

# THE SCARSTONE TREASURE

AN ADVENTURE FOR



∴ JODET NANEZ ∴



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This adventure requires the OVA Role-Playng Game by Wise Turtle Publishing, available from [www.wiseturtle.com](http://www.wiseturtle.com), [www.rpgnow.com](http://www.rpgnow.com), and many fine retailers.

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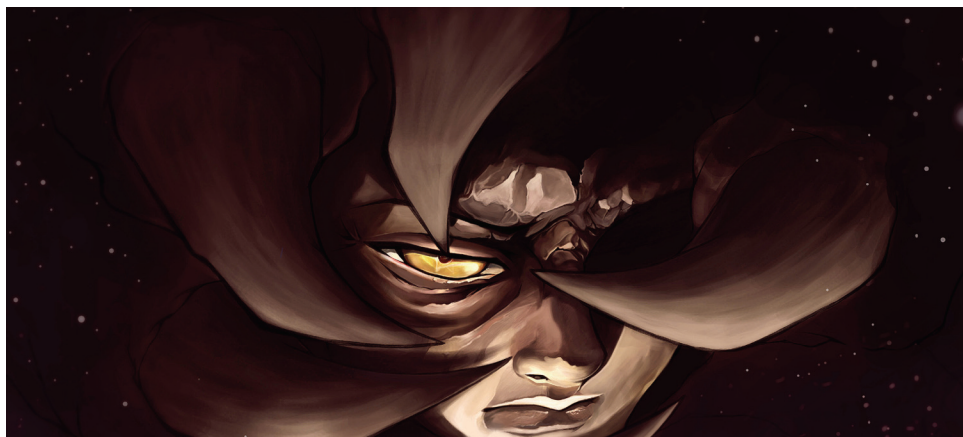


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## INTRODUCTION

Shortly after OVA's release, an adventure-writing contest was held. This product you see before you is the winner of that very contest. The only requirement was to feature one or more of OVA Sample NPC's. You may have noticed Grant Zurkrieg on the cover.

How you make use of this adventure is up to you. Though it is presented as a whole piece ready for your gaming group, feel free to tinker and take apart at your leisure. As always, having fun is the most important thing, whatever way that may be! -Clay

### GAME MASTER!

It is highly recommended that you read over this entire adventure a day or more in advance before allowing your Players to star in it. Reading it over before "going live" will give you an idea of what to expect as your Players progress through the story, allowing for smoother game-play instead of an embarrassingly not-so-fun moment of "Hold on guys, let me read what's supposed to happen..."

*Text in grey boxes can be read aloud to players. However, they are only suggestions and can be reworded as you see fit.*

### USING NPCs

There are several important NPCs in the last pages of this adventure for you to use for fights and interactions.

You should look them over and modify them if necessary. Every gaming group is

different, and the statistics provided might be too overpowering, or too weak, for yours. The Threat Value provided is always a useful guideline. For more information on TVs, please see the Game Master's Section in the OVA Role-Playing Game.

### STORY BACKGROUND

Hundreds of years ago a demon named Azag was trapped by a band of heroes and imprisoned in a ruby. The demon's essence made the precious stone unnaturally warm to the touch and was later called a Starstone. Years passed. A powerful wizard that the heroes trusted to guard the Starstone became corrupt and secretly yearned to find a way to use it for his own wicked purposes.

Investing a great deal of time in research, he finally discovered a way to use the demon's energy from within to increase his own magical powers. But before he could take the steps to attempt it, the heroes

had learned the truth and stole back the Starstone. They cut it into smaller rubies and fixed them into a decorative platinum crucifix the size of a large coin. Combined with a matching chain, the item was disguised as a necklace and lost among the hidden valuables of the heroes to prevent the evil wizard from ever finding it. Eventually, the traitorous wizard met his demise at the heroes' hands.

Fast forward to the near future.

On an ocean expedition, millionaire Grant Zurkrieg acquires the evil wizard's secret writings and the only surviving documentation of the Starstone after it was disguised. There was a drawing of the Starstone Crucifix in the document that he readily recognized; one of his company executive's children had worn it to a corporate Christmas party he attended. Intrigued, he had his researchers work on translating the language of the writings and the surviving document with the drawing. When it was done, he learned of the origins of the Starstone Crucifix and now-realizing he had the evil wizard's notes with him—the ways of acquiring the imprisoned demon's power.

The writings were not easily gained for his forces were constantly hounded by a troublesome woman calling herself Lady Tempest (AKA Arianna), who claimed she was the current guardian of the Starstone. In truth, She is a direct descendant of one of the heroes that imprisoned the demon Azag. Somewhere in history, her ancestors had lost track of the Starstone Crucifix but always secretly passed down the story of its existence (and the need to protect it) from generation to generation should one of the bloodline ever find the treasure again.

Grant Zurkrieg made preparations to find the girl wearing the Starstone Crucifix. Apparently she sneaks out at night on her own, making her an easy target for apprehension. Lady Tempest trails Grant, unnoticed, to a city's Japantown District where this adventure begins.

## STORY SYNOPSIS

The players work to find the girl Lina (AKA Evangelina Amuro), the current owner of the Crucifix, who appears to have been kidnapped by Lady Tempest. Grant Zurkrieg poses as an ally to the players but is only interested in using them against Lady Tempest.

When they all find Lina and get ready to fight Lady Tempest at the climax, they realize too late that Tempest is not the enemy. Grant intended to use the crucifix to empower himself but is backstabbed by his partner, Luna. She wanted the crucifix for herself all along and activates it...Only it wasn't magical energies to absorb that came out as all believed, but the demon Azag within.





## SCENE 1: GLASS KAT'S

This scene takes place in any modernized city, in the not too distant future. Whatever city it is, you will tell the players it has a Japantown district, which is where this scene begins.

The players are going to be drawn to this club known as Glass Kat's in the district. Game Master, it will be up to you to devise appropriate reasons to get them all there for their character types. Below are some sample hooks/prequel adventures for possible player types:

- o **Teenagers/children** can slip out of their houses, sneak or charm their way into Glass Kat's, or use a fake ID.
- o Older characters could be getting off work and want to cut-loose or party.
- o **Maybe they're meeting someone** or got a mysterious tip that they needed to go there immediately.
- o **Cyborgs and machines, psychics, and those with a strong sixth sense** may feel something unusual is happening within the building that night. Some aliens might detect familiar energies from the building.

Game Master, you should let the players have a few moments to get situated in the

club before going to *Event 1*. Let them buy some sushi/sake/mix drinks, play at the arcade, dance, mingle/flirt, perhaps even get hit on by the other club goers.

### BACKGROUND

Glass Kat's is a very popular 18+ club in downtown owned by Katrina Mizutani (AKA Kat or Ina). The club itself comes alive at 10:30pm and runs through till 2:30am. It is the only club in Japantown and the second most popular in the city. It is an extremely hot spot, being recognized and praised by many entertainment magazines.

### DESCRIPTION

Glass Kat's is the bomb. It is very spacious place and can hold a capacity of 500 people easily. The second floor lacks a center area, creating a view down to the first level dance floor. The place has great acoustics, multiple stages, rich sound and light systems, and has been the setting for more than one celebrity fashion show in its day.

There is a sushi bar on the first floor and alcohol bars on each level. There is a chill-out area for those who are resting where large screen import dancing and racing arcade machines can be played. Large

screens on the main floor have anime or computer visualizations projected on them to go with the music being played that night. Finally large, eye-catching aquariums can be found scattered around the room. Professional bouncers dressed in black with the reflective title of "Security" placed on their broad backs are stationed throughout the club.

## EVENT 1

One of the players (preferably a male one) will cross paths with a mysterious woman. She briefly makes eye contact with him/her before going on her way, heading towards the crowded dance floor. This is Arianna, but the players will come to know her as Lady Tempest.

A mysterious woman crosses your path, and the two of you briefly lock gazes. Immediately you are intrigued by her purple eyes. She has long, straight brown hair with highlights and ends that are slightly curled.

Captivated by the stranger's eyes, you don't seem to notice Glass Kat's music anymore. To you, the heart-pounding music seemed to quiet itself in respect to her presence, and, for the moment, all you can hear is your breathing as the world moved in slow motion.

**Attempts to talk with her** result in an amused smile and her displaying an engagement ring around her finger. "Respect the band," is what she says, winking before resuming her way.

**Those who merely observe her** notice that she has a very graceful walk and ignores the heads she turns as she walks among the crowd. Those who have Perceptive notice that she easily makes her way through the dancing people, fluidly weaving and side-stepping while staying her course.

**Those that try to halt her progress** will

get one warning look from her (proceed immediately to **EVENT 2** after this serious, deadly look is thrown at the offending player).

## EVENT 2

There is a commotion at the main entrance of the club. Players who are not in the chill-out area all notice it along with Arianna, who turns and fixates her attention on the source:

One of the bouncers at the entrance is sprawled on the floor and out-cold as two dark dressed men wearing sunglasses step over him. More burly bouncers tackle the intruders to subdue them, crashing into nearby plants.

On the second floor, the fire exit doors burst open as other identically dressed men barge in. The act trips the fire alarm and bells start ringing loudly. Confusion washes over everyone. Those near the men in black are fleeing and screaming, seeing the bouncers are having a hard time stopping them. Everyone else is looking around aimlessly for a fire or other clue to what the heck is going on.

The Players cannot find Arianna anymore among the chaos. There are two Men-in-Black on the 2nd floor and two in the 1st. They will appear to be searching for something, making their way towards the vicinity of the Players while doing so. They harshly knock bystanders out of their way, perhaps with a bouncer clinging onto them with an ineffective choke lock.

**Players who try to talk to the Men-In-Black** will be ignored or swatted across their face. Those struck who have weakness Frail or do not have any Tough abilities have their faces reddened or their lips cut by the ruthless attack.

**Players who want to stop them** are highly encouraged to do so! Any players

that are defeated are simply left stunned and disoriented, not killed.

*Statistics for the Men-In-Black can be found on Page 106 of the OVA Role-Playing Game.*

Some dangerous objects around the club include:

- o DJ's turntables, speakers, cables, and computers
- o Metal stools and tables
- o Alcohol bottles and various glasses
- o Plants/plates
- o Utensils for making and eating sushi
- o Pieces of broken objects such as glass or pottery
- o Spilled alcohol in contact with fire or sparks/ etc.

Keep these in mind in case your players get any ideas to use their surroundings.

It will be up to you to come up with your own dangerous objects in any of the settings that follow this Event should you feel it necessary.

## EVENT 3

As soon as the first MIB is taken out or when a few rounds of fighting have resulted in a standstill, there will be a loud crash from above:

The glass skylight ceiling of the club shatters as five Men-in-Black fall from above and land on the dance floor below, shards of glass raining down after them. The moonlight cascades down inside Glass Kat's, mingling with the club's lasers, fog, and colored lights.

There are still dozens of people scrambling around unable to get out through exits congested with frantic clubbers trying to escape simultaneously and failing in the panic.

Read the following to one of the players who saw Arianna in the beginning:

You spot the woman with the mysterious purple eyes among a group of alarmed teenagers on the dance floor, surrounded by the dark-dressed men with sunglasses that have crashed down from the rooftop. She suddenly grabs a girl nearby and her captive screams in protest.

The Men-In-Black move in at a methodical rate. In response, the woman closes her eyes in what seems like an act of concentration. Suddenly, the giant aquariums around the dance floor explode! Hundreds of gallons of water come crashing down, but they seem to have a life of their own! They smash two of the Men-in-Black into the walls while carrying the rest off along with hapless bystanders.

**Players who try to make their way to Arianna** are slowed down by the panicked people getting in their way. There is also an abundance of white haze lingering in the area as the club's fog machine malfunctions from a bounce slammed against it during the fights.

Read the following to the Player who has done the best taking on the MIB:

Another Man-in-Black that entered the building during the commotion makes its way to you. Before it can attack, it is blindsided by a metal object striking his head viciously. It was, in fact, a normal walking cane that had elongated itself to strike the Man-in-Black from a few yards away. The curious weapon struck three more times before sending him to the ground and returning to normal size in the hands of its owner, a tall man who now regarded you.

He was well dressed like everyone else in Glass Kat's (although those with a good sense of fashion will notice his suit is worth well over \$2000!), sporting a jawline

beard that connected to sideburns, and an old-fashioned bowler hat. Beneath the hat was a pair of reflective glasses that hid his eyes. The man's expression wasn't one of panic or confusion, but calm seriousness.

He points back to the dancefloor and cries, "The girl!"

GM, this is Grant Zurkrieg. He will not reveal his true identity, and neither will he reveal to the players that the Men-in-Black follow his orders. After secretly observing the players' prowess during the chaos in the club, his goal will be to earn their trust for now. (Anyone who has the ability to detect lies or deceit will not find out Zurkrieg's true nature or that of his associate, Luna. Possible explanations are that they are expert liars or have some kind of item that negates such abilities. Perhaps such an item makes Grant appear lawful when being scanned for evil intentions).

Read this to those players who saw Arianna and her control over the aquarium's waters against the Men-in-Black:

The woman with the purple eyes and the struggling girl in her clutches are the only ones left on the dance floor. Before they can be reached, the woman launches herself in flight, shooting upwards toward the gaping ceiling with her hostage. But then they vanish, both of them disappear in a puff of watery mist halfway up.

The man with the cane gathers the characters together quickly.

"My name is Grant and I have information all of you need to know immediately. Follow me."



## SCENE 2: TEMPEST STRIKE

### EVENT 4

Read the following to the players:

It has been an unexpectedly strange night. You have finally slipped out of the club and followed Grant to his limousine. Now riding in the back of a lavish stretch H2 Hummer limousine, you are not far from Glass Kat's, which is now crawling with authorities trying to assess what happened. You learn that Grant's full name is Grant Zurkrieg. *(Players who have abilities involving money or business will recognize Grant as a famous self-made millionaire economist in the financial world.)*

Your wounds have been bandaged and tended to by Grant's female driver, Luna, who has first-aid training and is now sitting behind the wheel far down in the front. Grant himself has politely offered you refreshments of your choice before getting to the heart of the matter.

"That woman you saw tonight calls herself Tempest. Lady Tempest, to be precise. But, as you can see, there's nothing lady-like about kidnapping...and murder. I was supposed to meet with a group of

bounty-hunters after they captured her but she defeated them single-handedly. An old friend was among these men and before he died, he survived long enough to tell me that she might be heading to this night club. I had no idea Tempest possessed such powers. She is...unique. But so are all of you. You are not ordinary people. You can help me."

Responses from players could vary. Your goal is to get the players to side with Grant in getting Lady Tempest. Here are some answers to possible questions from to aid you:

- o **Why were you meeting up with these bounty-hunters?** "Tempest attacked and tried to kidnap me...but I escaped. She carelessly revealed that she was going to ransom me and make millions. That was over 2 months ago and I asked my old friend if he and his team of bounty hunters could hunt her and bring her down for a price. This night, they said they located her and would have her soon. I was going to meet the hunters at our designated rendezvous

point not far from here, but there was no Tempest, only the bounty hunters' dying or lifeless bodies."

- o **Who are these bounty hunters?** "A band of ex-soldiers who have done their duty in war but could not fit in normal society. They became bounty hunters to do what they do best. Eight highly-trained soldiers...but they were not trained to face someone like Tempest. We gathered that she might be elusive and even know how to defend herself, since she was able to subdue even me during my kidnapping, but we never imagined she could possess powers of the kind we witnessed tonight." *(To players: Each of you note that although Grant is middle-aged he is far from out-of-shape with the muscular frame he has beneath his expensive clothes.)*
- o **Why do you want Tempest so badly?** "I fear for my safety...but now that she has taken someone...For the safety of all! Capturing Tempest and finding a way to imprison her is what we must do since no one else seems able to do anything about her. No, I don't want her dead. I want to find out if she is working for someone, if she is mentally unstable and just doesn't know what she's doing, or whatever else I can about her. Killing Tempest, despite what she's done, should only be a last resort. Those are the same orders I gave to my friend and his team."
- o **What about that girl she kidnapped?** *(GM, if this question somehow doesn't get asked during this EVENT, Grant will bring up this answer as an FYI to the players when they are done asking their questions)* "I recognized her, which makes getting Tempest even more urgent. Her name is Evangelina Amuro, the daughter of one of my most valuable executives. Perhaps she is to be ransomed, since I slipped through Tempest's grasp when she underestimated me. I will have the unfortunate duty of informing Lina's family what has happened after our

business here..."

- o **Who were those Men-in-Black looking guys?** "I don't know. Definitely Tempest's enemies and ours, by their hostility."
- o **Why not leave it to the police to handle this?** "Pah! They could not find Tempest for two weeks. That is when I turned to my old friend and his bounty hunters. Since they were not tied up in cases left and right, they were able to track her with their expertise in six days and observe her. I trusted them more than the police."
- o **What's in it for us?** Grant gestures to 8 black briefcases nearby. "These were for the bounty hunters; there is \$10,000 in each..." Grant puts two briefcases in front of each player. "This is for you if you come and help me. If we capture Tempest, there is an extra \$40,000 for each of you to compensate for the discovery of her powers and the increased danger. You have my word." (If certain characters are not interested in money, like aliens, robots, and supernatural beings, Grant also owns a research facility named Metelix where he can provide useful data or advanced technology at your discretion, GM).
- o **What are Tempest's powers and weaknesses?** "I know only what you know: Her ability to seemingly control water, the power of flight, and disappearing."
- o **Why us?** "Fight fire with fire. My friend and his men did not possess the advantages you have. I am most fortunate to have run into you, and I don't know where else to go to find others such as you. I need your help and so does Evangelina Amuro."

The players will be driven (or follow Grant in their rides) to a lavish 4 bedroom/ 2 bath condominium that he owns. The building is only minutes away, perfect if they are too weary to go home this late at night. They are welcomed to stay in the condo to get their rest. The place is fully stocked with

food, refreshments, an entertainment system, and hi-speed computer and net access.

Grant tells the players that he will have his men work through the next few days at tracking down Tempest and her hostage and will contact the players as soon as possible. Those players who do not have cell phones or other communication devices will be given a pager by Luna so they will know when they are being summoned to action.

The players have two days for rest and relaxation, able to spend their money if they like or do any activity that won't land them in jail (or worse). This is a perfect opportunity for characters to spend time together and get to know each other: Cute characters can go out for ice-cream (perhaps dropping it and crying or having a bird swoop down and steal the hotdog they were about to eat)...studious characters are seen pouring over books (researching or memorizing spells) or the internet...while serious characters are either gazing grimly out the window, cleaning their guns, working out, or sparring with each other.

Those searching for clues will have two tries to discover the following information by overcoming its DN. Information gained can be done by way of internet/book research or calling a favor from informants:

- o **DN 2:** Learn that the dead bodies of bounty hunters were found in an alley not far from Glass Kat's. Officers were baffled because all the deceased were either drenched in water or partially frozen. Bullet holes lined the ally walls indicating a fire fight with another force but so far the police had no leads.
- o **DN 4:** Learn that Evangelina Amuro's father is in charge of some of Grant Zurkrieg's major finances.
- o **DN 6:** Discover Evangelina Amuro's online gallery on a public art site. She is a very talented anime artist, is a fan of an artist at the site going by the name Joshiro007x, loves going out to Glass Kat's using her fake ID (she's only 16), and goes by the nickname "Lina."

- o **DN 8:** One of the players went above and beyond and patiently looked up search results under 'Lady Tempest.' After sifting through weather, comic, ship, and porn articles, the player actually found an interesting one about a marine biologist who had an uncanny resemblance to the Lady Tempest they were after.

The woman's name was Arianna Renefe and in this recent article it told of how she miraculously survived a storm out at sea while trying to do research on manta rays and other ocean habitats. It goes on listing an impressive display of honors from the schools she graduated and testimonials from the ocean scientific community.

There are no details on where she is currently residing and this is the only article that could be found.

Attempts to dig up dirt on Grant Zurkrieg reveal nothing sinister about the PCs' employer.

## EVENT 5

This occurs the morning of the third day after the players met Grant and Luna.

**To the players in the condo:** The players will wake up to (or if they are early risers, will hear) a knock on the door. It is Grant's driver, Luna. She greets the players and invites herself in to see how everyone's doing. Next, she informs all guests prepare for departure, because they are all going to Metelix Research Facility to meet up with Grant Zurkrieg. They can either take the limo with her or follow in their vehicles.

**Those who are back in their residences** are called, either by players or by Luna, and given the address of the research facility and instructions to go there. If they have no mode of transportation, Luna can pick them up in the H2 stretch limo.

**If all players stayed at their residences and not the condo:** By way of phone or text devices, they will get a message containing directions to Metelix Research Facility and instructions to go there from Luna. If they have no modes of transportation to get there, they can reply back and Luna will pick them up in the H2 stretch limo.

When players are together, proceed below:

After everyone has been gathered together, Luna takes you on a one hour trip outside the city and up the countryside. Before long, you arrive an impressive building with many reflective windows, a prominent sign reading, "Metelix," on the highest row. Luna hands each one of you a security card clearly marking you as a guest so that you may follow her in.

Metelix is a four-level building. All of you are led straight to the elevator in the lobby and Luna presses the button that will take you to the top level.

**If players ask anything about this place,** Luna only replies: "Metelix does research and development for private companies chosen by Grant Zurkrieg. I don't know anything beyond that."

The elevator beeps and the doors slide apart. Exiting with Luna, you walk down a long carpeted hall with interesting wall sculptures on either side of you. At the end is a set of metal double-doors with armed guards standing alertly as you approach. Recognizing Luna and aware that your arrival was expected, they respectfully step aside but keep their watchful eyes on you until the doors close.

You have entered into the lavish office of Grant Zurkrieg. The room has a high ceiling with shelves against the side walls. They are filled with books, some of which

you recognize as encyclopedias by the design of their spines. Stylish black lamps and wall lights decorate the place but are turned off at the moment. There is a closed door off to the side which leads to another room.

Grant is sitting behind an exotic desk made entirely out of glass and metal and looks up from his laptop to take notice of you all. Light streams in through the open shutters of the tall windows behind him as he walks around to greet you. Once again you find him in expensive attire, along with his reflective glasses and hat.

Give the players a chance to speak in case they have any news, requests, or comments to make for role-playing purposes, then move on with Grant speaking to them.

"You're here today because I have something for each of you. In the interest of better preparing you for our next encounter with Tempest, I have taken the liberty of using this company's resources to provide you with special 'upgrades...'"

Grant reaches into the inner pocket of his dress suit to retrieve a small remote which chirps at the press of a button. All of you take a few steps back as a portion of the floor unexpectedly sinks and slides away revealing an opening. Rising out of the ground is a glass display with various items that pique your interests.

GM, what these are depends on you. There is one item for every player so make sure when you describe what it is, the item is appropriate for his/her character type and also make the description interesting. Here are some examples:

- o **Martial artists:** A legendary Oriental straight sword once wielded by a historical figure.



- o **Cyborg/robots/aliens:** Special gear or chips to wear or attach to their systems or equipment that enhances them.
- o **Spellcasters and magical heroes:** Enchanted wands, rings, capes, or just about anything.
- o **Soldiers, gangsters, and the like:** Firearms with special ammo, body armor, customized weapons, etc.

These items can grant the owner extra Abilities or even boost one the character already has. It's totally up to you to choose how to go about it. It's time to put some excitement in your players.

With a press of the remote, the glass display retreats back to the floor which also resets itself to conceal its origin. Grant beckons you all to follow him through the closed door in his office which you took note of earlier. You are all inside a conference room now. A long table with rounded wood edges and multiple rolling chairs tucked around it dominate the room. There are mini microphones hanging on their wires from the ceiling and speaker-phones on top of the table as well for online meetings. Luna gestures for you all to sit, and she joins you while Grant closes the door and remains standing.

"Ladies and Gentlemen, as we are now a team, it's important for you know a little more about our operation," begins Grant. Pressing the same remote in his possession, the shutters in this conference room close and a silver screen creeps down from the ceiling. A picture of a crucifix necklace fixed with small rubies was displayed.

"When I broke the bad news to Mr. Amuro about his daughter being kidnapped and possibly used for ransom, he didn't take it well. While I was consoling him, I found out that Lina wears a valuable necklace called the Starstone Crucifix...this one,"

Grant indicates the screen image.

"Even if Tempest didn't know Lina was the daughter of one of my wealthiest employees and an easy target, she might've been after the Starstone Crucifix which is worth over a million dollars around her neck. To make things clear, that's motive to add to child endangerment." Grant lowers his head and looks off to the side to pause in thought. Then after regaining his composure he says, "I don't want another person to die...especially a child."

Players who observe Luna see that she is attentive to his every word and shows a look of resolve at Grant's display of compassion for the missing Evangelina. They are now allowed to respond to Grant's information. Answers to possible questions that might arise:

- o **What was Lina doing at Glass Kat's?**  
"Most likely she sneaked in. Glass Kat's is an 18 and up club and she's only 16. Maybe she was meeting with friends or a boyfriend...who knows?"
- o **Has Mr. Amuro called the police?**  
"Mr. Amuro called the police when he noticed his daughter was missing. I would say an hour before we met last night. Not surprisingly, the police have no leads. I told him that I knew who had taken 'his Lina' and asked him to leave the matter to me."
- o **What do we do if the police get in our way?**  
"In case we do get caught up with the police, I want you to do your best to avoid them and not get caught. We are vigilantes-operating outside the law-which isn't going to make them happy. But there's no time to play by the rules when time might be running out... especially dealing with a threat like Tempest."

Grant causes the shutters of the conference room to open automatically and the screen that you were previously viewing to turn off and hide itself again.

"If there are no further questions," he concludes, "I must get back to my work. There is a training area that you can use on the premises if you like. Luna can show y-!"

Grant is interrupted as a fiery explosion outside has suddenly rocked the building!

Players who turn to the window or run up to look at it see several black figures outside falling from above and down to the ground below. More Men-in-Black! They seem to be rushing to the main entrance of the building!

Tempest has penetrated the spacious lobby of Metelix by flinging the H2 stretch Limo inside (to make this more dramatic, if one of the players drove to Metelix in their own ride, make *that* the one that was flung instead). The vehicle is inside the lobby, smashed up against the wall. MIBs are trying to stop Tempest and the players are still unaware they are Grant's henchmen.

Grant is to lead everyone to the elevator and down to where the action is, but Luna stays behind in the office. (Those who are fast can take the stairs and be the first ones to arrive at the lobby before the rest.)

## EVENT 6

You are at the main lobby where you had first entered Metelix with Luna. The H2 limo (or player/s vehicle) lies demolished against the far wall. From the looks of it, it seems someone or something had thrown it through the entrance from the outside. You can see a few dark suited Men-in-Blacks pinned behind the wrecked vehicle, trapped and unmoving.

A dozen MIBs are in the lobby attacking the main source of all the commotion: Lady Tempest! Two Men-in-Black in the area spot you and make their way towards you.

Players will face these two MIBs and can choose to engage Lady Tempest as well. Tempest is on the ground and taking on the remaining MIBs (the number is up to you GM). She will not attack the players unless they attack her and she will not fly around to conserve her energy. Lady Tempest (Arianna) statistics are at back of this adventure.

- o **If players attack Lady Tempest:** Then Tempest will attack MIBs, players, and Grant Zurkrieg at your discretion. When a good amount of action has passed and is appropriate, she will have a scene with Grant that the players will witness: Grant doesn't hold back and attacks with his elongating cane to strike Tempest in the chest. His second attempt is dodged and she shouts at him: "I want the writings, Zurkrieg! You can forget about your plans of getting the Startstone Crucifix and the girl!"
- o **If players attack only MIBs and/or wait to see what Tempest does next:** Grant doesn't hold back and attacks with his elongating cane to strike Tempest in the chest. His second attempt is dodged and she shouts at him: "I want the writings, Zurkrieg! You can forget about your plans of getting the Startstone Crucifix and the girl!" And Tempest will attack him and any players that assaulted her so far.

Tempest will not be able to hear any characters trying to negotiate with her unless it is done telepathically (she's a little busy fighting for her life and cannot hear well). There is only time to get a few words to her but no matter what is said, Lady Tempest will not believe that the players

have any good intent and will either ignore or attack them.

After some time has gone by in the battle, tell one (or some) of the players that they notice Luna exit the elevator doors armed with an intimidating chrome rifle with a large suppressor at the tip of its barrel. She takes aim at Tempest and fires, making as much noise as a popcorn kernel popping. Tempest doesn't seem to notice until a few seconds later and shoots a ray of frost from her hands at Luna, striking her rifle. Before Luna could be frozen with it, the woman drops the weapon and runs away to find cover.

This battle ends when one side has been defeated.

- o **If Tempest wins against the players**, the Men-in-Black will drive her away and attempt to follow her. Players are slowly recovering as the sounds of distant police sirens slowly draw closer (the security guards hit the silent alarm when the Hummer limo/player's vehicle first crashed through the doors).
- o **If the players win, Tempest** will do her dramatic leap-in-the-air-and-vanish-in-watery-mist escape. Those who rush outside to try and find her see Tempest sailing through the sky away from them. When they look below Tempest, they see distant police cars drawing closer to the building (the security guards hit the silent alarm when the Hummer limo/player's vehicle first crashed through the doors).

Luna brings all of you together as Grant gives specific instructions to the guards for when the police arrive. There are one or two Men-in-Black in the vicinity but they ignore you as they seem intent on going in the direction Tempest had escaped. Bravely walking past one without any caution, Grant Zurkrieg comes to you and gives the order: "Time to go."

Grant leads you briskly into a garage at the back of Metelix. It was a receiving area for supplies and equipment but it also housed a large, curiously futuristic SUV to the side.

The garage slowly creeps open with a flick of a switch. At the command of a remote key in Grant's fingertips, the doors of the SUV slide open smoothly waiting for passengers. He tosses the remote and its keys to Luna who deftly catches them. They both take positions in the front of the vehicle while you climb in through the rear without missing a beat.

Almost instantly the tires squeal and peel out. It isn't long before you zoom by a squad of police once more.

In case the PCs start to ask questions, here are some answers that Grant will provide along the pursuit from the front passenger seat:

- o **How are we going to find Tempest?** "I anticipated that Tempest might come after me because I have... some things that might be of use to her since her kidnapping venture at Glass Kat's. I just never expected her to confront me so soon. I prepared a harmless tracking device that could be shot at her for the event which dear Luna here was able to pull off with her rifle," Grant holds up a digital assistant in his hand for you to see two blinking lights on a digital map. "We'll keep our distance for now, but we will find her."
- o **What did Tempest mean about 'The writings' during the fight?** Read narrative below.

Luna gives Grant a glance which he catches but does not respond to immediately.

"They should know...Everything," says Luna. Grant stares hard at the tracking

device a moment longer then glances at his driver uncertainly. With a resigned sigh, he turns around to speak with all of you.

"This may or may not be difficult to believe, but I will supply you with the facts I know," Grant begins. "The Starstone Crucifix is not just your ordinary expensive piece of jewelry. It is said to have mystical powers that can be unleashed...powers of evil. I have ancient manuscripts that describe a historical treasure which resembles the Starstone Crucifix and a chant that may unlock these powers. The truth is, I already knew Evangelina wore the Starstone Crucifix as long as I have known Mr. Amuro. I thought about the writings but believed they were bogus...assuming that the jeweler who crafted Lina's necklace modeled it after the legend and it was mere coincidence.

"But apparently Tempest's actions indicate otherwise. The writings are safely guarded beneath Metelix, but we shouldn't underestimate our enemy; Tempest might find a way to unleash the Startstone Crucifix's mystical powers on her own, which will lead to more lives at risk than Evangelina's and ours."

Grant, Luna, and the players will all be in hot pursuit of Tempest. There might be players with wireless access to the internet or network databases who can attempt to find information on the Starstone Necklace in the meantime (as well as those who have abilities that deal with Religion, Occult, Mysticism, Legends, and the like who will be in deep thought about the Crucifix instead of diving online for answers.) Below are DNs with recollections/search results found if successful:

- o **DN 4:** Starstone Crucifix was once worn by an arch-bishop 100 years ago.

There are pages of uninteresting detail except for one about the holy man saying the cross was always warm to the touch even when he traveled to the coldest parts of the world.

- o **DN 6:** Years ago there was a madman who claimed he was a descendant of those who crafted the Starstone Crucifix. He swore up and down that it belonged to him and no one else. His last words were shouts of warning that it wasn't an ordinary piece of jewelry, but it was all dismissed as insane ramblings. The man died a week ago.

His name was Baron Cirino, formerly a wealthy antique collector who had slowly lost his mind after a car accident claimed the lives of his entire family. He had fallen on hard times and had his possessions taken away from him to make up for the enormous debt he brought on himself. Of all his possessions, the Starstone Crucifix was the one he fought hardest to keep before being admitted to an insane asylum.

- o **DN 8:** A legend is uncovered about the Starstone Necklace in a tabloid article. It tells of five heroes hundreds of years ago who saved a civilization (now lost) by using the power of a special gem. It was an article by a comic-book shop owner who wouldn't say where he got the information from for fear of being made fun of. All he adds is that he thinks the Starstone Necklace might have been made from the same gem because he heard that the valuable mineral stays warm no matter what and the gem used by the ancient heroes was said to have the same characteristic.

The amount of time it takes to track Tempest to her hideout below is up to you, GM. It could take a few hours or a few days. The ending will take place at the Aqua Marina. Whether it is morning, noon, or night, it is nowhere near closing time and there are people still enjoying themselves in

the water theme park. Players or yourself can choose whether or not this setting seems familiar (a player used to go here, work here, fell in love here, etc.)

The Aqua Marina is a tourist attracting water theme park. It houses a variety of sea animal life: killer whales, dolphins, seals, many beautiful fish, underwater plants, and more. This is where Tempest's signal has remained for the past hour. Grant has given the order to find her and Lina when they arrive. He advises you to do your best to conceal anything suspicious (such as weapons).

It is a matter of time until you reach the main parking zones but Luna takes you past them, intent on driving to a secluded parking lot for employees only. This place brings you fairly close to where Tempest's location is according to the tracker in Grant's hand.

As the SUV approaches the employee lot, Grant spies two armed security guards by the rear entrance they need to get into. Luna stops a few dozen yards away from the area. Grant turns around, notifies the players of the situation, and **hopefully one or more will volunteer to intimidate or distract the guards**. Grant will stealthily knock them out from behind as Luna takes out the security cameras.

**If no one volunteers:** Luna will do the distracting using her attractive looks. Grant tells the others to take out the cameras as he knocks the guards out from behind.

The only way in is by sliding the guards' key cards over the wall scanner of the building. The cards will be found when the guard's bodies are searched. Other items that can be acquired: Keyrings with multiple keys to open locked doors in the Aqua Marina, handcuffs, nightstick, mace, flashlight, walkie talkie, the guards' photo IDs, and the

uniforms themselves. The wall scanner can be hacked by those who have the proper equipment and abilities at DN 8 should the need arise.

If no one considers hiding the bodies and warns that security will eventually notice the broken cameras, Grant will do so then lead everyone in.

You have now entered through the back entrance of one of the Aqua Marina's buildings. All of you are passing down a white brick corridor with pipes running along the ceiling. The humming of generators can be heard behind metal double doors with warning signs posted on them.

After weaving around a few corners, Grant stops in front of a white door marked THEATRE C. He turns off the tracking device and puts it away. Looking at Luna, she nods and brandishes a devious looking handgun from her purse. Grant calmly hefts his cane and tells you, "She's here."





## SCENE 3: THE TRUTH WILL SET HIM FREE

### EVENT 7

Grant's plan is pretty simple and straightforward: "Luna and I will take on Tempest and any cohorts she might have at her disposal, while you get Evangelina to safety. It's show time, people."

#### BACKGROUND

THEATRE C is a huge dome-like structure where people pay to come in, lie down on the comfortable carpeted floor and look upwards to watch movies projected on the enormous curved screen above. Dramatic movies about sea life and scientific expeditions are the constant genre. There are 24 people in here with Tempest lying beside Lina up front watching the movie above. Lina still has the Crucifix around her neck.

Lady Tempest has explained to Evangelina that she had to kidnap her to get her away from Grant Zurkrieg and his Men-in-Black because they were after her Crucifix. When convinced she was not in danger, Lina had agreed to lay low with her and be protected until a way could be found to deal with Grant. Lady Tempest has been taking care of Lina this whole time and today is watching a movie with her here.

It is dim inside the dome theatre with the only light source being the projected movie itself. Other than the door the players are lurking behind, the only other way out of the dome are the two entrances across from it where the audience had come in. There is no stealthy way for players to get inside the theatre unless they somehow disable the lights in the corridor (no switches are around to shut them off), open the door quietly, and allow themselves in.

If a player can somehow make the party pass through the door or teleport through it without emitting any light source or sound, that will also work. Otherwise, everyone, including Lady Tempest, will notice their entrance.

Whether boldly walking in or crashing through, players will easily spot their targets near the front of the audience. Confusion will rise among the audience at the intrusion as Lady Tempest scrambles to bring Lina to her feet and behind her.

**Let the players roll for initiative. When it's Luna's turn, she will take a shot at Lady Tempest who dodges. Evangelina lets out a terrified scream.**

As soon as that thunderous shot goes off, the audience turns frantic and tries to break for the exits. But the crowd comes to a

halt as Men-in-Black come in through the theatre entrances, barring the way!

The projector will shut off and the normal building lights will come on to illuminate the battleground.

Luna will take part in this fight shooting MIBs or Tempest-the choice is yours. She will do this up until it is time for her to get Evangelina in the designated point of the story below. Luna (Grant's Driver)'s statistics are at the back of this adventure.

### EVERYONE'S HERE...

- o **Lady Tempest** will make full use of her flight and teleporting capabilities. The innocent bystanders will cower to the sides of the dome theatre watching in awe, screaming, and/or even taking pictures. There is no way to call for help by means of phones because there is no signal in the building.

- o **The MIBs** will try to attack Tempest if she is on the ground. If she is airborne, they will climb the walls and try to drop on her and bring her down.

- o **Players** must try to separate Tempest from Lina. When that occurs, Luna will scoop Evangelina away to "safety."

- o **If in 4 rounds** they are not successful in separating the two, Grant will succeed in striking Tempest and yell "Save the girl!!" to Luna..

To one/all of the players:

You see Luna rush to the aid of the girl as Tempest is finally driven away from her.

"Come, child! Before you get hurt!" you hear the driver say to Lina. The girl hesitates but then obeys, running off to the side among the bystanders.

Zurkrieg spots them and yells, "Throw me the necklace! Quickly!"

Luna breaks the necklace off of Lina but instead keeps it, tossing the girl down on the ground in Grant's direction.

"NO!" he cries in outrage, "The power is MINE!!!"

"Did you think I was going to be your driver forever, Grant?" Luna spat bitterly. "I secretly read the writings about the Starstone Crucifix behind your back. I deserve to absorb the powers within!!"

Smoldering in anger, Grant yells, "Stop her!"

But not to you...to the Men-in-Black. The sunglass-wearing, dark-dressed men disengage their previous actions and begin to stalk towards Luna at their master's command. The woman begins muttering strange words and in seconds a red aura began to glow around her, causing Evangelina and the bystanders around to flee in terror.

Those who try to touch Luna will get jolted with magical energy and be thrown backwards. Any attempt to hurl objects or shoot at her will prove ineffective.

The excitement in Luna's eyes builds as she sees the mystic aura surrounding her. When the last words of the ancient writings escaped her lips, she waited in suspense-as with everyone else, seemingly-for the power that was to be released by the Startstone Crucifix.

Suddenly the red aura winks out of existence and the Crucifix in Luna's hands disappears in a noxious cloud of black smoke. Luna flees in panic as the smoke builds and builds where she was standing moments ago. Then a towering monster emerged from the black smoke and now it was clear: The Starstone Crucifix did not house magical powers...it was a prison keeping this creature from escaping!

"AZAG HAS RETURNED!" an inhuman voice boomed. With an exhale of its breath, fire blazes out of the demon's



mouth and causes a handful of Men-in-Black to burst into flames. The Men-in-Black guarding the entrances of the theatre leave their posts to protect Grant Zurkrieg.

An icy blast strikes the monster calling himself Azag...a shot that came from Lady Tempest. To you she calls out, "I'll handle this. Get Grant!"

*Grant Zurkrieg's statistics can be found on Pages 106-107 of the OVA Role-Playing Game.*

The millionaire villain, with his true colors revealed, will attack the players along with 2-6 remaining Men-in-Black. If Grant is defeated he will collapse to the ground too weak to fight. Players cannot kill him as in vaporize him, teleporting him to a volcano, or some such manner. (He will have a back up of some sort to cheat death).

With the exits unguarded, bystanders run for their lives, including Luna. Evangelina, however, stays inside out of concern for Lady Tempest. She will not get in the way during anyone's battle but watch in awe and suspense. Tempest will be battling Azag in the background while Grant takes on the players.

- o **If players beat Grant:** Go to EVENT 8.
- o **If characters fail to beat Grant:** Go to straight to ENDING 2 below.

## EVENT 8

Grant has been defeated. In the instant the villainous millionaire crumples to the ground, Lady Tempest is thrown past you and impacts the wall. She too falls on her knees, weak and wounded right beside him. There is no time for her concern as heavy footsteps approach. You turn to see the hulking creature, Azag, looming before you.

The monster, himself, is wounded from the fight with Tempest, but still appears formidable by the angry, golden light flaring from his eyes.

"The Crucifix..." came Tempest's voice. You see her reach out her hand and it just dawned on you that it still remained in the same spot where Luna abandoned it. Now the demon is in your way and you don't think he's going to move, even if you ask nicely.

The idea here is to get most of the players to attack Azag, drawing him away, and at least one player to recover the Startstone Crucifix while it is distracted.

- o **No Men-in-Black will interfere** if any remain. They are quickly taking Grant away to safety and aren't concerned with fighting anymore.
- o **Once the Crucifix is in Tempest's hands**, she will use a magical chant of her own to cause the treasure to weaken Azag, reducing his strength. (The way this takes shape is up to you, GM, but his writeup assumes you drop his Armor substantially.)
- o **You can make this interesting** by taking the battle outside like Azag crashes through the dome's walls and spills out into the theme park where people are still around.
- o **If Azag is defeated**, go to ENDING 1.
- o **If players fail**, go to ENDING 3.

## ENDING 1 (HEROES WIN!)

The final blow has been struck. Azag's inhuman face actually registered a look of utter disbelief. In seconds his entire body begins to turn a shade of gray and, shortly after, collapses in upon itself. All that remains of the monster is clay shards and dust.

The adventure has ended. The players still have their upgrades from Grant (but are there tracking devices hidden for Grant to keep tabs on them? Will they weaken the players at a later time or self-destruct at his whim?? It's up to you, GM!), and if the players did not leave their cash in Grant's condo, they can keep it.

- o **Lady Tempest** offers to hide the players from the police and provide them with rides back to where they need to be.
- o **She will not reveal her true name** and identity to them but will explain the legend of the Starstone Necklace which Evangelina really wants to know after seeing what just happened (see **STORY BACKGROUND** in very beginning). Tempest explains she discovered Grant had the writings and that he wanted to go after the Crucifix to gain its power. She moved fast to try and beat him to Evangelina without being killed by his hired bounty-hunters or horrific Men-in-Black. She thought, just as Grant did, that the writings would release evil magic and did not expect that it would actually release the demon within.

## ENDING 2 (ZURKRIEG WINS)

The last of you has fallen in the battle against Grant Zurkrieg. He looks at you in contempt and mutters, "Worthless." He turns his attention to the battle against Azag and Tempest. The heroine slams the monster against the wall of the theatre,

and it bellowed an angry roar. Using its powerful legs and wings, it flies upwards, crashing through the dome ceiling and escapes. Lady Tempest moves to give chase but suddenly sees Grant standing over you as well as Lina alone and helpless.

She unleashes a barrage of attacks, driving away Grant. He escapes through the back exits where all of you had come from. Grant had no intentions of fighting anymore and was in a hurry to pursue the demon Azag. Tempest stays behind to help you to your feet and check on Lina. Lady Tempest warns that police will arrive soon enough and that all of you cannot be here when they arrive.

The adventure has ended. The bad news is Grant and the lesser demon Azag got away. The good news is this could lead to further adventures, the players still have their upgrades (but are there tracking devices hidden for Grant to keep tabs on them? Will they weaken the players at a later time or self-destruct at his whim?? It's up to you, GM!), and if the players did not leave their cash in Grant's condo, they can keep it.

- o **Lady Tempest** offers to hide the players from the police and provide them with rides back to where they need to be.
- o **She will not reveal her true name** and identity to them but will explain the legend of the Starstone Necklace which Evangelina really wants to know after seeing what just happened (see **STORY BACKGROUND** in very beginning). Tempest explains she discovered Grant had the writings and that he wanted to go after the Crucifix to gain its power. She moved fast to try and beat him to Evangelina without being killed by his hired bounty-hunters or horrific Men-in-Black. She thought, just as Grant did, that the writings would release evil magic and did not expect that it would actually release the demon within.

## ENDING 3 (AZAG WINS)

The last of you has fallen in the battle against the demon Azag. He gives you a snort of contempt then lets out a roar of victory. The monster takes a mighty leap and flies skyward, crashing through the dome ceiling and escaping.

Your sights turn to see Lina helping Lady Tempest to her feet and in a few painful moments all of you are able to get back on your feet as well. Lady Tempest warns that police will arrive soon enough and that all of you should leave before they arrive.

The adventure has ended. The bad news is the demon Azag got away. The good news is this could lead to further adventures, the players still have their upgrades (but are there tracking devices hidden for Grant to keep tabs on them? Will they weaken the players at a later time or self-destruct at his whim?? It's up to you, GM!), and if the players did not leave their cash in Grant's condo, they can keep it.

- o **Lady Tempest** offers to hide the players from the police and provide them with rides back to where they need to be.
- o **She will not reveal her true name** and identity to them but will explain the legend of the Starstone Necklace which Evangelina really wants to know after seeing what just happened (see **STORY BACKGROUND** in very beginning). Tempest explains she discovered Grant had the writings and that he wanted to go after the Crucifix to gain its power. She moved fast to try and beat him to Evangelina without being killed by his hired bounty-hunters or horrific Men-in-Black. She thought, just as Grant did, that the writings would release evil magic and did not expect that it would actually release the demon within.

## LADY TEMPEST

HEROIC | 17

**BACKGROUND:**

Arianna is actually from a race of underwater aliens, but this fact is unknown even to her. She grew up as an adopted child on Earth, always thinking that she was just a normal girl until her powers developed in her teens. She is an intelligent tan-skinned marine biologist but moonlights as an occasional superhero. Her descendents were actually the heroes who imprisoned Azag all those years ago. History records them as humans and Azag as a demon, but the truth is they were all aliens from another planet. Recently, Arianna discovered that it was her responsibility to protect the Starstone Crucifix. When she learned Grant was a villain that had evil intentions for it, she went into action.

## LUNA

HEROIC | 9

**BACKGROUND:**

Luna is mainly known as Grant Zurkrieg's driver, but she is more than that. She is his personal assistant, helping run his legitimate businesses while he runs his illegal experiments, weapons smuggling operations, and other sinister deeds that the public eye doesn't see.

IMPORTANT NPCs

## Lady Tempest

Agile	+1
Beautiful	+3
Charisma	+2
Combat Skill	+2
Defense	+2
Flight	+3
Power Move	+2
Water Bullets (Accurate, Ranged, Rapid Strikes, Decreased Damage; 30 Endurance)	
Water Control (Area of Effect x 2, Extra Knockback, Ranged, Requirement: Must be Near Sufficient Water; 25 Endurance)	
Frost Ray (Ranged; 15 Endurance)	
Quick	+1
Smart	+2
Strong	+1
Teleport	+3
Unnatural Resistance	+3 (Water)
Vitality	+2
<hr/>	
Guardian	-2 (Lina)
Secret	-2 (Identity as crime fighter)
Secret	-1 (Alien heritage)
Special Weakness	-2 (Must Protect Starstone Crucifix)
Unnatural Weakness	-3 (Electricity)



## Luna

Agile	+2
Beautiful	+2
Combat Skill	+1
Filthy Rich	+1
Hobby	+3 (Business)
Human Arsenal	+2 (Guns)
Martial Arts	+2
Pilot	+2
Smart	+1
Weapon	+2 (Rifle: Ranged, Armor Piercing)
<hr/>	
Emotionless	-1
Frail	-1
Servitude	-2 (Zurkrieg)
Stubborn	-1
Weak	-1
Weak-willed	-1



## AZAG

### BACKGROUND:

A few centuries ago Azag thought that he had escape the authorities of his homeworld by fleeing to Earth. Seeing how "primitive" and behind these humans were, he played on their fears and ruled over a civilization now lost.

He was defeated by Arianna's ancestors who found him by chance. The aliens were there to observe and blend into human society to observe. On their journeys they came across the cruel Azag being worshipped as a demon king of sorts by humans in one decimated city. They fought Azag and imprisoned him in a ruby that was later called the Starstone. For more details see beginning of adventure: **STORY BACKGROUND**.

Although he has been brought back, he is weaker than his former glory so long ago and can be killed.

HEROIC | 30

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## Azag

Armor	+4
Combat Skill	+2
Defense	+2
Flight	+3
Intimidation	+3
Power Move	+3
Cursed Fire (No Attack Gesture, Ranged, Continued Damage, No Knockback; 25 Endurance)	
Fiery Breath (Area of Effect, Ranged, Extra Damage, No Knockback; 25 Endurance)	
Hex Bolts (Ranged, Multiple Targets, Redirectable, Stun, Decreased Damage; 35 Endurance)	
Quick	+3
Strong	+3
Tough	+3
Vitality	+4
<hr/>	
Arrogant	-3
Bizarre appearance	-3
Overconfident	-2
Size	-2
Special Weakness	-3 (Armor drops to +1 if Starstone used)
Unnatural Weakness	-3 (Light)



Art by [unreadable]