

WELCOME TO

STARK CITY

CAMPAIGN SETTING & CITY BUILDING TOOLSET

CATACOMBS

BOOTLEG EDITION



STARK CITY

CATACOMBS

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The Catacombs

Theme

The Criminal Underground of Stark City, Literally and Figuratively

Scale

Subterranean Neighborhood

Aspects

Abandoned and Forgotten; Now Reclaimed

Maze-like Labyrinth

No Police Presence

Location

Running deep underneath Geartown, Tesla Industrial Park, and the Silver District, the Catacombs are a largely-forgotten tunnel network from an ambitious pneumatic subway system project that was abandoned in the 1930s before it was completed. It is connected to the rest of Stark City by a web-like network of sewers, Prohibition-era bootlegger tunnels, and other forgotten subterranean passageways.

Description: Beneath the streets of Stark City lies an extensive underground neighborhood inhabited by some of the most notorious and dangerous criminals the city has ever known. Reclaiming these abandoned and forgotten subterranean areas of the city, seedy types such as supervillains, Mafia crews, street gangs, apocalyptic cults, and super-science terrorist cells have fashioned them into their own criminal underground, both literally and figuratively. Known collectively as the Catacombs, this neighborhood goes unrecognized as such by the authorities, but provides villainous lairs, Mafia safe houses, black markets, and other meeting places for the criminally-intentioned far away from the watchful eyes of law enforcement on the surface.

At the center of the Catacombs lies an abandoned tunnel network left over from a 1930s subway system project that the city began but never completed. This labyrinth allows for secret passage beneath the streets of Stark City and is favored by several criminal groups wishing to remain unseen by the watchful eyes of the Stark City Police

Department above. More of a thoroughfare than a residential area, the abandoned tunnels and subway infrastructure nevertheless contain a few lairs established by secretive individuals. The subway tunnels are very dark, almost eerily so; anyone without the ability to see in the dark will require some form of illumination to transverse the tunnels.

Various other subterranean passageways and systems connect to the abandoned subway tunnels in an interconnected web to form the Catacombs. There are connections to the Stark City sewer system which allow access to and from Stark Lake. An intricate series of bootlegger tunnels (the Rum Run) built by the Mafia during the Prohibition era connects the rest of the Catacombs, the shores of Stark Lake, and the city outskirts to various hotels (such as the Centennial in Geartown), restaurants, forgotten speakeasies, and other basements and sub-basements throughout the city. The crypts and catacombs beneath churches and graveyards also connect to the tunnels and sewers, providing additional means of entrance from the surface. In short, there are so many subterranean passageways and systems below ground with a myriad of access points from the surface world, some more transient than others, that creating an accurate map of the entire Catacombs network would prove impossible.

If the interconnected subway tunnels and other passageways are like a circulatory system, then the Catacombs' black heart beats on Easy Street, a subterranean city block where criminals and other dregs of humanity live in a mockery of city neighborhood life above. During the abandoned subway project of the 1930s, an entire city street in a low-lying area of Stark City was covered over and buried intact with the intention of using the newly-formed tunnel as part of the subway line. Today the forgotten street, which runs underground for almost two miles, has been reclaimed by the criminal underworld and consists of a series of tenement houses, storefronts, bars, and alleys alive and vibrant in perpetual night.

Few outside the criminal element know of Easy Street's existence, and entrances to the area are

kept secret and well guarded. Here various criminal factions and gangs coexist under an uneasy peace, and survival of the fittest is the law of the land. It is the ideal location to lay low and hide from the long arm of the law for those criminals who want to disappear from the grid for a while without having to give up too much of their lifestyle. The nightlife on Easy Street provides far more in the way of deviant and debauched entertainment than anything even the worst parts of Geartown can provide in Stark City above.

The Stark City Mafia has the oldest and strongest presence in the Catacombs thanks to their control of the Rum Run, the network of bootlegger tunnels they build in the 1920s. They control much of the entertainment on Easy Street, and what they don't own outright still profits them through the cut they take in tribute and protection money. They also control the Flea Market, an extensive underground black market located in the remnants of a centrally-located grand subway terminal station, where they collect space rental and protection fees from all the shady dealers. Recently, Krachla and the Atlanteans (see the Geartown chapter) have made inroads into the Catacombs by brokering a deal with the Mafia to sell their illicit drugs on Easy Street. In return, Krachla hopes to obtain free passage in the tunnels to further expand the scope of his operation with unfettered clandestine access to the rest of Stark City.

Mob boss and unofficial "mayor" of Easy Street Dominic Marinelli runs the Catacombs, and ultimately all pay tribute to him. Marinelli knows that the Mafia-controlled Rum Run is the key to dominating the other criminal factions and gangs below ground and has taken steps to keep access to that area tightly controlled by his loyal men. It is not an area you wish to be discovered in uninvited. Geartown Mafia boss James DeSouza has been making some inroads into the Catacombs via the Rum Run (as is his heritage and right), and this has not gone unnoticed by Dominic Marinelli, who tolerates his presence for now as a potential ally against Krachla's growing influence.

Puttman's Folly

On their daily El train commutes, very few Stark City residents today even realize that at one time Stark City planned to have an underground subway system instead of an elevated line. In 1933, Mayor John Puttman embarked on an ambitious project to build a subterranean mass transit system to take Stark City into the modern age. Billed as the first step toward making Stark City a major metropolis and funded by New Deal initiatives to put Depression-era unemployed city residents back to work, excitement was high, planning was streamlined, and groundbreaking quickly followed. Progress beneath the streets of Gerrisburg (now Geartown), the Silver District, and the then-new Tesla Industrial Park progressed rapidly, and everything was on track for a grand opening by 1936. Then, to everyone's surprise and amazement, the project was abandoned abruptly and new plans for an elevated mass transit train line were begun instead. The press had a field day with what they dubbed "Puttman's Folly" (the incident eventually ended Puttman's political career), and city bureaucrats spun a tale of Mafia corruption, insufficient funding combined with poor substrata conditions, and a lack of structural integrity in the system's design. The truth, however, was something far more sinister.

In the summer of 1935, workmen digging beneath what would become Tesla Industrial Park discovered an ancient gateway to another dimension. Some unknown agency had been sealed and hidden the gateway many centuries before. Accidentally breaking the protective seal, the workers unwittingly unleashed several dimensional horrors upon the world. Under the leadership of the Sentinel, Stark City's great superheroes of the day were able to deal with this threat and seal the gateway once again before more unwelcome visitors could make their way through, but they were certain that their protections were temporary at best. The heroes convinced Mayor Puttman to abandon the city's subterranean plans indefinitely and hid all remaining clues of the interdimensional gateway's existence and location as best they could. Today, those protections are even weaker now, and with a dominant criminal presence in the Catacombs, it may only be a matter of time before somebody stumbles upon the ancient gateway once again ...

Places

1. Abandoned Subway Tunnels
2. The Flea Market
3. Easy Street
4. The Rum Run
5. The Crypts of St. Mary's Church
6. Stark City Sewer System

Place #1: Abandoned Subway Tunnels

Aspects

Subterranean Criminal Thoroughfare
Cloaked in Perpetual Darkness
Eerily Silent and Still

Description: The subway tunnels beneath the streets of Stark City may be long abandoned by society above, but they have not been entirely forgotten. Once the foundation of an ambitious subway system project that was never completed, the tunnels have now been reclaimed by Stark City's criminal element. Sprawling beneath the streets of Geartown, Tesla Industrial Park, and the Silver District, the tunnels provide unfettered passage around town to those wishing to avoid notice by the Stark City Police Department and other prying eyes on the surface. The subway tunnels have proven to be quite useful for a variety of criminal enterprises and a very effective means of escape, and those who frequently use them for illicit transit have nicknamed them "the Highway to Hell."

The tunnels themselves are vaulted cylindrical structures, and most accommodate two or more sets of tracks running in parallel. There are subway stations located throughout the system beneath key intersections and other important buildings and locations above. The most magnificent of these stations is located beneath the Silver District and now serves as a black market for the criminal underworld (see The Flea Market below). Access to the streets overhead have long been sealed up; although entrance points do still exist, only a few people know their exact locations. In addition, there are scattered storage rooms, maintenance areas, and dispatch stations, most of them long abandoned

but a few reclaimed by tunnel inhabitants. Connections also exist between the subway system and other subterranean passageways such as the sewer system via storm drains and steam tunnels.

The entire subway tunnel system is cloaked in perpetual darkness. Without the innate ability to see in the dark, anyone traversing the tunnels will require some form of illumination such as a flashlight or lantern; otherwise, all tests requiring or involving sight suffer a -2 penalty to the effort, and all attacks beyond close range suffer a -2 penalty to the effort (see the Limited Visibility maneuver in the Taking Action chapter of the ICONS Superpowered Roleplaying core rulebook) as if affected by the Blindness power. Using artificial illumination will make the bearer visible to other tunnel occupants out to visual range (see Distance in the Taking Action chapter of the ICONS Superpowered Roleplaying core rulebook). The subway tunnels are also eerily silent and still, save for the occasional sound of scurrying rats or dripping water from above. Anyone traveling through the tunnels will be heard easily out to extended range and slightly further (see Distance in the Taking Action chapter of the ICONS Superpowered Roleplaying core rulebook) unless they take active measures to move silently.

Dominic Marinelli of the Stark City Mafia has his crew patrol the area to make sure nobody from the surface world is there who shouldn't be. Different street gang factions make frequent use of the tunnels and are the most likely to be encountered. Occasionally these gangs engage in subterranean turf wars, but Marinelli's crew keeps them in check with an uneasy peace. In general, the Mafia allows free passage through the tunnels, but tightly restricts access to the Flea Market and Easy Street (see below), and they will not interfere if a street gang confronts other underground travelers unless one of their own is involved.

THE MOLE

Real Name: Walter Talpa

Abilities

Prowess 2
Coordination 2
Strength 3
Intellect 6
Awareness 7
Willpower 3
Stamina 6
Determination *

Specialties

Area (Stark City) Master
Computers (Hacking) Master
Electronics Master
Mathematics (Probability and Statistics) Master

Powers

Interface 6
Supersenses 6 (Enhanced Hearing +3, Enhanced Smell +3)
Burrowing 3

Qualities

Computer and Mathematical Genius
Connected to Star City Mafia
“I’ll sniff that out for you right away.”
Always Sees the Big Picture

Challenges

Blind
Facial Features and Body Resemble a Star-Nosed Mole

Background: Walter Talpa grew up in one of Stark City’s unassuming working-class neighborhoods, living in a small apartment with his alcoholic mother. Walter was born with poor eyesight and several facial and bodily defects, including polydactyly. He had an extra thumb on each hand, and his nose was deformed by several fleshy tentacle-like appendages. Disgusted, his father abandoned both Walter and his mother. Walter was never a popular child, and became the target of ridicule and worse by cruel classmates and schoolyard bullies. His

appearance made his teachers uneasy, and they ignored and avoided him despite his genius-level IQ and exceptional mathematical ability. Withdrawing into himself, Walter began spending most of his time with computers and other technology, learning everything he could about how they work and the software that controlled them.

Walter was completely blind by the time he reached adolescence, but to his surprise discovered that he was still able to “see” the world through heightened senses of sound and smell. He also found he had developed a greater and deeper affinity for computers and other technology and was able to interface his mind directly with any device to which he had access. Unfortunately, his other bodily defects became more pronounced as well. His hands and forearms grew to a grotesquely large size and his legs started to atrophy while the tentacle growths around his nasal area became longer and larger. Combined with an outbreak of short, velvety, taupe-colored facial and body hair reminiscent of fur, Walter began to resemble a star-nosed mole more and more each day. No longer able to stand the taunting and torments he faced in the world on a daily basis, he dropped out of high school and became a recluse in his bedroom. This led to greater confrontations with his mother, who was drinking heavily and more frequently, and eventually he ran away from home for good.

Walter soon fell in with a street gang of petty thieves and was able to use his knowledge of computers and security systems to help them on their heists. For the first time in his life, Walter felt like he belonged somewhere, and when the gang nicknamed him “the Mole,” it didn’t even bother him anymore. It soon became apparent that he also possessed an innate ability to analyze and assess all the risks and other factors in any potential situation, sometimes drawing on seemingly unrelated facts and obscure data to determine every possible outcome — good, bad, or indifferent. He began to keep tabs on everything happening in the world around him and quickly developed a reputation within the criminal community, including the supervillainous crowd and the Stark City Mafia, for always being able to see the big picture. Realizing

that he possessed a valuable commodity, Walter decided to become a computer hacker for hire and an information broker, offering his unique brand of risk analysis services to the criminal underworld.

As his reputation and success continued to grow, a youthful and arrogant Walter became overconfident in his abilities and started to get sloppy. Law enforcement eventually took notice of his activities and began to trace certain computer crimes back to him. At one point, the Stark City Police Department raided his mother's apartment, but found that he hadn't lived there for almost three years. As the FBI started to close in, Walter decided to escape the surface world and base his operations in the Catacombs; he had deduced their existence on his own, and his underworld contacts later confirmed his speculations. Humbled by this near miss, he vowed never again to let his ego jeopardize his work, and chose to operate independently from then on. He took Walter Talpa permanently off the grid and assumed full-time the identity of the Mole.

The Mole presently resides alone in Dispatch No. 9, one of the original train dispatch offices of the abandoned subway system, located in an out-of-the-way section of the tunnels. He has an elaborate array of computers and telecommunications devices connected to the outside world by fiber optic cables, wireless routers, and satellite dishes, which he uses to monitor everything going on in Stark City and the world above. In addition to computer and security-system hacking, he offers his services as an information broker and risk assessment analyst to anyone who can meet his price (usually money, but sometimes equipment, a favor, or information he can sell) with no questions asked. He remains neutral in all his dealings, and will never sell out a prior customer (unless he is absolutely certain he can get away with it). He rarely conducts business in his private sanctum in the tunnels, preferring instead to meet potential clients and contacts at Mickey Finn's Place on Easy Street (see below) where he can often be found drinking alone at a back table.

Using The Mole

- A hero who has a secret identity as the head of a Tesla Park tech firm or other major Stark City corporation may discover that someone has been hacking into the company's computer systems unauthorized and be able to trace the intrusion back to the Mole. Upon discovering that the source of the computer break-ins is located somewhere below ground, they may decide to go investigate further and discover the existence of the Catacombs.
- A hero with a less-than-stellar past might still have ties to the Catacombs and the criminal underworld, and might list the Mole as a Connection to call on his services when needing information that cannot be obtained elsewhere.
- Several top-secret military weapon shipments developed in Tesla Park have been stolen by a gang of criminals using the Mole's services. A hero with powers and specialties related to computer hacking and security may go toe-to-toe with the Mole in a virtual game of cat and mouse when asked to securely encrypt future weapon shipment schedules before they are cracked again and the shipments intercepted by the information broker's criminal clients.

Place #2: The Flea Market

Aspects

The Ultimate Black Market
Caveat Emptor, Caveat Vendor
Under Mafia Control

Description: Far beneath the streets of the Silver District in the abandoned subway system lies a magnificent station terminal that remains a grand tribute to the gilded splendor of art deco design from a past age. Although long forgotten today by most of the residents in Stark City above, this architectural wonder is now home to the Flea Market — a vast collection of illegal arms merchants, assassins' guilds, counterfeiters, fences, dealers in stolen art, and other providers of illicit goods, services, and stolen property. Like characters in a dark parody of a marketplace bazaar from the

Arabian Nights, the various vendors and other providers of illegal services have set up their stores in tents and other temporary quarters, filling the old subway terminal with a modern-day den of thieves.

The variety of dealers and never-ending supply of customers would both shock and amaze Stark City officials and law enforcement if they ever learned of the Flea Market's existence. The entire operation is ultimately controlled by Mafia kingpin Dominic Marinelli and his gang, who take a percentage cut of all the action by charging the merchants for space rental as well as protection fees. The Mafia also controls the flow of customers by reaching out to and personally selecting those from the surface world who will be allowed in (and out) of the Flea Market, thereby maintaining the secrecy of the location while keeping tabs on all transactions conducted. Despite the iron grip, this arrangement has nonetheless been very profitable for all parties concerned.

Almost any illegal item or illicit service imaginable is available in the Flea Market to the discerning supervillain, underworld criminal, shady corporation, terrorist cell, or political despot. Arms dealers trade in stolen weapons and other equipment procured from the military at home and around the globe, as well as stolen prototypes of weapons and technology acquired from research and design firms in Tesla Park. A myriad of fences, many specializing in areas like fine art, diamonds, electronics, and furs, receive stolen goods and find interested buyers. For the right price, assassins, black ops teams, and hit men can be hired, as well as specialist thieves such as safecrackers, second-story men, smugglers, cleaners, demolitions experts, wheelmen, computer and security system hackers, money launderers, and counterfeiters for any type of job, big or small. Underworld back-alley doctors will remove bullets and perform other medical services with no questions asked. New identities, passports, and paperwork can be purchased from excellent forgers; customers can even buy new faces from down-on-their-luck plastic surgeons.

The elaborate terminal station housing the Flea Market is densely packed with stores and shops, creating a winding labyrinth of passageways

between the tents and other temporary structures, making it just as easy to lose someone in the maze as it is to tail them unseen. The entire area glows with an eerie light as fluorescent ceiling lights shine through an ever-present haze of smoke and steam. The illumination and basic power needs are provided by portable electric generators, although some illicit and undetectable taps into the Stark City main grid are available for a price to those who have greater power needs. Members of Dominic Marinelli's gang patrol the area regularly, keeping an eye out for trouble and responding with force if needed.

DOCTOR X

Real Name: Dr. Milton Fleischer, M.D., Ph.D.

Abilities

Prowess 3
Coordination 5
Strength 2
Intellect 6
Awareness 3
Willpower 3

Stamina 5
Determination *

Specialties

Computers Expert
Electronics Expert
Mechanics Expert
Medicine Master
Science (Chemistry) Master
Science (Genetics) Master
Science (Physics)
Science (Radiology)

Powers

Regeneration 8 - Genetic Enhancement
Invulnerability Device 5 - Super-Serum Injections
Blast Device 4 (Shooting) - Handgun

Qualities

"This won't hurt a bit ..."
"You really don't want me to make a house call ..."
"One day the world will appreciate my true genius!"

Provides Services to Stark City Mafia
Cultivates Relationships with Disgruntled
Employees at Tesla Park Biotech Firms

Challenges

Invulnerability Requires Weekly Super-Serum
Injections
Disgraced and Discredited Mad Scientist and
Surgeon
Arrogant

Background: Milton Fleischer was once a prominent surgeon and scientist at a biotechnology firm in Tesla Park, specializing in bionic implants and cybernetic augmentation as well as genetic and biochemical enhancement research. Arrogant and obsessed with his personal legacy, Dr. Fleischer often took dangerous risks and shortcuts, putting animal and human test subjects in jeopardy and flagrantly ignoring standard medical protocols and professional ethics. His mad experiments eventually caused the death of one of his patients, and his colleagues fully discredited him; his medical license was revoked, leaving his employer no choice but to terminate him immediately. Criminal charges soon followed, and Fleischer fled to the Catacombs to avoid arrest and prosecution, vowing to one day show the world how they turned their backs on his true genius, and to make his detractors pay for what they had done to him.

Once underground, Dr. Fleischer set up practice in a makeshift tent in the Flea Market, offering his surgical and medical services to the criminal underworld. Fearing recognition and repercussions from his diabolical past, he decided to change his name to “Doctor X.” Initially, he provided basic medical care to those desiring to avoid the scrutiny of public hospitals required to report certain incidents and accidents to law enforcement. He later began to branch out and offer a wider range of nontraditional medical services. For those wishing to hold their own against the superheroes of Stark City, he began to provide a path to supervillainy with bionic and cybernetic implants, genetic enhancement therapy, and super-serum injections based on his years of research plus technology and chemical formulas stolen from the firms of Tesla Park above. Doctor X quickly gained a reputation for

quality work and discretion in the underground community, where his practice is jokingly referred to as “the Chop Shop.” Even prominent Geartown mob boss James DeSouza has used the doctor’s services for his own bionic implants.

Doctor X has enjoyed great financial success from this venture, which helps to fund his other bizarre and controversial experiments in an unrestricted environment that he did not have on the surface world. He now generously offers payment plans to those who can’t afford to pay their entire bill for his services up front. Those who fall behind in their payments to the doctor, however, will quickly learn that he does indeed make house calls — bringing several hired thugs with him — and will reclaim his property through makeshift followup surgery, this time without the surgical finesse, sterile conditions, or anesthesia.

The Chop Shop tent is set up with a reception desk and waiting room, two consultation rooms, a surgical prep room, a surgical theater, and a back room where Doctor X conducts his mad experiments and keeps his private office. Any number of strange and diabolical sights await those foolish enough to venture uninvited into the doctor’s inner sanctum, from dissections of Atlantean and other sentient non-humanoid corpses to bizarre hybrids of different animals, plants, and even humans. He also keeps an extensive library here of medical books and journals, as well as works on more esoteric subjects such as lycanthropy and transhumanism.

Doctor X is short and stout with a small, bristly gray mustache, bushy eyebrows, coke-bottle glasses, and a bald head. He wears a surgical gown and mask that hangs around his neck, large black rubber gloves, and a headlamp. He has genetically enhanced himself with regenerative powers and takes regular super-serum injections to make himself partially invulnerable to physical damage.

Using Doctor X

- The heroes may first encounter Doctor X and his hired goons on one of their repo house calls to a poor unfortunate soul who has fallen behind on post-operative payments, deciding to help the

patient avoid reclamation surgery. Alternately, one of the heroes may have received some or all of his or her powers as a Chop Shop patient, but since going straight has decided to neglect any further payments owed.

- The heroes may be called in to rescue someone Doctor X has kidnapped, perhaps a person with specific scientific knowledge or technological skill that the Doctor requires, or a potential subject of one of his mad experiments.
- The CEO or another higher-up at a prominent Tesla Park biotechnology firm has asked the heroes for protection for themselves or their family after receiving threats of retaliation from Doctor X, who plans to give them a very personal demonstration of his skill and genius.

Place #3: Easy Street

Aspects

Nightlife 24/7

Vice Is Cheap, and Life Is Cheaper

Wretched Hive of Scum and Villainy

Under Mafia Control

Description: In the 1930s, while Stark City was building its underground subway system, city officials condemned a two-mile stretch along Easton Street in a low-lying section of the city, covering it over and burying it to create a subway tunnel. After the city abandoned the subway project, an entire neighborhood row of tenement houses, brownstone buildings, stores, bars, restaurants, and other buildings were left exactly as they were the day they were evacuated and buried. In the late 1970s, the forgotten street was discovered by several street gangs and homeless people that used to venture into the abandoned subway system beneath Stark City. When notorious Mafia kingpin Dominic Marinelli decided to lay low and disappear from the surface world into the Rum Run in the early 1990s, he soon learned of the existence of the buried street with its complete infrastructure and decided to turn it into something bigger and better. Thus Easy Street was born.

Today, Easy Street is a fully-functioning secret underground neighborhood that is home to supervillains, mobsters, mad scientists, street gangs, petty thieves, and other nefarious and unsavory types who for whatever reason can no longer live openly in the city above. There are corner stores, food markets, bars, restaurants, and even dry cleaners, newsstands, and bakeries. Residents also have access to electrical power, street lights, water, plumbing, and other utilities like cable television, Internet, and phone service, thanks to illegal and undetectable taps into Stark City's facilities above. Easy Street residents live in a mocking parody of city life on the streets above in a neighborhood forever trapped under a subterranean night sky.

Knowledge of and access to Easy Street is kept secret and heavily guarded. The Stark City Mafia is the dominant controlling force on Easy Street (along with much of the Catacombs in general), and Dominic Marinelli sees himself as the neighborhood's unofficial mayor. The venture has been very profitable for him since its inception and he feels obligated and responsible to those under his protection; those who have threatened to reveal Easy Street's existence and location have been known to disappear quickly and forever. Exactly how Marinelli has kept Easy Street under wraps for so long remains a mystery, but there are rumors that he has powerful illusion spells in place and has even resorted to demonology and witchcraft.

Easy Street is also home to many businesses and establishments that cater to various sins and vices, some that would never be tolerated in Stark City above, even in the seedier parts of Geartown. Prostitutes and drug dealers walk the lengths of Easy Street out in the open. Neon signs advertise dive bars, nightclubs, casinos, pool halls, strip joints, brothels, drug dens, fight clubs, and other venues for those with more sadistic and lascivious tastes. Many of these places are controlled outright by the Stark City Mafia, and those that aren't pay a percentage of their profits in tribute and protection fees to Dominic Marinelli and his crew. There is an even greater downside to this excessive existence, too, as orphaned children, drug addicts, and the homeless fight to survive day-to-day on a street that never sees the sunlight.

Mickey Finn's Place

Before Stark City officials condemned the neighborhood to build a tunnel for a subway line in 1934, Mickey Finn's Place was a popular watering hole on Easton Street that spent most of the Prohibition era as a not-so-secret speakeasy. It was a swank joint where Stark City aristocrats could be seen rubbing elbows with the most prominent mobsters of the day. When Dominic Marinelli rediscovered the buried street in the 1990s, he was amazed to discover the historic bar his grandfather had told him stories about as a child almost completely intact. As his vision to restore the forgotten street into an underground criminal haven began to take shape around him, Marinelli spared no expense and personally oversaw the restoration of the old bar to its former glory, right down to the brass railings, Tiffany lamps, and pressed tin ceiling.

Today, Mickey Finn's Place offers a modicum of class to the den of iniquity that is Easy Street. Open 24/7, it is a popular spot among the criminal element for meeting up with contacts, conducting shady deals, planning capers, and even just relaxing over cocktails. It is not uncommon to see Dominic Marinelli and his Mafia crew drinking and socializing at the bar alongside the regulars. The drinks served from the refurbished antique bar are generous and stiff, the pints are always cold, and a small kitchen provides appetizing bar-food fare. In the swirling haze of cigarette and cigar smoke, the lights are kept dim and there is always live music playing in the background. Despite the laid-back atmosphere, the patrons are still some of the most notorious and dangerous criminals in Stark City, so it is always a good idea to mind one's own business when drinking at Mickey Finn's (or at least not be obvious about eavesdropping). The bouncer at the door is built like a tank, and the bartender on duty isn't afraid to crack a few skulls if trouble brews. Dominic Marinelli has his private office and a secret meeting room where he conducts Mafia business in the basement, and the bar staff upstairs sees to it that nobody gets down to his inner sanctum uninvited. The basement also holds a well-hidden exit into the bootlegger tunnels that date back to the days of Prohibition; Marinelli and his gang use these passageways to get from Easy Street to the Rum Run.

THE GREEN FAIRY

Real Name: Anise Wormwood (Absinthia)

Origin: Unearthly

Abilities

Prowess 2
Coordination 3
Strength 2
Intellect 3
Awareness 7
Willpower 8

Stamina 10
Determination *

Specialties

Deception Expert
Mental Resistance Expert
Stealth Expert

Powers

Emotion Control 6 - Doubt, Fear, Pleasure and Sadness/Despair
Illusion 4 - Cloud of Confusion
Flight 2 - Gossamer Wings
Life Drain 4

Qualities

"Absinthe makes the heart grow fonder!"
Devoted to Dominic Marinelli

Challenges

Confined to Mickey Finn's Place
Jealous of Other Women Around "Her Guy"
(Marinelli)

Background: The mysterious and strikingly beautiful entity known as the Green Fairy works as a cocktail waitress in Mickey Finn's Place. She appears to be a spectral (although not incorporeal) green woman with gossamer fairy wings that allow her limited flight. Her origin is mostly a mystery, but rumor has it that Dominic Marinelli found her alone, melancholy and on the verge of fading away, inside the forgotten bar when he first discovered buried Easton Street. She claims to be one of the Sidhe, a member of the Unseelie Court, and gives her name as Anise Wormwood if asked. Her true name that she keeps to herself (for fear that others would gain

power over her) is Absinthia, information that not even Marinelli knows.

The Green Fairy has no idea how she came to be in Mickey Finn's Place, only that she has been there a long time. For some unknown reason, she is unable to leave the confines of the bar, but if she knows why she isn't telling. Marinelli saw the potential of her powers to sow confusion, misdirection, and doubt, so he asked her to work for him when he refurbished Mickey Finn's. He often keeps her nearby when he is having private conversations in the bar that he would prefer not be seen or overheard. The Green Fairy sees Dominic Marinelli as her savior, is deeply in love with him, and has been known to strike out at other women in a jealous rage. The Mafia boss occasionally flirts back with her, but does not return her feelings or take them seriously. Her touch and kiss can be deadly, however, as some patrons who went too far and couldn't keep their hands to themselves have learned the hard way

Place #4: The Rum Run

Aspects

Whoever Controls the Rum Run Controls the Catacombs

Mafia Stronghold

Description: With the ratification of the Eighteenth Amendment and the passage of the Volstead Act, Prohibition became the law of the land in 1920. This did not put an end to the demand for liquor, however, and around the country the Mafia quickly stepped in to meet that demand. Ironically, by outlawing alcoholic beverages to promote law and order, Prohibition boosted organized crime's profile and power, perhaps nowhere as dramatically as in Stark City. There was a lot of money to be made, and violence became a part of everyday life.

In the early 1920s, the Mafia began building an elaborate network of bootlegger tunnels from the shores of Stark Lake to smuggle alcohol from nearby Canada into Stark City. These tunnels expanded beneath the streets of Stark City to connect various speakeasies, brothels, and other venues where alcohol was sold illegally. Nicknamed the Rum Run, the secret passageways allowed travel and transport

around the city without being seen by the G-Men up above, and provided escape routes from police raids and attacks by rival gangs. Eventually the tunnel walls were reinforced with brick, iron gates and fire doors were added at various junctions, and storage areas were built, including a few makeshift illegal breweries. The Mafia even hired a mad scientist to build a robot guard to patrol the Rum Run tunnels. The sentient robot was given the name Johnny Clank after it began to adapt the behaviors and speech patterns of the old-school gangsters, much to their amusement. Johnny Clank still wanders the tunnels today, following the directives of his original programming.

When Prohibition ended in 1933, the Rum Run tunnels fell into disuse. Entrances were bricked up and forgotten, especially in the more reputable Stark City establishments. The Mafia continued to use some of the passageways to store stolen goods and travel discreetly around town, but it wasn't until the 1960s that they found a new use for them. When the Attorney General directed the FBI to begin a national crackdown on organized crime with the help of the Alliance for Justice, several prominent Stark City Mafia crime bosses found it necessary to lay low and disappear for a while. They established several elaborate safe houses within the Rum Run where they could escape from the watchful eye of the law and avoid prosecution. The tunnels were declared neutral territory, and all members of the rival mob families were allowed unfettered access.

Today, Mafia crime boss Dominic Marinelli is the most prominent safe house resident of the Rum Run. Since going on the lam, Marinelli has created an entire criminal empire in the Stark City underground, and he knows that the Rum Run is the key to his uncontested control of the Catacombs. Because of the agreement between families, he begrudgingly allows rival Mafia boss James DeSouza access to the Rum Run, but keeps a watchful eye on his rival. To protect his interests, his men regularly patrol the area to keep away outsiders, but he also relies on other, more dangerous means as well.

DOMINIC MARINELLI

Abilities

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

Stamina 9
Determination *

Specialties

Area Expert - The Catacombs
Business Master (Criminal Rackets)
Deception
Leadership
Mental Resistance
Occult Master

Powers

Wizardry 6

- Illusion
- Summon (Demonology)

Blast Device 4 (Shooting) - Beretta 92FS
Probability Control Device 2 (Good Luck) - Ring of San Sergio
Probability Control Device 2 (Bad Luck) - Ring of San Bacco

Qualities

Mafia Kingpin of the Catacombs
Unofficial Mayor of Easy Street
Wants to Become the Sole, Uncontested Mafia
Crime Boss of Stark City

Challenges

Despises Harrison Ullman (Former Federal Prosecutor and Current Stark City Mayor)
Rivals with James DeSouza (Geartown Mafia Boss)
Probability Control Powers Require Rings of Santi Sergio e Bacco
Short Fuse

Background: In 1957, Dominic Marinelli was born in Gerrisburg to a Mafia gangster named Dino Marinelli and his lovely young wife Maria. When Dominic was only three years old, the powerful Gargano crime family began eliminating competing

Stark City Mafia families, and his parents were killed when their car exploded as the result of a hit placed on Dino. Dominic's grandparents, Fredo and Lucia Marinelli, took in the orphaned toddler and raised him as their own. Fredo would entertain his grandson with tales of his glory days in the Stark City Mafia during the 1920s and 1930s, and Lucia shared with him the secrets of sorcery and the occult, passed down in their family for generations.

After his grandfather died on Dominic's fourteenth birthday, Dominic began to act out by committing petty crimes and gained a reputation as a neighborhood thug with a short temper. When Stark City's costumed heroes disappeared in 1972, he was emboldened to commit bigger and more lucrative criminal acts, secure in the knowledge that there was no one who around who could stop him. In 1976, at the age of nineteen, Marinelli and his small gang of thugs were confronted while robbing a Geartown warehouse by a costumed vigilante claiming to be the Sentinel. Marinelli pulled out his gun and killed the would-be hero, and his reputation as the man who killed the Sentinel (even though it was only a street-level pretender to the famous mantle) began to grow in the criminal underground. He used this notoriety to rise quickly in the ranks of the Stark City Mafia.

On her deathbed, Lucia Marinelli gave her grandson two family relics to help him in his quest for power: the Ring of San Sergio, which bestowed the wearer with good fortune, and its matching counterpart that allowed the wearer to bring bad luck to his enemies, the Ring of San Bacco. He also inherited her library of occult tomes, from which he learned the darkest of magics — the incantations to summon demons. Marinelli used all of these gifts to his advantage, and by 1985 he was the wealthiest and most powerful gangster in all of Stark City. He was finally able to avenge his parents' deaths when he declared open war on the Gargano crime family by ordering hits on all the top capos. He personally handled the elderly Mafia statesman Gino Gargano by summoning a pair of demonic hellhounds to rip the old man to pieces.

All of this mob violence in Stark City attracted the FBI's attention, but the Justice Department could

never get any racketeering charges to stick against Dominic Marinelli. The spotlight made him a celebrity instead, pictured in newspapers eating at fancy restaurants and sitting in box seats at ballgames as if he were on the society page. He wisely reached out to the rival DeSouza crime family and established a truce to keep the Feds off all their backs. Just when it seemed nobody could touch him, though, Marinelli's good luck suddenly changed.

Federal prosecutor Harrison Ullman (who now serves as Stark City's mayor) got a break when Frankie "Bag of Donuts" Brunello, one of Dominic Marinelli's trusted lieutenants, turned state's evidence in exchange for witness protection and implicated his former boss in the murder of the vigilante who claimed to be the Sentinel back in 1976. In 1992, Marinelli was tried and convicted of murder, and Ullman pressed the judge to give him the maximum sentence of life in prison. While Marinelli was en route to Striker Federal Penitentiary to serve out his sentence, his gang staged a daring rescue attempt, allowing him to escape from custody to a Mafia safe house in the Rum Run, where he resides off the grid to this day.

Dominic Marinelli has since created a subterranean criminal empire in the Catacombs beneath the streets of Stark City. He uses his powers of illusion to keep Easy Street and the Flea Market hidden from outsiders, and the tunnels of the Rum Run are patrolled by hellhounds and other lesser demons he has summoned with dark magic. It is said that when you kiss his ring you can always tell where you stand with Dominic Marinelli by which one he offers to you — the good fortune of San Sergio on his right hand or the ill omen of San Bacco on his left.

After his disappearance from the surface world, Marinelli's remaining rackets and territory in Stark City began to fall into disarray in the hands of his less-than-competent son Francesco, and the DeSouza crime family swept in to pick up the pieces. Francesco Marinelli was finally killed in one violent takeover, and Dominic personally holds James DeSouza responsible for the death of his oldest son. Marinelli desires revenge, but he is carefully biding his time and keeping his enemy close until the Marinelli family can reclaim its rightful place as Stark

Hellhound

Average Demonic Minion

Abilities

Prowess 4
Coordination 4
Strength 6
Intellect 1
Awareness 3
Willpower 3

Stamina 9
Determination *

Specialties

Nature Master (Track Scent)
Stealth Expert

Powers

Aura 3 - Fire
Blast 4 (Shooting) - Breathes Fire
Strike 2 (Slashing) - Bite
Immunity (Heat) - Fire
Invulnerability 4

Qualities

Demonic Origin

Challenges

Holy Relics, Blessed Weapons, and Holy Water
Bypass Invulnerability
Instantly Reduced to 0 Stamina and
Unconsciousness by Any Attack That Is a Major
Success or Greater

City's dominant crime family.

Using Dominic Marinelli

- After years of literally hiding right under Mayor Harrison Ullman's nose in the Catacombs, Dominic Marinelli finally decides to take his revenge on Ullman for relentlessly prosecuting him for murder and stealing his life in the city up above. Marinelli and his gang kidnap the mayor and leave him tied up in the clock tower of City Hall with a bomb set to go off at the exact time the jury read the guilty verdict, 3:15 pm. Can the heroes locate Mayor Ullman and defuse the bomb before it explodes,

The Johnny Clank Mob

Johnny Clank seeks to emulate mobsters in every conceivable way. To this end, he dearly wants to have his own mob and control a portion of Stark City. Sometimes he will even manage scrape together enough spare parts to assemble a duplicate of himself. Then those two will begin building more duplicates. Every decade or so, Johnny will have built a critical mass of duplicates of himself and the Johnny Clank mob tries to “grab its own piece of the action.” In one of the most famous incidents in the 1930s, the Clank mob staged a week-long reign of terror on Stark City before the Sentinel destroyed enough of them to send the remainders running back into the Catacombs for safety.

Johnny Clank

Abilities

- Prowess 3
- Coordination 3
- Strength 4
- Intellect 3
- Awareness 3
- Willpower 3
- Stamina 7
- Determination *

Specialties

- Computers Master
- Drive
- Electronics
- Mechanics
- Weapons (Guns)

Powers

- Blast Device 5 - Thompson Machine Gun

Qualities

- Programmed to Patrol Rum Run Tunnels
- Emulates Mafia Masters
- Mimics Speech and Behavior of 1930s Gangsters

Challenges

- Hunted by Stark City Police
- Difficulty Relating to Humans

Background: The sentient robot Johnny Clank was built by a mad scientist commissioned by the Stark City Mafia to find a new way to help guard the Catacombs. He still wanders the Rum Run tunnels today, following the directives of his original programming.

taking His Honor and City Hall with it? Will they finally bring Marinelli to justice before he escapes back into the safety of the Rum Run?

- A clearly terrified and desperate man approaches the heroes, requesting their help and protection. It is none other than Frankie “Bag of Donuts” Brunello, the former lieutenant of Dominic Marinelli whose testimony convicted his boss of murder back in the early '90s. He claims that Marinelli has finally found him by using powerful divinatory magic, and that he is no longer safe in the Federal witness relocation program. Can the heroes find a way to keep Brunello safe before Marinelli finds him?

- The final showdown between Dominic Marinelli and rival crime boss James DeSouza for control of the Stark City Mafia has begun, and all of Stark City is caught in the crossfire. Will the heroes be able to put an end to the bloodshed before the city returns once again to the violence and lawlessness of the past?

Place #5: The Crypts of St. Mary's Church

Aspects

Back Door to the Catacombs (A Way In...)
Sanctuary (...and A Way Out)

Description: St. Mary's Church is one of the oldest Roman Catholic parishes in all of Stark City. This Gothic Revival structure was built in the mid-1800s on a tree-lined street in one of the most prominent neighborhoods of the time period. Today it is but a shadow of its former glory, run down and in desperate need of repair, a reflection of the urban decay that has gripped Geartown. It now serves some of Stark City's poorest residents — the homeless, street kids, drug addicts, and others

down on their luck. It is a beacon of hope in a sea of despair.

The current pastor of St. Mary's is Father Michael Conti, a young priest dedicated to his downtrodden flock. He works out every morning before daily mass at the neighborhood gym and is an accomplished kickboxer. Father Michael frequently comes into conflict with some of the more disreputable residents of Geartown, and he makes no secret of his disdain for Geartown Mafia boss James DeSouza and his henchmen. He has also been very outspoken lately in his criticism of the rising number of foreclosures in the neighborhood orchestrated by Blurocket Investment Group (BIG).

Recently, Father Michael discovered a forgotten entrance to the crypts beneath the church where many of the parish's original priests and founders are entombed. Members of his congregation have noticed lately that he spends an inordinate amount of time down there with the door always bolted, but Father Michael assures them he is merely perusing the old church records and cataloging the historical contents of the crypt.

The Monsignor

Real Name: Father Michael Conti

Abilities

Prowess 4

Coordination 4

Strength 3

Intellect 3

Awareness 3

Willpower 6

Stamina 9

Determination 4 (if used as a PC)

Specialties

Area (Catacombs)

Investigation

Martial Arts (Kickboxing) Master

Occult Expert

Religion (Roman Catholicism) Expert

Powers

Blast Device 6 (Shooting, Affects Incorporeal) - The Pistol of St. Gabriel Possenti

Resistance Device 7 (Physical Damage) - Medallion of St. Barbara

Qualities

Pastor of an Inner-City Church

The Pistol-Packing Padre

Serves the Poor and Protects the Helpless

Challenges

Clashes with the Stark City Mafia and the Blurocket Investment Group (BIG)

Angered by Grave Digger's Sacrilege

Extremely Limited Funds

Background: While exploring the crypts beneath St. Mary's Church, Father Michael Conti accidentally discovered an entrance into the Catacombs. As he began to covertly explore the subterranean passageways, he soon discovered the vast criminal underground that secretly exists beneath the streets of Stark City. Shocked and angered by the level and extent of crime and vice, he decided to do something about it by taking street vigilantism below the streets in the guise of the Monsignor!

The Monsignor dresses in a traditional Roman Catholic black cassock with a white clerical collar, a purple stole, and a black fedora hat. He hides his identity behind a purple domino mask. In addition to his masterful skill as a kickboxer, he arms himself with two holy relics he found in the church crypts: the Pistol of St. Gabriel Possenti, a supernatural weapon that fires regular, silver, and cold iron bullets, and the Medallion of St. Barbara, which provides protection from physical harm. The Monsignor regularly patrols the Catacombs, dispensing justice whenever he can and providing rescue from the underworld to the helpless and those seeking redemption. As stories of the masked, gun-wielding priest begin to spread in the Catacombs, so to do stories of Sanctuary — a way out of the life of crime and violence that traps so many in the darkness.

Place #6: Stark City Sewer System

Aspects

Spacious Labyrinth of Navigable Canals with Narrow Walkways

Cold, Dimly Lit, and Very Damp

Noxious Gas and Toxic Muck

Sewer Rats, Alligators, and Worse ...

Description: Stark City's sewer system was originally built in 1854 under the streets of the Silver District. A combined system designed to carry both stormwater and wastewater away from the city and into Stark Lake, its maintenance and upkeep is the responsibility of the Department of Water Management, more commonly referred to as the City Water Works. Built in a style similar to the sewers of older European cities like Paris, it consists of a latticework of canals with narrow walkways on either side running through tunnels with high arched vaulted ceilings, making it easier for sewer workers (or trespassers) to traverse. A similar system was built independently underneath Gerrisburg in 1857, and the two systems were combined in 1895 after the two cities consolidated. The system was later expanded under Tesla Industrial Park and the Platinum Coast, but only the main lines in those districts can accommodate unfettered human traffic, as most of the more modern branches are too small for an adult even to enter.

Like the rest of the Catacombs, the sewers provide a means of covert travel beneath the streets of Stark City away from prying eyes, although the police have been known to enter the system in hot pursuit of criminals. Entrance into the sewers is relatively easy, even for those who do not work for the Department of Water Management, as there are manholes everywhere in out-of-the-way places like side streets and back alleys. The sewers may even provide access to otherwise secure buildings and other locations if needed. There are also well-hidden connections into the Catacombs proper, for those who know where to look. The sewers also connect directly to Stark Lake, allowing MAKO operatives and Atlantean gangsters to enter the city unobserved

through long-forgotten and submerged sewage exit pipes behind rusted tide gates.

There are several downsides to using the sewers as a means of travel around Stark City. A pervasive damp chill fills the tunnels, even in summertime. The passageways are dimly lit by electrical lights installed to aid the sewer maintenance crews in their work, but the moldy slime growth on the walls has become so invasive that the bulbs cast an eerie green glow over everything. The entire system has a foul, fetid odor, and noxious concentrations of poisonous and sometimes highly flammable gases are known to build up, requiring maintenance workers to carry artificial breathing equipment with them at all times. The canals are filled with a toxic muck composed mainly of drainage water and disease-carrying sewage, but illegal dumping of chemicals and other industrial waste is not unknown, making skin contact or submersion something to be avoided at all costs. In the past, most of this sludge was dumped directly into Stark Lake, but a modern, state-of-the-art sewage treatment plant located between the Silver District and Geartown now cleans and purifies all sewer water before it is released into the lake, contributing to that great waterway's revival and environmental health.

Those brave (or foolish) enough to venture into this hazardous environment may encounter a variety of potential threats. Sewer rats infest the tunnels, and stories of alligators and worse living below the street are not just the stuff of urban legend. Living creatures that come into contact with toxic waste illegally dumped by less-than-reputable Tesla Industrial Park firms may experience any number of adverse effects. Abnormal growth is quite common, but invisibility, regeneration, and the acquisition of human-like sentience have been reported. In addition to the various factions like MAKO and Krachla's Atlanteans who use the sewers as a means of covert transit, there are others who have made their homes below Stark City's streets, including homeless people and other social outcasts, doomsday cults, the undead, and the notorious Reptile Club, a sinister league of cold-blooded (both literally and figuratively) supervillains.

Grave Digger

Real Name: Santino Gargano

Abilities

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

Stamina 9
Determination *

Specialties

Area (The Catacombs)
Business
Occult Master
Stealth

Powers

Transit Device 5 - Sword Cane of Shadow-Walking
Strike Device 4 (Bashing/Slashing) - Sword Cane of Shadow-Walking
• Affects Incorporeal
Necromancy 4

Qualities

Don of the Dead
Last Surviving Member of the Gargano Crime Family
Looking for a Piece of the Action

Challenges

Blinded by Vengeance Against Dominic Marinelli
Terminally Ill and Desperate for Immortality
Constant Interference from the Monsignor's Meddling

Background: By all outward appearances, Santino Gargano is nothing more than a tragic figure in Stark City's history, the sole surviving member of the once powerful Gargano crime family. When mob boss Dominic Marinelli declared all-out war on the rival Gargano crime family in 1985, three year old Santino witnessed in horror the violent death of his great-grandfather Gino Gargano as a pack of demonic hellhounds summoned by Marinelli ripped the old don to shreds. Adding to the young boy's shock,

both his parents were also killed soon after in the growing mob violence gripping the city, and the seeds of vengeance took firm root in his heart.

Raised in a city orphanage, his desire for revenge grew stronger, and Santino realized that the only way to make Dominic Marinelli pay for what he had done to his family would be to fight fire with fire. He began his lifelong study of the occult as a teenager, knowing the dark, forbidden lore would one day put him on par with his most hated enemy. After years of study and research, he found the ancient path of necromancy and learned the secrets of raising the dead.

To facilitate his necromantic studies, Santino took a job as a cemetery grave digger, where he would return at night to dig up corpses for his experiments with the dark arts, and to rob the graves of any valuables. In the tomb of a long forgotten Stark City forefather, he discovered a beautifully crafted sword cane that allowed the user to teleport away by walking through shadows. Known as the Sword Cane of Shadow-Walking, the device's usefulness in his gruesome after hours pursuits quickly became apparent as evidenced by a frustrated Stark City Police Department, and now he is never found without it. Much to his great pleasure, the Stark City press gave the elusive cemetery thief the moniker of Grave Digger.

Today, Grave Digger sees himself as the godfather of a new Mafia family made up entirely of the undead, one he will use to carve out his own piece of the action in Stark City. In his family burial crypt in the old Oak Hill Cemetery located on the outskirts of Geartown, Grave Digger discovered a secret entrance in an empty stone sarcophagus into the sewer system, most likely one of the Gargano family's escape routes into the Rum Run. In the sewers beneath his family mausoleum, he found the remains of the Augustini Brothers, whacked by his family ancestors back in the 1920s, and raised them both up as zombies from the sewer muck where they were dumped to serve as his personal body guards. He has found his way from the sewers into the Catacombs proper, but an entrance to the Rum Run still eludes him.

Grave Digger delights in raising the fallen henchmen of other Mafia families as zombies so that he can use them against their former associates. He also appreciates the horror and irony of sending the animated corpse of a whacked victim to in turn kill his own killer. His profane actions have not gone unnoticed by that mysterious benefactor who patrols the Catacombs known as the Monsignor, who tries to foil Grave Digger's plans at every turn. Still, Grave Digger longs for the day when he can find a way into the Rum Rum and send his undead crew to take out Dominic Marinelli once and for all.

Recently, Santino Gargano learned that he has developed an inoperable brain tumor, most likely the result of years of pushing supernatural boundaries to the limit and making frequent use of the Sword Cane of Shadow-Walking, and that he doesn't have much longer to live. Desperation has driven him to a mad search for immortality, and he has issued a standing offer to pay any vampire quite handsomely to turn him into one of the undead. While he sees this as his best option for survival, the vampires of the world are quite secretive as to ensure their own survival, and he would welcome knowledge of any other avenues to eternal life.

Using Grave Digger

- Clues at several recent warehouse robberies around Stark City all point to a classic Mafia job, with the thieves seen disappearing into the sewer system with their ill-gotten loot. Normally, the police wouldn't ask for your assistance on such a mundane matter, especially since eyewitnesses and security cameras have been able to give the police very accurate descriptions of the perpetrators. Only problem is, each of the identified suspects has been confirmed as previously deceased ...
- Grave Digger has decided to put an end to the Monsignor's incessant meddling into his affairs once and for all by sending a small army of his zombie Mafia crew to follow him out of the Catacombs and up through the crypts of St. Mary's Church. Can the PC heroes come to the Monsignor's aid and save St. Mary's and its congregation in time?
- A very old and powerful European vampire has recently arrived in Stark City and taken up residence

in the sewers, and Grave Digger has reached out to her. In exchange for providing her with the blood of one of the PC's connections or love interests, she has agreed to give Grave Digger the immortality he so desires and turn him into a vampire. Alternately, it is the potent blood of one of the PC superheroes she desires, and Grave Digger will stop at nothing to hand the character over to her.

New Power: Summon (x2)

You can summon or instantly create minions to aid you. You can summon a number of Average Minions equal to your power level or a number of Weak Minions equal to twice your power level. (Average Minions are built on 40 points, Weak Minions on 27 points, and Elite Minions on 60 points.)

Minions do not have any Determination, and you cannot spend Determination on their behalf. Minions must use the Minion Damage Option(s) described on page 71 of ICONS Superpowered Roleplaying. Additionally, minions may not have the Animate, Summon, Wizardry, or Duplication powers. Minions lost will become available once the current conflict or game session is over, at the GM's discretion.

The GM may require that the Summon power have reasonable limitations depending on the character. For example, a genius inventor might only be able to summon robot minions when she is within 75 miles of her lab. Alternately, a "lord of the jungle" character could only summon gorilla henchmen while in (or close to) the jungle, or a sorcerer can summon demonic minions only after taking five minutes to complete the proper ritual. As a bonus power, you can do one of the following:

Reinforcements: Summon an additional number of Weak Minions equal to your power level.

The Specialist: Spend a point of Determination and summon an Elite Minion as an additional minion. You can only do this once per conflict.

The Switch Up: Choose different types of minions. They must still fit your character concept, meet point and power restrictions, and be approved by

the GM. This option can only be used once per conflict. (For example, during a fight, the “lord of the jungle” character decides she needs to summon an elephant or zebra to assist with a challenge her gorilla minions aren’t having much luck with.)

Alternate Minion Cost Rule

Average Minions are built on a number of points equal to your own point total less the levels in Summon. Weak Minions are built on 2/3 of this number (round up) the Average Minion amount, and Elite Minions are built on one and a half times the Average Minion amount.

For example, if a character is built on a total of 37 points, and has Summon 5, then their Average Minions are built on 32 points, Weak Minions on 22 points ($32 / 3 * 2 = 21.333$, rounded up to 22), and Elite Minions on 48 points ($32 * 1.5 = 48$).

New Power: Necromancy (x2)

You have the ability to raise the dead to create animated zombies that will do your bidding.

Once a day, you may create a limited number of mindless undead animated corpses (see the Zombie entry in the Stock Characters chapter of the ICONS Superpowered Roleplaying core rulebook) that will follow your simple, rudimentary commands and instructions. You may create one human (or roughly

human-sized) undead minion a day for each power level you possess in Necromancy. You must have in your immediate possession intact bodily remains for each undead minion you wish to create. Any undead minion you create with this power continues to exist and serve you until destroyed (Stamina reduced to 0).

Alternately, you may use the corpses of animals or creatures smaller than human size to create small (e.g. wolves) undead minions at a rate of two a day for each power level you possess in Necromancy, or tiny (e.g. rats) undead minions at a rate of four a day for each power level you possess in Necromancy. Additionally, you may use the corpses of animals or creatures larger than human size to create large (e.g. polar bears) undead minions at a rate of 0.5 a day for each power level you possess in Necromancy rounded down, or giant (e.g. dinosaurs or whales) undead minions at a rate of 0.25 a day for each power level you possess in Necromancy rounded down.

When randomly rolling characters, Necromancy can be taken in place of Wizardry.

The following table presents the breakdown by power level:

NECROMANCY POWER	CREATURE SIZE/ NUMBER OF UNDEAD				
	TINY	SMALL	HUMAN	LARGE	GIANT
1	4	2	1	0	0
2	8	4	2	1	0
3	12	6	3	1	0
4	16	8	4	2	1
5	20	10	5	2	1
6	24	12	6	3	1
7	28	14	7	3	1
8	32	16	8	4	2
9	36	18	9	4	2
10	40	20	10	5	2

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