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THE RUKH



MADAME MEDUSA



THE
MOREAU-1
FILES

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

SECOND DISPATCH

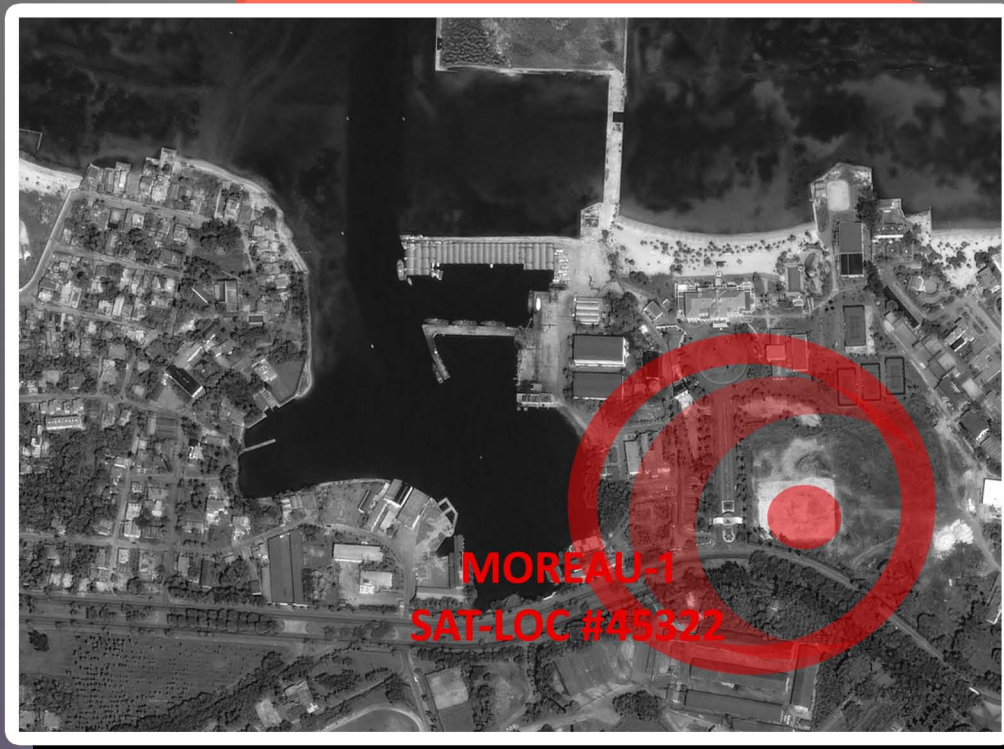
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THE WORLD IS A DANGEROUS PLACE THESE DAYS. FIRST, IT WAS THE WELL INTENTIONED BUT MISGUIDED FREAKS WEARING LONG-JOHNS AND FIGHTING THE GOOD FIGHT. BUT OF COURSE IT WAS ONLY A MATTER OF TIME BEFORE CRIMINAL SCUM WOULD EITHER LUCK INTO POWERS, OR BY DESIGN GIVE THEMSELVES AN ADVANTAGE OVER BASELINE HUMANITY AND HUMAN LAW ENFORCEMENT.

AN AGENT MADE IT OUT OF THE HEADQUARTERS, BRINGING US A FEW OF THE ELEMENTS THE SYNTHETIC HUMAN KNOWN AS MOREAU-1 HAS BEEN MEETING WITH. DANGEROUS CRIMINALS, CULT LEADERS, AND MORE HAVE THROWN THEIR HATS INTO THE RING OF INTERNATIONAL SUPER-POWERED TERRORISM. THEY'RE MEETING WITH MOREAU-1 FOR SOME REASON. IT IS OUR GOOD LUCK THAT MOREAU-1 IS A DESPERATELY PARANOID BEING, AND HAS RECORDED THE POWER LEVELS OF ALL OF HIS WOULD-BE ALLIES IN THE CRIMINAL UNDERWORLD.

S.P.E.C.T.R.U.M OBTAINED THESE FILES AT GREAT COST. PERHAPS YOU CAN USE THIS INFORMATION TO PREVENT THE NEXT 'WORLDWIDE CATASTROPHE' THESE FREAKS HAVE PLANNED.

MESSAGE ENDS.

RUHK

FIRST APPEARANCE: WORLD AT WAR #5

QUALITIES: HERO OF THE DOWNTRODDEN PEOPLE OF GAMERISTAN

IDENTITY: UNKNOWN. LIKELY CANDIDATE IS AMIR GUL, WEALTHY BUSINESS MOGUL AND PLAYBOY HAS A FLEET OF RUHK THEMED VEHICLES TO ASSIST IN HIS CAMPAIGN AGAINST CRIME AND CORRUPTION IN GAMERISTAN'S CAPITAL CITY.

CHALLENGES

ENEMY : CORRUPT GAMERISTAN OFFICIALS AND POLICE.

ENEMY : GAMERISTAN MAFIA.

ENEMY: CIA, FBI



PROMESS	5
COORDINATION	5
STRENGTH	4
INTELLECT	6
AWARENESS	5
WILLPOWER	4
DETERMINATION	*
STAMINA	8

POWERS:

FLIGHT DEVICE 4 - RUHK WINGS
STRIKE DEVICE 5 (SLASHING) -
RUHK CLAWS
BLINDING DEVICE 4 - SMOKE
GRENADES

SPECIALTIES:

ACROBATICS
AERIAL COMBAT
MARTIAL ARTS

RUHK

SUMMARY

Named after the powerful bird of legend, the Ruhk is a nocturnal vigilante who operates primarily in the Middle Eastern nation of Qameristan. Equipped with his high tech outfit and fleet of exotic bird themed vehicles, the Ruhk stalks the streets and rooftops of Qameristan by night, meting out justice to the criminals and corrupt officials who terrorize the nation's populace.

IN-DEPTH INTELLIGENCE

The Ruhk's crusade has resulted in massive changes in Qameristan. Two organized crime families have abandoned the country altogether, unwilling to continue dealing with the Ruhk plaguing their operations. UN observers report that, in addition to sharp downturns in organized criminal activity, corruption is declining as well (presumably because of the harsh methods the Ruhk uses to punish crooked officials.) In perhaps the most dramatic result of the Ruhk's crusade, the country's recent elections were the first in two decades to not be considered highly questionable by the international community.

(Regarding his true identity, our intel suggests that the Ruhk is one of a number of possible wealthy citizens of Qameristan; the most likely being Amir Gul, a millionaire socialite and oil magnate.)

If the Ruhk were content to confine his activities to Qameristan, our agency would regard him neutrally or even consider recruiting him as an associate field agent. Unfortunately, as he has clashed with US operations or even conducted criminal operations on US soil on multiple occasions, we must regard him as a hostile force.

For example, last spring one of Qameristan's neighbors announced they'd purchased short range ballistic missile technology from a former Soviet republic. Shortly thereafter, the Ruhk was spotted in Andover, Massachusetts on the night that components for an advanced missile defense system were stolen from a highly secure manufacturing plant. A few months later, Qameristan debuted the Djinn air defense system that appeared to have radar and guidance systems very similar to the one that was stolen.

RUHK

In another notable example, two year ago, there was an unsuccessful attack on the motorcade of Qameristan's president. Although the attack was officially blamed on radical elements in the Qameristan military, rumors have circulated in Arab press that the CIA was behind the botched assassination attempt. (The US and Qameristan were involved in terse, high-profile negotiations at the time regarding American military use of Qameristan's air space. The vice-president was widely seen as being more welcoming to American overtures.) According to our sources in the State Department, the day after the attack, two CIA operatives (who were previously assigned to Quameristan) were found bound and gagged on the doorstep of the US Embassy in the neighboring state of Gwadar. Attached to the agents was a note that simply said: "Stay out of my country's internal affairs. Hugs and Kisses, The Ruhk". Our sources in Langely tell us that, as a result, the Ruhk has been moved to the top of the agency's unofficial rendition target list.

The Ruhk has been spotted in recent months visiting Moreau-1's compound. Our analysts suggest that he may simply be upgrading his arsenal, perhaps in response to the aforementioned increased hostility from the CIA. Alternately, it's possible the Ruhk has been visiting Moreau-1 in order to secure meta-human creation technology for Qameristan. Tensions in the Middle East have recently escalated as several nations have made claims to have super-soldier creation technology, which has kicked off a minor arm-race in super-soldier technology.

ADVENTURE HOOKS

1) Hero-inventor Hyperion-Man has been missing in action for several months. SPECTRUM and other agencies are unsure if he was defeated in battle or is on one of the cosmic adventures he occasionally undertakes to deep space. However, whatever the fate of Hyperion-Man, our immediate concern is that the word on the supervillain underground is that the Ruhk is planning on raiding Hyperion-Man's HQ. Hyperion-Man has done extensive research into power-armor design; it's likely the Ruhk wants to steal some of this technology to help Qameristan in the incipient super-soldier race that's brewing in the Middle East. The PCs have been tasked with guarding Hyperion-Man's HQ on the night that our informants say that the Ruhk will be attempting to infiltrate it.

RUKH

ADVENTURE HOOKS (CONT.)

2) General Darkmatter was a supervillain who attempted to conquer all of Asia in the recent past. His reign of terror devastated several Middle Eastern nations (including Quameristan) before he was defeated by a multi-national coalition of superheroes and taken into custody by the US government. The official story in the media is that he is serving out multiple life sentences at a classified supervillain prison deep in the American heartland. The truth is that Darkmatter is still in custody - albeit in relatively cushy minimum security custody. He is working off his sentence at a top secret Department of Defense lab in Dallas where he's using his considerable genius to help government scientists working on new energy technology. The Rukh has learned of Darkmatter's true location and is reportedly planning on kidnapping him so he can stand trial for his crimes in Qameristan. The PCs are assigned to guard Darkmatter on the night that SPECTRUM's intel says the kidnapping attempt will happen.

THE EYES OF MEDUSA

QUALITIES

IDENTITY: HIGHLY TRAINED TERRORIST AGENT

CHALLENGES

ENEMY: LAW ENFORCEMENT



PROMESS	4
COORDINATION	4
STRENGTH	4
INTELLECT	3
AWARENESS	3
WILLPOWER	3
DETERMINATION	*
STAMINA	7

POWERS:

BLAST DEVICE 4 (BLASTING)
PROTON BLASTER
INVULNERABILITY DEVICE 2 -
LEATHER BODY ARMOR
BINDING DEVICE 3 BOLO
CHAMELEON DEVICE 3 BELT
MOUNTED STEALTH FIELD
GENERATOR

SPECIALTIES:

MARTIAL ARTS
STEALTH
WEAPONS (GUNS)
PILOT
DRIVE

MADAME MEDUSA

QUALITIES

EPITHET : MYSTERIOUS MAVEN OF MAYHEM!

IDENTITY : EVELYNN DUNSTILL, DAUGHTER OF THE FOUNDER OF THE EYES OF MEDUSA

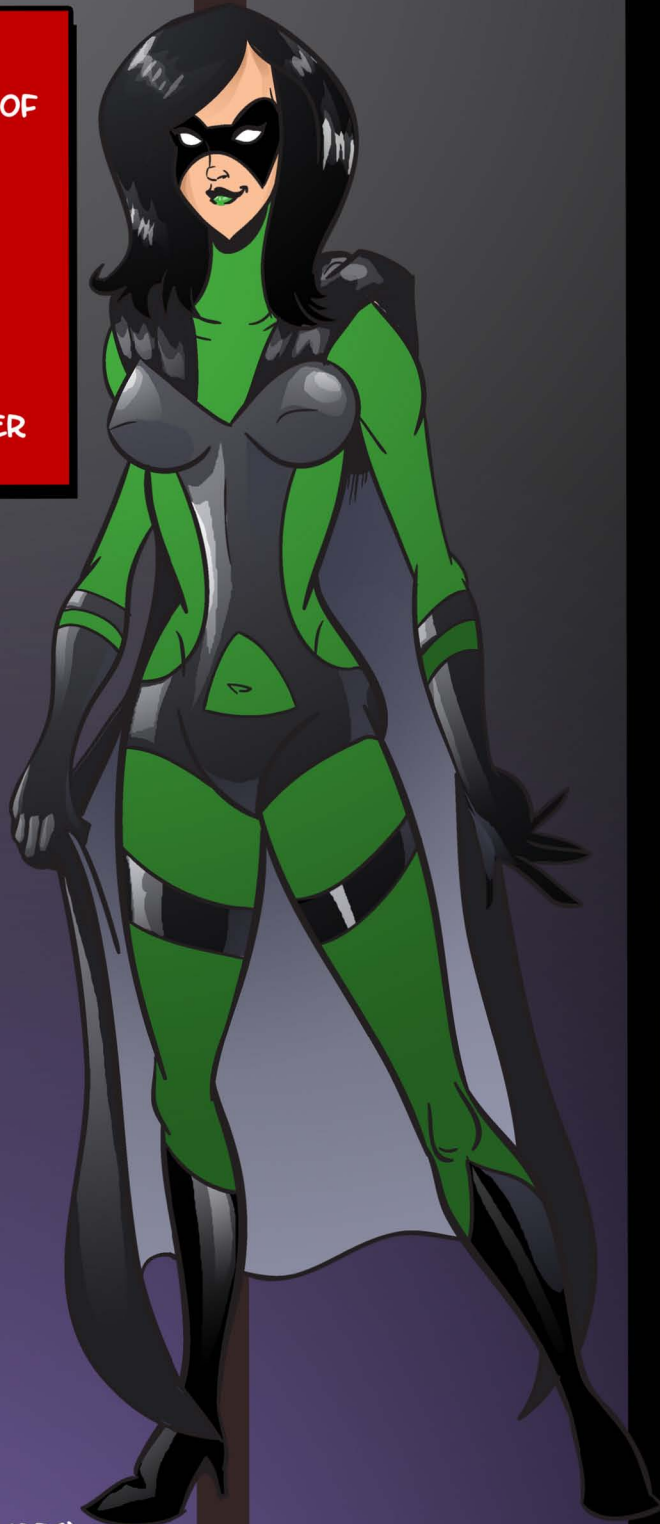
MOTIVATION : GET FILTHY RICH WHILE CARRYING ON HER MOTHER'S LEGACY

CONNECTIONS: HAS AN ALLIANCE OF CONVENIENCE WITH MOREAU-1.

CHALLENGES

ENEMY : LAW ENFORCEMENT

PERSONAL : SELF LOATHING - HATES THE HYPOCRISY OF PRETENDING TO BELIEVE IN HER MOTHER'S VISION



PROWESS	5
COORDINATION	5
STRENGTH	4
INTELLECT	4
AWARENESS	3
WILLPOWER	5
DETERMINATION	*
STAMINA	9

POWERS:

BLAST DEVICE 4 (BLASTING)
INVULNERABILITY DEVICE 2 -
BODY ARMOR
STRIKE DEVICE 5 (SLASHING) -
SUPER-HEATED PLASMA SWORD
REFLECTION DEVICE 5
SUPER-HEATED PLASMA SWORD

SPECIALTIES:

MARTIAL ARTS
STEALTH
WEAPONS (GUNS)
PILOT
DRIVE
WEAPONS EXPERT (BLADES)

EYES OF MEDUSA

SUMMARY

The Eyes of Medusa is a global terrorist organization whose manifesto calls for the violent overthrow of all nations and the creation of new world government based on equality, sustainable agrarian-based economies and social justice.

With bases throughout Europe, North America and Asia, the Eyes of Medusa are a considerable threat as they are active, organized and well-financed. They have an operational capacity on par with a small first world nation and the ability to project a significant number of forces around the globe at a moment's notice.

Agents of the Eyes of Medusa are highly trained combatants skilled in various small arms and a variety of martial arts. Agents typically wear leather battle armor and carry an array of weaponry that can range from simply infantry side-arms to super-science devices.

The mysterious leader of the Eyes of Medusa goes by the name of Madame Medusa. She has equipment and training similar to her agents with the exception that she wields a unique weapon: a super-heated plasma sword.

IN-DEPTH INTELLIGENCE

The founder and original leader of the Eyes of Medusa, Lydia Dunstill, (who went by the supervillain nom de guerre of Madame Medusa) was killed in action in the early 21st century, leaving her daughter, Evelyn, to take up her mother's position and lead the organization.

As the new Madame Medusa, Evelyn appears to be following her mother's blueprint. Indeed, in the last year under her leadership, the Eyes of Medusa have mounted a bold series of terror attacks across Europe, Asia, North America and South America.

Despite outward appearances, our sources within the Eyes of Medusa tell us that Evelyn is much more interested in short term profit than in changing the global power paradigm. Unlike her mother, Evelyn engages in blackmail on a grand scale. Before any attack, she often offers her prospective targets a chance to make a "financial contribution to the cause of global peace." Although a majority of her operations are foiled by superhuman vigilantes or law enforcement agencies, the few that do succeed are horrific enough that many governments would rather meet her financial demands than take the risk. (The introduction of a nanovirus in the water supply of Mexico City that turned half of the city's population rampaging zombies under the remote control of Eyes of Medusa agents comes to mind as an obvious example.) We don't know how many governments have caved to this pressure, but our sources suggest that such blackmail payments have totaled well over 2 billion dollars in the last year.

EYES OF MEDUSA

Of special interest is the fact that, under Evelyn's command, the Eyes of Medusa have struck up a close alliance with Moreau-1. Although their ultimate aims are conflicting, in the short term their partnership has been beneficial for both parties. Moreau-1 provides the Eyes of Medusa with weaponry for their rank and file and the Eyes of Medusa reciprocate by raiding high tech research facilities to secure Moreau-1 the advanced technology he needs for his weapons and bio-engineering projects.

The alliance has been mutually beneficial in the financial sense as well. Nations that find themselves the victims of terrorist operations from the Eyes of Medusa are often discreetly contacted by Moreau-1 shortly thereafter and offered weapons and technology that would help protect them from such attacks in the future. (According to our sources, the Eyes of Medusa take a 10 percent cut of Moreau-1's profits from such sales to their former victims.)

ADVENTURE HOOKS

1) A brigade of Eyes of Medusa agents is staging an attack on a nearby military base - attacking its barracks and command center. Meanwhile, eyewitnesses have called to report that a second team of Eyes of Medusa agents (lead by Madame Medusa herself) have used the distraction to attack a high tech weapons depot on the base grounds that houses an experimental (and insanely powerful) anti-matter bomb prototype. The PCs will need to rein in the rampaging terrorists while defending the weapons depot.

2) A high-ranking member of the Eyes of Medusa has turned himself in a police precinct house in the PCs home city. The information that could be gained from interviewing him would be crucial to breaking the organization. However, he's got to stay alive for that to happen. The PCs have been summoned by the police commissioner to act as super-powered escorts for the police motorcade that will transport the defector to a heavily defended supervillain prison on the edge of town. The police expect a frontal assault from Eyes of Medusa forces, so the PCs should be ready for a tough fight.

3) SPECTRUM has used satellite images to locate an Eyes of Medusa base close to the PCs home city. They've been monitoring the facility for some time and noticed a dramatic increase in security in recent days. After increasing their surveillance of the base's communication, they've uncovered the reason: both Madame Medusa and Moreau-1 will be touring the base today. Although the facility is unusually heavily defended, an attack is ordered because an opportunity like this may not come again. The PCs are asked to infiltrate (or storm, depending on their inclination) the base and apprehend Medusa and Moreau-1.

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