



MINION MASH

A Super Villain Quick Adventure

By Dave Martin



THE SETUP

Each year one of the most prominent super villains in the world hosts his annual “Recruit a Minion Expo” for his fellow super villains. Every year the event is held in a new and secret location in an effort to keep prying eyes and would be party crashers out of his business.

Villains from all over the world, times past, present, and future, and planets near and far journey to this expo for the best and latest in recruitment of regular goons, super powered muscle, and the latest in technology for their loyal employees. This year’s show looks to be one of the best to date, with the host promising to unveil a prize minion up for auction: a former top tier super hero!

The party has been recruited by the host of the Recruit a Minion Expo to provide extra security for the event. Usually there are no problems at the Expo, and the free trade of the villains and recruitment of minions is smooth. This year, however, may prove to be different.

The host has learned that a team of super heroes may have discovered the location of this year’s Expo, and it is possible that they are even the former team of the special auction subject he is planning as the main event. He does not know for sure if the heroes have learned the location of the Expo, and even if they have there is no confirmation that they are connected to the former hero turned minion auction.

ON THE JOB

On the morning of the Expo, the host transports the party to the secret location, gives them last minute instructions, and answers any questions about security or the event the characters have. They also tour the facility. The Expo is taking place in the bottom floors of a converted warehouse (GMs decision on the location of the warehouse). There are guards in clearly marked uniforms who are aware of the special status of the party and are instructed to answer any call for assistance from the party.

As the attendees arrive, the party should canvas the area and screen as best they can anyone who looks suspicious. Using any means at their disposal (powers, devices, Expo guards, conversation, Notice), the party should spend a while attempting to spot the heroes. During this time, several “possibles” will creep up, and it is up to the players how they want to deal with them. However, none of the possibles will prove to be the heroes they are looking for.

Surveying the event, the party finds booths and demonstrations of all kinds of products and technologies. From “Minion in a Can: Disposable, Bio-Degradable Minions” to “Need a Minion? Try a Mutant Lemurine!” (a cross between a lemur and a wolverine), the Recruit a Minion Expo is bustling, busy, and filled with wondrous items in which members of the party themselves may be interested or by which they could be distracted.

Several times throughout the day, the host will inquire of the party their status and ask them the likelihood that the heroes have penetrated the event. The GM should throw some red herrings at the party in the form of shady super villains (Who’d have thought those would be at the Expo?!) and other obstacles. The majority of the villains’ time should be spent running down people who attempt to steal objects, and the event will make it to the minion auction without incident, though the party should be very on edge and still unaware of whether or not a team of heroes is at the Expo.

AUCTION BLOCK

Finally the announcement is made that the Minion Auction will soon start in the main hall. Most of the villains begin moving towards the auction block, and the party can position themselves in key locations to survey the crowd. It is obvious that if something is going to happen, it will happen soon.

As the lights dim, the gracious host of the Expo appears on stage, welcoming his fellow villains to the event. (It is recommended the GM gives a suitable speech.) The auction proceeds, and

there is spirited bidding on some of the “items,” as almost all of the minions in the auction are unique or super powered in some fashion.

Finally, there is only one item left, the grand finale of the Expo. Smoke and strobe lights accompany the dramatic rising of a platform from the middle of the auction block, and spotlights illuminate the man standing on the raised dais. The villains fall silent, and the party can hear several of them gasp at the sight of one of the most feared super heroes in history: Paramount.

As the auctioneer begins the bidding, Paramount is struck by a lightning bolt to his chest and sent flying back several feet and through the wall. The sounds of the blast and the resulting damage are followed by a shout of, “TRAITOR!” from the middle of the crowd. A ball of lightning rises from the middle of crowd and pulses, arcing a bolt of lightning out at every villain and minion in the room. The party characters can avoid the lightning bolts with a successful –2 Agility roll, and a raise allows any character to use their powers or other means to aid a party member who did not succeed in their roll. The party was on edge from the beginning of the event and could have suspected anything. With their nerves and reflexes ready for trouble, they were able to possibly avoid the attacks. Any party members caught in the devices’ attack will need to be freed with a successful Strength roll or a hit from an attack power.

When the party recovers, they witness a team of heroes gathering in the middle of the room. If they are careful, they can Stealth around the auction hall without being noticed and plan a surprise attack on the heroes. If they listen, the heroes are momentarily celebrating the death of the traitor Paramount and their victory over the villains. The other villains are securely frozen, encased in a prison of electricity that, with a –2 Notice roll, appears to be interfering with the synaptic relays (or equivalent) in its victims.

STOP THE...VILLAIN-HEROES?

When the party forms a plan, or launches an impromptu attack on the heroes, the heroes are surprised that so many villains avoided their trap. The heroes have been a team only a short time, though, and will likely attempt to draw the villains into a one-on-one battle situation.

The villains can use their combined powers to defeat the heroes, or they can attempt to use some of the gadgets and technology that can be found scattered around the Expo. Because they are villains, the party should also be encouraged to hide behind the frozen forms of the Expo attendees. The heroes will not care about preserving the lives of the villains, however, having been driven a little over the edge by the betrayal of their own one-time hero.

WRAP UP

After the party defeats the heroes, they have to find a way to disable the lightning ball device that is immobilizing the rest of the villains. This is done with a successful –2 Repair roll or by blasting the device with an attack of any type except electricity.

Alternatively, since they are villains, they have at their mercy some of the most feared and influential villains in the world. That powerful position may be difficult to give up. Either way, the party will find themselves either the heroes (for a day) of all the villains at the Expo or find themselves the *only* villains at the Expo.

SUPER VILLAINOUS HEROES

(Stats for Heroes taken from *Savage Worlds Super Powers Companion*, pages 66-83.)



BOOMER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Knowledge (Occult) d6, Notice d6, Repair d6, Stealth d6, Throwing d8 [d12+2]

Charisma: –2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Possessed boomerang.

Hindrances: Delusional (Minor: talks to the spirit in his boomerang), Greedy (Major), Mean

Edges: Arcane Background (Super Powers), Luck, Power Points, Quick Draw

Super Powers:

• **Attack, Ranged (9):** Device. Extra Damage (x2). Nonlethal. Range 12/24/48, Damage 4d6, RoF 1. Knockback 1d6”. Heavy Weapon

(boomerang).

- **Flight (4):** Device. 24" Pace, opponents are -1 to attack when he moves. The boomerang can use this power to return to Boomerang's hand (boomerang).

- **Super Edge (1):** Device. Marksman (boomerang).

- **Super Skill (1):** Device. Throwing +4 steps (boomerang).



GIANTEER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+5, Vigor d12

Skills: Fighting d8, Guts d6, Intimidation d10, Notice d4, Track d6

Charisma: -8; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Gear: None.

Hindrances: Bloodthirsty, Distinctive Appearance, Mean, Vengeful (Major)

Edges: Arcane Background (Super Powers), Berserk

Super Powers:

- **Attack, Melee (6):** Str+2d6. Knockback 1d10". Heavy Weapon (horns).

- **Growth (1):** Monster. +1 Size and Strength (permanent change).

- **Super Attributes (8):** Strength +5 steps, Vigor +3 steps (permanent change).



JUNGLE MAN

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Notice d6, Shooting d10, Stealth d8, Taunt d6

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Gear: Net projector, grapple gun.

Hindrances: Big Mouth, Gloater, Phobia (Minor: hospitals)

Edges: Acrobat, Arcane Background (Super

Powers), Power Points

Super Powers:

- **Ensnare (8):** Device. Area Effect. Ranged Attack. Stronger (net projector).

- **Super Attributes (4):** Agility +2 steps, Strength +2 steps (circus training).

- **Swinging (3):** Device. Stronger Line. Line can support 1500 lbs (grapple gun).



FIRECRACKER

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d12, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Several lighters and boxes of matches.

Hindrances: Delusional (Major: flames speak to him), Phobia (Major: fire hydrants)

Edges: Arcane Background (Super Powers), Power Points

Super Powers:

- **Attack, Ranged (5):** Elemental Trick: Fire. Range 12/24/48, Damage 2d6, RoF 1. Heavy Weapon (fire bolt).

- **Damage Field (5):** Elemental Trick: Fire. Adjacent characters suffer 2d6 damage and may catch fire (fiery aura).

- **Darkvision (2):** No penalties for darkness (glowing eyes).

- **Energy Control (4):** Heat/fire. Elemental Trick: Fire. Nullify. Damage 2d6 (projected heat).

- **Immunity (4):** Fire/heat. Direct attacks cause half damage (absorb heat).

**Necessary Evil Suggestion:* Replace the heroes with V'sori for a quick and easy *Necessary Evil* adventure. The "host" could also instead be Dr. Destruction.