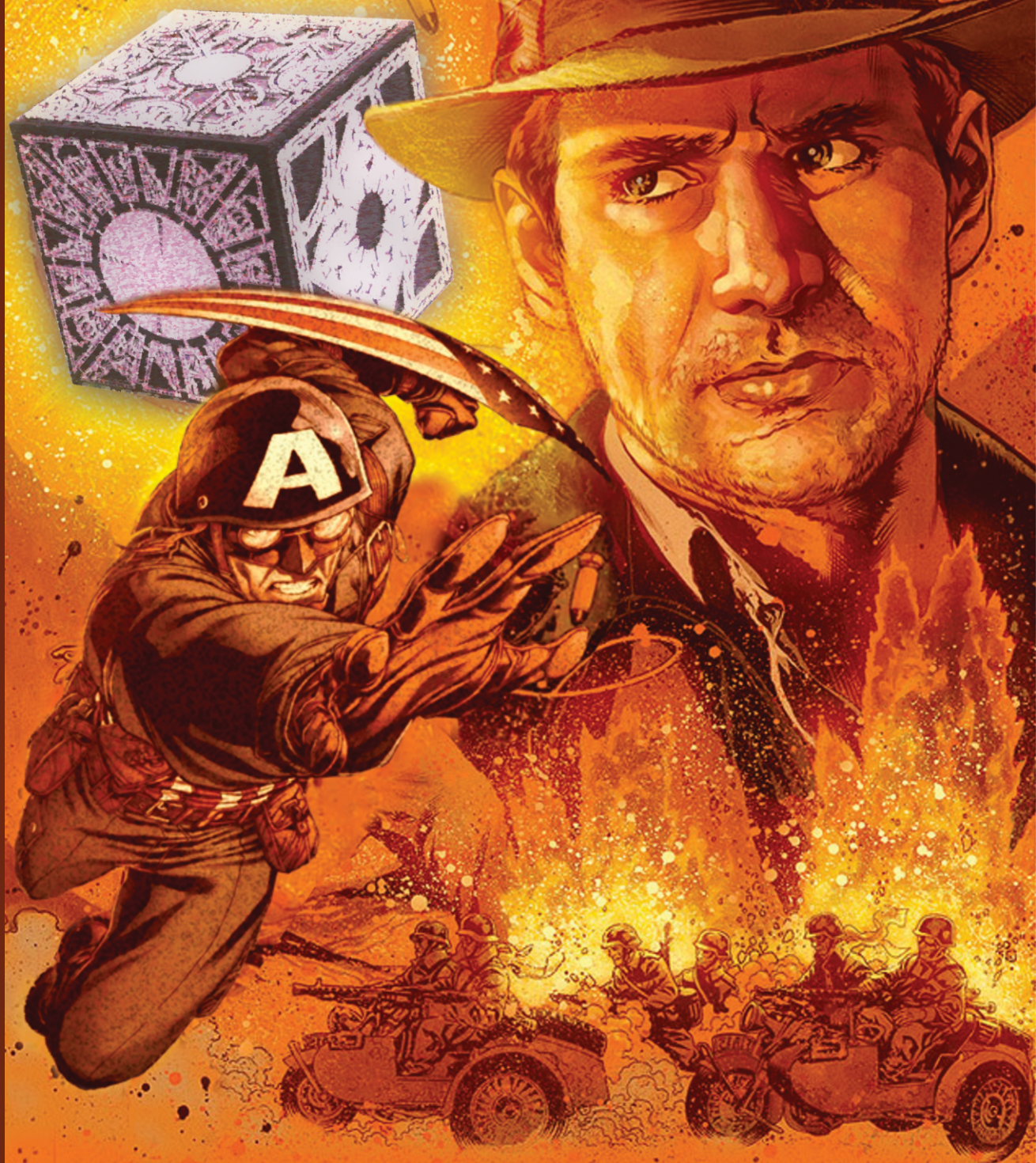


# MARVEL SUPER HEROES™

UNOFFICIAL GAME ACCESSORY

PARENTAL  
ADVISORY  
EXPLICIT CONTENT

## IN THE SHADOW OF EVIL





# MARVEL *SUPERHEROES*<sup>TM</sup>





# THE DREAMSLAYER PRESENTS...

## IN THE SHADOW OF EVIL

# MARVEL SUPER HEROES™

UNOFFICIAL GAME ACCESSORY

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# INTRODUCTION

It is the winter of 1943. The world is in the grip of war.

Three quarters of the European continent is in ruins, crushed beneath the heel of a German jack-boot. Neither the sands of Africa nor the steppes of Russia are safe from the Nazi scourge. On the other side of the world, the waters of the Pacific run red with blood.

While the valiant allies struggle against seemingly overwhelming odds, the dictators in Berlin, Rome, and Tokyo gleefully divide the world amongst themselves for conquest. As the sun sets over Europe, freedom is soon to become little more than a fond memory.

Welcome, true-believers, to Dreamslayer's first Classic Marvel Superheroes Role-Playing Game Crossover Extravaganza! *In the Shadow of Evil* is designed for a Judge and up to eight players. The adventure can be played either on its own or as a prelude to a World War II ongoing adventure.

In the pages that follow, your players will be catapulted back into the second World War where they must recover a series of mystical items that have been targeted for recovery by the Nazi regime. Adolf Hitler and some of his highest ranking officers hunger for mystical powers to give them the edge they need to assure their victory over Allied forces.

*In The Shadow of Evil* has been designed to offer a unique playing field for you and your players. Not only will you have access to characters from the proper Marvel Universe such as Captain America, Wolverine, and Iron Fist, but you will find a bevy of other pop culture icons in this spectacular crossover event such as Indiana Jones, The Rocketeer, Aliens, Predators, and Cenobites.

Within these pages are suggested characters for your players, but you may decide to use characters of your own creation. That is totally allowed!

Feel free to substitute new Player Characters or NPC's as you see fit. The stories and rules set forth in these pages are merely a blueprint. It's up to you and your players to bring it to life.

As Judge, you should begin by reading over the adventure book until you have a complete understanding of the adventure and all of its elements. Do not just jump in at chapter one and "play as you go".

Players can be an unpredictable bunch. As stated earlier, this adventure booklet is a blueprint. It can be very easy to trap yourself and your players by playing the game exactly as written. This is what many refer to as "railroading". Railroading is forcing your characters down a certain track and not allowing them the freedom to create their own.

A Judge cannot be afraid to allow the players to come up with their own path from one adventure point to another. Inevitably, they will stray from the path from time to time or perhaps even obliterate it completely. It's your job as Judge to drop little hints and arrows to get them back on track towards the main story.

Just in case your characters to tend to wander about a bit, I have done my best to weave the storyline in a pattern that seems the most logical and given you plenty of NPC's to gently guide them in the direction of the main story. Just be prepared for bumps!

The most important aspect of any role-playing game is

the camaraderie of tackling an adventure with a group of friends. Use this adventure as it was intended: have some fun with it. Create some new surprises along the way, and most importantly - listen to your players. They will give you the best plot points that you can use to expand this game module beyond the printed page.

**PLEASE NOTE:** Some of the subject matter contained within these pages might be disturbing for players under the age of 13. This is a campaign based in the realms of Horror and some of the language and situations will push the boundaries of appropriateness. Please be forewarned and use caution with younger players.



*In the Shadow of Evil* contains:

- A 75 page Adventure Book which includes a collection of guidelines for establishing your own hero group, descriptions of all the major and minor non-player characters the heroes will encounter along the way, and the necessary notes for running the adventure itself as well as any side quests the players may stumble across.
- Individual character sheets for each of the main player characters and a blank sheet for creating your own characters.
- Mapsheets depicting some of the adventure's major locales.



## Story Synopsis

A cold day in August 1909, a young man dropped by the Vienna office of the Austrian occultist, Jörg Lanz von Liebenfels. Pale and shabby in appearance, the man politely introduced himself and asked whether he might order some back issues of Lanz's self-published periodical, *Ostara*. Lanz's *Ostara* was dedicated to propagating an esoteric doctrine, known as Ariosophy, which prophesied the resurgence of a lost Aryan civilisation peopled by a Nordic 'God Men.' Touched by his visitor's sympathetic appearance and earnest demeanor, Lanz offered the young man some copies of *Ostara* free of charge and two crowns for the street car home. The visitor, according to Lanz's 1951 memoir, was Adolf Hitler.

This minor encounter of a man seeking knowledge was the first steps towards the terrifying nightmare of World War II and Hitler's burgeoning obsession with the occult and arcane knowledge.

Hitler was not atypical. Millions of Germans and Austrians coming of age during the first decades of the twentieth century shared a broader supernatural imaginary replete with occult and border scientific doctrines, Nordic mythology and Germanic folklore, and pagan, New Age, and



völkisch religions. A dizzying array of occult associations, esoteric institutes, and new religious sects sprung up to satisfy Germans' demand for a 'science of the soul.' Those who could not afford to take classes or subscribe to esoteric journals flocked to the thousands of tarot readers, clairvoyants, and astrologers who lined the streets of Berlin, Munich, and Vienna.

Hitler surrounded himself with men of like minds: Wolfgang von Strucker, Johann Schmidt, and Helmut Zemo all shared Hitler's fascination with the occult. With these men beneath him, Hitler built research facilities and organized battalions to assist in the search of religious and occult items of power. The Arc of the Covenant. The Holy Grail. The Spear of Destiny. The Wallace Sword. All of these and more were targets for Hitler's secret sect - an organization that would eventually become Hydra.

Hitler's inner circle consisted of men who practiced astrology, plotted to resurrect pagan gods, and often considered themselves magicians. Hitler himself, in contemplating how best to manipulate the masses, apparently read a

parapsychological tome simply called *Magic* in which he underlined sentences such as "Satan is the fertilizing, destroying-constructing warrior" and "He who does not carry demonic seeds within him will never give birth to a new world".

It was men and passages like these that led Hitler to seek items of darker powers. The particular items in question for this adventure are some of the darkest ones committed to celluloid.

- The Amulet of Pazuzu from *The Exorcist*
- The Necronomicon from *Evil Dead* and *Army of Darkness*
- The Lament Configuration from *Hellraiser*

Hitler's forces are zeroing in on these items and it is up to the Player-Characters to beat the Axis to the punch and secure the magical items before they can be put to nefarious use.

The Player-Characters' quest will lead them on a globe-trotting adventure from Cairo to Madripoor and Kamar-Taj to K'un-Lun.

The action in this adventure takes place in a slightly divergent timeline juxtaposed against the main Marvel 616 Universe you are mostly familiar with. If things seem a little off here or there, this is the reason why.





# CHAPTER ONE: SHADOWS OF THE PYRAMIDS

**SUMMARY:** The Heroes are contacted by "Happy" Sam Sawyer for a clandestine meeting in Cairo. They are informed of Hitler's plot to obtain several items of mystical power in an effort to ensure victory over Allied forces.

**STARTING:** Each of the heroes receive a telegram from General Sam Sawyer of the United States Army, Commanding Officer of the likes of The Howling Commandos, Deadly Dozen and The Maulers, some of the most feared US battalions of the War.

The telegram reads as follows:

"Dear (INSERT NAME HERE) [stop] Your presence is requested Tuesday November 19 at 1700 hours at the Nephertites Café in Cairo Egypt [stop] There is a matter of great importance that requires your particular set of skills in our continuing battle against the Axis forces [stop] I know this might be an inconvenient interruption to your current mission, but believe me when I say circumstances are indeed dire [stop] I have made arrangements with your superiors and arranged immediate access to travel to the above location at your earliest convenience [stop] Room and board will be provided upon your arrival until the time of the meeting [stop] I look forward to meeting with you personally [stop] Truly yours, General Samuel Sawyer [stop]"

The heroes can each make their way to Cairo and depending on their arrival times may scout out the city and take in the nightlife and culture. They may possibly run into one another and if the characters happen to know each other, they may make conversation. It is also possible that they may come across a thief or a fight in the streets that they may or may not wish to intervene. This is up to you as the Judge and if you feel time would permit or an activity like this would be needed to acquaint the characters with one another or introduce new players to the rules in a more laid back situation.

Regardless of any pre-game action, the characters will hopefully find



themselves at the Nephertites Café at 5:00 PM as requested on November 19. The host greets them at the front entrance and walks them to a private back room past the bar.

Sam Sawyer is an extremely sour looking General: no-nonsense and all business from the moment he steps into the room. After basic introductions, the General addresses the table:

"Good evening, gentlemen (and ladies). Thank you for taking time out of your busy schedules to meet with me tonight. You all have come from far and wide, and your presence here is greatly appreciated.

As most of you well know, the Nazi Party has been dabbling in the occult since the Great War and Hitler has ramped up their studies in recent months since the new war broke out. It's come to our attention that he is honing in on several Mystical items that he believes will give him an edge over the Allied forces and put the Nazis in a better position to secure victory after victory in the months ahead. We believe that the Nazis have already obtained several items of power already, including the Coptic Staff (an ancient Egyptian talisman) and The Spear of Destiny (the spear that

pierced the side of Jesus Christ as he lay dying on the cross).

There is a man here in Cairo that we believe is in cahoots with some of the high ranking members of Hitler's Inner Circle. He's the king of Cairo's underbelly, the crime lord known as Amahl Farouk.

With a little asking around, I'm sure you can get a sit-down with Farouk. The US Government has sanctioned me with some funds to assist you all in your travels, and if some of your expenses include bribes, just don't let me know about it.

We need you to get info from Farouk on how many items the Nazis are currently after and what their locations may be if he knows. Once you have intel, report back to me here and we can decide on what our next move will be. A little sniffing around the Thieves' Quarter and greasing the right palms should get you audience with Farouk."

The Thieves' Quarter is located in the gigantic Cairo Marketplace where all types of goods are sold. From food to fabrics and drugs to stolen treasures from ancient crypts, nearly anything can be found for a price.

Amahl Farouk is the crime boss of the Thieves' Quarter and has openly met with members of the Third Reich, most notably Baron Wolfgang von Strucker. With a little poking and prodding, and a few Egyptian Pounds finding their way into the hands of a loose lipped vendor.

Once the heroes find a vendor willing to stick their neck out a little bit, he or she will offer to set up a meeting with one of Farouk's underlings, Achmed El Gibár (the eventual leader of the Thieves' Clan and Ororo Munro's mentor after she was orphaned).

El Gibár will take some convincing to set up a meeting with his master, Farouk. Player may decide to use their Popularity to give their characters an edge, but in most cases will work against them if they are well known as American Allies. Unless they have some sway over the underworld or Black Market, clever roleplaying will win the day over a popularity contest in this instance.



**ENCOUNTER:** El Gibár will set up a meeting with Farouk at the Allaylat Almadia Nightclub (translated: "The Last Night").

The Allaylat Almadia is a decadent club of Egyptian excess. The walls are lined with purple and gold fabrics and stone tablets with ancient hieroglyphs obviously torn from the walls of crypts by greedy tomb raiders looking for a big payday. There are exotic belly dancers entertaining the male patrons of the establishment and the bar is stocked with the most expensive liquors and wines from across the globe.

Farouk has his own private room in a balcony overlooking the club. He is seated on the floor amidst lavender pillows being fed dates by a pair of luscious topless dancers.

Farouk welcomes them with a deep yet pleasantly soothing voice and asks them what brings them to his fine city.

**Judge's Note:** *This might be an instance where players that have a good working knowledge of the Marvel Universe might try to use this knowledge against you and in their favor. Yes, Amahl Farouk is secretly the Shadow King. A clever player might try something to ferret out information that his character will most likely not have any knowledge of. It's your duty to reign a player like this in. If something like this comes up now or at any other point in the story, politely take them to the side and congratulate them on their vast knowledge of the Marvel Universe, but let them know that just because they might have knowledge of a particular character or storyline, their character does not share that knowledge. For the good of the game and out of courtesy to the other players, encourage them to think as the character they are playing and not let their encyclopedic brain get in the way of good clean fun.*

Farouk engages them in pleasantries and dodges questions that are directed to him in anger or barbed with an accusatory tone. He appreciates a nice business transaction over all, and

will be receptive of the individual who projects the most diplomacy, diverting his attention and conversation to this individual. Under no circumstance, does Farouk blatantly use his psychic powers. He wishes to appear normal even if harm should potentially come to his person. If by some chance the characters become violent with him, El Gibár will call upon his fellow thieves who are literally all of the other patrons in the club to battle the heroes while Farouk makes his escape.

Hopefully the heroes can guide the conversation to a point where Farouk is "willing to help":

would be willing to guide you on your path in search of the items in which you seek."

If asked why he would be willing to help the heroes when he has shown allegiance to the Reich, Farouk states that first and foremost, he is a businessman, and if the heroes would be willing to supply him with the Pearl, he sees the possession of such an item as a boon for his business.

One might wonder why he didn't make the same offer to von Strucker. While Farouk may be a thief, he considers himself a man of honor. He

knows full well that by dangling yet another item of power in front of one of Hitler's Inner Circle, they would have made off with the Pearl themselves. He expects better out of the heroes.

**AFTERMATH:** The heroes should take their leave of the club shortly after their meeting with Farouk. They will most likely meet up at their motel or another establishment to discuss their next steps. Allow them time to decide

the best tactic to obtain the Pearl of Ozymandias or come up with whatever alternative plan they may devise.

If they decide to travel to the outskirts of Cairo in search of the Pearl, proceed to Chapter Two.

If they decide to look for an alternative path to discover the items in question, you may have to bring Sam Sawyer back in for a little guidance or utilize one of the heroes' contacts to help get them back on track. Or, take some cues from the players, they just might figure out a clever approach themselves. As Judge, always be willing to say "Yes, and...!" (That's and acting and improvisation technique that can be very helpful - Google it! It's a great gaming tool!)

#### **KARMA:**

Agreeing to participate: +10

Setting up meeting with Farouk: +10

Diplomatic conversation: +15

Starting a fight in the club: -15



"Sadly, gentlemen, I do not know the specifics of the items that Der Führer is currently in search of. However, you have certainly piqued my interest and I may indeed be of some service to you in the long run.

There is a legend of a man of great knowledge and power who has taken residence in the sands outside of Cairo. He is a lone hermit who is said to practice the black arts. The man viciously protects his abode - an ancient tomb of an fallen pharaoh. Many believe the pharaohs were gods, but for many years, there have been religious sects that have gathered at this tomb in worship of the one true god, En Sabah Nur; The Eternal Pharaoh.

This hermit is rumored to himself possess an item of great power: The Pearl of Ozymandias. I know of this item well. It is said to have scrying powers that allow the possessor the ability to see through space and time. If you can acquire this stone for me, I



# CHAPTER ONE: FEATURED CHARACTERS

## "HAPPY" SAM SAWYER

**F** GD 10  
**A** GD 10  
**S** TY 6  
**E** EX 20  
**R** EX 20  
**I** EX 20  
**P** TY 6  
**Health:** 46  
**Karma:** 46  
**Resources:** GD  
**Popularity:** 10



### BACKGROUND

**Real Name:** General Samuel Sawyer  
**Occupation:** Soldier  
**Other Known Aliases:** None

**EQUIPMENT:** .45 caliber Colt M1911A1 pistol (Ammo: 7, Range 2 areas, 10 points of Damage.)

**TALENTS:** Military, Marksmanship Martial Arts A, and B, Multi-Lingual: English, German and Italian.

### CONTACTS:

All branches of the US Military Forces, The Howling Commandos, Deadly Dozen, The Maulers

## ACHMED EL GIBAR

**F** GD 10  
**A** EX 20  
**S** TY 6  
**E** EX 20  
**R** TY 6  
**I** EX 20  
**P** TY 6  
**Health:** 56  
**Karma:** 32  
**Resources:** PR  
**Popularity:** 0



### BACKGROUND

**Real Name:** Achmed El Gibar  
**Occupation:** Thief

**EQUIPMENT:** Knife: GD

**TALENTS:** Bi-lingual: English and Egyptian, Acrobatics, Martial Arts A and C, Tumbling, Thief, Lockpicking, Tracking, Ride (Horses and Camels),

### CONTACTS:

Members of the Cairo Criminal Underground.



## AM AHL FAROUK

**F** TY 6  
**A** TY 6  
**S** GD 10  
**E** EX 20  
**R** GD 10  
**I** GD 10  
**P** MN 75  
**Health:** 42  
**Karma:** 95  
**Resources:** RM  
**Popularity:** -20

### BACKGROUND

**Real Name:** Amahl Farouk  
**Occupation:** Crime Lord  
**Other Known Aliases:** Shadow King

### KNOWN POWERS:

**Astral Projection:** CL3000 with a world-wide range and is skilled in creating astral scenery to confuse those victims he meets on the astral plane. The Shadow King receives +1CS to Psyche when fighting on the Astral Plane.

**Astral Detection:** CL1000

**Psi-Screen:** SHX

**Telepathy:** MN, Shadow King has mastered the following power stunts:

-**Mental Bolts:** MN

-**Mental Probe:** MN

-**Possession Jump:** MN ability to leave his host body and possess another body. Unlike normal Possession, the Shadow King must gain a red power FEAT to succeed. If he fails, he may not try again for 1d10 days. If the

attack succeeds, the effects are permanent and the subject may not spend Karma to influence his actions. The only way for a host to escape is if the Shadow King voluntarily decides to leave (it may do so if threatened with its host's death). As well as possessing live bodies, the Shadow King can possess a newly-dead corpse. A possessed corpse has the same statistics it had before death, but will gradually deteriorate, losing 1 Endurance point per day.

-**Corruption:** MN ability to corrupt the psyches of other beings. The Shadow King does not directly control the minds of those he has corrupted. They retain a degree of free will, but they revel in wickedness. There is no limit to the number of beings the Shadow King can corrupt in this fashion.

-**Mind Control:** AM ability to directly Mind Control a person he has corrupted.

-**Hound Creation:** AM ability to release the raw animal within individuals, turning them into ferocious "hounds" under his control. A hound has +1CS with Fighting and Agility, but -2CS with Psyche and Intuition, and Reason drops to 0.

-**Detect Telepaths:** MN range as long as they are using their ability. If the telepath opens up their mind by using a mind-amplifying device such as Cerebra, the detection range is increased by +2CS.

### LIMITATION:

The Shadow King could only maintain a material existence if he possessed other living or dead beings. In the future, Professor X and Storm are the only minds the Shadow King had encountered which he apparently could not corrupt.

### TALENTS:

Detective/Espionage, Egyptian Law, Multi-Lingual: (English, Egyptian, Arabic languages)

### CONTACTS:

Members of the Cairo Criminal World, Baron Wolfgang von Strucker, The KGB, Western Intelligence Agencies and members of various spy organizations of the Middle East and Third World.



## CHAPTER TWO: A PALE HORSE

**SUMMARY:** The Heroes travel to the outskirts of Cairo to retrieve the Opal of Ozymandias. They discover the tomb of En Sabah Nur and awaken The Final Horsemen who protect the tomb.

**STARTING:** As the heroes are making their plans to travel into the desert in search of The Opal of Ozymandias, Achmed El Gibár appears to one or all of them at a convenient moment to offer his services in assisting the heroes in their journey as a guide. He admits if pressed that his master, Farouk, requested his presence, but adds that he will be there as a guide only. It would be foolish of him to accompany the heroes into the tombs. Many of his brethren have tried and not come out alive.

When asked about what he knows of the tomb of The Eternal Pharaoh, all he will admit to is that on certain nights, strange and eerie lights can be seen floating in the air above the tomb as faint groans can be heard along with the beat of a distant drum when the wind blows in the right direction.

El Gibár will secure a fleet of camels and horses for the adventurers and they can then make their way into the desert.

aurora borealis shimmer above a large rock portrusion jutting out of the sand surrounded by a beautiful oasis rich with palm trees and a small pond with a cascading waterfall. The sight seems like an illusion, but as you approach, it is indeed tactile, not the mirage that your eyes keep trying to convince you of.

There is a small shack a few meters from the edge of the pond with a dwindling fire burning not far from the shack.

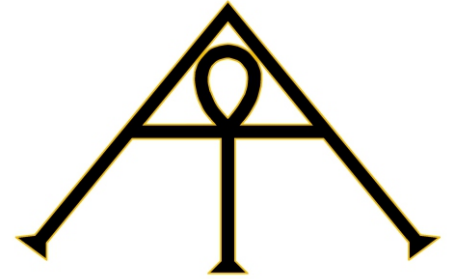
A quick inspection of the shack reveals no one home, but there are signs of recent activity with a successful investigation FEAT. The shack is well kept and belongs to someone who sees themselves as a shaman of sorts. Magical potions and tomes lie neatly on the shelves of bookcases and on the tables. The writings are in various languages and anyone with the ability to recognize ancient languages in written form will spot Egyptian, Sumerian, Aramaic, and Greek among others. A Red FEAT in any kind of deciphering Talent or Power will reveal one common theme among the documents: "Apocalypse".

When the characters decide to venture into the tomb, their guide, El Gibár will wish them luck and take the

camels a safe distance away, perhaps muttering in Egyptian as to what fools these men have to be.

Feel free to use the map entitled The Tomb of En Sabah Nur in the back of this book should you desire. You may find it more suspenseful to talk your players through the twists and turns of the map. For the treasure seekers, you can place items of interest along the

tunnels and antechambers. None of these items should be of any extreme value, but if you have an Indiana Jones type, pepper a few nice pieces along



**THE SYMBOL OF  
EN SABAH NUR**

the way and if time permits, have them solve a puzzle or two to unlock a treasure chest or secret panel.

There should also be an occasional trap here or there as well. Below are a few lists of traps and triggers to spring on your unsuspecting tomb raiders. Roll one 10-sided die to determine the trigger and type of trap.

### **Triggers:**

- 1 - Pressure
- 2 - Trip Wire
- 3 - Opening Mechanism
- 4 - Enemy Controlled
- 5 - Light Detection
- 6 - Sound Detection
- 7 - Movement Detection
- 8 - Touching an Object
- 9 - Reading a Text
- 10 - Using a Power

### **Traps:**

- 1 - Pit
- 2 - Darts or Arrows
- 3 - Jets of Acid
- 4 - Spike, Saws, or Pendulum Blades
- 5 - Boulder or Rolling Sphere
- 6 - Creature
- 7 - Chamber Filling with Sand
- 8 - Explosion
- 9 - Crushing Chamber
- 10 - Magical

### **Radius of Effect:**

- 1-2 - 5 feet
- 3-4 - 10 feet
- 5-6 - 15 feet
- 7-8 - 20 feet
- 9-10 - 25 feet

### **Level of Danger:**

- 1-2 - Setback
- 3-6 - Dangerous
- 7-9 - Deadly
- 10 - Roll again and make a second related or sequential trap!



**ENCOUNTER:** The tomb of En Sabah Nur sits some 15 kilometers south of Cairo. Dusk is settling when your party arrives. True to the word of El Gibár, faint dancing lights, like an



Once enough dungeon crawling has been accomplished (trust me - don't over-do the twists and turns - that's an easy way to lose your players' interest. Read the room and if it looks like they are getting distracted, move the story along. Even if it means cutting a few literal or figurative corners.), the heroes will come across an antechamber containing the Hermit they were looking for - Ozymandias himself.

Ozymandias is seated cross-legged in the center of the antechamber deep in prayer. He wears a turban with a 3"x1.5" Opal pin in the front of it. He is well aware of the heroes' presence but will wait until someone makes a move or speaks to him before he addresses the party.



decide to release the Horsemen earlier in the adventure. You might want them to face the heroes in the oasis for a more open ended battle. Perhaps you might want to release them slowly, one by one within the maze, creating a "House of Horrors" kind of feel where the heroes must overcome each one individually. Again, feel free to alter the timeline and events to suit your campaign.

**AFTERMATH:** Hopefully, the heroes will be able to defeat the Four Horsemen and make off with the Opal of Ozymandias. The Horsemen will turn to dust upon defeat and Ozymandias will turn to stone.

Some of the characters may decide that they want to clear out the rest of the tomb. Feel

*"Gentlemen. You are trespassing on sacred ground. I am Ozymandias, the guardian of En Sabah Nur, the Eternal Pharaoh. Your presence here is expected, yet not welcome. You **hunger** for salvation yet you bring with you only **death** and **destruction**. I cannot allow my amulet to be used for the **pestilence** that will reign down upon this earth should you retrieve the items you seek."*

If you'll note in the dialog box above, the words hunger, death, destruction and pestilence were highlighted in bold. Within his monologue lie the names of the Four Horsemen. As the players continue their verbal confrontation, give some of their more astute characters an Intuition or Sensory Power FEAT to detect a slight rumbling beneath their feet. At the most opportune moment, the Four Horsemen will appear.

Their coming is foretold by the thumping of Confederate Soldier Jeb

Lee's drum. Famine will appear in the hallway opposite of the heroes, emerging from a plume of smoke that smells like gunpowder. Beneath the heroes' feet, a swarm of beetles infiltrate the room from cracks in the floors and walls gathering with skittering sounds to take the form of Pestilence, the Geisha called Ichisumi. From a nearby wall, the sound of a raging bull bellows through the halls as Decimus Furius, War himself crashes through the stone walls of the tomb. Finally, Sanjar Javeed, the man who would be Death, descends from the ceiling atop a flying carpet. The Four Horsemen will protect Ozymandias with their lives. When an opening permits, one of the Horsemen will attempt to spirit Ozymandias away through one of the tunnels. If they fall out of sight, it will take a hero with some sort of tracking ability, natural or otherwise to locate them.

**Judge's Note:** It is possible you may

free to explore more of the tomb as time and patience permits, however, they should never be able to access the actual resting place of En Sabah Nur. Releasing Apocalypse in this day and age would be disastrous, and it is highly doubtful that the characters the players are using would be able to defeat him. If they are insistent in finding him, creatively set up a foil to prevent entrance into the chamber. A magic barrier will do nicely if needed.

#### **KARMA:**

Defeating Death: +40  
 Defeating War: +50  
 Defeating Pestilence: +30  
 Defeating Famine: +30  
 Defeating Ozymandias: +40  
 Solving a Puzzle: +5  
 Avoiding a Trap: +5  
 Failing a Puzzle: -5  
 Setting off a Trap: -5  
 Retrieve Opal of Ozymandias: +20



# CHAPTER TWO: FEATURED CHARACTERS

## OZYMANDIAS

F GD 10  
A TY 6  
S IN 40  
E UN 100  
R RM 30  
I IN 40  
P AM 50

Health: 156  
Karma: 120  
Resources: 0  
Pop: 0



### BACKGROUND

**Real Name:** Ozymandias  
**Occupation:** Sage

### KNOWN POWERS

*Stone Body:* RM protection vs. Physical and Energy

*Precognition:* Ozymandias has a limited form of precognition which allows him to etch people playing important roles in things to come into stone.

*Enhanced Senses:* Although blind, Ozymandias's other senses are so good, he "sees" with IN ability.

*Animate Rock:* UN. Ozymandias can animate rock etchings which can have a maximum of UN abilities and have 100 health.

**TALENTS:** Fine Art, Linguistics

**CONTACTS:** The Four Horsemen

## JEB LEE

F GD 10  
A TY 6  
S TY 6  
E RM 30  
R TY 6  
I EX 20  
P RM 30

Health: 52  
Karma: 56  
Resources: 0  
Pop: 0



### BACKGROUND

**Real Name:** Jeb Lee  
**Occupation:** Soldier  
**Other Known Aliases:** Famine

### KNOWN POWERS

*Bio-Auditory Cancer:* When he plays his drum he can transmit a bio-auditory cancer, that feeds on the

flesh of all who can hear it causing RM damage each round. This power works whenever he makes a tapping noise, not just when he plays a drum.

**TALENTS:** Percussion, Espionage

## DECIMUS FURIUS

F IN 40  
A RM 30  
S AM 50  
E AM 50  
R PR 4  
I TY 6  
P MN 75

Health: 170  
Karma: 85  
Resources: 0  
Pop: 0



### BACKGROUND

**Real Name:** Decimus Furius  
**Occupation:** Gladiator  
**Other Known Aliases:** War

### KNOWN POWERS

*War-Filled Psyche:* MN protection vs. Psychic attacks. Anyone trying to overcome him by psychic means is overwhelmed by sorrow and hate.

*Empathic War Infection:* A successful strike with his axe will infect his victim with the cold thirst for war, causing that victim to attack those around him. Victim must make a Red Psyche FEAT to resist or overcome this desire.

*Regeneration:* MN ability to heal himself and reform his body.

### EQUIPMENT:

Battleaxe: UN Material Strength, AM Edged Damage

**TALENTS:** Edged Weapons, Martial Arts B, Wrestling

## ICHISUMI

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

Health: 72  
Karma: 46  
Resources: 0  
Pop: 0



## BACKGROUND

**Real Name:** Ichisumi  
**Occupation:** Geisha  
**Other Known Aliases:** Pestilence

### KNOWN POWERS

*Insect Control:* On command, she could release an RM infestation of omnivorous Yume beetles stored within her own body by dislodging her jaw, spawning from her mouth in massive swarms. She was also able to mentally link with them when they returned to her and absorb much of the victim's memories.

**TALENTS:** Performance



## SANJAR JAVEED

F TY 6  
A TY 6  
S TY 6  
E RM 30  
R EX 20  
I EX 20  
P EX 20

Health: 48  
Karma: 60  
Resources: 0  
Pop: 0

### BACKGROUND

**Real Name:** Sanjar Javeed  
**Occupation:** Royalty  
**Other Known Aliases:** Death

### KNOWN POWERS

*Disease Projection:* Sanjar has the IN power to transmit a spectrum of terminal diseases depending on what variety of metal he touches. He can target multiple people at once.

**WEAKNESS:** His powers are proximity based. The farther away the target is, the less the effect.

**TALENTS:** Arcane Knowledge, Multi-Lingual



## CHAPTER THREE: REVELATIONS

**SUMMARY:** The Heroes return to Cairo to either bring the Opal of Ozymandias to Amahl Farouk or choose to betray their malevolent benefactor.

**STARTING:** The heroes return from the desert with the Opal of Ozymandias. At this point they will need to make the decision as to what they will do with it. Will they take it to Amahl Farouk, placing it in the hands of Cairo's most notorious crime lord? Or will they attempt to use the Opal themselves?

Sam Sawyer will meet with them upon their return. If the characters are debating giving the stone to Farouk, he will reluctantly suggest making the trade "for the greater good".

**ENCOUNTER:** If the heroes decide to give the Opal to Farouk, read the following passage:

Farouk gently takes the Opal of Ozymandias in his hands. He caresses the smooth surface with his thumb, turns it over and inspects the stone with a great eye for detail. It's almost as if he is looking deep into the stone. He looks at the person who handed him the stone and asks "If you'll allow me?" With permission, he will place the stone near his forehead. The Opal attaches itself to his flesh and his eyes begin to glow with cascading colors reminiscent of the colors in the opal but swirling at a great pace.

From inside his jacket pocket, Farouk suddenly pulls a dagger. He plunges the knife into the table in front of him, and quickly begins to carve images into the wood.

Three images appear in succession:

- A demon-like creature with large wings and its right hand raised as

if making a pledge.

- A cube with extremely detailed carvings.
- A book with a deeply scarred and weathered cover that has a hideous visage stretched across the front.

Farouk comes out of his trance after the third item is finished. The Opal falls from his forehead onto the table. He quickly snatched it up and places it in his pocket.

"These are the items which you seek. These are items of immense power and evil origins. Should the Nazis gain possession of all three of these artifacts, they would be unstoppable.

"This item here, the amulet of the waving winged creature. This is the Mesopotamian demon known as Pazuzu: the demon of the southwest wind. He is the bearer of famine and locusts. He is the king of demons and holds a vast Legion at his beck and call. This amulet is said to be able to house the demons of the wind to be released into the bodies of the innocent.

"The second item here is Lemarchand's Box, or the Lament Configuration as it is also called in some circles. This box has recent origins dating back only to the 18th century. It possesses the power to open up a portal to the depths of Hell.

"The final item is a book encased and bound in the flesh of mortal men who failed to obey the authors of the book, demonic entities known as The Dark Ones. This book would grant power over legions of the dead.

"In my visions, I saw through the eyes of a killer the slash of a razor and streets of cobblestone running red with blood. It is on these streets where your journey will begin.

"I do not envy you in your task. Yes, I often have dealings with the men of the

Third Reich, but I am not a man who seeks to destroy life itself. The possession of these items would bring about the true armageddon. You must do whatever is in your power to prevent Hitler's Inner Circle from obtaining these tools of mass destruction."

If the party has some other means with which to activate the Opal, the above information can be adapted and revealed to the individual with the power to do so. To activate the Opal of Ozymandias, the character must have a Psyche of at least Amazing to be able to withstand the barrage of information flooding his brain. Secondly, the Opal is attuned to mutant DNA, so under most circumstances, only a mutant will be able to activate it. The only exception would be a sorcerer or psychic of great power (MN or better in Magic or Psychic abilities) or an individual who already possesses the power of Precognition.

**Judge's Note:** *It is important that you know that Amahl Farouk is manipulating the heroes. While they were away in the desert, he has taken control of Sam Sawyer's mind. It is his intention to have the heroes do all of the footwork and retrieve the items, bringing them back to Sam. Once Sam collects the items, Amahl plans to keep them for himself.*

**AFTERMATH:** After speaking with Farouk, the characters will once again meet up with Sam Sawyer.

If they do not figure it out on their own, have them make a FEAT roll to decipher Farouk's message of "streets of cobblestone running red with blood". He is of course referring to Jack the Ripper and the district of Whitechapel in London, England.

Sam is willing to assist them in their travels by providing transport and will accompany them to Whitechapel, staying in nearby London while they conduct their investigation.





## CHAPTER FOUR: THE DEMON OF WHITECHAPEL

**SUMMARY:** The Heroes travel to Whitechapel in search of the first item on their list: The Amulet of Pazuzu. Once in Whitechapel, they will discover an asylum run by the catholic church said to be a rehabilitation center for the mentally disturbed. Within its walls there is a man who claims to be Jack the Ripper.

**STARTING:** The heroes have traveled to London with the help of Sam Sawyer. He has set them up in a small hotel on the east side of Whitechapel called The Stepney Green.

Feel free to have the characters explore the neighborhood. Below is a description of what the area reveals to them.

Seedy by any standards, Whitechapel is a crime-ridden sordid quarter, where hordes of residents live in abject poverty. It is an area of doss houses, sweatshops, abattoirs, overcrowded slums, pubs, a few shops and warehouses, leavened with a row or two of respectably kept cottages. Whitechapel houses London's worst slums and the poverty of its inhabitants is disturbing. Malnutrition and disease is once again on the rise after having only been slightly remedied at the turn of the century. The back to back world wars have held back progress in this area of London. Within the clausterphobic streets of Whitechapel exist three classes of individuals:

Here, three classes existed: The poor (builders, laborers, shopkeepers, dock workers & tailors); The very poor (women & children who make wages as seamstresses, weavers or clothes washers); and the homeless (living in a permanent state of deprivation)

Whitechapel stands as the immigrant district due in part to the large influx of Jewish, Irish and Russian transports. The potato famine had seen a large influx of Irish immigrants in the mid 1800's along with the Jewish population who arrived in thousands whilst fleeing persecution

in Russia, Germany and Poland. In only a single decade, the Jewish population had risen to over 50,000. This number has increased steadily with the strengthening Nazi Regime.

With so many different nationalities in one place, they all have one thing in common: Every day is a struggle for survival.

Overcrowding and a shortage of housing have created the abyss of Whitechapel. For most of the population in the East End, one lived and died in the same neighborhood in which they were born. Hope was in short supply.

A maze of entries, alleyways and courtyards are all lit by single gas lamps, giving out about 6 feet of light that at times are so thick, that you struggle to see your own hand in front of your face. Sanitation is practically non-existent and people throw their raw sewage into the street, making the stench of the whole district unbearable.

It is a world in which Jack the Ripper would still have no problem finding a victim.

**ENCOUNTER #1:** The heroes are at a bit of a disadvantage as they begin their investigation. Other than their knowledge of the three items in question and the cryptic comment of cobblestone streets running with blood by Farouk, they really have very little to go on.

There is a small bookstore in Whitechapel that specializes in reproductions of Jack the Ripper's letters that perhaps the characters might stumble across or be alerted to during their investigations. The bookstore is named Panpipes Books, and it is filled with gothic and Victorian horror novels, black magic tomes, and other books on the occult and the dark arts. There is an old man behind the counter with spectacles on his forehead that greets them when they enter. He introduces himself as the proprietor of Panpipes, Edward Wingate.

**(Judge's Note: Wingate is the middle name of Damian Hellstorm's Mother, Victoria Wingate Hellstrom.**

**For all intents and purposes, you can consider Edward to be her Uncle)** If asked about Jack or Pazuzu, Edward will respond accordingly:

**In regards to Jack The Ripper:** "So you want to know about old Saucy Jack, eh? Most of the folks that come through my door want to hear tales about The Leather Apron (*another name the press gave Jack*). But I get the feelin' by the look of ya, you're not here for the same tried and true stories, am I right?

"Tis true, the constables never caught up with old Jack. He tore through five women they proved, and dependin' on who ya ask, butchered up to six more before disappearin' into the fog nearly fifty years ago. I was a wee lad back then, but I remember the fear that crept into our minds every night as we lay down our weary heads. It was a sheer terror for months in Whitechapel, never knowing when the Ripper would turn up again.

"Well, here's the thing... Some say, the Ripper has returned. Ah, there have been murders over the years, some of them outright





copycats of the Ripper's murders. But if you want my opinion, the one true Jack finished off his work and faded out of existence.

"There's a fella now, though, that came out of nowhere claiming to be old man Jack. There have been confessions all over the place for decades, but none have held up. But this fella, if the stories are to be believed, knows things that even the most astute followers of the murders wouldn't know. There are still secrets that only a select few know, and this crazy bastard knows them all.

"He appeared one night at Doyle's Tavern, got himself good and hammered and a couple of constables wander in after finishing their shift. Well this fella starts braggin' about how he fooled the bumbling idiots at Scotland Yard and had his way with these boy's grandmothers and starts a row. Now these are some strapping young lads, mind you, and they hadn't even gotten a pint in 'em. This feller rips these boys limb from limb and it takes fifteen sailors and blacksmiths and what-nots from the tavern to pin this man down.

"Once they got him in custody and calmed down he goes on about how he was the Whitechapel Killer and goes into disgusting gory detail about each murder, and, so my source in the Yard says, reveals information only a select few of the detectives have access to.

"The coppers are still trying to figure out what to do with this feller. He's obviously not the real Jack as he doesn't look a day over 35. But he also killed two constables in plain sight with his bare hands no less and has intricate working knowledge of a 50 year old unsolved series of murders.

"They have him holed up right now in the Catholic home for the Insane, St. Michael's Asylum down on Montague Street."

Edward also has some insight on Pazuzu if asked:

**On Pazuzu:** "In ancient Mesopotamian religion, Pazuzu was the king of the demons of the wind, the brother of Humbaba and son of the god Hanbi. He represents the southwestern wind, and is the bearer of storms and drought. Pazuzu has the power to invoke incredible things, beings, and monsters into visible form. He been called the Lord of all fevers and plagues, the grinning Dark Angel of the



## THE STREETS OF WHITECHAPEL CIRCA 1943

Four Wings, horned, with rotting genitalia. He is among the most fearsome of all the demonic entities and takes firm control of any host. It's been said in magical tomes, 'It is the able magician indeed who can remove Pazuzu once he has laid hold of a man, for Pazuzu lays hold unto death.'

"That is one demon not to be trifled with."

If the characters ask Edward about any of the other items they seek, he can quickly gather that information for them as well.

**Lemarchand's Box:** "The Lament Configuration or Lemerchand Configuration is one of the most notorious puzzle boxes in the world. It supposedly posses the power to open the gates of hell itself. The Lament Configuration was built by a French toymaker, Philip Lemerchand.

"There are two different stories about the creation of the box. It stated that Philip Lemerchand was a cruel and morbid man as well as being a mass murderer who made boxes with human fat and bones with the help of a demonic assistant, called Baron.

"The second version tells a story of a more innocent Lemerchand. He was a young man ordered to build a puzzle box at any cost. This order was placed by Duc de L'Isle. He garroted a woman and used the box as a medium to let his black magic resurrect a demon named Angelique. Lemerchand's bloodline was forever cursed because of his creation."

**Necronomicon Ex-Mortis:** "The Necronomicon Ex-Mortis (Also known as "The Book of the Dead" and

"Naturom Demonto") is an ancient magical tome written by an unknown author utilizing human flesh as its bindings and blood as the ink. Written in the book are prophecies, funerary incantations, and demon resurrection passages. It is unknown how many copies and variations of the Necronomicon were written, but at least three are known to exist. Legend has it that the Necronomicon Ex Mortis can not only awaken demonic entities and awaken the dead, but it can also open up a rift through space and time."

Despite the fact that Edward Wingate is most likely a Satanist, he actually seems to be a truly compassionate individual. The characters have piqued his curiosity with their line of questioning and he will continue to engage them in conversation if they will allow. He will also be willing to put them in touch with his contact at Scotland Yard whom he feels would be willing to work with the heroes in setting up a meeting with the man they have in custody at St Michael's.

Wingate's Scotland Yard pal is a Detective by the name of Inspector John Appleby. Appleby will agree to meet with the heroes in the park that shares the name of their hotel, The Stepney Green.

Appleby confirms Wingate's account of the incident that brought ne mystery man into their custody and the deaths of two officers. He also confirms that this man, his true identity unknown, has detailed knowledge of the murders that were never leaked to the press - something that he says is nearly impossible due to the fact that what little information about the murders that wasn't public knowledge has been





sealed for more than 40 years.

The detective inquires about the heroes' mission, and although he doesn't really believe in all of the "supernatural mumbo-jumbo", as he refers to it, "Anything I can do that will help further the fight against the Nazi Regime, I'll happily do my part." That said, Appleby will set up an appointment for the characters to meet with the man who claims to be Jack the Ripper.

**ENCOUNTER #2:** The heroes meet up with Inspector Appleby at the gate of St Michael's Asylum and accompany him inside. The Asylum is on the grounds of an old cathedral and shares its acreage with a small convent. It is these nuns who have taken on the task of caring for the mentally unstable under the guidance of Father Maurice DuChamps and a Psychologist by the name of Victor Samson.

Samson is more than willing to allow the heroes and the detective access to the patient, as he sees any opportunity to assist law enforcement an easy way to further his own ambitions. Father Maurice, however is more reluctant. His concern is for the well being of his patient.

The man in confinement (who wishes only to be referred to as "Jack") is prone to fits of violence that come out of nowhere. Father Maurice is concerned that if faced with a bevy of brawny men, it might agitate him to where he might harm himself or others. Father Maurice will insist on being present during any questioning and presses that there be no more than two individuals in the room with him at any moment.

Once a deal can be arranged, the party is taken on a tour by a pair of nuns while the patient is prepped for questioning. Sisters Mary Margaret and Mary Catherine lead the heroes about the hospital and cathedral making small talk and discussing the patient. They are both trained nurses and have been assisting the Mother Superior in caring for and counseling the patient. They claim he has been very meek and kind to them - a direct opposite of the horrific description they received when they first came to the convent last week.

**Judge's Note:** This last little tidbit of information is perhaps the first clue something is up. Unbeknownst to the heroes, these two nuns are in reality agents of the Red Skull: Sister Dream and Sister Pleasure. They will secretly attempt to plant the seeds of desire into the men of the party in an attempt to distract them from their questioning of the patient. The Sisters of Sin have been placed here by the Red Skull to extract information about the Amulet of Pazuzu from Jack. They believe that this man is possessed by Pazuzu, as was the Ripper some 50 years prior. Pazuzu wants the amulet destroyed but knows that the Nazis will use it (and

him) for their own nefarious means. If the characters play their cards right, they could end up saving Pazuzu by keeping the Amulet out of Nazi hands. Yet another moral quandary awaits.

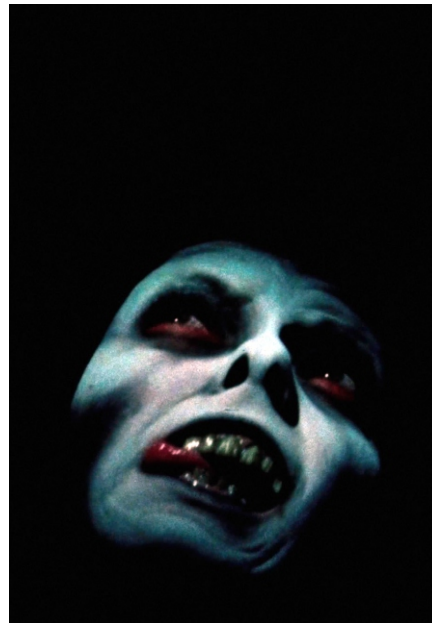
Depending on how the characters decide to question the subject may determine the overall outcome. If they are forceful with him, he will become meek and cowardly and Father Maurice will quickly insist that they leave the room.

If the heroes are calm and gentle, the demon inside Jack will play with them a bit. Use all of your role-playing skills here. You are essentially playing at least three characters: Pazuzu, Jack the Ripper, and the unfortunate soul of the John Doe he has possessed. Pazuzu is the king of demons, so he may just have some friends floating around in his host body. Feel free to play with that thought.

**Judge's Note:** I highly recommend watching *Exorcist III* to get some ideas on how to switch between characters. The third film didn't get as much critical acclaim or exposure as the original, but (without spoiling the film) Brad Dourif does some amazing work along with Jason Miller as the possessed in this film. *Exorcist III* is the biggest inspiration for this chapter. If you really want to set the mood, play it like that film.

Regardless of whether or not you have seen any of the *Exorcist* films, the best advice is try not to rush the dialogue with the demon. Take your time. To really give it the feel of the gestating horror this part of the chapter needs, I would suggest taking at least one entire play session and dedicate it to the improvisation that is begging to spill out of this character.

It might even be compelling to have the characters work in shifts, going in two at a time to see what different approaches they have. This is a golden opportunity for some crazy role-playing. Work it and commit to the character. You and your players will have a ball.





*Dealing with a demonic possession can be tricky in a role-playing setting, and it is your responsibility as Judge to know the limitations of your party as a whole. Certain things might be off limits while other parties might be no-holds barred. It might be a good idea to take a moment out of game to discuss what people might be comfortable with hearing. Temper your dialogue accordingly to push the envelope but don't offend someone. Most RPG troupes have played together for some time so you may know these limits. In the dialogue boxes below, I will be taking some liberties with language and subject matter that might make some uncomfortable. Please feel free to edit or add to as you see fit and what your troupe would be comfortable with.*

Pazuzu's goal in the beginning is to toy with the heroes questioning him. As Judge, it is important that you know of the character's back stories going into this scene. If they have friends or family members that have died, Pazuzu will bring them up, typically in a way that will eat at the character's morality. He will tell the character that their father is burning in hell with a spike shoved up his asshole and has maggots eating his testicles. One of his famous lines from the Exorcist was "Your Mother sucks cock in hell!" So putting people the characters love into situations that involve sex, torture, mutilation, impending death, damnation, etc. are all fodder for Pazuzu.

On the flip side, he will use the innocence of John Doe to attempt to gain sympathy from the characters as well. He will ask them for help or say that they are hurting him if they get the least bit physical with him.

As Jack, Pazuzu will talk about the horrific mutilations he enacted on the poor women of Whitechapel and what he will do to the "whores" that the characters love.

Demons love to get personal. Pazuzu will use any chink in the characters' emotional armor to his advantage.

Ultimately, however, Pazuzu's goal is to return to freedom. He will first try to convince the heroes to free him from his cell. If he is able to convince them of this, then he will bargain for the destruction of the Pazuzu Amulet upon its discovery. He knows full well that they will most likely not stick to their part of the bargain, but as long as he

can escape the cell one way or another, he will be pleased.

It is highly unlikely he will ever engage in physical combat with the heroes, but it is not out of the question. Even if he does, it should only be for one quick outburst before he reverts to a pitiful form again. Keep the players on their toes.

If the events escalate to physical violence, Father Maurice will quickly escort them out and be reluctant to let their investigation continue.

Pazuzu, on the other hand will do whatever he can to get Father Maurice out of the room. It is integral that he address the heroes into convincing some alone time with him out of the Priest's earshot.



With all of this in mind, the following are bits of dialogue that are fairly integral to the forward motion of the story. Try to work these in when the timing seems right:

*Pazuzu:* You think you know why you are here, don't you? You think you can save the world. You righteous pieces of shit. You think you're special? You think you're heroes? How many lives have you taken in this war? How much blood have you spilled? Mothers are crying for their sons. Children will never know their fathers. All because you soldiers have to compare the sizes of your cocks.

Let me tell you, the father here knows

about the sizes of all the acolytes' members. You dream of them, don't you Padre?

But I digress. You're here to combat evil. You think I'm evil. But what is evil?

- "Thou shalt have no other gods before me": we live now in a world where men can lift tanks and fly through the air without wings - Man has become God.
- "Thou shalt not make unto thee any graven image" Captain America. Union Jack. Hitler. Red Skull. Winston Churchill. I have seen these names and those faces plastered across the globe to inspire loyalty. The people worship and fear them. Are they not Gods?
- "Thou shalt not commit adultery": c'mon, boys, you can't tell me you haven't gotten your dicks wet?
- "Thou shalt not kill." Heh. That's a good one, isn't it. I smell the death on you."

*Jack:* "Oh yesss. Such a sweet smell it is. The smell of blood in the rain. The fresh purity of the warm ichor meeting the cold pavement. Just like the poor unfortunates I relieved of their duties servicing the men of Whitechapel. The dirty dirty whores. They smelled so sweet as their innards spilt out on the cobblestone. You've felt the sweet spray of blood on your faces, haven't you. It's ecstasy. The taste of iron on your lips. The warmth of it all.

*Pazuzu:* I'll make a bargain with you. Father Maurice needs to go. The secrets I bear are too harsh for his delicate sensibilities. Take him away. Just for a moment.

*John Doe:* You have to get me out of here. I'm begging you. Whatever this thing inside of me is, it's nothing compared to what will happen if they get their hands on it. It's the nuns! You have to get me away from the nuns!

*Pazuzu:* Take me out of here. You want to save the world? Save this body. Save this man. Those Nazi scum want me. You don't want that. I will tell you where the statue is. But you will let me go. Get me out of this place and you can save all of the meaty things. You'll get what you desire. But you must destroy the statue. Destroy the statue and set me free.



Once you have toyed with the players long enough, they should now be faced with the quandary of whether or not to free Pazuzu in exchange for the whereabouts of the Amulet.

This can be accomplished in two ways:

- The heroes can attempt to break him out in the body of John Doe, freeing him from his cell and carrying or escorting him through the halls of the asylum or blowing a hole in the wall to the courtyard outside and the streets beyond.
- The heroes can take a huge risk and allow Pazuzu passage into their own Psyche by letting him possess one of them. If they go this route, Pazuzu could simply decide to stay and run off with the hero's body.

Either way, the Sisters of Sin will need to interfere at this point, revealing who they truly are, and attempt to thwart the escape of their precious demonic informant. A map of the cathedral and asylum is provided in the back of the book, as well as a map of the streets of Whitechapel for your convenience.

If the heroes bust John Doe out, have the Sisters of Sin cut them off at the

pass, wherever that might be.

If one of the heroes is possessed, one of the nuns will find the unconscious body of John Doe shortly after the heroes leave the room and call her Sisters to arms in a chase after the characters (and Pazuzu himself, who will lend his abilities to the battle!).

At any point, don't be afraid to have either the Sisters or Pazuzu to take an opportunity to use either Father Maurice or Dr. Samson who might conveniently stumble into their confrontation as a hostage, putting the heroes into yet another moral dilemma.

**AFTERMATH:** Once the confrontation and escape has been completed, the heroes should now be faced with setting Pazuzu free in exchange for the location of the Amulet of Pazuzu.

Pazuzu will take them to a public place in the Whitechapel area and reveal the location as follows:

"You're making a deal with the devil, you know. This won't look good on your heavenly report card. Promises have been made, though, gentlemen. I will keep my end of the bargain, and I expect the same from you.

"The Knights Templar took my statue over a century ago and hid it away deep within the catacombs of Paris beneath the steps of Notre Dame. My amulet sits amidst the dead of Paris. A fitting resting place."

With this, Pazuzu will attempt to make is escape. If the heroes try to stop him, he will abandon the body of John Doe or, if he is in possession of one of the hero's bodies, perhaps utilize them in a counterattack. Whatever the case may be, Pazuzu should jump to another body of one of the citizens of Whitechapel. Or if you're really feeling nasty, have him possess and lie dormant in one of the heroes in a sidebar battle of wills. This could add some flavor to the game later on down the road. But this must be done on the sly and without the other player's knowledge. A good player might be able to help you out and add some interesting elements to the game as Pazuzu slowly rears his ugly head!

Once the Pazuzu situation is resolved, the players should return to the hotel and meet with General Sawyer and plan for their next leg of the trip - the catacombs of Paris!



#### KARMA

Gather information on each of the three items from Wingate: +15  
 Defeat Mother Night: +40  
 Defeat Sister Agony: +30  
 Defeat Sister Death: +40

Defeat Sister Dream: +40  
 Defeat Sister Pleasure: +40  
 Defeat Sister Sin: +30  
 Physically assault Jack during questioning: -20  
 Allow Samson or DuChamps to be

captured or injured: -20  
 Set Pazuzu free without getting the info on the Amulet: -40  
 Battle Jack after releasing him: -30



# CHAPTER FOUR: FEATURED CHARACTERS

## MOTHER NIGHT

F GD 10  
A GD 10  
S TY 6  
E GD 10  
R EX 20  
I EX 20  
P IN 40

Health: 36  
Karma: 80  
Resources: TY  
Pop: -10



### BACKGROUND

**Real Name:** Unknown  
**Occupation:** Nazi Operative  
**Other Known Aliases:** Mother Superior

### KNOWN POWERS

**Hypnotize:** IN ability to hypnotize multiple opponents. She can perform the following power stunts.

-*Invisibilty:* RM

-*Illusory Disguise:* IN

-*Suggestion:* IN

### EQUIPMENT:

**Sword:** EX Edged Attack

**Gauntlet:** EX Blunt Attack

**TALENTS:** Martial Arts A, C, Espionage, Medicine

**CONTACTS:** The Red Skull

## SISTER AGONY

F EX 20  
A EX 20  
S TY 6  
E EX 20  
R TY 6  
I TY 6  
P TY 6

Health: 66  
Karma: 18  
Resources: TY  
Pop: -10



### BACKGROUND

**Real Name:** Unknown  
**Occupation:** Nazi Operative  
**Other Known Aliases:** Sister Clarice

### KNOWN POWERS

**Induce Pain:** When inflicting an injury on a victim that draws blood, Agony's attack causes searing pain that effects the character's actions the following

round. This is rolled any time she draws blood on the RM column. A Green result equals a -1CS on any action the following round; Yellow = -2CS; and Red = -3CS. This effect is not cumulative.

### EQUIPMENT:

**Sword:** EX Edged Attack

**Dagger:** EX Edged Attack

**Armor:** GD protection vs Physical Damage

**TALENTS:** Edged Weapons, Martial Arts A, C, Espionage

## SISTER DEATH

F IN 40  
A EX 20  
S RM 30  
E RM 30  
R PR 4  
I TY 6  
P TY 6

Health: 120  
Karma: 16  
Resources: TY  
Pop: -10



### BACKGROUND

**Real Name:** Unknown  
**Occupation:** Nazi Operative  
**Other Known Aliases:** Sister Agnes

### KNOWN POWERS

None aside from her enhanced physical abilities.

### EQUIPMENT:

**Sword:** RM Edged Attack

**Plasma Pistol:** IN Energy Damage

**Armor:** EX protection against Physical Damage

**TALENTS:** Edged Weapons, Martial Arts B, Wrestling

## SISTER DREAM

F TY 6  
A TY 6  
S TY 6  
E GD 10  
R GD 10  
I EX 20  
P AM 50

Health: 28  
Karma: 80  
Resources: TY  
Pop: -10



## BACKGROUND

**Real Name:** Unknown  
**Occupation:** Nazi Operative  
**Other Known Aliases:** Sister Mary Margaret

### KNOWN POWERS

**Hypnotic Gaze:** Dream can create IN ranked illusions directed at one person on eye contact. Targets with a Psyche less than RM must make a Red Psyche FEAT to break the illusion. Persons with a Psyche MN or higher cannot be duped by her illusions. Anyone affected by her illusions cannot take an action other than reacting to whatever illusion she casts. Pain, however will shock a victim back to reality.

**Mindscanning:** Dream can scan surface thoughts on anyone with AM ability. This allows her to search for their biggest fears or deepest desires. Anyone thusly scanned is at a -1CS to her Hypnotic Gaze.

**TALENTS:** Espionage

### EQUIPMENT:

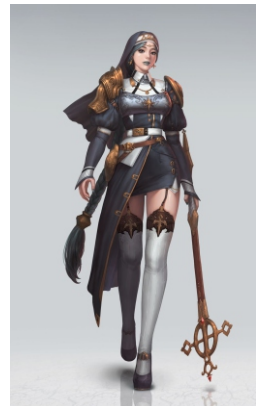
**Sword:** GD Edged Attack

**Shield:** GD protection against Physical Damage

## SISTER PLEASURE

F TY 6  
A TY 6  
S TY 6  
E GD 10  
R EX 20  
I EX 20  
P IN 40

Health: 28  
Karma: 80  
Resources: TY  
Pop: -10



### BACKGROUND

**Real Name:** Unknown  
**Occupation:** Nazi Operative  
**Other Known Aliases:** Sister Mary Catherine

### KNOWN POWERS

**Mesmerize:** IN ability to mesmerize a male target.

**Pleasure's Kiss:** RM damage to a mesmerized target.

### EQUIPMENT:

**Staff:** GD Blunt Attack

**TALENTS:** First-Aid, Blunt Weapons

## SISTER SIN

F RM 30  
A RM 30  
S GD 10  
E RM 30  
R GD 10  
I EX 20  
P GD 10

Health: 100  
Karma: 40  
Resources: TY  
Pop: -10



### BACKGROUND

**Real Name:** Unknown  
**Occupation:** Nazi Assassin  
**Other Known Aliases:** Sister Magdeline

### KNOWN POWERS

None

#### EQUIPMENT:

*Katana:* EX Edged Attack

*Armor:* EX Protection against Physical attacks.

**TALENTS:** Martial Arts A, B, C, Espionage, Edged Weapons, Weapons Specialist: Katana

**CONTACTS:** The Red Skull

## SAUCY JACK/PAZUZU

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

Health: 110  
Karma: 145  
Resources: 0  
Pop: -30



### BACKGROUND

**Real Name:** Unknown  
**Occupation:** Demonic Entity  
**Other Known Aliases:** Jack the Ripper, Whitechapel Killer, The LeatherApron

### KNOWN POWERS

*Possession:* MN ability to take possession over an individual's mind. Pazuzu's ability is nearly unparalleled in Mystic circles. Once Pazuzu has taken hold of a subject, only an exorcism can remove him from his hostbody.

*Retractable Claws:* RM Edged Damage

*Invulnerability:* EX protection against physical attacks.

*Telekinesis:* Pazuzu can manipulate objects and living beings at will with IN ability. He has been known to pin humans to walls and floors and cause internal bleeding with this power.

*Pyrokinesis:* Pazuzu can manipulate fire with EX ability. He cannot create flame from thin air.

*Plague Affinity:* Pazuzu can create and manipulate various forms of diseases, plagues, infestations, molds, and other ailments with RM ability. These effects are temporary and can be healed once out of range of Pazuzu's influence.

*Illusion Casting:* IN ability to create detailed horrific illusions in the minds of his victims. This power typically only manifests itself as a defensive action when he is under mental attack or during an exorcism.

#### EQUIPMENT:

*Dagger:* RM Edged Attack

**TALENTS:** Edged Weapons, Occult Lore, Religious Studies, Medicine

## FATHER MAURICE DUCHAMPS

F PR 4  
A TY 6  
S TY 6  
E TY 6  
R GD 10  
I GD 10  
P EX 20

Health: 22  
Karma: 40  
Resources: TY  
Pop: 10



### BACKGROUND

**Real Name:** Maurice DuChamps  
**Occupation:** Priest

### KNOWN POWERS

*Exorcism:* RM. Father Maurice is well versed in the Rite of Exorcism.

**TALENTS:** Theology, Public Speaking, Leadership, Occult Lore

## DR VICTOR SAMSON

F PR 4  
A TY 6  
S TY 6  
E TY 6  
R EX 20  
I TY 6  
P TY 6



Health: 22  
Karma: 32  
Resources: GD  
Pop: 2

### BACKGROUND

**Real Name:** Dr. Victor Samson  
**Occupation:** Psychiatrist

**TALENTS:** Psychiatry, Psychology, Biology, Medicine, Pharmaceuticals

## EDWARD WINGATE



F PR 4  
A TY 6  
S PR 4  
E TY 6  
R EX 20  
I EX 20  
P EX 20

Health: 20  
Karma: 60  
Resources: TY  
Pop: 2

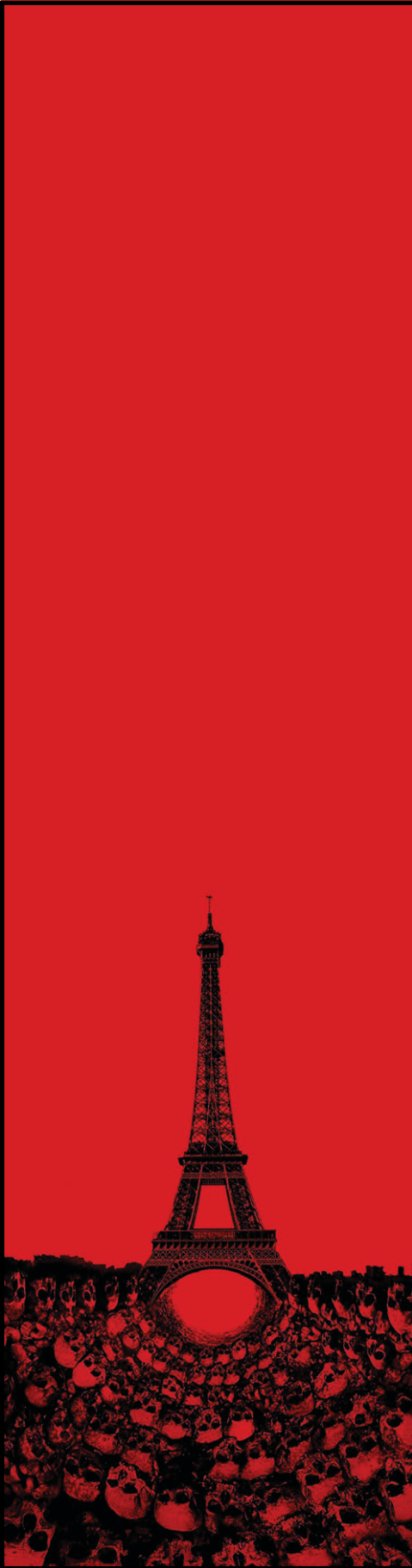
### BACKGROUND

**Real Name:** Edward Wingate  
**Occupation:** Bookstore Owner

**TALENTS:** Occult Lore, Literature, Creative Writing, Performance, Theology



## CHAPTER FIVE: THE GATES OF HELL



**SUMMARY:** The Search for the Amulet of Pazuzu continues as the Heroes journey to Paris to meet with members of the French Resistance. The party ventures deep into the Paris Catacombs for the relic and are met with resistance from more lackeys of The Red Skull and a surprising enemy from the Far East.

**STARTING:** Sam Sawyer has booked the heroes passage to Paris from London. The party arrives and sets up shop in the Hotel le Relais Saint Germain which is a few blocks walking distance from both Notre Dame and the Catacombes de Paris.

Sam has contacts within the French Resistance, and sets up a meeting at a local café with some members of the group.

The heroes meet with the French Resistance members and are surprised to see Peggy Carter (Captain America's girlfriend) as their "point man". She and two members of the Resistance, Jacques Drenier and Napoleon Sack are seated at a large table in a back room at the café big enough to accommodate their encounter.

Peggy and the Resistance know the catacombs well and have been using the area beneath Notre Dame as a base of operations. The catacombs are vast, however, and are filled with twists and turns that even they have never explored.

Finding the Amulet of Pazuzu will be like finding a needle in a haystack. If someone in the party mentions the Knights Templar having hid the item, Jacques perks up a bit. His family is intricately tied to the Knights Templar. Jacques' great-grandfather was involved in the construction of the tunnels and was rumored to have been a secret Templar Knight carrying on the sect after its official disbandment in the 14th century. He has detailed maps of the catacombs in their underground base and says that his grandfather scrawled all over the plans in secret code. Perhaps there might be some information within the maps that might be of assistance in finding the Amulet of Pazuzu.

**ENCOUNTER:** When the heroes arrive at the Catacombs, they will enter

at a spot known as The Gate of Hell.

The trek to the underground base is long and winding. The walls of the catacombs are a wonder to behold. The catacombs are underground ossuaries containing the visible remains of more than six million people. Skulls and bones are intricately placed in aesthetic formations along the walls of the catacombs, giving an unearthly and eerie feeling as the characters pass through the hallways.

The catacombs were built from the ancient stone mines in an effort to remedy the problem of the city's overflowing cemeteries towards the end of the 18th century.

The eeriness of the catacombs leading up to the chamber that houses the French Resistance's base is merely a precursor of the horrors that the party is about to face. Upon entrance into the Resistance's chamber, it is immediately apparent that the heroes have arrived shortly after a devastating sneak attack on those unfortunately present in the catacombs working for the resistance.

Bodies lie strewn across the floor in various states of mutilation. Several individuals have been cut to ribbons while others faces and hands have been seared from their bones lying in a pool of their own gore. Several individuals have been beheaded or their necks twisted at obscure angles as others show visible signs of electrocution.

Allow the heroes a chance to regroup and soak in the scene. A quick search will reveal that all weapons have been destroyed or stolen, communication devices have been broken, and most importantly, Jacques' maps are missing.

Leading from the chamber are three passages. With time being of the essence, Peggy suggests that the team split up to search the corridors. Ultimately, it will be up to the characters to decide whether or not to keep the troupe together and as Judge, you should be able to cater the action accordingly.

Whatever the case, the heroes should come across Das Vernichtungs-Kommandos (The Killing Squad), Master Man and Warrior Woman and Kirigi.

If Captain America is one of the Player Characters, he will immediately recognize the members of Das Vernichtungs-Kommandos. This trio was the first set of costumed supervillains he faced after entering the war after receiving the Super Soldier Serum. None of the villains made it out of that encounter alive, and they all died on French soil. That being said, they appear and act differently than Cap remembers. Those that have flesh bared appear ashen with sunken in eyes. When they speak, they speak only in German and in broken sentences. Even the way they move is slightly uncoordinated.

**Judge's Note:** Kirigi of The Hand is responsible for the resurrection of Das Vernichtungs-Kommandos at the request of The Red Skull. With the assistance of a Hand magician, a ritual was conducted a ritual to bring the Nazi Super-Soldiers back to life. Due to the fact that they have been dead for some time, their brain functions have not yet returned to normal, so their appearance and actions are somewhat clunky.

Depending on whether or not the groups split up, you may have several options for them to meet the villains in battle. For example, you may choose to have them interrupt the villains at the moment they are discovering the Amulet of Pazuzu, or intercept them, map in hand, before they ever reach the prize.

If the heroes cut off the villains before they reach the Pazuzu Amulet, they should find the maps on one of the Nazi agents' person.

The map, as Jacques described, is covered in ink and secret coded messages. Anyone with Detective/Espionage, Code-Cracking, a high Reason, etc. can attempt to break the code. A Yellow Reason FEAT is needed to crack the code and a second Yellow Intuition FEAT will lead the heroes through the tunnels to the location of the Amulet of Pazuzu.

**AFTERMATH:** Once the battle is over and the heroes hopefully emerge victorious, Master Man, oaf that he is, boasts to the heroes:

**Master Man:** "Fools! This victory is fleeting! The Nazi Regime will stand tall and proud! You may have won this day,

but we have already retrieved LeMarchand's Box!"

**Warrior Woman:** (in German) "Shut up, you fool! You and your braggart's mouth! Don't you realize you are giving them what they want!?!"

Once again, the heroes now have a moral conundrum to face: How will they retrieve the information that they need from Master Man and Warrior Woman? Will they revert to torture? How else might they get them to reveal the location of LeMarchand's Box? Let the characters stew about this until they come up with a possible solution.



Whatever that may be, make them work a little bit for it. Push comes to shove, though, Master Man is a bit dense. He will most likely slip up at some point.

The information the heroes seek is the current location of LeMarchand's Box. Master Man and Warrior Woman were present when the puzzle box was handed over to their master, The Red Skull. The Red Skull tasked Baron Heinrich Zemo with cracking the combination. Where Zemo took the box, neither Master Man nor Warrior Woman know.

The heroes will need to meet back with Sam and Peggy. Sam has a

lockbox in which he will place the Amulet for safekeeping. Fortunately, Peggy Carter and her surviving Resistance members have discovered intel that Zemo has set up shop at a concentration camp in Poland known as Szara Góra\* (Grey Mountain).

*\*Author's Note: I have pulled many actual historical references into this adventure to add a sense of realism to the story. However, out of respect for those that died for their beliefs, I could not bring myself to cast the action of the concentration camp in a known historical location. I hope you can respect my decision to do so.*

Peggy and Sam have a sidebar while the heroes decompress. They will approach the heroes with a plan to get them into Poland behind enemy lines.

Peggy and the Resistance have become aware of an assassination plot by the Russians of a high ranking German SS Officer by the name of Heinrich Bruhl. Bruhl is set to travel from Paris tomorrow night by train into Poland.

In actuality, Bruhl is secretly a spy for the British Secret Intelligence Service known as MI-6. He will be traveling with other members of the SS, so his cover cannot be blown, and he is unaware of the plot against his life.

Sam and Peggy will have papers drawn up faking the heroes as German Citizens to put them in position to accompany and protect the SIS spy.

It is imperative that Bruhl's position remains undercover and that he reaches Poland in one piece. There may be Russian spies on board the train or there may be an unexpected attack. The heroes need to be prepared for any eventuality.

## KARMA

Defeat Master Man: +40

Defeat Warrior Woman: +40

Defeat Blitzkreig: +30

Defeat Säurespritze: +30

Defeat Zahnmörder: +20

Defeat Kirigi: +40

Retrieve Amulet of Pazuzu: +30

Allow a member of the Resistance to be KO'd: -20

Allow a member of the Resistance to be killed: -100 (this excludes of course, any of the individuals already found dead before their arrival)





## MASTER MAN

F RM 30  
A GD 10  
S AM 50  
E IN 40  
R PR 4  
I PR 4  
P PR 4

Health: 130  
Karma: 12  
Resources: RM  
Pop: -30

### BACKGROUND

**Real Name:** Wilhelm "Willie" Lohmer  
**Occupation:** Nazi Operative

### KNOWN POWERS:

*Flight:* TY

*Resistance to Fire and Heat:* MN

**TALENTS:** Multi-lingual: German and English, Military, Demolitions, Piloting, Martial Arts B

**CONTACTS:** The Red Skull, Adolf Hitler, Warrior Woman, U-man, Baron Blood, Agent Axis, Baron Strucker, Baron Zemo



## WARRIOR WOMAN

F RM 30  
A GD 10  
S AM 50  
E IN 40  
R PR 4  
I PR 4  
P PR 4

Health: 110  
Karma: 145  
Resources: 0  
Pop: -30

### BACKGROUND

**Real Name:** Julia Frieda Koenig Lohmer  
**Occupation:** Nazi Operative

### EQUIPMENT:

*Whip:* EX Edged Damage with a 2 area range. If used to grapple, she can strangle foes by targeting their neck.

**TALENTS:** Detective/Espionage, Interrogation, Hypnotism, Multi-Lingual: German, French and English, Weapon Specialist: Whip.

**CONTACTS:** The Red Skull, Adolf Hitler, Master Man, U-man, Baron Blood, Agent Axis, Baron Strucker, Baron Zemo



## PEGGY CARTER

F EX 20  
A GD 10  
S TY 6  
E EX 20  
R GD 10  
I GD 10  
P EX 20

Health: 56  
Karma: 40  
Resources: TY  
Pop: 6

### BACKGROUND

**Real Name:** Margaret "Peggy" Carter  
**Occupation:** Resistance Fighter

### EQUIPMENT:

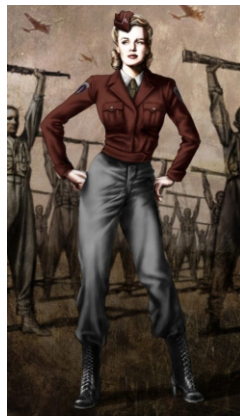
*.45 caliber Thompson Submachinegun:* Ammo: 20 shots, range of 3 areas, 25 points of damage

*.45 caliber Colt M1911A1 pistol:* Ammo: 7, Range 2 areas, 10 points of Damage

*2 Fragmentation Grenades:* 30 points of scatter damage within a 1 area of effect, 4 area range

**TALENTS:** Leadership, History, Military, Guns, Detective/Espionage, Multi-Lingual: French and English

**CONTACTS:** Captain America, Sam "Happy" Sawyer, Nick Fury, Happy Hogan, French Resistance



## JACQUES DERNIER

F GD 10  
A TY 6  
S TY 6  
E GD 10  
R TY 6  
I TY 6  
P TY 6

Health: 32  
Karma: 18  
Resources: GD  
Pop: 2

### BACKGROUND

**Real Name:** Jacques Dernier  
**Occupation:** Resistance Fighter  
**Other Known Aliases:** Frenchie

### EQUIPMENT:

*.45 caliber Thompson Submachinegun:* Ammo: 20 shots, range of 3 areas, 25 points of damage

*.45 caliber Colt M1911A1 pistol:* Ammo: 7, Range 2 areas, 10 points of Damage



*2 Fragmentation Grenades:* 30 points of scatter damage within a 1 area of effect, 4 area range

**TALENTS:** Leadership, Multi-Lingual: French and English, Military, Guns, Detective/Espionage

**CONTACTS:** Breeze Barton, French Resistance

## NAPOLEON SACK

F TY 6  
A TY 6  
S TY 6  
E GD 10  
R TY 6  
I TY 6  
P TY 6

Health: 28  
Karma: 18  
Resources: TY  
Pop: 2

### BACKGROUND

**Real Name:** Napoleon Sack  
**Occupation:** Resistance Fighter  
**Other Known Aliases:** Napsack

### EQUIPMENT:

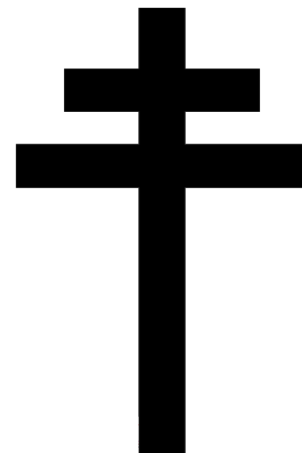
*.45 caliber Thompson Submachinegun:* Ammo: 20 shots, range of 3 areas, 25 points of damage

*.45 caliber Colt M1911A1 pistol:* Ammo: 7, Range 2 areas, 10 points of Damage

*2 Fragmentation Grenades:* 30 points of scatter damage within a 1 area of effect, 4 area range

**TALENTS:** History, Military, Guns, Detective/Espionage, Multi-Lingual: French and English

**CONTACTS:** Fighting Fool (Wade Hudson), French Resistance



**THE CROSS OF LORRAINE:  
THE SYMBOL OF  
THE FRENCH RESISTANCE**



## CHAPTER SIX: JOURNEY INTO NIGHT

**SUMMARY:** The Heroes go undercover in a mission to protect British spy Heinrich Bruhl during a train ride from France to Poland.

**STARTING:** The party has received their forged documents from Sam and Peggy and make their way to the Paris train station to board the Warsaw Express. Sam and Peggy have arranged a transport plane to follow the train at a safe distance and will remain in radio contact with one member of the party in case there might be an attack or ambush from outside the train during their travels.

It is important that the heroes have some time to discuss their undercover personas. Give them the opportunity to create and flesh out each of their German backgrounds and why they might be traveling together or alone. They may decide to travel in pairs, as individuals, or as a group. Let them come up with their motivations - it will add some potentially interesting flavor to the trip.

**ENCOUNTER #1:** Once on board, the heroes will be guided to their quarters. Up to four will share a room on board the sleeper cars. There are economy class cars as well that sleep up to 24 per car in bunk style beds, but the characters have mid range tickets. The higher ranking members of the S.S. have rooms to themselves.

There are several community cars on the train, and the heroes can explore these freely and get a feel for the other passengers, as well as the members of the S.S. accompanying Heinrich Bruhl. The following list is a suggested roundup of some of the individuals the characters might see. Feel free to add some other passengers as you see fit.

- A French couple, Maurice and Anne DuBois traveling to Poland to "visit relatives". They are

actually traveling to attempt to bring their family out of Poland to escape the Nazis.

- Pierre Roussel, a salesman who deals in pharmaceuticals. He is illegally bringing contraband across the border.
- Henri and Diana Chaucer a pair of French/German translators traveling for work. Diana is a hopeless romantic. Henri is secretly a Nazi sympathizer.

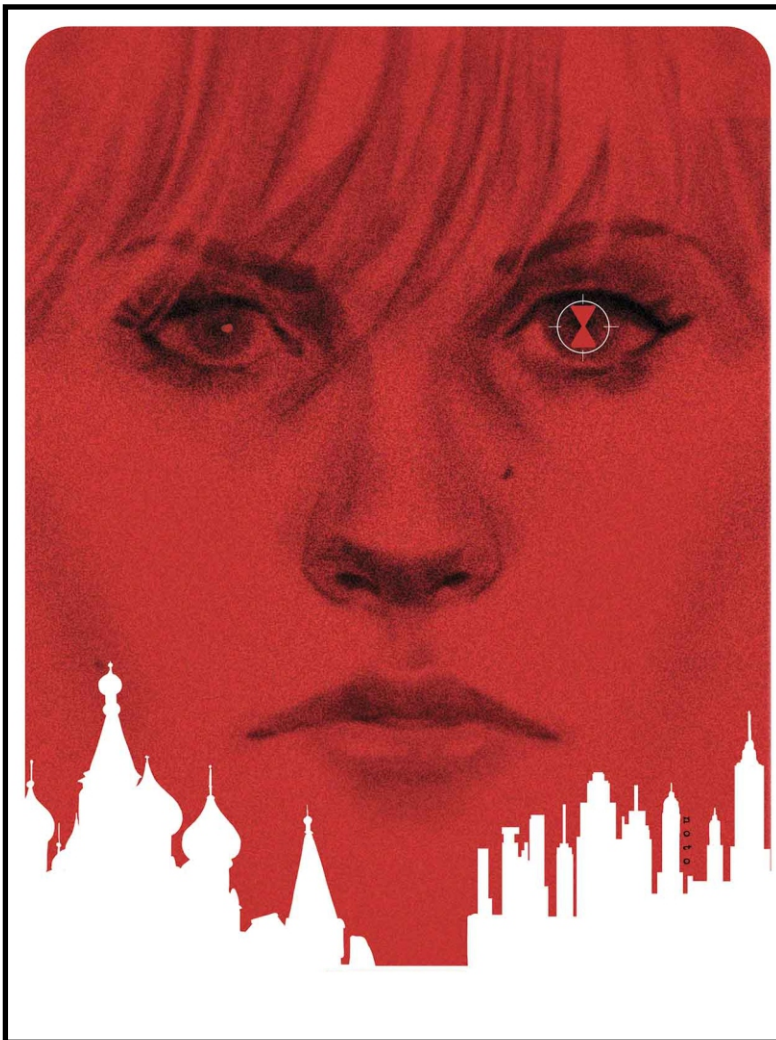
sits by himself, only saying that he was in France on business. Secretly, he is a thief and has stolen several precious pieces of art which he plans to sell to the Nazis.

\*Beatrix and Andrey are in actuality Anya Derevkova and a young strapping Sergei Kravinoff - the original Black Widow and Kraven the Hunter before he took that alias. They are working for the Russian espionage agency known as Department X. The "dancers" they are chaperoning are all members of the Red Room - the school of young assassins that birthed the Black Widow program. This is the first class of "Hatchlings" and this is their graduation test: to eliminate Heinrich Bruhl.

Depending on the power levels of the heroes and how you want to have the attempted assassination play out, there should be 1-2 "Hatchlings" for every hero. The hatchlings will be the ones that will attempt to take out Bruhl when they feel he is the most vulnerable. Their most likely attempt will be while he is sleeping in his quarters. They will not attack in plain sight.

If at any point The Black Widow or Kraven become suspicious of any of the heroes, "Beatrix" (Anya) will do her best to investigate the heroes by breaking away from "Andrey" (Kraven) and

using her feminine wiles to convince them that her husband is abusive to her and that she needs "someone to protect her". She will lead her prey to a secluded area of the train where she and Kraven will attempt to take them out and extract information from them as to why they are on board and exactly what their mission is. Both The Black Widow and Kraven are not too proud to resort to torture. They are, in fact, rather good at it.



- Misha Lundyak, a Polish diplomat returning from France in an attempt to smooth relations between the two countries.
- \*Beatrix and Andrey Kraskov, a husband and wife team of ballet instructors who have brought their class for a performance tour in Poland to bring cheer to the poor unfortunates during this time of war.
- Ivan Sokolov, is a quiet man who



Interestingly, if the heroes actually are honest with Anya, they may actually win her over. Have the character(s) dealing with her roll a Popularity FEAT if they truthfully reveal their mission either in private or during a torture session. If they succeed with a Yellow result or better, Anya will be swayed and will suggest Kraven and she back off. Ultimately the Russian goal is the same, and if Bruhl is working from the inside to dismantle the Nazi Regime, Anya feels as though this would be for the greater good.

Kraven, however, has other goals in mind. He is only interested in his payday. If Anya is swayed by the heroes, he will secretly contact the members of the Soviet Super Soldiers who will storm the train from above (See Encounter #2 below).

If the heroes confront the Hatchlings and/or Black Widow and Kraven, hopefully they will be able to do so quietly. If not, they may gain the attention of the S.S. Officers on board with Heinrich Bruhl. An all out brawl may ensue, potentially getting Bruhl involved himself. Bruhl will switch sides if he sees no other way out of the situation, putting down the members of the S.S. as a last resort to maintain his cover. If this is the case, the heroes will have some serious explaining to do with Bruhl.

Finally, there is always the possibility that Bruhl might actually fall victim to the assassination. If this is the case,

skip Encounter #2.

**ENCOUNTER #2:** If the heroes have been successful in protecting Bruhl, the Soviet Super Soldiers will in one way or another become alerted to the failed assassination attempt. Within a few hours after the heroes become comfortable with their situation the Super Soldiers will be flown in and will parachute or fly (if they have that ability) to the top of the train.

The heroes will receive an advance warning from Sam or Peggy (who should still be in radio contact with one of them) of "incoming" bogeys and should have a chance to make it to the top of the train to greet the oncoming Super Soldiers. A great cinematic train battle surely awaits them.

If Kraven called in the Super Soldiers, he will take the opportunity to use the confusion to assassinate Bruhl himself, thereby claiming the bounty.

If Kraven and/or Black Widow were captured or taken out, the Super Soldiers will arrive having been called in by perhaps another mole on the train or due to losing contact with Kraven and the Widow.

The Super Soldiers will be harder to convince of the heroes' mission to protect Bruhl as a British Spy. Battle must be called to a complete halt, and a Red result will be needed on a Popularity FEAT to convince the members of the Soviet Super Soldiers that the heroes' motives are pure.

**AFTERMATH:** Once the heroes have experienced all assassination plots, you will have to assess the situation and how to move forward as

many things could have gone right or horribly wrong.

If the characters were successful in protecting Bruhl without blowing his cover, they should be able to travel the rest of their journey in peace.

If the characters blew Bruhl's cover, they may have a mess to clean up with any remaining S.S. Officers on board.

If Bruhl fell victim to an assassination, the S.S. Officers will have the train stopped and everyone aboard will be detained and questioned at the next train station. The characters could run the risk of being implicated or framed for the assassination themselves and perhaps taken into custody. *(Judge's Note: This could be an alternate way to get to the containment camp)*

There is also the possibility of damage to the train or potential civilian casualties during any of the battles that took place on the train, depending on how the heroes handled themselves.

Ultimately, the heroes should end up in Warsaw and should meet up with Sam and Peggy to discuss the next leg of their trip.

#### KARMA:

- Save Bruhl from Assassination: +50
- Allow Bruhl to be killed: -ALL
- Allow civilian casualties: -20 (-ALL if killed)
- Defeat Hatchling: +20
- Defeat Black Widow: +40
- Defeat Kraven: +40
- Convince Black Widow of Secret Mission: +20
- Defeat Red Guardian: +30
- Defeat Night Witch: +20
- Defeat Iron Comrade: +40
- Defeat Proletariat: +20
- Defeat Sunbird: +20
- Cause Collateral Damage: -50





# CHAPTER SIX: FEATURED CHARACTERS

## BLACK WIDOW

F RM 30  
A EX 20  
S GD 10  
E EX 20  
R GD 10  
I RM 30  
P GD 10

Health: 80  
Karma: 50  
Resources: GD  
Pop: 10



### BACKGROUND

**Real Name:** Anya Derevkova  
**Occupation:** Assassin  
**Known Aliases:** Headmistress, Recluse

### EQUIPMENT:

**Uniform:** Black Widow's costume is made of a version of Kevlar-lined material of RM material.

**-Body Armor:** GD vs. Physical Damage

**-Blending:** RM ability to blend into shadows

**-Wall-Crawling:** suction cups on the gloves and boots allow her to wall-crawl at the RM level

**Silencers:** A pair of special made semi-automatic pistols that do RM damage and emit no sound. Forged with Wakandan Vibranium.

**TALENTS:** Martial Arts A, B, E, Guns, Espionage, Military Multi-Lingual: Russian, English, French, Spanish, German

**CONTACTS:** KGB, The Red Room, Department X

## SERGI KRAVINOFF

F RM 30  
A RM 30  
S RM 30  
E RM 30  
R GD 10  
I RM 30  
P TY 6

Health: 120  
Karma: 46  
Resources: GD  
Pop: -10



### BACKGROUND

**Real Name:** Sergi Kravinoff  
**Occupation:** Russian Operative

**Known Aliases:** Kraven the Hunter

### KNOWN POWERS:

**Hyper-Running:** Kraven can move up to 4 areas/round while running.

### EQUIPMENT:

**Axes:** GD Edged Damage.

**Darts:** TY Damage, 2 area range.

**Electro-Blaster:** IN taser

**Knock Out Potion:** Used to coat weapons. AM intensity.

**Manacles:** RM strength, Bullseye equals automatic Grapple.

**Poison Gas:** GD

**TALENTS:** Martial Arts A, B, C, Guns, Marksmanship, Acrobatics, Tumbling

**CONTACTS:** Department X

## HATCHLINGS

F GD 10  
A EX 20  
S PR 4  
E GD 10  
R TY 6  
I TY 6  
P TY 6

Health: 44

Karma: 18

Resources: PR

Pop: 0

### EQUIPMENT:

**Weapon of Choice:** Each Hatchling carries one unique weapon that does up to EX damage.

**TALENTS:** Martial Arts A, B, E, Guns, Espionage, Military, Multi-Lingual: Russian, German, French

**CONTACTS:** The Red Room, Black Widow



## HEINRICH BRUHL

F EX 20  
A GD 10  
S TY 6  
E EX 20  
R EX 20  
I EX 20  
P GD 10

Health: 56

Karma: 50

Resources: PR

Pop: -10/+10

### BACKGROUND

**Real Name:** Unrevealed



**Occupation:** British Intelligence Spy

### EQUIPMENT:

**Pistol:** GD Damage, 15 shot clip, 2 area range.

**TALENTS:** Martial Arts A, B, E, Guns, Detective, Espionage, Military, Torture, Multi-Lingual: English, German, French, Russian

**CONTACTS:** British MI-6, SIS, German S.S., Heinrich Zemo



## RED GUARDIAN

F RM 30  
A RM 30  
S GD 10  
E RM 30  
R GD 10  
I EX 20  
P EX 20

Health: 100

Karma: 50

Resources: GD

Pop: 50

### BACKGROUND

**Real Name:** Aleksey Lebedev

**Occupation:** Russian Super Soldier

### KNOWN POWERS:

**Gestalt:** When he and his sidekick, Proletariat fight together, their FASE increases by +1CS.

### EQUIPMENT:

**Belt Disk:** RM Blunt Damage. Powerful magnets allow him to recover it in the same round it is thrown.

**Pistol:** TY damage with a 3 round range. 9 shots.

**Shield:** IN material, EX blunt damage. Can be thrown up to 3 areas away and can protect him from IN physical or force damage with a successful block.

**TALENTS:** Martial Arts A, B, E, Acrobatics, Tumbling, Wrestling, Espionage

**CONTACTS:** Department X, KGB, Various Russian Government Officials

## PROLETARIAT

F EX 20  
A EX 20  
S TY 6  
E EX 20  
R TY 6  
I GD 10  
P GD 10

Health: 66  
Karma: 26  
Resources: GD  
Pop: 25



### BACKGROUND

**Real Name:** Alexei Alanovich Shostakov  
**Occupation:** Russian Super Soldier

### KNOWN POWERS:

*Gestalt:* When he and his mentor, The Red Guardian fight together, their FASE increases by +1CS.

### EQUIPMENT:

*Knife:* TY Edged damage

**TALENTS:** Acrobatics, Tumbling, Martial Arts A, B, E, Marksman, Knife

**CONTACTS:** The Red Guardian, KGB, Department X



### IRON COMRADE

F EX 20  
A TY 6  
S IN 40  
E IN 40  
R TY 6  
I GD 10  
P TY 6

Health: 106  
Karma: 22  
Resources: GD  
Pop: 20

### BACKGROUND

**Real Name:** Ivan Bullski  
**Occupation:** Russian Super Soldier

### EQUIPMENT:

*Iron Comrade Armor:* Iron Comrade armor: Made from stolen Nikola Tesla plans and built by the Gargoyle, the armorganted:

*-Body Armor:* RM protection vs.

Physical and GD vs. Energy.

*-Ability increase:* without his suit, his Agility, Strength and Endurance are GD and health drops to 50.

*-Electric Dynamo:* He can hurl RM strength electricity bolts up to 2 areas away. He may do this once every two rounds as it takes the armor one round to recharge.

*-Rocket Boots/Pack:* TY flight up to 20 rounds before needing to refuel.

**TALENTS:** Aerial Combat, Detective, Espionage

**CONTACTS:** KGB, Department X



### NIGHT WITCH

F GD 10  
A EX 20  
S GD 10  
E EX 20  
R GD 10  
I GD 10  
P GD 10

Health: 60  
Karma: 30  
Resources: GD  
Pop: 25

### BACKGROUND

**Real Name:** Dr. Marya Krylova  
**Occupation:** Russian Super Soldier

### EQUIPMENT:

*Jet Pack:* The designs for this experimental jet pack was stolen from a foreign government and it took Dr. Krylova almost a decade to perfect the design. This pack, made of RM materials, allows her to fly at EX airspeed and she can carry EX weights while in flight.

*Zero Matter Ray Gun:* Dr. Krylova developed this 'Darkforce' ray gun from samples stolen by the KGB and the Red Room. The RM material pistol fires RM strength energy blasts, up to 3 areas away. Ammo: 20, one shot per round.

*-Night Witch* has developed the

following power stunt through the use of her pistol:

*-Teleport:* Night Witch can enter the darkforce dimension and teleport up to one mile with RM accuracy. May take up to 5 individuals with her. It takes an entire round to open a portal to the Darkforce Dimension that she uses for teleport.

**TALENTS:** Aerial Combat, Physics, Engineering and Repair/Tinker

**CONTACTS:** KGB, Department X

### SUNBIRD

F GD 10  
A GD 10  
S TY 6  
E RM 30  
R TY 6  
I TY 6  
P TY 6

Health: 56  
Karma: 18  
Resources: GD  
Pop: 25



### BACKGROUND

**Real Name:** Unrevealed  
**Occupation:** Russian Super Soldier

### KNOWN POWERS:

*Radiation Generation:* IN with a 2-area range. She has developed the following Power Stunts:

*-Flight* at EX air speed

*-Energy generation:* IN, with a 2-area range

*Heat shield:* RM vs. physical. IN ability to melt solid objects of lesser rank.

*-Absorption:* She has the ability to absorb up to MN levels of radiation.

### LIMITATIONS:

Sunbird always emits a PR level of constant radiation which, after prolonged exposure, can cause cancer.

**TALENTS:** Aerial Combat

**CONTACTS:** KGB, Department X





# CHAPTER SEVEN: ASCENT INTO MADNESS

**SUMMARY:** The heroes make their way into the mountain containment camp where Baron Zemo calls home. Along the way, the heroes quickly discover they are heading deep into even more dangerous territory than they would have ever imagined.

**STARTING:** The party convenes with Peggy Carter and Sam Sawyer at a bar on the outskirts of a small town named Kowary. Peggy briefs them of the situation as they know it:

“Szara Góra (The Grey Mountain Concentration Camp) is located within a cove deep within the Krkonoše mountains. At 5,259 Feet, it is the tallest mountain in the region and sits directly on the boarder of Poland directly overlooking Czechoslovakia.

“The only access to the camp itself is via train through a tunnel that stretches nearly 1/2 mile through solid rock. Attempting to reach the Grey Mountain Camp by any other means would be suicide. The rock cliffs are too sheer, and coming in by air would be met with heavy counter attack from the forces on the ground.

“Recent intel, however, suggests that there has been a recent cave-in at the tunnel. German forces have sent in work crews to clear the rubble. With this in mind, it is likely that you could potentially face members of the S.S. in the tunnels, but if you play it stealthy (which is what Sam and I suggest), you should be able to overcome the guards rather easily and prevent them from posing a threat once you are in the Camp itself.

“We have procured detailed maps of both the tunnels and the camps. Study these, and we will arrange transport for you to the train station. The bad news after that, however is that you boys will have to take the rest of the journey on foot. Through the snow.”

**ENCOUNTER #1:** The heroes should make it up the mountain with little trouble. Once they reach the mouth of the tunnel, they will most likely want to play it cautious.

Let the characters know just how eerily quiet it is. The snow is falling gently around them and the wind is blowing softly. But there is a deafening silence about this place. If there was indeed a cave-in and the Germans had



sent a crew up here, they not only are nowhere to be seen, but there are no noises coming from the tunnel. If Spider-man were here, his Spidey Sense would be going nuts.

The characters will eventually most likely find themselves in the cave. About 200 meters in, they will come across the rear of a train. On either side, several meters ahead, they will discover that the train is flanked on either side by a landslide that com-

pletely seals in the train on all sides - even seeping underneath. The back door to the caboose lies open as does the door to the next car.

Once the heroes get the courage to attempt to pass through the train cars, let them get one or two in before letting them know that the next door seems to be sealed shut from the other side.

It will take RM Strength or an equivalent blast to break through the next door. Once through, the characters will



discover that the door had been barred and welded shut. The body of the S.S. Officer that had done the deed lies next to the door, welding torch in hand, and his chest cavity wide open and hollowed out.

As the heroes pass through the passenger cars, the walls are crumpled from the weight of the rocks bearing down on the metal of the train. Occasionally the rocks shift slightly causing an eerie creaking and grinding sound. Amidst these occasional creaks and moans, the heroes will eventually pick up on a scuttling sound in the pockets of free space outside the train.

About three cars in, the characters will stumble across a car that has been turned into a true horror show. The walls are caked in a moist dark ribbed organic structure. Within the walls are housed members of the S.S. and members of the Polish work crew sent in to assist with clearing out the tunnel.

If any of the heroes inspect the bodies, they will discover that one is still alive. Upon closer inspection, a Chestbuster Alien will explode from the torso of its victim as an appropriate amount of Face-Huggers scuttle in from broken windows and attack the heroes. (I recommend there be one Face-Hugger for every two heroes just to make it interesting).

Once the heroes defeat the Face-Huggers and Chestbuster, they should find their way out of the cars and into the Camp side of the train tunnel. There they will discover a set of side chambers filled with a number of Alien Xenomorph Drones. There are fortunately not enough drones for a swarm, but there should be enough of them to give the players some trouble and set

them up for what's to come.

After taking out the Drones, the characters will hear a clicking sound ahead in the tunnels. Unless any of them have some sort of detection power that will allow them to see an invisible character, a Predator will take a pot shot at one of the heroes while they are regrouping from their battle with the Xenomorphs. Again, tailor the amount of Predators to the number and power set of your group. We want the fight to be challenging, not impossible.

Upon exiting the cave, the heroes will enter upon yet another terrifying scene: the camp has been overrun by Xenomorphs. The screams of the Aliens are matched horrifically with human screams, including men, women and children. The Xenomorphs are being drawn towards the screams, which are coming from a kiln towards the outskirts of the camp.

The Xenomorphs are in a frenzy, and honing in on the poor Jewish victims inside the kiln, mostly ignoring the heroes. If the heroes can make their way close, they will be able to see inside one of the viewing holes of the chamber and see a mass of Xenomorphs swarming atop an invisible dome shaped barrier protecting nearly 40 prisoners of war. At the center of this protective barrier is a white haired boy of about thirteen years of age, holding his hands above him in an effort to strengthen the shield that hovers above himself and his friends.

As the heroes do their best to hold the Xenomorphs at bay, just like it seems like they will be overwhelmed, the white-haired boy emits a primal scream, expels his arms outward, and obliterates the Xenomorphs in an explosive green mist (which will potentially cause acidic damage to the heroes as an unintentional side-effect).

The heroes will have some time to regroup and attempt some first aid on the victims (and most likely each other) and will meet the young boy who goes by the name of "Erik Lenscher"

**Judge's Note:** This previous little tidbit is a diversion from the stories in the comic books. I chose to take the name more commonly used in the X-Men film series because of the cinematic world that I have set the game in. Any Magneto purists will know that in the comics, Magneto (called Max Eisenhardt) didn't display his powers until well after puberty and was housed in the Auschwitz Concentration camp.





**INTERLUDE:** Erik will be able to assist the heroes with information and guidance around the camp. He will be reluctant to assist them in battle however, as he is just now getting a handhold of his powers. He also feels that he needs to assist the prisoners in their escape down the mountain (they are currently discussing this as the heroes speak).

If the characters are in serious need of first-aid, Erik will tell them of the Infirmary where he has seen an injured Zemo and other members of the higher ranking S.S. Officers retire to and come out completely rejuvenated after a few short minutes in the facility.

The Infirmary in question, although currently in a state of disarray due to the Xenomorph infestation, houses a tank mechanism filled with a green liquid. Anyone with Engineering or Invention should be able to figure out the controls with a Green FEAT. Anyone with German as a talent can read a nearby manual and must get a Yellow FEAT to activate the machine. This "rehabilitation tank" was built by Arnim Zola and will mend broken bones and torn flesh after 15 minutes in the tank. For sake of the timing in the adventure (and more potential battles ahead), characters can recoup up to 75 points of Health in this manner.

Also within the Infirmary, the heroes will find a sealed room housing what appears to be the Queen Xenomorph suspended from the ceiling by meat hooks and being kept alive by chemicals running into her hide. She is weak and unable to defend herself (fortunately). It appears that Zola and Zemo were conducting experiments on her and something went horribly awry.

Erik is able to divulge some information about Lemarchand's Box as well:

Baron Heinrich Zemo and his wife, Hilda live in a lavish two story home in the center of the concentration camp. The stones were brought



in brick by brick specifically for their abode from their hometown of Zeulniz, Germany.

Zemo has been mad hungry for power and to prove himself to Hitler that he is the superior officer over the Red Skull and Baron Strucker. He is a pathetic little man that has been given a great amount of power, and yet it still is not enough.

Zemo's wife is truly the force to be reckoned with. She is the one, rumor has it, that brought Zemo's attention to the Lament

Box in the first place. She is a truly wicked woman, and I have seen her watching my brothers and sisters burned alive in the kilns. If you go to their home, you will find lamps and chairs with the skins of the prisoners that she had salvaged after they had been gassed to death. I believe Zemo himself is afraid of her.

The trinket they covet so much has been transported back and forth between three locations: the Zemo home in the center of the camp, a laboratory on the east side, and the chapel near the front of the camp.



**ENCOUNTER #2:** If the heroes investigate the Zemo home, everything that Erik said is true. Lamps and chairs have been fashioned out of the flesh of dead prisoners; special bowls have been made out of the skulls of the dead; other trinkets, hair, fingernails and bones have been made into abstract paintings or sculptures and presented proudly throughout the house. All of this is juxtaposed against the finest Asian silks and carpets, beautiful hardwood floors, and expensive antiques from around the globe. It is horrifically beautiful to behold.

Investigating the Laboratory bears little fruit in the way of locating the Lament Box, but the heroes will uncover some information that could lead them to the next leg of their trip. In one of the rooms are several pages that appear to have been made out of human flesh and written in blood. There are photos of a finely dressed Asian man toting



what appears to be the Necronomicon Ex Mortis. The photos are marked on the back "Madripoor - Princess Bar". The photos appear to have been taken in and around a ritzy nightclub, in the vein of Casablanca or the Copacabana.

When the heroes find their way to the chapel, they are alerted to creaking sounds and shafts of blue light seeping through the shutters and siding of the small church. A strange fog is also creeping from the structure as well.

If a hero swings the main door open, they are met with a vision of Hilda Zemo, fully nude and covered in blood, suspended from the ceiling with hooks and chains piercing her flesh at odd angles. Behind her are four figures in silhouette emerging from an unnatural fissure in the wall, with a bright blue light at their backs.

She looks the hero up front dead in the eye as she speaks in German: "Sie sind hier. Sie sind gekommen, um uns alle zu retten!" ("They're here. They've come to save us all!") With this she is shredded limb from limb in an explosion of blood and gore. LeMarchand's box lies at their feet.

Immediately after Hilda's horrific ending, the Cenobites come into full view. Take a moment to describe each of them.

Three horrendous humanoid creatures slowly walk into view, they walk so softly they almost seem to float into the room. They are all clad in heavy black leather like attire, and the flesh that is visible is a pale greyish-blue, much like that of a cadaver.

The lead creature wears a long floor length cloak with small windows cut into the chest area revealing bits of flesh peeled back. His face and head are adorned with nails and deep cuts connect each spike with absolute symmetrical precision.

To his right is a female creature. Her costume reveals the fleshy curves of her sides and hips. She is bald and the bridge of her nose is pierced with a single spike that runs clear through. The most distinguishing feature, however is a curved wire that runs through both cheeks and around to the

center of her throat. The wire is peeling back her flesh, revealing her throat in a raw gash of meat and blood, giving the illusion of a flowering womb.

To the lead's left is a shorter obese butterball of a thing whose stomach is laid bare, spit down the middle like a gutted turkey. Its eyes are covered by dark round spectacles.

And finally, bringing up the rear, you hear a sickening chattering of teeth from an eyeless demon whose lips have been peeled back to reveal his teeth and gums in a gruesome grin.

There is a coldness in the air and the stench of death is overpowering.



The first hero to make a move for the box will have chains whip towards him, with the intent of ripping his hand away from the artifact. Pinhead addresses the aggressor or speaks, if allowed to by the heroes:

"Our presence here is one born of greed. We have no quarrel with you, but our job is not yet finished. There is much suffering yet to be wrought. You will do well to stand out of our path. There is a stench of death to each of

you. Should you stand in our way, we will gladly introduce you to the glories of suffering that oh so many have experienced, You will have all of eternity to drench yourself in the blood of those you have killed in service for your country."

"The Witch that summoned us is but one cog in the wheel. We seek to punish the husband and to take the child born of their terrible lust-filled union."

**Judge's Note:** Pinhead is referring to Helmut Zemo, Baron Zemo's replacement and a tormentor of Captain America and the Avengers for many years, committing as many atrocities as his own father. Baron Zemo and his son are nowhere to be found in the camp.

It's decision time again for the heroes. Pinhead and his companions won't let them take the box unless they are able to strike a bargain. Their ultimate goal is to consume the souls of Heinrich and the very young Helmut Zemo. Their quota must be filled. One way or another they must have two souls to bring back to Leviathan. They may choose to hunt down Zemo and his son themselves and call forth the cenobites upon their retrieval. It is also possible that the heroes might offer up two souls of equal or lesser value, with the promise of summoning the Cenobites to claim the souls, then they will take their leave with a blood oath from the individual making the bargain.

A second option is battling the Cenobites. If they are defeated, the portal will close and suck the fallen Cenobites back to Hell. If a character can get ahold of the Lament Box while their teammates are distracting the Cenobites through conversation or confrontation, he or she may be able to solve the puzzle box. A Red Reason or Psyche FEAT from someone with Occult knowledge must be made to solve the combination to send the Cenobites back from whence they came.

Finally, there is a third course of



action that might be available to one of the heroes. Pinhead used to be a man. He was a soldier that fought in World War I by the name of Elliot Spencer. He became disenchanted with human life years ago and opened the box and eventually became the creature that stands before the heroes. It is possible that one of them might have had dealings with Spencer when he was human. On a Red Popularity FEAT, that character will recognize Spencer through something in his voice or by the features underneath the scars. He may then try to appeal to whatever humanity is left within the Cenobite.

**Judge's Note:** *The only heroes in this booklet that would have had the opportunity to meet Spencer would have been Wolverine or Iron Fist. All of the other characters would have been too young to have served at that time. If the players have created characters or you are using others from pop culture or the books, this might be a more viable option and a great thing to drop on a player during character creation when they are working out their history.*

There are some spectacular quotes that are tied to Pinhead. Below is a smattering of lines collected from the first three films that you might want to use as inspiration or adapt and pepper in when conversing as the character:

- *We are explorers in the further regions of experience. Demons to some. Angels to others.*
- *What's your pleasure, sir?*
- *Pain has a face. Allow me to show it to you.*
- *Your suffering will be legendary, even in hell.*
- *Now you must come with us, taste our pleasures.*
- *We have such sights to show you.*
- *No tears, please. It's a waste of good suffering.*
- *We'll tear your soul apart.*
- *It is not hands that summon us. It is desire.*
- *We have eternity to know your flesh.*
- *Time to play...*
- *No more deals, it is your flesh we want to experience, not your skill at bargaining.*
- *I am the way.*
- *Down the dark decades of your pain, this will seem like a memory of Heaven.*

- *Complete the pattern, solve the puzzle, turn the key.*
- *Burn? Oh, such a limited imagination!*
- *Unbearable, isn't it? The suffering of strangers, the agony of friends.*
- *Human dreams... such fertile ground for the seeds of torment.*

**AFTERMATH:** Once the characters have seen the last of the Cenobites, they should hopefully have The Lament Configuration (Lemarchand's Box) in their custody. At this point, they may choose to explore the camp some more, perhaps looking for other clues, clean up any leftovers or check for any straggling prisoners of war. It is possible they might have bypassed a few points mentioned earlier in this chapter. This would be a good time to tie up a few of those loose ends.

Use this time to add to the story if time permits. There are some more battles that could be waged. Perhaps there are still a few Aliens or another Predator lurking in the shadows. Use your imagination and make it fun for your players. If time is of the essence or the players are showing signs of action fatigue, you can quickly talk them through the process of clearing the camp before they make the journey back into town from the mountain.

As before, Sam will relieve the heroes of the LeMarchand's Configuration, adding it to the safety of his lockbox.

## KARMA:

Rescuing Erik Lenscher and the POW's: +75  
 Defeating a Chestbuster: +20  
 Defeating a Facehugger: +20  
 Defeating a Xenomorph: +40  
 Defeating a Predator: +50  
 Destroying the Xenomorph Queen: +30  
 Investigating the Zemo Home: +5  
 Investigating the Lab: +5  
 Discovering the photos of the Necronomicon: +10  
 Defeating Pinhead: +50  
 Defeating Lady Chrysalis: +30  
 Defeating Butterball: +30  
 Defeating Chatterer: +40  
 Recover the Lament Configuration: +30  
 Solve the Lament Configuration: +40  
 Make a bargain with the Cenobites: -100  
 Allow a POW to be killed: -ALL  
 Fail to retrieve the Lament Configuration: -100



# CHAPTER SEVEN: FEATURED CHARACTERS

## XENOMORPH FACEHUGGER

F PR 4  
A EX 20  
S GD 10  
E EX 20  
R FE 2  
I EX 20  
P PR 4



Health: 54  
Karma: 26  
Resources: NA  
Pop: 0

### KNOWN POWERS:

*Acidic Blood:* EX Acidic Damage  
*Claws, Teeth, Tail Spike:* GD Edged Damage  
*Pheromone Detection:* RM  
*Wallcrawling:* RM  
*Exoskeleton:* TY protection against Physical Damage  
*Embryonic Implant:* Implants genus specific embryo into a host body after attaching itself to a victim's face. Provides all necessary life functions for the host during this time. Removal of the facehugger causes internal bleeding and can kill the host. Victim must roll a Red Endurance FEAT to survive facehugger extraction.

## XENOMORPH CHESTBURSTER

F EX 20  
A RM 30  
S GD 10  
E TY 6  
R PR 4  
I IN 40  
P RM 30



Health: 66  
Karma: 74  
Resources: NA  
Pop: 0

### KNOWN POWERS:

*Acidic Blood:* EX Acidic Damage  
*Claws, Teeth, Tail Spike:* GD Edged Damage  
*Pheromone Detection:* RM  
*Wallcrawling:* RM  
*Exoskeleton:* TY protection against Physical Damage

## XENOMORPH DRONE

F EX 20  
A RM 30  
S RM 30  
E EX 20  
R PR 4  
I IN 40  
P RM 30



Health: 100  
Karma: 74  
Resources: NA  
Pop: 0

### KNOWN POWERS:

*Acidic Blood:* EX Acidic Damage  
*Claws, Teeth, Tail Spike:* GD Edged Damage  
*Pheromone Detection:* RM  
*Wallcrawling:* RM  
*Exoskeleton:* TY protection against Physical Damage  
*Toxin:* The Xenomorph's tail may give off a RM strength toxin causing temporary paralysis. Endurance FEAT to resist if below IN.  
*Hyper-Metabolism:* After a successful Grappling attack, the Alien's mandibles can do UN damage to a victim's skull. After feeding on the victim's brain, the Xenomorph gains +1CS to all physical attributes for 1-20 turns and heals 25 points of damage. They may eat the brain of any creature with a functioning body that has not yet entered rigor-mortis.

### ADDITIONAL NOTES ON ALL XENOMORPH TYPES:

#### Weaknesses:

-Fire does +3CS damage to all types of Xenomorphs and burns for 1 additional round.  
-A bullseye to the head with does +1CS damage.

#### Advantages:

-Xenomorphs at full health get one additional attack per round.  
-Xenomorphs can move one extra area per round.

## PREDATOR

F RM 30  
A RM 30  
S RM 30  
E AM 50  
R EX 20  
I RM 30  
P EX 20

Health: 140  
Karma: 70  
Resources: NA  
Pop: 0



### KNOWN POWERS:

*Scaly Hide:* TY Body Armor vs Edged and Energy Attacks  
*Stealth:* RM  
*Tracking:* RM

### EQUIPMENT:

*Wrist blades:* IN Material strength, double edged, retractable blades attached to the forearm that inflict RM edged damage.  
*Shoulder Cannon:* A lightweight, shoulder mounted mini-cannon that inflicts AM Energy Damage to a single target or IN Explosive Force Damage to several targets in close proximity. A tri-laser targeting beam may be used in surprise or sniper type attacks to hit with AM ability, otherwise it targets with RM ability. This weapon draws a lot of energy, thus with every shot, cloaking device may dim if used.  
*Self-Destruct Mechanism:* Located on the wrist. Once programmed, a feat which takes 2 rounds, the device detonates in 3 rounds, inflicting SHZ force damage at ground zero and at -1CS per area after that. May not used while cloaked.  
*Hunting Mesh-Suit:* provides heating on cold worlds, cooling on hot worlds, and camouflage cloaking that makes him -4CS to be hit with ranged weapons and -2CS to be hit in melee combat.  
*Mask:* filters out any harmful elements in the atmosphere, provides oxygen for the user, and allows the user to see in 4 different spectrums which all but negates any form of hiding from the user. Also provides Sound mimicking with TY ability.  
*Combi-Stick:* AM Material strength telescoping spear, that inflicts IN edged or blunt damage. The material



is of such exceptional quality that it can penetrate up to MN strength material or body armor. It may also shoot out a razor net that is of MN strength. This net inflicts EX edged damage as well as causing a stun check if damaged. The net is considered electrical. May not be used while cloaked.

**Smart Disk:** UN material strength, inflicts MN Edged Damage. when thrown, the Predator may remotely guide it with a successful Agility FEAT as long as the target is within sight. May penetrate forcefields and body armor of up to AM strength. May not be used while cloaked.

**TALENTS:** Weapons Master, Martial Arts B, Pilot-Spacecraft, First Aid (self or own species only)



#### PINHEAD

F RM 30  
A EX 20  
S RM 30  
E AM 50  
R EX 20  
I IN 40  
P IN 40

**Health: 130**  
**Karma: 100**  
**Resources: NA**  
**Pop: -50**

#### KNOWN POWERS:

**Induce Fear:** IN ability to incapacitate an individual with fear. Psyche FEAT to resist.

**Telekinesis:** RM ability to control objects and organic material. Typically uses this to control his otherworldly

chains and hooks.

**Reality Alteration:** Pinhead brings along with him a piece of Hell. The world around him in his immediate area (typically no more than a three area circumference) takes on the features of an S&M torture chamber with chains and hooks dangling from the walls and ceilings, and other implements of torture at the ready. The walls of the area often crack and spew forth an eerie blue light and a mystic fog. The smell of sweat and death permeate the area and the temperature drops to near freezing.

**TALENTS:** Mystic Origins, Occult Lore, Multi-Lingual, Edged Weapons



#### LADY CHRYSALIS

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

**Health: 110**  
**Karma: 60**  
**Resources: NA**  
**Pop: -50**

#### KNOWN POWERS:

**Hypnotic Control:** RM ability to implant suggestions into her victim's minds.

**Geoforce:** Lady Chrysalis has the GD ability to cause the earth or walls to crumble.

#### EQUIPMENT:

**Knives:** Lady Chrysalis has two knives at her disposal that do EX Edged Damage. These knives are mystical in nature and continue to cause damage each round from excessive bleeding at the rate of 6 points per round.

**TALENTS:** Mystic Origins, Occult Lore, Multi-Lingual, Edged Weapons, Weapon Specialist: Knives



#### CHATTERER

F RM 30  
A EX 20  
S EX 20  
E RM 30  
R PR 4  
I GD 10  
P EX 20

**Health: 100**  
**Karma: 34**  
**Resources: NA**  
**Pop: -50**

#### KNOWN POWERS:

**Cold Generation:** GD ability to lower the temperature below freezing, causing fatigue in his victims. Endurance FEAT to resist or suffer a -1CS to all actions.

#### EQUIPMENT:

**Hook and Chain:** Chatterer makes use of a hook and chain that do EX Edged and/or Grappling Damage. These knives are mystical in nature and continue to cause damage each round from excessive bleeding at the rate of 6 points per round.



**TALENTS:** Mystic Origins, Weapons Specialist: Hook and Chain

**WEAKNESSES:** Chatterer is mute and cannot sneak up on an individual due to his teeth always chattering.



#### BUTTERBALL

F EX 20  
A TY 6  
S IN 40  
E IN 40  
R TY 6  
I GD 10  
P EX 20

**Health:** 106

**Karma:** 36

**Resources:** NA

**Pop:** -50

#### KNOWN POWERS:

Razor Teeth: IN Edged Damage

#### EQUIPMENT:

*Sickle:* Butterball has a small sickle at his disposal that does IN Edged Damage. This weapon is mystical in nature and continues to cause damage each round from excessive bleeding at the rate of 6 points per round.

**TALENTS:** Mystic Origins, Edged Weapons, Weapon Specialist: Sickle

**WEAKNESS:** Butterball is mute

#### ERIK LENSCHER

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



**Health:** 26

**Karma:** 26

**Resources:** 0

**Pop:** 10

#### BACKGROUND

**Real Name:** Erik Lenscher

**Occupation:** None

#### KNOWN POWERS:

*Magnetic Control:* Erik can control and manipulate iron and iron based alloys with AM ability.

*Force Field:* AM

*Flight:* He can levitate and fly for short distances at TY airspeed

**TALENTS:** Multi-Lingual: German and English, Leadership, Scrounging and Thievery

*Author's Note: If you are interested in giving the players a bigger challenge (especially If you have higher powered heroes), I highly recommend going to [classicmarvelforever.com](http://classicmarvelforever.com) and downloading the Aliens vs Predator netbook by Chris Schmitz. The majority of the stats I have used for this book came from his work, and he has an extensive amount of additional information you might find useful to spice up this portion of the campaign.*



# CHAPTER EIGHT: ONE NIGHT IN MADRIPPOOR

**SUMMARY:** The heroes travel halfway across the earth in search of the Necronomicon. On the streets of Madripoor, they come face to face with the Hand and uncover another secret plot of Hitler's Inner Circle.

**STARTING:** If the characters did not discover the photos of the Necronomicon in the last chapter, Sam and Peggy will let them know that they have received word from an informant that the book has been spotted on the island of Madripoor at a night club called the Princess Bar. *(If you have to railroad them to get them back on track at this point, feel free to bestow -10 Karma for not clearing out the camp properly, if you've got a mean streak.)*

lawlessness. To add insult to injury, the Principality does not allow other nations to extradite criminals, so it has become a hotbed of criminal activity and a haven for international criminals hiding from the law. Despite all of this (or because of it), Madripoor is one of the business capitals of the Pacific Rim.

"These days, Lowtown is still the ultimate abyss of vice and degradation, where nothing is sacred, no act too profane. In a lot of ways, it's the same today as a thousand years ago - as far removed from modern civilization and sensibilities as a body can get. There are no rules here. Anything goes. Provided you can pay the price.

woman who commands respect from all parties who enter her establishment, so please, be on your best behavior, will you?"

Once the characters make landfall in the city of Madripoor at the docks, Sam and Peggy will arrange somewhere for them to stay in Hightown and suggest that the heroes make their way into Lowtown to the club.

When the players arrive at The Princess Bar, they are asked to leave their weapons at the door by the two big, burly bouncers if they are carrying any. Refusal is met with being asked to leave. Further refusal means an all out brawl, and the potential risk of missing out on information.

Hopefully, entrance to the club occurs without incident. Once inside, the heroes are overwhelmed by the sheer decadence of the club. It is high end without question, with marble columns, luscious gold and red fabrics hanging from the walls and ceilings, multi-tiered staircases and separate dining and meeting areas around a central circular



Transport by plane will be provided by Sam and Peggy to Singapore, where the heroes will then board a charter boat to get them to the island of Madripoor. On the flight over Sam or Peggy can fill the heroes in on Madripoor:

"The Principality of Madripoor is an island in Southeast Asia, located in the southern portion of the Strait of Malacca, southwest of Singapore. Its capital and single largest city is Madripoor, which is divided between the wealthy area known as Hightown and the impoverished, crime-ridden Lowtown. These two areas represent the extreme social inequality in Madripoor. It is often described as "the place for the very rich and the very poor." There is truly little in between.

"Madripoor was once a haven for pirates, a tradition that is somewhat continued today with its rampant

"Y o u r contact, our informant, is the owner and operator of The Princess Bar in Lowtown by the name of Seraph. The Princess Bar serves as an oasis of elegance and style - a direct contrast to its surroundings. Frightened by Lowtown's dangerous reputation, tourists avoid the Princess Bar after dark. At night, the Princess Bar becomes a gathering place for local residents from both Hightown and Lowtown, as well as a place for the rich and denizens of the underworld to do business. The Princess Bar is also a fine restaurant with cabaret entertainment.

"Seraph is a diminutive operative working with the British MI-6, providing information on Axis activities in the region. Despite her appearance, she is a force to be reckoned with. She is a



stage. There is a band playing swing music in the center of the club, surrounded by a beautiful crystal clear blue pool of water.

A quick scan of the bar reveals mostly men in fine dining clothes, white jackets and black ties or full black tuxedos. The women are in the finest of elegance, but a reasonable Intuition FEAT will reveal that the vast majority of them are "ladies of the night."

A diminutive woman with short cropped blonde hair that stands approximately 3'3" approaches the heroes' party and welcomes them to the club, asking for them to follow her to an adjoining room, away from prying eyes. This is the owner and operator of The Princess Bar - the operative known as Seraph.

**Judge's Note:** If Wolverine and/or Captain America are a part of your group, they will be greeted differently by Seraph. Seraph is currently a double agent working for an ancient force of nature known as Romulus and is acting as Logan's "handler". She often talks down to him, scolding him as though he was a child.

On the other hand, she will be over-accommodating to Captain America (as Steve Rogers). She finds him rather attractive and had met him nearly two years prior when he was on a mission with Logan when they were rescuing a young Natasha Romanoff from the clutches of the Hand (see *Uncanny X-Men* #268 and *Wolverine: Origins* #16 for more information).

Seraph takes them into a private room overlooking the club and asks them how she can be of service.

If the characters show her the photo, she will recognize the individual who holds the Necronomicon. His name is Satokata Matsu, a Japanese spy that frequents the club. She saw him the night of the photo. He was meeting with a quartet of individuals who were looking to make a trade. They gave him the book and he brought something in a case in exchange. Seraph did not see what he traded.

The quartet are new to Madripoor, as Seraph has never seen them before. There was a large bearded male and an attractive brown haired female, both of European descent. There were two other males; a man who appeared to be of middle-eastern heritage, and another man who kept his features hidden with a wide brimmed hat. It was evident, however that he was hiding what appeared to be burn scars of some sort.

If the characters don't have a photo to show her, after some conversation and questioning, the above information should still be revealed to the heroes in an appropriate manner.

Seraph is unaware of Matsu's whereabouts, but did see the quartet arrive and depart with two men that she believes are minions of The Hand.

For those unfamiliar with the hand,

Seraph can fill them in:

"The Hand is an order of supposed mystical ninjas who are heavily involved in organized crime and mercenary activities, most often centered around assassination plots. The Hand covets power above all other



objectives. They are primarily based in Japan, but are heavily represented in great numbers right here in Madripoor.

"The sect was founded in the 16th century as a secret society of Japanese nationalist samurai but were soon co-opted by the Snakeroot, an ancient ninja clan which serves a primordial demon known only as "The Beast of the Hand".

"Members of the Hand are rumored to be practitioners of powerful occult magic. There have even been tales that they can bring their victims back to life as a servant of the Hand."

Seraph is aware of an ancient temple on the outskirts of Lowtown where the streets meet the jungle rumored to house an underground lair of the Hand.

In Mandarin, it is called "Bèi yíwàng de guāng sì". The Japanese call it "Wasure rareta hikari no jiiin". The English translation is "Temple of Forgotten Light".

Feel free to allow the characters some time to soak in the atmosphere of the Princess Bar. If time allows, you

might even want to drop in a sighting of Baron VonStrucker, as this is one of his regular stops when he is in the area. This would certainly get the dander of the party up. If any of the characters cause a stink, however, Seraph will put a quick end to the confrontation, requesting that everyone keep it civilized. If anything escalates beyond harsh words or verbal threats, nearly everyone in the joint will pull a hidden firearm (yes, they were supposed to check it at the door. Did the heroes actually turn *everything* in?? What a bunch of schmucks!).

Ultimately, the heroes will likely depart for the Temple of Forgotten Light. Once they arrive, their encounter begins:

**ENCOUNTER:** This particular chapter is set up much like the plot of Bruce Lee's *Enter The Dragon* and nearly every third martial arts flick all the way up until *The Raid* and beyond. Each floor going through the temple as they descend below the surface presents a newer, increasingly more difficult threat.

- **Ground Floor:** The heroes will be met with a cadre of basic Hand ninjas. There should be two ninjas for every hero. They will attack with no warning and will not speak. Once defeated each of them begin to dissolve into a slimy goo.
- **Level-1:** Seated cross-legged in the center of this chamber is a man dressed in a green gi with golden trim. He is a younger man, but has the appearance of one that has faced many men in battle and lived to tell the tale. Surrounded by a group of individuals dressed in silver samurai attire, the man addresses the heroes without standing up:



"I see that you have bested the fodder upstairs. They were merely an exercise to test your worthiness. My name is Singen Harada of the Clan Yashida. You are *my* test. I have trained these Samurai of Silver as my personal guard, combining the techniques of the Hand with the ancient art of the sword passed down to me by my father, and my father's father before him. You shall not pass."

The group of Silver Samurai move on the heroes first as Harada surveys the crowd for the strongest in the bunch. He chooses this individual as his target, dismissing the Samurai to battle another.

- **Level-2:** This chamber houses Bloodscream and Roughhouse. Bloodscream is a gaunt aged looking character with almost chalk-white skin. Roughhouse is a large burly bearded man (whom the characters might mistake for Cairn, the man Seraph identified in the club) dressed in a brown ill-fitting suit. They are accompanied by Followers of Ba'al, a group of easily dispatched pseudo-vampires.

**Judge's Note:** *Bloodscream has been hired by the Hand to act as a bodyguard. He and Roughhouse are the individuals who picked up and delivered the Deathwalkers to the Princess Bar. Bloodscream is an immortal seeking death. The Deathwalkers, as immortals themselves, actually hold the key that would grant Bloodscream his final death.*

*It is possible, through some very creative storytelling, you might be able to reveal this secret desire, and his knowledge that the quartet in the chambers below are his potential salvation.*

*With proper roleplaying, it is conceivable that the heroes might be able to convince Bloodscream and Roughhouse to join them by assisting them in battle and/or revealing the location of the Necronomicon Ex Mortis. If the later is the case, it might even be possible that the characters might not proceed further down the temple chambers. If they start weighing this option it is possible to get them back on track with Bloodscream revealing their intention on conducting a ritual that would make all of the members of the hand truly immortal, making them an unstoppable force.*



- **Level-3:** Within this chamber lies the leader of the Hand, the High Ninja known only as Jonin. In 1941, in a confrontation with Logan and Captain America, Jonin was beheaded in battle by the displaced aforementioned Canadian berzerker. Miraculously, despite that fact, here he stands. He is surrounded by a group of ninjas dressed in white attire. These are the members of The Dawn of the White Light - burgeoning mutants who have been trained in the ways of the Hand. (*Author's Note - this is not the same organization that is known in modern times. I have created this group as the namesake for the one introduced in the pages of Wolverine.*) If Logan or Captain America are a part of the group, read the following dialogue (translated from Japanese):

"What is the American saying? History repeats itself. The Sentinel of Liberty once again sullies my doorstep with his Canadian mongrel. This time, however, I am ready for you. I have been awaiting this moment for nearly two years. Being beheaded is an experience I believe everyone should experience at least once in their lifetimes. Allow my followers to show you the Light."

Whether or not Cap or Logan are a part of the group, the following dialogue should be used regardless of their presence:

"You men are wasting your time. The ritual has already begun. Soon, the Hand will be basking in the rays of Eternity. The blood that you spill here today will be in vain. With the assistance of the Deathwalkers below, the Hand shall be the most powerful force on Earth. The death caused by the Nazi Regime will pale in comparison to the darkness that will follow in the wake of the Immortal Hand. Come. Meet your end as we rise to power."

- **Level-4:** This is the final chamber where the Deathwalkers are conducting their ritual. The four of them are dressed in black robes and a pentagram is drawn on the floor. Centered within the pentagram is a bound male figure, bald, green, stripped nude and bleeding from an open wound in his chest. This is The Vision - Aarkus, the Destroyer of Evil. The sacrificial victim is still alive at this time, but it is obvious he is in peril. The characters will have 7 rounds in which to rescue him - after that, he will succumb to his wounds. Once the characters interrupt the ritual with any form of an attack, the Deathwalkers will turn their attention to the heroes and meet them with all manner of magical offensive maneuvers. They are all of few words, other than the occasional "How dare you!" or "You will regret this transgression!"



Lichidus, the defacto "leader" of the Deathwalkers, clutches a tablet that he attempts to keep safe at all costs. This is the Talisman of Kamar-Taj - the source of their power. Unbeknownst to the Hand, they have been double-crossed. The Deathwalkers' ultimate goal is to bring about the death of humanity as a whole, including the members of the Hand. If this is somehow revealed during the confrontation, it is conceivable that Bloodscream (if he has sided with the heroes) may once again switch sides, thinking that this might mean his ending as well, adding even more to the chaos of the battle.

Once the battle has subsided, the characters should be focused on retrieving the Necronomicon. Interrogating any of the Deathwalkers should be difficult. They don't respond well to torture, as they are technically immortal. The characters will have to be clever to milk any information from them.

If, through your roleplaying, they are able to glean any information from them, this is what they know:

Satokata Matsu is currently working as a freelance agent for the mystical land of K'un-Lun. He will have to secure passage back to that city. Only a supremely powerful magician would be able to open a gateway to that mystical realm outside of the short window that only opens every ten years. There is a man deep within the Himalayan mountains in Tibet known in certain circles as The Ancient One. He is a man who would hold such power. He is also the man who would have held the Talisman of Kamar-Taj.

**AFTERMATH:** Whether or not the heroes are able to glean any information from the Deathwalkers or any other members of the Hand or their hirelings, something rather miraculous happens. The air around the heroes begins to warp as a series of lights cause disorientation and dizziness. There is nothing the team can do to prevent what is about to happen.

Suddenly, they are lifted off the ground and shot through a tunnel of mystic energies. They see visions of their life from childhood to present day. They see flashes of moments from

past lives and images from far flung futures. Their minds are bombarded with visions of unknown lands with purple trees and orange seas and they shrink to the size of an atom and watch the beginning of the universe as they fade to blackness.

#### KARMA:

Defeat Hand Ninja: +10  
 Defeat Singen: +30  
 Defeat Silver Samurai: +10  
 Defeat Bloodscream: +30  
 Defeat Roughhouse: +40  
 Defeat Vampires: +10



The heroes awaken on the dirt floor of what appears to be the inside of a yurt made of canvas, wood and clay. Before them in a wooden wheelchair is an ancient elderly man of asian descent with white hair, a long beard, dressed in purple robes. They have been called to the dwelling of The Ancient One.

Defeat Jonin: +30  
 Defeat White Light member: +20  
 Defeat a Deathwalker: +50  
 Obtain Talisman of Kamar-Taj: +30  
 Get Bloodscream and Roughhouse to join the heroes: +20  
 Start a fight in the Princess Bar: -20  
 Threaten Baron Strucker: -10  
 Destroy Talisman of Kamar-Taj: -100  
 Fail to save Vision: -ALL  
 Resort to torture: -75



# CHAPTER EIGHT: FEATURED CHARACTERS

## HAND NINJA

F EX 20  
A EX 20  
S GD 10  
E GD 10  
R TY 6  
I EX 20  
P EX 20

Health: 60  
Karma: 46  
Resources: EX  
Pop: -10



### WEAPONS: (pick two)

*Sai*: GD Edged Damage (Piercing)  
*Katana*: EX Edged Damage  
*Shuriken*: GD Edged damage, 5 area range  
*Quarterstaff*: GD Blunt Damage  
*Crossbow*: GD Edged Damage

### WEAKNESS:

Dissolving Form: The hand will allow no member to be taken prisoner. If a member of the Hand is knocked unconscious, reduced to 0 Health, or otherwise incapacitated, the body dissolves and the Hand member dies.

**TALENTS:** Martial Arts A, B, C, D, E, Edged Weapons, Oriental Weapons



## LORD SHINGEN HARADA

F RM 30  
A EX 20  
S GD 10  
E EX 20  
R EX 20  
I RM 30  
P EX 20

Health: 80  
Karma: 70  
Resources: RM  
Pop: -20

**Real Name:** Shingen Harada  
**Occupation:** Criminal Overlord

### WEAPONS:

*Katana*: EX Edged Damage, GD Poison. (Victim must make an Endurance FEAT or fall unconscious for 1-10 rounds and losses one Endurance Rank. At the end of 1-10 turns, victim must make another Endurance FEAT until he succeeds in resisting the poison or his Health and/or endurance reaches 0.

**TALENTS:** Martial Arts A, B, C, D, E, Leadership, Business/Finance, Illegal and Criminal Activities. Shingen can paralyze his enemy with a single Yellow Fighting FEAT.

**CONTACTS:** Japanese Underworld, Yakuza, The Hand



## SILVER SAMURAI WARRIORS

F EX 20  
A EX 20  
S GD 10  
E GD 10  
R TY 6  
I TY 6  
P GD 10

Health: 60  
Karma: 22  
Resources: GD  
Pop: -10

### WEAPONS:

*Katana*: EX Edged Damage

**TALENTS:** Martial Arts A, B, C, D, E, Edged Weapons, Oriental Weapons

## BLOODSCREAM & ROUGHHOUSE



## BLOODSCREAM

F RM 30  
A EX 20  
S RM 30  
E RM 30  
R GD 10  
I GD 10  
P GD 10

Health: 110  
Karma: 30  
Resources: EX  
Pop: -15

**Real Name:** Unknown  
**Occupation:** Enforcer

### POWERS:

*Vampirism*: RM ability to absorb the life force of a victim. Victims can resist with a Psyche FEAT. If they are unable to resist, the victim is reduced to a withered mummy-like state as they bleed uncontrollably from wherever Bloodscream touches. A victim may survive with a successful Endurance FEAT if reduced to 0 Health in this manner. His touch leaves a permanent scar in non-mutants. Life force absorbed in this manner gives Bloodscream the following powers:

*-Regeneration*: Add Health absorbed to replenish his own and continue to heal with RM ability.

*-Mind Control*: RM over any human he has caused to bleed.

*-Invulnerability to Metal*: Cannot be harmed by metal forged by a human being. Magical or Supernatural

weapons may cause him harm.

**WEAKNESS:** Bloodscream must be able to touch his victim's flesh for his power to work properly.

**TALENTS:** Martial Arts A, C, E

**CONTACTS:** Roughhouse, The Hand

### ROUGHHOUSE

F RM 30  
A GD 10  
S AM 50  
E MN 75  
R GD 10  
I GD 10  
P IN 40

**Health:** 165

**Karma:** 60

**Resources:** GD

**Pop:** -10

**Real Name:** Unknown

**Occupation:** Enforcer

### POWERS:

*Body Armor:* AM vs. Physical Attacks and RM vs. Energy Attacks

*Invulnerability:* Cannot be slain by non-magical means

**CONTACTS:** Bloodscream



### JONIN

F RM 30  
A EX 20  
S GD 10  
E EX 20  
R EX 20  
I EX 20  
P EX 20

**Health:** 80

**Karma:** 60

**Resources:** RM

**Pop:** -15

**Real Name:** Unknown

**Occupation:** Grandmaster of the

Hand

### WEAPONS:

*Kama:* GD Edged Damage

*Katana:* EX Edged Damage

*Throwing Knives:* GD Edged damage, 5 area range

**TALENTS:** Martial Arts A, B, C, D, E, Edged Weapons, Oriental Weapons

**CONTACTS:** The Hand, The Yakuza, Baron Wolfgang Von Strucker



### YŪREI (GHOST)

F EX 20  
A EX 20  
S GD 10  
E EX 20  
R TY 6  
I TY 6  
P GD 10

**Health:** 70

**Karma:** 22

**Resources:** TY

**Pop:** 0

### BACKGROUND

**Real Name:** Unrevealed

**Occupation:** Assassin

### KNOWN POWERS:

*Phasing:* He may at will choose to turn his body incorporeal. Bullets and other solid objects pass through him.

### LIMITATIONS:

He may only attack in solid form. He often places his blade inside his victim and then solidifies or uses his shuriken from a distance.

### WEAPONS:

*Katana:* EX Edged Damage

*Shuriken:* GD Edged damage, 5 area range

**TALENTS:** Martial Arts A, B, C, D, E, Edged Weapons, Oriental Weapons

**CONTACTS:** The Hand, Dawn of the White Light

### RAITONINGU (LIGHTNING)

F EX 20  
A EX 20  
S GD 10  
E EX 20  
R TY 6  
I TY 6  
P GD 10



**Health:** 70

**Karma:** 22

**Resources:** TY

**Pop:** 0

### BACKGROUND

**Real Name:** Unrevealed

**Occupation:** Assassin

### KNOWN POWERS:

*Electrical Generation:* He may add EX Electrical Damage to any physical attack by channeling electricity through his fists or metal weapon.

### WEAPONS:

*Katana:* EX Edged Damage

**TALENTS:** Martial Arts A, B, C, D, E, Edged Weapons, Oriental Weapons

**CONTACTS:** The Hand, Dawn of the White Light

### SHINPI (MYSTERY)

F EX 20  
A EX 20  
S GD 10  
E EX 20  
R TY 6  
I TY 6  
P GD 10



**Health:** 70

**Karma:** 22

**Resources:** TY

**Pop:** 0

### BACKGROUND

**Real Name:** Unrevealed

**Occupation:** Assassin

### KNOWN POWERS:

*Telekinesis:* He may add EX Blunt Damage to any physical attack by channeling his TK through his weaponry. He enjoys channeling this power through his chain sword.

### WEAPONS:

*Chain Sword:* GD Blunt Damage, EX Grappling Strength

**TALENTS:** Martial Arts A, B, C, D, E, Edged Weapons, Oriental Weapons

**CONTACTS:** The Hand, Dawn of the White Light



## TSUISEKI (CHASE)

F EX 20  
A RM 30  
S GD 10  
E RM 30  
R TY 6  
I TY 6  
P GD 10

Health: 90  
Karma: 22  
Resources: TY  
Pop: 0

Real Name: Unknown  
Occupation: Assassin

### POWERS:

*Hyper-Running:* Can run at 60 MPH. With a Charging Attack, can increase his damage from his blade to AM.

### WEAPONS:

*Katana:* EX Edged Damage

**TALENTS:** Martial Arts A, B, C, D, E, Edged Weapons, Oriental Weapons

**CONTACTS:** The Hand, Dawn of the White Light

## FOLLOWERS OF BA'AL

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

Health: 32  
Karma: 16  
Resources: FE  
Pop: -5

### POWERS:

*Claws:* GD Edged Damage

*Teeth:* GD Edged Damage

## ADUR

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

Health: 70  
Karma: 90  
Resources: IN  
Pop: 0

Real Name: Adur  
Occupation: Ruler of Fire

### POWERS:

*Pyromagic:* IN ability to produce and control flames of magical origins. Nearly any power stunt imaginable is available to Adur, including but not limited to:

-Fire Generation

-Fire Control

-Create Fire Creatures

-Create Fire Weapons

*Ritual Magic:* Can conduct nearly any spell when practicing magic with the other Deathwalkers for a common result at the MN level.

**WEAKNESS:** Adur suffers IN damage in direct sunlight and PR damage in direct moonlight/  
**TALENTS:** Mystical Background, Edged Weapons, Leadership

**CONTACTS:** Deathwalkers

## CAIRN

F RM 30  
A GD 10  
S AM 50  
E AM 50  
R PR 4  
I TY 6  
P IN 40

Health: 140  
Karma: 50  
Resources: IN  
Pop: 0

Real Name: Cairn  
Occupation: Ruler of Earth



## POWERS:

*Geomagic:* IN ability manipulate earthbound mystic energies. Nearly any power stunt connected to earth-bound powers is available including but not limited to:

-Body Armor

-Iron Will

-Incite Earthquakes (Geoforce)

-Create Stone Weapons

*Ritual Magic:* Can conduct nearly any spell when practicing magic with the other Deathwalkers for a common result at the MN level.

**WEAKNESS:** Cairn suffers IN damage in direct sunlight and PR damage in direct moonlight/

**TALENTS:** Mystical Background, Edged Weapons, Wrestling, Leadership

**CONTACTS:** Deathwalkers

## LICHIDUS

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

**Health:** 70

**Karma:** 120

**Resources:** IN

**Pop:** 0

**Real Name:** Lichidus

**Occupation:** Ruler of Water

## POWERS:

*Hydromagic:* IN ability to produce and control liquids of magical origins. Nearly any power stunt imaginable is available to Lichidus, including but not limited to:

-Create Liquids

-Mind Control (by commanding moisture in the brain and body)

-Water-Breathing

-Cause Dehydration

*Ritual Magic:* Can conduct nearly any spell when practicing magic with the other Deathwalkers for a common result at the MN level.

**WEAKNESS:** Lichidus suffers IN damage in direct sunlight and PR damage in direct moonlight/

**TALENTS:** Mystical Background, Leadership, Edged Weapons, Politics

**CONTACTS:** Deathwalkers

## VICIADA

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

**Health:** 80

**Karma:** 110

**Resources:** IN

**Pop:** 0

**Real Name:** Viciada

**Occupation:** Ruler of Air

## POWERS:

*Aeromagic:* IN ability to produce and control winds of magical origins. Nearly any power stunt imaginable is available to Viciada, including but not limited to:

-Weather Control

-Flight

-Suffocation

-Telekinesis

*Ritual Magic:* Can conduct nearly any spell when practicing magic with the other Deathwalkers for a common result at the MN level.

**WEAKNESS:** Viciada suffers IN damage in direct sunlight and PR damage in direct moonlight/

**TALENTS:** Mystical Background, Leadership, Politics

**CONTACTS:** Deathwalkers

## SERAPH

F GD 10  
A GD 10  
S PR 4  
E EX 20  
R EX 20  
I EX 20  
P GD 10

**Health:** 44

**Karma:** 50

**Resources:** EX

**Pop:** 5

**Real Name:** Seraph

**Occupation:** Entrepreneur, Spy, Double-Agent

## WEAPONS:

*Submachine Pistol:* EX Shooting Damage. 3 round burst with a 30 round clip.

**LIMITATION:** Seraph stands 3'3" tall and can only move at 1 area per round among other obvious other disadvantages due to her diminutive size.

**TALENTS:** Detective/Espionage, Guns,

**CONTACTS:** Logan, MI-6, Romulus, Madripoor Underground





## CHAPTER NINE: THE ANCIENT ONE

**SUMMARY:** The heroes have been brought to the humble abode of the mystic being known as The Ancient One. Here they discover the location of the final artifact they are in search of: The Necronomicon Ex Mortis, and how it fell into the hands of one of The Ancient One's most troublesome foes.

**ENCOUNTER:** The heroes awaken on the dirt floor of what appears to be the inside of a yurt made of canvas, wood and clay. Before them in a wooden wheelchair is an ancient elderly man of asian descent with white hair, a long beard, dressed in purple robes. They have been called to the dwelling of The Ancient One.

The Ancient One is visibly in a weakened state. He appears frail and speaks with bated breath:

"My apologies for your abrupt displacement, my friends. My powers wane in the wake of a recent attack on my body and my soul, inflicted upon me by one of my worst enemies, the magician known as Kaluu.

"Forgive my manners. I have not introduced myself. I am known as The Ancient One, Sorcerer Supreme of the Earth Dimension. It is my sacred duty to protect the citizens of our great planet, and in this duty, I believe I have failed.

"Our world is at war for the second time in less than a quarter century. This turmoil has affected the astral plane as well as the great Earth Mother herself. The physical strife that has been put on

our planet has affected the ley lines and nodes that intersect across the globe, letting in denizens of all sorts seeking to take advantage of our weakened state. I have been so distracted that I let my defenses down and did not foresee the coming of the evil that was once like a brother to me - the sorcerer known as Kaluu.

"The book which you seek, the Necronomicon Ex Mortis, is one of the most evil tomes ever written. Kaluu has made a pact with the Third Reich for temporary use of the Necronomicon to act as the catalyst for him to retrieve the item he is truly after - the more powerful tome known as the Darkhold.

"The condition I am in currently is due to an unforeseen attack on my village by Kaluu to take possession of the Talisman of Kamar-Taj, the tablet which the Deathwalkers were using to enact their unholy ritual. Fortunately, my magics were still strong enough to track the talisman and [PICK ONE OF THE FOLLOWING]:

- with the mention of my name
- with the recitation of the Deathwalker's ritual
- with the destruction of the Talisman of Kamar-Taj
- or any other reason you as the GM might think of...

I was able to reach through the aether and bring you here with the hope of assisting you on your quest in search of the Necronomicon.

"Kaluu has made an arrangement with the Nazi agent known as The Red Skull to utilize the Necronomicon to

help him overtake the ancient mystical city known as K'un-Lun, which would be the first step in ruling the Seven Capital Cities of Heaven. I believe through this pact, he will guide the Red Skull in the use of the Necronomicon for his own nefarious purposes as he destroys K'un-Lun and searched for the Darkhold deep within the city walls where it is being held for safe-keeping.

I humbly ask you to take my dwindling energies to assist you in traversing to the ancient city of K'un-Lun to protect the Darkhold and retrieve the Necronomicon and help the warriors of the Great City defeat Kaluu and the Red Skull. If K'un-Lun falls, so to does our reality as we know it, for the forces of the Dark Ones will be unleashed on earth."

If the heroes agree to The Ancient One's proposal, he will open a mystic gateway into the land of K'un-Lun. This portal will stay hidden and accessible for their return, should they make it through the battle alive.

The Ancient One will also be able to heal them of any injuries sustained in battle with the Hand or the Deathwalkers from the previous adventure before their departure to K'un-Lun.

### KARMA

Accepting the Ancient One's proposal: +15

Asking questions about K'un Lun, Kamar-Taj, The Darkhold, or the Necronomicon: +5



## CHAPTER NINE: FEATURED CHARACTERS & INFO



### THE ANCIENT ONE

F FE 2  
A GD 10  
S FE 2  
E GD 10  
R TY 6  
I MN 75  
P MN 75

**Health:** 24

**Karma:** 156

**Resources:** EX

**Pop:** 2

**Real Name:** Yao

**Occupation:** Sorcerer Supreme

### POWERS:

*Magical Ability:* As Sorcerer Supreme, Yao can use any listed power in the Ultimate Powers Book as a spell with MN ability with the additional regularly accessed Power Stunts at his disposal:

Astral Projection: UN

Dimensional Aperture: Creates a dimensional passageway to other dimensions and worlds with MN ability.

Eldritch Beams/Bolts: IN

Levitation: IN

Mesmerism: AM rank and UN range

Spell of Silence: MN ability to cause individuals to lose the power of speech. Only those with AM Psyche or greater may resist.

Telepathy: UN

### WEAKNESS:

Paralyzed: Due to his recent battle with Kaluu, the Ancient One is currently paralyzed. This effect is temporary and will eventually wear off when he is able to heal himself.

**TALENTS:** Martial Arts A, Occult Lore at MN level, Trance, Mesmerism and Hypnosis, Resist Domination, Mystical Background

**CONTACTS:** Other Mystics from across the globe and other dimensions.

### THE HISTORY OF KAMAR-TAJ

Kamar-Taj is an isolated community in the Himalayas near what is now Tibet. Kamar-Taj has long been home to sorcerers and mystics. It is the main home of the Ancient One and the Sorcerer Supreme of Earth.

Kaluu was born over five hundred years ago in Kamar-Taj. Kaluu and Yao became fellow students of the mystic arts. Varnae, the eldest of the true Vampires, met with Kaluu and imparted to him knowledge from the primeval compendium of black magic known as the Darkhold.

Subsequently, Kaluu set about to make himself ruler of Kamar-Taj. While Yao continued his studies, Kaluu used his sorcery to influence the minds of the people of Kamar-Taj. Eventually, Kaluu and Yao together cast a spell that eliminated disease, poverty, and suffering from Kamar-Taj and granted its people immortality. Shortly thereafter, the people of Kamar-Taj, responding to Kaluu's magical influence on their minds, crowned him as their king. For over a year Kaluu organized the men of Kamar-Taj into an army of conquest.

Kaluu has since claimed that he was only trying to bring a lasting peace to Kamar-Taj by making it so powerful none of the Asian conquerors of that time would dare attack it. While Kaluu plotted further conquests and the

people of Kamar-Taj fell into decadence, Yao mentally called upon mystical forces to defeat Kaluu. However, Yao was not yet a master of the mystic arts, and, although he did not intend it, the mystic forces he summoned created a pestilence that wiped out virtually the entire population of Kamar-Taj. Kaluu fled to the dimension of Raggadoor where he remained for five centuries, increasing his mystical knowledge. With Kaluu gone, however, the population of Kamar-Taj was no longer immortal. The young Yao eventually became the sorcerer supreme of the Earth dimension known as the Ancient One.

### THE HISTORY OF K'UN-LUN

This mystical city lies within the K'un-Lun Mountains. It's one of the longest mountain chains in Asia, extending more than 3,000KM. The mountain range exists entirely within the Tibet region of the People's Republic of China.

All Immortal Iron Fists come from this city and the items known as the Amulets of Power originate from the K'un-Lun dimension.

Over a millennium ago, the dragon Chiantang destroyed K'un-Lun in a fit of rage. Recently Chiantang again attacked K'un-Lun, wreaking great devastation and killing most of its people. The rest of the population fled to safety.

K'un-Lun is one of Seven Capital Cities of Heaven which like K'un-Lun appear on the earthly plane periodically. The other cities are; K'un-Zi, Peng Lai Island, Z'Gambo, Under City, Tiger Island and the Kingdom of Spiders. Every 88 years all of these cities align in a heavenly convergence creating what is referred to as "The Heart of Heaven". The cities hold a tournament once every decade and each sends a champion to represent their city. The tournament decides the Celestial Clock which grants easier access to Earth as the prize. The winning city would then be allowed to appear in our realm every 10 years rather than the originally allotted 88 years.



## CHAPTER TEN: CITY OF THE DEAD

**SUMMARY:** The heroes find themselves in the ancient city of K'un-Lun in search of the final item, The Necronomicon Ex Mortis. They must retrieve the book, defeat the Sorcerer Kaluu, and expunge the realm of the Deadites he has called forth. Additionally, The Red Skull has learned of a more powerful book and is looking to betray his partner to lay his hands on The Darkhold.

**STARTING:** The characters will spill out of The Ancient One's portal in the mountains that overlook K'un-Lun. From their vantage point, they can see a long bridge that leads them to the gated entrance to the city. These are known as the Bridge of Destiny and The Gate of Heaven (If Orson Randall is with the group, he may talk them through this. If not, a Yellow Reason FEAT from a character with Mystical Background or Occult Lore may produce some of this information on K'un-Lun).

The Bridge of Destiny spans over a huge chasm of unknown depth, rumored to be bottomless. Aside from flying in, this is the only way to reach the city.

The Gate of Heaven is normally guarded by some of the most talented archers of K'un Lun from the towers that line the wall. Foot soldiers also guard the gate proper. Unfortunately, for the heroes, these poor souls have already been overtaken by the forces of the Necronomicon and are now demonic archers and warriors, so they will have a battle on their hands before they ever reach the city.

**ENCOUNTER:** Once the heroes have dispatched the Deadite warriors, they may enter the Gate of Heaven. Once inside, the heroes can feel the heaviness of the air. A dark cloud looms above the beautiful city and the stench of death is in the air. At the core of this black cloud stands the Central Hall of Ancestors - a giant tower with strikingly different, almost futuristic architecture - a stark contrast to the clay rooftops that make up the majority of the rest of the city.

As the heroes make their way

through the city, feel free to throw more Deadite Warriors at them as they go. Eventually, a mortal will whisper to them from the shadows of an alleyway and motion them over to him. He appears to be a drunkard and with the smell of his breath, his appearance is not deceiving.

"You gentlemen are not from here, eh? The Gate of Heaven has become the Gate to Hell! Hee Hee!! You aren't the only foreigners in my fair city, you know. The Red Faced One and his Sorcerer have stormed the Tower. The Dragon Kings are no more. Soon, these dead things will take our city. You need a guide. I can show you. I used to be a King, you know. I know that tower like the back of my foot. Now where did I put my drink..."



This man is secretly Zhou Cheng, but he refers to himself as The Drunken Master. He is not truly a former Dragon King as he stated, but in actuality a descendant of the Lightning Lords of Nepal. He does not lie, however, when he states that he knows the layout of the Central Hall of Ancestors. "Drunken Master" takes them to the base of the Central Hall of Ancestors where they are met by a small armada of Deadite Nazi Soldiers in the Garden of the P'an T'ao.

**Judge's Note:** Deadites are rude, crass, nasty little demons possessing the bodies of their hosts. They have no filter and will spew forth profanity like it's going out of style. Any background information on the characters that is in their histories up until this point is cannon fodder for the Deadite Army. Blow are some adapted lines taken from Evil Dead and Army of Darkness

that would be some good jumping on points that you can build off of. And if you speak (or can fake) German, Chinese or Japanese, feel free to use Google translate to add some flair to the curses! As always, however, know your audience and keep it in the realm of where your players are comfortable.

- I'll swallow your soul! I'll swallow your soul! I'll swallow your soul!
- I may be bad... but I feel so goood!
- Oh, you miserable bags of bones! Pick yourselves up and sally forth!
- Welcome back to the land of the living!
- You're a goody little two-shoes! Little goody two-shoes! Little goody two-shoes!
- Into the pit with those bloody-thirsty sons of whores!
- Cry Havoc and let loose the Dogs of War!
- I'll spoil those good looks you little back stabber.
- Someone's in my garden! Someone with a fresh sooooul!
- We are the things that were and shall be again! Ahahahaha!
- Spirits of the book! We want what is yours! LIFE!
- Dead by dawn! Dead by dawn!
- We're going to get you. We're going to get you. Not another peep. Time to go to sleep.
- Soon all of you will be like me!
- Why have you disturbed our sleep; awakened us from our ancient slumber?
- You will die! Like the others before you, one by one, we will take you!
- Evil will walk the Earth!
- We can always make things more painful.
- I'll look inside of you!
- Eeeeeaaaaaaaa! We are near! You're time comes again!
- Everybody dies here
- Pucker up and give me a kiss, soldier boy!

Once the heroes have sawed their way through the first wave of Nazi Deadites in the Garden of P'an T'ao, they should make their way into the Central Hall of Ancestors.

Inside the Central Hall of Ancestors, the heroes will be faces with another horde of various Deadite Warriors and Nazis. The interior of the Hall is a shambles. The once glorious tribute to the warriors of K'un-Lun now lies in ruin. Statues and paintings that once lined the Hall have been torn



asunder. Blood and gore spatter the walls and the floors run red.

Once you feel like the heroes have had enough of the cannon fodder, you can reveal Kaluu and The Red Skull on a balcony overlooking the gallery in which they are currently standing.

Kaluu addresses the heroes as he holds aloft the Necronomicon behind an impenetrable magical force field:

"It is too late for you and your kind. You call yourselves heroes. The only thing you know is war. I have seen war. I have seen famine. I have seen death. Now you will know fear.

"The Red Skull and I have come to an arrangement. With the Necronomicon, I will seize control of The Seven Capital Cities of Heaven, and all of the magics therein will be at my disposal. In return, I will unleash the power of The Seven Cities on the mortal plane, decimating all of those who stand in the way of the Axis Powers. There will be a master race powered by magic in Earth. And all will bow to their master. I will be the Sorcerer Supreme!"

Suddenly, from Kaluu's torso, a spray of blood spews forth with a large pointed object protruding from the wound. The Red Skull stands behind him with his arm fashioned into a spike. In his other hand he holds what appears to be another book. Anyone with Occult Lore or other Mystical Backgrounds can recognize this as The Darkhold with a successful Yellow Intuition FEAT. The Red Skull addresses the crowd as the protective barrier begins to falter.

"Ach, why do we all prattle on so? Enough, Kaluu. You have served your

purpose well, mein freund. Without the use of your precious Necronomicon, I would have never found the location of the Book of the Darkhold here in K'un-Lun. The Ancient One thought he had the perfect hiding place. Now, the Third Reich possesses a much more powerful tome. You gentlemen want the Book of the Dead, by all means, take it. I now have what I need. But it appears to me like the rightful owners might want their property back. Hahahhhahhhahaha!!!!"

Kaluu's force field dissipates as The Red Skull tosses his body over the edge of the balcony at the feet of the heroes below. The Red Skull disappears down the hallway behind him as a series of tall black robed demonic figures appear from the shadows of the room and surround the heroes.

These shadowy figures are The Dark Ones - near god-like beings and masters of the Deadites. They will do anything in their power to get a hold of the Necronomicon. Depending on the power levels of your player characters, there should be just enough Dark Ones to give them a run for their money: on average one Dark one for every two heroes, rounding down.

If the Dark Ones should lay their hands on the Necronomicon, the individual with the book in hand will recite a passage that take two rounds to complete. On the third round, the Dark Ones and Deadites will disappear.

If the heroes are having difficulty defeating the Dark Ones, they might "luck" into finding the Kandarian Dagger amidst the rubble of the room, conveniently catching the light with a glint of steel. This dagger was one of

the valued possessions of the Central Hall of Ancestors, kept here in hiding for an occasion just like this.

Additionally, one of the heroes might have the bright idea of using the Necronomicon (or the Darkhold if they are somehow able to retrieve it from The Red Skull) to attempt to decipher a spell that might expel the

demons. A Red Reason FEAT from someone with some sort of Arcane Knowledge, Mystical Background, or Occult Lore might just do the trick and send the Dark Ones back to the Mirror Dimension.

It is possible that the heroes might find a way to catch up to The Red Skull. If they do, they need to be prepared for a major battle, as The Red Skull now has mystical powers derived from exposure to both the Necronomicon and the Darkhold. This should be a battle for the ages - perhaps one that might call for a great sacrifice. Both Kaluu and the Drunken Master may be of help if the heroes are in need fighting The Dark Ones or Red Skull.

**AFTERMATH:** The heroes will hopefully have retrieved at least one of the dark tomes at adventure's end. They will make their way back to the Bridge of Destiny to return to the portal that brought them to K'un-Lun. The Drunken Master will take his leave of them, vowing to help the people of K'un-Lun repair the damages wrought by the Necronomicon.

#### **KARMA:**

Defeat Deadite Warrior: +20

Defeat Deadite Nazi: +10

Defeat Kaluu: +50

Defeat Red Skull: +50

Defeat Dark One: +50

Obtain Necronomicon: +30

Obtain Darkhold: +30

Lose Necronomicon: -50

Lose Darkhold: -50

Become infected by Deadite: -20

Use Kandarian Dagger to defeat Dark One: +20

Use Necronomicon or Darkhold: -100 and -20 Popularity



# CHAPTER TEN: FEATURED CHARACTERS



## THE DRUNKEN MASTER

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

**Health: 140**  
**Karma: 80**  
**Resources: PR**  
**Pop: 0**

**Real Name:** Zhou Cheng  
**Occupation:** Assassin

### POWERS:

Through his possession by the Ch'i-Lin, Zheng is able to focus on the chi of Shou-Lao, granting him the powers listed below. The Ch'i-Lin occasionally revealed itself by growing a head out of Zhou's neck, and the more the Ch'i-Lin would expose itself, the more demon-like in appearance Zhou's body would become.

**Chi Connection:** Zhou is able to focus on the chi of Shou-Lao, which allows him to predict the moves of anyone granted the power of the Iron Fist. Treat as RM level Danger Sense; the power only works against bearers of the Iron Fist or are otherwise connected to Shou-Lao.

**Chi Draining:** As a Power Stunt, Zhou Cheng can siphon others' Chi, draining their Health points to

replenish his own, at the rate of 10 points per round (GD rank). He can only do this to other chi-users, and must have physical contact with his target.

**Enhanced Speed & Reflexes:** Zhou Cheng can increase his speed allowing him to dodge or catch bullets. Counts as Hyper-Speed at GD rank. May Dodge or Block projectile fire at +1 CS as a power stunt.

**Immortality:** The power of the Ch'i-Lin grants Cheng with immortality as long as he remains the Ch'i-Lin's host body. He is immune to the effects of aging but may still be killed through other means such as physical damage.

**Mind Control:** The Ch'i-Lin inside Zhou is able to implement mind control over many individuals at one time with RM ability.

**Fire Breathing:** Zhou can emit a RM rank fire attack by emitting flames from his mouth.

**Enhanced Durability:** Zhou Cheng automatically generates a chi-based "aura" radiating from his body to protect himself from energy based attacks and physical damage, providing GD rank damage resistance. As a Power Stunt, he can extend this aura up to a 1-area radius around his body.

**TALENTS:** Business, Martial Arts A,B,C,D,E

**CONTACTS:** Ch'i-Lin



## KALUU

**F** GD 10  
**A** GD 10  
**S** GD 10  
**E** RM 30  
**R** GD 10  
**I** MN 75  
**P** MN 75

**Health: 60**  
**Karma: 160**  
**Resources: IN**  
**Pop: -5**

**Real Name:** Kaluu  
**Occupation:** Black Sorcerer

### POWERS:

**Magical Ability:** Kaluu is a Master Level Sorcerer of the Black School of Chaotic Magic. He has access to most powers and spells in the Ultimate Powers Book at the IN level under most circumstances. He commonly uses these more powerful spells:

**Image Projection:** MN

**Shape-Shifting:** AM

**Personal Shield:** MN

**Eldritch Bolt:** AM Energy or Force damage with a 12 area range

**Mental Probe:** AM

**Paralyze:** UN Mental Attack that paralyzes for 2+1d10 rounds unless the victim makes a successful Psyche FEAT roll.

**Mystic Wave:** AM Force Damage to all within 12 areas. Must make an Agility FEAT to remain standing.

**Dimensional Aperture:** MN ability to open rifts in dimensions.

**Link:** Kaluu can link his mind to other magic users for a +1CS for each magic user to which he is linked.

**Riding the Storm:** UN Teleportation Necromancy: MN

**Immortality:** Immune to effects of aging but can be killed.

**TALENTS:** Photographic Memory, Martial Arts A, Philosophy, Stamina, Business, Finance

**CONTACTS:** None



### THE RED SKULL

F RM 30  
A RM 30  
S GD 10  
E RM 30  
R RM 30  
I EX 20  
P MN 75

**Health:** 100  
**Karma:** 125  
**Resources:** IN  
**Pop:** -75

**Real Name:** Johann Schmidt  
**Occupation:** Terrorist

#### POWERS:

*Darkhold Magics:* IN ability to mimic nearly any power in the Ultimate Powers Book. If Red Skull receives a White result on any three FEATS, he receives a magical backlash at AM intensity due to his lack of skill in handling the Darkhold.

#### WEAPONS:

*Dust of Death:* IN intensity poison that caused those failing an Endurance FEAT to die with their heads changing to resemble a red skull. Fired from a handgun and concealed in pellet form.  
*Mind Control Device:* AM  
*Pistol:* RM damage with a 6 area range.

**CONTACTS:** Adolph Hitler, Baron Zemo, Baron Strucker, The Third Reich



### DEADITE NAZIS

F EX 20  
A EX 20  
S RM 30  
E RM 30  
R PR 4  
I PR 4  
P GD 10

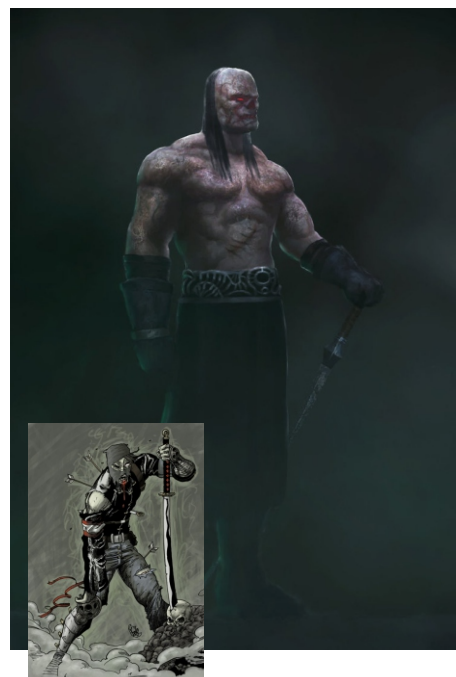
**Health:** 100  
**Karma:** 18  
**Resources:** Sh0  
**Pop:** -15

#### POWERS:

*Wallcrawling:* RM  
*Enhanced Durability:* RM Body Armor  
*Hive Mind:* MN ability to share consciousness with other Deadites  
*Shapechange-Self:* IN Ability to briefly revert their horrific form to that of their host's original form to fool unsuspecting enemies. May also use this power to change their appearance such as additional limbs, wings, tails or other appendages. This should be used sparingly and each Deadite may have a different manifestation of this power.  
*Luring:* EX ability to coax humans into a feeling of trust by tapping into their memories or emotions.

#### WEAPONS:

*Firearm of choice:* Weapons can range from GD to RM damage and can include pistols, rifles and even flame-throwers.



### DEADITE WARRIORS

F RM 30  
A RM 30  
S RM 30  
E RM 30  
R PR 4  
I PR 4  
P GD 10

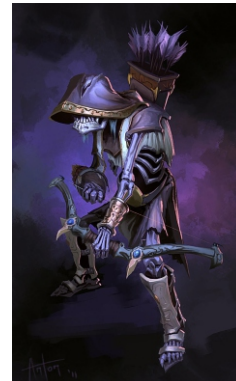
**Health:** 120  
**Karma:** 18  
**Resources:** Sh0  
**Pop:** -15

#### POWERS:

*Wallcrawling:* RM  
*Enhanced Durability:* RM Body Armor  
*Hive Mind:* MN ability to share consciousness with other Deadites  
*Shapechange-Self:* IN Ability to briefly revert their horrific form to that of their host's original form to fool unsuspecting enemies. May also use this power to change their appearance such as additional limbs, wings, tails or other appendages. This should be used sparingly and each Deadite may have a different manifestation of this power.  
*Luring:* EX ability to coax humans into a feeling of trust by tapping into their memories or emotions.

#### WEAPONS:

*Weapon of choice:* Weapons can range from GD to RM damage and can include bows, swords, knives or any other oriental weaponry.



**TALENTS:** Martial Arts A, B, C, D, E, Edged Weapons, Oriental Weapons





## THE DARK ONES

**F** IN 40  
**A** RM 30  
**S** AM 50  
**E** MN 75  
**R** EX 20  
**I** RM 30  
**P** MN 75

**Health: 195**

**Karma: 125**

**Resources: Sh0**

**Pop: -50**

### POWERS:

*Darkforce Generation and Control:* AM Ability to utilize the powers of the Darkforce Dimension, a realm directly connected to the Mirror Dimension. Allows the following Power Stunts:

-Teleportation: AM ability to move through shadows

-Shadow Manipulation: AM ability to control the shapes and forms of shadows

-Shadow Weapons: AM Blunt or Edged weapons made out of Darkforce

-Phasing: AM

*Psychic Vampirism:* MN ability to drain the life-force of any individual by touch. Victim must make a successful Psyche FEAT to resist.

*Enhanced Durability:* RM Body Armor

*Hive Mind:* MN ability to share consciousness with other Deadites

**TALENTS:** Mystic Background



**SUMMARY:** The heroes make their way back to Sam Sawyer and Peggy Carter to deliver the Necronimicon (and possibly the Darkhold) and draw their adventure to a close... or will they?

**STARTING:** The heroes have travelled back through the mystic portal from K'un-Lun to the home of The Ancient One. Once they arrive, The Ancient One suggests the following to the party (if the characters possess both the Necronimicon and the Darkhold, adjust the dialogue below accordingly to represent the quantity of books from one to two):

"You hold within your hands one of the most powerful and dangerously evil tomes ever written. I know that we have only just met, and not under the best of circumstances, but I hope that you will believe me when I tell you that this book should not be in the hands of the greedy, the unwise, nor the prideful. You have seen what this book is capable of first hand. It should not be stored with other items of power.

"Even with my diminished power, I think you recognize that I could easily sway your minds to leave the book with me. But I will not do that. I leave you of your own free will to do what is right. Rest assured, this book will find its way into the hands of another dark force one day. I would prefer at least to ensure that day is far from now."

If questioned exactly what he means by that last comment, The Ancient One cannot pinpoint exactly who would obtain the book(s), but he senses there are dark forces still currently at work, seeking the power of the Necronomicon.

If asked what he will do with the book(s), The Ancient One will tell them that he will find a place in a lifeless dimension to store it (keeping them in separate ones if they have both tomes).

The heroes will have to make a choice whether or not to leave the Necronomicon (and the Darkhold) with The Ancient One. Whatever their choice, he will open up a portal that will return them to Madripoor at the exact moment in which they left, allowing

them the ability to return to Sam and Peggy.



**ENCOUNTER:** There are many different outcomes that can come out of the culmination of the previous chapters. You may find the players reaching conclusions outlined below or they may follow a different path.

Once back with their handlers, the heroes will most likely have to explain where they have been and present the Necronimicon or explain its absence if they chose to entrust it with The Ancient One.

If the heroes have the book and pass it over to Sam, he will gladly take it, thank the heroes for their service, and ask Peggy to accompany them back to Europe while he delivers the items in his lockbox back to the States for safekeeping.

In contrast Sam will be visibly disturbed by the outcome if the heroes chose to give the Necronomicon to The Ancient One. He presses them to tell him where the book is and insists that they take him to The Ancient One to retrieve the book, saying that an old man in a yurt can't be trusted. This will be a delicate confrontation to mount, and could easily raise the suspicions of

the party that Sam might not be thinking clearly. No matter how close to the chest you play this, it very well might get their dander up.

If the heroes do indeed get suspicious of Sam, they may figure out a way to follow him or have him tracked back to Egypt where he will meet with Amahl Farouk at the Allaylat Almadia Nightclub where their adventure began. If this is the case, Farouk will immediately sense their presence and may attempt to combat them on the astral plane or send some of his goons to distract the heroes while he makes his escape with the artifacts. Either way Sam will fall away from under The Shadow King's spell, filled with remorse and regret, especially if the Shadow King makes off with the items of power.

It is also possible that the heroes might attempt to take the items from Sam before he ever departs for Egypt. If so, The Shadow King might make an attack on the astral plane using Sam as a conduit. You may however choose to make it easy for the heroes to commandeer the items from Sam easily, but in doing so, making them pariahs within the circles of the military by disobeying a direct order from a superior.

Lastly, depending on your approach to the story, you may decide that the secret machinations of The Shadow King were never in place. If you play Sam straight, it's conceivable that his motivations were completely legitimate, and he truly was acting in the best interests of the US Government and has a safe place in which to hide the items of power (just like the ending of *Indiana Jones and the Raiders of the Lost Ark*).

Ultimately, the ending of this campaign is up to you and your players. Feel free to take the characters down a path of your choosing. This epilogue might lead them into another adventure of your own design. The possibilities are endless.

## KARMA:

Suspect Sam Sawyer: +20

Discover Shadow King's Plot: +30

Defeat Shadow King: +75

Allow Shadow King to get away with artifacts: -100



# MARVEL *SUPER HEROES*<sup>TM</sup>

## IN THE SHADOW OF EVIL

### *CAMPAIGN MAPS*

The Following pages have been included for your convenience as Game Master. These maps are merely suggestions for different legs of your adventure.

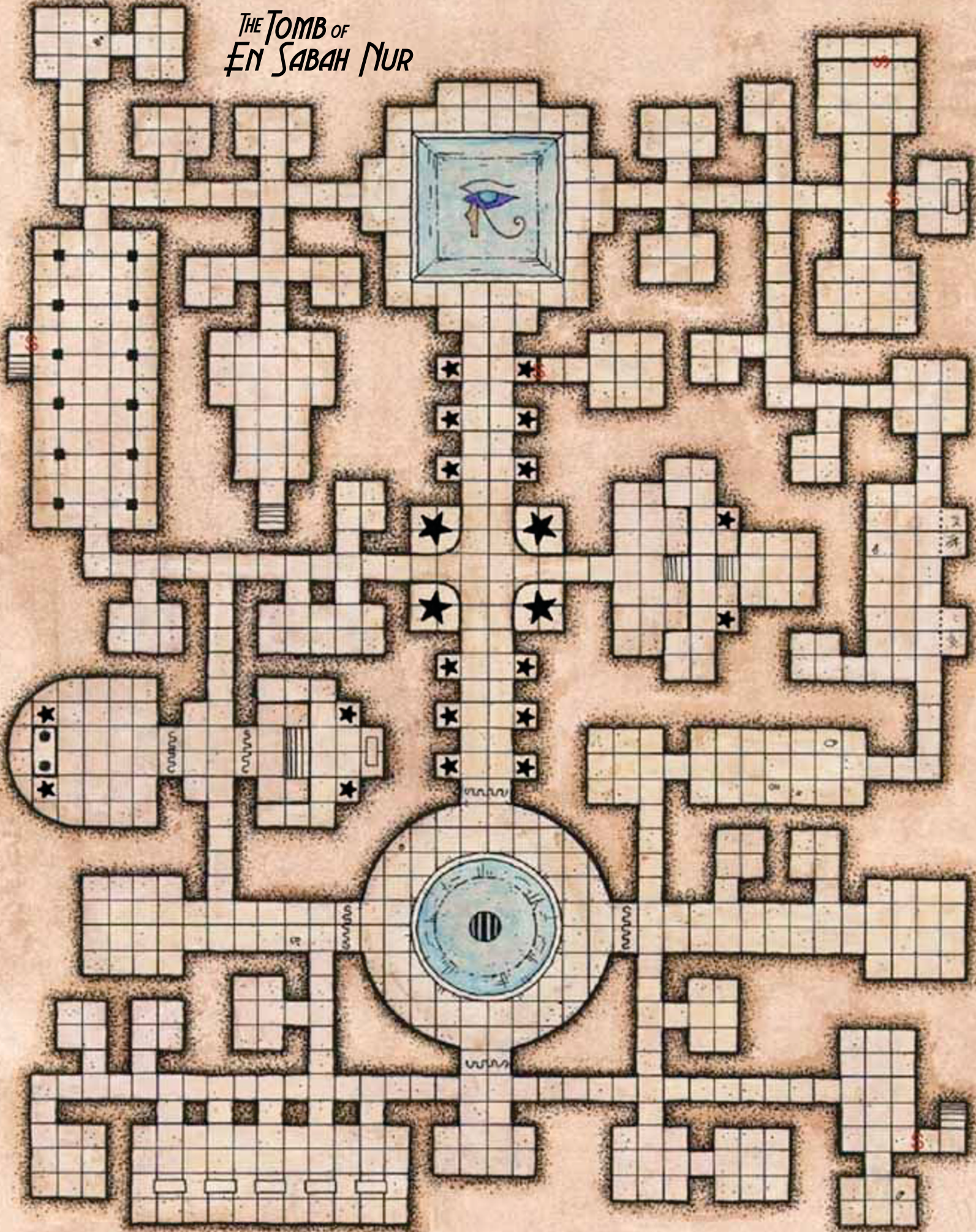
The author has pulled these images together from various parts of the internet over the years and unfortunately does not have adequate access to credit the individual mapmakers who toiled on each of the designs. These have been included only for reference, and the author apologizes for not being able to properly credit where credit is due.

Feel free to use maps of your own choosing or design to enhance your individual gameplay style.

The author highly recommends using the 3D Virtual Tabletop by Tap on Fire for use with iPad and other Apple products.



THE TOMB OF  
EN SABAH NUR





# ST. MICHAEL'S ASYLUM AND CATHEDRAL



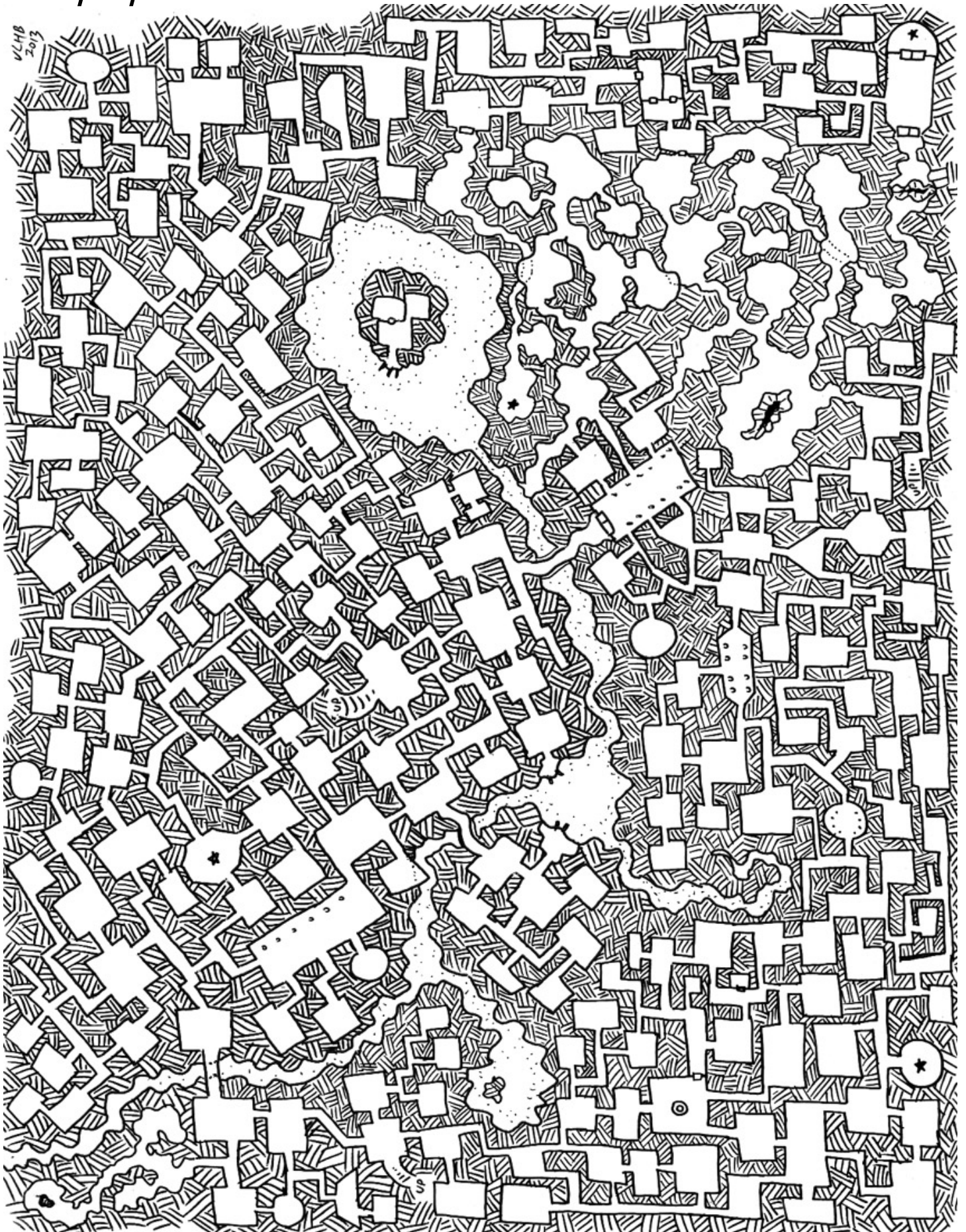




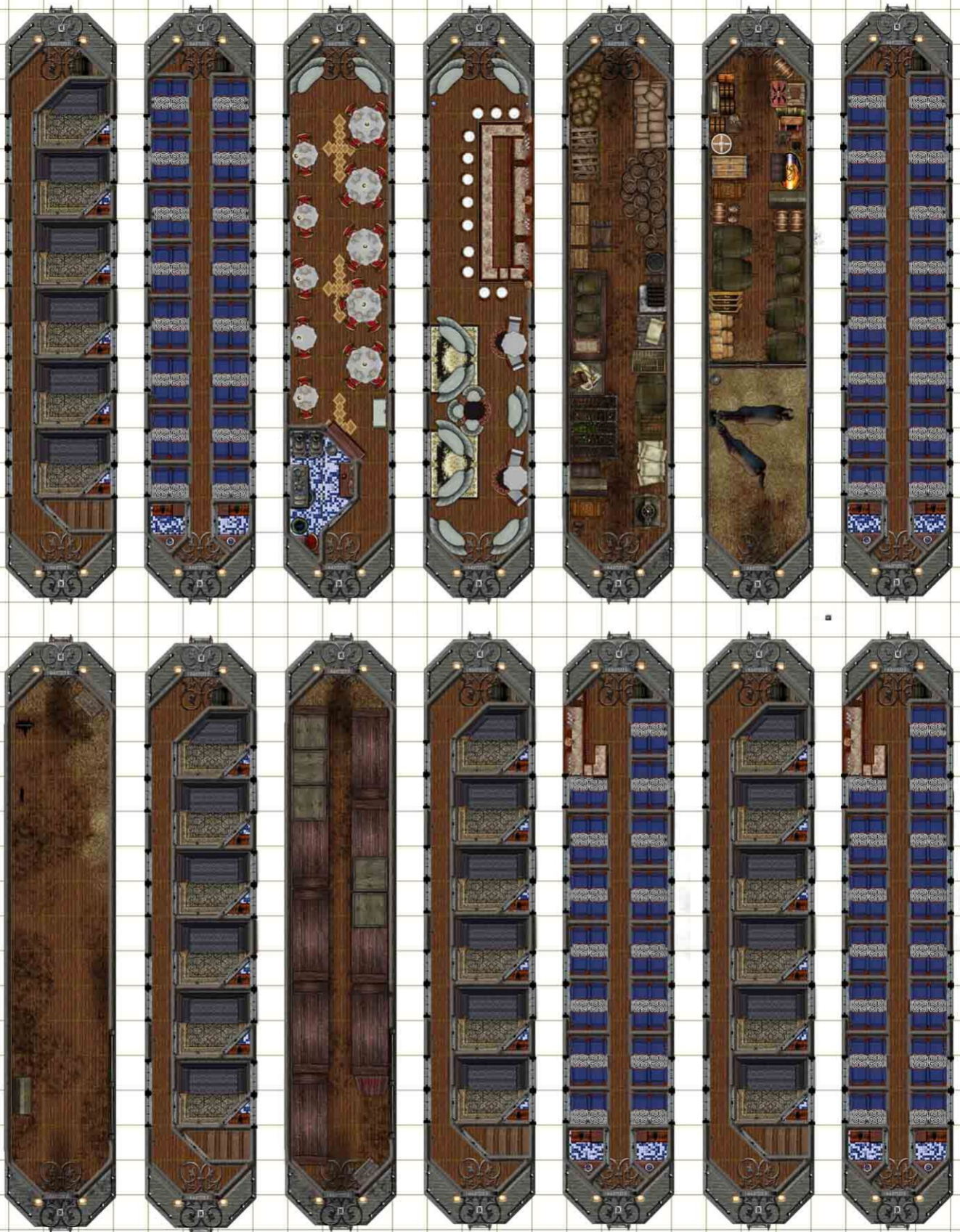
*STREETS OF WHITECHAPEL*



# THE PARIS CATACOMBS







*THE WARSAW EXPRESS*

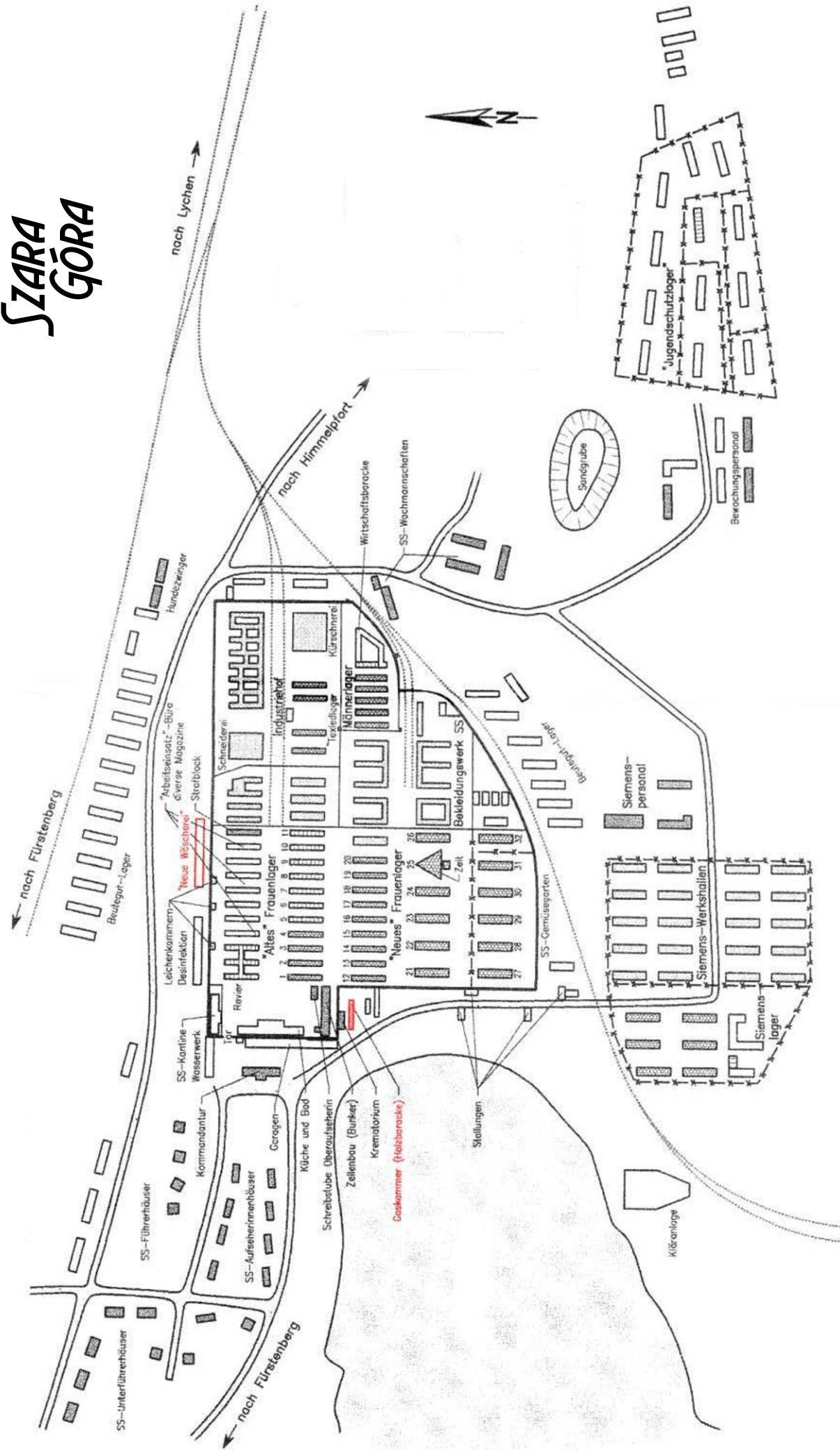


# *THE GREY MOUNTAIN TUNNELS*



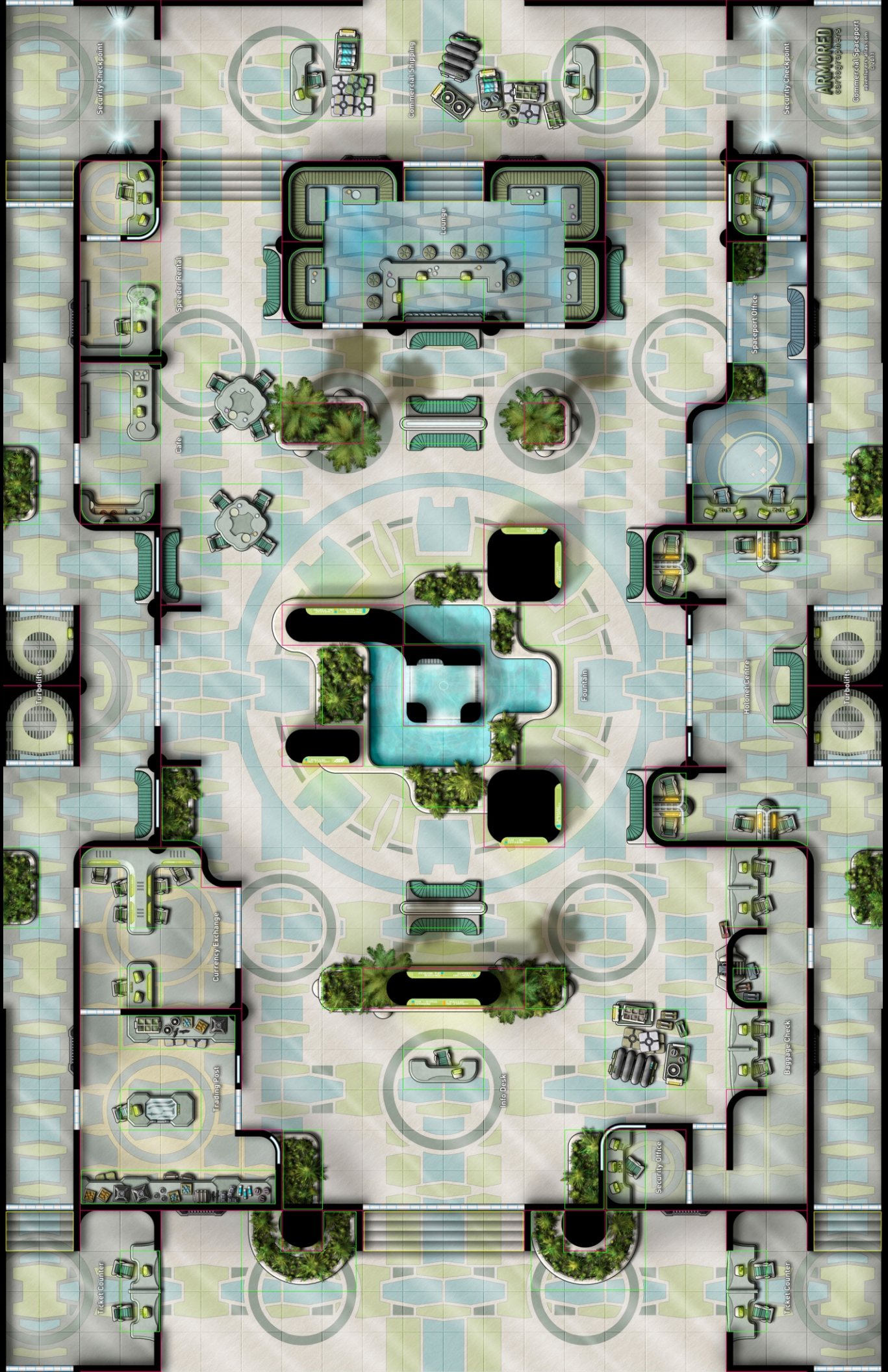


# SZARA GÖRA



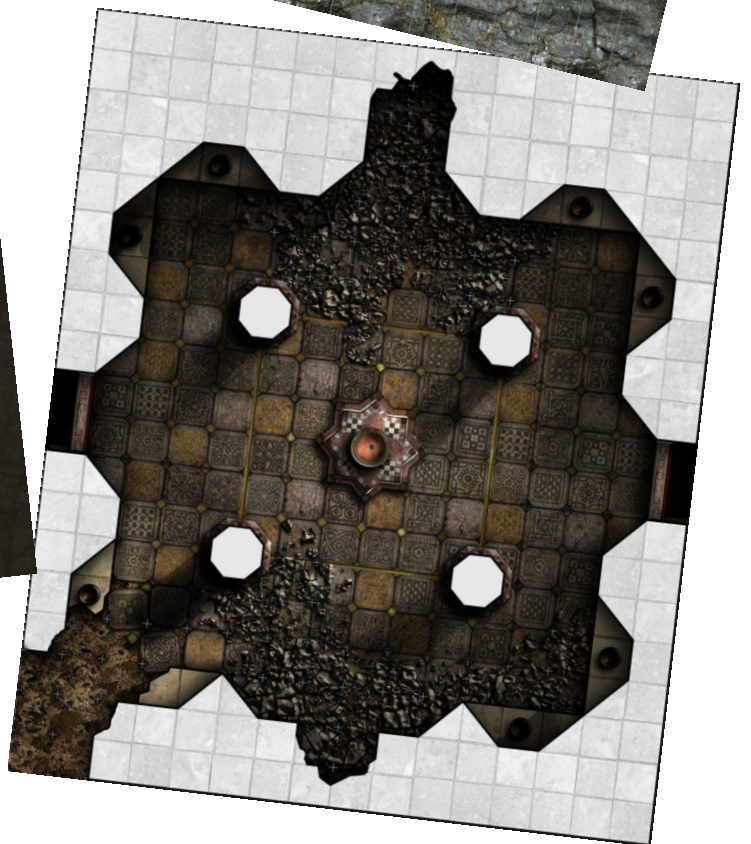
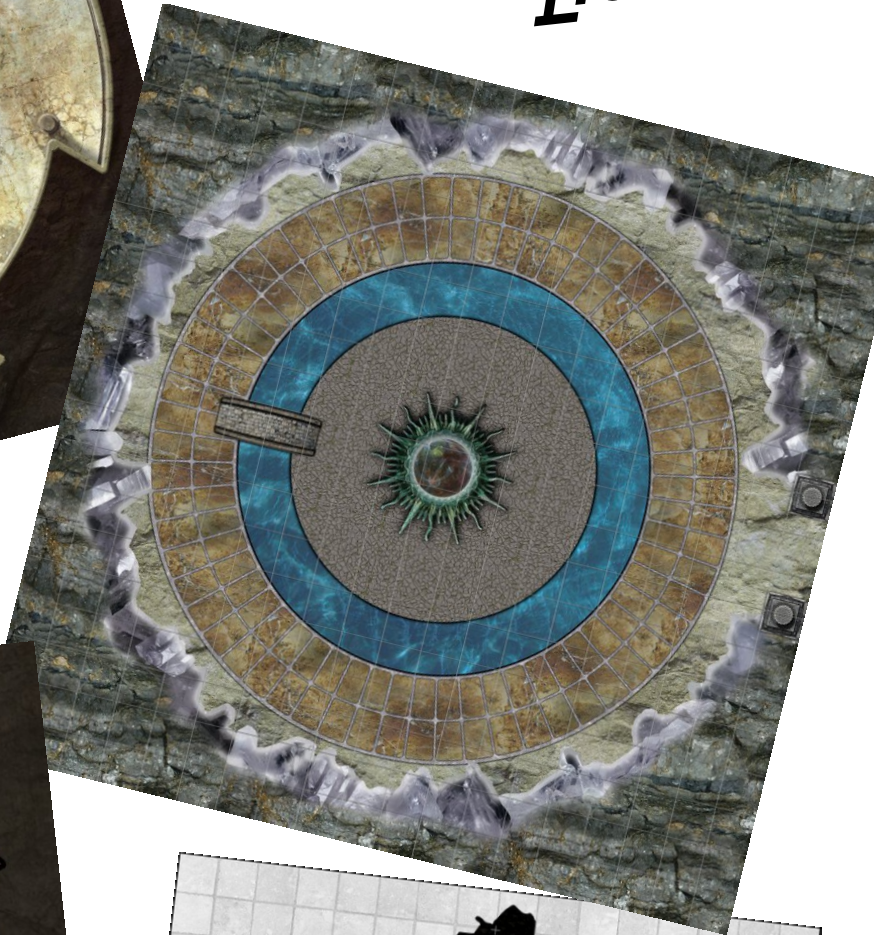


# THE PRINCESS BAR



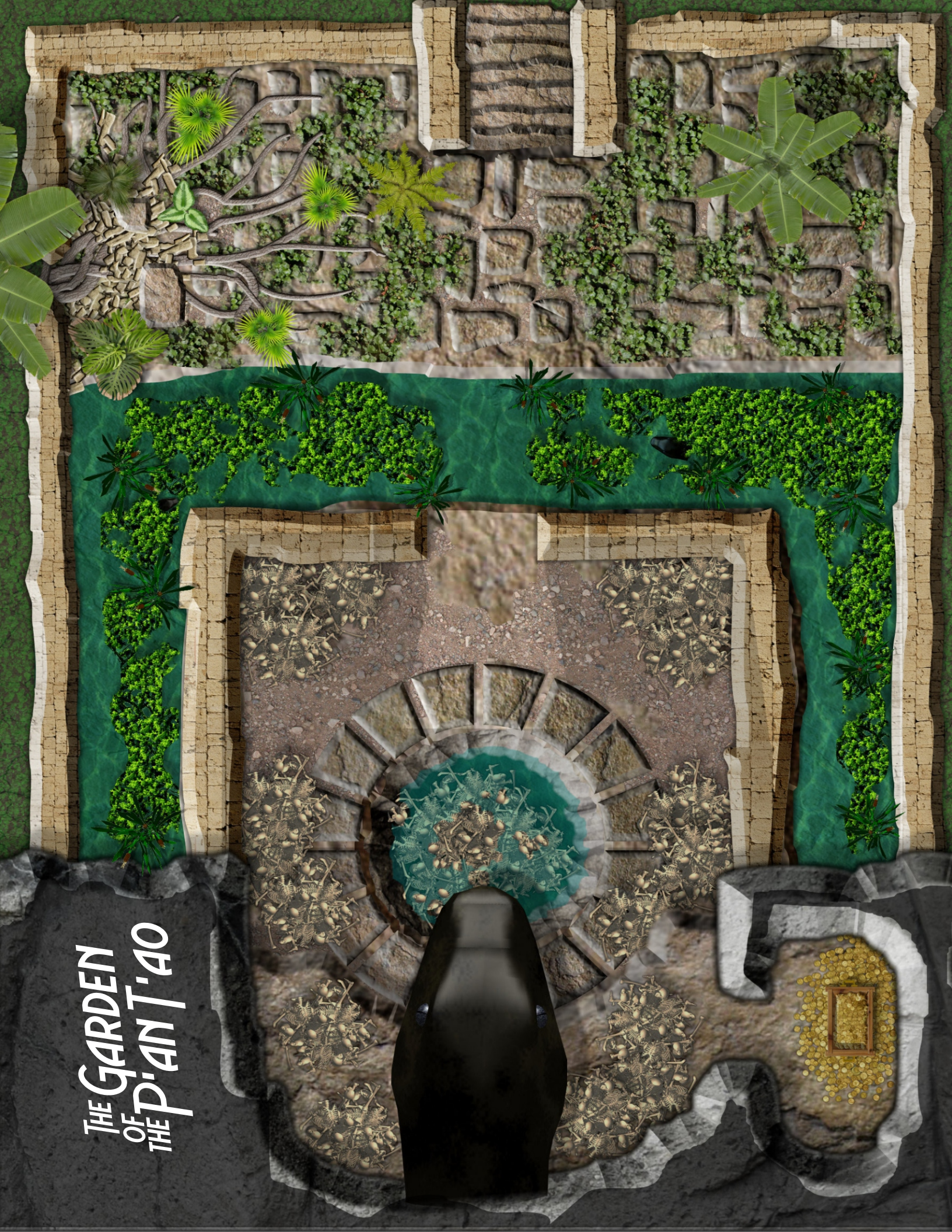


# THE TEMPLE OF FORGOTTEN LIGHT





THE GARDEN  
OF THE P'AN T'AO





# THE CENTRAL HALL OF ANCESTORS





# MARVEL SUPER HEROES™

## IN THE SHADOW OF EVIL

### PLAYER CHARACTERS

The characters on the following pages were the characters the author had in mind while creating this campaign. Several of which were used to great success during playtesting. Feel free to let your Players use these characters or substitute with any other World War Two era Marvel or Pop Culture Character.

Keith Kilburn's "The Golden Age of Heroes" MSH Advanced Game Accessory from The Marvel Super Heroes: The Unofficial Canon Project has a plethora of characters that are ripe for the picking if you want some other mainstream and obscure characters for the players to choose from. His book can be found on the Unofficial Canon Project Facebook page or at [classicmarvelforever.com](http://classicmarvelforever.com).

If you and the players decide to design characters of your own for the campaign, utilize the characters on the following pages as a guideline and build your characters similarly. A character with cosmic powers, ultra-powerful telepaths, or aliens that can leap tall buildings with a single bound would not be the best fit for this campaign. As a general rule of thumb, player-created characters should not have more than one ability over the level of Incredible.

Finally, as GM, you have the final say on stats for all of the characters in this booklet. If you feel a character's stats are too low or too high, make the changes to suit your campaign.

GABRIEL  
HARMAN  
2007



# BUCKY

Name: James Buchanan Barnes  
Alias: Bucky  
Occupation: Soldier  
Legal Status: Citizen of the United States of America  
Identity: Publically Known  
Marital Status: Single

FIGHTING: RM (30)

HEALTH

80

AGILITY: EX (20)

KARMA

22

STRENGTH: GD (10)

RESOURCES

EX

ENDURANCE: EX (20)

REASON: TY (6)

POPULARITY

50

INTUITION: GD (10)

PSYCHE: TY (6)

## POWERS:

None

## WEAPONS:

Body Armor: woven of bullet proof fabric, this provides Typical (6) vs. physical attacks.

Thompson Submachinegun:  
Ammo: 20 shots, range of 3 areas, 25 points of damage.

Semi-automatic pistol:  
Typical (6) damage, 3 area range, Ammo: 9, ROF: 1/1.

Knives: Remarkable (30) material, Good (10) damage. 2 area range if thrown.

Fragmentation Grenades:  
Remarkable (30) damage to a 1 area radius.

## TALENTS:

Bucky received training from SAS commandos and the Special Forces teaching him Military regulations, communication protocols, as well as talents in Guns, Thrown Weapons, Survival, Driving. Bucky is Multi-Lingual and can fluently communicate in English, Russian, German, Japanese, and a little French. Cap supplemented his training teaching him Acrobatics, Tumbling, Martial Arts A, B, and E,

## CONTACTS:

Bucky was Captain America's partner during WW II. He has contacts that include the Invaders, the Liberty Legion, Kid Commandos, the Crazy SUES, Young Allies, the Twelve, Major Simpson, General Chester Phillips and Sgt. Fury and his Howling Commandos.





# CAPTAIN AMERICA

Name: Steven "Steve" Rogers  
Alias: Captain America  
Occupation: Soldier  
Legal Status: Citizen of the  
United States of America  
Identity: Publically Known  
Marital Status: Single

FIGHTING: AM (50)

HEALTH  
150

AGILITY: IN (40)

KARMA

STRENGTH: RM (30)

100

ENDURANCE: RM (30)

RESOURCES  
EX

REASON: GD (10)

POPULARITY  
100

INTUITION: IN (40)

PSYCHE: AM (50)



## POWERS:

Super Soldier Serum: Gives Captain America the enhanced FASERIP abilities outlined above.

-Healing Factor +1 CS to endurance for healing purposes

-Resist Disease and Toxins: Remarkable (30)

shield return the following round.

A armor: Chain mail provides GOOD protection from Blunt, Shooting or Edged Attacks.

## TALENTS:

Captain America is trained in Military Tactics, Protocol, First Aid and Regulations, Weapon Use, Demolitions, Motorcycle Riding and Piloting. He has Martial Arts A, B, C, D, & E, Acrobatics and Tumbling. He has the Leadership talent and is an Artist. He is a Weapon Specialist with his shield.

## CONTACTS:

Captain America has contacts in the U.S. Government and Military, as well as the Invaders, Liberty Legion, The SUES, Kid Commandos, Young Allies, The Twelve, Sgt Nick Fury, Peggy Carter and others.

## WEAPONS:

Shield: Steel and Adamantium mesh made of UNEARTHLY material. With a successful STRENGTH roll Cap may absorb up to 150 points of damage from one source. He is however still subject to Stun or Slam results. The shield may be thrown up to 3 areas away, inflicting REMARKABLE damage. He may bounce the shield off of multiple objects and have the



# INDIANA JONES

Name: Dr. Henry Walton Jones  
Alias: Indiana Jones  
Occupation: Adventurer, Professor  
Legal Status: Citizen of the  
United States of America  
Identity: Publically Known  
Marital Status: Single

FIGHTING: EX (20)

HEALTH

80

AGILITY: EX (20)

KARMA

STRENGTH: GD (10)

70

ENDURANCE: RM (30)

RESOURCES  
EX

REASON: EX (20)

POPULARITY  
5

INTUITION: RM (30)

PSYCHE: EX (20)

## POWERS:

Probability Field: When rolling for any action always count the higher of the two 10 sided dice as the '10's Die. The only exception to this rule is a roll of '01'.

-Limitation: Indiana may not utilize any Karma to increase his die roll when Probability Field is declared to be in use. Indy must declare that he is activating the power and must verbally notify the Judge when he is turning it off. This power can also occasionally backfire. The judge will roll a 1d10 when the power is initially activated to determine the time of a backlash. After each backlash, the clock is reset and the Judge will roll again.

## WEAPONS:

Whip: GD blunt damage, EX Material Strength. Can also be used as a Grappling or Grabbing attack with a 1 area range. Can be used to swing when wrapped around an object that will support his weight.

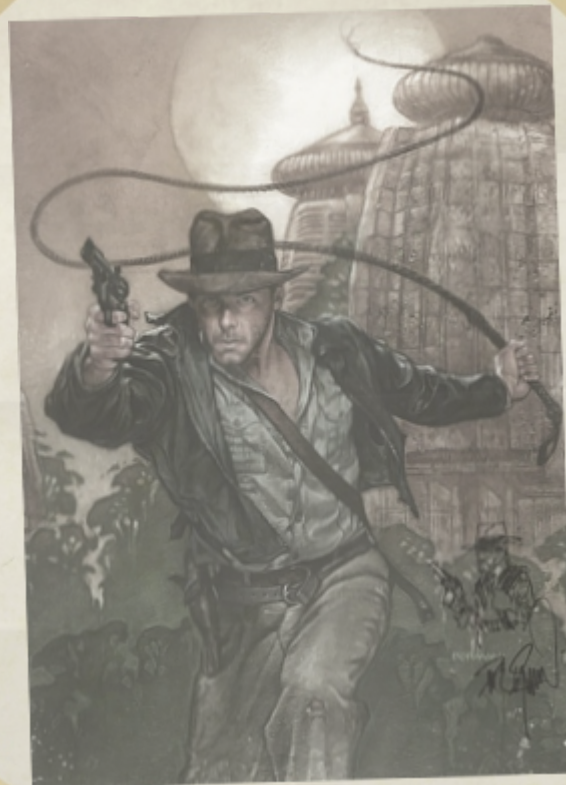
Semi-Auto pistol: Good (10) damage, 3 area range, ammo: 9, ROF: 1/1

Revolver: Typical (6) damage, 3 area range, Ammo: 6, ROF: 1/1.

Knife: GD Edged Damage

## TALENTS:

Indiana is a Scholar of Archeology (giving him Incredible Reason in the field), he has a degree in



Anthropology, Mythological Studies and Ancient History. Martial Arts B, Marksman, Weapon Specialist: Whip, Equestrian, Driver, Multilingual in English, German, Latin, Sanskrit, Hebrew and other languages, Military, Regulations, Communication Protocols, Tactics, Military History, Weapon Use, Detective, Espionage, Cryptography, Tracking, Evasion Tactics and Occult Lore.

## CONTACTS:

Sallah, Marion Ravenwood, Short Round, Willie Scott, Marcus Brody, Doctor Henry Jones Sr., The United States Government.



# MISS AMERICA

Name: Madeline Joyce Frank  
Alias: Miss America  
Occupation: Adventurer  
Legal Status: Citizen of the  
United States of America  
Identity: Secret  
Marital Status: Married

FIGHTING: EX (20)

HEALTH

96

AGILITY: RM (30)

KARMA

STRENGTH: TY (6)

52

ENDURANCE: IN (40)

RESOURCES  
EX

REASON: TY (6)

POPULARITY  
20

INTUITION: IN (40)

PSYCHE: TY (6)

## POWERS:

Gravity Manipulation: PR ability to increase or decrease gravity within a 12 foot radius. Allows the following Power Stunts:

-Flight: PR Air Speed

-Hyper Endurance: +3CS to determine fatigue, stuns and slams.

-Hyper Strength: IN (40) with health adjusted accordingly.

X-Ray Vision: EX (20)

## LIMITATIONS:

Power Fluctuations: For reasons, unknown her powers occasionally faded or returned without notice.

Myopia: Vision-based Intuition FEATs are -2 CS, unless wearing her glasses.

## TALENTS:

Martial Arts B

## TALENTS:

Miss America is a member of the Liberty Legion and the Invaders.





# NICK FURY

Name: Nicholas Joseph Fury  
Alias: None  
Occupation: Soldier  
Legal Status: Citizen of the  
United States of America  
Identity: Publically Known  
Marital Status: Single

**FIGHTING: RM (30)**

**HEALTH**

80

**AGILITY: EX (20)**

**KARMA**

50

**STRENGTH: GD (10)**

**RESOURCES**

PR

**ENDURANCE: EX (20)**

**REASON: EX (20)**

**POPULARITY**

25

**INTUITION: EX (20)**

**PSYCHE: GD (10)**



## WEAPONS & EQUIPMENT:

sight up to 6 areas.

## CONTACTS:

Body Armor: GD protection from all edged and blunt attacks. TY protection from heat, fire, and cold.

Flashlight: The "crookneck" flashlight was standard issue. It comes with red, blue, and yellow filters.

.45 caliber Thompson submachinegun (Ammo: 20 shots, range of 3 areas, 25 points of damage)

Rifle Scope: Grants an additional +1 C/S to shooting at long ranges, 10 area maximum range.

.45 caliber Colt M1911A1 pistol (Ammo: 7, Range 2 areas, 10 points of Damage)

## TALENTS:

2 fragmentation grenades: 30 points of scatter damage within a 1 area of effect, 4 area range.

Espionage, Pilot, Demolitions, First Aid, Martial Arts A, B, C, D, E, Wrestling, Guns, Marksmanship, Leadership, Military, Pilot

Bayonet: Excellent Material, Good Damage. Can be mounted on a rifle or used as a dagger.

Binoculars: Standard binoculars with, good for

Fury is the Leader of the Howling Commandos and has fought alongside of Captain America, Bucky, the Invaders, the Crazy SUES and others fighting in the war effort during WWII. The Howling Commandos have contacts with Allied Command, 'Happy' Sam Sawyer, the Missouri Marauders, Captain Simon Savage and the Fighting Leathernecks, Combat Kelly and the Deadly Dozen, Captain Daring and the Sky Sharks, Captain K-4 and the Sky Devils, Captain Terror, Joe Morita and the Samurai squad, the Sky Wolves and the Flying Flame.



# ORSON RANDALL

Name: Orson Randall  
Alias: The Iron Fist  
Occupation: Explorer, Mercenary  
Legal Status: Resident of USA  
with no Criminal Record  
Identity: Secret  
Marital Status: Widowed

FIGHTING: IN (40)

HEALTH

100

AGILITY: RM (30)

KARMA

STRENGTH: GD (10)

100

ENDURANCE: EX (20)

RESOURCES  
RM

REASON: GD (10)

POPULARITY

0

INTUITION: IN (40)

PSYCHE: AM (50)



## POWERS:

Chi Manipulation: Monstrous (75) ability to manipulate his or others Chi:

-Chi Augmentation: Can increase his FASE abilities 1 C/S for 10/rounds. No health bonus. Psyche FEAT to use. Afterwards he makes an endurance feat or is exhausted D2 rounds.

-Iron Fist: Makes a Psyche FEAT to determine the level it operates at during the day. He can increase to the next rank by making a psyche feat of the desired color, doing so sacrifices his use of the power for the remainder of the day.

--Green: Incredible (40), can be used 6 times in the same 24 hour period.

--Yellow: Amazing (50), can be used 3 times in the same 24 hour period.

--Red: Monstrous (75), can be used once in 24 hours, Endurance feat vs. stun after use.

-Chi Link: He's able to fuse his mind to another, resulting in a sharing of emotions and

memories. Psyche FEAT must be round. made. Failure results in them being stunned.

-Nervous System Control: This enables him to deaden pain, resist toxins, and slow down his bleeding. He can pass polygraph tests. This functions at Remarkable (30).

-Biophysical manipulation: With this power he can heal damage (including poison and diseases) by augmenting his own chi. This requires concentration and he'll enter a trance and won't awaken until healed. Heals 20 health/turn or 2 health/round at complete rest and a psyche feat to use. If used to heal another, it requires concentration, a Psyche FEAT and heals 10 health/turn or 1 health/round. No other action can be taken while using this power.

-"Lightning from God": by focusing his Chi, Orson can channel his Chi through the weapons creating unlimited ammo with which to fire. He can inflict Remarkable (30) damage, up to 3 areas away, twice a

## WEAPONS:

Twin Pistols: 2 Twin Smith and Wesson pistols, to focus the "lightning from God" through GD Shooting Damage when not infused with Chi.

## TALENTS:

Martial arts A, B, C, D, and E, Acrobatics, Tumbling, Trivia: Asian cultures, Iron Fist lore, K'un-Lun lore, Multi-Lingual: Orson communicates fluently in English, Japanese, Chinese 7 (several dialects) as well as the K'un L'un trade and high languages. Oriental Weapons, Marksman

## CONTACTS:

Freedom's Five, Confederates of the Curious, Wendell Rand



# THE ROCKETEER

Name: Cliff Secord  
Alias: The Flying Man  
Occupation: Stuntman, Adventurer  
Legal Status: Citizen of The United States  
Identity: Secret  
Marital Status: Single

FIGHTING: EX (20)

HEALTH

80

AGILITY: EX (20)

KARMA

STRENGTH: GD (10)

32

ENDURANCE: RM (30)

RESOURCES

GD

REASON: TY (6)

POPULARITY

30

INTUITION: EX (20)

PSYCHE: TY (6)

## EQUIPMENT:

## TALENTS:

Rocket Pack: Rocket powered flight at EXCELLENT Air Speed (10 Areas per round)

Body Armor: Leather body armor protects him from windshear and provides TY (6) protection from physical attacks.

Helmet: RM (30) strength material protects him from windshear and provides EX (20) protection from physical attacks. Also provides him with limited oxygen while in flight.

## WEAPONS:

Mauser C96: GD (10) damage, 3 area range, Ammo: 9, ROF: 1/1.

Pilot, Acrobatics, Tumbling, Martial Arts A, B, E, Wrestling, Detective, Aerial Combat, Marksmanship, Guns, Weapon Master: Mauser C96.

## CONTACTS:

Jenny Blake





# SPITFIRE

Name: Lady Jacqueline Falsworth  
Alias: Spitfire  
Occupation: Adventurer  
Legal Status: Citizen of the United Kingdom  
Identity: Secret  
Marital Status: Married

FIGHTING: GD (10)

HEALTH

80

AGILITY: IN (40)

KARMA

STRENGTH: GD (10)

22

ENDURANCE: EX (20)

RESOURCES

RM

REASON: TY (6)

POPULARITY

10

INTUITION: GD (10)

PSYCHE: TY (6)



## POWERS:

Lightning Speed: GD rank, allowing her to run at speeds of 60MPH (4 Areas Per Round). Spitfire trails a tail of fire behind her as she runs. The fire is not capable of causing damage, however. Her speed allows the following Power Stunts:

-Cyclone: Jacqueline can manufacture a small whirlwind, doing so with Incredible (40) ability.

-Hypersonic Punch: Jacqueline can strike targets using her speed to inflict Remarkable (30) damage.

-Water / Wall Walking: She can also run up walls and across water, she does this at Good speed.

Body Armor: Good (10) protection from physical attacks.

Enhanced Leg Strength: She can deliver kicks and can jump with the equivalent of RM Strength.

## EQUIPMENT:

Speed Suit: this suit resists air friction up to Amazing (50) rank.

## TALENTS:

Heir to Fortune, Martial Arts A & B, First Aid, Pilot, Military Training with Rules, Regulations, Protocol and Weapons Use.

## CONTACTS:

Invaders, Liberty Legion



# UNION JACK

Name: Brian Falsworth  
Alias: Union Jack  
Occupation: Soldier  
Legal Status: Citizen of the United Kingdom  
Identity: Secret  
Marital Status: Single

FIGHTING: RM (30)

HEALTH  
110

AGILITY: RM (30)

KARMA

STRENGTH: EX (20)

60

ENDURANCE: RM (30)

RESOURCES  
RM

REASON: EX (20)

POPULARITY  
60

INTUITION: RM (30)

PSYCHE: GD (10)



## POWERS:

Electricity Generation: Incredible (40) ability to throw lightning up to 2 areas away.

## WEAPONS:

Revolver: Typical (6) damage, 3 area range, Ammo: 6, ROF: 1/1. Ammo was silver tipped, for vampires.

Dagger: this silvered steel dagger Excellent (20) material, can be used it to inflict Good (10) damage.

Armor: Chain mail provides GOOD protection from all attacks.

## TALENTS:

Martial Arts A, B, C, E, Wrestling, Acrobatics, Guns, Knives, Weapons Specialist: Revolver, Weapons Specialist: Dagger, Pilot, Heir to Fortune.

## CONTACTS:

Union Jack can call on British Government officials for aid if needed. He is a member of the Invaders and a close personal friend to the Destroyer.



# THE WOLVERINE

Name: James Howlett  
Alias: Logan, The Wolverine  
Occupation: Soldier  
Legal Status: Citizen of Canada  
Identity: Secret  
Marital Status: Unknown

FIGHTING: IN (40)

HEALTH  
110

AGILITY: RM (30)

KARMA

STRENGTH: GD (10)

121

ENDURANCE: RM (30)

RESOURCES  
EX

REASON: TY (6)

POPULARITY  
4

INTUITION: MN (75)

PSYCHE: IN (40)

## POWERS:

Bone Claws: EXCELLENT Edged and Piercing Damage with a successful FIGHTING FEAT

Regeneration: Gains 1 Health Point every 6 Minutes, has UNEARTHLY Endurance for FEAT rolls against poisons, gasses, drugs, alcohol, and diseases.

Animal Empathy: Communicates with carnivores at AMAZING rank.

Heightened Senses: MONSTROUS sense of smell and INCREDIBLE hearing

Berzerker: Ignores Stun results. Psyche is considered UNEARTHLY for resisting psychic attacks

or mind control. He must make a Yellow Psyche FEAT to come out of this state or he may attack friendlies.

## WEAPONS:

Semi-automatic pistol: Typical (6) damage, 3 area range, Ammo: 9, ROF: 1/1.

Thompson Submachinegun: Ammo: 20 shots, range of 3 areas, 25 points of damage.

Detachable Metal Claws: EXCELLENT Edged and Piercing Damage. EX Material Strength.

## TALENTS:

Multi-Lingual: English, Japanese, Russian, and can understand German. Martial Arts A, B, E, Guns, Tumbling, Military, Espionage, Ninja Training that allows him the ability to hide in shadows with INCREDIBLE ability and can see in low light with REMARKABLE ability.

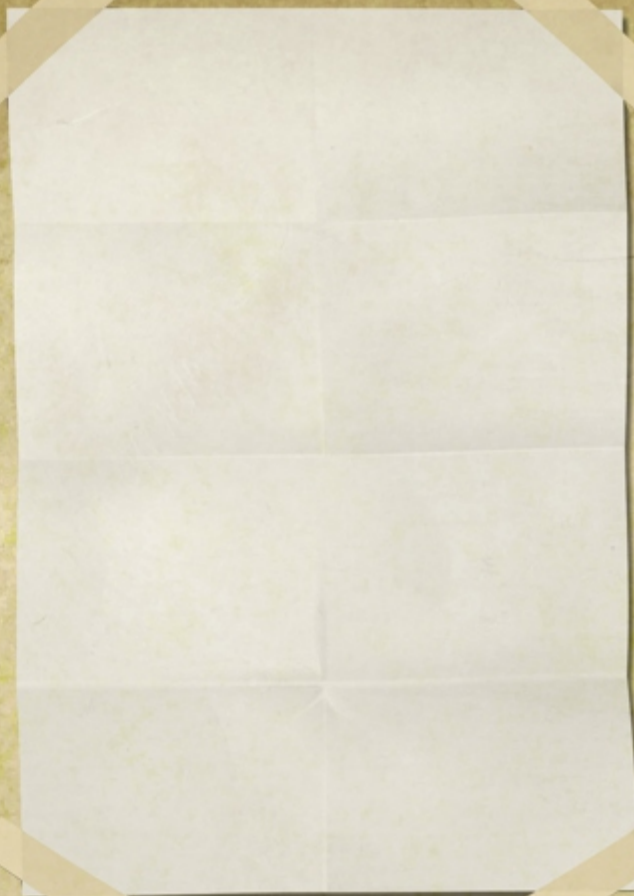
## CONTACTS:

Nick Fury, Sabretooth, Seraph.





CLASSIFIED





# MARVEL SUPER HEROES™

UNOFFICIAL GAME ACCESSORY

## THE DREAMSLAYER PRESENTS...

### A FINAL WORD

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### CREDITS AND SPECIAL THANKS

Compiled, Written and Designed by Christopher P. Tyner

Sources of Stats not created by the author came from the following locations:

The Official Handbook of the Marvel Universe Volumes 1-4 and 1989-1992 Updates

Keith Kilburn's Golden Age Sourcebook

Andrew Goldstein's Marvelous Locations: Realms of the Iron Fist and the Seven Capital Cities of Heaven

Aliens/Predator Marvel Superhero Sourcebook By Chris Schmitz

Ben Riley's Marvel RPG Page

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# MARVEL SUPER HEROES™

## IN THE SHADOW OF EVIL

