

CARTOON **ACTION HOUR**

SEASON 3



CRUSADERS OF SARILLON
Series Book by Steven S. Long



Crusaders of Sarillon

***“Warriors for Justice in a Magical Land
Beset by Tyranny”***

Credits

Created and Written by

Steven S. Long

Character Stats by

Norbert Franz

Artwork and Map by

Patrick Sullivan

Graphic Design by

Cynthia Celeste Miller

Editing by

Norbert Franz

Channel Guide

The Series	4
The Land of Sarillon	4
The History of Sarillon	6
The Council of Shadows	7
The Heroes	12
Allies	13
Vehicles	13
Episodes	13
PC Guidelines	16
Ready-To-Use PCs	17
Villainous GMCs	18
Full Map of Sarillon	20



www.spectrum-games.com
2807 Grand Ave., Parsons, Kansas 67357

Cartoon Action Hour is copyright 2014 by Spectrum Games. All Rights Reserved. Crusaders of Sarillon is owned by Steven S. Long and used by Spectrum Games with permission. This material (art, logos, illustrations, character concepts, text and game mechanics) is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of Spectrum Games or Steven S. Long except for the purposes of reviews and for the character stats, which may be reproduced for personal use only. Failure to abide by these rules will result in a painfully infuriating, extended visit to your house from Kargorr. You've been warned. The reference to any companies or products in this book is not meant to challenge the trademarks or copyrights concerned.

The Series

Sarillon — a wondrous land of both sorcery and science! For years its people have been crushed under the brutal rule of the *Council of Shadows*: seven evil men and women who use their power to take what they please and destroy any who dare to stand against them. But now the eerie Eternity Portal has brought several heroes from the mysterious realm called “Earth” to fight for the people of Sarillon and free them from oppression!

The Land of Sarillon

Sarillon is a vast land encompassing many different types of terrain and climatic zones.

The North

In the north the land is elevated and the weather often harsh. The vast Snowrock Mountains dominate the region; many rivers and streams flow out from them, making long-distance travel on land difficult at times. The forests tend to be coniferous.

Tribes of both men and ogres live in the northern hills and mountains. The men, who sometimes establish towns in likely places, are a doughty, valiant folk who yearn for peace and prosperity but are ready to fight at a moment’s notice to protect themselves; living in the north has made them strong and hardy. The ogres, a large and brutish species, prefer to hunt and raid human settlements rather than cultivate the land. They’re easily manipulated by the Council of Shadows into doing its dirty work, when necessary.

The Central Lands

The central part of Sarillon is a temperate region with lots of lakes and streams, small forests, and arable land. Over half of the people of Sarillon live in this region and eke out whatever living they can by farming, herding, and hunting — though the Council of Shadows often seizes whatever it wants from them, leaving them to starve and suffer.

Towering over the central lands, and indeed all of Sarillon, is *Blackspire*, the enormous peak on top of which the Council of Shadows meets in a dark, nameless tower. The mountain slopes gently enough that a strong person can easily walk and climb all the way to the top, but only the bravest men dare to set foot on Blackspire’s cursed, desolate rock. According to some tales, even letting the mountain’s shadow fall upon you is bad luck!



The South

Two main geographic features cover most of the southern lands. To the west is the Sunscar Desert, which is said to have been created by a duel between two powerful wizards in the First Age.

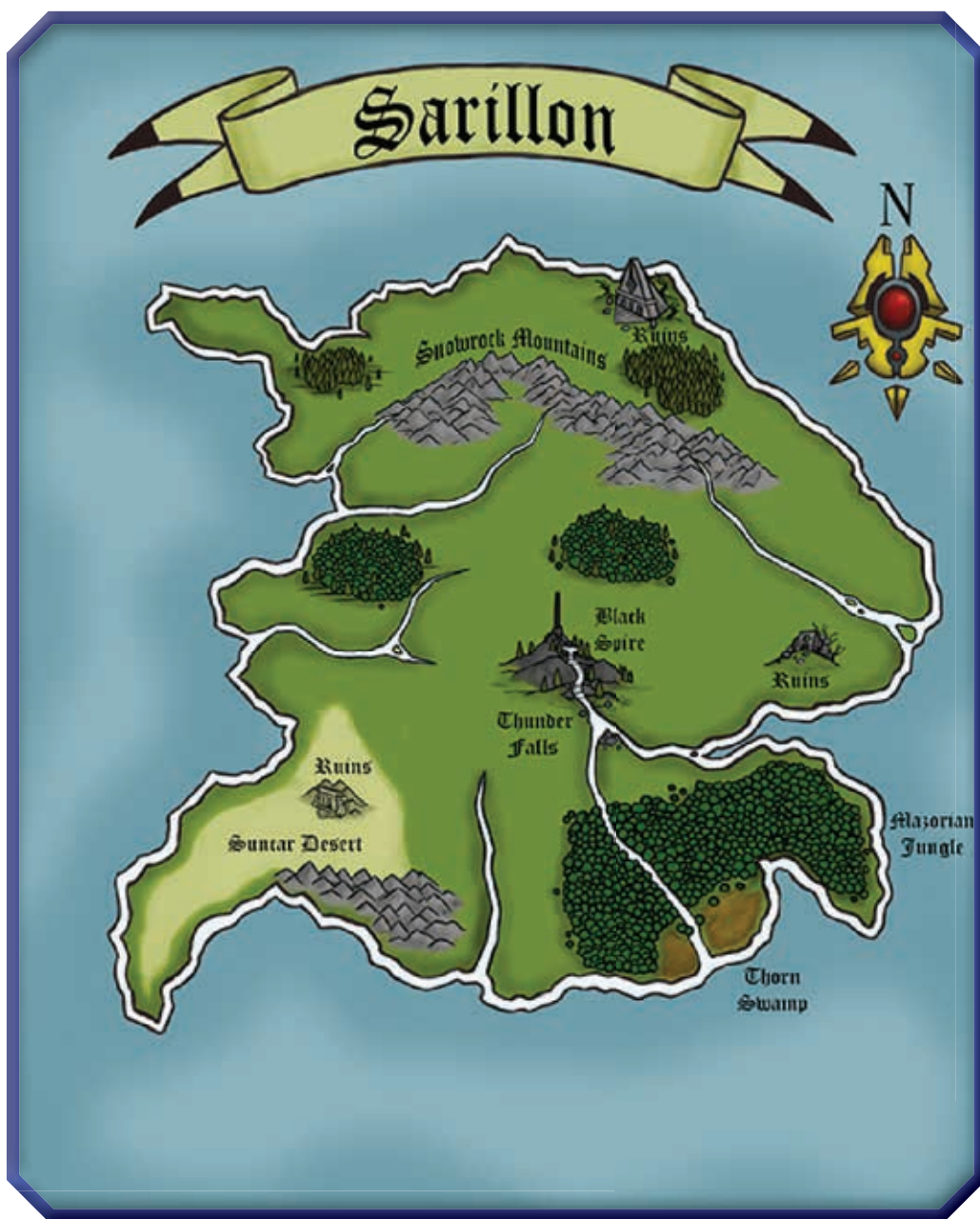
Prospectors sometimes search the desert and its ruins, hoping to find magical artifacts of that time, but few succeed. Nor is it a place to enter lightly, for heat and thirst aren't the only dangers lurking there. A race of humanoid rock-beings, similar to Baalset's eldspars (see page 8), dwells in parts of Sunscar — and they're inimical to fleshly beings most of the time.

To the east is the Mazorian Jungle, and south of it, at the mouth of the great river that flows south from Blackspire, is the Thorn Swamp. Some tribes of men live in the jungle, but the main inhabitants of both it and the swamp are a species of lizard-men. A few of the lizard-man tribes are relatively advanced and civilized, and willingly trade with humans (provided they can do so away from the prying eyes of the Council), but many are barbaric, even cannibalistic. All of them wield weapons of stone, bone, and wood, since metal quickly rusts in this humid, rainy region.

The Underlands

Located below many parts of Sarillon are enormous networks of underground tunnels and chambers known as the *Underlands*. Often these caverns are home only to beasts and strange monsters (and, near the surface, some groups of humans as well). But legend has often claimed that refugees from the conflicts of the First Age (see below) fled

deep into the Underlands, where they eventually became a species of pale-skinned, nearly blind, dwarfish beings: the *Undermen*. The stories also say the Undermen possess not only secrets from First Age sorcery, but many mysterious Second Age devices that have found their way down into the subterranean lands. And perhaps, in caverns even deeper, live other sentient species only the Undermen know of...



The History of Sarillon

Although only the wise and learned know it, the present day is actually the Third Age of human civilization in Sarillon. During the First Age, tens of thousands of years ago, a race of gigantic dragons known as the Drakon ruled the land. With bodies sometimes miles long, and wingspans that could blot out the sun, the Drakon were fearsome rulers who used humans as both slaves and food. For thousands of years they held humanity in thrall, until the brave warrior Alexandros and his sister, the star-sorceress Shirana, rose up against them. Leading humanity in rebellion against their draconic overlords, they fought the Drakon throughout Sarillon: in the air; on the ground; in the deep caverns of the Underlands. The war lasted many long years, and by the time it was done both Alexandros and Shirana were dead, their weapons and talismans shattered or lost, and most of humanity had been slain as well. But the Drakon were destroyed, and their hold over Sarillon removed forever. To this day some of their gargantuan skeletons can still be seen at various places throughout the land.

The Second Age

The passing of the Drakon ushered in the Second Age. The survivors of the war, pitiful remnants of the civilization of the First Age, remembered how the dragons used magic against them, and how magical conflagrations destroyed cities and towns, and for the most part turned their backs on the arcane arts. Instead they built their culture around technology, and studied science instead of sorcery. Over thousands of years they advanced, in time creating technological wonders so amazing that the people of the Third Age cannot distinguish them from magic: flying cars; glittering cities whose buildings seem to reach

for the very stars themselves; weapons that fire frost, lightning, or even stranger energies; robotic servants and soldiers.

The people of the Second Age believed they had mastered the world, and that nothing lay beyond their grasp — not even the stars. But their pride proved their undoing. While on an archaeological dig near Mount Blackspire, the famed super-scientist Korbis Lascar unearthed part of the ancient Underlands. There he found a strange, crystalline artifact he couldn't identify, but which fascinated him. Determined to unlock its secrets, and thus perhaps develop a new type of technology that would create a golden age for the people of Sarillon, he studied it intently for years. At last in his arrogant confidence he dared to try to crack it open to unleash and control the energies within it. But those energies were beyond the control of any mortal. The resulting explosion killed Lascar, destroyed the city of Ambrosius, and created a sorcerous maelstrom that began to ravage the land. Other scientists, and even the few mystics that existed, tried to disperse the arcane storm, but it was beyond their powers. Many of them died in heroic efforts to stop the storm, but they could not prevent the apocalypse.

The Third Age

By the time the mystic maelstrom petered away, the land had changed. Millions had perished in the storm and the natural disasters that followed in its wake. Entire cities had collapsed into rubble. Where once forests had stood, the storm had scoured the land and transformed it into desert or swamp. Mountains had risen or sunk, rivers changed course, rocks crumbled to dust. And yet in other places the storm left the land untouched, or enhanced what was already there instead of destroying it. Mount Blackspire, at the very heart of Sarillon, was one such area; its profile remained the same as in the First Age.

The few people who survived the storm once again set out to rebuild the world. Today, centuries later, they have created a civilization that in many ways seems to meld those of the First and Second Ages. For the most part, magic reigns, and most folk live in villages and towns where low technology — horses, blacksmithing, swords, and the like — is all that's available. But some nobles, wizards, merchants, and other fortunate folk still command the advanced technology of the Second Age, though few of them truly understand it or know how to repair it when it's destroyed or breaks down.

The Coming of the Council

Nearly a hundred years ago a group of strange, powerful men and women appeared in Sarillon. No one but them knows where they came from. They may have fled from another world through the Eternity Portal (see below), or perhaps they're survivors from the First or Second Ages who slumbered for eons in the Underland. Whatever their origin, they soon made their intentions clear: they wanted power and wealth, and would do whatever it took to obtain both.

Over the next twenty years, these powerful men and women took over Sarillon, one region at a time. Each one had his own special methods of fighting, their own tactics and schemes, and by working together they were unstoppable. At last all the land, and everyone living in it, fell into the grasp of their iron fist.

To keep control of their new realm, the seven of them formed *the Council of Shadows*, the group that has ruled Sarillon ever since. Each one took one seventh of Sarillon as his personal domain, where his word was law and the other six weren't allowed to interfere. From that day to this, the people of Sarillon have bowed their heads, suffered the yoke the Council placed upon them — and silently prayed for a hero to save them the way Alexandros and Shirana did eons ago.

The Council of Shadows

The Council of Shadows consists of seven men and women (though not all are necessarily human). Each of them rules roughly one seventh of Sarillon, and together they hold the land in an iron grip of evil. But fortunately for the people of Sarillon, their rule is not absolute; in many places, men hide from them and control their own affairs as best they can, ever alert for the Council's conquering armies.

One of the reasons this resistance is even possible is that the Council tends to squabble among itself even more than it tries to extend its overall power throughout the land. Petty jealousies, ancient grudges, and conflicts involving current goals and plans mean they often work against each other as much as they work together. Each member of the Council has his own desires and ambitions, and he knows that fulfilling them will ultimately mean defeating or destroying his fellows. Thus, while two or more of them may work together, such alliances are, ultimately, temporary.

The seven members of the Council are:

Baalset

Baalset is a geomancer — a wizard who specializes in magic involving earth and stone. He can hurl enormous rocks at his foes, trap them in enormous hands that grow out of the ground, or even raise small mountains from beneath the earth. He wears brown, orange, and gold robes and carries a staff made of black stone. The staff can fire bolts of energy at his foes, and he uses it as the focus for many of his spells, though he doesn't require it to cast them.

Baalset is a cramped, bitter, envious soul. He obsesses over whether the other members

of the Council have better homes/domains, more possessions, or more power. If one of his colleagues obtains something new and interesting, often he'll try to steal it, or to somehow get one that's even better.

Baalset's domain is the Sunscar Desert in the southwestern part of Sarillon.



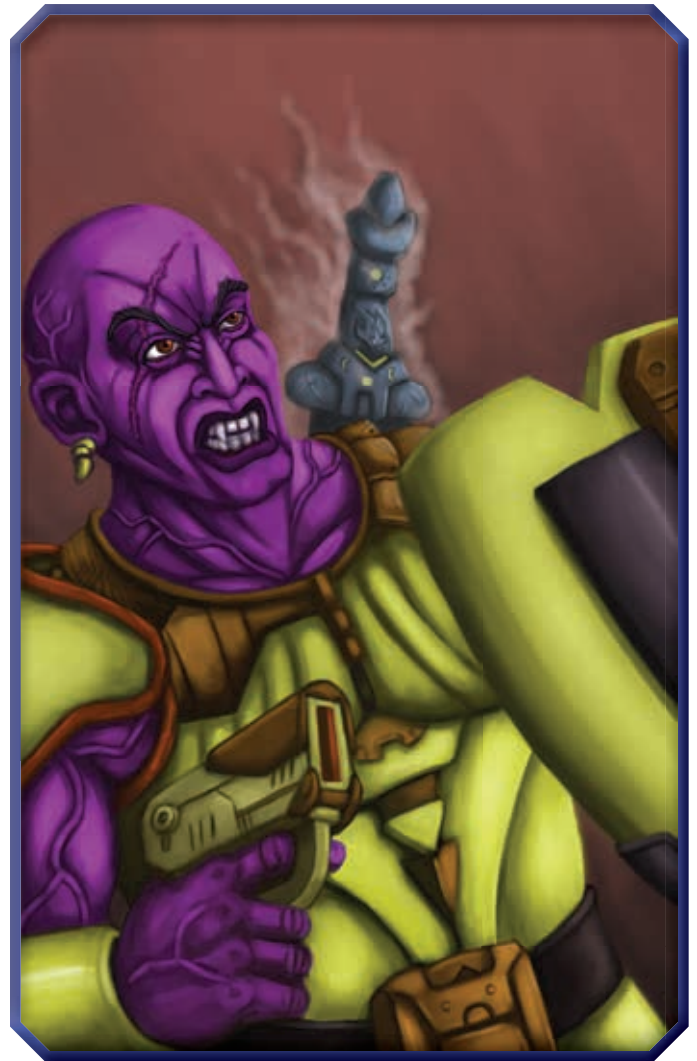
The Eldspars

Baalset's minions are *eldspars*, beings made of dark stone with a lava-like substance for "blood." Most are humanoid, but others have far stranger-looking forms. He uses sorcery to summon them from somewhere, though there are some native eldspar-like beings who live in the desert (see above).

Warlord Kraal

A tall, muscular, purple-skinned man, Warlord Kraal is the Council's military leader — whenever they act as a group, he commands the Council's armies. He wears golden armor that looks something like that of a First Age knight, though it seems to be as much technological as it is magical. His personal weapons are an energy pistol powerful enough to blow man-sized holes through stone walls, and the legendary enchanted sword Steelfire, which can cut through nearly anything and create various magical effects.

Kraal is a harsh, cruel man filled with anger. His rage is truly terrible to behold, and before he calms down he may have slaughtered dozens or destroyed an



entire town. Even the tiniest insult or slight enrages him, and he never, ever forgets a grudge.

Kraal's domain is the Snowrock Mountains and the lands north of them.

The Invincible Legion

Kraal's chief minions are *the Invincible Legion*, a group of humanoid, robotic soldiers from the Second Age. They have energy rifles powered by their own internal batteries (in other words, the weapons are useless to anyone else), and also carry strange-looking, oddly ornate swords, battle axes, and polearms.

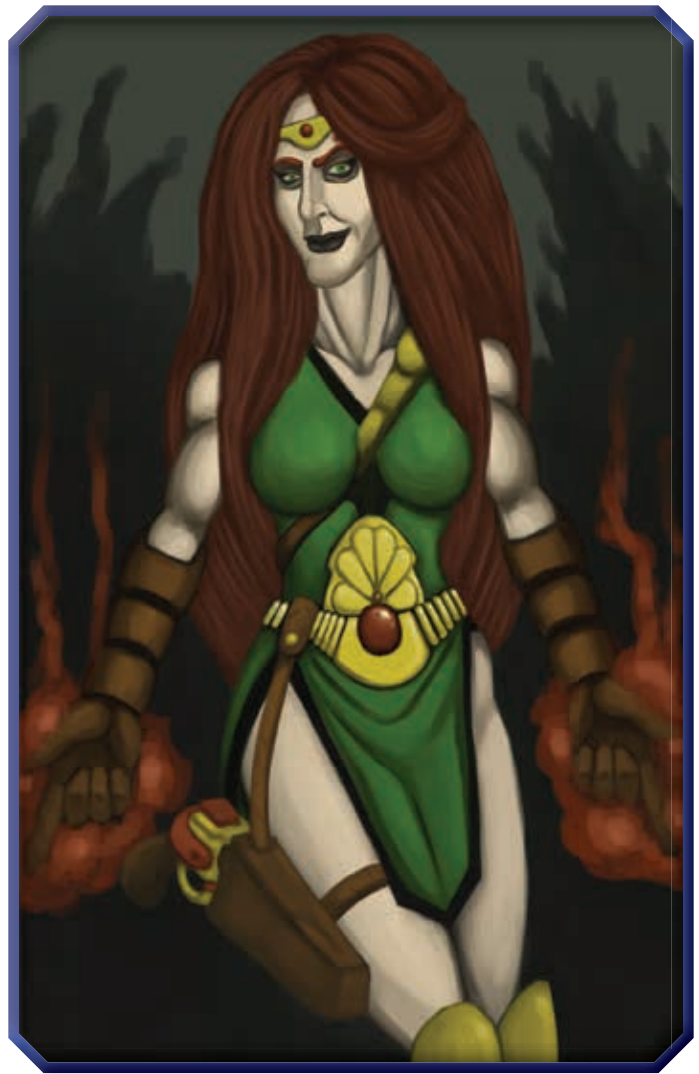
Princess Shadaria

The beautiful Princess Shadaria, pale-skinned and flame-haired, is something of a mystery. She commands some sorcery, but not nearly as much as Baalset or Sorrdak, and also knows some super-science — but compared to the other six members of the Council she seems relatively weak. Somehow, though, she maintains enough alliances among them, and is able to play one of them off against another, to keep anyone from taking advantage of her supposed vulnerability. She wears a variety of alluring gowns, other outfits, and jewelry; she rarely dresses the same way twice.

Shadaria has strange appetites, and maintains a “harem” of slaves to satisfy them. In your series, she should pick one (or more!) handsome male heroes to fixate on, and then try to seduce that character to her side every time she encounters him. Shadaria's domain is the lands west of Blackspire.

The Amazors

Shadaria's chief servants are the *Amazors* — darkly beautiful, red-skinned demonesses who wield powerful copper-gold weapons of many different types. Some of them even have bat-wings sprouting from their shoulders, allowing them to fly.



Sorrdak the Sorcerer

The most powerful wizard among the Council is Sorrdak, often referred to simply as “the Sorcerer.” (Baalset exceeds him in geomancy, but in terms of general magical power Sorrdak stands supreme.) Dressed in his robes of black and red, with half a dozen enchanted rings on his fingers, his magic necklace which protects him from most forms of harm, and his powerful magic wand Vaarlok, he cuts an imposing figure — and definitely isn't the sort of person anyone, even another Councilor, wants to cross openly.

Fortunately for his colleagues, Sorrdak is also lazy and not strongly interested in the usual games of

power. If he exerted himself he could probably extend his domain or conquer the lizard-men who inhabit it, but he'd rather focus on abstract magical research and other projects.

Sorrdak's domain is the Mazorian Jungle and the Thorn Swamp.



The Scarabaoth

As his soldiers and servitors Sorrdak has the Scarabaoth, a species of insect demons. (The name is both singular and plural.) They range from large, hulking beetle-demons to swift, winged demons with natural weapons like those of mantids or wasps, and all of them are horrifying (and well armored because of their exoskeletons).

Toryama

Enormous and immensely corpulent, the man-mountain Toryama looks as if he could eat a horse — and probably has. Grey-skinned and bald, he seems to sweat continuously in all but the coldest weather, giving him a foul stench to match his foul looks, foul personality, and foul temper. Despite his size, he moves quickly and possesses great strength; those who underestimate him in battle do so at their peril. His favorite weapon is a huge, spike-headed mace he calls Skullcrusher.

Naturally, Toryama is a tremendous glutton (though also something of a gourmet). He holds lavish feasts and revels at his castle every day; they're host to all sorts of depraved behavior that he watches with glee.



Toryama's domain is the lands east and somewhat south of Blackspire, including the famed Thunder Falls.

The Hordians

For his minions, Toryama has the *Hordians* — versions of himself slightly shorter than man-sized. Created through Second Age super-science, they're essentially miniature clones of him, instilled with fanatic loyalty. They carry a variety of weapons, both ordinary and super-science, and are stronger than they look.

Varstang the Clever

Since most members of the Council are overtly powerful in some way, Varstang, known as the Clever, sometimes seems weak. But the truth



is that his power, both physical and magical, is subtle. He's an assassin, a thief, and skilled in casting magics of illusion and darkness. When the Council needs to spy on someone, find out secret information, or kill someone and make it look like an accident, Varstang's the one they turn to. Dressed in his black clothing and hooded cloak, with his magic daggers Spite and Vengeance on his belt, he's a menacing figure.

And he charges a high price for his services — Varstang loves money and valuables. He can rarely resist the chance to steal something that catches his eye, and it's said that his castle contains a vast treasure vault filled to the brim with gold coins, glittering gems, and other treasures. He protects the vault with traps, enchantments, and various types of guards.

Varstang's domain is the lands east and somewhat north of Blackspire.

Shadowbeasts

Serving Varstang are the *shadowbeasts* — tenebrous man-beast hybrids in a variety of forms, ranging from almost fully humanoid to centaur-like. Because they're partly formed of shadow they're difficult to hurt. Many of them possess fangs, claws, or other natural weapons in addition to the gear Varstang equips them with (typically swords and bows, but sometimes super-science weapons he steals).

Zargon

A tall, thin man who usually wears grey-green clothes and an acid-stained leather work apron, Zargon is the Council's greatest master of super-science. His castle is filled with wonders from the Second Age, and whenever one of his comrades finds some ancient device they bring it to him to get it working.

Zargon considers himself the smartest member of the Council and isn't shy about letting the rest

of them know that. He's just as quick to point out the cerebral shortcomings of anyone who dares to fight him; his intellectual vanity knows no bounds. He finds mental challenges fascinating and can rarely resist them, even when it's in his best interest to. He's also obsessed with learning more about the Second Age and its sciences. Zargon's domain is the lands north of Blackspire but south of the Snowrock Mountains.



Robotrons

Zargon's minions are the *robotrons*, robotic beings from the Second Age that he's rebuilt (and in some cases improved upon). Most are humanoid (more or less), but some have the shape of animals

or hybrid creatures. They're usually armed with built-in blasters or other energy weapons, but sometimes have even stranger armaments (like buzzsaws or missile launchers).

The Heroes

The heroes in a *Crusaders Of Sarillon* series are people from Earth who've been transported to Sarillon by the mysterious *Eternity Portal*. No one knows what the Portal is. It could be a manifestation of magic, a creation of super-science, a hybrid of both, or something entirely different. Nor can they predict where and when it will appear. Sometimes it shows up multiple times in a month, at other times years go by without anyone seeing it.

What everyone — particularly the Council, which pays good money for reports of sightings of it — knows is the Portal's effect. The Portal is a gateway between Sarillon and other realities. Sometimes that allows strange monsters to find their way into Sarillon. But what really concerns the Council is the possibility that intelligent beings from other worlds might accidentally stumble into Sarillon and threaten their power.

That's where the heroes come in. As they're going about their everyday routines on Earth, suddenly the Eternity Portal opens up before them and they find themselves unwillingly falling into Sarillon! It drops them all into some distant part of the land, allowing them to meet up and form friendships before they have to contend with the Council — which will try to capture, imprison, experiment on, and ultimately kill them.

The Portal has one other effect that no one's aware of: it enhances and "magnifies" the best qualities

of a being who passes through it. A person who's strong and tough becomes stronger and tougher (though not superhumanly so). One who's smart, or clever, or good at fighting, or handy with electronics becomes even better at those things. A monster that is fierce and vicious becomes fiercer and more vicious. Thus, the player characters are perfectly poised to become great heroes!

Although the "attentions" of the Council will almost certainly force the heroes into conflict with them (and thus into the role of being heroes), returning home may also concern some of them (at least at first). Unfortunately this is difficult. There's no way to predict where (or when) the Eternity Portal will open, or what reality it will open onto. No magic spell exists to transport someone across dimensions. However, it's possible that such a spell once existed during the First Age, and could still be found. But any books or scrolls containing such lore are either well-hidden, or in the control of the Council of Shadows...

Allies

Early in the series, before they've become familiar with Sarillon and acquired magic (or super-science) weapons and resources, the heroes may benefit from having some allies — people they can call upon for help, most likely including a refuge where they can hide out between adventures. Possibilities include:

- A tribe of "civilized" lizard-men in the Mazorian Jungle.
- One of the tribes of valiant men living in the Snowrock Mountains.
- A group of hardy humans who've built cave dwellings amidst the mesas and canyons in part of the Sunscar Desert.

- A group of more or less helpless humans living in the central region who need their protection, but who can offer assistance in the form of special magic or a well-concealed place to live.
- A group of super-scientists cast forward in time from the Second Age, living in secret in some of the ruins.

Vehicles

Vehicles aren't an important part of a *Crusaders of Sarillon* series. The only ones the heroes are likely to encounter are:

- Anti-gravity flying vehicles from the Second Age. Most of these are open "flying platforms" that the rider stands on, ranging from one-man "sky-sleds" to "sky barges" capable of carrying large numbers of soldiers.
- Enchanted "flying chariots," often pulled by winged horses, miniature dragons, or other such creatures.

Episodes

Most episodes in a *Crusaders of Sarillon* series involve one of five things:

- One or more members of the Council of Shadows wants something that will make him/them more powerful or dangerous, and the heroes have to stop him/them from getting it.

- One or more members of the Council of Shadows devise a scheme to “get rid of those meddling heroes once and for all!”, and after initially falling into the trap the heroes have to figure a way out of it and then turn the tables on him/them.
- One or more members of the Council of Shadows is quarreling or fighting with another one over something; the side effects of this could have catastrophic consequences for the heroes or their allies, so they have to put a stop to it.
- Some threat not connected with the Council (or perhaps subtly manipulated by the Council from far behind the scenes), like ogre raids in the mountains.
- Something dangerous comes through an Eternity Portal and must be dealt with, lest all Sarillon suffer.

Here are some adventure seeds:

“The Robot of Doom”

Baron Skro, a nobleman serving Warlord Kraal, wants to get into his master’s good graces and decides the best way to do this is to harm or capture the heroes. So he concocts an elaborate plot featuring his greatest weapon, an enormous war-robot (whose operation he only partly understands). He sends his troops to harass a village, knowing the heroes will come to its defense. When they do, he springs his trap! Between his robot and his troops he should have no problem capturing the heroes (the robot has a lot of weapons suitable for this purpose, like paralysis rays). He then tosses them in his dungeon(s) and sends word to Warlord Kraal. Can the heroes escape in time to avoid Kraal’s unpleasant attentions — and perhaps make Baron Skro look like an incompetent or a traitor, so that the Warlord gets rid of him?



“Raiders of the Lost Temple”

The heroes learn from some of their allies that a group of Sorrdak’s scarabaoth servants and Princess Shadaria’s Amazors have been seen exploring and digging in some ruins. Based on the frenzy of activity it seems certain they’ve discovered *something* valuable, or are about to, so the heroes need to act fast! Unfortunately they get there just in time to witness the two Councilors completing their excavation of a First Age temple and retrieving from it the Gem of Storms, which they can use to control the weather, blast the heroes with lightning, and so forth. If the Council retains control of the Gem, its ability to oppress the people of Sarillon will increase, so the heroes must take it away from them. Fortunately they have only to put some pressure on the two tyrants and they’ll undoubtedly begin to bicker over their prize, reducing their effectiveness in combat and giving the heroes the chance to steal the Gem.

“Attack of the Necromancer”

A strange, skeletal being swathed in rotting black robes and carrying a staff arrives in Sarillon from... somewhere. (Perhaps from over the sea?

Through the Eternity Portal?) Possessed of vast necromantic powers, he begins raising the dead of Sarillon from their graves to create an army of skeletons and zombies! Barbarian and civilized man alike flee from his advancing horde, and he threatens even the rule of the Council of Shadows. There’s only one chance to stop this horror: the heroes must team up with the Council and fight him together! But of course, the Councilors will take any opportunity to destroy their old enemies, the heroes, in the process...

“Time of the Hero”

A strange time-flux brings the great hero Alexandros forward from the First Age to the present day. At first he seems like a godsend, rallying the people to fight the Council of Shadows. But he soon begins showing signs of instability, becoming more and more violent, even evil. The heroes have to find a way to stop him (without killing him) and then send him back to his own time before the Council takes advantage of the situation.



PC Guidelines



Star Power: 3

Tier & Trait Point Total: Human; 18

Other Rules:

- **Theme Adherence #1:** The player-characters start out as regular teenagers from Earth, ideally from a semi-fictional 1980s United States. They are only just gaining familiarity with the world of Sarillon.

- **Free Modifiable Trait:** In addition to their 18 Trait Points, each player-character gets one Trait automatically at a rating of 4 (world-class) upon first entering the world of Sarillon. This is a Trait representing something they had already done, practiced, trained, or known on their home world ("normal" Earth, that is). Instead of a skill, it can also be a broad ability or characteristic like STRONG, SMART, ALERT, or HEALTHY. Such broad and generalized Traits cannot be further improved with points or Upgrades to raise them above 4. However, a more specific skill or area of knowledge (e.g. BIOLOGY or CLASSIC LITERATURE) could be raised up to 6.

- **Free Modifiable Trait #2 / New Special Rule: (Only in Season 2, and at GM's discretion!)** Later in the series, each PC also acquires one Trait with a new Special Rule called Portal Power – for as long as they are physically in Sarillon. Such a Trait should be a different quasi-magical ability for every PC, and will automatically start out at 6 although the PCs are still Human-tier. The Portal Power can also be further modified and raised through Upgrades as per the normal character creation rules. A Portal Power Trait is automatically connected to the nature of the Eternity Portal. They are mainly plot devices, and may only manifest when the characters are near an Eternity Portal.

- **Theme Adherence #2:** In the course of the series, it is very much possible that the heroes pick up gadgets and weapons based on forgotten Second Age technology. They do not suddenly become experts or engineers in that context, though. All Traits based on more powerful techno-magical contraptions, and items that the PCs found in an ancient Sarillon ruin, should ordinarily have the One-Shot, Oomph-Powered, and/or Situational Setback Special Rule.

Ready-to-Use Player Characters

Here is a complete group of four ready-to-play PCs.

SADIE

Star Power: 3

This character has +1 Base Oomph (total: 4 Oomph).

Qualities

- ☐ ☐ Plucky Tomboy with a big heart
- ☐ Picks up new things quickly
- ☐ "Did you just say a girl can't do that??"

Traits

SPORTY 3 (Action Feature, +2 if used for climbing)
 SEE THROUGH LIES AND SUBTERFUGE 4 (+2 against wizards and magicians)
 OUTDOOR SKILLS 4
 SURPRISINGLY ALERT 4
 ACT CASUAL 3 (+2 when in the same Scene with other PCs; Fickle)
 ROLLER-SKATING 3 (+2 as an attack; Disadvantage – Can only be used on an even road)
 SINGING 3 (Deplete – vs. concentration or willpower-like Traits)
 EARTH POP CULTURE TRIVIA 1

Upgrades taken: #3, #3, #6

DOLPH

Star Power: 3

Qualities

- ☐ ☐ Hardy Protector with a Punk Slant
- ☐ Did three years of military school
- ☐ "Wait! I saw this in a movie once..."
- ☐ Easily mistaken for a ruffian

Traits

BIG FOR HIS AGE 5 (Action Feature)
 FIGHT... IF HE HAS TO! 6 (+2 vs. opponents with more Trait points than him, +2 if any of his friends have been taken out of the Scene, i.e. Defeated, +2 if he has two or three Setback Tokens himself, Deplete – vs. close combat-related Traits)
 DRIVING 3
 MODEL STUDENT IN AUTO SHOP 3
 JACK OF ALL TRADES 2 (Fickle)
 EARTH POP CULTURE TRIVIA 2
 GOOD WITH HIS HANDS 2
 SHINY BRASS KNUCKLES OF JUSTICE 1 (Accessory)
 QUOTE HIS FAVORITE ROCK MUSIC LYRICS 1

Upgrades taken: #3, #3, #4

GINA

Star Power: 3

Qualities

- ☐ ☐ Brave Scouting Adventuress
- ☐ Opposed to all violence
- ☐ Inexplicable animal affinity
- ☐ Everyone finds her lovely and interesting

Traits

PET OF THE WEEK 4 (Advantage – Can be switched to a new Sarillon animal every episode to fit the story, Companion: Star Power 1; the companion has 6 points to allocate between COMBAT, TOUGHNESS, STEALTH, MOVE, THINK, and MANIPULATE)
 GOOD WITH ANIMALS 4 (+2 vs. Goons)
 BAG OF CAMPING EQUIPMENT 3 (Accessory)
 STRONG-WILLED 3 (+2 vs. members of the Council)
 GENTLE PERSUASION 3
 NATURE KNOWLEDGE 3
 RIDING 3
 COOKING 2

Upgrades taken: #3, #3, #4

MICAH

Star Power: 3

Qualities

- ☐ ☐ Wise-Cracking Tech-Wiz
- ☐ Prone to talking back
- ☐ Drawn to new technical inventions and machinery

Traits

USE GADGETS 4 (Action Feature)
 UNDERSTAND COMPLEX MACHINES 3 (+2 in a non-action scene; Fickle)
 BUILD SOMETHING COOL 3
 GET ORGANIZED 3
 MICAH'S OMNI-KEY THINGUMAJIG 2 (Accessory, Versatile: OPEN LOCK, DISTRACTING ILLUSION [Area]; 3 undefined slots)
 ANALYTICAL SKILLS 2 (+2 in a non-action scene)
 "THEY HAVEN'T MADE A VIDEO GAME THAT I CAN'T BEAT!" 2
 QUICK REFLEXES 1

Upgrades taken: #3, #5, --

Villainous GMC Write-Ups

BAALSET

Star Power: 3

Qualities

- ☐ ☐ Geomancer Extraordinaire
- ☐ Bitter and envious toward other Council members
- ☐ Unscrupulous behavior
- ☐ Intricate connection to earth and stone (of Sarillon)

Traits

GEOMANTIC SPELLS 9 (+2 to resist Traits with the Deactivate Special Rule)
 STAFF OF BLACK STONE 8 (Accessory, Area, +2 as a ranged weapon, +2 when used to enhance GEOMANTIC SPELLS [this turns the link bonus into +5])
 MAGICALLY ENHANCED ROCK 8 (Area, Big Attack, Devastating, Oomph-Powered)
 KNOWLEDGE OF MAGIC 7 (+2 for anything to do with rocks or earth)
 KNOWLEDGE OF MINERALS 7
 GEOMANCER'S ROBE 6 (+2 when used as a reaction to deflect physical attacks)
 SCHEMING POLITICIAN 5
 PILOTING 4 (+2 when using a subterranean "Earth-Digger" vehicle)
 CLOSE COMBAT 4
 KNOWLEDGE OF THE SUNSCAR DESERT 4
 HARDY 3

WARLORD KRAAL

Star Power: 3

Qualities

- ☐ ☐ Wrathful Dark Champion
- ☐ Military attitude
- ☐ Pendant for rare technology
- ☐ Extremely vindictive

Traits

PERSONALIZED GOLDEN ARMOR 10 (Action Feature, +2 if linked with STEELFIRE on defenses)
 STEELFIRE THE ENCHANTED SWORD 9 (Accessory, Devastating, +2 to weave a magical effect outside of combat)
 HIGH-POWERED ENERGY PISTOL 8 (Accessory, Big Attack, Deplete – armor and toughness-like Traits)
 MILITARY LEADER OF THE COUNCIL 8 (+2 for advance planning, +2 if two or more other non-Goon members of the Council are in the same Scene)
 SCARY TO BEHOLD 7 (Area, One-Shot)
 DISCIPLINED FIGHTER 7
 ARDENT TECHNOLOGIST 6
 KNOWLEDGE OF MAGIC 5
 KNOWLEDGE OF THE SNOWROCK MOUNTAINS 5

PRINCESS SHADARIA

Star Power: 3

Qualities

- ☐ ☐ Mysterious Sorceress
- ☐ Insatiable interest and curiosity when it comes to good-looking men
- ☐ Ruthless ruler

Traits

FAMOUS BEAUTY 8 (Fickle, Situational Setback – if used vs. a female player-character; note: "Fickle" is used here because she may end up in places where she is not famous)
 SKILLS OF SEDUCTION 7 (Deplete – vs. willpower-like Traits, +2 outside of combat, +2 when linked with TRAINED IN SORCERY)
 TACTICIAN 7 (+2 vs. other members of the Council)
 CONTROL MEN 6 (Situational Setback – vs. any male members of the Council)
 SUPER-SCIENTIST 6
 VAST COLLECTION OF STUNNING OUTFITS 5 (Accessory, +2 vs. males, +2 outside of combat, Situational Setback – When already in combat)
 TRAINED IN SORCERY 5 (Versatile: EMBELLISH APPEARANCE [Advantage – usable on other characters or objects], SUMMON PRETTY PLAYTHINGS, SPARKLY TELEPORT; 3 undefined slots)
 LEADERSHIP 5

SORRDAK THE SORCERER

Star Power: 3

Qualities

- ☐ ☐ Mighty Dark Sorcerer
- ☐ Quirky scholastic interests
- ☐ Lazy when it comes to fighting and conquering

Traits

USE SORCERY 8 (Versatile: LEVITATE [Advantage – usable on other characters or objects], SCRYING, SORCEROUS BLAST [Big Attack]; 3 undefined slots)
 BLACK AND RED ROBES 8 (Accessory, +2 if a point of Oomph is used for any action with this Trait*)
 MAGIC NECKLACE 7 (+2 to search or analyze an opponent outside of combat)
 VAARLOK THE MAGICAL WAND 7 (Accessory)
 CANTRIP MAGICS 6 (Situational Setback – opponent's DN is +2 if any slot from Sorrdak's Versatile Trait has been used in that Scene)
 DO MAGICAL RESEARCH 5
 ENCHANTED RINGS 5
 INTIMIDATE 4
 KNOWLEDGE OF THE MAZORIAN JUNGLE 4

* This stacks with the "Give It Your All" Oomph option.

TORYAMA**Star Power:** 3**Qualities**

- ☐ ☐ Foul-Tempered Tyrant
- ☐ Exceptionally heavy
- ☐ He stinks!
- ☐ Enormous appetite

Traits

UNUSUALLY LARGE 8 (Action Feature)
 BIG SPIKE-HEADED MACE 8 (Accessory, Devastating, +2 if used against an opponent with another hand-held melee weapon)
 MASTER OF PHYSICAL COMBAT 8
 SURPRISINGLY QUICK FOR HIS SIZE 7 (+2 as a reaction in combat; Oomph-Powered)
 PHYSICAL STRENGTH 6 (+2 to inflict pain or damage things in combat)
 STRATEGIST 3 (+2 if at least one other non-Goon villain is also in the Scene)
 GOURMET 3
 THUNDER FALLS REGIONAL KNOWLEDGE 3

ZARGON**Star Power:** 3**Qualities**

- ☐ ☐ Master of Super-Science
- ☐ Vanity in regards to scientific knowledge
- ☐ Seemingly always busy
- ☐ Obsessed with the legendary Second Age
- ☐ Drawn towards new challenges or puzzles

Traits

CRAFTY INVENTOR 10 (+2 if linked with SECOND-AGE TECH KNOWLEDGE, +2 outside of direct combat)
 ENGINEERING EXPERT 7
 REPAIR CONTRAPTION 7
 SECOND-AGE TECH KNOWLEDGE 7
 OVERWHELM WITH KNOWLEDGE 6 (+2 if linked with SECOND-AGE TECH KNOWLEDGE, +2 vs. any non-Goon member of the Council)
 TIRELESS LAB WORK 6
 USE CONFUSING TECHNO-BABBLE 6
 EXPLOIT PERSONAL WEAKNESS 5 (+2 before taking any Setback Tokens; One-Shot)
 KNOWLEDGE OF THE NORTHERN REACHES 4

VARSTANG THE CLEVER**Star Power:** 3**Qualities**

- ☐ ☐ Secretive Spy
- ☐ Completely unscrupulous
- ☐ Appears weak and fragile
- ☐ Loves money and valuable goods

Traits

MOVE IN THE DARKNESS 7 (Action Feature)
 MASTER THIEF 9
 SNEAK UP ON SOMEONE 8
 STRIKE UNEXPECTEDLY 7 (+2 when linked with TWO DAGGERS)
 TWO DAGGERS CALLED SPITE AND VENGEANCE 6 (Accessory, +2 if SNEAK UP has been used successfully in a crucial check against the same opponent that Scene)
 SMALL WEAPON FIGHTING 6 (+2 when in darkness)
 EXCEPTIONALLY CLEVER IN THE AREA OF ESPIONAGE 6
 ILLUSION MAGICS 5 (+2 if no direct fighting has occurred in that Scene)

Goons**ELDSPARS**

(commanded by Baalset)
 Goon Rating: 1
 • Easily Led
 • Hard to Defeat
 • Weakness (intense cold, ice)

INVINCIBLE LEGION

(commanded by Kraal)
 Goon Rating: 2
 • Special Attack (Energy Rifles)
 • Dependent

AMAZORS

(commanded by Shadaria)
 Goon Rating: 0
 • Special Attack (Swoop Attack)
 • Specialist (Distraction and Seduction)

SCARABAOTH

(commanded by Sorrdak)
 Goon Rating: 1
 • Hard to Defeat
 • Specialist (Long-Distance Travel)
 • Vicious Assault

HORDIANS

(commanded by Toryama)
 Goon Rating: 2
 • Special Attack (Super-Science Weapons)
 • Specialist (Feats of Strength)

SHADOWBEASTS

(commanded by Varstang)
 Goon Rating: 1
 • Hard to Defeat
 • Special Attack (Super-Science Weapons)
 • Fragile

ROBOTRONS

(commanded by Zargon)
 Goon Rating: 2
 • Vicious Assault
 • Special Attack (Various Improved Weapons)
 • Fragile

Sarillon



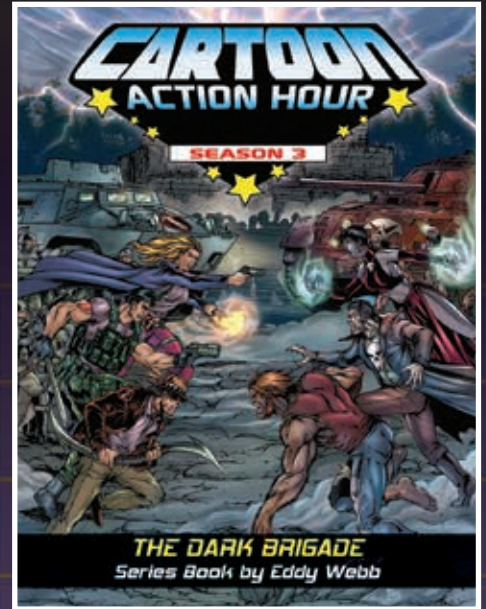
Also Available!



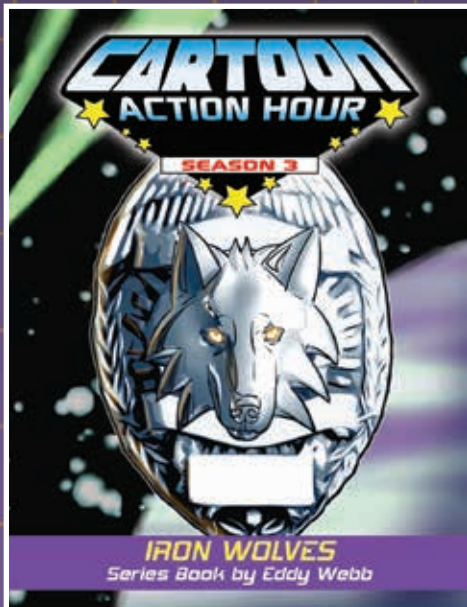
The extra-dimensional conqueror known as Dr. Zen is attempting to merge his darkened world with ours, which will spell doom for us all. Thankfully, heroes have emerged! Armed with objects of power granted to them by the spirits of their various homelands, these brave souls stand at the ready to defend Earth from... the Infinivaders!



A mystical gemstone is discovered that can peer into the souls of those who view it and divine their true nature, bringing it to life in physical form. Those with kind souls became paragons of good, able to call forth noble creatures made of pure light. Those whose souls harbored evil intent were transformed into twisted monsters. Now, the two factions find themselves at odds in a battle for the gemstone!



The elite para-military group known as the Dark Brigade clashes with the vampiric Lord Syn and his vile Brotherhood of Death, as they wage war all over the world in an exciting struggle of good versus evil! It's soldiers versus the supernatural! Dark Brigade last appeared in a series book for the original season of Cartoon Action Hour and has been adapted for Season 3.



The nefarious Queen Pin, a bee-like crime boss, has become a menace throughout the entire galaxy. The only hope of stopping her lies within a specialized task force called the Iron Wolves. Each Iron Wolf boasts detachable cybernetic limbs, a starship that can combine with his or her teammates' ships to form a gigantic robot and more! "Cops and robbers" has never been so much fun!



A punk rock band discovers a long-lost time machine that looks like a giant gramophone and ends up tumbling through the annals of time itself on one exciting misadventure after another. They'll face the villainous Thomas Edison, the Endless Elvises, The Man, a disco band led by a time-displaced Al Jolson and many other threats to the space-time continuum!

Coming Soon!

