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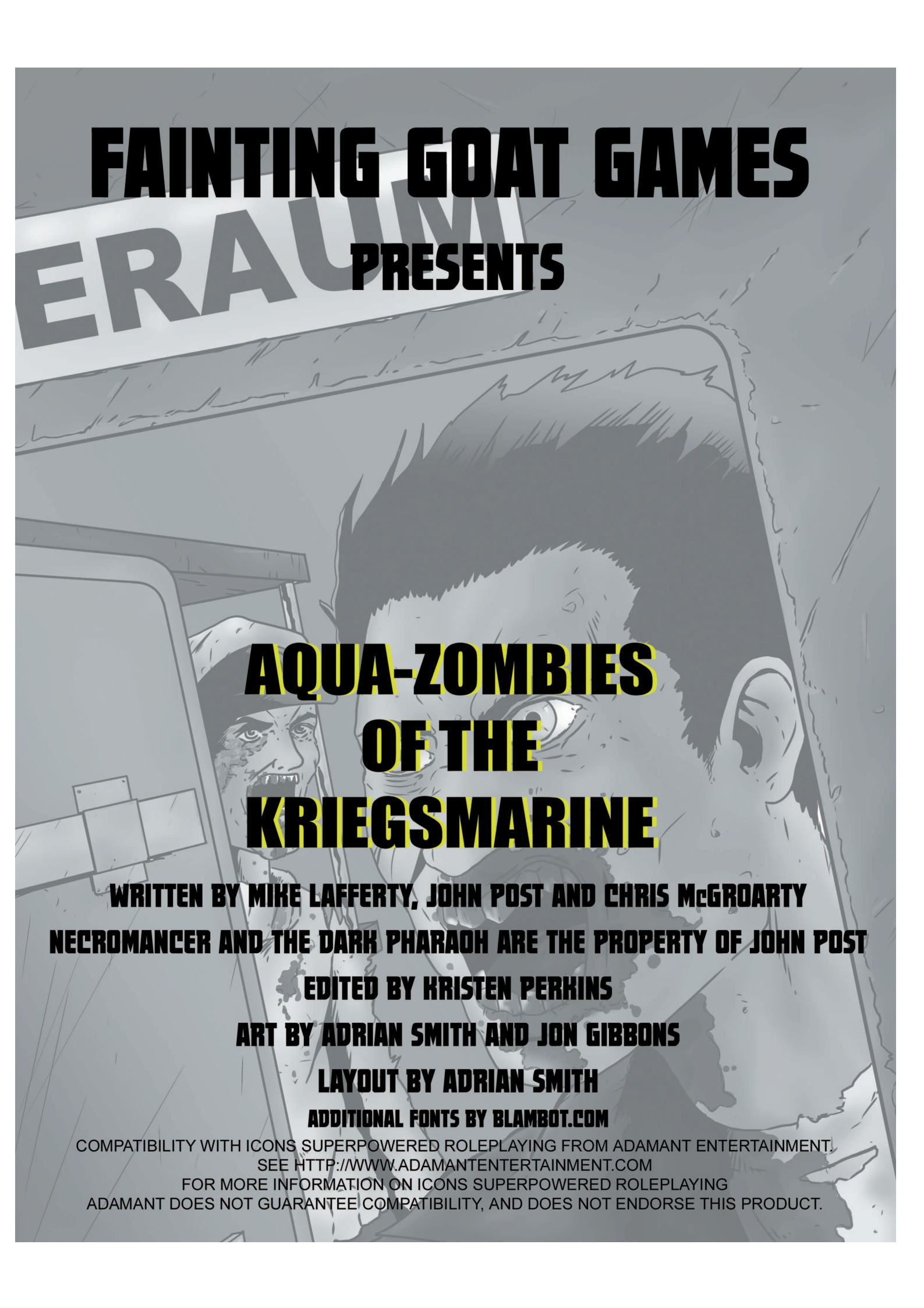
ISSUE

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**AQUA-ZOMBIES
OF THE
KRIEGSMARINE**

THEY WAITED FOR DECADES, READY FOR REVENGE!



FAINTING GOAT GAMES

PRESENTS

AQUA-ZOMBIES OF THE KRIEGSMARINE

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Introduction

Aqua-Zombies of the Kriegsmarine is designed to be a fun, fast-moving, action-oriented scenario. It offers a premise, enemies and playtested advice on how to use them to the best effect. It can be played alone as a very short episode or inserted into a longer game.

411 for the GM: Here is what's going on

Plot Points

1) A sunken Nazi U-boat from WW2 is being hauled out of the ocean and transported to a local museum.

2) The long-lost U-boat contains an alchemical substance called the Lazarus Serum that can raise the dead as zombies.

3) City officials have made the raising of the sub a public celebration. A large crowd of onlookers and media has gathered to watch the event.

2 4) Immediately after the sub is pulled out of the water, a section of the rusted hull breaks off and zombies shuffle out. Apparently, a canister of the Lazarus Serum ruptured – resurrecting the long-drowned crew. The zombies attack the crowd.

5) While the zombies are causing chaos, the Iron Hand, a neo-Nazi group, shows up in a giant squid-shaped submarine and attempts to loot the Lazarus Serum from the U-boat.

Enemies

Zombies

Iron Hand commandos

Commander Draco (leader of the Iron Hand

commandos)

The Dark Pharaoh (mystical menace associated with the Iron Hand)

Iron Hand Squid Sub

Iron Androids

Minions of Nyarlathotep

Important NPCs

Necromancer – mystical superhuman agent of P.A.T.R.I.O.T.

Endangered civilians

Action Scenes

Scene 1: Zombies Always Ruin a Party

Scene 2: Up from the Deep

Scene 3 (Optional): Beach Party

Set-Up: How the Heroes Get Involved

During WW2, the German submarine U-Boat 457 racked up an impressive record for sinking Allied cargo ships on the North Atlantic. It had over 20 ships to its credit and was engaged in hunting more Allied shipping convoys when it was sunk by a destroyer off the coast of Greenland. It was lost with all hands in a deep layer of silt on the ocean floor.

However, very recently, the eggheads at a high-tech research company called A.R.E.S. Labs developed advanced sonar capable of locating the lost sub, as well as powerful new ocean-based cranes capable of lifting the wreck securely to the surface.

A.R.E.S. hauled U457 up from the ocean floor and is going to donate it to the Natural History museum in the PCs city (or in another city reasonably close to the PCs that has an ocean harbor).

Ramping Up/Ramping Down

If you'd like a lighter encounter, use the Minion Option (pg 71 ICONS) for the zombies and commandos

For a tougher encounter, ditch the Minion Option and treat the zombies and commandos as normal enemies.

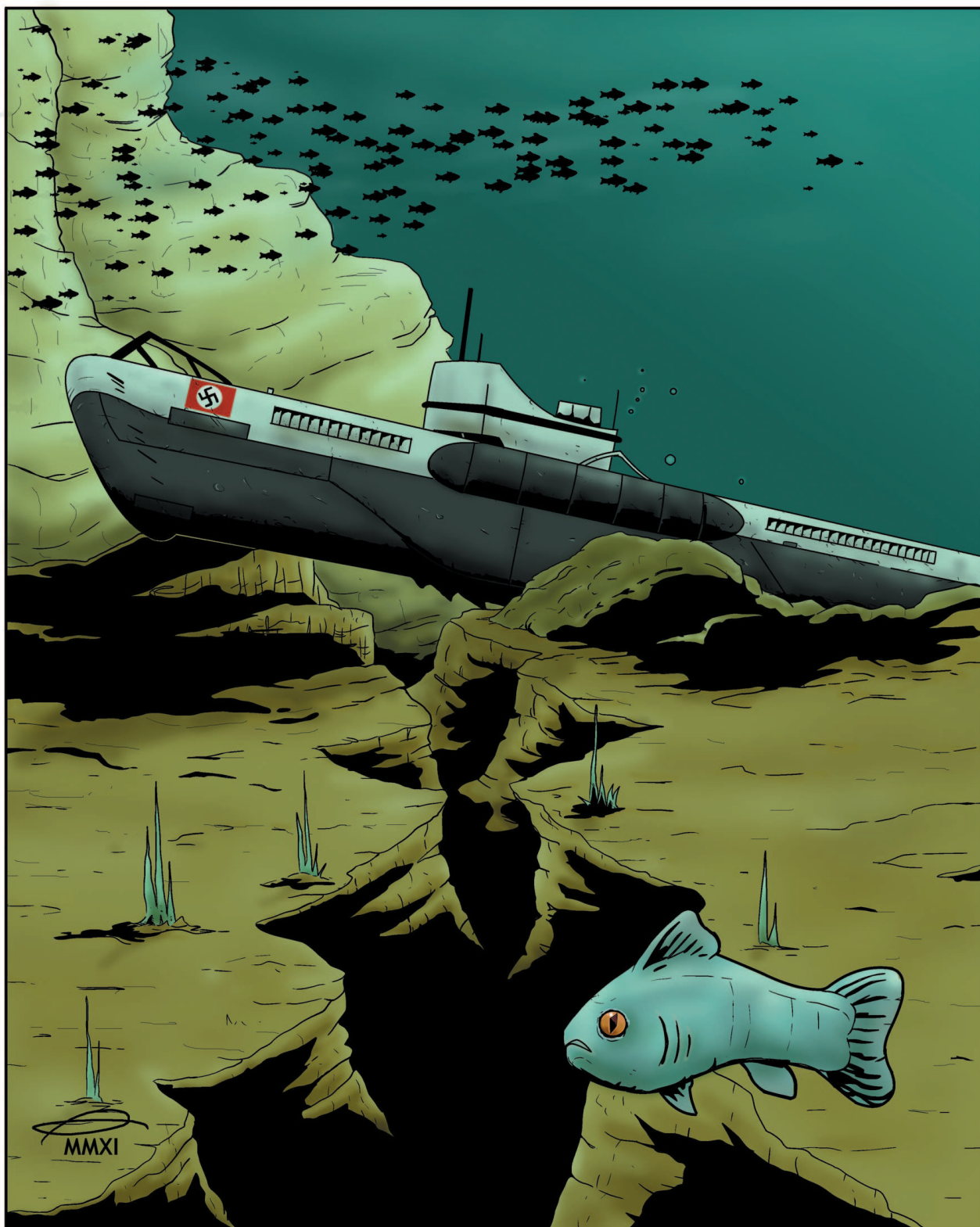
For an even tougher encounter, use the Mystically Hardened Zombies and Elite Commandos in the NPC section.

City officials have been more than eager to capitalize on this event for publicity and have made the docking of the A.R.E.S. ship and the transfer of the sub to the docks a gaudy celebration with a host of national media in attendance.

The plans to raise the long-lost German U-boat have been national news. Whether it's in the PC's

hometown, or in another city, they have heard about it.

The sub will be hauled out of the bay by a massive ship-based crane and then deposited on a specially built semi-trailer at the city docks. City officials are treating this as a publicity event to highlight the sub as a new tourist attraction that will be ensconced at



the local museum. A gala ceremony has been planned and many local celebrities (weatherman, sports figures, local beauty queens, and actors from well-loved but cancelled sitcoms) will be in attendance.

A superhuman known as Necromancer (a mystically powered vigilante and agent of the government super-agency P.A.T.R.I.O.T. (Primary Anti-Terrorist Regional & International Operations Taskforce) discreetly contacts the heroes. He's worried and asks them to join him at the docks for the ceremony. Necromancer explains his concerns succinctly:

"I can sense powerful magic within the sub. But something is interfering - keeping me from getting a clear reading on what's in there. I fear the worst. Unfortunately, we've been unable to convince city officials that they need to handle this with more caution and they're going ahead with a garish public ceremony when the U457 is lowered onto the city docks. I'd like you there with me to handle any situation that many arise."

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Action Scene 1: Zombies Always Ruin a Party

Introduction: A large crowd is gathered at the docks for the transfer of the submarine onto dry land. There's a pavilion with a speaker's podium and various local celebrities seated nearby. A high school marching band is on hand – playing popular tunes between speeches by the various luminaries.

The speakers fall silent and the crowd quiets as the A.R.E.S ship finally begins the process of using its crane to lower U-Boat 457 onto the semi trailer that will take the sub to the local museum. The high school marching band launches into a slightly disorganized version of the Beatles Yellow Submarine.

As the U-boat is being lowered – Necromancer gets a call from the P.A.T.R.I.O.T. research team. They've been sifting through old Nazi naval records and hit pay dirt: The U-boat had been dispatched on Thule Society business before it was sunk. (The Thule Society was a mystical Nazi organization that also dabbled in what could best be described as Mad Science.) Necromancer listens to the call intently, then hangs up and fills in the PCs on the contents of the sub, right before the zombies' surprise attack:

Side-Action

If you'd like to add a little variety - here are some peripheral scenarios that may demand the PC's attention.

1) A handful of the undead lurch towards the celebrity table. The mayor, police commissioner, city council members and cast members from beloved but long-cancelled sitcoms are fighting to get off the platform. The police commissioner is in a wheelchair. As his fellow celebrities flee, he's left slowly wheeling himself away from the much faster zombies who are climbing onto the platform...

2) As the crowd surges, a single mother with a small child is knocked to the ground. They're doing their best to fend off the rushing mob, but they're almost swamped in the sea of panicked people. If the PCs don't intervene soon - they may be trampled in the rush.

3) Two police who were standing by the sub have drawn their side arms and are firing into the advancing zombie horde - with no effect. "They're not going down - what do we do, Sarge?" a patrolman yells as they take cover behind a utility box. The zombies shuffle closer...

“P.A.T.R.I.O.T. researchers have found an old document in the Nazi archives. The sub’s hold contains the Lazarus Serum – an alchemical compound that raises the dead as zombies. The Nazis wanted to use this to help them raise legions of instant cannon fodder. We need to get inside the sub and secure the Lazarus Serum.”

Just then, the sub settles fully on the semi trailer and, with a loud KLANG, a rusted, water-worn segment of the hull falls away.

From the darkened interior of the sub, something shuffles and there is a low, inhuman moan.

A group of very decayed Kriegsmarine sailors shamle out of the sub, into the sunshine and the street below.

A long moment later, many more stream out. The crowd looks on – stunned. A woman screams and there’s a panic as everyone surges away from the growing zombie horde...

Enemies: Zombies (2 per PC – with more back in the sub).



NPCs Present: Panicked bystanders

Situation: Zombies surge out of the sub and attack the crowd. If the heroes don’t intervene immediately, it’s an undead feeding frenzy.

If using the Minion Option, we recommend 2 zombies per PC. If not using the Minion Option, we suggest 1 zombie per PC. The GM can always have more zombies lurch out of the sub, if needed, to make it a tougher fight.

Villain Tactics: The zombies have animal-level intelligence. They blindly attack whatever is moving nearby. A PC with the proper powers or a good idea can possibly devise a way to contain the horde. Give your PCs the latitude to implement creative ideas.

Transition: The transition works like this: Before the heroes can best all the zombies (or if they have, just as another mob of zombies shamle from the U-boat) – initiate the events of Scene 2

Action Scene 2: Up from the Deep

Introduction: A giant, robotic squid climbs out of the bay into the chaotic scene. It skitters about like a massive steel crab on 4 of its legs while the other two are poised defensively. Its massive, mechanical beak opens and it disgorges a squad of red-clad commandos and a sinister looking man in a fashionable suit.

“Quickly – storm the sub and retrieve the cargo. I’ll take control of the zombies and distract any would-be interlopers,” the sharply dressed man barks at the commando squad.

He glares at the PCs and bellows: “Heroes - you are out-matched! The Lazarus Serum is ours! I will keep you from claiming it as easily as I kept you from sensing the true contents of the submarine. My power is beyond your reckoning! Interfere at your peril!”

The leader of the commandos, a dour fellow with a beard, looks at his men and shouts:

“Iron Hand – attack!”

The soldiers double time towards the barnacle-encrusted Nazi U-boat.

Necromancer looks at the PCs.

"It's Dark Pharaoh – an evil sorcerer I'm too well acquainted with. Apparently he's working with the neo-Nazis in the Iron Hand these days. We've got to keep them from getting the Lazarus Serum!"

Enemies: Dark Pharaoh, Commander Draco, Commando Squad, Zombies, Squid Sub

NPCs Present: Same as Scene 1. Panicked bystanders, Necromancer

Situation: Counting Draco, there are as many commandos as PCs.

(All the zombies remain from the end of Scene 1.)

The Dark Pharaoh assumes control of the zombies using his mystical powers. He intends them to serve as a distraction while his commando squad raids the sub and retrieves the U-boat's cargo.

The zombies will not attack the commandos or the Dark Pharaoh while under his control. If the Dark

Pharaoh is incapacitated during the fight, the zombies resume rampaging wildly.

The commandos will take 1 page to enter the sub, 5 pages to locate the cargo and 1 page to exit the sub and file back onto the giant squid.

There is one commando left inside the squid sub – which is now parked on the pier. If attacked, he will defend himself with the squid sub's tentacles and beak. If the commandos are defeated – he pilots the squid sub into the bay and flees.

Villain Tactics: The Dark Pharaoh supervises the scene from a distance. He will not engage unless he has no choice. (He believes himself to be above trading punches with mortals.) If the zombies are disposed of and he is forced to defend himself, he will summon 10 of his demonic underlings to occupy the PCs. If his plan is foiled (the commandos are defeated or the heroes capture or destroy the serum) he swears vengeance on the PCs and vanishes using his Dimensional Travel power.

Unless attacked, the commandos stay focused on their mission and head directly for the sub, trusting that the zombies can handle the PCs. When attacked, the commandos prefer to stay at range

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Keep the NPCs in the Background

Necromancer is a cool character, but unless he's being used as a PC (which would be nifty), he needs to be in the background to let the PCs shine.

Necromancer looks at the PCs. "Stop the commandos and get the Lazarus Serum! I'll keep Dark Pharaoh occupied."

A mystical duel ensues between Dark Pharaoh and Necromancer. They fence with a furious sequence of spells and counterspells (a fireball from the Pharaoh is blocked by an ice blast from Necromancer, summoned demons from Pharaoh are countered by summoned skeletons from Necromancer, a pure Chaos blast from Pharaoh is negated by invocation of Order from Necromancer).

The point of this duel is solely to give the NPCs something dramatic and interesting to do that does not usurp the PCs.

If Necromancer is being used as a PC, a group of P.A.T.R.I.O.T. agents will arrive and offer to keep the zombies at bay while the PCs storm the sub to stop the Iron Hand commandos.

and use their laser rifles. If forced into close quarters combat, they use their Martial Arts specialty. Commander Draco uses his web grenades to restrain the PCs and takes advantage of the time to focus on the mission. He's more concerned with looting the Lazarus Serum than with fighting a group of spandex-clad do-gooders. (The ability to raise hordes of cannon fodder will be a major advantage for his organization.)

NPC Actions: The crowd continues to flee and is largely a non-factor in this scene. A few police and ambulance personnel arrive on the scene.

Inside the Sub

Unless they stop the commandos from entering the vessel, the PCs likely encounter Commander Draco and the Iron Hand Commandos inside the sub. There is one commando (including Draco) for every PC somewhere inside the sub (most likely in the Bridge, Captain's Bunk Room or CPOs' Quarters). The Iron Hand are determined to retrieve the Lazarus Serum and will fight until half their number is defeated – at which time they will attempt to retreat – perhaps even trying to shoot through the hull to make an escape.

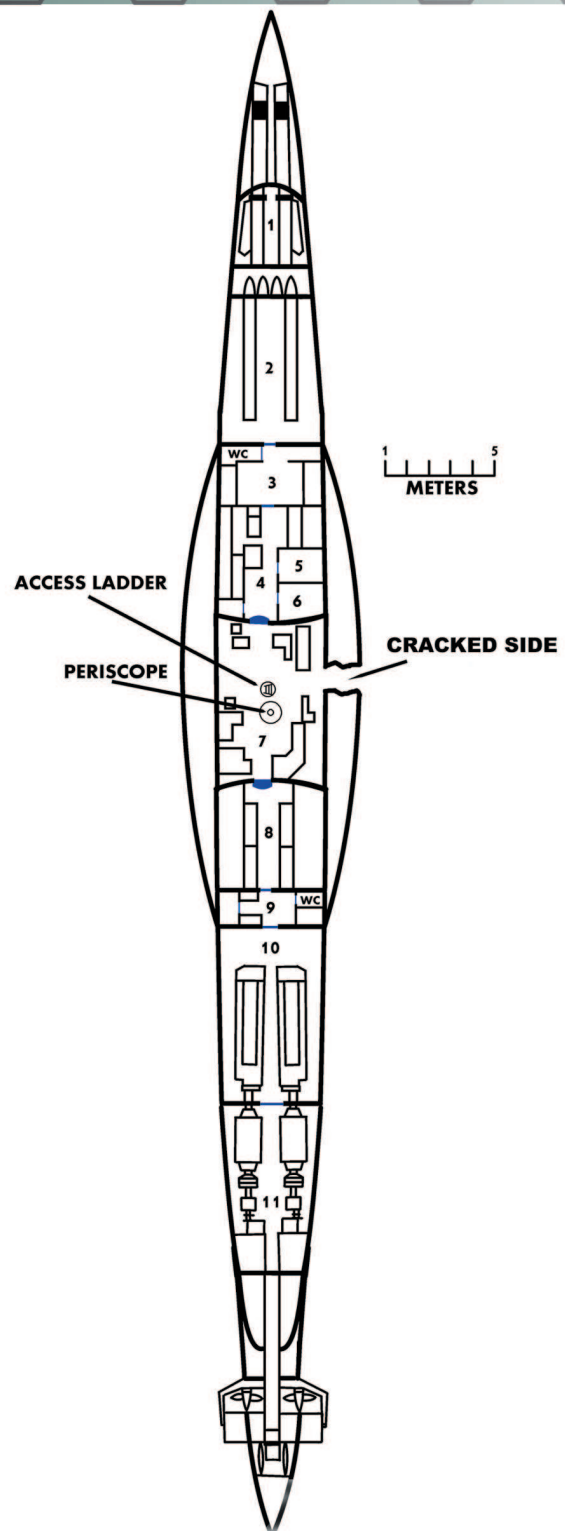
Also in the sub, the PCs will find:

1) Submerged Torpedo Tubes - Currently empty, these were the firing tubes for the U-boats arsenal.

2) Torpedo Loading Bay - 4 torpedoes are still here, but they have been corroded into uselessness by decades of sea water.

3) CPO's Quarters -The Chief Petty Officers' Quarters. This is where the canisters of Lazarus Serum can be found. There are four total and they are clearly labeled "Lazarus Serum". (Luckily, serum means the same thing in both languages.)

One of the canisters is smashed open and empty. It was ruptured - and this explains the undead state of the crew. The canisters are approximately the size and shape of scuba tanks. Two zombies who used to be CPOs are still in this room and will defend the canisters vigorously.



- 1: SUBMERGED TORPEDO TUBES.
- 2: TORPEDO LOADING BAY.
- 3: CPO'S QUARTERS.
- 4: CAPTAIN'S BUNK ROOM.
- 5: LISTENING ROOM.
- 6: RADIO ROOM.
- 7: BRIDGE.
- 8: BUNKROOM.
- 9: GALLEY.
- 10: DIESEL ENGINE ROOM.
- 11: ELECTRIC MOTOR ROOM.

4) Captain's Bunk Room - Despite the severe corrosion, it's clear that this was a finely appointed cabin at one point.

5 and 6) Listening and Radio Room - These rooms contain work stations with the ruined remains of sonar and radio equipment.

7) Bridge - The submarine's control center. The zombie who was the captain is still on the bridge and will attack anyone who enters his area. The section of the hull that fell off allowing the zombies to escape left a hole into the bridge. This will likely be the PCs means of entrance.

8) Bunkroom - Empty now, this room contains several bunks and even a few water-logged hammocks.

9) Galley - once the kitchen and eating area for the sub, now this is an empty mess of rusty pots and pans -- except for one extremely ill-tempered zombie in a cook's uniform, still wielding a rusty spatula after all these years.

10 and 11) Diesel Engine and Electric Motor Room - Now a rusted mess, these rooms are empty except for the remains of the sub's propulsion systems.

Resolution

Victory: If the PCs are victorious, Dark Pharaoh sneers at them with contempt, vows revenge and vanishes using his Dimensional Travel power (he's a 'live to fight another day' sort of villain and doesn't like to sully his hands combating mortals).

Defeat: If the PCs are defeated, they awaken on the docks (with half their Stamina). The Iron Hand squid sub is steaming in the harbor but has yet to dive. They still have a chance! (There are various speedboats (including some harbor police boats with scuba gear) easily available at the docks.)

If the PCs are defeated a second time, they awaken aboard a P.A.T.R.I.O.T. airship over the sea. Necromancer explains that the super agency was able to track the squid sub's progress. They believe they have found the Iron Hand sub's destination -- a hidden island where the Iron Hand terrorist group

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Rolling with the Punches

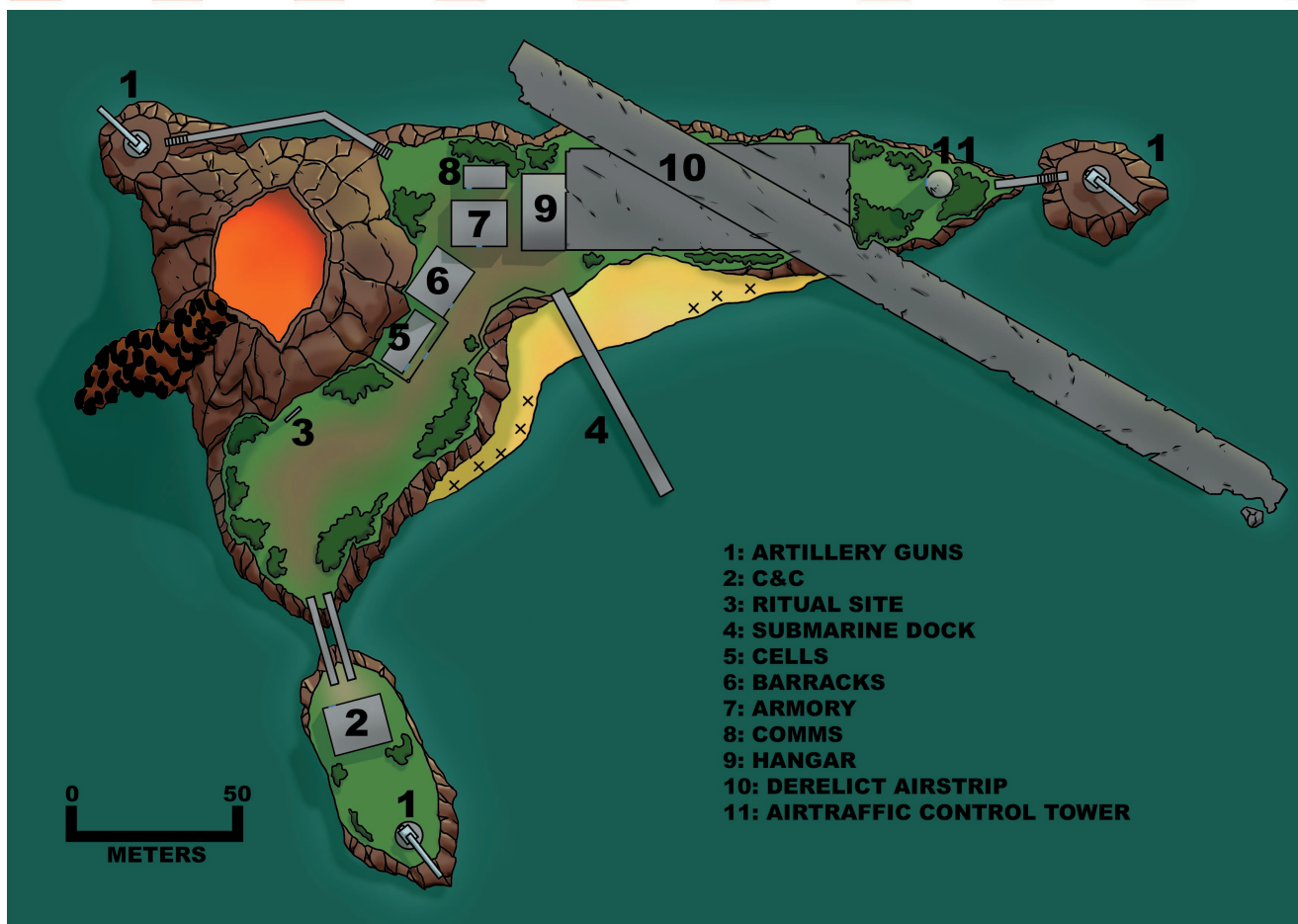
There's a saying in the military that no plan survives contact with the enemy. The same is true of adventure outlines and players.

However, you've got the benefit of our playtest experience. Here are some tips for how to improvise when your players upset the apple cart:

1) If the PCs found a way to throw the U-boat into the bay to keep any more zombies from streaming out, the Iron Hand squid sub will dive after it. Necromancer explains that they must keep the Lazarus Serum from falling into the wrong hands. He either uses his Wizardry powers to enable the underwater excursion or simply requisitions scuba gear (Aquatic 2) from a nearby police boat. The combat continues much the same as was explained in Scene 2.

2) If a super-strong PC finds a way to throw the sub into the distance, the Iron Hand commandos don jetpack (Flight 3) and pursue it, while the squid sub steams after them. The PCs can get transport from nearby police or news channel helicopters (Flight 4) to give chase.

3) Similar to number 2 above, if a PC has found a way to carry the sub away from the dock, the Iron Hand don their jetpacks to give chase. If necessary, they'll use their laser rifles to slice their way into the U-boat.



likely has a base. The PCs are invited to join the assault. The island will be guarded by Iron Hand Commandos and Commander Draco. Dark Pharaoh will be present but, like the combat at the docks, will teleport away rather than engage in combat. See Act 3 for more details on this.

Act 3: Beach Party (Optional)

Sometimes things are flowing just right and you want to keep the adventure going – here's an option for extending the action.

At the end of Act 2

a) If the PCs have won the fight on the docks, Dark Pharaoh teleports back into the scene, grabs one of the canisters of Lazarus Serum, snarls a

Gun Emplacements

By default, the gun emplacements are inactive. They are just sitting there and looking pretty.

However, if you think you could use more of a challenge and you wanted to bring them into your game - use the following stats:

For attacking, they have a Coordination of 6 and a Blast Power of 7.

The guns have a material Strength of 7 and require a Strength of 7 to rip out of the ground and lift.

Note: There is a panel in the command center that controls the gun emplacements. A PC who has taken over the command center can take control of the guns and direct them towards targets of her choice.

melodramatic warning at the PCs (***"You thought you triumphed – but you mere mortals cannot stop my grand plan!"***) and then teleports away. (Consider giving the PCs a point of Determination, as this was a plot development they couldn't have prevented.)

b) If the PCs have lost, they are revived (with half Stamina) a few minutes after the Iron Hand troopers and Dark Pharaoh grab the Lazarus Serum canisters and sail away in the squid-sub.

In either case, P.A.T.R.I.O.T. (either via a jump-suited agent or Necromancer) informs the PCs that they've caught a lucky break: Using spy satellites, the super-agency tracked the sub (or the unique mystical energy signature of Pharaoh's dimensional teleport) to a hidden island base.

The base is a small outpost on a previously deserted island. P.A.T.R.I.O.T. analysts suspect it may have been an old Nazi special operations base from WW2 that the Iron Hand refurbished for their use.

If the PCs don't have their own vehicle – Necromancer informs them that P.A.T.R.I.O.T. is happy to provide a super-sonic airship (and pilot) to get them to the island.

During the trip to the island, Necromancer (or another P.A.T.R.I.O.T. agent, if Necromancer is a PC) provides the following exposition:

"For some time, we have known that Dark Pharaoh is trying to conduct a ceremony, the Ritual of Sundering, to open a portal that would allow his masters, the otherworldly Outer Gods, to leave their dark dimension and enter our world."

We've been putting together clues: What we know about his ritual, the Lazarus Serum, the location of the Iron Hand base...we think we're onto something.

We don't think the Iron Hand wants to raise zombie legions. The Lazarus Serum contains some very rare alchemical compounds that may be key components in Dark Pharaoh's portal ritual.

The Iron Hand island base is located at a convergence of several powerful ley lines.

Tonight represents an alignment of several key planets that would make it an especially favorable night for the Ritual of Sundering.

We think Pharaoh has taken over the Iron Hand terrorist group in order to use their base for his purposes and to use them as his shock troops for the raid we witnessed.

And this mission takes on a new urgency - we need to stop this ritual before Pharaoh can open that portal and doom everyone on the planet."

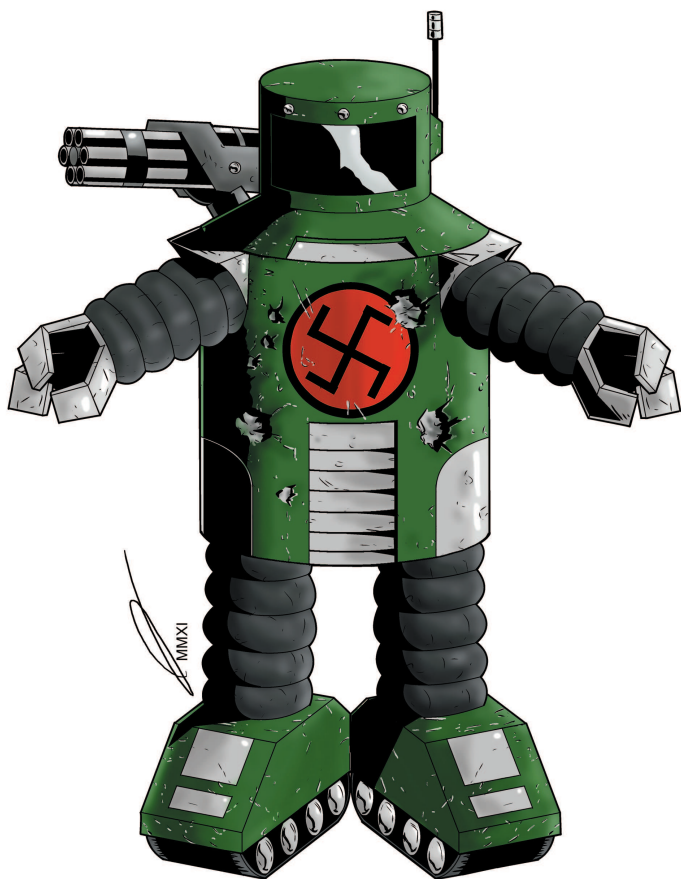
As they approach the island, P.A.T.R.I.O.T. satellites give them a preview of what is waiting for them:

There's a dormant volcano on the island. Dark Pharaoh is at the base of the volcano and is being guarded by a squad of Iron Hand commandos. Near Pharaoh is a 30 foot tall metal portal that is powered by portable generators and gives off a variety of unusual energy signatures. Necromancer feels that this might be the portal that Pharaoh will use to bring the Elder Gods into our world. It looks

Sneaking into the Command Post

If a PC decides to sneak into the command post, she finds it lightly guarded (one Iron Android). There is a small barracks, a holding cell, a communications room, an armory and a command and control room. The control room has a large red button labeled "Volcano Activation: DO NOT TOUCH".

Pressing this button causes a deep rumble, audible all over the island. The volcano stirs to life and starts belching smoke and fire. The ground shakes violently (toppling Dark Pharaoh's Portal and disrupting the ritual). Lava flows from the mouth of the volcano, moving slowly towards the ritual site and anyone there. It will take 6 pages for the lava to flow down to the ritual site. It will do Damage 5 per page to anything/anyone it touches.



as though the ceremony is about to begin.

There's a submarine dock on the coast of the island next to a small command post. It looks very lightly guarded – it seems most of the security contingent is guarding Pharaoh at the ceremonial site.

Enemies: Dark Pharaoh, Iron Hand Commandos, Commander Draco, Minions of Nyarlathotep, Iron Androids (use the Robot Stock Character from ICONS)

NPCs Present: None

Situation: Dark Pharaoh is at the base of the dormant volcano intoning a ritual in front of the massive portal structure. He's guarded by the commandos and a group of combat robots.

When the PCs arrive on scene, Pharaoh looks their way and nods to Commander Draco. Draco unholsters his weapons and cries,

"You shall not stop the arrival of our dread lords now that it is so close! Iron Hand attack!"

Through a shimmering red haze in the portal, the PCs can make out the shapes of hideous, tentacled, creatures – these are the Elder Gods who Pharaoh is seeking to usher into our world. They cannot affect (or be affected by) the PCs but the fact that they are even visible through the portal indicates that the ritual is working.

The portal has a Strength of 7 and it requires a Strength of 8 to lift. The surrounding portable generators have a material Strength of 4 and require a Strength of 4 to lift. The cables between the generators have material Strength of 4. Damaging the portal or the generators is sufficient to stop the ritual.

Perhaps to add tension, after 10 pages have a couple of minions walk through the portal. Use the Minions of Nyarlathotep. Necromancer will exclaim:

"The minions of Nyarlathotep enter our world – the ritual is close to complete! We must destroy the portal before it's too late!"

At some point (in perhaps 25 or 30 pages – but it's up to the GM), the Elder Gods do indeed arrive if the PCs do not stop the ritual. See the Resolution section for what to do in this case.

Villain Tactics: The commandos and androids are focused on defending Dark Pharaoh so he can finish his ritual and will fight to the last man (or robot). Between the commandos and the androids, there are as many antagonists as there are PCs.

As in Scene 2, the Dark Pharaoh supervises the combat from a distance. He is focused on completing the ritual and will not engage unless forced to. If the commandos and androids are disposed of and he is obliged to defend himself, he will summon 5 of his demonic underlings to occupy the PCs while he flees. If the portal is destroyed or the ritual ruined, he disappears using his Dimensional Travel power.

We suggest using the minion option for the commandos and androids. If you wish to make it a more difficult engagement, you could give up the minion option and possibly add the squid sub to the

action (it will be walking on 4 legs and attacking with its free legs.)

Resolution

a) Victory! If the PCs stop the ritual, Dark Pharaoh teleports away, leaving any remaining Iron Hand forces at the mercy of the heroes.

b) Defeat (Soft Option): If the PCs are defeated at the island - they awaken (with half their Stamina) in the holding cell of the command center. They are wearing Power Dampening Shackles (Power Nullification 5 (Device)). The shackles have a material Strength of 7. The walls and door of the holding cell are a Strength 6 Four Iron Hand commandos are outside the door. A Major success on a Coordination test is required to pick the lock and (also to pick the lock on the Power Dampening Shackles). Any devices or weapons the PCs were carrying are in a locker next to the holding cell. A similar test is required to pick the lock on the locker (or the commandos will have a key with them). They can overhear a transmission from the control room that lets them know that the ceremony is still continuing. The PCs still have a chance to save the world!

c) Defeat (Hard Option): If the PCs are defeated or fail to stop the ritual - they are knocked out by the shockwave of the Elder Gods entering our universe. They awaken in the control room of command center after the ceremony has been successful. The Dark Pharaoh is gloating about his success. Monitors in the control room show images of giant,

otherworldly monsters attacking various cities around the globe. Necromancer communicates with the PCs via ESP.

"I know a spell that can reverse the portal's polarity – sending these monstrosities back to their home dimension if performed at the site of the original ritual. But it has to be performed within 2 hours of their entrance into our world. If we break free – we can still stop this."

The PCs will need to escape from the command center, transport Necromancer to the ritual site and hold off any attackers for 10 pages while he finishes the ritual.

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Location, Location, Location!

As written, this adventure is a bit skewed towards the East Coast of the US. This is easily changed.

It's simple enough to relocate it to a West Coast (or even Australian) location. A Nazi submarine prowling the Pacific is unusual but certainly not beyond the realm of possibility. (Especially in a comic book world where that submarine is engaged on artifact gathering missions for the Thule Society.) The most noticeable change you'd need to make is the island base in Act 3 would need to be re-skinned to an abandoned Imperial Japanese naval base.

European locations are even easier to accommodate as you can keep the action in the Atlantic or the North Sea.

NPC Section

Dark Pharaoh

Real Name: Unknown

Origin: Unearthly

Prowess 3

Coordination 4

Strength 6

Intellect 9

Awareness 6

Willpower 9

Stamina 15

Specialties

Languages Master

Mental Resistance Master

Occult Master

Electronics Master

Psychiatry Master

Powers

Wizardry 10 (Magic (Willpower))

Minions (x2)

Dimension Travel 7

Emotion Control 10 - (Madness)

Life Support 8 - All except sleeping and eating

Mind Control Device 9 (handheld remote used to control the Iron Hand troopers – whose helmets are outfitted with receivers for the device)

Invulnerability 10

Immortality 10

Qualities

Identity : Avatar of Nyarlathotep

Connections : Cultists

Motivation : Cause madness and destruction

Motivation : Fulfill the will of the Outer Gods

Challenges

Enemy : The Necromancer

Enemy : Various National and International Police Agencies

Social : Completely amoral sociopath

Weakness : Specially prepared magical weapons and charms weaken Powers

Weakness : Mind Control Device requires



prolonged exposure to work

Description

The Dark Pharaoh gets his name from his origin, not his appearance. He is an earthly avatar of Nyarlathotep, the Crawling Chaos. Nyarlathotep is a messenger and servitor of the Outer Gods. Their plans are unfathomable to mere mortals, but generally involve the potential destruction of earth or enslavement of all mankind. The Dark Pharaoh works to do their bidding here on earth. He accomplishes this by maintaining a devoted cult of followers willing to kill or die for him.

His current association with the neo-Nazi group the Iron Hand is mysterious but is, no doubt, in furtherance of his ultimate goal.

The Dark Pharaoh is completely amoral and views humans with the same level of respect and

compassion that we view viruses. He always remains calm and serene, regardless of the events around him. This may be particularly disturbing to characters when he says the most awful or terrifying things with the emotion of someone reading a shopping list. Because the Dark Pharaoh is an avatar of a god, defeating him generally involves thwarting

his latest scheme or disrupting his network of cultists. He rarely enters combat directly, preferring to summon unspeakable horrors as Minions from the outer dimensions to fight for him.

Appearance: A tall, slender, swarthy man, dressed as finely tailored modern clothes.

Dark Pharaoh's Demonic Minions

Prowess 5
Coordination 5
Strength 5
Intellect 4
Awareness 5
Willpower 5

Uses Minion Option instead of Stamina

Powers

Hellfire Blast (Blast 5)
Thick Hide (Invulnerability 3)
Leathery Wings (Flight 3)



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Fighting a God

As written, Dark Pharaoh is intended as a hands-off villain who will retreat to fight another day.

But - it's your game.

A few options for fighting the Dark Pharaoh:

1) Reducing his stats (Stamina, Wizardry and Invulnerability in particular) to make him less of a challenge is the ugliest, but also the most direct.

2) Using a Success Pyramid: In the case of Dark Pharaoh, some sort of mystical ritual that would temporarily banish him from the plane of existence might be a handy focus for the Success Pyramid. Perhaps there is an ancient spellbook in the sub's hold (along with the Lazarus Serum) that contains such a ritual and this is the reason that the Pharaoh shielded the sub from Necromancer's scrying.

The whole team will have help, either by taking part in the ritual, distracting Pharaoh, or by defending the others from zombies and minions. The PCs will need to obtain a Massive Success against the Pharaoh (such as Steve Kenson illustrates in this post (and also in Team-Up):

<http://forum.rpg.net/showthread.php?619653-ICONS-Success-Pyramid-Hit-Points-and-stress&p=15203072#post15203072>

Minions of Nyarlathotep

Prowess 6
Coordination 6
Strength 6
Intellect 4
Awareness 5
Willpower 5

Uses Minion Option instead of Stamina

Powers

Claws (Strike 4)
Thick Hide (Invulnerability 3)
Tentacle Head Swipe (Strike 6)

Iron Hand Giant Squid Sub

Prowess 5
Coordination 5
Strength 8
Intellect 0
Awareness 0
Willpower 0

Stamina 8

Powers

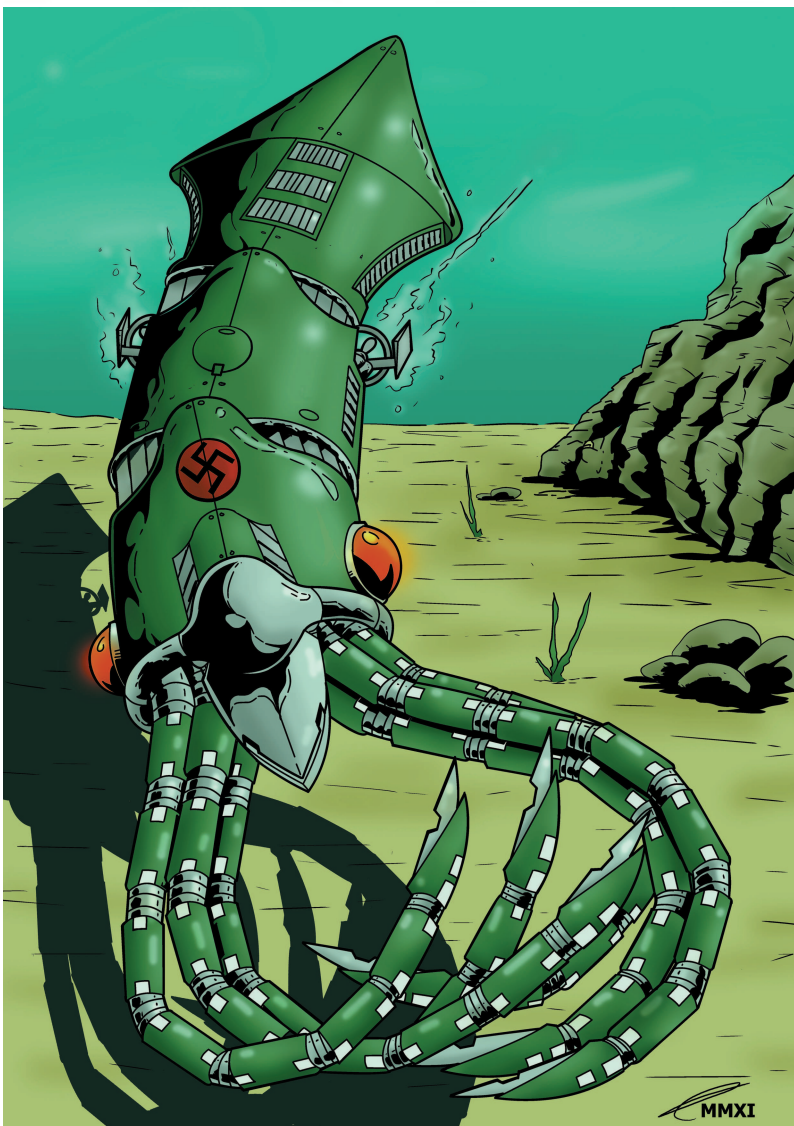
Extra Body Parts 7
Aquatic 1 (Air and Water Breather)
Fast Attack 6
Invulnerability 3
Strike 5 (Slashing) (Beak or Tentacles)

Mystically Enhanced Zombies

Very similar to the zombies presented in the Stock Character section of ICONS (pg 118), but beefed up to make them more of a challenge.

Prowess 2
Coordination 3
Strength 5
Intellect —
Awareness 1
Willpower —

Stamina 10



(per ICONS, zombies have 2x their Strength in Stamina)

Commandos

Use Soldier Stock Character from ICONS.

Optional Equipment: Scuba gear (Aquatic 2), Jet Pack (Flight 3)

Elite Commandos

Prowess 5
Coordination 4
Strength 5
Intellect 4
Awareness 3
Willpower 4

Stamina 9

Specialties

Martial Arts
Military
Weapons (Guns)
Underwater Combat
Aerial Combat

Powers

Invulnerability Device 2 - Body Armor
Blast 5 (Blasting) - Laser Rifle

Commander Draco

Prowess 6
Coordination 4
Strength 5
Intellect 5
Awareness 3
Willpower 4

Stamina 9

Specialties

Military
Underwater Combat
Aerial Combat
Martial Arts Master
Weapons Expert (Guns)

Powers

Invulnerability Device 2 - Body Armor
Blast 5 (Blasting) - Laser Rifle
Binding Device 4 - Web Grenade

Qualities

Connections : Criminal Underworld
Leader in the fascist terrorist group the Iron Hand
Catchphrase: "Iron Hand -- attack!"

Challenges

Enemy : Police
Personal : Prone to rage



Necromancer

Name: Jack Embach

Origin: Birthright

Prowess 4

Coordination 5

Strength 4

Intellect 6

Awareness 5

Willpower 8

Stamina 12

Determination 1 (if used as PC)

Specialties

Occult Master

Power (Wizardry)

Powers

Wizardry 8 (Magic (Willpower))

Binding

Flight

Force Field

Mental Blast

Detection (Magic)

Dimension Travel

Qualities

Epithet : Master of the Mystic Arts

Connections : The Occult Community

Catchphrase : Nothing is Impossible with Magic!

Motivation : Protect this Dimension from the Unspeakable Horrors

Challenges

Social : Dismissive of the Masses

Personal : Arrogant

Enemy : The Dark Pharaoh

Weakness: May only perform stunts while in possession of The Book.

Description: While Jack Embach was in college, he stumbled across a large tome hidden deep in the stacks of the graduate library late one evening. It contained nothing except strange glyphs and diagrams. As he looked at it, however, he started to understand that the book contained directions. In his peripheral vision, he saw things moving as he



looked at the book. He put it back and hurried to his dorm room. The next morning, Embach found the book sitting open on his desk. He looked at the open page and followed its instructions; before he knew it, he had cast his first spell. As he floated in the middle of his room, Embach's roommate walked in and yelled. Embach bound him and wiped his memory clean with spells from the book. As Embach delved deeper into the book, he saw that magic was nearly limitless. He began to treat others as beneath him and used his powers for all manner of personal gain.

Embach took the book with him at the end of the semester when he returned home. Shortly thereafter, he cast a spell that took him to a strange, non-Euclidean dimension filled with unspeakable horrors. The creatures attacked him and he fled for his life. Upon returning to our dimension, Embach



thought he was safe, but the creatures hounded him. They tore through his house, killing his family before heading into town. Embach eventually defeated the creatures, but not without casualties. Embach vowed that he would learn everything he could about the mystic arts so that he would never be surprised again. With his family dead, Embach abandoned his old life and took the name "Necromancer".

Embach believes that he is the greatest wizard the world has ever known. He believes that the death of his family was caused by youthful inexperience, which he has corrected. Embach has not accepted responsibility for his actions and when "bad things" happen, he blames it on dark forces rather than his own mistakes. Although he has sworn to defend this dimension against the creatures from the Outside, he does it not out of compassion or duty but out of a desire for revenge against the first enemy that bested him. He feels little but contempt for the average man and he doesn't hide those feelings. He does respect others who practice magic and considers them colleagues, not equals.

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Embach is not a full-time agent of P.A.T.R.I.O.T. He is a loosely attached reserve agent who gets assigned to missions that fit his very specific talents.

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