rich eccentric recluse who brought one in an auction five years ago. Jeremiah is a pawn of the cultists. If the heroes don't think of it, a policeman or the museum curator on the scene should suggest that they go to Colbert's home to safeguard the last of the statues.

When the heroes get to Colbert's home, a mini-mansion in the Seacliff district of The City, they will be met by Colbert's houseboy, an aging Polynesian who will tell them that Mister Colbert is not home at present. The houseboy is affable and friendly. If the heroes show any kind of official status at all, he will invite them in to safeguard the master's treasures. Most of Colbert's valuable collection is in a basement display room, but the heroes see no statue of the kind that was stolen. If they question the houseboy, he will tell them that such a statue is kept in the vault, to which he does not have the combination. If the heroes have any way of looking into the vault, they will not see a statue, but there will be an empty place on a shelf that may have held a statue of that shape. If the heroes ask where Colbert is, the houseboy will inform them that Mister Colbert has gone to a worship service in Marin County, near Mount Tamalpais. Since the day is not a normal worship day for most known religions, the heroes might ask what the religion is. The houseboy does not know its name but he believes that it is a religion based on Polynesian practices, and its time of worship depends on certain configurations of the stars.

If the heroes get the hint, they might move on to Mount Tamalpais. As they approach the Golden Gate Bridge area, they will see a monster approaching the bridge. Otherwise, the heroes will hear a newscast (or be contacted by the police) describing the monster that is approaching the Golden Gate Bridge.

The Cultists, who include Jeremiah Colbert, are on top of Mount Tamalpais. They have just summoned the Star-Devourer, and must go through another ritual to direct its efforts. If they are stopped, the monster will proceed steadily to Mount Tamalpais and then stay there until it has been on this world an hour.



Stats for Villains And Vigilantes

STAR-DEVOURER

SEX: N/A SIDE: Evil
AGE: Centuries LEVEL: 10
EXPERIENCE: Lots

POWERS:

1. SIZE CHANGE: To 550 metric tons. Permanent condition.
 2. HEIGHTENED STRENGTH: +10.
 3. HEIGHTENED AGILITY: +22 (18+22-28 Agility Modifier -2).
 4. NATURAL WEAPONRY: Shoots web with 5-inch diameter (26.5 feet) with 10 Structural Points. Range 2200 inches (4 miles). Cost 2 Power Points each.
 5. INVULNERABILITY: 12 points.
 6. WILLPOWER B: Usable as defense versus any attacks based on Mind Control.
 7. SPECIAL ANIMAL POWER: Burrow 100' a turn through loosely packed soil.
 8. Can never shunt damage from Hit Points to Power Points.
 9. Cannot stay on Earth unless hour-long ritual is completed.
- WEIGHT: 1,100,000 lbs BASIC HITS: 22,000
STRENGTH: 20 (1.6) ENDURANCE: 20 (2.2)
AGILITY: 2 (.2) INTELLIGENCE: 7 (.9)
CHARISMA: 20 REACTIONS FROM: Good -3
HIT POINTS: 13,940 Evil +3
HEAL RATE: 11,000/day DAMAGE MODIFIER: -3
ACCURACY: -6 POWER: 49
CARRYING CAPACITY: 2,200,000 lbs
BASIC HTH DAMAGE: 10D10
MOVEMENT RATE: 294"
DETECT HIDDEN: 6% DETECT DANGER: 11%
ORIGIN & BACKGROUND: Interstellar monster meant for devouring worlds.

Stats for Superworld STAR-DEVOURER

STR 105
CON 150*
SIZ 105
INT 7
POW 35
DEX 9
APP 50

HERO POINTS
Characteristics 461
Disadvantages 0
Handicaps 55
Experience 218
Used 734
Available 0

*The monster recovers hit points at a 1D3 rate (except on 96-00 rolls), and recover 2D3 on a roll of 01-37.

ACTION RANKS: 9.

MOVE (m/AR): Crawl 42m; Reach 9m; Burrow 50m; Swim 42m.

SUPERPOWERS

	Level	Energy	Hero Pts
Extra Hit Points: +256	128	0	128
Armor: 35K/35E/35R	105	0	105
Adaptability: All	6	0	18
0 E for Adaptability	18	0	18
Energy Supply: +1000	100	0	100
Mindblock: +20	20	0	20
0 E for Mindblock	20	0	20
Burrowing: 100m/MR (leaves tunnel)	50	50	50
4m Radius for crush attack	38	0	38
0 E for crush attack	95	0	95
Snare: 18D6	18	18	54
4m Radius for snare	36	12	36
Extended Range for snare: 480m	4	24	72
1/3 E for snare	108	0	108
Clumsiness: -36% from Agility roll			+12
Imperceptive: -27% from Idea roll			+9
Personal Problem: Enemy—entire world			+10
Physical Problem: Existence depends on Cultists			+10
Skill Limit: -25% Hide, -45% Jump			+14

DAMAGE BONUS: +19D6.

Weapon	Attack	Damage	Parry	Range	Energy
Crush*	95%	19D6	—	23m	156
Snare	90%	18D6	—	480m	54

*This is equivalent to a fist attack, as the monster has no hands.

PROTECTION: Armor 35K/35E/35R; Defense 45%; Protection vs. mental attacks 55.

HIT POINTS: 384.

ENERGY: Personal (recharge 18) 1185.

SKILLS: Hide 0%; Jump 0%.

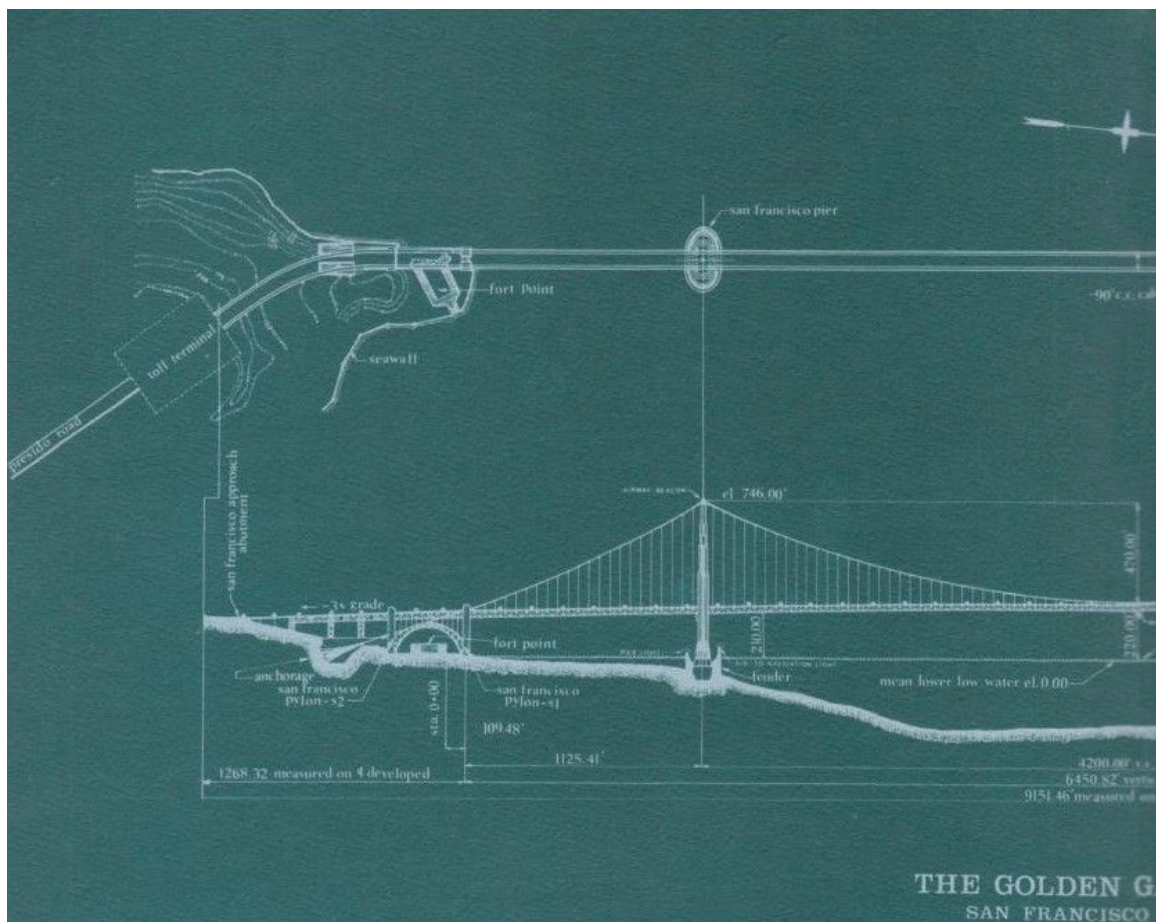
SPECIAL NOTES: Monster called from beyond the stars. Its sole function is the destruction of worlds.

Stats for Champions STAR-DEVOURER

By Ray Greer

VAL	CHA	Cost	Powers	END	100+	Disadvantages
105	STR	0	Life Support		140	"Hunted" by the World, 14 or less
15	DEX	15	Armor 30 PD, 30 ED		40	No limbs; crawls
150	CON	300	Ego Def 41		25	Existence depends on Cultists
58	BODY	20	Tunneling 10"	10	20	Alien culture
4	INT	-6	10 Lev of Growth, 0 End, gets figured stats,		30	Unusual looks (monster), 14 or less
54	EGO	88	no reach, +10" running			
105	PRE	0	-19 DCV, -19 KB, +19 HtH			
0	COM	-5	*can use Str in 1 Hex area without HtH pluses			
40	PD	0	No climbing			
41	ED	0	100m long, 8m diameter	4		
2	SPD	-5	9D6 Entangle 1/4 End, 2" rad			
51	REC	0	8 Lev Entangle			
400	END	50				
355	STUN	170				
OCV = 5						
DCV = -14						
ECV = 11						
PHA = 6, 12						

CHA Cost 627
Power Cost 909
Total 1536
Disadvan 355
Experience 1181



FACTS ABOUT THE GOLDEN GATE BRIDGE

Height of span above water: 67 meters
 Height of towers above water: 227 meters
 Length of span between towers: 1280 meters
 Width of bridge: 27 meters
 Depth of water at deepest point: 103.5 meters
 Depth of water around north tower: 9.1 meters

SUPERWORLD FACTS

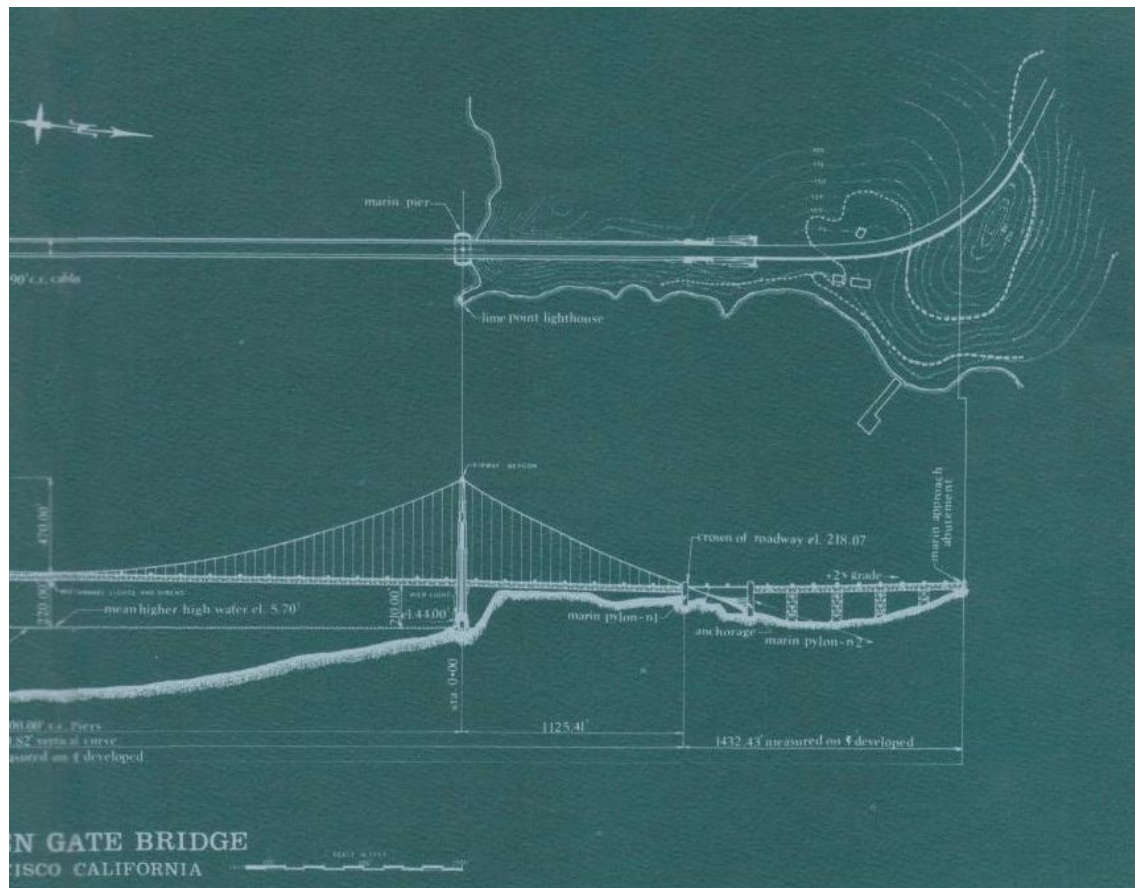
Resistance: 15
 Segment SIZ: 43

If the Star-Devourer crawls onto the bridge, it will not collapse the bridge towers but it will ruin the roadway and perhaps break through and fall to the water again, which will be unlikely to hurt the monster.

FIGHTING THE MONSTER

The heroes should soon realize that fighting this monster is an exercise in futility. If some superstrong flying type attempts to pick it up and fly off with it, it will hug and crush him. If a telekinetic has the power to lift its mass, it will resist being picked up with its own strength, though this would keep it from moving as long as it fights the TK. It is possible that many specialized attacks will eventually wear it down, but mostly it will be unaffected by constant attacks. When it reaches the northern side of the bridge, it will come out of the water and attempt to move toward Mount Tamalpais. If the Cultists finish their incantation, it will suddenly turn and move toward the Moscone Center in downtown San Francisco where the Democratic Party Convention is in full swing.

Intelligent heroes will rapidly figure out that they should try to stop the problem at the source. If they have not followed the clues outlined before, the gamemaster will have to allow for some other indications of the source of the problem. Anything ranging from psychic currents



leading to Mount Tamalpais visible to psionic/mystic-oriented heroes to a police report that witnesses have reported strange glows and chantings on the mountain will be sufficient.

CULTIST TACTICS

If attacked, the Cultists will split into groups of three, all of whom will Gestalt with the others. They will then do combined Mind Blasts at any foes. When all potential pursuers have been stunned, the Cultists will make a run for it.

There will be a trio of Cultists for each hero who approaches them. Moreover, there will be one Cultist without the powers of Mind Blast and Gestalt, but is otherwise the same, acting as lookout for each approaching hero. They will attempt to stop the heroes as best they can.

RELATIONSHIP BETWEEN THE CULTISTS AND THE STAR-DEVOURER

As long as the Cultists who participated in calling the Star-

Devourer are awake, the monster will remain on Earth. If all Cultists are knocked out, or voluntarily cease thinking about keeping the beast on the planet, it will leave. However, if the creature is allowed to stay for more than one hour, it will stay forever until slain.

Another way of breaking up the summoning is to seal all the dozen idols away in separate boxes, away from where the stars can see them. (The stars, of course, can see them in sunlight, since the stars are still there, just blanked out of normal sight by the sun.) □

Will the superheroes
stop the mad cultists
in time?
Or will the monster
devour San Francisco?!



Stats for an Average Cultist

Stats for Villains And Vigilantes

CULTIST

SEX: Usually male

AGE: 20-60

SIDE: Evil

LEVEL: 2

EXPERIENCE: varies

POWERS:

1. PSIONICS—Gestalt: Ability to willingly hook up with two other Cultists with this power to use Psionic Attack. Can extend hookup to more than three if make successful Mind Control attack against fourth and further members.

2. PSIONICS—Mind Blast: Uses Mind Control combat chart, but with level instead of (9) as basic attack. If linked with other Cultist, the levels are added together. If attack is successful, target loses 1D20 Power points, with usual results of fatigue if all Power points lost. Power cost = 5.

3. ARMOR B DEVICE: Robes of ADR 50.

WEIGHT: 150 lbs

STRENGTH: 12

AGILITY: 11

CHARISMA: 10

HIT POINTS: 4

HEALING RATE: .75

ACCURACY: —

CARRYING CAPACITY: 204.6 lbs

BASIC HTH DAMAGE: 1D4 MOVEMENT RATE: 33"

DETECT HIDDEN: 10% DETECT DANGER: 14%

ORIGIN & BACKGROUND: Fanatic followers of the Dark who wish to propitiate their idea of nature of the star gods by giving them a city to ravage.

BASIC HITS: 3

ENDURANCE: 10

INTELLIGENCE: 14

REACTION FROM: Good —

Evil —

DAMAGE MODIFIER: +1

POWER: 47

Stats for Superworld CULTIST

STR 12

CON 10

SIZ 14

INT 12

POW 12

DEX 16

APP 10

ACTION RANKS: 16/6.

MOVE (m/AR): Run 12m.

Superpowers

Energy Supply: +200

Armor: 6K/6E/6R

[D] Vulnerable Device: costume (1/6)

[D] Failure Chance 15%

Gestalt: Contact with two minds

Mind Blast: Potency 6

[D] Failure Chance 15%

Added Damage: +1/die from light-based weapons

Bad Luck: -30% Luck roll

Imperceptive: -30% Idea roll

Personal Problem: worships Dark gods

Personal Problem: enemy—Seeker

Psychosocial Problem: reclusive zealot

Skill Limit: Climb -25%; Jump -25%

DAMAGE BONUS: +1D6.

Weapon Attack Damage Parry Range Energy

Fist 50% 1D3+1D6 50% — 3

PROTECTION: Armor 6K/6E/6R (85% chance).

HIT POINTS: 12.

ENERGY: Personal (recharge 2) 222.

SKILLS: Climb 30%; Jump 20%; Observation 60%; Science (Occult) 60%.

SPECIAL NOTES: If one member of a trio goes down, the other two will attempt to forcefully Gestalt with one member of the other trios, thereby giving that member the Mind Blast of 5 Cultists, for a potency of 30.

HERO POINTS

Disadvantages 7

Handicaps 61

Used 68

Stats for Champions CULTIST

By Ray Greer

VAL	CHA	Cost	Powers	END	50+	Disadvantages
15	STR	5	15	Armor 9 PD, 9 ED	20	Worships the Dark gods
15	DEX	15		OIF Robe, Act 14 or less	10	Reclusive zealot
10	CON	0	15	Telepathy 3D6 0 End	20	2D6 Unluck
11	BODY	2		only usable with Cultist	15	+½ times Stun light based attacks
10	INT	0	15	Ego Attack 2D6, act. 14 or less	4	
10	EGO	0	10	+2D6 if in telepathic contact with one Cultist,		
10	PRE	0		act. 14 or less	+4	
10	COM	0	8	+2D6 if in contact with two Cultists,		
3	PD	0		act. 14 or less	+4	
2	SPD	0	14	+4D6 if in contact with three or more Cultists,		
5	REC	0		act. 14 or less	+8	
40	END	10	6	Knowledge skill—Occult 15 or less		
22	STUN	0				

OCV = 5

DCV = 5

ECV = 3

PHA = 6, 12

CHA Cost	32
Power Cost	83
Total	115
Disadvan	115
Experience	0

CHAMPIONS

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