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VOLUME 2

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IMPROBABLE TALES VOLUME 2

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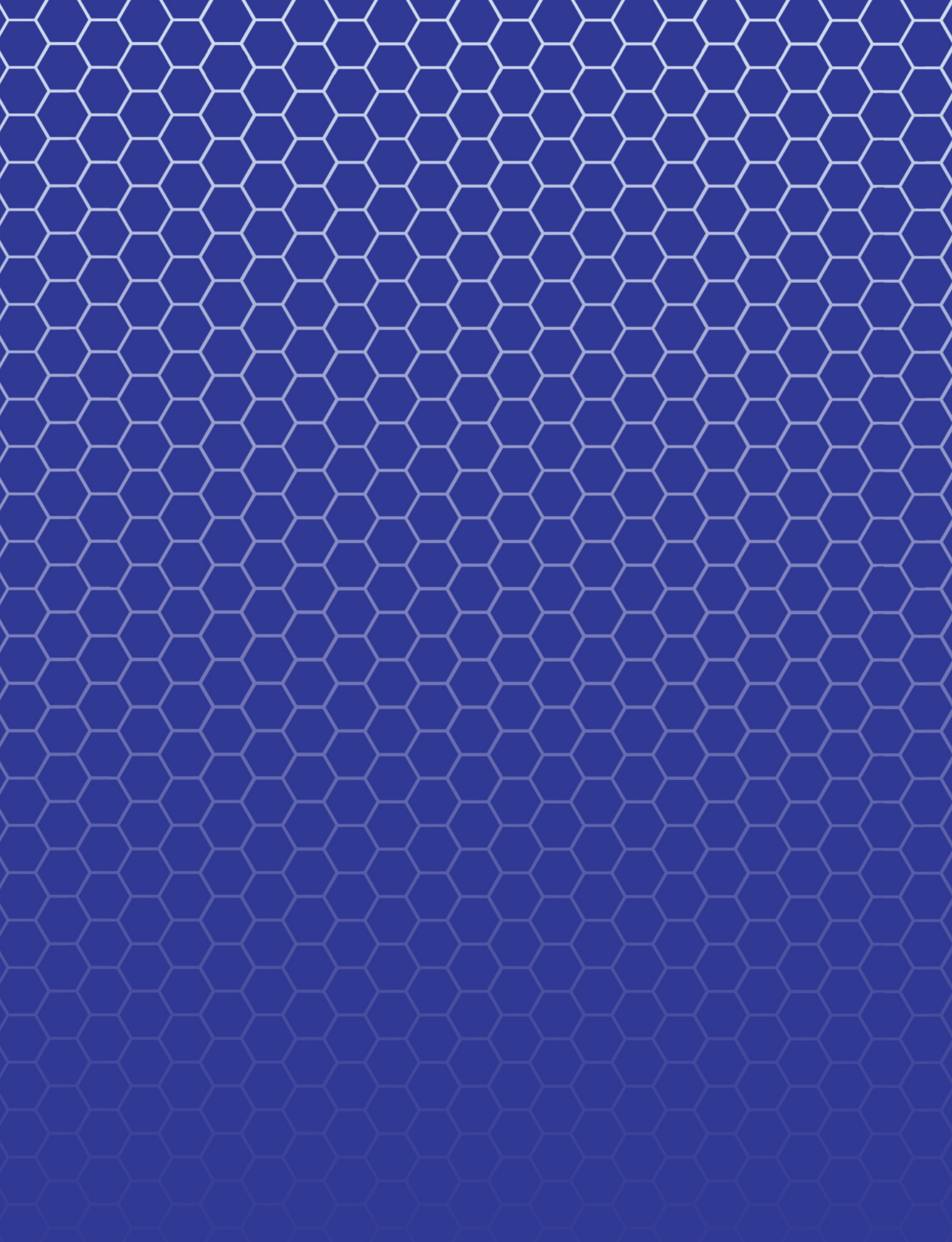
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IMPROBABLE TALES

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LAIR OF THE WRATHMASTER

THE YOUNG ANARCHISTS ARE READY TO CAUSE TROUBLE... CAN THEY BE STOPPED?

Introduction

Lair of the Wrathmaster is a short adventure focusing on one of Stark City's more infamous residents, the former villain Wrathmaster and their race to stop a new group of villains, the Young Anarchists, from stealing his old weapons and causing more havoc for the city.

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

Plot Points

- 1) A group of new villains have formed in Stark City and in an attempt to make a name for themselves they decide to get a hold of some superweapons or other devices.
- 2) They decide that the Wrathmaster is their best target and are sure that the old man will be a walk over. Soon afterwards they attack the Crepes of Wrath restaurant where he works.
- 3) The villains acquire the location of one of Wrathmaster's bases and head off there to raid it for weapons and devices.
- 4) The PCs are called in to help stop the teen villains and given the location of the base.
- 5) Wrathmaster isn't what he seems and is actually still active in the Stark City underworld. He plans on killing both the villains and the PCs in order to keep his secret.

Enemies

The Young Anarchists (Brainbox, Landslide, Lily Gloom, Lone Shadow)
Wrathmaster

Scenes

Scene One: The Crepes of Wrath
Scene Two: The Liar of the Wrathmaster
Scene Three: The Final Confrontation

Set up:

How to Get the Heroes Involved

Either during their regular patrol or through a Police contact the PCs are asked to look at an incident at the Crepes of Wrath restaurant on Stark City's Platinum Coast. The restaurant is run by Paul Krevitz, a reformed villain that once went by the name Wrathmaster and the place is

decorated with various devices and trophies from his illustrious past. (See pages 9 & 119 of Stark City for more info).

Scene One: The Crepes of Wrath

An hour or so ago the place was raided by a group of teenage villains calling themselves Young Anarchists. They stole several of the devices and threatened Krevitz until he revealed the location of a lair that has been abandoned since his villain days. Krevitz is well known in the city and he plays on his past as a villain to promote the Crepes of Wrath and is treated as celebrity by the public. The police themselves are not exactly that impressed with Krevitz. They know a lot about his past crimes and the damage they caused to the city. A lot of the officers here treat the case begrudgingly while still remaining professional.

About eight police cars are parked around the Crepes of Wrath restaurant, their lights cutting through the darkness. Several officers mill around taking photos of the scene, while the recognisable form of Paul Krevitz AKA the Wrathmaster sits in the back of an ambulance with numerous cuts and bruises visible all over him.

Krevitz himself plays up the "old man" routine, telling the PCs that although he once caused terror to Stark City (for which he is sorry) he was petrified by these new teen villains who seem to be much more aggressive than he ever was. He mentions that a lot of the devices in his restaurant that were on display are deactivated and most likely beyond repair. However, after a series of severe threats he was forced to reveal the location of an old base of his that does have usable superweapons inside. He pleads with the heroes to get to his hideout as quickly as possible and stop these villains for causing any more havoc and prolonging the terror he once wrought.

What's Really Happening?

Krevitz isn't being entirely truthful with the PCs. It is true that the teen villains raided the restaurant and that they threatened him enough that he feared for his life. However, the fact that his base is abandoned is a lie. While not

making any appearances in costume any more, Krevitz has his fingers in several pies throughout the city's criminal underworld and has been supplying other villains with hardware, allowing them to use his base as a refuge and even helping plan several crimes (for a substantial cut of any profits.) He does see the PCs as a way of taking care of these young upstarts that dare to threaten the great Wrathmaster. However he plans on being in the base after the PCs defeat the teen villains and eliminating all of them in order to protect his secret double life.

Scene Two: The Lair of the Wrathmaster

Wrathmaster's base is hidden under a small row of houses at the edge of the Platinum coast. Wrathmaster has set up a house with several tricks to make neighbors think that the house is still occupied. The lights are set on a timer so they switch on at night, and he has a small group of henchmen drop by regularly to collect mail and make the place looked lived in. If any neighbors were to be asked who lives there they would say that it belongs to a businessman of some sort that spends a lot of time abroad for his work.

As the PCs approach close investigation shows that the back door has been forced open and most of the furniture has been moved around the ground floor. An Awareness + Investigation test against a 2 difficulty allows the PCs to spot a number of spy cameras dotted around the rooms in the house while the previously concealed elevator that travels to the base below now has its hidden door torn away and is now clearly visible.

The Underground Base

The base has only just been raided by the teen villains but they have already managed to overcome several of the defenses. The base's AI has been taken offline and the villain Brainbox has managed to take control of the weapon systems. Any Autoguns encountered by the PC have a Coordination of 4 and the Blast power of 5. (Note: Wrathmaster is a technological genius so if a PCs has a particular immunity to bullets or energy weapons then the GM should at least make a

Security Sphere Robots

Abilities

Prowess 4
Coordination 4
Strength 1
Intellect -
Awareness 2
Willpower -

Stamina 2

Powers

Flight 1
Blast 4

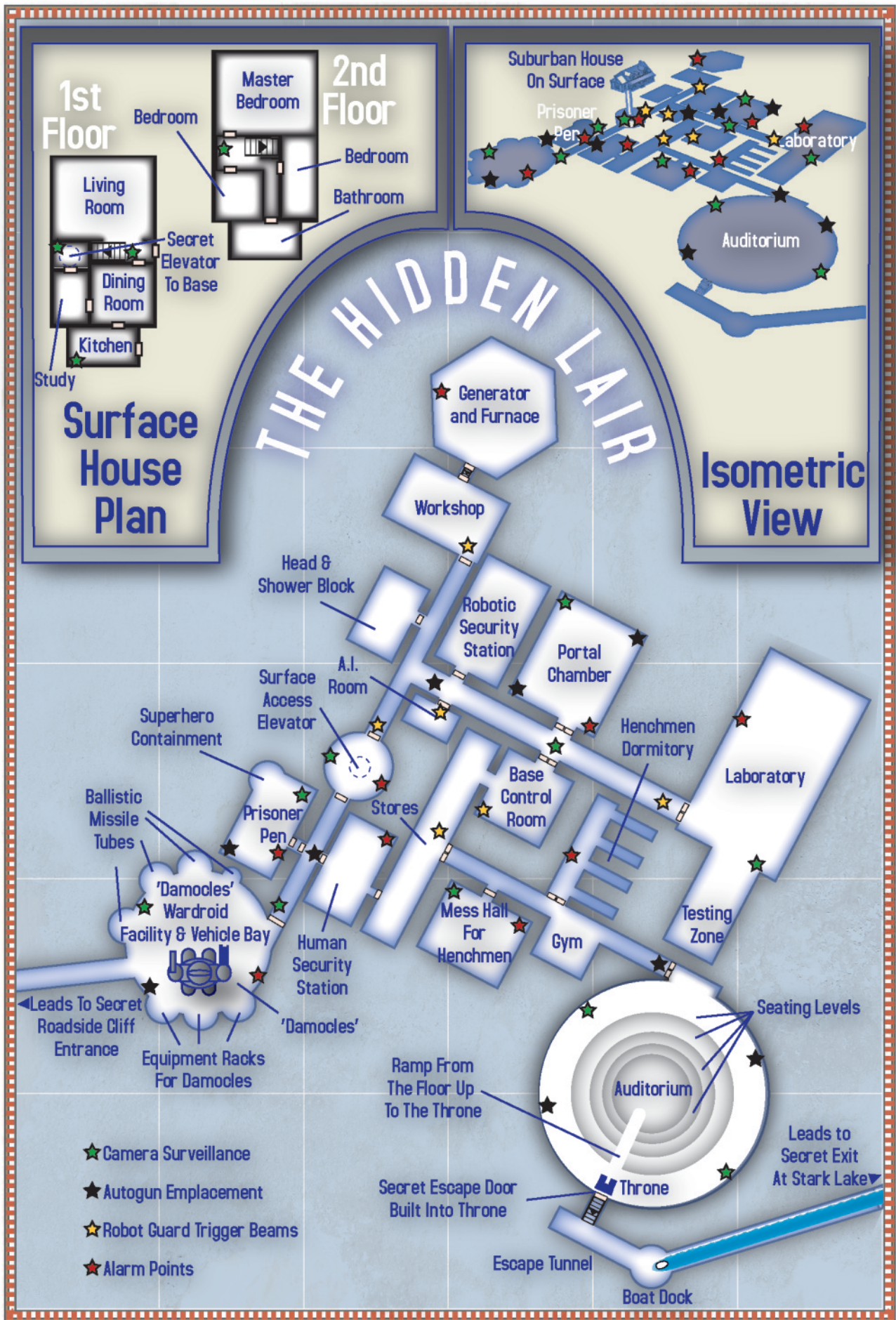
Description: A small silver sphere the size of a soccer ball with a single purple colored lens at the front.

few of these weapons dangerous by changing the damage type once in a while so as to still be a threat. Brainbox is also using the surveillance cameras to monitor the PCs progress throughout the base.

Any robot guard trigger beams that are encountered by the PCs can be spotted by an Awareness + Investigation test with a difficulty of 4. If they are not discovered, they set off a swarm of security spheres (see sidebar) are dispatched from the robot security station and attempt to stop any intruders. There is one sphere for each PC present.

Entry Room: Travelling down the elevator takes the PCs to a small circular room that has two exits as well as another surveillance camera.

Prisoner Pen: This room is locked by a complex electronic lock. Opening the door requires an Intellect + Technology (Electronics) test with a difficulty of 6. (The success pyramid method may be used for this as well.) Inside are ten cells (material strength 8) guarded by an autogun and surveillance camera. There is nothing of interest here when the PCs are tracking the Young Anarchists through the base but they may end up here should their battle with Wrathmaster in Scene Three go badly.



Damocles Wardroid Facility and Vehicle Bay:

This huge room houses one of Wrathmaster's greatest creations, the Damocles Wardroid. Covered in a large tarp and standing around 20ft tall the robot dominates the room but is currently inactive. (See Scene Three for more details.) Also contained in the room are some dust covered flying cycles that Wrathmaster's henchmen used in the past (treat as motorcycle but with a flight rather than ground speed), a number of tools, and four launch tubes for ballistic missiles that Wrathmaster used to threaten the US government in the late 80s. A large bulkhead style door opens into a tunnel that leads to a hidden entrance west of Stark City.

Human Security Station: This room was used by Wrathmaster's security staff when the base was in full operation. If there were any henchmen here this is where they would have been based. Right now it just contains a set of fairly dusty tables and chairs and a security console used to monitor the cameras and security measures within the base.

Head and Shower Block: A standard set of lavatories and showers, largely unused for quite some time.

Workshop: This small workshop was used by Wrathmaster to invent and repair the devices. The villains have already been into this room and tools and materials are strewn everywhere as they searched for any potential weapons. The GM may allow PCs to cobble together weapons or devices from the various components found here after making the relevant Specialties tests (Science or Technology). A device that resembles a taser and is used to shut down security spheres to make them ready for maintenance is also kept here in a holder above one of the tables. It is clearly labeled and hard to miss.

Generator and Furnace: This massive room houses the bases generator; the throb of energy coursing through the conduits is only audible when the large door is opened. Attached to the generator is the furnace that can be used to dispose of any unwanted materials or experiments. If the PCs are able to

shut the generator down by either damaging it (Material 7) or deactivating it (a difficulty 8 Technology test) then the entire base will gradually be plunged into darkness lit only by the emergency lighting that's powered by a backup generator in the AI room.

Robot Security Station: This room is locked and opening the door requires an Intellect + Technology (Electronics) test with a difficulty of 8. Inside stand racks of robot security spheres that are primed to attack should any alarms be set off. Should anyone begin to tamper with these spheres without using the repair device from the workshop an emergency communication is broadcast and brings all the spheres online at the same time to deal with the threat. There are forty five spheres in total.

AI Room: This room is locked and opening the door requires an Intellect + Technology (Electronics) check with a difficulty of 4. The AI inside is currently slaved to Brainbox's own systems and will attack the heroes when they enter. If the PCs manage to disable the uplink between the AI and Brainbox (Technology (Electronics) difficulty 4) then the AI will reboot to its original setting and begin to treat all the intruders as threats, most likely sending out Security Spheres to the locations of the teen villains immediately.

Stores: This huge room contains racking top to bottom on all four walls as well as a two central racks. Items stored here range from tins of food, spare bedding and bathroom products at one end all the way to sheets of steel, sets of tools, welders mask, heavy duty gloves and hundreds of reels of electrical wire.

Mess Hall for Henchmen: Very little is in this room except for three sets of tables and chairs, a small kitchenette including a refrigerator with out of date food and a bottle of expired milk, along with a worn leather sofa pushed up against the wall. A lonely twinkie sits on one of the tables.

Base Control Room: This room is locked and opening the door requires an Intellect + Technology (Electronics) test with a difficulty of

4. Brainbox has been accessing the base's databanks since finding this room and believes himself to be safe here. If he is aware of the PCs attempting to get inside he will summon a group of Security Spheres to attack (as long as they are still active at the time.) If the PCs make it inside, Brainbox will attempt to leave via the other exit utilizing his Holo-decoys to aid his escape. If he manages to do so he will join up with the rest of his group in the laboratory. If a PC searches through the database on a successful Intellect + Computers test (difficulty 4) they are able to find files that strongly suggest that Wrathmaster is still active within the Stark City underworld.

Portal Chamber: This room is locked and opening the door requires an Intellect + Technology (Electronics) test with a difficulty of 2. Inside are the teleporter gates that Wrathmaster used to escape from his crimes. Without the proper login codes the transporters cannot be used, but this is something that Brainbox has already taken care of. Given the opportunity the teen villains will use these as a means to escape. If the GM wishes he may add a dimensional portal here as well for further adventures across the multiverse!

Henchman Dormitory: This small collection of rooms was used as dormitories for Wrathmaster's henchmen and more recently by some of his criminal connections when they have hidden out here. Each room contains a bunk bed, two storage lockers. A long unused Xbox sets abandoned near a broken TV in the corner.

Gym: Originally put in by Wrathmaster's previous henchmen this room has been largely unused for quite some time. It contains a weights bench, running machine and other exercise equipment.

Laboratory and Testing zone: This room is exactly what the villains have been looking for. Inside are half-finished weapons and devices that Wrathmaster had worked on in the past as well as several operational gadgets that he has loaned out occasionally for his criminal colleagues to use .

Auditorium: This massive circular room is where Wrathmaster used to address his henchmen. The room houses several different levels tiers of seats and a ramp that rises from the center and leads to a throne constructed from red hued metal in the south-side of the room. A secret escape tunnel is concealed beneath the throne that opens when a hidden switch in the left arm rest is pressed. The tunnel leads down to a dock with a small one man escape submarine before continuing on to a hidden exit under Stark Lake.

Where Do the Villains Attack?

Apart from Brainbox in the base control room the PCs could encounter the other villains anywhere in the base (at the GM's whim). By the time the heroes have arrived the teens have already had time to raid the workshop and take a few gadgets. Ideally they should attack the PCs and cause a little damage before retreating back to the workshop to get new gadgets. Brainbox will attempt to use the security droids to hold PCs back while they do so. The GM should try and keep this up until Brainbox is forced out of the security room when all of the villains will retreat to the workshop and wait for the heroes to attack.

Scene Three: The Final Confrontation

Once the teen villains are defeated and the PCs have had a few moments to regroup, Krevitz/Wrathmaster's voice echoes across the public address system that's linked to most rooms.

“You have my greatest thanks heroes; it seems that these youngsters didn't quite know who they were dealing with. Please bring them to the auditorium so we can hasten their journey to the authorities.”

Wrathmaster has been monitoring the situation at a distance accessing the security cameras inside the base and once he was sure that the immediate threat was dealt with he used one of his teleportational devices to gain entry to the base itself. The PCs are likely to be suspect of Wrathmaster's sudden arrival and as they make their way to the auditorium they find the entire room plunged into darkness. When a majority

Weapons & Devices

Wrathmaster is a technological genius and has developed a large number of weapons and devices in his career in order to defeat the various heroes he has encountered. Being so well prepared, the GM should give the villains access to weapons that will allow them to be a real challenge to the PCs.

A few examples are:

Tele-psychic Helmet: This silver medieval style helmet temporarily enhances the wearer's psionic potential allowing them to create mind blasts and telekinetic attacks (powers are Telepathy, Mind Control and Mental Blast). Rank is determined by the user's Willpower score.

Hypno-ray: This bulky weapon looks like a cross between a pistol and a flashlight. When fired multi-colored hypnotic rings emanate in a cone stunning anyone caught inside. (Relevant power is Mind Control 5.)

Gloop-grenades: A small yellow box contains six of these grenades which resemble apple sized ceramic spheres. When thrown at a target with coordination vs. coordination check a successful hit causes a Binding 5 effect to anyone within 5ft.

Trans-temporal Inducer: This rifle-like weapon pulse with bright blue neon light on its sides when activated. When fired a wave of blue energy strike against its target. (Treat as Stunning 5 vs Willpower.)

of the PCs are inside the lights suddenly come on dazzling the heroes monetarily and the face the oppressive figure of Wrathmaster piloting the Damocles wardroid. If the PCs managed to disable or destroy the Wardroid when it was kept in its facility then this is another robot of similar design.

Wrathmaster will fight for as long as it looks like he is winning as soon as his Wardroid becomes

disabled he will attempt to escape via the secret tunnel under his throne. He will use his own gadgets in order to escape the PCs. While it is not essential that he does so he is likely to attempt to reap his revenge on the PCs for disrupting his double life. This could easily set up Wrathmaster as a recurring foe for the party.

Defeat Options

A. If the teen villains defeated the heroes, they wake up in the holding cells of the base. Krevitz/Wrathmaster will remotely unlock the doors to the cells. Over the intercom, he will invite the PCs to join him in the auditorium where they can "have a strategy meeting with local law enforcement and plan the next move." When they arrive - play Scene Three as written above with Wrathmaster attacking the heroes with the Wardroid.

B. If Wrathmaster defeats the heroes, they will be awakened by a team of Stark City police and EMTs who revive them. Although Wrathmaster has escaped, the intel that can be gleaned from this base's computer system gives several angles the heroes can pursue (plans for future heists, locations of alternate bases, name and addresses of underworld contacts) to capture him. Additionally, the information the heroes can get from the Wrathmaster's computers could also give them several leads for capturing other supervillains and gangsters in Stark City.

Aftermath

If the PCs turn in the teen villains and inform the authorities that Wrathmaster has returned to his old ways, possibly using information taken from his base a few things will happen rather quickly.

- The general feeling in the city will go against Wrathmaster and eventually all of the Crepes of Wrath restaurants will close down with the dismissal of a few hundred employees. The GM could play up demonstrations on the streets of Stark City soon afterwards as the disgruntled employees voice their unhappiness.

- A supporting cast member could have been working in one of the closed down restaurants and the PCs actions could force him into crime soon afterwards creating a unforeseen chain of events that should make the PCs ponder just

how their actions can affect the community they are trying to protect even after doing the right thing.

- The Wrathmaster still has a few bases up and running in the area and his contact in the Stark City underworld still mean that at least some of his operations will continue unnoticed. He is likely to have a grudge against the PCs especially if they manage to disrupt any future crimes.

- The teen villains can also make a comeback with an eye on taking out the heroes that caused them so much trouble or even as henchmen in the employ of another prominent villain in the campaign.

NPC Section

Brainbox

Abilities

Prowess 2

Cordination 4

Strength 2

Intellect 8

Awareness 3

Willpower 3

Stamina 5

Powers

Energy Binds: Binding 4 (Device)

Holo-decoys: Images 4 (Device)

Omni-tool: Gadgets 4 (Device)

Specialties

Science Master

Technology Master

Qualities

“You can’t possibly understand my genius.”

Background: Even at an early age George Turner knew he was a genius and by his early teens he had become frustrated by the ignorance of his peers. Always the winner of the science fair, spelling bee and largely ignored until his talents proved useful. “Hey George, can you fix my phone”, “George hun, my laptop just died ...” was the only contact he had with the ‘normal’ students. As his school days slowly came to an end he became more and more withdrawn from his classmates and his interest shifted to his plans for the future and striking back at those that refused to acknowledge his genius.



Finally gaining enough confidence to venture into Stark City’s Silver District and the catacombs below he was treated as a target until he could prove his worth to the criminals that dwelt there. Taking the name Brainbox, Turner began to plan heists and other jobs for the local underworld figures but after spending a year or so doing so he soon realised that the big money was to be made if he went out on his own. He formed a team of other teen villains and went into business for himself.

After a few minor projects he set his sights on a big score, taking on one of the most prominent villains from the past, Wrathmaster, and proving that he was the new face of crime in Stark City.

Landslide

Abilities

Prowess 5
Coordination 2
Strength 7
Intellect 1
Awareness 2
Willpower 4

Stamina 11

Powers

Dust in the wind: Alternate Form 4
(Fluid Form [dirt])
Earthen Body: Damage Resistance 4
(Limit: Physical attacks only)
Hard to kill: Immortality 1; Regeneration 4
(Limit: Requires contact with earth)
Move through Earth: Burrowing 2
(Limit: dirt only)

Specialties

Wrestling Expert

Qualities

Dim-witted Muscle

Background: Landslide not remember name ... Landslide's head hurt ... who Landslide need to punch to make feel better?



Lily Gloom

Abilities

Prowess 3
Cordination 3
Strength 2
Intellect 3
Awareness 5
Willpower 5

Stamina 8

Powers

Call Gloom Bat: Servant 4 (3 Gloom Bats)
Gloom Claws: Strike (Slashing) 3
(Extra: Secondary Effect: Energy Drain (Vs Strength) 3)
Gloom Shield: Force Field 5
(Extra: Secondary Effect: Energy Drain (Vs Strength) 3)

Specialties

Art (Painting)
Occult
Stealth

12

Qualities

Anger Management Issues
Tortured Soul

Gloom Bat

Abilities

Prowess 4
Coordination 2
Strength 2

Powers

Winged doom: Flight 2
Grasping Doom: Energy Drain (Vs Strength) 3

Background: Lily was always a quiet child. She stayed away from the other children, hidden away with only her 'imaginary friends' to talk to. This continued all through her childhood, spurring her parents to get her to talk to child psychologists to see just why she was so withdrawn from reality. Little did they know that Lily's friends were more real than imagined as she formed small little creatures from the darkness to do her bidding. Her teen years were just the same as she mixed with only those of a similar disdain for humanity.



On the evening of the school prom Lily and some of her more outcast friends decided to strike a blow against all those that had taunted and abused them over the years. Lily's friends barred the doors of the auditorium while Lily attached the crowd with her Gloom Bats. The incident made national news and Lily has been on the run from the authorities every since.

Lone Shadow

Abilities

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

Stamina 7

Powers

All-seeing Eye: Danger Sense 6

Weapons

Katana (Slashing 4)
Shuriken (Shooting 2)

Specialties

Stealth Expert
Weapons (Blades) Expert
Weapons (Shuriken) Expert

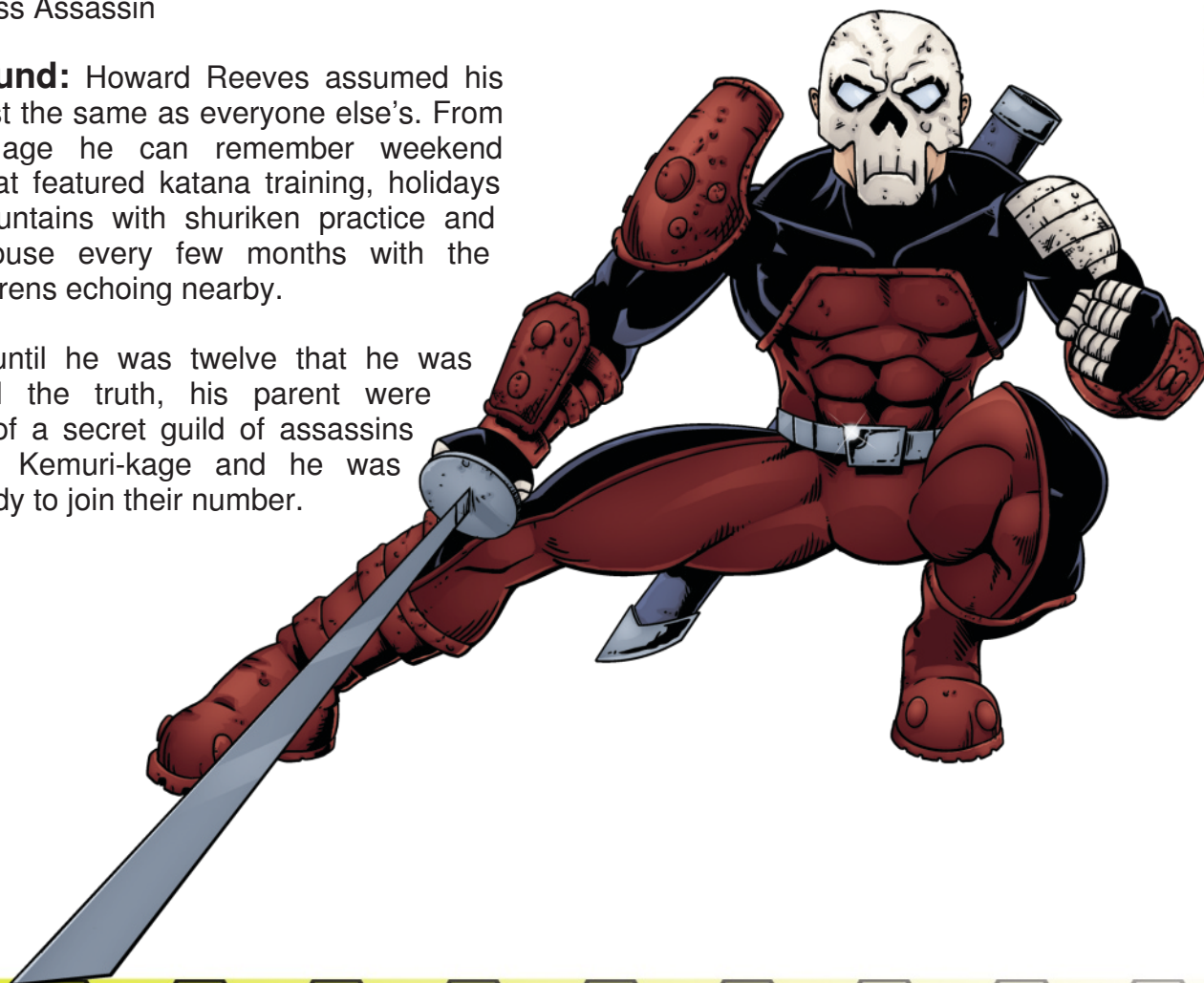
Qualities

Directionless Assassin

Background: Howard Reeves assumed his life was just the same as everyone else's. From an early age he can remember weekend retreats that featured katana training, holidays in the mountains with shuriken practice and moving house every few months with the sound of sirens echoing nearby.

It wasn't until he was twelve that he was finally told the truth, his parent were members of a secret guild of assassins called the Kemuri-kage and he was almost ready to join their number.

For the next few years Howard's training intensified soon he was ready for his first mission but as the day drew closer Howards parents suffered a major setback when a mission of their own brought them into conflict with a RAID terrorist cell and they never returned home. Howard waited for weeks unsure of what he could do. His parents had been his link to the Kemuri-Kage and he had no idea how he could contact them himself. It was then that he met Brainbox. Brainbox was putting together a small group of likeminded individuals in order to strike a little terror into Stark City and Howard was more than happy to help out.



Wrathmaster

Abilities

Prowess 2
Coordination 4
Strength 1
Intellect 8
Awareness 6
Willpower 6

Stamina 7

Powers

Master of Invention: Gadgets 8

Specialties

Leadership Expert
Medicine Expert
Pilot Expert
Science Master
Technology Master

Qualities

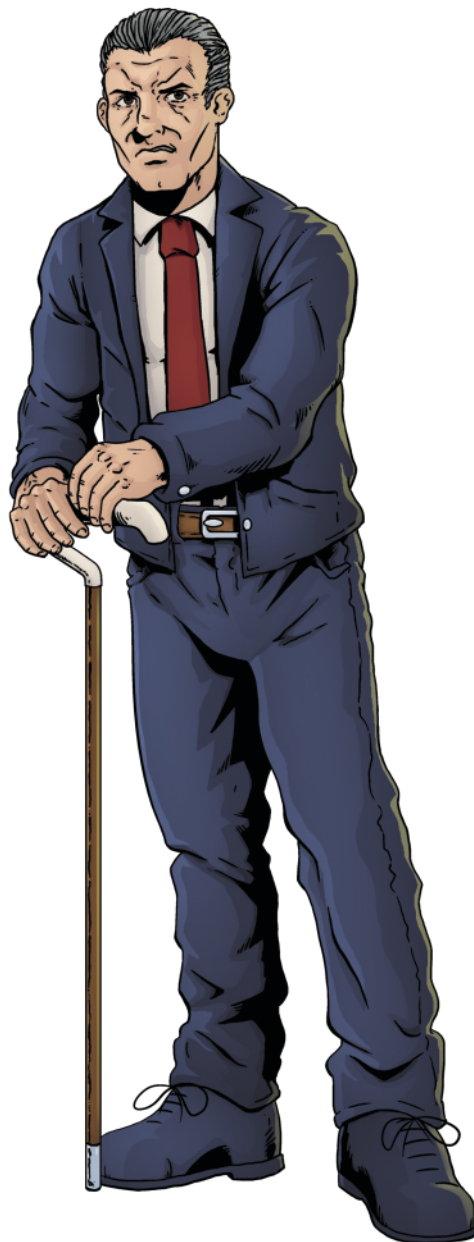
Harmless Old Man or Master Criminal
“Clever, But I Already Thought of That!”

14

Background: Paul Krevitz, AKA Wrathmaster has a long history in Stark City, predominantly throughout the late '70s early '80s, and his name was never far from the lips of the press and the police.

A scientific genius, his schemes usually involved the use of robots, super weapons, and other gadgets and devices and he usually had a careless disregard for any police and bystanders that got in his way. In 1985, after a particular audacious attempt to destroy the sentinel citadel, Wrathmaster was brought to justice by Lady Fury and finally had to answer for his crimes. Or that would how the Stark City justice system would have liked it.

After a particularly well staged defense Krevitz managed to get several of the charges dropped in exchange for access to his technological secrets and seemingly settled for paying his debt to society with a considerably reduced jail term. Krevitz served his time without any sort of commotion and even managed to get a reduced term. Even after the years past when it was time for his release the media fell over themselves to



cover Krevitz's story, it was then that he announced that he would open a restaurant chain, the Crepes of Wrath, along with other smaller enterprises in an attempt to “give something back” to the city.

The media couldn't get enough of the idea and Krevitz's reformation into an upstanding member of society and everything seemed well. Little did everyone suspect but Krevitz hadn't quite reformed as much as they had thought. By secretly funding teams of villains via his contacts through the Stark City underworld he continued to benefit from their illicit gains, all the while portraying an upstanding public image that

after a few years was the only way a majority of the public thought of him.

Of course most heroes and police that had dealt with Krevitz in the past were almost certain that there was more to him than he seemed but couldn't find any leads to confirm their suspicions. Soon though, they would be proved right.

Wardroid (Damocles class)

Abilities

Prowess 2

Coordination 2

Strength 6

Intellect -

Awareness 2

Willpower -

Stamina 12

Powers

Huge Robot: Growth 6

(Extra: Damage Resistance 6)

Plasma Blaster: Blast 5

Stunner: Stunning 6

(Extra: Burst)

Micro Missile Pods: Blast 6

(Extra: Burt, Limit: 8 uses only)

Sensor suite: Super-senses 2

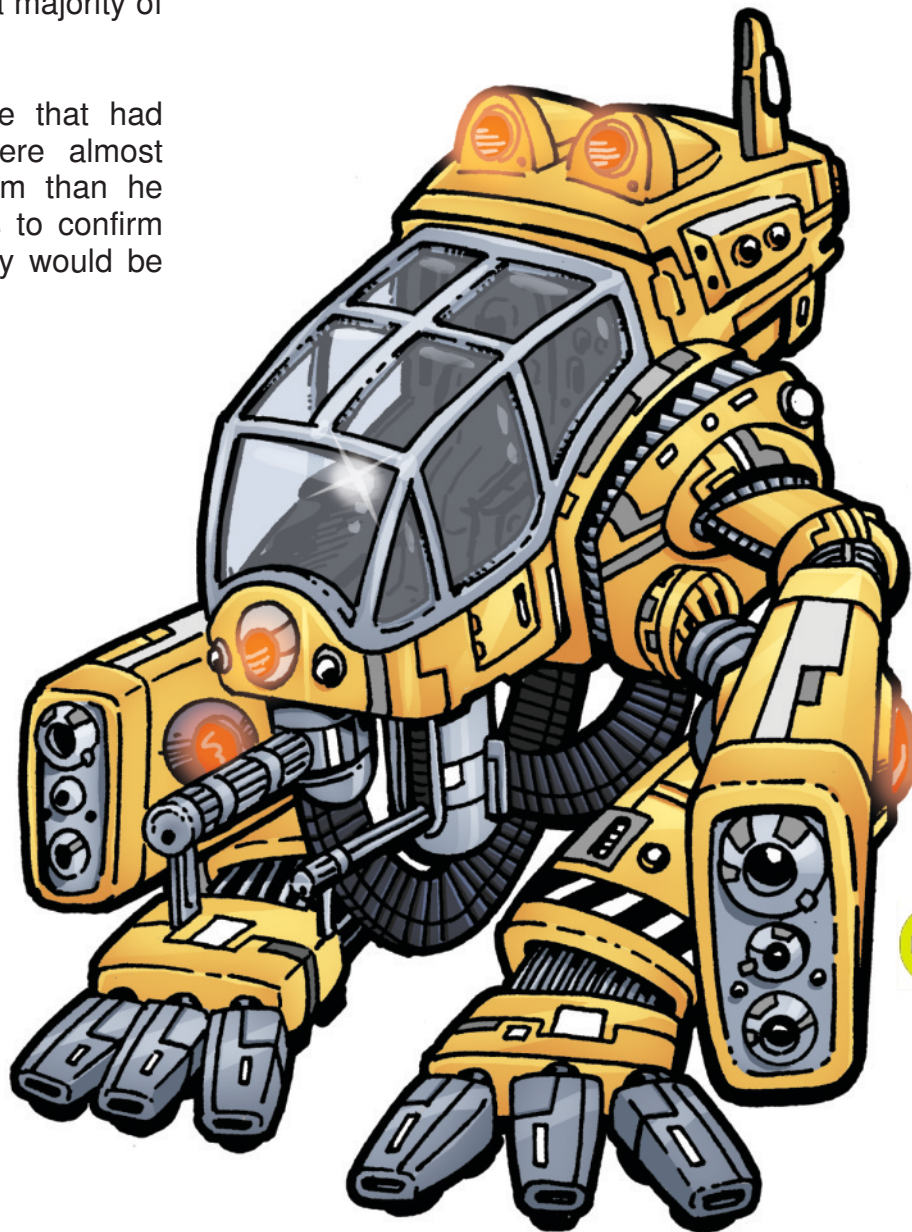
(Infrared Vision, Radar)

Qualities

Oldie but a Goodie

Lumbering Giant

Background: Variations of the Damocles wardroid were an all too familiar upon the streets of Stark City during the height of Wrath-masters career in the late '70s. A low pitched engine hum followed by a high pitched whine from it's stunner was enough to panic anyone within earshot and cause them to flee to safety.





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FESTIVAL OF FEAR

BIG TOP SAYS WELCOME TO THE CIRCUS... FOR THE LAST TIME!

Synopsis

The villainous clown, Big Top, has kidnapped a busload of orphans to be raised as brainwashed minions! Can the heroes unravel the mysterious disappearance in time to save the children from becoming villains' pawns?

Scene One

It's a beautiful spring afternoon in Center City, and your super team has just arrived at Saint Ivan's Home for Orphans. The Headmistress, Sadie Krupp, asked you to come by and spend time with the children. She had hoped your presence would inspire them to grow up and be good people, just like you.

You were expecting banners and signs, a welcoming crowd of smiling faces, and definitely some cake and coffee. But as you approach the building, you see nobody at all. In fact, swinging open the heavy front door, you are greeted with a darkened hallway and ominous silence.

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What do you do?

A quick walkthrough of the orphanage reveals that there is nobody in the building at all, except for the superheroes! Hopefully, the group will spring into action and seek out more information.

A Marginal Success on an Awareness (or Investigation) roll reveals that none of the beds in the orphanage are made, as if they had all recently been slept in despite the late hour. Also, the cafeteria is full of mostly empty pie plates. A raise on the Awareness roll (Moderate Success or Higher) indicates that something isn't quite right about the pies. There is a strange aroma about the remains of the treats. Heroes with the ability to analyze the pies (via a technological invention, super-sense, Magic, etc) may determine that the pies have been drugged. There isn't enough of the drug left active in the pies to affect the heroes or anyone else.

Heroes who poke through Miss Krupp's office find that she left her desk while in the middle of

work. Written documents are half-finished and several files are still open on her computer. A successful Investigation roll (Moderate Success or Higher) shows that Miss Krupp had made extensive plans for celebrating the heroes' visit, including a large pastry order from Dino's Upper Crust Bakery. The team can also turn up a roster for the orphanage: 31 children are missing, ages five to thirteen.

If any heroes think to ask around the block, a Streetwise roll (Marginal Success or Higher) will turn up a couple of locals who saw a van from Dino's Upper Crust Bakery pull up just before lunch time. Several clowns delivered piles of baked goods to the orphans. About an hour later, two multi-colored buses driven by clowns pulled up and the students piled in, along with Miss Krupp. They are long gone. The locals didn't know the heroes were planning to visit and didn't think anything unusual was going on, though the clowns were certainly notable.

The trail of the children is cold, so perhaps investigating the source of the strange pie delivery would be wise! A successful Common Knowledge roll indicates the heroes already know where Dino's Upper Crust Bakery is located. Otherwise, a quick Streetwise roll, an Internet search or even a phone call will turn up the address: it's only a mile away.

Scene Two

Dino's Upper Crust Bakery is a mid-sized, single-story building, with a small industrial bakery floor fronted by a shop where fresh baked goods are sold daily.

However, just as at the orphanage, the place seems deserted. The "CLOSED" sign is flipped around in the front door and all the blinds are drawn. What do you do?

Observant heroes who succeed in an Awareness roll (Moderate Success or Higher) will note that the front door shows signs of having been forced.

Also, any heroes with super hearing may roll a check against the power or Awareness (Marginal Success or Higher) to hear muffled cries for help.

Within the bakery, Dino and his ten daytime employees have been beaten up and locked in a storage closet. Meanwhile, on the main bakery floor, a terrible deathtrap is ticking down! A garishly polka-dotted barrel bomb is primed to turn the entire building and its employees into so many cookie crumbs! The heavy bomb has a sensitive detonator loaded with safeguards both physical and electronic. Time is running out!

Defusing the bomb can be run as a Pyramid Test (*ICONS Assembled Edition*, p 25). Allow four pages to pass before the bomb explodes, delivering significant damage (Blast 6 – Burst, Level Duration) to everyone inside the building. This will kill every civilian in the place as well as collapsing the building. The heroes need five successes on skill checks to save the bakery.

Relevant skill checks should be made at -1, and include Demolitions (Military or Science) to identify the right place to attack the bomb without setting it off, Computers (Technology) and Lockpicking (Stealth) to defeat the safeguards, and Repair (Technology) to cut just the right wire. (That's the red one, right?)

Assuming the bakery workers are rescued, the heroes can talk to Dino, the owner. He'll gladly tell them how a pack of clowns kicked in the front door this morning and terrified the staff. They were forced to add some sort of nasty-smelling chemical to the filling of several pies before being beaten up and locked into a storage closet.

If the bakery was not turned into a smoking crater, the heroes can turn up a handful of empty bottles that obviously contained a foul chemical. (If the bakery is destroyed but the workers were saved, then mousy Marleen Quimby pocketed a bottle and will give it up to the best-looking hero, in return for a kiss.) The bottles still have labels that indicate they come from the abandoned ChemCon factory just outside of town.

Again, an Intellect roll, Web search, or phone call can turn up the factory location - finding it should not be an obstacle.

BYPASSING THE BOMB

Resourceful superheroes may have other methods of attacking the problem that don't involve sweating through a tense bomb defusal! Speedster heroes may want to evacuate the building in the blink of an eye, or super-strong heroes may wish to throw the bomb into the stratosphere before it detonates. Perhaps they can encase the bomb in a force field, knock it backward in time, or otherwise render it useless.

THIS IS OKAY! Let it happen. The point of playing superheroes is to feel superheroic and bypass obstacles in stupendous ways.

Scene Three

The ChemCon factory squats in the shadow of larger industrial plants on the outskirts of Center City. Most of the windows are boarded up and the electricity seems to be off. The place is surrounded by a barbed-wire fence and the grounds are full of weeds.

It's easy to believe you've been led on a wild goose chase, until you spot a forlorn teddy bear, abandoned on the cracked pavement just outside a side door labeled "OFFICE."

The factory complex is guarded only by the locked fence, which shouldn't be an obstacle for the team. Should the heroes wish to investigate the grounds, an Awareness roll (Marginal Success or higher) turns up two garishly-painted buses stashed in an outbuilding.

Inside the factory, heroes can follow the sound of canned laughter to a sublevel where the factory equipment has been cleared out to make a giant ersatz auditorium. All the missing children from Saint Ivan's have been chained to the floor, and are still under the influence of the brainwashing drugs that were added to the pies. They're being forced to watch a slapstick comedy routine that's being projected onto the wall of the auditorium, featuring debonair and witty clowns getting the best of politicians, soldiers, policemen, and billionaires, all to the sound of raucous horns and a laugh track.

Heroes with appropriate Super Senses (or who make a Awareness roll at -2) will realize that subliminal messages are embedded into the video, slowly brainwashing the children into a life of crime as the sidekicks in a circus-themed gang of evil!

Miss Krupp is there, too: she's still wobbly on her feet and looking frightened, as she's being held as a hostage by Big Top, right at center stage:

“Get back, do-gooders! These children belong to Big Top now! In just a few short minutes their indoctrination will be complete, and a better crew of wags, acrobats, pickpockets, and ne'er-do-wells you'll never have seen! Back to your skyscrapers and secret headquarters, off you go - or I'll twist the head right off this pretty young thing!”

You can see tears running down Miss Krupp's face. Big Top has her by the hair and is shaking her like a rag doll. Nearby, several clowns lurch forward from a tiny pink car parked on a nearby ramp. They are spreading out to surround you and look like trouble.

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What do you do?

Of course, a fight probably ensues.

The evil clown's tactics are as follows:

- Duplicate himself whenever needed. If his Extras are defeated quickly, repeat the use of the power, calling more clowns from the clown car. He can have five Extras in play at any time. However, if the clown car is destroyed or moved out of the combat area, Big Top cannot use the power any further! Use the stats for a Car from ICONS, The Assembled Edition P.116.

- Big Top is holding Miss Krupp, but isn't interested in wasting an action to murder her himself. However, she makes wonderful cover against ranged attacks and will probably keep the heroes from dropping area-effect abilities on him until they get her away through a Disarm, successful Taunt, or other clever maneuver.

- Big Top and two of his duplicates will walk into the crowd of children to discourage ranged attackers, and begin the combat with ranged powers as follows:

- o One with the Illusion power, to attempt to Shake heroes. The illusions are all circus-themed, including hidden trapdoors, charging lions, thrown cream pies, and swinging acrobats. Note that the Illusion power is area-effect and may affect two heroes at once.

- o One with Fear, in an attempt to frighten off the strongest and fastest combatants.

- o One with the Illusion power, using the Obscure add-on to blind two of the heroes (the clowns are immune!).

- The other duplicates will cheerfully mix it up with heroes in hand-to-hand combat, combining frightful speed with crushing punches, and the occasional use of joy buzzers (the Stun power).

If the fight goes against Big Top (if he suffers multiple wounds, or his clown car is destroyed), he will try to escape, abandoning his grand plan. He'll use his Illusion power to try and cover his tracks while he makes for the buses on the factory grounds. Clever heroes will not fall for this ruse, but there's always the possibility of a Chase, though the buses are neither fast nor armored.

In any case, after the villain is defeated or driven off, the children can be rescued. The indoctrination video wasn't played long enough to permanently affect their brains and the drugs are already wearing off. In fact, when the last clowns are knocked out or scared away, the children break into wild cheering, celebrating their beloved heroes!

Big Top, Evil Clown Super Villain

Philip Toppinger spent much of his youth being exploited as an underage worker in a travelling carnival. After a particularly severe beating, young Philip crawled into the vacant gypsy's tent, where he saw strange faces instead of his own reflection in her crystal ball. They led him in terrible and dark prayers which gifted him with unholy super powers. What erupted from that tent was the twisted villain, Big Top, who tore apart the carnival and maimed his abusers, before disappearing underground as dawn rose.

Abilities

Prowess 6

Coordination 5

Strength 8

Intellect 3

Awareness 4

Willpower 6

Stamina 14

Specialties

Fighting (Slapstick Combat)

Master

Investigation

Performance (Intimidation) Expert

Powers

Damage Resistance 3 (Armored Clown Suit – Device , Does not Protect the Head)

Duplication 5 (Device – Clown Car – See above)

Emotion Control 3 (Fear Only)

Fast Attack 3

Illusion 6 (Extras: Broadcast, Secondary Effect Blast 6, Secondary Effect:Dazzle (Darkness))

Strike 8 (Bashing – Clown Fist of Funny)

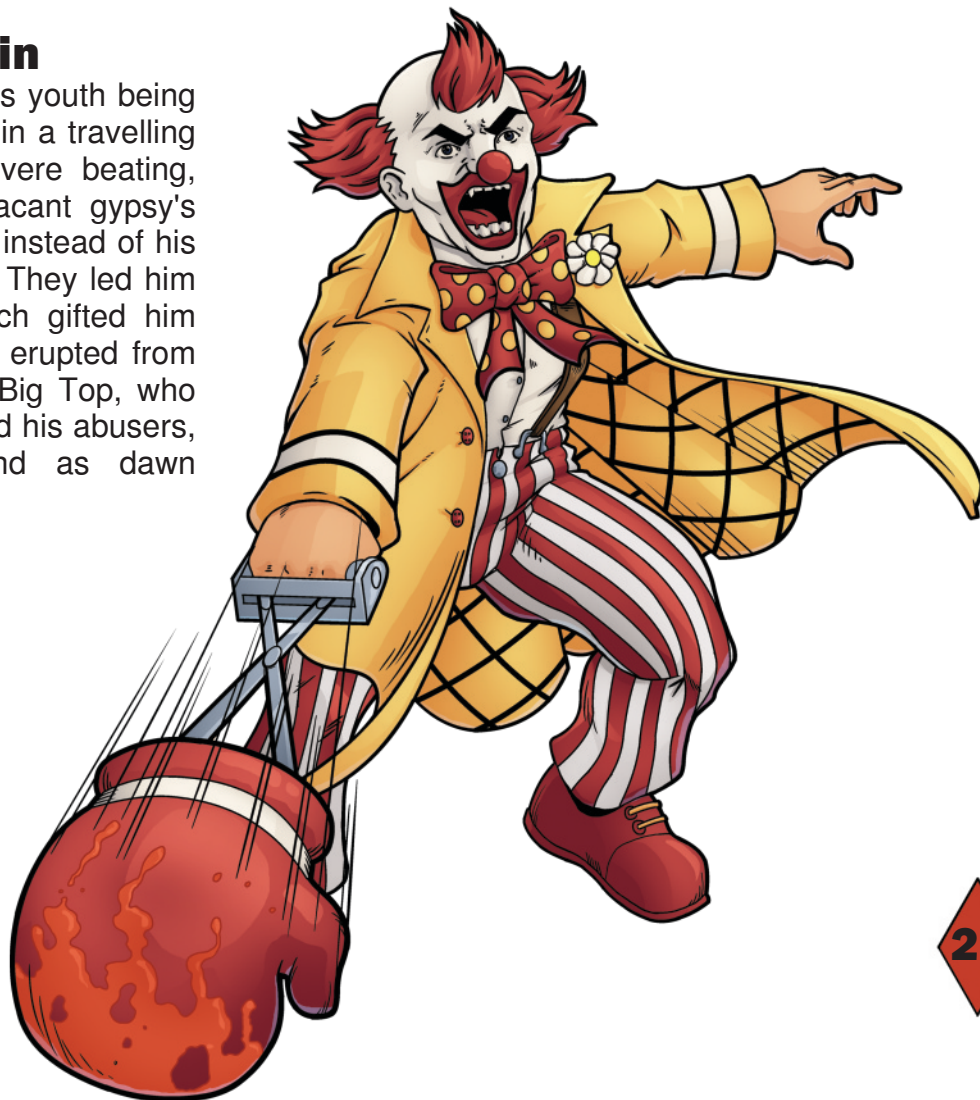
Stunning 3 (Device, Joy Buzzer)

Qualities

Albino – Perfect Face for a Clown (Distinctive Appearance)

Nerves of Steel

Allergic to Sunlight (-2 penalty to all actions during matinee hours)



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ALTERING THE POWER LEVEL

To make Big Top an appropriate foe for Street Fighter heroes, remove Big Top's Illusion and lower his Prowess, Coordination, and Strength by 1. Drop his Duplication power to level 4.

To make Big Top an appropriate foe for Heavy Hitter heroes, increase his Illusion power to 7 and the protection of his armor to 4. In addition, grant big top Probability Control 4.

For especially skilled hero groups, consider using Gordo or The Auguste Anatch from Fainting Goat Games', Justice Wheels Collection (On sale now at fine E-Merchants everywhere)

More Big Top Adventures

Whirlwind, the leader of a nearby super team, has gone mad! He's destroyed his team's headquarters and incapacitated most of the team. Their speedster escapes and seeks out your heroes for help. Can you rescue the other members of Whirlwind's team? Can you withstand the Whirlwind's fury? What will you do when you discover that the heroic Whirlwind has been driven into a mindless panic because of Big Top's exploitation of his pathological fear of clowns?

Something awful is happening at the county fair! A "haunted house" attraction has appeared overnight near the sideshow — but who built it? So far, everyone who's gone inside has vanished! Big Top and his goons intend to use the illusions, distractions and traps within to bait the heroes, in a deliberate play to eliminate superheroes from the city once and for all! Can you defeat the horrors of the haunted house without harming the hostages that are hidden somewhere inside.

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Terror at the drive-in! Big Top's gang has locked down the Starlight Drive-In Theater and they are systematically robbing everyone inside. The gang members are interspersed with literally hundreds of innocent bystanders,

along with Big Top's duplicates and even more horrible enemies crafted from his Illusion power. Can the heroes infiltrate the theater without triggering a massacre and put an end to this menace?

Big Top is robbing the First Bank of Center City! Of course, many supervillains have tried it and many have failed, but Big Top has a wrinkle — multiple getaway cars, each driven by an identical clown. Which car has the real Big Top inside? Which car has the loot? Which car has the beautiful teller who's been taken captive? Can the heroes rescue Betty, recover the loot, and apprehend Big Top without wrecking the parade going on outside?

What's this? Big Top sends one of his duplicates to the heroes to beg for help. While scouting out a lair in the tunnels deep beneath the city, the clown has discovered a buried evil that even he is afraid to face! He claims that without the heroes help, the ancient, mummified Deathlord beneath the city will come forth and begin converting the citizens into its mind-burnt slaves. Is any of it true? Will Big Top double cross them or fight at their sides? Can the heroes prevail against the pitiless forces of the underworld?

EXCITEMENT! ADVENTURE! REALLY WILD THINGS!



IMPROBABLE TALES

VOLUME 2

HOT
2ND
ISSUE

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

**BELLY OF
THE BEAST**

THE SANCTUM IS BREACHED, STOP THE FIRE CULT FROM STEALING ITS SECRETS

Synopsis

Mysterious cultists have invaded another superhero's headquarters. The attackers intend to pervert the magicks holding that sanctum in place and the result will endanger the entire city! Can the heroes strike back and stop the cult in time? This adventure was created for heroes using the **ICONS — Assembled Edition**.

Scene One: Introduction

Your team is together in your headquarters when a phantasmal being shimmers into view. You recognize it as one of your city's superheroes, Nebulord — a well known dimensional traveler and master of the arcane. However, it seems to be a pale copy of Nebulord that speaks with a strange, buzzing voice that is devoid of emotion:

“In the event that the Shellborne Sanctum is invaded while Nebulord is away, this astral servant has been programmed to seek assistance from other heroes. Enemy cultists have invaded the grounds. Outer enchantments have been breached, inner defenses are holding. The Heart is at risk if ...”

The figure freezes in mid-speech, then dissolves into purple fire which spews a momentary blast of heat and into your workroom. What do you do?

An Investigation or Occult test allows heroes to confirm the location of Nebulord's private headquarters, the Shellborne Sanctum. A moderate success indicates the hero has heard gossip indicating that Nebulord is indeed out of town, striving against villains in other parts of the multiverse.

If your heroes rush to the rescue, proceed to Scene Two. Otherwise you should probably break out some board games.

Scene Two: The Sanctum Grounds

You arrive outside the Shellborne Sanctum, which is a large pyramidal building that seems to be constructed half of greenish plates and half of glowing crystal panes. It is surrounded by lush gardens, green lawns, steel sculptures and grand statuary. In addition, you see evidence of a fight - several SUVs are abandoned on the lawn, and most of them are wrecked. There are spot fires smoldering and two huge holes in the side of the building.

Several robed figures emerge from the nearest vehicles and point guns at you. “Back away from this place, in the name of Tariq the Tyrant, Firelord and rightful Prince of this world!”

These cultists are the rearguard. As recently-inducted members, they know little of magic and rely on firearms and muscle. They should serve as a warm-up for the heroes.

Cultist Grunt

Abilities

Prowess 3
Coordination 3
Strength 4
Intellect 2
Awareness 3
Willpower 2

Stamina 5

Powers

Damage Resistance 2 (Device – Lightt Body Armor)

Specialties

Martial Arts
Occult
Weapons Expert

Gear

Body Armor, Combat Knives (Slashing 3), Pulse Pistol (Shooting 4), Cultist Robes.

Qualities

My life in Service to my Lord.

What's Going On?

Heroes can seek more information by interrogating defeated cultists (a Willpower Test) or by an Investigation roll (Difficulty 2) targeting the vehicles and/or combat scene. Success reveals the following:

- The cultists revere a supervillain known as Tariq the Tyrant, an extremely dangerous Djinni prince who seeks domination over the Earth.
- Tariq is not present today; rather, these cultists are acting on their own to try and impress their master.
- Many cultists were badly injured by Nebulord's base defenses. The injured have been trucked away, and several dozen elite cultists ventured inside, with the intent of completely taking over the Sanctum with some sort of magickal ritual.

If the heroes press forward into the breach, following the cultists into the Sanctum, proceed to Scene Three. If they decide against it, proceed to Scene Four.

Scene Three: Exploring the Sanctum

The heroes follow the cultists' trail into the Shellborne Sanctum. Unfortunately, while the Sanctum's defenses have been breached, they are still quite active, and are no longer able to differentiate between friend and foe. In addition, the inner geography of the Sanctum seems to twist and warp, rendering mapmaking and pathfinding very difficult.

Resolve the trek into the depths of the Sanctum as a series of mini-encounters by having each player draw a card from a deck of cards. (For a longer adventure, you could do a second trip around the table.) Resolve each card as follows:

Deuce: Ambushed by cultists!

Use the statistics for the Cultist Grunts from Scene Two. The attacking group varies depending on the suit of the drawn card:

Spades: One cultist per hero.

Upping the Ante

GM's who are running high-powered games may decide that Tariq the Tyrant is, in fact, present and leading the attack. His combat statistics can be found in **Miscreants, Malefactors & Megalomaniacs** from Fainting Goat Games. Note that Tariq is a Heavy Hitter villain and will be very dangerous for standard heroes. GMs who choose to involve Tariq should place him in Scene Four.

Hearts: Two cultists per hero.

Diamonds: Two cultists per hero, and two Strong Cultist Grunts (with Pulse Rifles [Shooting 5] and 2 additional points of Armor - otherwise, they use the same statistics).

Clubs: One Strong Cultist Grunt per hero, each with a Pulse Rifle and the element of surprise.

Three, Four, Five: Defensive Blast!

The inner defenses of the Shellborne Sanctum fire upon the heroes, forcing them to endure an attack. Specifics depend on the suit that is drawn, but these attacks affect the entire group unless they have planned for such events (GM's discretion):

Spades: Blast of energy-sapping steam; Blast 4, Extra: Burst, Secondary Effect – Affliction 2 [Steam].

Hearts: Crackling lightning strike; Blast [Shooting] 4, Extra: Contagious.

Diamonds: Crushing walls; Strike 8, Limit: Walls — Attack is only effective within the crushing wall area.

Clubs: Acid spray; Affliction 6, Extra: Burst, Contagious, Limit: Blocked by Plastics.

Six, Seven: Art Appreciation!

The heroes are attacked by animated statues. One per hero is probably sufficient.



Animated Statues

Abilities

Prowess 2

Coordination 2

Strength 6

Intellect -

Awareness 6

Willpower -

Stamina 8

Powers

Armored Hide (Damage Resistance 4)

Strike 5 (Stony Fists)

Specialties

Strike

Qualities

I will Guard My Masters Home

Dumb as a rock

Eight, Nine, Ten: Environmental Weirdness!

Each time this result is pulled, the interior of the Sanctum gets a little stranger, indicating that the invading cultists have begun their ritual and are having some sort of magical effect on the Sanctum.

1. The air throughout the sanctum becomes humid, foul, and full of mist, reducing vision.
2. A deep, drumming rumble begins to throb through the structure, as if a titanic heartbeat had begun. Awareness rolls made to hear sounds are at -1.
3. The walls are crisscrossed by enormous, pulsing veins that appear suddenly and begin to glow with magma-like heat.
4. A wave of energy ripples through the area; all surfaces transmogrify into some sort of alien flesh, replete with warts, spines, and lumps. Doors become slimy, sphincter-like openings and control panels are replaced with weird fronds that must be manipulated.

Jack: Emergency Exit!

A small chamber containing a glowing magic circle on the floor is discovered. An Occult roll

(Difficulty 2) reveals it as an emergency teleporter that, when activated, will teleport anyone in the circle to a safe spot immediately outside the Sanctum. It only works once. (However, multiple Jacks drawn will reveal multiple emergency teleporter rooms.)

Queen: The Endless Slog!

Struggling through the weird, twisty corridors, collapsing galleries, burning rooms, traps, and ambushes may have taken a toll on the heroes. Each must succeed in a Strength test [Difficulty 3] or take a point of Stamina Damage. This damage cannot be fatal. At the GM's discretion, a Fatigue Quality can be placed upon those that fail the rolls in place of the Stamina Point.

King: Cosmic Horror!

As the Sanctum is strained to the limit by the cult's meddling, the reality of another dimension bleeds through, resulting in a moment of wrenching cosmic horror. Each hero experiences for a fleeting moment the darkest secrets of life, death, and multiple dimensions. This often appears masked as the hero's worst fear. Each hero must make a Will Test at Difficulty 4, Or a Difficulty 2 if the player gives a vivid description to the group of how this fear manifests for her hero. A failed roll places a Panicked Quality on the hero. At the GMs discretion, heroes who are Panicked may run into a trap as if they had drawn a Three.

Ace: We Can Do This!

The heroes find inspiration or help, depending on the suit drawn.

Spades: A group of animated statues leap to the attack, but recognize the heroes at the last moment and allow them to pass. If they later draw the Deuce, that card is negated as the statues ambush the ambushers.

Hearts: The heroes discover a vat of strange phlogiston still intact among the wreckage. A hero immersed in the vat will absorb the phlogiston and heal one point of Stamina.

Diamonds: An open window or breach in the outer wall reveals the sunlit city beyond, offering the heroes inspiration as they see the innocent people they must protect. Each hero may

remove any qualities of Fatigue or Panic or may recover one point of Stamina .

Clubs: Defeated cultists reveal the heroes are headed in the right direction. Tattered notes in their possession indicate they are trying to perform some sort of massive summoning ritual. No mechanical effect.

Joker: Fortune Smiles!

Award the player a point of Determination.



**Scene Four:
Confronting the Cultists**

You're approaching a sunlit chamber at the apex of the Sanctum. All around you, the bricks and steel of the Sanctum have become alien flesh and bone, with veins of magma-like energy pulsing beneath. You hear a booming voice that confirms your worst fears: "Now, my children! The ritual is complete! We will take Lord Tariq his new Fortress of Fear!" The entire building lurches beneath your feet as you emerge into Nebulord's personal apartments, which have been ransacked and wrecked to make room for ritual preparations. The cultists here are cheering their masked leader, but one of them points toward you and shouts. "Infidels!" What do you do?

Most likely, a fight breaks out immediately. In the room are a mob of elite cultists, two flamewielding lieutenants, and their leader, Father Scorch

Elite Cultist Solider

Abilities

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

Stamina 5

Powers

Damage Resistance 2 (Device – Light Body Armor)

Specialties

- Martial Arts Expert
- Occult Expert
- Weapons

Gear

Body Armor, Combat Knives (Slashing 3), Pulse Pistol (Shooting 4), Cultist Robes.

Qualities

My life in Service to my Lord.



Cultist Grunt

Abilities

Prowess 3
Coordination 3
Strength 4
Intellect 2
Awareness 3
Willpower 2

Stamina 6

Powers

Damage Resistance 2 (Device – Light Body Armor)

Specialties

Martial Arts
Occult
Weapons Expert

Gear

Body Armor, Combat Knives (Slashing 3), Pulse Pistol (Shooting 4), Cultist Robes.

Qualities

My life in Service to my Lord.

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Flame Wielding Cultists

Abilities

Prowess 3
Coordination 3
Strength 3
Intellect 3
Awareness 4
Willpower 2

Stamina 5

Powers

Damage Resistance 2 (Device – Light Body Armor)
Elemental Control 4 (Extra: Can use as Blast 4)
Teleport 4

Specialties

Martial Arts
Occult Expert
Weapons Expert

Gear

Body Armor, Pulse Pistol [Shooting 4], Cultist Robes.

Qualities

My life in Service to my Lord.

Father Scorch

Abilities

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

Stamina 7

Powers

Aura 5
Blast [Shooting] 6 (Hurled Blobs of Magma, Extra: Burst, Level Duration)
Fast Attack 6
Life Support [Fire]

Specialties

Martial Arts Expert
Occult Master
Weapons,

Gear

Ceremonial Dagger (Slashing 4), Cultist Robes

Qualities

My life in Service to my Lord.
Has to “Talk it Up” before he can fight.

After the fight is over, the heroes can see that the ritual has transmogrified the Shellborne Sanctum into some kind of titanic beast. Long, insectoid legs are carrying the mega-creature straight into the city. Energy blasts are already lashing out at surrounding cars and structures. Whatever control the cultists had over the animated structure has been ended, and now the thing is on the loose! The heroes must rush to defeat the beast and save the day!

Scene Five: Belly of the Beast

The heroes have two ways to defeat the mega-creature. Some heroes may be most comfortable bursting the glass in the observatory window and using mobility powers (such as Flight or Leaping) to exit the living structure and do battle directly with the

fearsome creature. However, a Occult Test (Difficulty 2) will reveal that the terrible energies unleashed by the ritual might be stopped, if the heroes can go back into the belly of the beast and destroy its twisted, arcane heart.

If the heroes seek the Heart:

At the GMs option, you could run the heroes through another gauntlet, having them draw another round of cards as in Scene Three, as they try to navigate to the center of the beast while it fights them off. If you do this, re-draw Eights, Nines, and Tens, and treat the Ace of Spades as a Joker.

If that seems like it would take too much time, allow an Investigation Test at a 4 difficulty to lead the characters directly to the chamber of the Heart. Failure on this roll requires a Strength Test (Difficulty 4) to avoid taking on a Fatigued Quality.

When the heroes reach the Heart, handle it as a Pyramid Test. Heroes can use Fighting, Shooting, Occult Knowledge or any other trait that can be narrated to be appropriate (perhaps a charismatic hero wants to talk the gigantic creature down with Persuasion, or a strong character just wants to rip the Heart apart), but the rolls are at Difficulty 4. Any failed roll results in a defensive blast: draw a card from the Deck to determine suit, and resolve as if a Three were drawn on the table in Scene Three. The blast only affects the character who took the trait roll rather than the entire group.

If the Pyramid Test succeeds on a Major Success (**ICONS Assembled**, P. 25), the Heart is destroyed and the creature comes to an unceremonious rest in the middle of the city's beltway. Casualties are minimal.

The group only has two combat rounds to defeat the Heart. If they don't collect the necessary successes (or if one skill roll results in a Critical Failure), then they are ejected from the building through a series of disgusting, slimy tubes. They will have to face the beast from the outside. Particularly sadistic GMs may wish to inflict a few points of Stamina damage from bumps and bruises.

Fighting the creature from the outside:

This is a slugfest with a kaiju-sized monster that can pulverize buildings and level cities. It is exceptionally tough and dangerous. Remind your players of the importance of teamwork and combined attacks (Another place Pyramid Tests can be helpful). Kind GMs should offer each player a point of Determination for throwing themselves into the grinding jaws of certain death in defense of the innocent.

The Risen Sanctum, Demonic Building Kaiju

Abilities

Prowess 2
Coordination 2
Strength 10
Intellect 1 (Animal intellect)
Awareness 4
Willpower 4

Stamina 14

Powers

Armored Plating (Damage Resistance) 8
Blast (Shooting) 7, Extra: Burst [Green Hellfire]
Extra Body Parts 4 (Six Legs)
Fast Attack 6
Growth 8 (Limit: Always on)
Life Support (Immune to fire)
Strike 8 (Insectoid Legs) Extra: Secondary Effect
– Stunning 4

Specialties

Blast Master
Martial Arts Master
Strike Master

Qualities

Terrifying (Inspires a Willpower Test —
Difficulty 4 for normals and 2 for Supers to
avoid a Panicked Condition).
Pyramid Monster Kaiju (Construct — No need
to eat, sleep, or breath).
I feel Nothing (Immune to emotion attacks)
Basic Instinct (Animal level intelligence)



Aftermath

If the heroes fail to stop the Risen Sanctum, Tariq's cultists will infiltrate the creature after it has destroyed a major portion of the city. They will take control of it and magically transport it somewhere else to serve as Tariq's new Fortress of Fear. Surely it will be seen again soon, laden with cultists, monsters, and Tariq himself!

If the heroes succeed in defeating the beast and the cult, they will immediately become the most famous and adored super team in the city. Any medical costs incurred to the team by the terrible fight will be paid by the upper crust of the city. In addition, if the super team maintains a headquarters of their own, they receive a donation from a grateful city to spruce up the place.

When Nebulord returns to the city, he is disappointed at the loss of his Sanctum but recognizes the heroes' great bravery and sacrifice. He offers them a single, powerful curative magick — it can return a single hero that was injured during this adventure to full health, removing any injuries or Impairments caused during this adventure. (Already existing injuries or Qualities may be removed at the GM's option.)

This powerful spell can even save a hero that was killed outright, as Nebulord twists space and time in just such a way as to alter only that hero's personal timeline. They were never at the battle and don't remember any of the events.

If the heroes don't need this curative spell after the fight with the Risen Sanctum, it can be stored in their HQ in the form of a huge, glowing crystal ball. If stored in this way, the spell loses the power to raise the dead, but can still be used to return any character to full health, instantly, one time only.

After granting this boon, Nebulord apologizes for the trouble and vacates the city, intending to venture into the deeper realms of the multiverse to rebuild his life anew. In the process, he donates a considerable fortune to the community to aid in the rebuilding.

EXCITEMENT! ADVENTURE! REALLY WILD THINGS!



**FAINTING
GOAT
GAMES**

VOLUME 2

**ELECTRIC
3RD
ISSUE**

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

IMPROBABLE TALES

**THE
EATERS
OF
STEEL**



AN INVASION FROM ANOTHER DIMENSION MEANS TROUBLE FOR THE CITY

Synopsis

A disgruntled scientist has forged a symbiotic relationship with cyborg nomads from another dimension! He is unleashing them on a hapless populace to feed his own greed as he feeds their tribe with technology and steel. Will the heroes be able to stop these terrifying biomechanical predators? This adventure was created for heroes using the **ICONS – Assembled Edition**.

Background

Gary Larkin was nobody important before he started stealing parts from his day job at Apogee Labs and building illicit projects in his spare time. When he accidentally transported his car through a dimensional rift, he expected the strange purple warriors who approached to slay him, but they only began devouring his vehicle! Slapping together a telepathic device, he made contact with their leader, the Foremost, and forged a relationship of necessity. Taking the name of Huntmaster, he began a career of crime, leading the Riders of the Purple Technophage into our world to steal and eat vehicles, which Larkin then was free to loot... after the drivers were disposed of.

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The depredations of the Riders have not gone unnoticed, however, as Huntmaster has grown bolder in picking larger and more valuable targets...

Player Introduction

You have been contacted by the Central City Police Department regarding a rash of disappearances on a long stretch of desolate highway leading into the city. The county sheriff responsible for the area chalked it up to coincidence at first, but after one of his patrol cars vanished without a trace, he stepped up police presence in the area. Still, the disappearances continued, more bold as well as more frequent. Entire semi-trucks have gone missing, as well as an armored car full of cash bound for the Central City Bank.

Desperate for information, the sheriff and the CCPD pooled resources to start regular helicopter patrols over the area. They knew

it was time to contact superheroes when the helicopter's live video feed last night showed a strange purple light searing through the night, and inhuman, glittering figures on some sort of hovering vehicles pouring through onto the roadway, firing energy weapons into a hapless delivery truck. The last few seconds of the feed show one of the creatures pointing up at the helicopter, followed by a flare of purple light.... neither the helicopter nor its two pilots have been seen since.

Legwork

If the heroes wish to do some hands-on investigation, the CCPD is willing to provide a ride to the area for superteams that can't manage their own transportation.

An Intellect Test (Difficulty 1) reveals that the disappearances have occurred on a 20-mile stretch of highway connecting Central City with Redsburg, the home of Apogee Labs.

An Investigation Test at a difficulty 2 (Using CCPD resources reduces the difficulty by 1) can provide a complete list of the 27 people that have been reported missing in the area. Not all of them can be tied to that specific stretch of road, but suspicion is heavy. A raise on the Investigation roll reveals a pattern in the later disappearances: they move from being random to targeting raw materials and technological items either bound for or leaving Apogee Labs. As well, some of the missing persons are Apogee employees — although that may not be a surprise given that Apogee is the biggest employer in Redsburg.

A Streetwise Test – Difficulty 1, may lead to a discussion with locals who are concerned about the strange purple lightning that occurs on some nights, frightening the local livestock.

Canvassing the highway area during the day may expose some further clues. A Survival Test – Difficulty 2, indicates that while the area is barren, there is much less wildlife than there should be around the highway; even the birds and insects are few and far between. A Tracking Test + Awareness (Difficulty 3) locates a set of tire tracks that move off the highway,

then disappear completely. There are small metal fragments scattered in the area that might have come from a damaged vehicle, but no footprints and no tracks from other vehicles can be found anywhere nearby. An Awareness test (Difficulty 2) will reveal some slagged rock formations that appear to have taken heavy energy damage of some kind.

Heroes with the ability to detect radiation (or a successful Science Test – Difficulty 3, and the right equipment) may detect a higher-than-normal radiation level at multiple points along the highway. The pattern is random, indicating that the attacks do not take place at the same point each time.

Moving Things Along

After their investigation, the heroes will hopefully seek to engage these strange night-time attackers. Heroes with their own transportation or fast flight abilities may wish to perform overwatch on the highway. Similarly, super senses and teleportation might be useful in intercepting an attack.

If the group doesn't come up with a better plan, the Site Manager at Apogee Labs will offer up a pair of semi-trucks for the heroes to use as a decoy. Of course, Huntmaster and his Riders will take the bait.

The Initial Confrontation

Pick a time that is dramatically convenient, preferably under the light of a full moon on a desolate stretch of roadway. The Riders erupt from a giant (60ft long) rift in space-time, where they flood in from their world of silicon and rust, backlit by a purple sun. Each Rider is mounted on a hoverbeast: cyborgs similar in shape and size to a horse, but with internal organs that generate an antigravity field and stubby limbs that provide propulsion.

The first wave consists of two Riders (with mounts) for each hero. At first, they will disregard any bystanders as being irrelevant. The Riders will focus their electro-bow attacks on disabling a nearby vehicle. Their goal is to disable a vehicle, tether it to their hoverbeasts, and haul it back through the portal, which will close one round after all Riders have returned

home with their prey. Of course, if they are attacked, the Riders will immediately respond with lethal force.

The common Riders communicate telepathically, but only with one another. (Heroes with the Telepathy ability will pick up strange brainwaves and “static” but will not be able to make full contact during the initial fight.)

The Second Wave

There are more enemies behind the rift, waiting for the hunting party to bring back their vehicular prey. They will come through the rift at the beginning of the third combat round:

- Enough common Riders to raise the number back to two for each hero, each riding a hoverbeast.
- The Foremost, also riding a hoverbeast.
- The Huntmaster, Gary Larkin, flying with his self-built antigravity harness.

At this point it's likely for a battle royal to ensue. Note that Huntmaster has the Monologuer Quality. Even if he doesn't lose his action monologuing, he will make sure to spend time each round belittling the heroes in favor of his newfound friends. Use his monologuing to explain the plot: how Huntmaster intends to help the Purple Riders multiply and eventually invade the entire world, carving out his own fiefdom in Redsburg with alien technology - finally a chance to get back at those micromanaging pinheads at Apogee who fired him!

Also note that Huntmaster is very heavily armored, has full flight capabilities, and is a little bit of a coward at heart — all qualities that could make it difficult to pin him down. At the GM's option, he might flee after taking his second hit and become a thorn in the heroes' side another day.

Wrapping Up the Action

If the Foremost is defeated, the remaining Riders will immediately break and run for the rift. If the Foremost is the last enemy standing, it will do its best to retreat back through the rift to protect the rest of its tribe.

Should Huntmaster be driven off or defeated, the Foremost realizes that the rift will shortly close (at the end of the next combat round), and will order its Riders to break off the combat and retreat. At the GM's option, the rift might close immediately if Huntmaster is defeated - stranding the Riders and the Foremost on Earth.

Heroes with Telepathy or Interface powers may be able to communicate with the Foremost and negotiate for peace (probably through the Leadership or Persuasion Specialty). The Foremost is not villainous at heart. It desires raw, greasy technology for its tribe to feed upon, and doesn't really think of Earth's fleshly inhabitants as people. (The idea of communicating by blowing air through meat is terribly amusing to the Riders.) The Foremost only allied with Huntmaster because of Larkin's ability to manipulate technology and create paths to new food sources, both qualities which it found admirable. In truth, the Riders find the organic nature of this world repulsive.

Extending the Action

At the GM's option, the rift may remain open for a time after the Riders and their leaders are defeated, allowing the heroes to investigate a strange, rusted landscape of inorganic creature and plastic grass under a purple sun.

Kind GMs will allow the heroes to rescue survivors of the disappearances from the Riders' camp. Perhaps one or more of these survivors gained superpowers from exposure to the strange radiations of this world, or the forced implantation of alien technology! They could become new heroes or villains for your ongoing campaign.

Cruel GMs will create a myriad of strange biomechanical horrors to attack the fleshly intruders, showing the heroes that they do not belong in the alien world of the Purple Riders.

Great GMs might do both.

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Huntmaster

Real Name: Gary Larkin

Abilities

Prowess 5

Coordination 6

Strength 4

Intellect 7

Awareness 5

Willpower 3

Stamina 7

Powers

Blast 5 (Blaster Pistol) (Limit: Device)

Damage Resistance 5 (Subcutaneous Implants)

Fast Attack 6

Flight 6 (Anti-Grav Harness) (Limit: Device)

Gadgets 7 (For the purposes of this adventure, assume Huntmaster's Gadgets power is tied up in Dimensional Travel power that allows him to open temporary rifts to the Purple Riders' dimension.)

Nullification 3 (EMP Launcher) (Limit: Device,

NPC Section

Only to Short out Electrical Devices)
Telepathy 2 (Implanted Chip)

Specialties

Engineering Master

Martial Arts Expert

Weapons Expert,

Qualities

Greedy and Mean Spirited

Vengeful

Monologuer (Huntmaster has a deep seeded need to doll out a grand exposition when he should be doing other things. This will have him tell the heroes his plans before he might be ready to unveil them, or worse, start talking to the heroes when he should be fighting. This will *always* cause Huntmaster to lose his turn on the first round of combat.)



Hoverbeasts

Abilities

Prowess 6
 Coordination 2
 Strength 8
 Intellect 2
 Awareness 4
 Willpower 4

Stamina 12

Powers

Damage Resistance 3
 Flight 6 (Limit: Hover only)
 Life Support 3 (Breathing, Disease, Poison)

Specialties

Fighting

Qualities

Extradimensional cyborg jet-mounts.
 Loyal to The Purple Riders.

The Purple Riders

Abilities

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

Stamina 9

Powers

Blast 5 (Extra: Secondary Effect – Nullification: Ignores Damage Resistance / Material Strength of inanimate objects, Limit: Device (Electro-Bow). Cannot perform any other action during their turn while attacking with Nullification. 2nd Effect Does not work against armor.)

Damage Resistance 3

Life Support 3 (Breathing, Disease, Poison)

Telepathy 1 (Limit: only works with creatures from the Purple Rider's Home dimension.)

Specialties

Martial Arts
 Riding Expert
 Survival, Weapons

Gear

Blades (Slashing 5), Hovermount

Qualities

Interdenominational Raiders
 Just looking for food
 Clueless

Foremost Technophage

Abilities

Prowess 5

Coordination 7

Strength 8

Intellect 4

Awareness 4

Willpower 4

Stamina 12

Powers

Blast 6 – Energy Blast (Extra: Burst, Extra: Secondary Effect – Nullification: Ignores Damage Resistance of inanimate objects, Limit: Cannot perform any other action during their turn while attacking with nullification. 2nd Effect Does not work against armor.)

Fast Attack 4

Life Support 3(Breathing, Disease, Poison)

Strike 5 – Cyber Punch

Telepathy 1 (Limit: only works with creatures from the Purple Rider's Home dimension.)

Specialties

Intimidation

Martial Arts Expert

Riding Expert

Survival

Weapons Expert

Gear

Hovermount

Qualities

Clueless

Interdenominational Raider Chieftain

Battle Rage (Becomes enraged and frenzied when injured in battle)

Background: The Foremost is the leader of a tribe of biomechanical nomads who live on an alternate Earth, a bizarre world where life is machine-based. Flesh is unknown, and all living creatures are made of plastics, metal, silicon, and the like. The tribe was starving before the Foremost forged a bond with an Earthman scientist, who has led them through rifts to a bountiful hunting ground.

EXCITEMENT! ADVENTURE! REALLY WILD THINGS!



IMPROBABLE TALES

VOLUME 2

MAGICAL
4TH
ISSUE

Torc of the Blood Kings

ALL WHO WEAR THE TORC FALL UNDER ITS POWER

Synopsis

A treasure hunter has uncovered an artifact that was best left buried! Now, unwillingly transforming into a violent mutant overlord, he poses a dangerous dilemma to the heroes: will they let him suffer the consequences of his actions, or take the ire of the Blood Kings upon themselves? This adventure was created for heroes using **ICONS Assembled Edition**.

Background

Miguel Crow has finally struck gold! Operating a small salvage boat, Crow has always termed himself a “treasure hunter.” At last, his dreams have panned out. Investigating a mysterious underwater glow at night, he discovered a mysterious underwater ruin. His dive team recovered a cache of gold as well as a beautiful golden torc, inlaid with strange glyphs.

Crow put on the Torc to take a few pictures, and immediately fell under the magical influence of the Blood Kings: mutant supervillains from the ancient world, entombed many centuries ago by magic-wielding heroes. Crow and his erstwhile salvage crew have been contaminated by the power of the Blood Kings and will become a conduit to bring their hideous evil back into our time...

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Gm's Information: About the Torc

The Torc of Kings is an artifact of prehistory, soaked in the power of the Blood Kings. When worn by a non-superpowered mortal, the Torc immediately bonds with the wearer's flesh and spirit, creating a nearly inseparable physical and magical link. The mortal will quickly become a powerful force of evil as the energies buried in the Torc imbue the wearer with mutant superpowers at the cost of morals, inhibitions, and the like.

The Torc also provides a “cinematic” power that isn't listed in the villains' character profiles. If the wearer Incapacitates those who are emotionally bonded to them, the victims may convert into less powerful mutant supers instead of being crippled or killed. This may

also happen in a small fraction of those who swear fealty to the wearer. Those who are transformed become loyal thralls of the Torc's wearer.

The Blood Kings deliver these gifts only at their inscrutable whims, so while one supplicant may be blessed with villainous powers, another could be crushed like an insect. It is not safe to deal with the Torc of Kings in any way.

In game terms, a qualifying wearer of the Torc is immediately converted to a Super and develops a suite of super powers in just a few painful minutes. However, as a thrall to the Blood Kings' wrath, the wearer will be a supervillain forevermore, bent on the destruction of any who will not be subjugated (and a substantial portion of those who DO bend the knee). Add appropriate Qualities to any new Torc-bearer's stat block.

Anyone who is already a Super is completely immune to the effects of wearing the Torc or being defeated by its wearer. Don't tell your players that, though — let them fret.

Defeating the Wearer of the Torc

The GM should decide before running this adventure what the key to defeating Captain Crow will be. Resolving Miguel Crow's plotline with the Torc of the Blood Kings depends on the flavor you've chosen for your **ICONS Assembled Edition** campaign. The simplest idea is that the Torc cannot be removed until the death of the wearer, requiring the heroes to slay Captain Crow.

That blood-soaked resolution isn't acceptable in many supers campaigns, of course. If you'd prefer to resolve the Torc's plotline without requiring your heroes to kill Miguel Crow, then choose one or more of the following to be true:

- When Crow is Incapacitated, the Torc judges him unworthy and will levitate away from him, attempting to attach to another nearby bystander. This will allow the heroes a chance to capture the Torc (perhaps with an Prowess



or Fighting roll to snatch it) and store it safely away.

- A magic-based superhero could research the rituals of the ancient heroes who defeated the Blood Kings once before. This would allow the heroes to force the Torc off of Crow and back into quiescence, so they can dispose of it. If the GM wishes, this could require the gathering of magical power sources, books, allies, or all three.
- The Torc can be torn away from Crow by force. He must first be grappled, restrained, or immobilized. A hero with sufficient Super Strength can then rip the Torc away from Miguel Crow by succeeding in an opposed Strength roll versus the Torc itself, which counts as a Super having Strength of 7 for this roll only. Removing the Torc by force will drop Miguel and any stricken thralls into unconsciousness, from which they will recover safely in a few days. By the time they wake, they will have returned to their status before the arrival of the Torc, losing any super powers or other effects. Characters who were granted Supers status by the Torc become more important in your campaign world forevermore simply by wearing the Torc and could develop powers again.
- When moved far enough from the undersea burial vault of the Blood Kings, the Torc loses

its power. As Captain Crow subjugates more people, the radius of the Torc's power grows. But, during this adventure, if the heroes can move Crow more than a few miles away from the coast through guile, force, or other methods, the Torc will become just a piece of lifeless jewelry and its effects will cease, as listed in the item above. It's up to the GM if the power of the Torc is permanently broken or if it will become active again should it be returned to the source of its strength.

For more ideas in this vein, see **Extending the Adventure** in Scene Three.

Scene One - Kidnapping at Center City Mall

After subjugating the crew of his ship, Captain Crow placed a phone call to his ex-wife, Nancy. The power of the Torc reached through their deep emotional and psychic connection, twisting her body and mind. Captain Crow ordered Nancy to bring their two young sons to him, so the boys might swear fealty.

Nancy Crow's sudden mutation has stimulated a panic. She's defeated the mall's security officers, and a few of them have been taken as minions of the Torc (use one Security Officer per hero). Now that the villains have torn the place apart, they intend to slip out with the two children. Of course, they'll bump into the heroes.

The action begins in the parking lot of Center City Mall, amid flashing lights of emergency vehicles. Reports are flooding in of some kind of terrorist attack inside the Mall! Panicked crowds are streaming out the doors, shrieking about blood, fire, smoke, and terrible monsters! The security team inside the mall reported engaging some kind of paranormal beast. Gunshots were heard, then nothing more... can the heroes help?

The interior of the Center City Mall is hazy with smoke and dust. Wreckage covers the floor and alarms are blaring. As you advance down the center concourse, you hear children crying. Up ahead, you spot a

*group of security guards escorting a terrible, slimy creature that's covered in dangerous looking spines. It's carrying two wailing preschoolers in its warty arms and whirls to face you. "Out of the way, foreign filth! I have to take my sons to *him* — to my Miguel, my Blood King! They will kneel and swear, like these cowards!" She gestures to the security guards, who level their pistols at you. You can see they are slack-jawed and their eyes are glowing with strange green energy. What do you do?*

Running the Fight: Nancy will open with a selective Stun spray, perhaps following with a ranged attack if necessary. She'll then attempt to charge right on past the heroes, relying on Leaping and Athletics. The security guards will attack with their pistols against any heroes who were not stunned, and attempt to engage heroes to allow Nancy an easy path out.

The heroes will need to avoid area-effect attacks to keep the young boys safe. Allow ranged and melee attacks to automatically avoid hitting the children unless your campaign is particularly dark in tone.

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Nancy Crow

Abilities

Prowess 3
Coordination 5
Strength 7
Intellect 3
Awareness 4
Willpower: 3

Stamina 10

Powers

Leaping 4
Shooting 4 (Body Spines – Extra: Affliction 2 [Acid], Burst, Level Duration)
Stunning 4 (Stun Cloud – Extra: Burst, Level Duration / Limit: Doesn't affect those that hold their breath or with Re-Breathers)

Specialties

Athletics
Power (Spines)
Presence
Shooting

Qualities

Distinctive Appearance
Totally Devoted to Miguel
Ruthless

Subjugated Security Guard

Abilities

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

Stamina 6

Specialties

Investigation
Shooting
Weapons (Firearms)
Wrestling

Equipment

Pistol (Shooting 4), Billy Club (Bashing 4), Radio, and Cuffs (MS 4)

Extending the Scene: If the heroes are particularly tough or the path is blocked, Nancy might fade back into the Mall and head for another exit. This triggers either a chase through the various stores in the Mall, or just an extension of the combat scene, possibly with another wave of Security Guards thrown into the fray.

Ending the Scene: If Nancy is Incapacitated, she can be safely captured and transported away by the heroes or by nearby policemen who quickly arrive on the scene. The children, Jose and Tomas, can (hopefully) be safely rescued, though they are very upset.

Heroes can calm the children with a successful Persuasion roll. They'll learn the names of Nancy and both boys, and that the boys very much want their father, Miguel Crow. (The boys do not know what's going on with the Torc.)

Even if she escapes, Nancy can be identified after the combat by a hero that makes an awareness test, which will discover her discarded purse, containing her ID and address.

While the heroes investigate her background, she'll go to meet the Mates in Scene Two. While the Mates attack, she and the boys will be heading out to sea in a stolen ship. Allow hard-charging players to rescue the boys at sea before the power of the Torc is brought to bear on them.

Clever players will remember Nancy's mention of Miguel (as "her Blood King") when she entered the scene and will seek more information. They can get basic information about the Crow family from a detective on scene. Some heroes might decide to use the Investigation Skill if they have access to the police database themselves. If they don't recall the mention of Miguel, a nearby detective might mention that the boys will go to Social Services if their father can't be turned up. Perhaps the heroes can help?

They'll find that Miguel Crow has a minor criminal record, with arrests for domestic violence and public intoxication. He's been clean for three years, though, according to the records. He has no fixed residence, but is known to captain a salvage vessel that regularly docks in Center City.

Heroes with a magical bent (i.e. some kind of occult Knowledge) can attempt a roll with a difficulty of 6 remember that the Blood Kings mentioned by Nancy were a group of terrible mutant tyrants from the dawn of the world. An order of magic-workers defeated them for all time, though. Surely Nancy was just mad babbling nonsense due to the pain of her sudden mutation...

Scene Two - Dockside

It's a busy day at the Center City Docks. There are workers and machinery everywhere, loading and unloading ships of all size and description.

As you arrive, you hear an explosion, followed by a column of oily smoke billowing upward. Immediately, a cascade of frightened screams erupt from nearby citizens. Something awful is going on, right where Miguel Crow's ship should be docked. What do you do?

Heroes that approach the commotion will have to contend with the three surviving members of Crow's salvage crew, now christened First Mate, Second Mate, and Third Mate. They've been fully mutated with the Torc's hideous power, and sent to shore to subjugate a horde of foot soldiers.

Running the Fight: The Mates are here to wreck things and kill people. Because of the power of the Torc, many of the Extras they Incapacitate will rise up as possessed minions instead of being killed. When this happens, the Mates howl joyous praise to "Captain Crow, the First Reborn Blood King!"

During this combat only, each time one of the Mates rolls a 1 on his Shooting Skill, a bystander will be incapacitated by a stray shot and rise up as a minion during the next round. The Mates may also deliberately target bystanders who are cowering nearby if they don't feel hard-pressed by the heroes.

Outside of this combat, the rate of possession is more likely to be 1 in 10 or 1 in 20, depending on how awful the GM wants to make this magical incursion. (Truly diabolical GMs can rule that nobody dies to the power of the Torc - they all rise to serve.)

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The Three Mates

Abilities

Prowess 6
Coordination 5
Strength 4
Intellect 3
Awareness 2
Willpower 3

Stamina 7

Powers

Blast 5 (Energy bolts that erupt from disgusting rents in the Mates' flesh)
Damage Resistance 2
Emotion Control 4 (Fear)
Extra Limbs 2 (Disgusting Tendrils – Extra:
Fast Attack 4)
Mind Shield 3
Regeneration 3
Swinging 4 (Tentacle swinging)

Specialties

Athletics
Boating
Fighting
Presence
Shooting

Qualities

Fearless
Intimidating
Must obey the Captain
Horridly Ugly

Newly Subjugated Sailor

Abilities

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

Stamina 6

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Equipment

Clubs, Wrenches or Oars as weapons (Bash 4)

Ending the Scene

When two of the three Mates have been defeated, move to Scene Three immediately.

Scene Three - Wrath of the Blood Kings

When two of the Three Mates are defeated, Captain Crow himself will erupt from the water, incensed at his minions' failure to defeat the heroes and subjugate Center City in its entirety. He will immediately move to crush every hero in his way, using his multiple limbs and immense Strength to best effect. Captain Crow is strong enough to lift and attack with cars, though he's more likely to use those as ammunition for heroes keeping their distance.

Captain Crow

Abilities

Prowess 5
Coordination 4
Strength 8
Intellect 3
Awareness 3
Willpower 5

Stamina 13

Powers

Aquatic 5
Bash 6 (Crushing fists and spiked tentacles)
Binding 4 (Vile, Tentacled Limbs)
Damage Resistance 4
Extra Limbs 2 (Vile, Tentacled Limbs)
Fast Attack 4
Leap 6

Specialties

Athletics
Boating
Fighting Expert
Leadership
Presence
Swimming

Qualities

I'm Not going down without a fight
Vengeful, Arrogant, Big Mouth

Ending the Adventure

Upon the destruction or capture of the Torc, all possessed bystanders immediately come to their senses. Nancy and Miguel Crow and the Mates (if they survived) will drop into temporary comas and recuperate, as noted earlier in this text. Depending on the GMs penchant for happy endings, perhaps the Crows will even reconcile, for the boys' sake.

Extending the Adventure

To add extra scenes to the adventure, the GM may decide that the power of the Torc of the Blood Kings renders Captain Crow completely invincible until the key to its magic is discovered. This guarantees that Captain Crow and his minions will defeat the heroes at the docks and move on to cause carnage in Center City. The defeated heroes must gather their strength and gain the right knowledge to defeat him.

To model this invincibility in game terms, narrate the encounter cinematically rather than running a full **ICONS** combat. Describe how the heroes' attacks bounce off Captain Crow's preternaturally tough mutant flesh, and how his power seems boundless, with energy visibly radiating from the Torc. To end the scene, with a surge of ultimate power, Captain Crow buries them under a thrown ship, collapses a building on top of them, or knocks them senseless and then throws them into the sea.

Running the scene in this way also ensures that you don't have to place Wounds on the heroes or worry about rolling for Incapacitation results, allowing them to "bounce back" to full strength in true comic book style after a recovery scene.

At the end of this temporary defeat, ask the players how their heroes gather themselves and push forward through the pain. What motivation stirs them to stand back up? What action do they take to recuperate? What sort of cinematic bumps, bruises and damage are they sporting? How angry are they? How angry are they? Any player with a good answer should receive a Determination Die.

Add investigation scenes to allow the heroes to discover the secret needed to render Captain Crow vulnerable. Pick one:

- The undersea vault where the Blood Kings were entombed must be found and utterly destroyed to sever the Torc's full link to the Blood Kings (ending Captain Crow's invincibility). This is an opportunity to drive the haunting spirits of the Blood Kings from this world forever.
- The ancient order that defeated the Blood Kings forged chains of elemental metal. Recover the powerful magic hammer that forged those chains and shatter it upon the Torc-Bearer's flesh. Then he will be open to attack.
- Captain Crow isn't the true problem. The Blood Kings were never fully defeated, and the heroes will need to travel back in time and join forces with the ancient wizards to destroy the Torc for all time, undoing all the horrible events of the day in Center City.
- Miguel Crow is still in there, somewhere. Find Sister Rosa, the authoritarian nun who pushed him through Catholic school. Her faith and authoritarian presence will shake the Blood Kings' grasp on Miguel Crow just enough to allow him to be defeated — but the heroes will have to protect her during the combat.

FAINTING GOAT GAMES

Presents

Sunken Treasure

BY ADE SMITH

WHY ARE WE GOING SO DEEP UNDERWATER?

TREASURE, MY LOVE, LOST LONG AGO.

THERE'S ANOTHER TORC?

NO MY DEAR, I'M AFRAID NOT, BUT THIS IS SOMETHING JUST AS AMAZING.

THERE IT IS!

WHAT ARE THEY?

ORIGINAL 1977 FAINTING GOAT SNACK CAKES!

SORRY MATES, THOSE SNACK CAKES ARE SOME OF THE LAST 77'S IN THE WORLD AND ARE TOO GOOD FOR THE LIKES OF YOU.

BUT YOU BLOKES CAN GET HOLD OF THESE RIPPER CAKES FOR A LIMITED TIME. ASK AT YOUR LOCAL SUPERMARKET FOR DETAILS.

WHAT!!

SWISH!!!

HRMPH

SPECIAL GUEST HERO
BANJORA,
SUPERNATURAL DETECTIVE

EXCITEMENT! ADVENTURE! REALLY WILD THINGS!



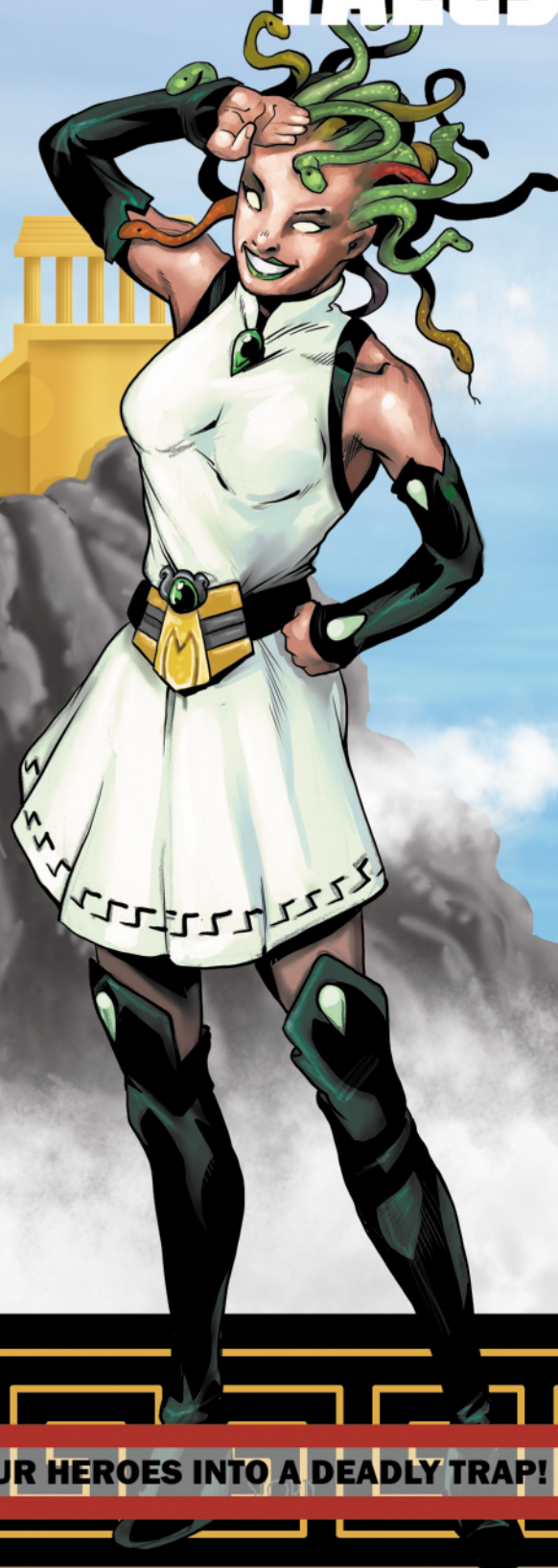
**FAINTING
GOAT
GAMES**

VOLUME 2

MYTHIC
5TH
ISSUE



IMPROBABLE TALES



**COILS
OF THE
MEDUSA**

FORCES FROM A PARALLEL DIMENSION LURE OUR HEROES INTO A DEADLY TRAP!

Synopsis

Forces from a parallel dimension lure our heroes into a deadly trap! Can they discover the secrets of Lord Minus before they are torn asunder by his deadly magicks? This adventure was created for heroes using **ICONS Assembled Edition**.

Background

In a parallel world rife with echoes of Greek myths, the terrible time bending sorcerer Lord Minus seeks the final ingredients for a devastating ritual that will catapult him into immortality and demigodhood.

The specific item or items needed to cement his ultimate power must be derived from one or all of your heroes! Using twisted cosmic power at a confluence of ley lines, when the stars are right, he can destroy the heroes and claim their powers as his own. Whether he claims their lifeblood, their soul, or an item of power, Lord Minus can crush them in his sorcerous grip and become a being of profound cosmic might.

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If successful, this will erase the heroes from reality entirely; all their good deeds will be undone, and all the evil plans they ever stopped will instantly come to pass. This could mean that large portions of the heroes' home worlds are immediately destroyed!

Lord Minus has three vulnerabilities. First: he is consumed with intricate preparations for the ceremony, and cannot leave his sanctum to gather the final pieces himself. Second: his power, normally of Cosmic level, has been temporarily reduced as he pours his essence into the beginnings of the ritual. Third: the young superbeing he has enslaved to do his bidding, Deuce, hates him and is seeking a way to subvert his commands.

Deuce has been fitted with a sorcerous control collar that makes her a virtual slave. The collar is semi-sentient and will blast her into utter oblivion if it is removed, or if she betrays Lord Minus' plan or even speaks against him in the tiniest way. She knows how this collar works and has seen it in action; identical collars

destroyed Deuce's two sisters before her very eyes.

A slave to the sorcerer, she has been sent into our world to bring the final ingredients of the ritual — the heroes — back to Lord Minus, alive. Lord Minus' intention was for them to be petrified by Deuce's gaze. However, he neglected to be specific, and she hopes to lure the heroes back to his sanctum, alive and angry, to serve as the keys to her freedom ...

Scene One: Come Out With Your Hands Up!

Because of the control collar threatening her life, Deuce can't share the details of her plight. She also believes the heroes are too strong to just confront in a straight-up fight.

Instead, she intends to get them angry and attempt to split them up. The heroes first become aware of this when a SWAT team rolls up to their headquarters and demands they come out and submit to arrest!

The police response includes 20 Flatfoots and 10 SPCR Unit members (**ICONS Assembled** P.191 for Police Officer Stats for the Flatfoots and P.192 for Soldier Stats for the SPCR members). They blockade the nearby streets with police cars and Armored Personnel Carriers (**ICONS Assembled** P.116 for stats for Car and APC [As Tank but minus the cannon]). That's possibly a good thing, because it looks like other policemen are holding back an angry mob!

Heroes who turn on the television or radio find out that they are being blamed for a host of heinous minor crimes! The local news has footage of individual members of the super team doing the following:

- Stealing purses and wheelchairs from senior citizens.
- Beating up school crossing guards.
- Cutting power at the largest local hospital.
- Deliberately wrecking cars on the freeway, causing traffic snarls for miles.
- Robbing banks.

- Openly selling illegal drugs on a street corner, complete with signs and a loudspeaker.
- Lighting fires at schools, pet stores, and libraries.
- Actively recruiting for criminal, terrorist, or supervillain organizations that you use in your home game.

Of course, the city is in an uproar! The real heroes are innocent, but how will they prove it? Several options are available to get out of this mess long enough to clear their names.

The heroes might submit to being arrested! They'll be clapped into nullifier shackles (Nullification 8 – Limit: Device, limited to collar's touch only) and carted downtown while crowds shriek their anger at the prisoner transport. Heroes could try to convince the arresting crew to turn them loose (applicable specialties test against difficulty 7), but otherwise the city will remain in chaos as they are stripped, searched, fingerprinted, and processed. Should they remain in custody, two hours will pass before the Chief of Police realizes the mayhem is continuing unabated, and turns them loose to figure out what is really going on. If the heroes try this route, play it up as being massively embarrassing and dangerous to the populace.

Combat-oriented heroes might choose to fight their way past the police. They'll likely be victorious, but it may damage their reputations permanently, even after Deuce's involvement is revealed!

Most heroes will have abilities that let them stealth, teleport, fly, or run past the police blockade, bypassing them without any particular effort. They can hurry into the city to try to figure out what's going on.

Scene Two: City on Fire

Deuce intends to cause so much mayhem that the heroes will have to spread out to contain it. There are fires, crimes, and disturbances happening in every district of the city.

The secret here: Deuce is using her Duplication power to call upon the shades of her dead sisters, who have all of her abilities except the Duplication power. Using Chameleon to look and sound like individual heroes, they are doing everything they can to anger the super team by turning the city against them and committing awful crimes in their name.

Deuce is using Invisibility to keep herself free from harm and directing her shape-shifted clones from afar. Whenever a clone gets into trouble (cornered by cops, surrounded by an angry mob, captured by one of the heroes) she can dispel it, and create another.

In addition, the gangs and minor criminals of the city are taking this as a holiday — so not all of the mayhem is directly related to Deuce and her clones!

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It is obvious to the heroes that they will need to split up if they want to contain the mayhem and get to the source of the problem. Each hero should draw a card and resolve a mini-encounter as follows:

2-5: Robbery! The hero must stop a robbery at a store, bank, or office. Opponents vary based on suit.

- **Clubs:** Two thugs (*ICONS Assembled* P.192). Just a couple of small-time crooks with baseball bats.

- **Diamonds:** Four thugs and a Lieutenant (Henchmen – *ICONS Assembled* P.190). A small gang with the firearms listed in their descriptions as well as knives.

- **Hearts:** A run-in with a very minor super who has decided to take the opportunity to turn to villainy! Use one of the characters from *ICONS Assembled* P.219-227. Be sure to use one who should be easily defeated by even a single four-color hero.

• **Spades:** One of Deuce's clones! Deuce uses the clone to test the hero's power in combat, expecting the clone to be destroyed.

6-8: Help, Help! The hero has a chance to put some mayhem right or help some of the hapless populace.

• **Clubs:** A building is on fire, and someone on the top floor is crying out for help! If the hero braves the hazard and rescues the citizen, she'll tell the hero that a strange-looking young girl turned into one of the heroes before lighting the fire.

• **Diamonds:** A city bus is out of control and headed right for a large crowd of pedestrians! Can the hero stop it in time? If so (and the bus is not completely destroyed), a successful Awareness test discovers that the controls were turned to stone.

• **Hearts:** A dangerous animal has been set loose from the City Zoo! Use the Bear or Lion from *ICONS Assembled* P. 193. If the hero can convince the zookeeper they is still on the side of good, they are told that the animal's cage turned to stone and then shattered, just out of the blue!

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• **Spades:** A citizen needs medical attention and the ambulances can't reach the citizen through the snarled traffic! If the hero assists, they can find out that even though a bystander will describe how one of the heroes attacked the victim, the victim is actually covered in dozens of small bites and has been poisoned.

9-10: Stop Right There! The hero is confronted by an angry mob of citizens (red card) or a squad of police (black card). The hero will have to use social skills or super powers in order to get loose and continue the search.

Jack: Clone ambush! On a black card, one of the clones will try to knock out the hero, attempting to use Invisibility to gain the drop. On a red card, the hero spots the clone from a distance as it finishes up an act of mayhem, allowing them to engage however they choose.

Queen: Statues? The heroes discover people that have been turned to stone: policemen, firemen, children, and other citizens. If the heroes can pry information from nearby citizens

with a social skill roll (or perhaps use Investigation combined with access to nearby security cams) they will find that one of the heroes' evil clones can shoot petrifying beams from its eyes!

King: Chase! Someone has stolen an emergency vehicle or helicopter and is zipping through the city — stop them! On a black card, it's four Thugs (*ICONS Assembled* P.192), with the driver or pilot having the relevant skill. On a red card, it's one of Deuce's clones. Run a very short chase. If it's not resolved at the end of the second round, the Thugs surrender — but the clone will suicide-crash into a nearby bridge embankment. An Awareness roll at a difficulty 5 by a pursuing hero will see the clone weeping as it crashes, and tugging at a strange green collar. A cursory inspection of the crash site will turn up no corpse!

Joker: Breakthrough! The hero gets some information about just what the heck is going on. They're contacted by a friendly NPC — use an established ally in your campaign, or use Professor Alan Garwin, who is head of the fledgling Superpower Studies program at the local university.

The first time a Joker is drawn, the ally provides photos or video footage of Deuce in her true form somewhere in the city as she duplicates herself. The duplicate embraces Deuce before turning into one of the heroes and moves away while Deuce pauses, hangs her head, and begins to weep before going invisible.

If a second Joker is drawn, a Minotaur (see below) arrives on the scene, fitted with a green control collar. It is in love with Deuce and followed her here. It speaks to the heroes very briefly: *"Your fates are already sealed ... Lord Minus the Timebender has laid his gaze upon you! Don't make Lady Deuce keep killing her sisters over and over. Her tears break my heart! She's only doing this because — ugh — submit to her if you want to save your world — let her — gahh!"* Then its collar glows bright green and it attacks mindlessly, fighting to the death. (Its collar is calibrated differently; upon the Minotaur's betrayal, the collar destroys its sentience,

turning it into a ravaging beast that will never speak or disobey again.)

MINOTAUR

Abilities

Prowess 5

Coordination 4

Strength 8

Intellect 3

Awareness 3

Willpower 4

Stamina 12

Powers

Damage Resistance 5

Strike 8 (Horns)

Specialties

Martial Arts

Weapons (Spears)

Weapons

Spear 4

Qualities

In love with Deuce

Must Obey Minus

Interlude: Putting the Pieces Together

Feed your heroes parcels of information during the mini-scenes in Scene Two.

- When a clone is defeated (or Deuce chooses to destroy it), have it revert to Deuce's true form momentarily before shattering into a pile of stones. Allow a Awareness test at -2 to spot the control collar on her neck before the clone's destruction.

- During a second clone defeat, a Awareness test at -2 allows the hero to hear the clone whisper, **"I forgive you, my sister."** before being destroyed.

- Should a third clone be defeated, the clone clutches at the collar, shrieks, **"Damn you, Timebender! Damn you, Lord Minus!"** The collar then explodes, dealing Blast 7 damage (Extra: Burst, Shooting). If this happens, that sister's spirit has been utterly destroyed, as the curse of the collar followed her into the afterlife

and has triggered again. Deuce permanently loses a rank of the Duplicate power and can never summon forth that sister again.

- Should a fourth or further clones be defeated, no anomalous behavior will occur — Deuce won't risk her other sister's ghostly existence.

- If the heroes didn't draw Jokers during Scene Two, run the two events above under Breakthrough! after the other events are resolved.

Scene Three: Deuces Wild

Despite her reluctance, Deuce knows it's time to confront the heroes and lure them into her trap. She's arranged for a news crew to broadcast her demands live, as she rails against the heroes' recent "crime spree." She offers a bounty of gold to any citizen who can capture them and bring them to the Northrup Museum of Fine Art.

Heroes watching the broadcast will note some statues behind Deuce that do not belong in the museum, subtly displayed as her trophies:

- Any hero that was defeated by a clone during Scene Two.
- The ally that provided the heroes information during Breakthrough!
- Gabriella Aguilar, a local beauty queen and singer.
- Mother Pamela, a nun famous for helping local charities.
- If any of the heroes have NPCs who are important to them, the NPCs are here.
- At the end of her broadcast, Deuce turns the news reporter to stone on live television.

Deuce demands that the heroes submit themselves to her custody. **"Surrender to me, fools! I'll take you away from this world so you can meet your proper fate, as the Timebender has decreed! Submit to my power and stop this madness!"** This is as close as she can come to saying anything concrete about Lord Minus' plan without being slain by the collar.

Deuce intends them to confront her at the museum, where she's laid down magical effects intended to transport the entire sculpture garden to Lord Minus' sanctum. By the time the heroes arrive, she has hidden at least one of the petrified NPCs that were displayed, hoping to use them as leverage. She's also invisible — heroes will be confronting one of her clones that is acting as she is. This allows her to remain safe if they are fighting mad when they arrive, and may permit her to get the drop if it comes to combat.

There are several ways to resolve this scene:

- The heroes try to pump Deuce for information. She can't share anything additional without being slain by the collar, even by telepathy or simple omission ("Don't answer if ..."). The most they might get is an emotional reaction from all the stress — Deuce is upset and traumatized. She swears to release all of the NPCs and stop all attacks elsewhere in the city if the heroes are willing to submit.

- The heroes engage her in open combat and lose. Deuce will poison or petrify them all. She'll then petrify any poisoned heroes and wait for the poison to wear off before transporting everyone (including the petrified NPCs) to Lord Minus' sanctum.

- The heroes engage her in open combat and win. Instead of the collar exploding, it will be overloaded by the blow that incapacitates her, causing irrevocably fatal feedback to begin. Deuce will have a minute or two to explain through the agony that Lord Minus intends to use the essential components of the heroes to erase them from the time line and catapult himself to godhood. She hands one hero a rod that, when broken, will trigger the transportation ritual in the museum, but is only good until sunset. Then she dies, weeping for her lost sisters. The heroes can either transport to the sanctum to confront Lord Minus, or end the scenario and do their best to clear their names here at home — Lord Minus will have to send another servant to capture them on another day, when the stars are once again right.

- The heroes submit to Deuce's power as she demands. She'll petrify them all (don't roll dice

for this), release all of the NPCs, and transport the heroes to Lord Minus' sanctum.

Scene Four: Against the Timebender

Lord Minus' sanctum is a sweeping structure of marble and ivy, set against a night sky afire with flickering celestial bodies the heroes cannot identify. Beyond, the iron-gray slopes of Mount Olympion loom. Inside the sanctum, the frigid air crackles with palpable magical energy as Lord Minus focuses his power into the structure to power the ritual.

If the heroes came on their own without Deuce, they can approach the throne room and confront the Timebender in whatever way they see fit.

If they were captured by Deuce, they will "wake up" in the throne room as Deuce removes the petrification from them. They are bound in mystically enhanced chains and cannot move until they escape the chains, which are Material 9. If the characters have any skills that would allow for lock picking or escape, they will have to test against a difficulty of 6. A moderate success releases the chains from a single hero, and other powers such as Teleport or Phasing also work.

Lord Minus is enraged and astounded at the heroes' insolence in resisting his great work. As a free action before combat begins, he calls upon the Great Hell Horde of Astalon to rend the heroes asunder! Describe how the horizon begins to glow, and the rumble of ten thousand approaching demons can be heard. The heroes have four rounds in which to defeat Lord Minus before the demon horde arrives! If Deuce is still alive, she taps a ley line and supercharges her Duplicate power — and an army of Deuces runs forth to delay the horde, providing two extra rounds for the heroes to prevail!

Lord Minus is a brutal combatant who pulls no punches and is very difficult to damage. However, characters who have any skills or knowledge of the occult and can score a major success against a difficulty 4, will notice that

much of his power seems to be bound up in four throbbing arcane crystals embedded in the arched ceiling of the ritual chamber, 50' up and spaced along the edges of a 100' ritual circle. The crystals are Material 8. Each crystal that is shattered deals Lord Minus 2 points of damage!

Aftermath

If Lord Minus is defeated before the demon horde arrives, the Timebender's magical ritual goes haywire in a cacophonous roar that blows the entire roof off of the sanctum. For a moment, the heroes mentally touch the cosmic force of Fate. They understand the full scope of Lord Minus' scheme and see how Deuce and her two sisters, Mei and Sai, were forced into slavery. They share in Deuce's impotent rage as she falls to the demon horde outside, reunited with her sisters in death.

Then the stars above stop glimmering wickedly and begin to move backward in their paths.

The heroes watch in awe as Lord Minus suffers the same fate meant for them: his fate thread is severed and his existence comes unraveled from time.

First, the rampaging demon hordes vanish. Then, any heroes defeated during the fight against Lord Minus reappear, unhurt. Finally, as time continues to rewind, Deuce and her two sisters return to the shattered sanctum with the collars gone from their necks. Clutching one another, they wave with gratitude as the heroes are swept back to their own world and their own time.

There, they find every consequence of the Timebender's villainy has been undone. The city is unharmed and their reputations are unsullied. Anyone and anything harmed during the adventure is restored to its original condition. It's a beautiful, sunny day. The heroes are the only ones who remember the Timebender's scheme.

NPC Section

Deuce

Reluctant Villain

Abilities

Prowess 4

Coordination 6

Strength 3

Intellect 5

Awareness 6

Willpower 3

Stamina 6

Powers

Affliction 3 (Poisonous Snake Hair)

Affliction 10 (Petrifying Gaze – Extra: Burst, 2nd Effect – Stunning)*

Damage Resistance 6 (Spell-Enhanced Flesh)

Danger Sense 5 (All – Around Vision from Snake Hair)

Duplication 2

Invisibility 4

Super-Speed 3

Transformation 3

*Anyone incapacitated (0 Stamina) by this attack becomes a statue. Deuce can release

victims from stone form as an action (removing all damage dealt by this power), and if she is defeated, all victims revert to their previous form (though they are still unconscious).

Specialties

Athletics

Martial Arts Expert

Stealth Expert

Weapons (Guns)

Qualities

Stubborn

Obey Lord Minus

Why is your hair... MOVING?!?

Lord Minus

Timebending Sorcerer, Demigod

Abilities

Prowess 7

Coordination 5

Strength 3

Intellect 10

Awareness 6

Willpower 6

Stamina 9

Powers

Absorption 7 (Extra: Blast)

Danger Sense 10 (Uncanny Reflexes from
Temporal Fate Twisting)

Emotion Control 5 (Fear – Doom Gaze)

Fast Attack 6

Flight 2 (Magical Levitation)

Magic 10 (Extra: Blast [Burst], Forcefield,
Telekinesis)

Teleportation 3

Specialties

Martial Arts

Occult Master

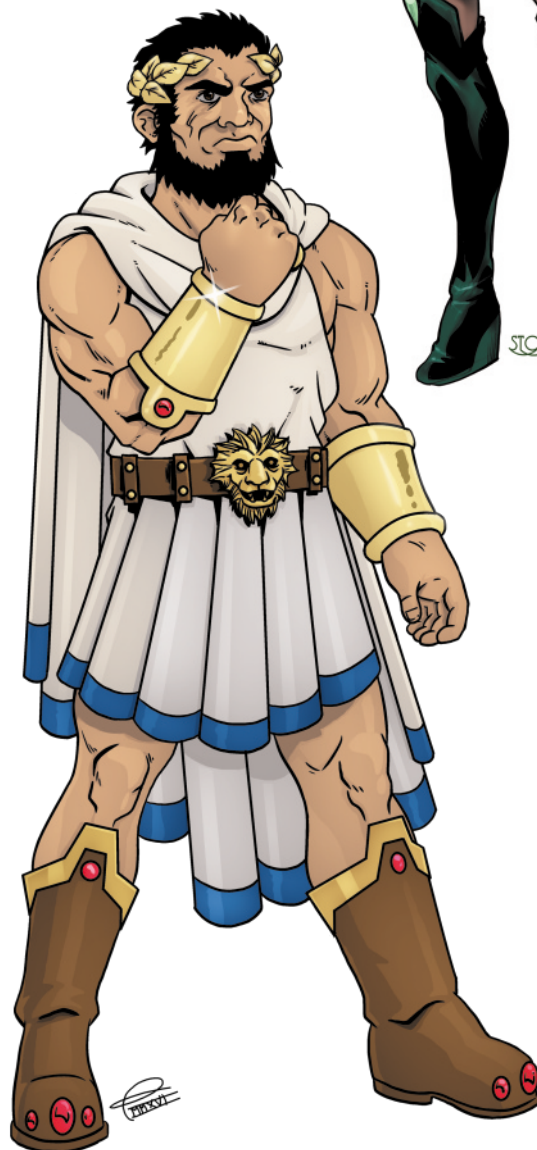
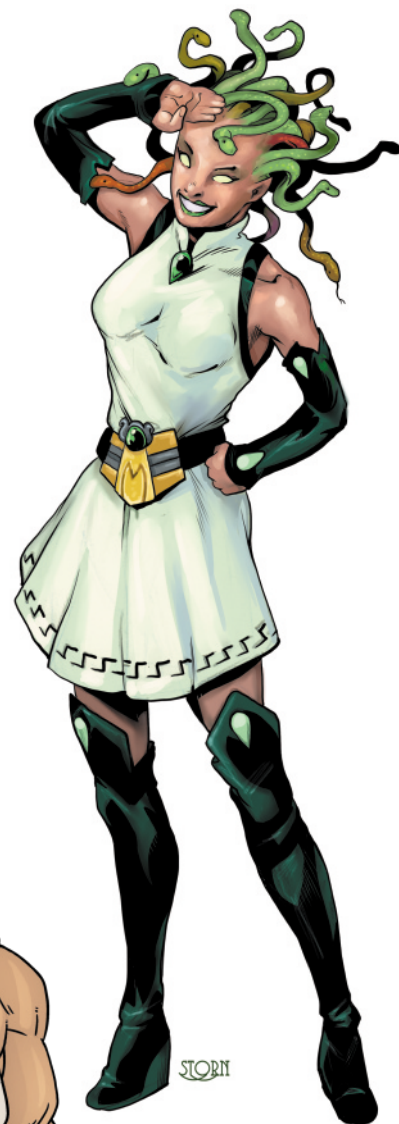
Power: Magic - Master

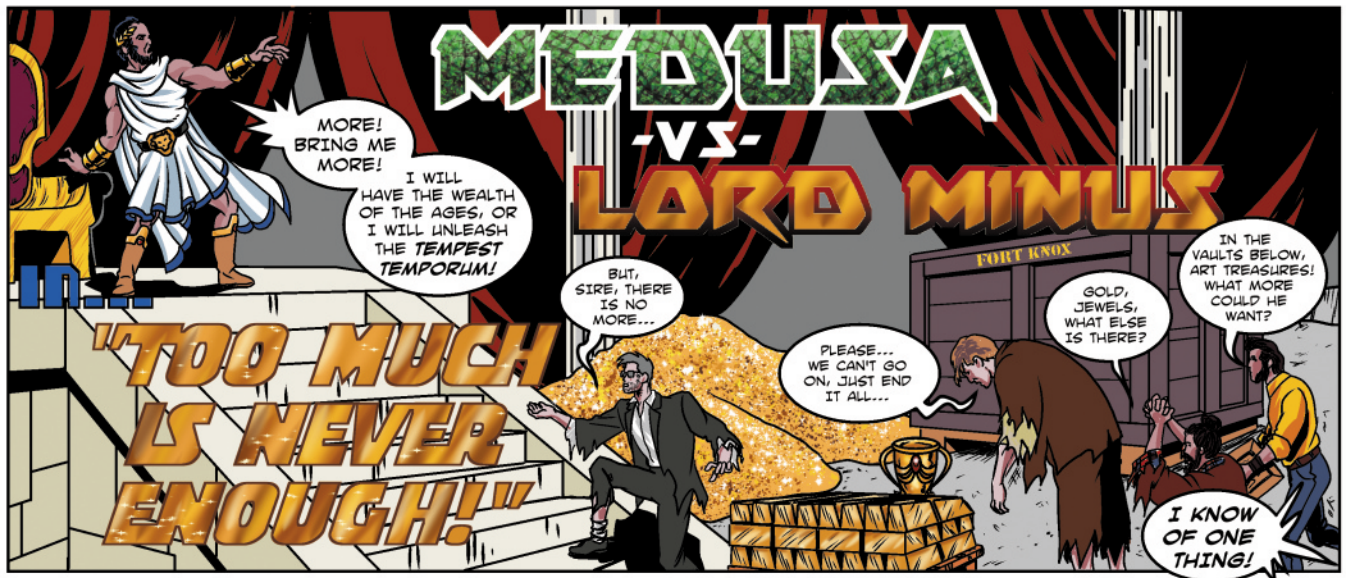
Qualities

Nerves of Steel

Best Sorcerer There Is!

Fate is at My Mercy (Lucky)





MEDUSA -VS- LORD MINUS

"TOO MUCH IS NEVER ENOUGH!"

MORE! BRING ME MORE!
I WILL HAVE THE WEALTH OF THE AGES, OR I WILL UNLEASH THE TEMPEST TEMPORUM!

BUT, SIRE, THERE IS NO MORE...

PLEASE... WE CAN'T GO ON, JUST END IT ALL...

GOLD, JEWELS, WHAT ELSE IS THERE?

IN THE VAULTS BELOW, ART TREASURES! WHAT MORE COULD HE WANT?

I KNOW OF ONE THING!



MEDUSA! THINK YOU TO THWART THE LORD OF TIME?

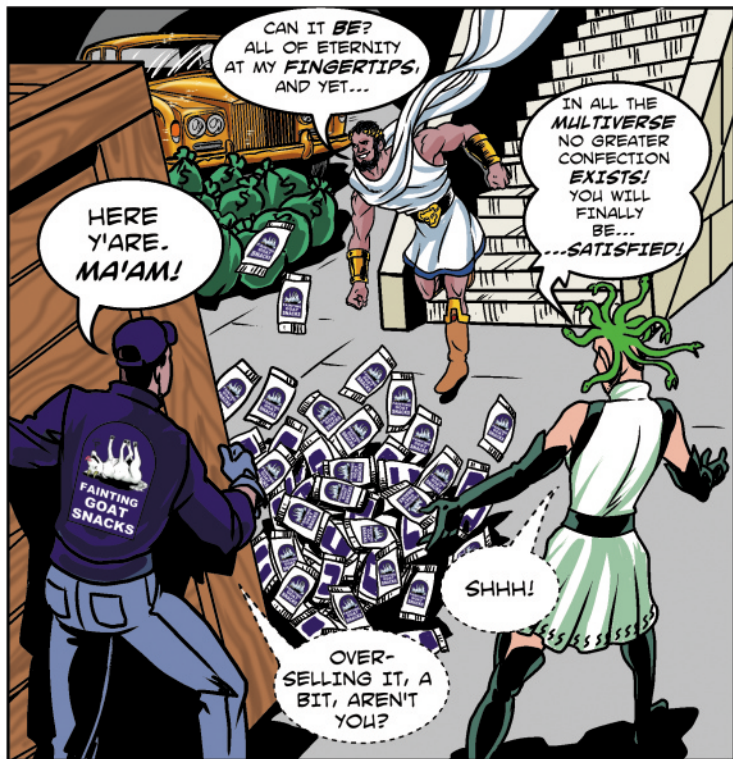
I SHALL HAVE MY DUE! NONE CAN STOP ME, DO YOU HEAR?



I HAVE WHAT YOU NEED, LORD MINUS! ALLOW THESE MORTALS TO LEAVE AND I WILL SEE YOU SATISFIED!

SATISFIED? WHAT COULD YOU POSSIBLY HAVE THAT I CANNOT SIMPLY TAKE?

BRING FORTH THE TRIBUTE!



HERE Y'ARE. MA'AM!

CAN IT BE? ALL OF ETERNITY AT MY FINGERTIPS, AND YET...

IN ALL THE MULTIVERSE NO GREATER CONFECTION EXISTS! YOU WILL FINALLY BE... SATISFIED!

SHHH!

OVER-SELLING IT, A BIT, AREN'T YOU?



ALL MINE! ALL MINE! AT LAST!

NOTHING IN THE UNIVERSE SATISFIES LIKE...

FAINTING GOAT SNACKS

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