VILLAINS AND VIGILANTES™

FANTASY GAMES UNLIMITED

2014

REVILE BEWARE

BY TROY CHRISTENSEN

©SFF·D·84

DEVIL'S DOMAIN

A

ADVENTURE

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Note that this adventure pack comes with cut-apart counters in the center of this book. Players may wish to mount these counters on a heavier card stock before cutting them apart.

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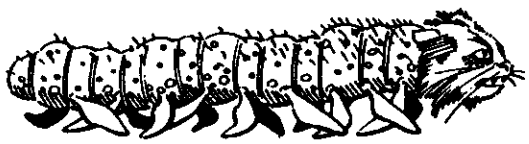
AUTHOR'S INTRODUCTION:

This book contains an adventure for the **Villains & Vigilantes** superhero role-playing game. Throughout this adventure I have used various names for places, people and organizations which you may feel free to change if they might interfere with things already established in your campaign. I have also included a bit of fictitious history to support the events which occur herein, but once again these things may be modified to your campaign's individual needs. This adventure is a platform from which the GM should launch his own campaign, not a mold into which his campaign must be forced to fit.

This adventure has been designed for six players of at least seventh level experience. If more than six players are involved, or their combined levels of experience exceed forty, then the levels of the demons in Part One should be increased by one for each four extra total player levels. If less than six players are involved, omit one demon from those encountered in Part One for each player under six. The GM can drop whichever demons he desires, but we suggest that demons with powers most similar to those posessed by the players be the first to go.

Thank you,
Troy Christensen



EDITORIAL INTRODUCTION

Hello, and welcome to the most cosmic **V&V** adventure yet. In response to your calls for tougher opponents, Troy Christensen has cooked up some heavy-duty creatures from another dimension, and you get to face them on their home turf! It's a win or be doomed situation, so be warned. This one's not for the wimpy at heart. It's the kind of adventure that your characters will tell their grandchildren about.

If they make it back, that is.

Have a Good One,

JEFF DEE

Part One
Demon Invasion

1.1 GM'S INTRODUCTION

Unless the players live under a rock with no communication with the outside world, they'll be aware of the incredible events of the past five days. It all began with what at first appeared to be a tropical storm forming off the east coast of Florida. But meteorologists were puzzled by the speed at which it was growing, and it soon became clear that it was an entirely new phenomena and not an atmospheric disturbance at all. Aircrafts were dispatched to investigate, and that's when the fireworks began. . . . .

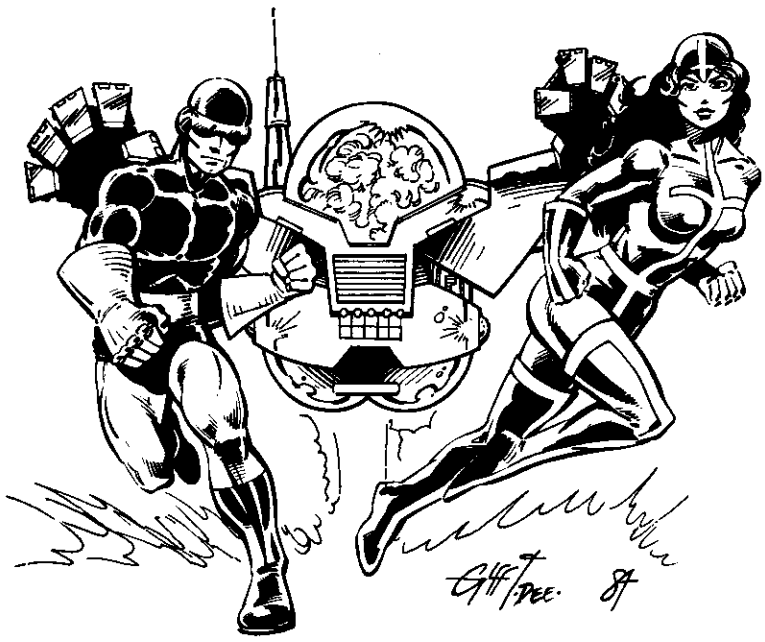
The Vortex, as it had been dubbed by the media, let loose with a concessive shock wave of gargantuan proportions. Many of the observation planes were lost in the sea, and none got close enough to the Vortex to shed any new light on it's origin. Meanwhile, the shock wave wreaked havoc with normal ocean and weather conditions as far away as the coast of Norway.

Now it became apparent that superpowered assistance would be necessary in contending with the Vortex. C.H.E.S.S. contacted a trio of heroes out of Miami and persuaded them to scout out the source of the disturbance. Imperial, Meganaut and Telecomm did their patriotic duty, managing to transmit back that the Vortex was centered around some sort of bizarre framework construction, hovering over the ocean floor and apparently sucking in everything around it, like a synthetic black hole. Their report included some video of the tower itself, badly distorted due to interferance at the souce, yet apparently showing creatures of some sort at work on machines on the tower. But near the end of their report the heroes were cut off in mid-sentence, and they have not been heard from since.

As news of these developements began to reach the public, panic spread. As did rumors of the Vortex's origin, which included every possibility from the Bermuda Triangle to the Second Coming. Amid all this speculation researchers released their scientific calculations which were no less frightening. In fourteen months, they projected, the Vortex will have devoured one-eight of the Earth's total mass — quite enough to destroy most life on our planet. And within two years, the Earth would be utterly consumed. This sobering news brought immediate action from the United Nations, and thus a massive nuclear warhead was launched into the Vortex. Whether or not it actually detonated is unclear, but there was absoulutely no detectable effect. Most likely the Vortex simply sucked in the nuclear blast itself.

At this point the Soviet Union took matters into its own hands, sending their own superhero Gravitron to the site of the phenomena. He used his Gravity Control powers to create an opposing black hole, and the resulting blast was only slightly less intense than the initial shockwave. The Vortex dissappeared, apparently at the cost of Gravitron's life — winning fro Moscow a propaganda victory which, for once, they actually seem to deserve.

As the area returned to normal, a fishing trawler was found adrift with only half its crew still alive. These survivors told of their nightmarish experiences; of slithering, oozing creatures who slew and at their crewmates. It began with a terrific storm (undoubtedly the Vortex effect itself), during which they sighted a large structure in the middle of the ocean. Hoping it might be a port of safety they made their way toward it. But by the time they realized it wasn't an oil rig or anything else of this Earth, terrible creatures were pouring down onto their vessel and eating both man and ship. The few who remain were saved only by a great explosion, which sucked the beasts into it rather than knocking them away. The sailors swear that the creatures they saw were demons, and that within the eye of the Vortex they could see theDevil himself.



1.2 THE ADVENTURE

The destruction of the Vortex sent a great sigh of relief throughout the world. No trace remains of the tower that stood at the center of the phenomena, nor any other evidence as to what caused it, or why. Most people refuse to dwell on this mystery, content in the knowledge that what ever it was it's gone now and life can get back to normal. C.H.E.S.S. however has taken a less optimistic view. They have alerted every superhero in their files to stand ready, and ask those with mental powers or supernatural expertise to direct their powers toward finding an explanation for this incident. C.H.E.S.S. is positive that we've not seen the last of the tower nor its wierd inhabitants.

GM: At this point in the adventure, each of your players with mental or magical powers will be approached individually by agents of C.H.E.S.S. and asked to watch out for anything unusual. The other players will be aware of the general alert, but won't be specifically contacted.

Eighteen hours after the destruction of the Bermuda Vortex the following message will be delivered to the players by a C.H.E.S.S. messenger:

Gentlemen:

A report has just been received from our contact in Britain that a second mysterious tower is now under construction at the site of the ruins of Stonehenge. With the Royal Guard, Britain's primary superhero team, currently unavailable we've been asked by the Prime Minister to send aid if we can. Your group came immediately to mind – and understand, time is essential. We must move quickly to prevent a second Vortex from forming. If you are available to undertake this vital mission, please accompany the bearer of this message to our local headquarters for a full briefing.

Thank You,
Homer Grimsby
King of C.H.E.S.S.

If the players accompany the messenger they'll be brought to the nearest C.H.E.S.S. base to be filled in by high-level agents. Thus, even if the history of your own campaign makes it impossible for your players to be familiar with recent events they will now receive the full story and be lectured on the extreme importance of preventing the creation of a second Vortex.

If the players turn down the request, C.H.E.S.S. will be forced to ask for help from some lesser superhero team. If no wimpy group already exists in your campaign then tell the players that C.H.E.S.S. enlists the Crusaders, from the **V&V** adventure **Crisis at Crusader Citadel.** Five hours later it will be announced that the Crusaders were defeated and captured by the 'Demons' at Stonehenge . . . . . and then the second Vortex is test-fired for five seconds, annihilating several square miles of British countryside (but leaving Stonehenge itself untouched at the eye of the Vortex). How soon the Vortex will become fully operational is anyone's guess, but as GM you should know that the players will now have only five hours after their arrival in Britain to defeat the demons. and not ten. Homer Grimsby will personally contact the players and plead for their help, saying the whole world is counting on them and so forth. And, as a matter of fact, it is.

C.H.E.S.S. will loan the players a supersonic jet if they do not have their own transportation to England, and urge the team to fly directly to Stonehenge at top speed.

SUPERSONIC JET:

Weight: 32,500 lbs.	Passenger: 3+9
Cargo Capacity: 4,000 lbs.	Speed: 3,690 mph. (mach 5)
Hit Points; To Disable: 150	To Demolish: 650
Weaponry: nil	Cost: $8.9 million

Armor: Steel hull, Structual Rating 9 vs. each hit

SUPERSONIC JET MAP KEY

A. Cockpit: This small, cramped space has seats for the pilot, co-pilot, and flight engineer. The jet is equipped with the best in modern technology. Even if no one on board knows how to fly a plane the on-board computer can run the jet itself in response to simple voice commands. The radar system has a radius of 120 miles (so long as there are no major obstructions). The computer monitors all functions and can warn the crew of any emergencies. The control consoles have structural ratings of five, but of course so long as the computer is operational and the jet is structually sound even total destruction of the controls cannot bring the jet down.

B. Passengers' Lounge: Here there are six swivel chairs arranged circularly in groups of three around four bolted-down tables. Built into each of the tables are terminals of the jet's central computer. Next to the cockpit door stands a well-stocked bar, and along the side walls are rows of windows with triple panes of glass to help prevent explosive decompression. On the floor near the rear is a hatchway down to the cargo hold, normally kept sealed and locked. The two passenger exits are here in the lounge, the smaller of which is an emergency exit with an alarm to prevent its accidental use, while the larger doorway is for normal use and is supplied with its own collapsable stairway.

C. Cargo Hold: The hold is cetified to carry up to 4000 lbs. of cargo , though in emergencies up to twice that amount could be carried. The hold has a small crane which can support up to 2000 lbs. and which can extend out through the cargo hatch to aid in loading and unloading cargo. The crane controls are on the cargo hold walls, though the crane can also be operated from the cockpit or lounge using the main computer and closed-circuit TV monitors on the arm of the crane.

1.3 GM'S INTERLUDE

Every 666 years the dimension of the Devil's Domain comes into close proximity with the plane of Earth. This arrangement lasts for only a short time, but during these periods small passageways open between the two planes. The master of the Devil's Domain, who goes by many names (Asmodeus, Cr'tegorf and Xfertoll to name but a few) has been unable to escape his realm since he was banished there eons ago. He craves access to the rest of the multiverse so that he may recapture it and rule it all as he once did long ago. For purposes of this adventure we shall call him simply the Devil, though he may or may not actually be the fact behind that name.

Over the millenia he has come close to his goal, but has always failed to actually set foot beyond the Devil's Domain. Many of his emissaries and heralds have come through to prepare his way, but always the gateways have closed long before he could muster enough power to make the journey homself. He has not wasted these past six-hundred years, however, and he has at last found a way. If he can create a living link from his universe through a portal leading to another universe then he could escape his Domain. This living link must be forged from millions of demons, and a great deal of energy is needed for those demons to be created.

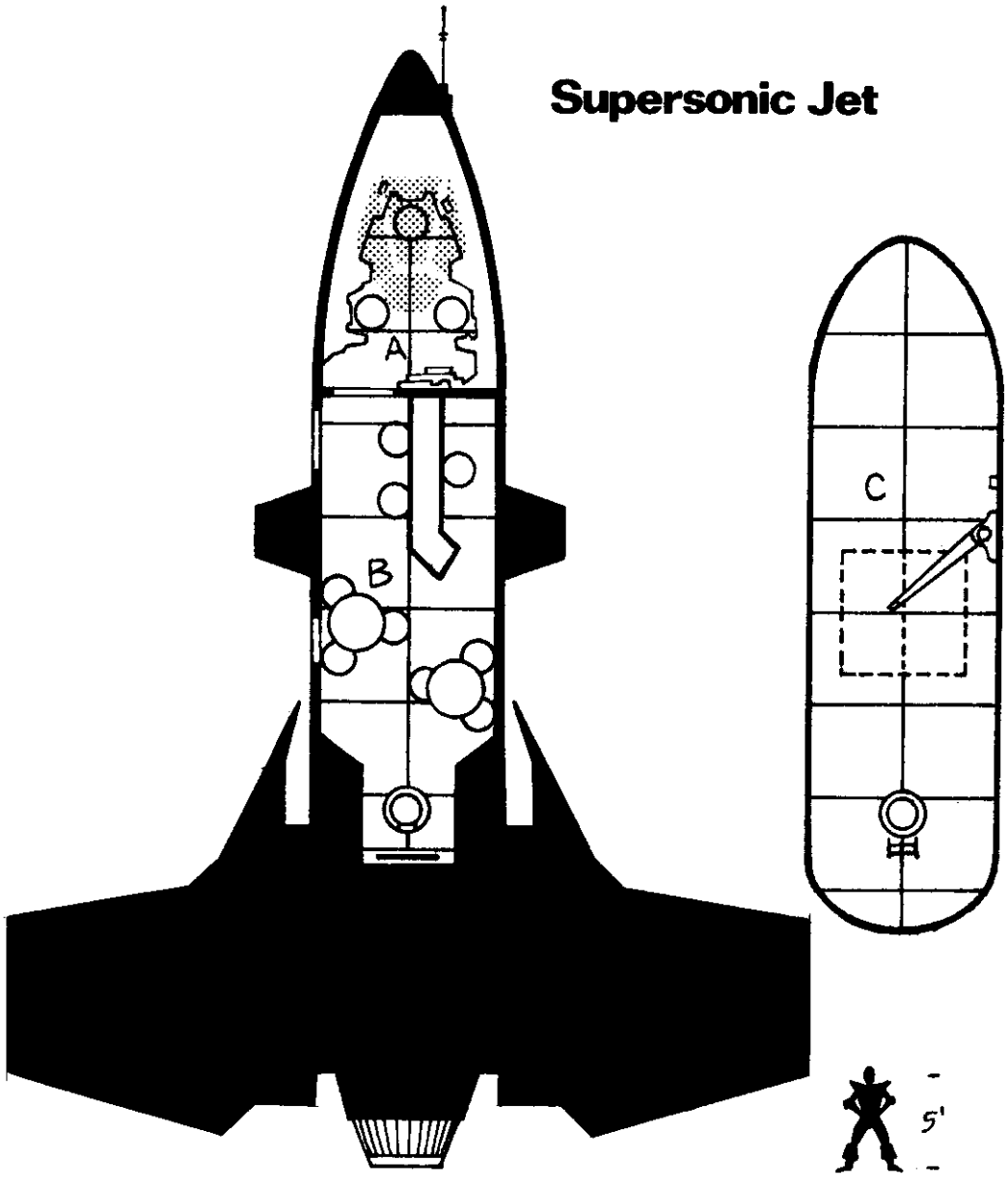
Three giant matter vacuums would be created on the far ends of three dimensional tunnels, and the harvest of those matter vacuums would be used to feed the demon horde. The first vacuum was set up in the Xorian universe, on the home planet of the Xareons. The second was constructed on the planet Targo, home of the race fo creatures called Gorgs. As we have seen, the final vacuum was placed in the Bermuda Triangle on our home planet Earth. The Bermuda Triangle was chosen for its weak dimensional fabric, and when the tower there was destroyed Stonehenge was chosen by the Devil as the next best alternative.

The destruction of the Stonehenge tower is essential, for if another Vortex forms only another hero as powerful as Gravitron will be able to close the Vortex. To thwart the Devil the characters must overcome the demons and their minions who are constructing the tower. Once these creature have been neutralized the machines on the tower can easily be dismantled. The characters have only ten hours of game time before the tower becomes operational, once they arrive at Stonehenge. Even the player's trip to Stonehenge will be fraught with perill The Overseer, Cr'tegorf's demented left-hand man, will attempt to destroy , or at least frighten off, anyone trying to stop the construction of the Stonehenge matter vacuum.

Soon after the characters set out for Britain an image of the Devil will appear in the sky before them. He will speak, commanding them to turn back or face destruction. The image is merely a hologram, whch will vanish after delivering its message.

Assuming the players continue, they will then be subjected to a wave of mystic turbulance sent by the Overseer. Neither the plane nor any devices carried by the players will be irrepairably damaged, thought the autopilot will switch to some backup systems to keep the jet airborne. The GM whould impress upon the players the fact that another such shock could be disasterous.

The Overseer, having hoped to destroy the players in the initial blast , and unaware of the damage he did cause, will fall back on his second plan. He will send an Abomination with the additional powers of Flight (150 mph) and Armor (ADR 65), and four slimes. Their mission: stop the players from getting to Stonehenge, using whatever means necessary. These demons cannot speak any Earthly language, so questioning them is pointless. If the demons are defeated they explode in



a cloud of noxious brown smoke. See below for more information on this gas and its effects on normal (ie. non-super) humans. The demons may delay the players' arrival, but assuming they waste no time in getting there once this battle is over they will still have 10 hours to stop the Stonehenge Vortex. At this point the Overseer will tire of the game, assuming the crew at Stonehenge can deal with the now-weakened players.

Arriving at Stonehenge the Players will see the tall black structure rising 300 feet above the ancient ruins. Standing on four metal legs, , 20 feet each in diameter, it really does look remarkably like an oil rig. The tower stands directly over Stonehenge and from a distance the players can dimly see grotesque figures crawling about on each of its four decks.

Closer inspection will reveal that each deck holds various half-assembled machines, and that the lower three levels are inhabited only by humanlike beings. (GM: These are zombies, transformed humans stolen from our plane by the Devil during his various attempts to break free of his Domain. Close inspection will reveal that the zombies are clothed in tattered remnants of costumes from various historical periods.) The uppermost level holds a variety of more exotic creatures.

Sensitive detection devices will announce the players arrival to the demons as soon as they step within 100 feet of the tower. The demons will immediately summon the zombies to confront the players at that time, and may also join the battle if they themselves are directly threatened. In any case the demons' top priority will be the defense of the mechanisms on the tower, and they will consider thermselves and their zombies to be expendable.

The zombies will begin by tossing crates of machine parts, weighting 800 pounds each, down upon the unfortunate players. Afterward they will fall back upon their own individual weapons.

ZOMBIE STATISTICS

Number:	Level:	Hits:	Power:	Agility:	Move:	Damage:	Accuracy:	HTH:	Weaponry:
1	1	2	30	6	22"	-1	-2	1d4	hammer
2	2	5	43	11	31"	–	–	1d4	wrench
3	1	8	46	10	33"	–	–	1d6	hammer
4	3	7	47	11	30"	–	–	1d4	sledgehammer
5	2	8	42	14	37"	+1	+1	1d6	wrench
6	3	4	47	10	31"	+1	–	1d4	hammer
7	1	2	46	17	27"	+1	+2	1d2	saw
8	2	5	38	6	32"	–	-2	1d4	sledgehammer
9	1	7	44	14	35"	+1	+1	1d6	Insanity Prod
10	1	7	46	13	37"	+1	+1	1d4	Insanity Prod

NEW WEAPONS:

hammer	HTH: +1 to hit, +1d6 damage
saw	HTH: +1 to hit, +1d8 damage
wrench	HTH: +2 to hit, +1d4 damage
sledgehammer	HTH: +2 to hit, +1d8 damage

PROD OF INSANITY:

Attacks as a big club (HTH +3 to hit, +1d6 damage), with the following additional effect: victims must save vs. Charisma on 1d20 when hit or go insane for 1d4 full turns, automatically attacking their friends instead of their oppenents. When insane characters must still fight to the best of their ability, ie. no fair punching when your energy blast would be more effective.

DECK DESCRIPTIONS

Each deck of the tower is 100 feet high. The first floor is at ground level, and the fourth is the roof of the structure. Large support legs run up each of the four corners of the building, each having a structural rating of 20, and each being 5 feet thick. Thus, a leg would have to take 100 points of internal damage before crumpling. For each leg disabled there is a 30% cumulative chance that the entire tower will start to collapse. If this occurs, characters will have 1d4 turns to evacuate. A note concerning the Invulnerability fields on the tower: once they have been breached, they overload and cease to function.

The floors of the tower are made of thin sheets of the same adamantium alloy as the legs, ie. Structural Rating of 7, though the players should realize that it is a national monument and should take steps to protect it from damage.

DECK ONE:

1-5: Zombies. These are the locations of the zombies at work on this level. See zombie description.

A: Computer Modulator. There are hundreds of switches, knobs, and video screens scattered across all sides of this gigantic device. All the instrumentation will appear totally alien at first glance, but a closer inspection will reveal an indecipherable hodgepodge of characters from both historical and as yet undiscovered civilizations. The Computer Modulator is the central brain of the other computers on the tower, and if disabled devices D and E will immediately cease to function. This device takes 100 damage points before it is destroyed, but 25 points will disable it.

B: Transpatial Receiver. This machine looks quite similiar to the Computer Modulator, but it emits a low whistling sound constantly and is protected by an invisible field. The Transpatial Receiver coordinates the transition of matter between dimensions, and if it is disable the matter vacuum will not function. The invisible field acts as Invulnerability with a strength of 20. 100 points of damage will destroy this device, and 25 will disable it.

C: Inoperative Machine. This incomprehensible device is not completely finished, and is not vital to the activation of the matter vacuum. 75 points of damage will reduce it to twisted wreckage, but 20 points will convince the players that the machine won't be completed for days.

D&E: Logistic Computers. Similar to the Computer Modulator but more specialized in function, these machines are vital to the activation of the matter vacuum. 35 damage points will disable each Logistic Computer, and 120 points will destroy them.

F&G: Power Generators. These large round pulsating behemoths generate power for the entire tower. The outer surfaces glow red-hot, causing a 1d4 burn if touched. Each takes 25 points before becoming disabled, and are demolished with 100 points. If disabled, a Power Generator will begin to overload, glowing even hotter and emitting ominous rumbling sounds. It will be obvious to everyone around that the generator is going to explode! In four turns, unless the generator is completely destroyed, it will explode with the force of a small nuclear bomb (see **V&V** rules p. 25). Each generator weighs 3000 lbs. and is not securely fastened to the floor, so the players could respond by moving the damaged generator where it will do no harm. If either generator is disable all the Invulnerability shields on the tower will cease to function, and both generators are vital to the operation of the matter vacuum.

DECK TWO:

6-8: Zombies.

A. Power Generator. Same as F and G above but much more powerful. The heat of its surface does 1d12 damage, and it takes twice as much damage to disable or demolish (50 points and 200 points respectively). It also overloads if disabled, exploding as a large nuclear bomb. This generator weighs 6000 pounds. Of course, it is also vital to the operation of the matter vacuum.

B: Gravity Generator. It is this device which produces the awesome gravitational forces which form the Vortex. The generator takes 30 points to disable and 120 to demolish. However, it is protected by a 30 point Invulnerability shield. Note, if the generator has been demolished it will not explode when the Gravity Monitor Station is taken out (see below).

C: Gravity Monitor Station. This machine controls power input to the Gravity Generator. If the Gravity Monitor Station is disabled, the Gravity Generator will begin to overload, exploding with the force of a large nuclear bomb in four turns. However, this will not happen if all the Power Generators on the tower are already disabled or if the Gravity Generator itself has been destroyed. Luckily, a 50 point Invulnerability field protects this station from possible harm.

D: Invulnerability Control Station. Written in the same jumble of languages, the readouts on this machine indicate which devices on the tower are protected by Invulnerability fields, and how much protection each one has. Characters can attempt to Detect Hidden in order to decipher the meaning of the maps that they see displayed here. Disabling this machine causes all the Invulnerability fields on the tower to deactivate. It takes 25 points to disable and 100 to destroy this station, and it also has its own 20 point Invulnerability shield.

DECK THREE:

9-10: Zombies.

A: Overseer Module. This is the mechanism which allows the Overseer to extend his Power into our dimension. It looks like a large black cube writhing with tubes and wires. On one side of the cube is a blue misty portal, faintly glowing. It is through this one-way portal that the Overseer projects his evil energies. When any creature approaches within 10 feet of the cube, an alarm will automatically alert the Overseer, and he will send an illusion of himself to hover above the cube and survey the situation. If he perceives forces hostile to the Devil, the illusion will speak to them commanding them to depart or face his wrath. If his foes do not immediately leave, he will use his Teleportation powers against them (see data on the Overseer). He will not physically confront them, however. Disabling the cube (25 points) will shut off the Overseer's access to this dimension. The Overseer Module has a 10 point Invulnerability screen, and takes 100 points to demolish.

B: Auxiliary Overseer Module. This is a duplicate of the above, but though it seems intact it is not yet factional in any way, including its Invulnerability defenses.

C&D: Inoperative Machines. Neither of these devices are currently operational, nor do they look it. They are also vital to the operation of the matter vacuum.

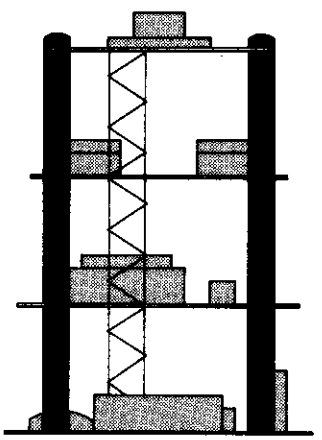
DECK FOUR:

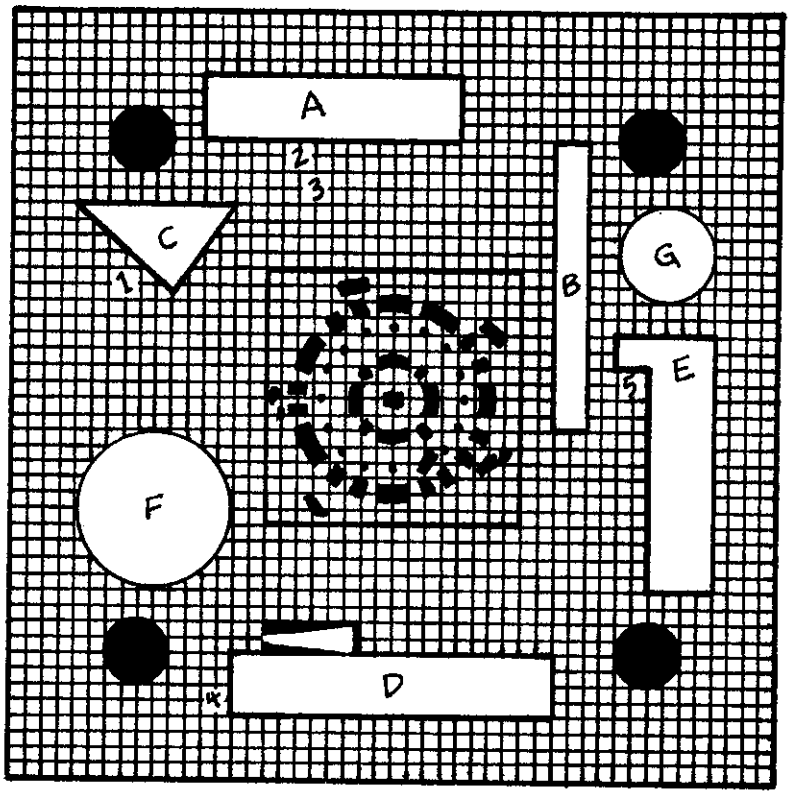
A: Giant Maw. This is the aperture through which our entire planet will be sucked if the matter vacuum goes into operation. It has the appearance of a sphere with a cavernous 'toothy' mouth, mounted on a pedestal. 40 points of damage will disable it, and 160 points are needed to completely destroy this device. If any player is adventuresome enough to poke his head inside, he will see a dead-end tunnel going straight down only about 15 feet.

1-7: Demons.

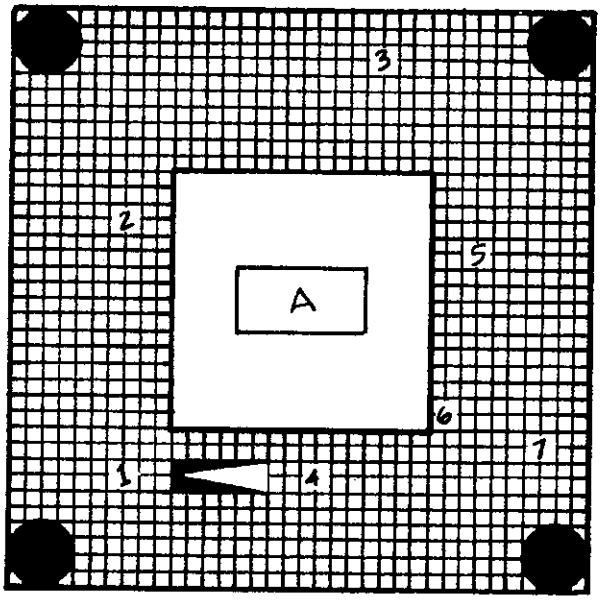
1: A Slime.
2: Another Slime.
3: A Boogen.
4: A Horror.
5: An Abomination.
6: A second Abomination.
7: A Crawler.

These demons are the zombies' supervisors, but they won't hesitate to attack intruders themselves if the intruders get past the zombies. In fact, they will fight to the death to protect the tower. If defeated, each demon will explode in a splatter of brown stinking goo. Moments later, the goop will evaporate into a thick brown smoke. Unless the players act to destroy or contain this demon ichor, it will spread out and begin to effect the minds of normal (ie. non-super) humans. The ichor is not hard to destroy, one shot with any energy attack should be sufficient. Exactly how the gas will affect the minds of pedestrians is detailed below.





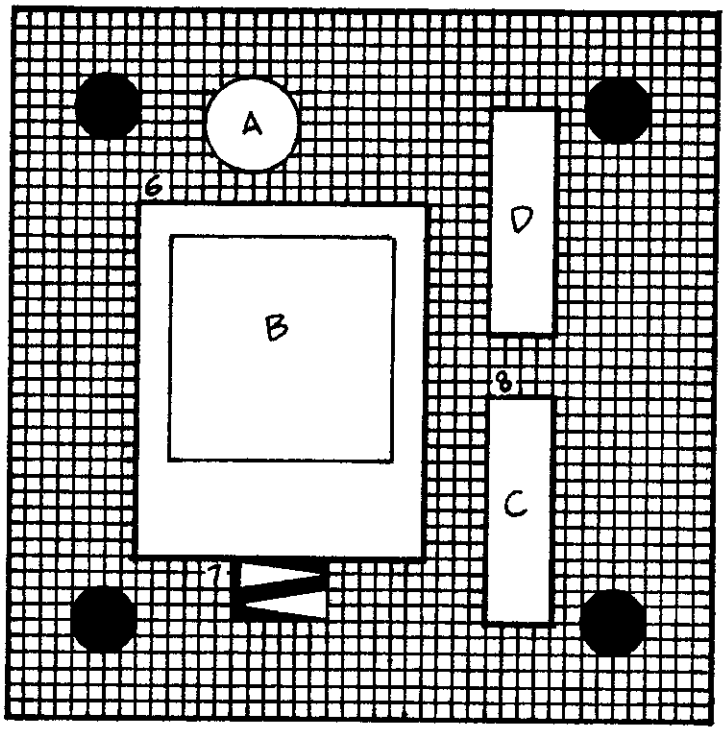
GROUND FLOOR



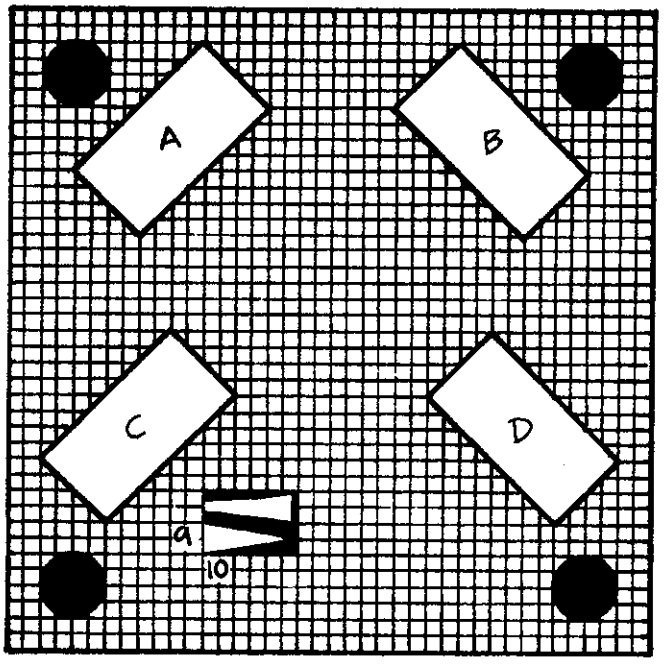
DECK FOUR

10'

Stonehenge



DECK TWO



DECK THREE

AFTERMATH

Half an hour after the players defeat the demons and zombies at the tower, and assuming they stick around to examine it, townspeople affected by the demon inchor will begin to converge on the Stonehenge area. The gas affects the minds of normal humans by causing them to enter a killing frenzy, seeking out the nearest unaffected beings as targets of their hostilities.

People affected by the demon ichor behave as if entranced, with glassy eyes and a shambling gait. They will not speak or respond to conversation and cannot be reasoned with. The players should either flee or subdue these poor unfortunates, for they are merely ill and not responsible for their actions.

CRAZED PEDESTRIANS

Name:	Level:	Hits:	Power:	Agility:	Move:	Damage:	ACC:	HTH:	Weapon:
Granny	1	1	30	7	18"	–	-2	1d2	pickax
Kid	1	4	45	12	36"	+1	+1	1d3	knife
Man	1	5	42	10	27"	+1	–	1d4	–
Cop	2	10	50	13	38"	+1	+1	1d6	rifle
Farmer	1	15	53	13	42"	+1	+1	1d8	shovel
Women	1	4	41	13	31"	+1	+1	1d3	rock

New Weapons:

pickax: +1 to hit, +1d8 damage
shovel: +2 to hit, +1d6 damage
rock: no bonus to hit, +1 point damage

If the players don't stick around long enough to encounter the crazed locals, they will still received reports of wanton violence being perpetrated by the townspeople around Stonehenge. The GM may allow the players to move to assist in controlling the populace, and if so use the stats above to resolve any combat. Within hours the violence will die down to nothing, as the effects of the demon ichor fade away.

If the players fail to defeat the demons, the GM has two alternatives. He may allow them to retreat and regroup, adding one hour to the time they have before the Vortex is activated for each piece of relevant machinery they disabled at the tower, and subtracting any time they used in preparing for and executing their initial attack. By merely watching activity at the tower and players will be able to gauge how much time they have. Of course, the Overseer will use this time to replace the zombies or demons that the players have already managed to defeat. The second option, not recommended unless the players come out of their initial battle in such poor shape that they cannot possibly hope to overcome the demons in a second attack, is to have the players take another group of heroes to the tower.

Part Two
Lost Tomb of Cor

Having saved the world from the second matter vacuum, the players will be praised worldwide for their bravery and presented with each in donations and rewards from various sources. C.H.E.S.S. will not let them be idle, however, contacting them immediately and asking them to pursue the investigation. C.H.E.S.S. believes that the only way to finally stop this 'Devil's' annoying antics is to confront him face-to-face. Of course, they will assume that the players are ready and willing to stay on the case. C.H.E.S.S. will present the players with a vial of demon ichor for having it analyzed.

The demon ichor will turn out to be an alien organic compound, with the ability to affect human brain chemisty in its gaseous form. Records will show that it has been encountered only once before in recorded history, in the hands of terroist Glenn Jacco (alias 'Obituary') during his reign of terror fifty years ago. A native of Easter Island, Glenn escaped from Chilean police forces after wreaking havoc on the island, coming out of hiding two years later and nearly dominating the world with his own demon ichor until he was stopped.

2.1 EASTER ISLAND

Easter Island is a small desert island in the South Pacific, about 2000 miles west of Chile. It has a small population distributed among several small villages along its shores, and famed for the giant stoneheads scattered across its surface. Any citizen, the players approach for directions will be able to direct them to Glenn Jocco's tiny hut, but they'll refuse to approach it themselves. If questioned about this, they'll comment on Jocco's infamous reputation and repulsive appearance. If questioned further they'll admit that Glenn has been very quiet since his recent release from prison, but they still feel that it is best not to take any chances.

From the dunes encircling Jocco's one–room hovel, about 100 yards away the players will see that the shack is encircled by four of the island's great stoneheads, except that these have eyes that smoulder evilly red.

As the players approach, Jocco will come out wearing his tattered old Obituary costume and begin screaming threats that he will call down the Devil's wrath upon them if they continue to trespass. Any attempt to question him will yield only mad ravings and more threats. If they continue to close, or if they persist in their attempts at conversation, Obituary will sneer like a madman and whistle. Suddenly four demons will spring from the hut, forming up one each between the four statues surrounding the hovel, standing ready for battle.

The four demons are as follows:

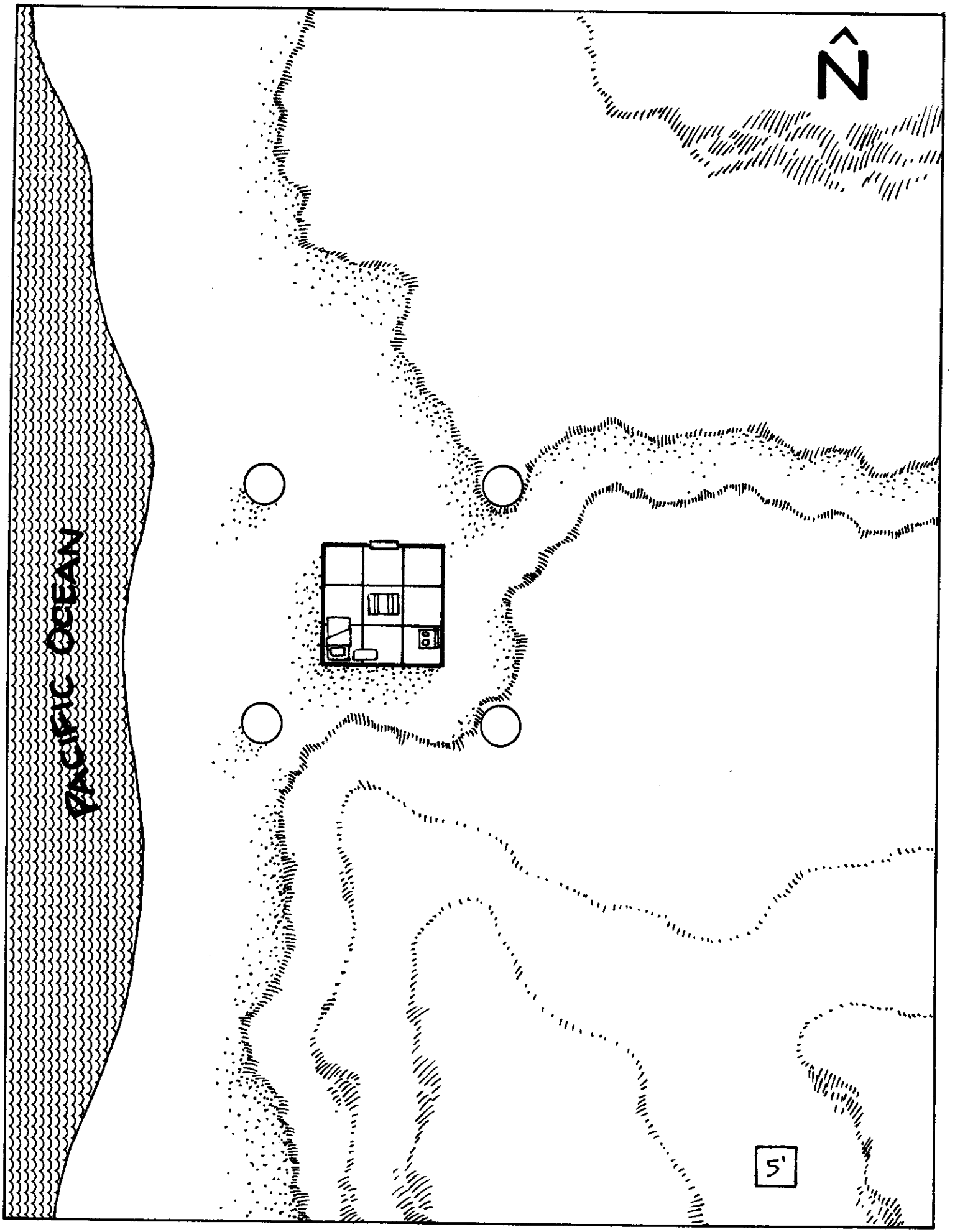
1) **Changeling:** All the regular powers (see below), plus the following:
Body Power: PR=1 per attack, 10" range, shoots out long sticky tenticles attacking as HTH and doing 1d8 damage, plus binding or tripping characters on special attacks.
Natural Weaponry: +3 to hit, +6 damage, usuable in conjunction with body Power.

2) **Horror:** All the normal powers plus:
Non–Corporealness: Not permanent, PR=4 per hour, floats through the air at ground speed, etc.

3) **Crawler:** Has the usual powers except no Invulnerability, plus: Size Change Larger: At will, PR=2 to grow, none to shrink back, takes movement to change. Grows to four times normal length, simply switch to the following stats:

Hit Points: 230 Power: 40 Agility: 5 Move: 230"
Accuracy: -3 HTH: 5d10
Sonic Abilities: 92" range, PR=3, does 4d10 damage (only when larger: at normal size use normal Sonics).

4) **Spirit:** Has the normal abilities plus the following:
Weakness Dectection: Takes one action within 1" of the target, yields +10 to hit and knowledge of one special weakness (if any).
Special Weapon: Soul-Syckle +3 to hit, +1d10 damage HTH. On a hit the victim must save vs. IQ on 1d20 to resist having his soul sucked from his body and into the syckle. If unsuccessful the character will have time for one horrible scream, attracting the gaze of his teammates, as his soul is visibly drawn into the blade. His body will fall to the ground dead, but the soul will live on entrapped in the weapon. If the spirit is slain or the weapon is taken from him the other players will be able to converse with their comrade mentally by holding the syckle's handle. By examining the weapon (roll Detect Hidden) it will be discovered that the handle twists off– if the handle is removed, the trapped soul is released like a genie from a bottle, immediately returning to his body.


N
PACIFIC OCEAN
5'

Neither Obituary or his demon cohorts will surrender. Any demons which are defeated will explode and scatter ichor, affecting the island's population within one hour unless the players contain or destroy it as they should have learned to do by now.

Inside Glenn's house can be found a bed, dresser, large chest, and oven. In the dresser, hidden under filthy old uniforms, is a diary. The last entry is 12 days old. It reads as follows:

They are back! The Devil's Domain is at hand!
His demons tempt me once again — I pray that
I can resist them, can't live though that again.
I have seen the truth, dear God give me strength!

It is done.
I accept the Devil's commands, He will give me
dominion over the world!

The chest is locked and cannot be moved by any amount of strength. The lock is structural rating 7 rusted iron, a key for which can be found on Glenn's body. Opening the chest will reveal a dank hole through the floor from which an overpowering stench and satanic screams emate. A slippery stairway winds down from here to room 1 in the Tomb of Cor.

If Glenn is interrogated he will babble incoherently and reveal no useful information. Even if his mind is read, he is so insane that nothing can be made of it.

Identity: Glenn Jocco
Side: Evil
Sex: Male
Age: 85
Level: 5
Training: None

Powers:
1. Heightened Intelligence: +20
2. Death Touch: See V&V rules pg. 11
3. Adaption: PR=1 per hour on per use as a defense.
4. Natural Weaponry: Clawed hands, HTH +2 to hit, +4 damage.
5. Special Requirement: Must sleep near dead bodies to retain powers.

Weight: 130	Basic Hits: 3
Strength: 17	Endurance: 11
Agility: 12	Intelligence: 34
Charisma: 12	Hit Points: 9
Reactions from Good: -1	Evil: +1
Damage Mod.: +5	Healing RAte: .75
Accuracy: +1	Power: 71
Carrying Capacity: 250	Basic HTH Damage: 1d6
Movement Rate: 37" ground	
Det. Hidden: 24%	Det. Danger: 28%
Inventing Points: 8.5	Cash: unknown
Inventing: 102%	

Origin & Background: Pacific Islander, crime and mysticism skills.
Legal Status: Record, not currently Wanted.

Origin & Background: As a young boy Glenn Jocco loved to explore tunnels and caves. In his 18th year he discovered a tomb belonging to an ancient Easter Island king named Cor. In exploring the tomb, he accidentally trapped himself in a room full of decayed and mummified corpses. When a rescue party found him twelve days later, he was a different person. He'd learned to enjoy sleeping in graveyards and collecting dead things. The authorities on the island tried to commit Glenn to a nuthouse, but when they came for him, he slew five policemen and maimed three others with his claw-like, deformed hands. A second attempt was never made, and Glenn disappeared into his beloved burial grounds. His fascination with the macabre ultimately led to his making a pact with other-dimensional demons, which nearly made him ruler of the world. In the end, Glenn was sentenced to life (later reduced to fifty years). The last three years of his life have been spent quietly and in solitude back on Easter Island.

Combat Tactics: As Obiturary, Glenn fights primarily with his claws. He will only employ Death Touch to take out extremely powerful opponents or to fight his way out of a corner. Also, during battle he will curse and taunt his opponents in order to confuse and belittle them.

MAP KEY TO THE TOMB OF COR

(1) CHAOS ROOM: Powerful arcane forces will scan the subconsciousness of each character entering this room. Any character found to be truly on the side of Evil may pass through without hindrance. All other characters must save on 1d20 vs. his Intelligence in order to disbelieve the illusion which the room will send against him. If a character disbelieves his illusion, he will be free to proceed or to attempt to convince the others that what they face is not real (per action spent, the character can try to convince one other that it isn't real — allowing one additional 1d20 save vs. IQ per attempt).

So long as an illusion is believed, its stats are as follows: Hit Points: 100, Power: 100, Level: victim's level +1d6, Agility: victim's Agility+ 1d10, Move: 100", +1 to hit, 2d10+4 damage, attacks as HTH.

As soon as a character defeats or disbelieves his illusion, it effectively disappears. All damage taken remains, however. Apart from the illusions, this room is empty.

(2) HALL OF AGES: This corridor is lined with ancient heiroglyphics. The walls, ceiling and floor are all entirely covered. Any character may spend an Inventing Point to puzzle out the story contained in these writings. The runes tell the story of Cor and how he met his fate. A condensed version of the tale runs as follows:

Ten thousand years ago a race of men journeyed here from a faraway planet. The trip took many generations. There was a colony here on Easter Island, but when the travelers arrived they found that it had been destroyed by Earthly creatures. The new people erected the great stone heads in honor of the previous conlony, and they built their own magnificent city around them. For hundreds of years they prospered, and grew proficient in the occult arts. Their king in those days was named Cor, and he begged the wizards to stop their dealings with the demons from beyond. But they did not, and finally they called forth a great demon which consumed their whole city. Then King Cor fought the demon and slew it, saving a handful of his subjects. He himself did not survive the battle. A secret tomb was built for him, guarded by undead spirits and cursed by the vengeful demons.

Each character who succeeds in deciphering the runes will be cursed, as the last few heiroglyphics will indicate. A cursed individual will have a minus 4 modifier on all d20 saving throws, and minus 20% on all d100 saves. The curse lasts for 1d100 days, or can be purged from the victim's psyche with a telepathic Mind Probe.

(3) WELL OF THE DEAD: This room is piled high and deep with mummified corpses. Atop the pile rest three 'important-looking' bodies, decked out in jewelry of great value. Piercing the chest of the central importaint corpse is a great bronze key. The key is inscribed in ancient Babylonian (IQ save on 1d100 to recognize the language, and another 1d100 save to be able to read it). The inscription reads 'Key to the Worlds Beyond'. If looted, the room yields $100,000 in treasures (treat this money as merchandizing, see rules, pg. 39). Meanwhile, for every minute each character remains in this room a d20 save vs. IQ is required to resist developing a Phobia/Psychosis about dead bodies. The GM may decide how this weakness will affect the player's future behavior. Psychoanalysis will remove the weakness.

(4) STATUE: This statue is in the shape of an octopus-headed warrior with tusks and eight spidery eyes. He stands with his arms folded across his chest, blocking the doorway behind him. If the door is disturbed in any way the statue will transform into a real live Horror! The Horror will attack the players and not stop until defeated, at which point it turns to dust. This Horror has the following unique characteristics: double normal Power score, natural ADR 50 armor, and Heightened Speed +340", +11 initiative.

(5) DOME OF KNOWLEDGE: This room is hemispherical, carved out of living rock. The dome is encrusted with hundreds of small jewels. activate video displays dating from the reign of Cor. If a heat source (live finger, laser beam, etc.) is applied to a jewel, one of the following recordings will be played:

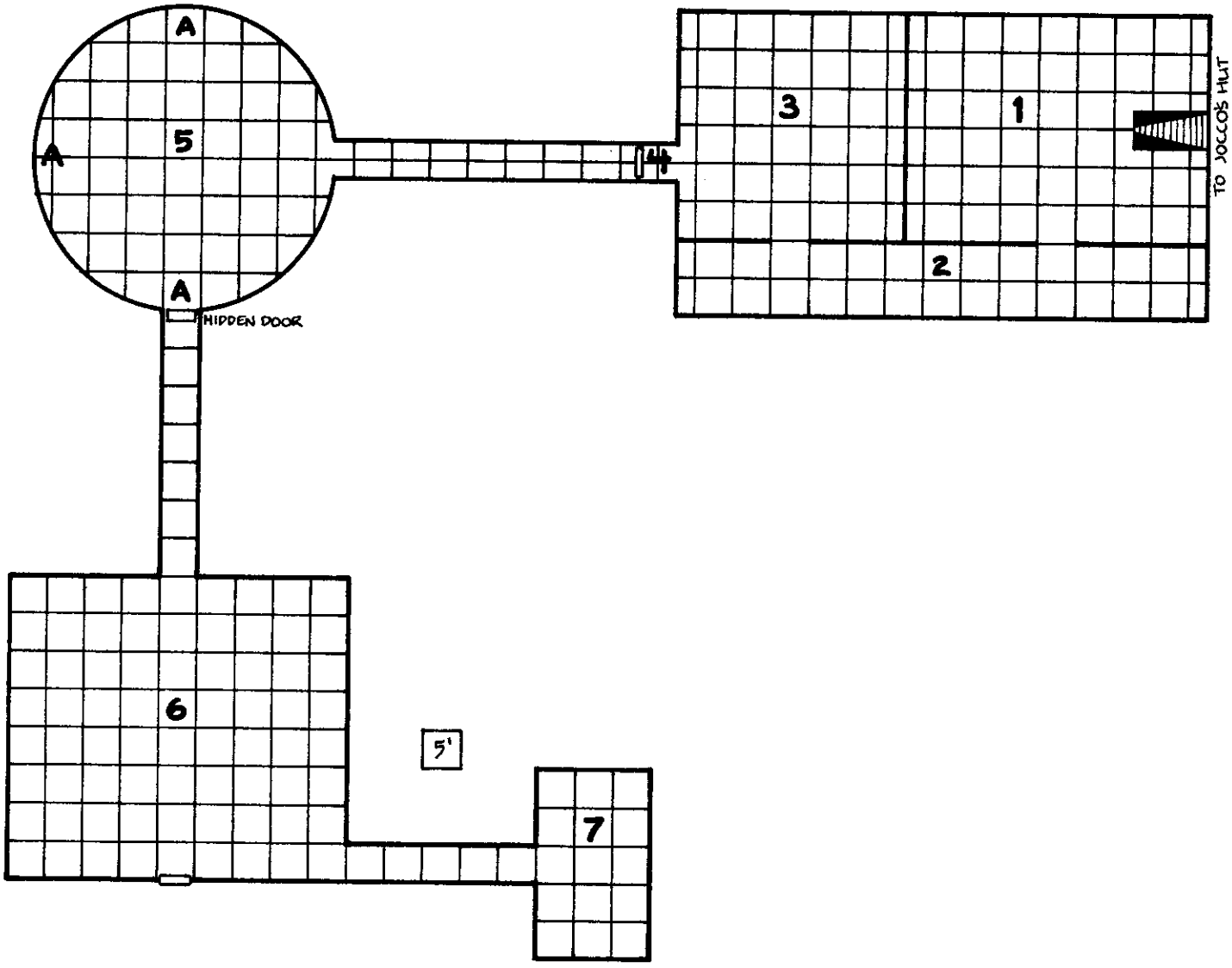
1. A scientific study on the effects of crossbreeding Cor's people with native hominids. The audio narration is unintelligible, but from the pictures one can see that the genes of the offspring mutate in unpredictable ways, causing a far more frequent occurance of superhuman abilities.

2. The Devil, whom players will recognize from their flight to England, is shown melting and consuming a beautiful city. He is gigantic!

3. A panoramic view of a land of shallow glowing streams and strange forests. In the cneter of the land floats a giant red ball, held aloft by the force of a pulsating blue energy beam. Show the players the map of the Devil's Domain. Shown inhabiting this strange land are hordes of emons of all sorts and armies of skeletal warriors. Any character who deciphered the hieroglyphs in the Hall of Ages can read those which accompany this picture: they read 'THE DEVIL'S DOMAIN'.

4. Nothing happens. Then, unless the players go back to viewing one of the other displays, a blue beam is projected from one gem and rebounds around the room in a spectacular fashion, finally outlining a hidden doorway in the south of the room. Without this beam only a successful Detect Hidden roll will reveal the door.

If the players try to pry gems from the ceiling, the video projection abilities of the room will be destroyed. The gems themselves are synthetic and almost worthless.



By the way, at each point marked 'A' stands a statue. The statues resemble squat beetle-men armed with long wicked pikes. As soon as all the players are in the room, or as soon as any stragglers enter the room 5, these statues become animate Horrors and attack. These particular Horrors have ADR 150 armor but no natural weaponry, instead fighting with their pikes (+3 to hit, +1d8 damage). They are experts with thes pikes, having +4 to hit with them.

(6) GATE OF THE DIMENSIONS: This room appears to be carperted in a deep brown shag. . . but closer inspection will reveal that the 'carpet' is in fact a layer of tiny squirming live maggots. On the southern wall is painted a picture of a large wooden door, but the keyhole to this door is real: The key from room 2 will fit the lock, and the door opens to reveal a glowing energy field. As the door opens a voice will speak in each player's mind, asking 'What doest thou seek:?' The portal will show a picture of any person, place or thing mentioned by the player. As each new thing is mentioned, the view will change. If any character steps through the portal, he will find himself transported to the place shown. His friends will still see him, unless they ask for another view. The portal, once tuned to a location, will stay open only as long as one character remains in the room to hold the door open. Once the last character steps through the portal closes automatically leaving no route home. Trying to wedge the door open will have no effect — any inanimate object blocking the door will disintegrate.

(7) COR'S TOMB: The hall is leading to this room is choked with human skeletons. Hieroglyphics warn trespassers to turn back or be forever cursed. The first who actually enters the room will be cursed for life, losing half his healing rate and losing half his Charisma to the effects of an incurable skin disease. The tomb contains only empty chests, having been looted years ago by Glenn Jocco.

Part Three
The Devil's Domain

The characters will enter the Domain though either of two entrances. They can enter the Devil's Domain through the Easter Island Dimension Gate or by their own means, which may include Dimensional Travel or some other means. The characters, in any event, will find themselves arriving on the western border of the map found below.

This section outlines the final conflict with the Devil himself. The Devil's Domain is situated in another dimension, and has slightly different characteristics and natural laws than the Earth. These are delineated below.

ATMOSPHERE:

The alien chemistry of the Domain's air has the following effects on humans. The effects may be different on aliens and other non-humans (GM's option). Each action taken costs +2 power over and above its normal cost. But normal healing takes place every hour instead of once per day. Adaptation will negate both the positive and negative effects of this atmosphere.

GRAVITY:

The Devil's Domain has agravity of 1.89 Gs (i.e. 1.89 times Earth's gravity). Multiply each character's weight by 1.89, and subtract each extra pounds of weight from his Carrying Capacity. If the character's Carrying Capacity is reduced to a negative value he will be unable to move under his own power. Recalculate HTH damage based on the remaining Carrying Capicity, and modify Agility if necessary (see table on p. 5).

GEOLOGY

The soil and rocks in the Devil's Domain are composed of diamond-hard crystals, and the native flora share these characteristics. Structual Rating equals 10. Any character smashing into or falling on this substance takes +1d10 damage.

KEY TO THE DEVIL'S DOMAIN:

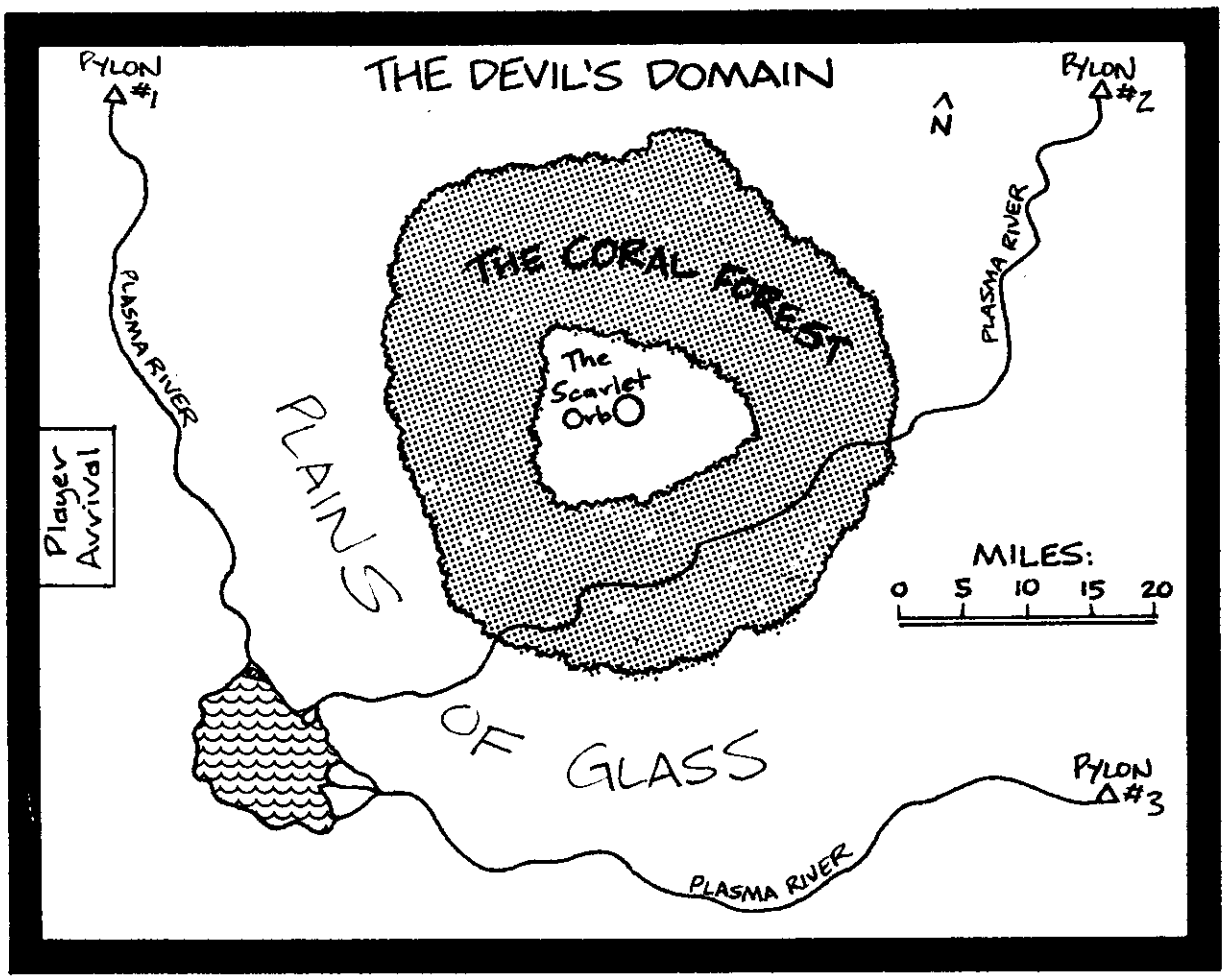
THE FIELDS OF GLASS:

Most of the terrain in the Devil's Domain is of this type. The Fields of Glass look like endless plains littered with shards of broken crystals. Small scrapes and cuts are inevitable whenever one tries to walk across these fields; for each five miles traversed on foot every character automatically takes damage points equal to his Basic Hits. Invulnerability and Armor etc. provide normal protection. Players will witness crystalline growths up to five hundred feet tall, 'grass' made of green and purple gems, and swarms of horrid little demon-bugs.

GLASS PLAIN ENCOUNTERS:

Roll 1d6 for every five miles travelled. On a roll of 1, an encounter has occurred. Roll 1d4 on the following table to determine which type of creature the characters meet:

d4:	Name:	Number:
1	Goxeks	1d4
2	Xo'j	1d4
3	Davens	1d20
4	Y'tego	1d6



Whenever an encounter occurs, check also to see if the encounter location displays any of the various side effects which result from the Domain's bizarre natural laws. 1d3 is rolled, with a side effect being present on a roll of 1. Roll 1d8 below to see which terrain effect is present:

1) Energy Crystals: Energy attacks used in this area are amplified, doing triple damage. However, the crystals glow so brightly that the same rules used for fighting in Darkness are employed.

2) Asbestos Dust: All flame attacks are -3 to hit, doing ½ damage. Flaming characters move half as fast in flight, and can carry only half as much.

3) Prismatic Terrain: Any light-based attack which misses its target and strikes a crystal will be split into 1d4 beams, each reflected in a random direction. Any character hit by one of these reflections takes full normal damage from the attack.

4) Purple Mist: The entire area is enveloped in a chemical cloud. Every character therein has all his Power Points replenished, but at a cost of 1d8 Hit Points. Any defense employed against this Hit Point loss will also keep the character from regaining Power.

5) Crystalquake: Each between-turns, all characters must save vs. Agility on 1d20 to avoid falling. Any character who fails takes the standard 1d10 crystal damage.

6) Phantom Bubbles: Between-turns, for 1d10 turns, large glowing spheres will rise from the surrounding crystals and immediately detonate. The shock wave will throw every character within a 10 inch range 1d10 inches (minus their Basic Hits). An Agility save on 1d20 is allowed for the character to land upright.

7) Emotional Chaos: Each Character must attempt to resist an Emotion Control attack. The attack effectively originates from a 20th level character. The emotion is chosen randomly by rolling 1d6 below:

1. Anger
2. Fear
3. Sadness
4. Hopelessness
5. Bravery
6. Happiness

8) Mist of Confusion: The entire area is shrouded in a peasoup fog, affecting all characters as Darkness. Within the fog can be heard spectral sounds and voices, sounding vaguely familiar. Characters will hear their loved ones cry out, their enemies taunt, and half-remembered sounds echo in the distance. An IQ save on 1d20 is required every turn to remain in touch with the rest of the group — those who fail will wander off alone until the battle is resolved.

THE CORAL FOREST:

The forest is a single gigantic sentient brain-coral, comprised of billions of tiny minds. The depth of the coral reaches 400 feet in places. Structual Rating varies between 12 and 25, depending upon the age of the coral, and it is so sharp that the mere touch of this stuff on exposed flesh inflicts 1d4 damage points. Falling onto or slamming into the coral inflicts an additional 1d20 points. The twisting pathways through the forest permit only a maximum groundspeed of 40 inches per turn, or a little over ten mph. Characters exceeding this speed limit must save vs. Agility on 1d20 per mile traversed to avoid colliding with a coral tree.

The Coral Forest's massive intellect will not permit air traffic overhead: any airborne objects above it will be down Telekenetically, with a force of up to 100,000 pounds. This results in a soft landing on the edge of the forest from which they entered.

For each mile traveled within the Coral Forest, roll 1d6. If the result is a 1, an encounter has occurred. Roll 1d8 on the table below:

1d8:	Name:	Number:
1	Ghoul	1d4
2	Xo'j	1d4
3	Daven	1d20
4	Devilope	1d2
5	Sl'sssk	1d6
6	Cr'oooz	1d8
7	Y'tego	1d8
8	subtable*	1d12

*Use the demon subtable in section 4.

Whenever an encounter occurs, check also to see if the encounter location displays any of the abnormal physical laws inherent in the Devil's Domain. There is a one in four chance of this, and if indicated by a die roll then roll again below (roll 1d6) to see exactly what takes place.

1) AIRPLANE GRAVEYARD: In a clearing the players stumble across eight vintage WWII and Korean War fighter planes. The planes are in perfect condition — inside one cockpit, for example, a still burning cigarette will be found. No crewmen are present, but the gas tanks are still half full and several of the planes carry live ammunition. On board flight plans show that all the planes were flying over the Bermuda Triangle. Exactly what use the players (or Demons!) can make of these planes is up to the GM.

2) SOMNIFEROUS FOREST: Each character here is subjected to a level 20 Paralysis attack. Those who fail fall into a deep sleep, under the same rules used for Paralysis. Each attack made upon a sleeping character allows a free roll to awaken.

3) BRAIN CORE: As the characters enter this large chamber, formed of sparkling blue Brain Coral, they will immediately sense the presence of a great intellect in danger. The Demons in this encounter wll be seen physically assaulting the coral growths here. If the players leave without fighting the Demons, they all earn two Charisma loss rolls. If they stay and defeat them, the Coral Forest will speak to them Telepathically and psyically heal half of their lost Hit points. It will thank them for their assistance, and explain that periodically the Devil sends his minions to smash his vital centers in order to prevent him from gaining enough power to challenge the Devil. If asked to allow them to fly overhead, the Coral will reply, 'I can no more do that than you could grant safe passage through your body to a microbe'.

4) DEMON TURNCOAT: Out of the Demons encountered, one will be a traitor to Xfertoll and willing to aid the players. GM's option as to what information this Demon will possess, its personality, etc.

5) GRAVITY WELL: Alongside the encounter location stands a low circular wall, three feet high, ten feet diameter. Within the wall is a bottomless pit. Dangling down the pit, from a superalloy cable (SR= infinite). The Demons will try to heave the players down this pit during the battle. Any character falling down the well can save vs. Agility on 1d20 every action to try to grap the cable. During their first turn of fall characters can grab the cable without taking damage. Each turn thereafter their falling speed increases by 100 inches to a maximum of 1000 inches per turn. At these falling speeds the character takes falling damage when he successfully grabs the cable. Of course, there may be other ways that the character or his friends could get around this trap.

6) DEVILOPE BURIAL GROUND: The encounter takes place within a small ravine where dozens of Devilipes lay partially decomposed. The corpses emit a stench more foul than any the characters may have previously experienced.

THE PLASMA RIVERS:

There are three rivers of liquified energy flowing through the Devil's Domain. Each river originates from one of the Energy Pylons. The rivers channel liquid plasma into Breeder Lake. The plasma flows at a speed of 400" per turn, or about 91 mph. Its temperature is over 4000 F, hot enough to cause 2d8 damage per phase to any character touching it. Adaptation or full bodyily Flame Powers etc. will protect from this effect. The river from Pylon One originates from Earth, and will be dry if the players succeeded in preventing the activation of the Stonehenge Matter Vacuum. The river from Pylon Two is drawn from theXorian universe, and the last river is filled with plasma stolen from the Targon universe.

Breeder Lake is a giant cauldron of glowing, bubbling energy from which the Devil's demon hordes originate. The lake will first be visible as somber red glow on the horizon, encircled by thunderstorms. At closer range an acidic ozone smell will become noticable. No character can approach within 10 miles without some form of protection or life support without passing out from the heat and stench. The lake is surrounded on all sides by a five mile deep ring bred from the lake. The demons will not attack unless players approach within 500', and at least a third of the demons can fly. Needless to say, there is no way the players can defeat such an army.

Use the encounter tables of the surrounding terrain for all encounters on the plasma rivers.

DEMON CREATURES OF THE DOMAIN

Name	LVL	Hits	Power	Agility	Move	Damage	ACC	HTH	Weight
Ghoul	1	11	42	16	39"	—	+2	1d8	345
Xo'j	3	9	48	12	38"	+1	+1	1d6	200
Daven	1	4	56	22	222"	+2	+4	1 pt.	12
Devilope	1	48	30	2	56"	-4	-6	3d10	10000
Goxek	4	7	50	14	80"	+1	+1	1d4	125
Sl'sssk	7	15	49	16	41"	—	+2	1d6	300
Cr'oooz	4	5	45	10	35"	—	—	1d6	200
Y'tego	5	5	46	20	42"	+1	+3	1d3	65

GHOUL: A ghoul is a demoniac creature standing four feet high and weighing over three hundred lbs. Ghouls have thick leathery skin which acts as Armor with an ADR of 65. Their eyes are large, yellow, and pupilless. They have ten rows of sharp teeth and their six-fingered hands sport wicked black claws. Thick red saliva drips constantly from their mouths and noses, and they are covered with short bristly hair. They fight in gangs and are not very bright.

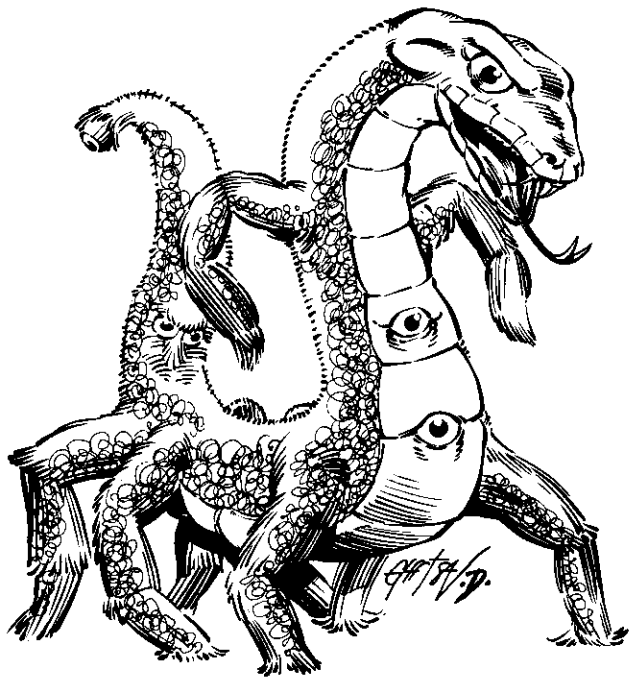
DEVILOPE: These creatures resemble eight-legged elephants with glowing red hair. Devilipes weigh about five tons and average twenty feet in length. They have four huge tusks, which they use with Heightened Expertise (+4 to hit). They are mainly herbivores but likely to attack anything new and alien. Though not brilliant they do have some intelligence, and therefore can be reasoned with: -4 on all reaction rolls however.

XO'J: Xo'j stand ten feet tall and have long, black, unkempt hair. They are unipeds, able to hop along at speeds up to nine mph. A Xo'j attacks by kicking or stomping on its victim, or battering him with its fistlike knob. These creatures are very intelligent and aften attack from ambush. They cannot speak nor will they ever parley. Xo'j are not demons but actually come from another plane.

DAVEN: These flying creatures are also known as Devil Ravens. A daven looks exactly like a raven exvept that they have glowing red eyes

and teeth, and davens are able to speak. They exploit this ability to its fullest, taunting their opponents in battle. They fight with their beaks and claws (Natural Weaponry, +1 to hit and +2 damage) and also buffet their enemies with their 12' wingspans.

CR'OOOZ: A Cr'oooz is a giant furry snake with hairy spider legs. Cr'oooz have nine bulging eyes in various parts of their body. Their bites are venomous, with a carrier Venom requiring a 1d20 save vs. Endurance to avoid paralysis. Cr'oooz are not intelligent.



Y'TEGO: These demons resemble tumbleweeds, but they move under their own power. Only the fact tha a Y'tego moves and turns independant of wind direction enables them to be distinguished from the real item. They generate telepathic blasts with a 20 inch radius of effect centered around themselves, PR=1 per use. The blast attacks as Mind Control, and all targets (except other Y'tegos) within the radius are attacked simultaneously. 1d10 damage is inflicted. Y'tego are unintelligent.

3.1 ASSAULT ON THE DEVIL

The players will have one hundred hours to thwart the Devil's plan once they reach his domain. This is the amount of time he needs to gather up all the demons necessary for the living bridge. But even if they destroy his two active towers, another tower will be constructed in Egypt back on Earth, and the last amount of energy needed to complete this hideous venture will be drawn from that tower.

If the players fail to stop the Devil from completing his plan, the Devil can take the bridge and leave the Domain. Players will be stranded in this dimension unless they have a character with Dimensional Travel or they search the Scarlet Orb and find the magical item in the Domain's treasure vault which will enable them to escape.

There are three possibilities open to the players. They may arrive in the Domain and instantly attack the Scarlet Orb, they may attack any of the Energy Pylons, or they may mess around and perform raiding missions against small bands of demons. It is in the GM's interest to ensure that the players are directed toward the Scarlet Orb. The orb is the final battle, and if the players lose this one they will let the Devil loose upon some universe — possibly ours!

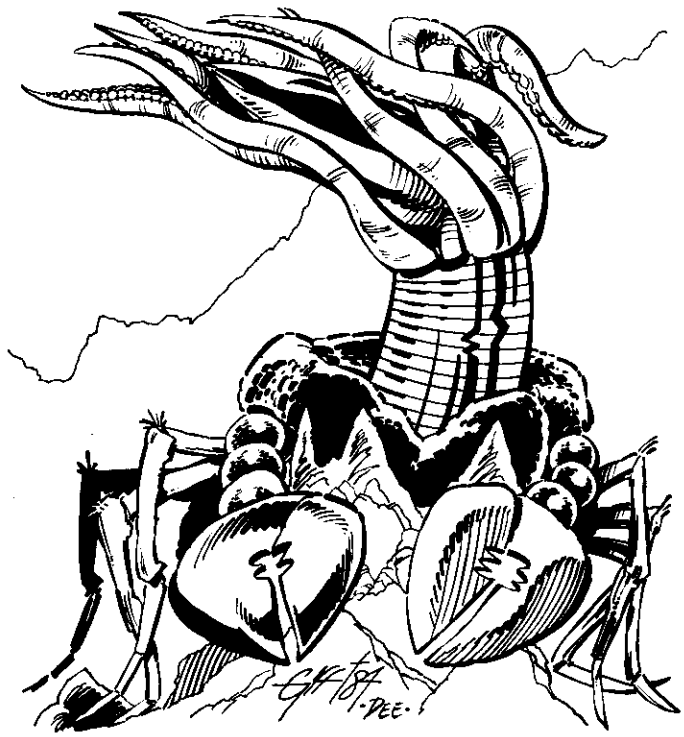
If the players attack the Energy Pylons they will receive a telepathic message from the Devil proclaiming that he is tired of their childish antics and demanding that they come to the Scarlet Orb to face his wrath. If players do not heed his demands, the Devil will issue the statement one more time. If again the players do not listen, the Devil will depart the Domain at the end of the one hundred hours, going to one of the three dimensions to which his Matter Vacuums are connected.

If the players attack the Orb directly, they will eventually face the Devil; this will be the ultimate showdown. If the palyers win and slay or incapacitate the Devil, the ghost of Cor will come forth and explain quickly that the players must use the demon bridge to escape the plane or be forever trapped. If the players ask about the Devil, the ghost replies that he will keep the devil in this domain long enough so that the Devil will be unable to use the demon bridge for another 666,000 years. The players will not have to destroy any of the Energy Pylons if they attack and win at the Scarlet Orb. If players run from the Orb, they must return to face the Devil before time runs out or have the Devil escape this plane, leaving them stranded in the Domain forever.

If the players carry out small skirmishs with demon groups they will eventually run out of time and the Devil will depart, leaving the players stuck in the Domain. The easiest escape from the Domain is to climb the demon bridge — There is one other escape mode but that is very risky (see Devil's Treasure Trove, Room 9 in the Scarlet Orb).

GOXEK: Goxeks look like a big black monkeys with too many arms, legs, eyes, mouths, and noses. They also have a taste for human flesh, and laugh and taunt in battle much as do the davens. Goxeks generally attack from ambush, and have Natural Weaponry, +2 to hit and +4 damage HTH.

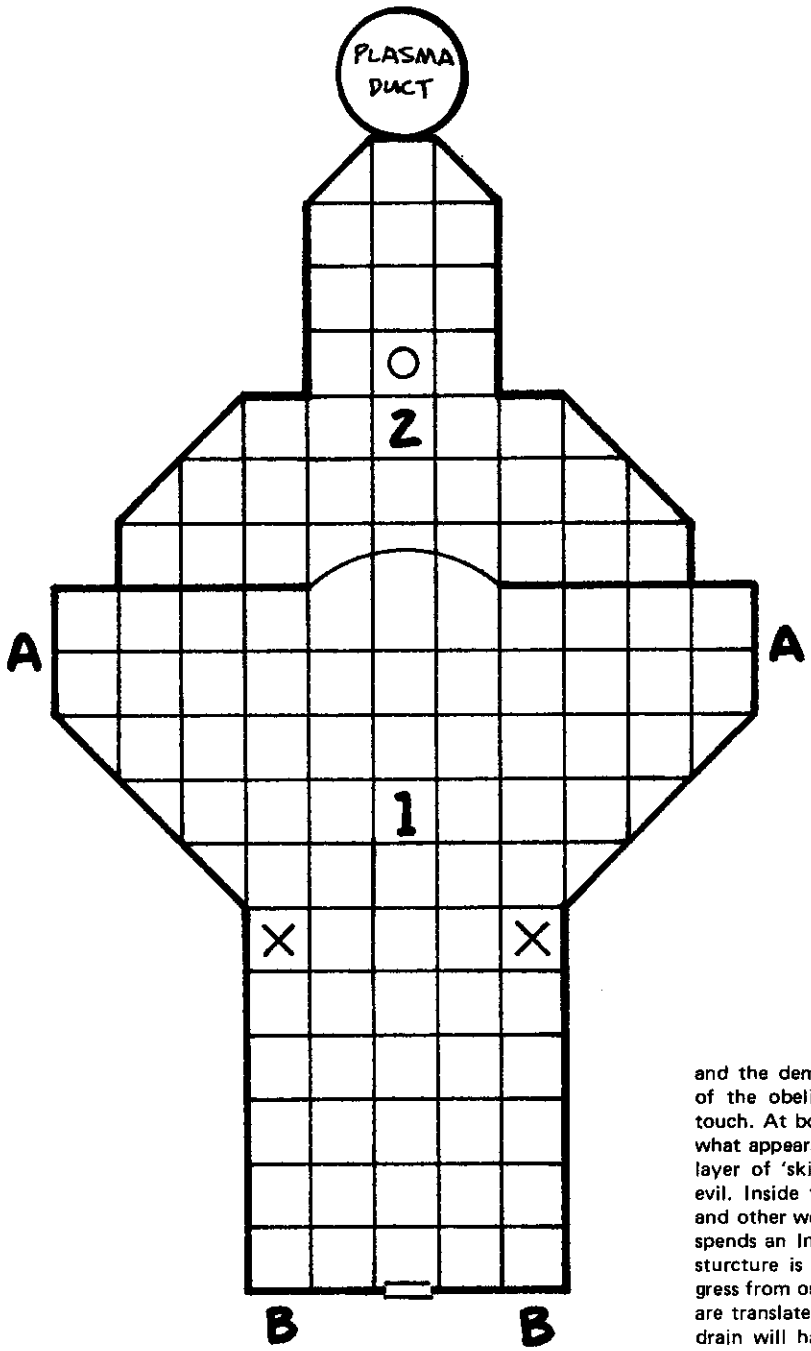
SL'SSSK: These burrowing creatures live in subterranian webs and attack any creature which passes over one of their tunnels. They thrust their squid-like heads through the thin topsoil to attack, and attempt to drag their victims underground to eat at leisure. Sl'sssk resemble giant sand crabs with tubular necks and eight long tenticles. They have armor with an ADR of 65, and their bite inflicts a carrier Venim attack which automatically does +1d6 damage so long as the initial bite inflicts at least 1 hit point of damage. In their underground webs Sl'ssk have an advantage, for if they move away from their victim they can use the maze to sneak around behind and come up from behind. It is possible to use ranged attacks at a Sl'sssk by firing down through the ground. This tactic reduces both chances of hitting and damage inflicted by 4.

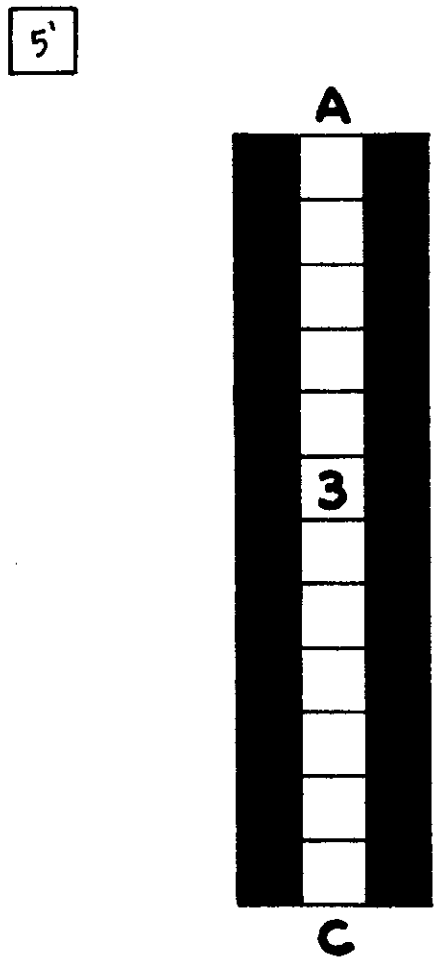


ENERGY PYLONS:

There are three Energy Pylons in the Devil's Domain. Each pylon brings forth the liquid plasma from one of the three universes which are being drained of matter to feed the demon horde. Each plyon is identical to the next, being two hundred feet high and shaped like giant water spigots. Gushing from the top of each pylon are millions of gallons of liquid plasma. This plasma eventually flows into the Plasma River. Each pylon also has a small building located next to it. From a distance these building appear to be large black obelisks. Emanating from each pylon is a low electirval humming sound which changes pitch over a period of time. Guarding each pylonare three Horrors, two Ghouls, and one slime. These demons and demonaic creatures are presented in section 3.0 and 4.0. On closer examination, the players will find a small iris-like door on the suthern face of each pylon.

1. Inner Recess: The iris door opens into this large chamber. The players will immediately recoil from the intense heat and smell, unless they sport some type of life support system. Within this room players will see two Horrors (refer to section 4.0) which will snarl and guard





the rooms contents with their lives. Along the walls players will see knobs and switches, however all instruments are written in a language toatllly unrecognizable by the characters. If the players enter the room, the demons will lauch their attack with fury, and will try to push the characters from the room and unconsciousness. The curved section of the northern wall is an illusion, which the PCs may pass thru freely to enter the room 2.

2. Funnel Room: This chamber is the main control center for the flow of energy pouring out the spigot at the tip of this pylon. This room is twice as hot as the outer chamber and will inflict upon all characters without Life Support, Flame Power, or some other protection 1d4 points of damage per round that they stay in the room. The only object in the room is a device protruding from the center of the floor, with a large black crystal mounted on the top. This crystal slowly rotates and emits a small sonic beep every third rotation. If the crystal is taken or if the machine is destroyed, the energy flowing through the valve will overflow and seep into this room. Immediately the next turn. All characters in the room will take 1d10 points of damage per phase thereafter that they are in this chamber, unless they have some appropriate type of defense. The transpatial receiver will also be destroyed in this flood of plasma.

3. Transpatial Receiver: This long black obelisk is actually a intricate machine that controls the warp tunnels between this dimension and the demension from which the plasma is being stolen. The walls of the obelisk are made out of orgainic metal and are warm to the touch. At both ends of the obelisk a thin membrane is stretched across what appears to be a doorway. Players pushing their way through this layer of 'skin' will hear a faint scream, and feel the presence of great evil. Inside the obelisk characters will find thousands of hieroglypics and other weird symbols. This writing is so alien that only if a character spends an Inventing Point will he be able to decipher the language. The sturcture is actually a living machine that monitors the plasma's progress from one dimension to another. If it is destroyed or if the symbols are translated and the players deactivate the machine, then the plasma drain will halt. Structural rating for the walls = 8, 50 pts. disable it.

Note: If the players assault any pylon there is a chance that they will also confront one of the other two races which are trying to stop the Devil's plan. At pylon number one characters will meet up with a band of five Gorgs. The gorgs will try to speak to the players and identify themselves as friendly creatures, after the same thing as they are. If the players figure out their alien language and manage not to attack the Gorgs, then the aliens will tell the players that they must seek out the Scarlet Orb and defeat the Devil in combat. They will also inform the players that there is only one escape from the Domain, and that 's to climb the demon bridge. If asked to accompany the players, the Gorgs will kindly deny the request telling them that their religion prohibits them from traveling with non-tarog creatures. If the characters go to pylon three they will encounter for Xarions attacking the demons outside that Energy Pylon. If the players make friends with these creatures, the Xarions will turn down any request to accompany the players and will not give a reason why. (The Xarions sense that the players eat vegetable matter, and this will disgust them. They do not wish to associate with beings who kill and eat plants.

THE THREAT

After the players destroy any of the towers the Devil will project a holographic image in the air above them. The image will be of the Debil, and he will speak to them harshly. 'I tire of you childish mortals. Your silly tantrums are all in vain — nothing you do to my machines

can now stop me from gathering the power I need to break free from this place! Come to me and see meet my vengeance. Come quickly to my Scarlet Orb and you shall see the next tryant of the multiverse!' This message will be repeated each time a pylon is destroyed, and again ten hours before the bridge is completed. If the players continually ignore the message, they will soon become trapped forever in the domain.

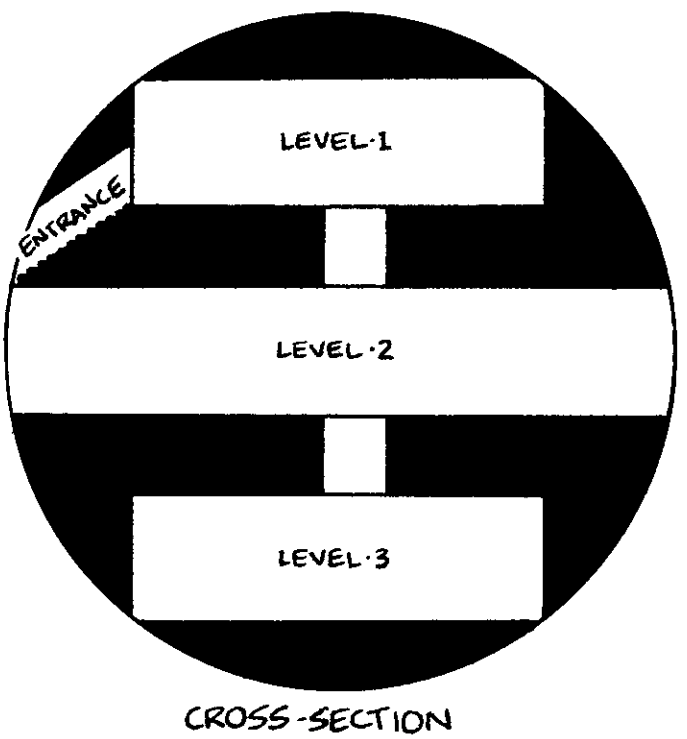
THE SCARLET ORB:

This large superalloy (SR=12) sphere lies directly in the center of the brain coral. The fields around the orb are littered with the dead husks of demons and demonaic creatures. As the characters advance on the orb they will first notice a blue glow in the direction they are moving, and as they get closer they'll begin to make out a giant pulsating beam of energy shooting skyward, and levitating a two hundred feet diameter adamantium sphere three hundred feet into the air. At the base of the energy beam, ten Boogens guards what appears to be a control booth. The Boogens will attack the players at first sight, and have standard Boogen stats (see 4.0).

After defeating the Boogens, the players will be able to enter the control center. This building is a squat thirty foot cubic room made out of glowing black crystal, but contains only a small sphere which hangs mysteriously in the air. No amount of strength or damage will cause it to move. The sphere will accept verbal orders, however, and controls the raising and lowering of the Scarlet Orb.

Characters attempting to touch the blue energy that holds up the orb will be attacked with a 20th level lighting attack. This energy also has the chance of paralyzing the person: this is a carrier Paralysis attack.

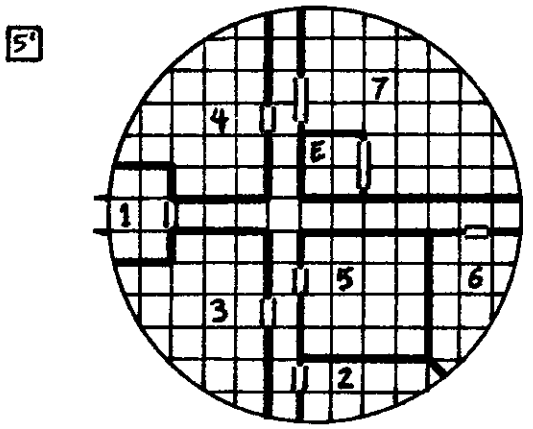
Examining the Orb will reveal that it appears to be solid and has no windows, doors, or secret portals. However, if the heroes enter the control booth and give the command, then the Scarlet Orb will slowly settle to the ground. The blue energy beam will discontinue and a magical doorway will appear halfway up the side of the sphere. The doorway will stay open for only two minutes, and after the time is up it will close and the beam will reactivate lifting the ball skyward. But the ball on the control room will accept no further orders for an hour, and during this time a wandering set of demons will appear. Roll for a Coral Forest encounter.



CROSS-SECTION

The doorway will open into room 1 in the Scarlet Orb.

1. Entrance Chamber: This room is decorated in 'early torture chamber' and contains manacles, three electric chairs, a brazier of hot coals with assorted branding irons, an iron maiden, and other torture items. In the center of the room is a crystal sphere about two feet in diameter. If a player touches the sphere, it will glow white for a moment and then sharpen into the features of the Overseer. He will cackle, 'Welcome brave heroes! Soon you shall learn what death is.' He laughs loudly then looks sternly toward the outer doorway and says, 'You shall die and your corpses will be fed to the demon horde! Your



LEVEL 1

plane will be conquered and your people will be enslaved. And the Devil will feed upon your kind for the next million generation.' The globe will then return to normal.

2. Closet: Within this closet players will find thumb screws, extra whips, acid, knives, and other strange alien torture utensils.

3. Time Traitor's Room: As characters open the door leading into this room, a heavy green smoke will billow out towards them. Players must save vs. Endurance on 1d20 or succumb to the strange gas and pass out for 1d10 minutes. Characters will venture forth into the room will see an elegantly furnished apartment with the trappings of many worlds and times. Players will notice ancient Ming vases, French renaissance paintings, ancient Greek bronze statues, precious silks, bowls full of gems, crystals and pearls and an assortment of alien art works. In the midst of the apartment, the players will find a giant feather bed draped in purple and red silks. Lying on the bed is a book. The book appears to be a diary of the resident of the room, and the last entry reads as follows:

> *I regret leaving my comfortable home, but the Devil seems to be worried about something. He has given me a secret mission to carry out if he does not make it out of this hideous place. The plan is brilliant and should cause great chaos on a small planet called Earth. I may even find the past to my liking and who knows; the New Empire may even be something I will enjoy.*

Players will also find a number of other strange books in this man's apartment; works on magic, ancient history, and alien worlds abound. However, each is in a different language which is undecipherable without at least several months of research.

4. The Overseer's Room: This is the apartment of the Overseer. Players who enter will hear heavy breathing and rustling sounds. The room is constructed so that the walls appear to be made out of stone blocks and the floor covered with large furs of strange beasts. In the middle of the room is a large platform on which stands a massive black cast-iron throne. Seated on the throne, smoking a water pipe is the Overseer. Below and to the rear of the Overseer squats his personal pet, a 12th level slime (same in all respects as a regular slime, except that it has 12 more points of Agility, and Power, with +2 on damage and +3 to hit). The Overseer will greet the players as friends and gesture for them to come in. The players will also notice three large crystal globes. These globes can automatically be recognized as world maps, and the middle globe is that of the Earth. The other two spheres display odd land formations and strange oceans of different colors. On the globes there are pinpoints of intense light. Players looking on the Earth globe will notice one point of light off the coast of Florida (in the Bermuda Triangle), one in the center of England, and another one on the northern border of Egypt. The other globes show four or five pinpoints of light each.

The Overseer will talk to the players and even joke with them, though with undertones of cruelty. If pressed on important issues, however, the Overseer will laugh and sneer angrily at the foolish mortals, saying they will suffer for their impertinence. He will rant and rave about how mortals locked him here, and how they will eventually pay with their souls. If the players attack the Overseer, he will call for his slime and have it attack them, always keeping it between himself and the heroes. Meanwhile, he will use his Dimension/Teleport powers to summon up liquid plasma and fire it at the characters. Each successful hit (as ranged HTH, +6 to hit) will cause 5d10 points of damage. The Overseer will, however, reserve enough Power to ensure a successful teleporation to the throne room on level three. He will retreat as soon as his Power drops to where that's all he can afford to do.

5. **Fiend Pit**: The door leading to this pocket dimension displays a large emblem of a skull and crossbones. Underneath the emblem are runes, which are part Arabic part Latin. The symbols translate to: Do Not Feed The Animal. The door itself is very thick and heavy, and has several locks and bolts across it. If the characters open this door they will be struck with a pungent odor so strong that all must save vs. Endurance or lose 1d10 Power Points. The contents of the room are obscured by a dense brown mist. If characters try to detect anything from the room, they will hear strange sloshing sounds and gusts of wind. If the door stays open for longer than one turn, a long tentacle will reach out and grab one of the players. This tentacle attacks as a 12th level person and receives +4 to hit. The victim is pulled through the doorway unless his weight exceeds the Pit Fiend's Carrying Capacity. No damage is initially delivered from this attack. The tentacle will continue to attack until a character is successfully grabbed, but loses its +4 after the first attempt.

The doorway leads to a small swamp-filled pocket universe with tall wispy willows and a gentle, yet eerie wind. At the other end of the black tentacle is a large, loathsome creature known as the Pit Fiend. In reality the creature is not evil, but an enemy of the Devil, and is imprisoned in this alternate dimension. For the first 4 turns the creature will think that the players are food and will try to consume them. After he realizes his mistake, he will try for two turns to communicate with the players. If his communication fails, he will be forced to attack in defense, but he will never go on the offensive, and if players back down he will not pursue. If the players make friends with this creature, he will try to explain everything that he knows about the Devil. The Pit Fiend knows almost everything about the Devil and his demon cohorts, and he will try to answer all questions. However, the creature tires easily and will be fatigued after two minutes. The Pit Fiend will then fall into a deep sleep and will not wake for several hundred days.

Identity: —
Side: Good
Age: —
Sex: Male
Level: 12
Training: —

Powers:
1. Heightened Strength B: +25.
2. Heightened Endrance B: +20.
3. Armor: Type A, ADR=100.
4. Body Power: 6 tentecles, Range=5", HTH +2 to hit, +1d8 damage. Can make up to 4 multiple attacks needing to hit everytime.
5. Willpower: Agility +6.
6. Vulnerability: light x 3 damage, blinding flash needs only one hit to blind, can be blinded by any light-producing attack on a special hit, save vs. ½ Endurance (i.e. 21) to regain vision.

Weight: 10,000
Strength: 37
Agility: 4
Charisma: 11
Reactions from Good: —
Damage Mod.: -1
Accuracy: -4
Carrying Capacity: 273,366
Movement Rate: 82" ground
Det Hidden: 14%
Basic Hits: 200
Endurance: 41
Intelligence: 13
Hit Points: 1232
Evil: —
Healing Rate: 240/day
Power: 95
Basic HTH Damage: 7d10
Detect Danger: 10%
Origin & Background: Exterrestrial, Scientist

6. **Prison**: The door leading into this room appears to be highly technological. There is a small window which the players may use to see the three American superheroes initially lost when the first Matter Vacuum came to Earth. Gravitron is conspicuously absent. Outside the door there are four switches, any one switch will open the door, but only by turning all the switches on and then off again will the door stay open indefinitely. If the players walk into the room without doing so, the door will seal shut, trapping them inside (roll Detect Danger, the door closes on phase 30). The prison room is constructed out of Brytrithium, a compound that will repel any force with an equal force. Therefore, any attack will bounce back on the attacker with full force. The walls cannot be damaged in any way. Surrounding the Brytrithium is another compound which is so dense that it will negate any power that teleports, phases, or shifts matter in any way. Dimension Travel is similarly blocked.

Laying inside this chamber are the three NPC superheroes who attempted to stop the first Matter Vacuum. They are all unconscious and will not awaken, even if roughly shaken. Mind Probes will show that they all are under a deep trance which cannot be broken for several hundred hours. All technological items have been removed from their persons, and Megonaut, the robot, has been disconnected from his nuclear reactor and will also be out of action (Life Support still working; however).

Characters will have to wait for the demon guard to get out. Every hour two Abominations, one Spirit and one Changling will come to check on and feed the three heroes. The demons must properly open the door to this, however, giving the PCs an opportunity to trick or attack them. They, or course, will not parley and will not explode upon unconsciousness.

7. **Science Room**: Players who enter this room will feel like they have just entered a gigantic clock. The room contains many large and small devices which will be clicking, groaning and pumping. Large axles and melon-sized flywheels will abound. On the northern end of the room, players can see a 3-D star map, which on closer examination will prove to be Andromeda Glaxay and surrounding space. In the eastern end of the room, several large clear glass vats boil with purple-green liquid. In the liguid, suspended by life support units, are small babies. Each baby will be a mutant of some sort and all will look grisly. Shattering the vats will kill the baby creatures.

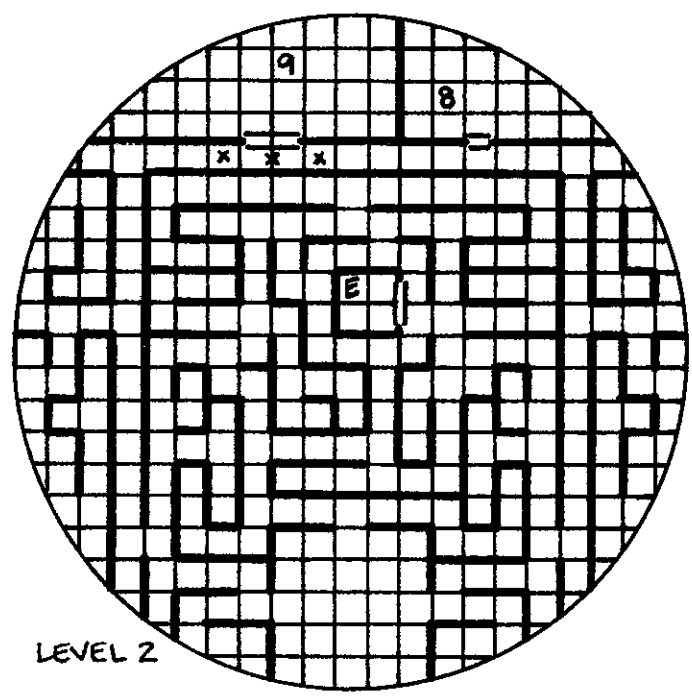
On the southern wall the players will find a large assortment of metal-working tools and mechanical parts. If the characters poke around in this area, they will also find some blueprints that detail a large megalo-robot with mighty armor and armaments. Beside the blueprints is a box about two square feet in size. Inside this box is a scaled-down version of the robot in the blueprints. If the little robot is activated (this is done by pushing a red button on its breastplate) it will come to attention then bark out in rough Japanese, 'You are Earth-skum and you shall die!' It will then launch off the table and attack the characters. The robot's statistics are: Hit Points: 22, Power: 70, Lvl: 3, Agility 10, Move: 17 inches, Damage Mod.: +0, Ac.: +0, HTH: 1d10. In addition it has the following powers: Armor: Type B ADR=125, Android Body: +14 Endurance and 89% human-looking, Flight: Rocket Boots 40"/turn PR=1/hour, Heightened Strength: +12. The robot stands on three legs and fights with two powerful arms. Attached to its arms are small missiles that can fire every second round in addition to its normal HTH attack. Treat this missile as a Pistol attack with +2 to hit and +3 damage. It has a supply of twelve missiles. The robot is painted red and black and has a Nazi swastika scrawled across its chest.

Within the Science Room players can also find a lift that leads to the second level. The mechanism is simple to operate.

LEVEL TWO:

This level of the Scarlet Orb is a maze of twisting tunnels and dead ends. The walls and floors are forged of organic metal which pulsates and writhes. The players get the feeling that they are walking down a large creature's esophagus. If they touch the walls or ceiling their hands will touch a disgusting slimy mucus. In thedistance can be heard a low rythmic thumping like the beat of a heart. There is a lift which can lower or raise the players to the other levels.

8. **Demon Ichor Storage Chamber**: Within this room players will



find several large metal drums. On the side of the drums, written in ARavic and Latin, are the words, 'DEMON ICHOR'. Along the walls the walls there are several clipboards, some written on in Terran languages. Overall, the sheets on the clipboard seem to indicate that these drums are supposed to be delivered to certain sites. Some of the destination points which characters will be able to translate are: 'Munich, Germany 1938', 'Midway Isle, Pacific 1942', 'Vietnam 1965', and 'New York, New York 2075'.

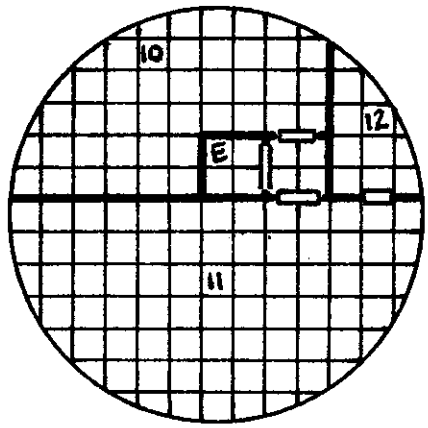
9. Devil's Treasure Trove: This room is guarded by three Abominations which will not attack the group until the characters threaten them, or try to pass them into the room. The door to this room is made out of pure ivory with strange metallic inlays. Touching the door will cause the inlaid metal to glow and shimmer with angry blue fire, but no damage will result. The room is filled with boxes and crates of many different sizes. 30% of them are labelled in some Earthly language. The contents of the boxes will vary, but all of them contains objects of great antiquity like: The Holy Grail, Lost ARk of the Covenent, Mohammads Saintly Robe, priceless Ming Vases, the Crown Jewels of the Czars, unknown works of Picasso and Mozart, etc. . . In the other 70% of the boxes the players will find alien ancient artifacts. If these are returned to their rightful owners, there is a total finders' fee of $2 million. The GM should award a fraction of this if not all is returned. If the artifacts are taken but not returned, their total value is $20 million. . . but all those involved immediately lose ½ of their Charisma and may become wanted fugitives. Only 10% of the normal experience can be gained from the donating the finders' fee. Keeping the treasure is resolved as Merchandizing.

THIRD LEVEL:

This level of the Scarlet Orb is decorated in modern furniture and looks very much like an executive highrise.

10. DEVIL GUARDS' ROOM: This room is cluttered with broken beds, chairs and tables. The air is fetid and the stench is so overpowering that all players must save or become sick for 1d4 turns (save on 1d20 vs. Endurance). In the room the players will sense great evil. They will see a black form rise from the remains of some large carcass, and this beast will roar savagely and throw itself at the players. The creature is a 10th level Changeling (refer to section 4.0) which has these extra additions to its stats: +10 hits, +9 Power, Agility: +9, Move: +9 inches, +1 Damage Mod., +2 Acc. The Changeling will try to transform in the dark into a duplicate of one of the players, thus confusing the battle. The Changeling will attack to kill and will not accept any quarter or surrender terms.

11. THE THRONE ROOM: This grandoise room is filled with objects of great beauty. Each character entering the room must save vs. Charisma on 1d20 or be stunned by the rooms grandeur for one turn. The walls are decorated with drapes of spun gold and silver, and the floor is made of millions of inlaid tiles, with each one detailing a scene



LEVEL 3

from history. The ceiling is a perfect mirror, and will cause the room to seem twice as large as it really is. In the room sits the Devil, reading several huge tomes, and the Overseer, who will be smoking a large green waterpipe (unless he was caught in the lower levels), and seven demons (one of each kind from section 4.0). When the players enter this room, the Devil will glance up and then return to his readings, pointedly ignoring the players until they make some attempt to communicate or attack. At that point, the Devil will slam the book shut and insist that the players kneel in his presence and humbly apologize. If they refuse to do this he will stand up and say, 'then you miserable pests must be taught a lesson that you shall never forget. Behold! My demons will suck the marrow from your bones, and I shall torment your mortal souls until the end of time!' Instantly the entire band of demons leap into battle, while the Devil uses all his powers without mercy to smash his enemies. The Overseer will have all his Power back and will start dishing out globs of liquid plasma upon all he sees. This is the final and most crucial battle for the characters and the universe — if they fail, our entire galaxy and others will be subjected to the tyranny of the Devil.

12. COR'S GHOST ROOM: If the battle outside starts to swing towards the Devil's victory, the ghost of Cor will rise up and give each player's choice. Cor's ghost does this the instant the players are outnumbered by more than 2 to 1. If the battle is won by the characters, the ghost of Cor will rise from the room and tell them that they must hurry to the demon bridge if they wish to escape from this world. If they do not take the bridge they will be trapped forever in this domain with the Devil and his million cohorts. The room itself contains nothing except an old coffin, and the shriveled, mummified body of Cor.

3.2 NPCs

THE DEVIL

Identity: —
Side: Evil
Age: Appears 27
Sex: Male
Level: 20
Training: Charisma

Powers:
1. Heightened Charisma B: +30
2. Willpower: Can switch his reaction modifiers to his favor, i.e. any character reacts at either +9 or -9 at the Devil's option.
3. Heightened Endurance A: +17
4. Emotion Control: 'LOVE', range=22", PR=8 per successful hit. This is specially love for the Devil, and requires unquestioning obedience to his commands.
5. Death Touch: see p. 11
6. Size Change: Permanently x2 height, x8 weight.

Weight: 1600
Strength: 21
Agility: 21
Charisma: 50
Reaction from Good: +9/-9
Damage Mod.: +3
Accuracy: +4
Movement Rate: 158"
Det. Hidden: 12%
Inventing Points: 4
Inventing: 51%

Basic Hits: 32
Endurance: 37
Intelligence: 17
Hit Points: 700
Evil: +9/-9
Healing Rate: 35.2
Power: 96

Det. Danger: 16%
Cash: Unknown

Origin and Background: Unknown, Magic, Technology
Legal Status: (!?!)

Alias: Devil, Cr'tegorf, Xfertoll, ect.
Origin and Background: The Devil (as he likes to call himself) stands roughly 15 feet tall and weighs about 1600 pounds. He is always dressed in the finest garments and appears to be one of the most alluring and charismatic people known to exist. To most superheroes he will appear with long black hair and a goatee, with a twisting mustache. His skin is fair and his eyes are a bright blue. His suit is black with white pearl studs, gold chains, and cufflinks. Other races and species see him in some other more appropriate form.

Combat Tactics/M.O.: The Devil uses all his charm to persuade people to love him. Those who do fall under his Emotion Control see him as a great patriarch and hero. They'll feel honored to protect him from harm and serve him until no longer useful. Those the Devil believes to be too strong of mind and heart will be singled out for Death Touch. However, characters slain by the Devil's Death Touch can still be saved: if the Devil is defeated, they'll be restored. The Devil also has the ability to switch his Charisma Reaction Modifier to his favor, thereby causing characters to see him as a good guy and not a villian. The players should simply be told that the man before them looks totally innocent, and reminded that fighting a truly good opponent yields no experience and could result in charisma loss. If they're smart, they'll trust the evidence and attack, if not, the Devil is free to attack them with complete surprise.

OVERSEER
Identity: —
Side: Evil
Age: Unknown
Sex: Male
Level: 13
Training: Intelligence

Powers:
1. Heightened Intelligence B: +22
2. Heightened Agility B: +19
3. Cosmic Awareness: -12 on Result rolls, 95% for correct answers.
4. Dimensional Travel: (type 1) PR=4, no error between Earth and the Devil's Domain.
5. Teleportation: Can teleport himself and/or up to 547 lbs. This may be used in conjunction with Dimensional Travel. PR=10.
6. Invulnerability: 10 pts.
7. Heightened Senses: 360 degree vision, no 'rear' or 'side' bonuses.

Weight: 450
Strength: 11
Agility: 31
Charisma: 22
Reaction from Good: -4
Damage Mod.: +7
Accuracy: +5
Carry Capacity: 547
Movement rate: 53"
Det. Hidden: 20%
Inventing Points: 13
Inventing: 81%
Basic Hits: 9
Endurance: 18
Intelligence: 27
Hit Points: 45
Evil: +4
Healing rate: 2.25
Power: 80
Basic HTH damage: 1d8
Det. Danger: 24%
Cash: Unknown
Origin and Background: Eugenic Mutant, Mysticism, Politics
Legal Status: Not known to Earth Authorities.

Alias: Overseer
Origin and Background: The Overseer is a mad, crazed demon who

looks surprisingly more ludicrous than damgerous. However, his appearance is simply a tool he uses to keep himself alive and in control. The Overseer is a mystic mutant who was created over 50,000 years ago by the Devil. The Science room now contains the new generations of the Overseer and other, more powerful mutant demonic monsters of the Devil. Because of his genetic structure, the Overseer has many powers. The creature's eyes are very large and insectoid, giving him the ability to see in an almost 360° circle. For the last 50,000 years the Overseer has sought a way from this plane into another, and has become the left-hand man of the Devil.

Tactics/M.O.: The Overseer is not a brawler. He tends to battle by teleporting in objects of roughly 500 pounds and dropping them on his opponents. If the Overseer knows the location of substances like molten metals or liquid energy, he will favor them over mundane objects simply because they can do more damage against his targets. The Overseer will always try to stay out of HTH combat and will even build himself a fortress out of teleported material to stay out of melee. He also likes to pretend that he is not responsible for the object he teleports in, playing the fat and slow cow in hopes that players will consider other targets instead of him. The Teleportation of the Overseer does not require any physical action, thereby, all who watch the Overseer will see the fat cow demon performing nothing each attack round. If the demon has more than one action per round, he will use the first one to Evade.

Part Four
Demon Horde & NPCs

Name:	LVL:	Hits:	Power:	Agility:	Move:	Dam.:	ACC:	HTH:	Weight:
Slime	1	1	33	6	24"	+0	-2	1 pt.	20
Boogen	2	6	43	12	36"	+0	+1	1d4	135
Horror	4	37	50	13	36"	+1	+1	1d6	200
Spirit	4	9	57	17	41"	+2	+2	1d4	150
Changeling	3	17	59	18	47"	+2	+3	1d6	165
Abomination	6	79	88	5	573"	+0	-4	5d10	1200
Crawler	2	124	54	10	44"	+0	+0	2d8	2000

Each demon has several Powers which are discussed below in their individual descriptions.

SLIME: Slimes are gigantic amoebas. Their bodies are filled with clear protoplasm. This ligquid varies in color and consistency. Large organs float within their bodies. A special attack aimed at those areas will cause double damage. Slimes move by rippling their bodies, and as they do this they leave behind a slimy residue which is very slippery. Slimes have the following powers: Force Field: Range=20", PR=½ the damaged repulsed, they can also use this power as an attack; refer to pg. 12. Heightened Senses: Increased Smell, +2 to hit, +3 damage, and x2 Detect Hidden. Power Blast: Range=9", Damage=1d20, PR=1.

BOOGEN: Boogens are tall chicken-headed creatures with three human arms. Their eyes are large and pupilless, and their mouths are beaked and filled with hundreds of sharp little teeth. The boogens normally attack with their hands; however, some of these creatures will be armed with crude, archaic weapons (i.e. spears, wooden swords, etc.). Boogens are very stupid and can be easily tricked. Boogens have the following powers: Darkness Control: Range=36", PR=2 (see p. 11), Heightened Defense: -4 to be hit.

HORROR: Horrors are demonic creatures which do not fit into any category. Since each horror is different from the next, the GM may want to use the statistics given above as an average, adjusting each horror encountered. Horrors usually look like crossbreeds of normal animals. They may have any number of legs, arms, and heads. Horrors have these Powers: Armor: Type A, ADR=105, and Poison/Nerve gas (attacks as Chemical Power), range=5", PR=4, Damage=save as Death Touch or die. The GM should feel free to change any of the horrors' powers to make each demon distinctive.

SPIRIT: These demons appear to be souls of lost human; however, it is doubtful that they really are what they appear to be. Spirits will, however, act like ghosts and attack like them. Spirits have the following Powers: Non-Corporealness: Permanent (see p. 15), and Psionics: Range=15", PR=2, Damage=1d10(attacks as Mind Control).

CHANGELING: Changeling are demonic transformers which are constantly in the process of mutating into a new form. Their appearance is usually grisly. Like horrors, changelings have no standard shape. Changelings have the following Powers: Body Power: 8 twisting tentacles (up to 4 multiple attacks may be made without requiring all rolls to hit) at +2 to hit, +4 damage, special hits will entangle the victim and a save vs. Strength must be made on 1d100 for the person to be able to free the snagged appendage, Heightened Defense: -4 to be hit, Transformation: Disguise, it can assume a new shape in one turn at a cost of 5 points of Power.

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ABOMINATION: These demons look like giant ape-centauroid creatures with five arms and four legs. Abominations have several large eyes which glow bright red in combat. These demons usually weigh around twelve hundred pounds, though some can be as heavy as two thousand pounds. Abominations are the nobility of the demon races, dominated only by the Devil and the Overseer. Abominations will sometimes confront players with large iron clubs (+2 to hit, HTH +1d10 damage). These creatures are very brave and rarely back down or even think about negotiating with player-characters. Abominations have these Powers: Heightened Strength B x 2: +35; Heightened Speed: +500 inches movement, +17 on Initiative.

CRAWLER: Crawlers are long, millipede-like creatures with cat heads and seal flippers. Crawlers measure up to fifteen feet long and weigh two thousand pounds. Crawlers are the lowest of the demon horde, and will form the main arches of the Demon Bridge. Crawlers also act as food for the various creatures that live in the Domain (demonic creatures and demons). The crawlers have these Powers: Invulnerability: 10 points; Sonic Powers: Range = 32 inches, PR = 1, Damage = 1d12 (see rules, page 17).

ALIENS

XAREONS

Identity: Xareon (average stats)
Side: Good
Sex: None
Level: 2-5

Powers:

1. Heightened Intelligence B x 2: +39
2. Heightened Agility B: +15
3. Adaptation: PR = 1 per hour or per use as a defense.
4. Natural Weaponry: +2 to hit, +4 damage.
5. Heightened Senses: 360° sensory organs, no side or rear facing restrictions.
6. Heightened Senses: Subsonic and ultrasonic hearing, radio sense, infrared and ultraviolet vision.

Inventions:

1. Universal Translator: Requires four turns of continuous speech for the device to work and break the linguistic code.

Weight: 150 pounds
Strength: 13
Agility: 30
Charisma: 16
Reactions from Good: +2
Damage Mod.: +11
Accuracy: +5
Carrying Cap.: 294 pounds
Movement Rate: 58 inches, ground
Detect Hidden: 36%
Inventing: 156%

Basic Hits: 3
Endurance: 15
Intelligence: 52
Hit Points: 65
from Evil: −2
Healing Rate: 1.6
Power: 110
Basic HTH: 1d6
Detect Danger: 40%

Origin and Background: The Xareon's planet is radically different from Earth. The planet's surface is covered in a thick atmospheric blanket of hydrocarbons and sulfur. Their lakes bubble from acid and the land is flat and featureless. Most of the planet is highly industrialized with mile-high smoke stacks pouring chemicals into the air. All humans visiting this planet must wear a Life Support suit or have Adaptation power to survive longer than a few minutes.

Xareons are a race of vegetable creatures that have long tubular bodies and fungus growths at the tops of their stalks. These creatures stand around six feet tall and weigh about one hundred and fifty pounds. They have sense organs that detect radio waves. Xareons communicate with sonic vibrations. Each time they speak, all characters within thirteen inches are subjected to a Sonic attack for 1d4 damage (the Xareon's Damage Modifier is not included). Sonic-powered or otherwise protected individuals are immune to this, as are other Xareons. Players who have high Intelligence or Sonic powers will have a percentage chance to understand the Xareons' advanced language equal to the character's Intelligence score.

Tactics/M.O.: Xareons will never seek a fight. They are great scientists who have evolved past the need to fight to gain knowledge or riches. If attacked, the Xareons will fight to their best ability, and will try to flee or talk to their attackers if they believe them to be intelligent.

GORG

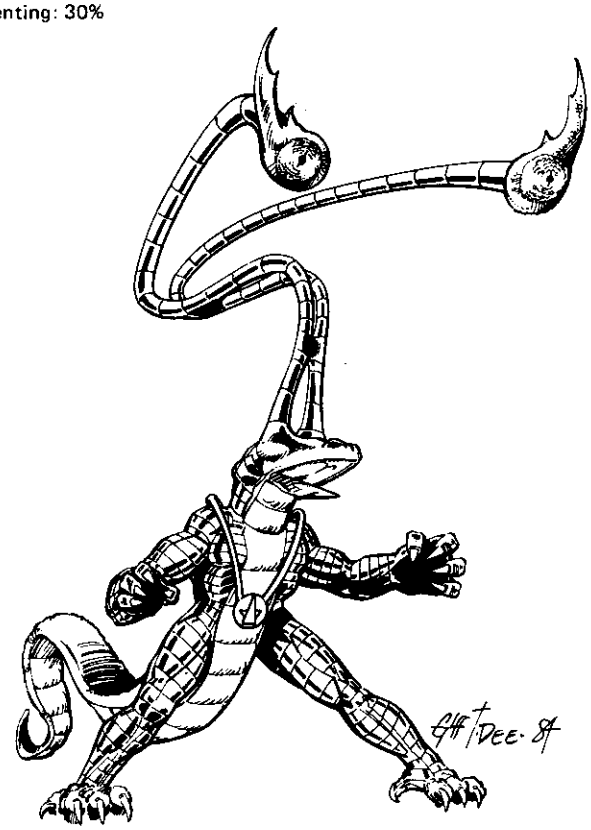
Identity: Gorg (typical stats)
Side: Good
Sex: Various
Level: 3-7

Powers:
1. Heightened Endurance B: +22
2. Animal Powers: Reptile: +2 Strength, +2 Endurance, −4 Agility.
   a. Armor: Type A: 98 points.
   b. Natural Weaponry: +1 to hit, +3 damage.
   c. Heightened Strength A: +12.
3. Sonic Power: Range = 64 inches, PR = 1 (see rules, page 17).
4. Heightened Senses: Sonar Ability, +3 to hit with all attacks.

Inventions:
1. Particle Beamer: +5 to hit, 3d8 damage, Range = A x 10, base HTH attack.

Weight: 100 pounds
Strength: 32
Agility: 4
Charisma: 18
Reactions from Good: +3
Damage Mod.: −1
Accuracy: −4
Carrying Cap.: 1825 pounds
Movement Rate: 73 inches, ground
Detect Hidden: 8%
Inventing: 30%

Basic Hits: 2
Endurance: 37
Intelligence: 10
Hit Points: 9
from Evil: −3
Healing Rate: 2.2
Power: 83
Basic HTH: 1d10
Detect Danger: 12%



Origin and Background: Extradimensional, Military.

Gorgs come from the planet Targo. The planet has a unique ecological system. It has two suns; one a small white dwarf with the other being a large blue giant. The interface of these two suns causes the plants on the planet to grow to magnificent sizes. Trees tower more than five miles high, while lillypad-like plants grow covering five hundred mile areas. The Gorgs live on these plants and build their cities towering on their limbs and roots.

Gorgs are small, lithe lizards with metallic-looking scales and long eyestalks up to several feet in length. The Gorgs are a warrior race

devoted to conquest, and Targo supremacy; however, they also will respect alien creatures and will not attack unless they are provoked or have declared war on their opponents. Gorgs have recently met with the Xareons and signed an agreement of non-aggression and mutual trade of scientific and military information.

Tactics/M.O.: The Gorgs will attack by using their Particle Beam weapons. These guns will be unusable by almost all other creatures since they're specially designed for Gorgs. If their weapon does not seem to affect their opponents, or if the attacker moves into HTH range, the Gorgs will holster their guns and fight HTH. They will sometimes use small hand-held weapons such as daggers or small swords (see rules, page 25). Gorgs will usually not retreat unless their opponent is very tough and has killed or subdued most of their allies. Gorgs will usually try to negotiate, but they will try to achieve a settlement to their own best advantage and will go down fighting if the treaty is not to their benefit.

EXPERIENCE POINTS

The players can receive experience points based on the following possibilities:

- Experience for defeating each of the zombies and demons encountered while still on Earth.
- Normal experience for subduing Glenn Jocco.
- Normal experience for each demon or demonic creature which they subdued in the Domain in the line of duty — searching out demons for the mere purpose of gaining experience will yield no points, though the players cannot be expected to flee from encounters or to know for sure whether any fight they're in serves a purpose.
- For each baby that a player kills in the science room, he will lose 1000 experience points and must roll for a Charisma loss. If the babies are killed by accident, then no penalty should be assessed. If they somehow capture these babies, the team should be awarded 1000 experience points plus a Charisma roll for each one.
- Normal experience is gained for capturing and subduing the Devil and the Overseer.
- 1000 experience points for making friends with either the Xareons or the Gorgs. These points should be shared between all the players.

POTENTIAL NPC ALLIES

The following are the three superheroes who were believed to have been killed in the first Matter Vacuum (refer to Scarlet Orb, Prison). These heroes have been listed with their full complements of gear; however, players finding these characters in the prison will find the prisoners without their equipment. If the players search for the prisoners' gear, they will find it in the Devil's Treasure Vault.

THE MEGANAUT

Identity: Noran Kay'o
Side: Good — Sex: Male
Age: 150 — Level: 10
Training: Agility

Powers:
1. Robotic Body: 14% humanoid, x4 weight, +12 Strength, Heightened Intelligence device: +19.
2. Flight Device: Anit-gravity, 364 m.p.h. (1601"/turn), PR = 1.
3. Weakness Detection: Takes 1 action within 1", +15 to hit thereafter if the opponent's weakness is known.
4. Heightened Charisma: +14.
5. Telepathy: Range = 430 inches, PR = 1 per hour.
6. Willpower: Intelligence Bonus of +12.

Weakness/Handicap: No legs.
Inventions:
1. Cybernetic Initiative Implant: +1 per Power point spent on Initiative.

Weight: 720 pounds	Basic Hits: 14
Strength: 29	Endurance: 13
Agility: 20	Intelligence: 43
Charisma: 31	Hit Points: 125
Reactions from Good: +6	from Evil: −6
Damage Mod.: +7	Healing Rate: 4.5
Accuracy: +3	Power: 105
Carrying Cap.: 9249 pounds	Basic HTH: 2d10
Movement Rate: 1602 inches flying	
Detect Hidden: 30%	Detect Danger: 34%
Inventing Points: 41	Inventing: 129%

Origin and Background: Noran Kay'o was a simple psychologist working for the Vegan Mental Institute. Noran lived in a stable, space-faring culture which had explored and colonized many star systems. The Vegan empire was strong, and had never met a foe that they couldn't push back. Noran Kay'o's job was quite simple: he taught and instructed up and coming psychologists.

However, Noran's world was shattered when a large space fleet invaded his home planet and brought his government to their knees. As the space fleet pillaged and raped Noran's homeworld, he and his fellow scientists built an automated robot-probe in the hope of sending it to their nearest ally to bring back help. As they were completing the probot, many scientists were killed in a surprise attack by the invaders. The man who had been selected to engineer and provide his brain for the cybernetic brain of the probot was killed. In desperation, Noran Kay'o volunteered his own barin as the CPU for the probot. Knowing there was little time left, the team went to work and placed Noran's consciousness in the probot.

The probot thrusted out from Vega's orbit towards a small star system which was the home of a race of hominids. Noran's intended destination was a planet called Earth. As Noran sailed through the empty void of space, a freak accident damaged his thrusters. The trip that should have taken only days took over seventy years. By the time Noran arrived at Earth, he knew his home planet would no longer need rescue — his home was dead. Noran Kay'o became the Meaganaut, a warrior searching for justice and peace.

TELECOMM

Identity: Cindy Green
Side: Good — Sex: Female
Age: 22 — Level: 7
Training: Intelligence

Powers:
1. Heightened Intelligence B: +20
2. Heightened Senses: Telescopic/microscopic Vision: +5 to hit, +4 damage. Can see surface detail as small as one square foot on the moon or subatomic level.
3. Flight: 208 inches per turn, PR = 1 per hour. Device.

Weight: 120 pounds	Basic Hits: 2
Strength: 13	Endurance: 16
Agility: 10	Intelligence: 30
Charisma: 19	Hit Points: 12
Reactions from Good: +3	from Evil: −3
Damage Mod.: +3	Healing Rate: 1.2
Accuracy: —	Power: 69
Carrying Cap.: 228 pounds	Basic HTH: 1d4
Movement Rates: 39 inches ground, 208 inches in flight	
Detect Hidden: 22%	Detect Danger: 26%
Inventing Points: 20	Inventing: 90%

Origin and Background: Cindy Green was a contented housewife with a husband and two children. Cindy and her family were driving to the market one fateful day when a semi-truck behind their car went out of control. The truck careened into Cindy's car and killed her husband, her children, and left her blind. The trucking firm was sued and Cindy received $4.5 million.

Cindy lived for a while in a world that was black and very lonely. Her mother, however, learned of a research facility out west that was doing remarkable research and performing experimental operations on the blind. Cindy agreed to try this approach and she went to see Allied Opticals. During her visit she was informed that Allied Optical was actually a government research facility working in cooperation with C.H.E.S.S. Allied Optical made Cindy an offer; they would like to try to use a new chemical solution that was designed to cure blindness. However, some of test animals that had been subjected to this solution had gone wild. If she agreed to help, C.H.E.S.S. would pay for all of her medical expenses and make the experimental cure available to her if she agreed to provide future help to C.H.E.S.S. in other optical research.

Cindy felt quite depressed and found herself thinking that she had little use ofr life as it was. She decided she might be able to help other blind people and that if the drug did work, she would get her own sight back.

The drug worked miracles on Cindy Green. Her eyesight returned within days, but to the surprise of everyone, she also began to see things in minute scale. To the amazement of the scientists, Cindy could see the microscopic. Later, they also learned that she could see at great distances with telescopic accuracy. Over the months that followed, Cindy Green also seemed to be gaining Intelligence to such an extent that she was able to speak intelligently about tachyon technologies, hyperflight, physics and other areas of research with the

geniuses around her at Allied Optical.

Over the years, Cindy worked for C.H.E.S.S. on many different assignments. In recent years she built a flying belt, which was capable of great speed and incredible maneuverability.

IMPERIAL

Identity: William Christian
Side: Good | Sex: Male
Age: 18 | Level: 7
Training: Endurance

Powers:
1. Weakness Detection: 1 action within 1" to learn, +5 to hit.
2. Heightened Senses: +4 to hit in unarmed HTH.
3. Heightened Strength: +12.
4. Heightened Endurance: +21.
5. Heightened Speed: +460 inches, +16 Initiative.

Weakness: Low Self-Control: Ego problems.
Inventions:
1. Large lead 'brass' knuckles: +3 to hit, 1d6 damage in HTH.

Weight: 140 pounds | Basic Hits: 3
Strength: 33 | Endurance: 22
Agility: 18 | Intelligence: 16
Charisma: 16 | Hit Points: 47
Reactions from Good: +2 | from Evil: −2
Damage Mod.: +3 | Healing Rate: 1.8
Accuracy: +3 | Power: 89
Carrying Cap.: 2670 pounds | Basic HTH: 1d12
Movement Rate: 537 inches ground.
Detect Hidden: 12% | Detect Danger: 16%
Inventing Points: 3 | Inventing: 48%

Origin and Background: William Christian was a janitor for a local telephone company when, one day, he overheard two employees talking about tapping into the company's computer and reallocating millions of dollars into foreign bank accounts. William didn't know what to do. He decided he would call the local superhero group to try to get one of those super-guys to help catch the crooks.

However, William later learned that these two men worked for a large syndicate which had the entire company's phones tapped. By chance, William had called the local heroes from a company phone. Later, that same night, a few men taught William some manners. He spent nine months in intensive care with every rib in his body broken and his skull fractured in several places.

When William finally got out of the hospital, he swore vengeance on the men who had done this to him. He started his own vigilante squad which recruited any person who wanted to knock a few heads. Well, William soon became just as bad as the men who had beaten him. William led raids on supposed hangouts and underground hideouts and beat up many people who were simply in the wrong place at the wrong time. William ended up doing two years in jail for assault with a deadly weapon. While in the slammer, he mended his ways and began to delve into scientific principles. He studied the habits of many of the famous superheroes and tried to determine what they all had in common.

William disappeared for several months after his release from prison, but when he returned to his home town, he was the superhero called Imperial. He joined a local vigilante team and, over the years, built up a reputation of pride and excellence.

IT BEGAN WITH A TROPICAL STORM IN THE OCEAN NEAR ***BERMUDA*** -- A STORM WHICH GREW TO A HURRICANE, AND ***KEPT GROWING!*** FIRST SMALL FISHING BOATS AND THEN AIRCRAFT AND ENTIRE OIL TANKERS DISAPPEARED ONE BY ONE--WILL AMERICA BE NEXT? A DEMONAIC ADVENTURE FOR THE **V&V™** GAME!

IMPERIAL TO BASE. WE'RE APPROACHING THE EYE OF THE VORTEX, MR. GRIMSBY.

GOOD WORK, LAD. STEADY AS YOU GO.

C.H.E.S.S. HEADQUARTERS, WASHINGTON D.C.

IMPERIAL TO BASE. STARTING TO FEEL A LITTLE TURBULENCE. WE CAN SEE SOMETHING IN THE CENTER-- A TOWER OR--

--NO!!!

"I'M SORRY, SIR. WE'VE LOST THEM."

CAN IT BE? THREE OF THE EARTH'S MIGHTIEST HEROES ***SQUASHED LIKE BUGS***? HOMER CALLS IN THE RESERVES--***YOU!***

IT'S UP TO YOU AND YOUR TEAM. IF YOU FAIL-- EARTH IS ***DOOMED!***

WE'LL MAKE IT, SIR. ***COUNT*** ON IT!

FANTASY GAMES UNLIMITED

WRITTEN BY TROY CHRISTENSEN

PENCILLER DAVE GIFFORD,

INKS & EDITING JEFF DEE

EDITOR-IN-CHIEF SCOTT BIZAR

TROY'S WARDROBE BY MAXINE

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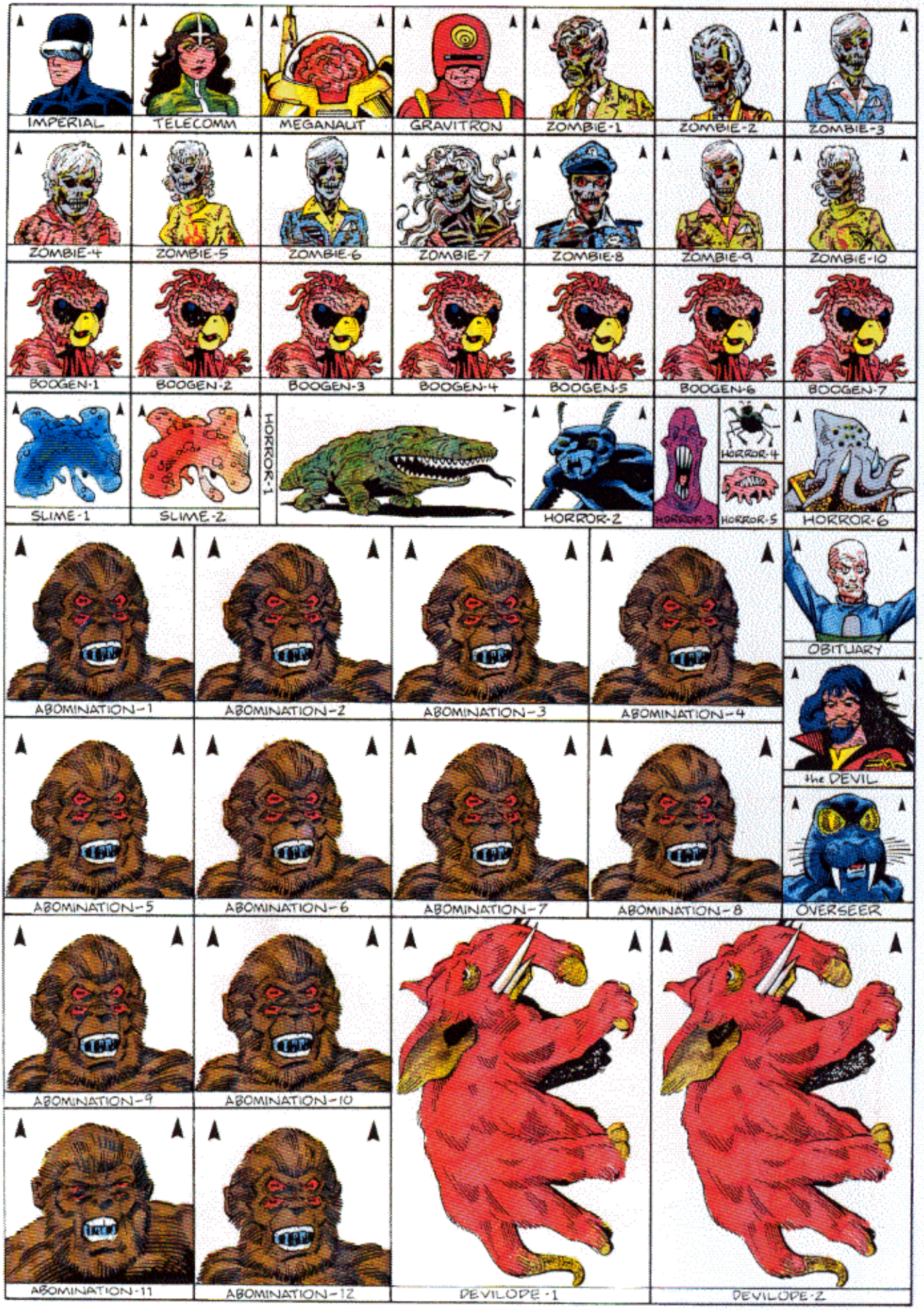
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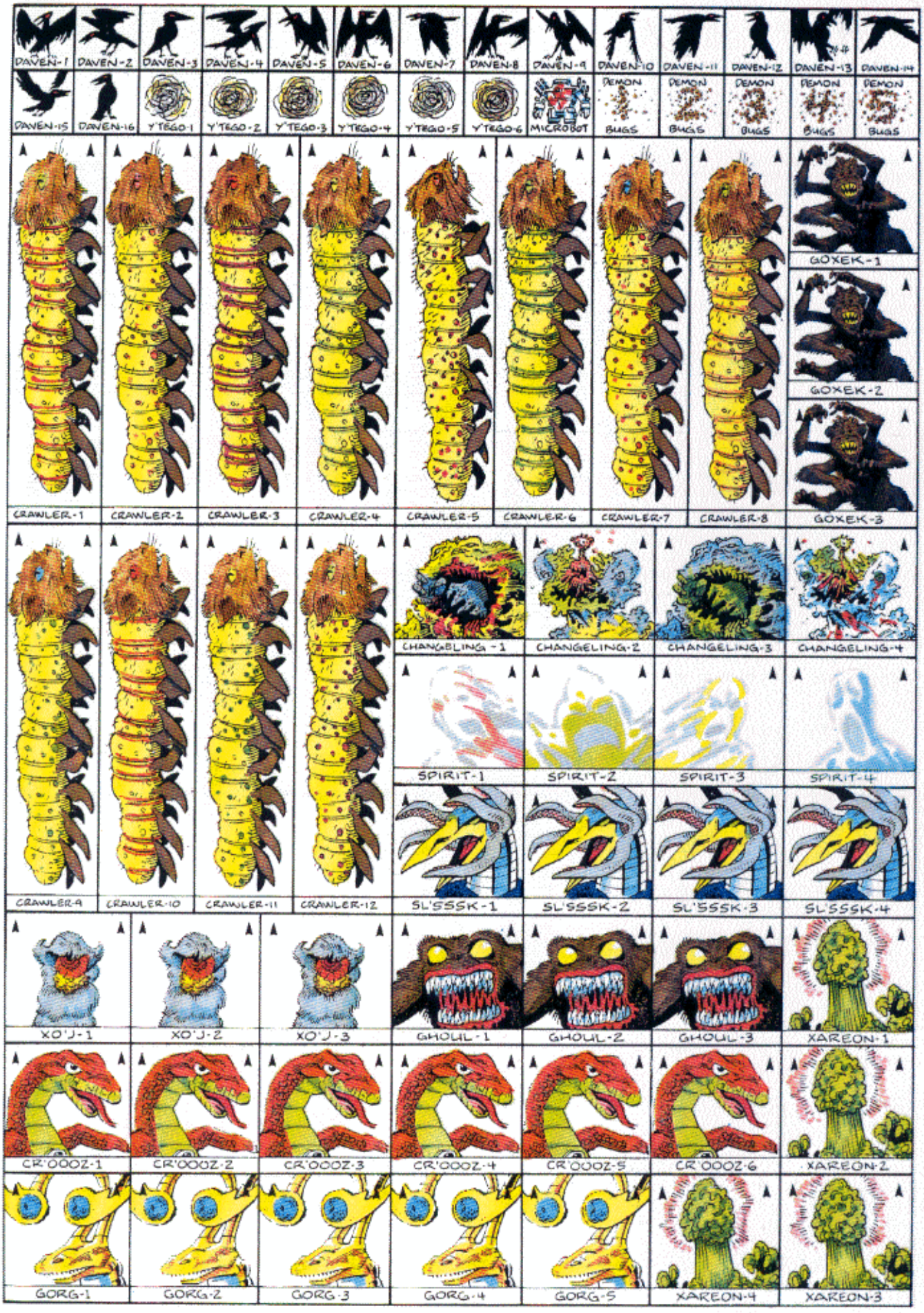
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