



THRILLING TALES

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A SIMIAN
GENIUS!

A SECRET
SCIENCE!

A FEARSOME
REVENGE!

BRANDON
JERWA

PULP VILLAINS
LORD KONGO



A SUPPLEMENT FOR
**THRILLING
TALES**



PULP VILLAINS LORD KONGO

by **BRANDON JERWA**
with **JARROD FELICIANO**

Look upon me, simple humans, and know that you stand in the shadow of your better! I am Kongo, and I am potential realized—transformed by science into something superior to man and beast alike! “There are many who will see me as a monster, and perhaps I am. But if I am a monster, it is because your kind desired a monster. Look upon your works, pathetic humans, and weep. Your reckoning is at hand, and the time of humankind is at an end. Tremble, then, before the might of Lord Kongo!”

INTRODUCTION

SOMEWHERE, A MONSTER IS on the loose—a creature of savagery forged by weird science into a terrifying force of vengeance! Strange thefts that lead to kidnapping and murder are all the work of Lord Kongo!

And woe betide any who stand against his plans for conquest... and for *revenge*.

HISTORY

The Moreau Society (their motto: “To know Man, one must study The Beast”) was founded in the 1870s by a collection of rogue scientists, all of whom had been ostracized by the scientific community for their extreme views and wild—

and often dangerous—theories, all for the purpose of developing exotic weapons.

The Moreau Society was composed of twenty lead scientists—the Science Lords—who directed the activities of the group from a secret lab complex hidden in the London Underground, a facility they called “Science City L.” In order to secure materials and funding for their activities, the Science Lords often directed the junior members of the society to leverage their concepts and prototypes to commit crimes. Blackmail, murder, and theft were all part of their arsenal.

These “lesser” scientists—dubbed the “Science Soldiers”—had been gathered from various disciplines and had joined the Society to conduct their research

unfettered by the “naive moral strictures” of conventional science. The immorality of crime was no deterrent against their extralegal activities.

By the early 1900s, the Moreau Society and its members were deemed public enemies and were being actively hunted by the London constabulary; the group closed down Science City L and travelled to coastal Africa to continue their dark works.

THE BEAST BARON

The leader and founder of the Society was Professor Kristof Magyar, a Hungarian multidisciplinary scientist whose illegal animal mutation experiments led to his ostracization from his country’s scientific community, and earned him the sinister nickname of “The Beast Baron.” By 1910, his primary work was in detecting and modifying what he termed the “Instinctual/Perceptual Awareness

PROFESSOR KRISTOF MAGYAR, “THE BEAST BARON”

ARISTOCRATIC SUPERSCIENTIST



Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Boating d6, Driving d6, Healing d6, Intimidation d8, Knowledge (Atomic Science) d12, Knowledge (Biology) d10, Knowledge (English) d10, Knowledge (Hungarian) d10, Knowledge (Russian) d8, Knowledge (Zoology) d10, Notice d8, Persuasion d8, Piloting d6, Repair d6, Shooting d6, Taunt d8

Charisma: -6; **Pace:** 6;
Parry: 2; **Toughness:** 3 (2)

Hindrances: Bloodthirsty, Mean, Small

Edges: Beast Bond (Terror Zoo), Brilliant Scientist*, Connections (Hungarian Government), Connections (US Government), Filthy Rich, Scholar (Atomic Science and Zoology)

Gear: Browning High Power Model 1935 Pistol (2d6+1, AP1) (see the *Thrilling Tales* core book, pg. 68), Custom Bulletproof Vest (Armor +2, covers torso only, negates 4 AP)



The seal of the Moreau Society. "To know Man, one must study the Beast."

Field"; Magyar posited the existence of an unseen, previously unknown energy field that linked animal consciousness, one that could, if properly manipulated, create animal servants of great intelligence—all under his personal control.

The experiments were cruel, and usually fatal to early test subjects; part of the issue, he reasoned, was the relative frailty of the cats, dogs, and rats he had used in his early experiments. Stronger, more robust animals would be called for.

Gathering a small group of hired thugs (the Macready Gang, well-known London legbreakers and organized criminals with extensive construction and dockland connections) Magyar orchestrated the theft of several larger animals from the London Zoo. Among the captured animals were an elephant, several chimpanzees, and a rhinoceros, all of which were subjected to Magyar's cruel experiments.

THE MACREADY GANG

The Macready Gang are considered Mooks for the purposes of combat (see the *Thrilling Tales* core book, p.87).

⊗ THE MACREADY GANG

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Shooting d6, Streetwise d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Brass Knuckles; Bulldog Revolver or Astra 400 pistol (both weapons found in the *Thrilling Tales* core book, p.68); Switchblade or Billy Club.



The Macready Gang. "Th' Guv says 'e wants y'to fink twice 'bout meddlin'. And what th' Guv wants? 'E gets, mate."

Special Abilities:

- *Never Shaken:* As Mooks, members of the Macready Gang are never shaken. If an attack equals or exceeds their Toughness, they are out of the fight.

These subjects survived the initial phase of Magyar's "Cognitive Enhancement" process, and showed above average intelligence as a result; unfortunately, the process also drove the poor creatures into frenzied madness and he was forced to destroy them.

The London Zoo heist also drew unwanted attention from London's police, and necessitated the Society's eventual flight to Africa. In 1911, Magyar arranged the construction of Science City X: the Moreau Society's new home on the Dark Continent.

By 1915, Science City X was established and the bulk of the Society's researchers had made the arduous steamship trip to Africa (though some of the group's members had scattered around the globe to pursue their own research). Magyar's rule of the group became total, and dissension had begun to split it apart. Those that remain in Science City X are generally loyal to Magyar (though some secretly hope to usurp his position within the Society and seize control for themselves). Few have attempted such a coup, however; the combined threat of the Beast Baron's animal soldiers and the Macready Gang are sufficient deterrent against overt rebellion.

SCIENCE CITY X

"Science City X" is the Moreau Society's new research and testing

platform. A large, multi-story structure of two intersecting "blocks" form a rough "X" shape, with a large central tower—the "X-Spire"—looming over the structure.

Science City X's annexes hold vast libraries, laboratories, living quarters, and agricultural facilities. The structure can be completely sealed off from outside contaminants, and is powered by a "Pulse Wave Regurgitating Generator"—a seemingly perpetual energy source. The PWRG is a tremendous advantage, but it also has a detectable energy emission signature—anyone who knows the proper frequency could detect the City's presence from up to 100 miles away.

The City is mobile—a series of treads along the lower foundation allow it to move, albeit very slowly, across all but the roughest terrain. The City can also be rigged for undersea travel. The agricultural bays provide ample food for sustained submersion, though air must be brought in either through exterior umbilical intake tubes or by surfacing. (Air replenishment through the umbilicals is less efficient, and after 10 days, surfacing is required.)

(See pages 8–9 for an overview of the facility.)

THE PRIMATE HUNTER

Magyar determined that higher primates would be ideal test subjects—the chimpanzees he'd "augmented" in London had shown less resistance to his techniques, and had lived the longest. Gorillas were his preference, but a secondary

"COLONEL" DIEDRIK VAN DER MOLEN

MERCENARY HUNTER AND TRACKER



Attributes: Agility d6,
Smarts d6, Spirit d8,
Strength d8, Vigor d8

Skills: Boating d6, Driving
d6, Fighting d6, Knowledge
(Africa) d6, Knowledge
(Battle) d6, Knowledge
(Hunting) d8, Notice d8,
Riding d6, Shooting d12,
Stealth d6, Survival d8,
Swimming d6, Tracking d10.

Pace: 6; Parry: 5;
Toughness: 8 (2)

Hindrances: Shellshock*,
Stubborn.

Edges: Alertness, Bring
It On!*, Dead Shot, Dirty
Fighter*, Dodge, Hard
to Kill, Nerves of Steel,
Marksman, Quick Draw,

Really Dirty Fighter*, Steady Hands.

Gear: Krag-Jørgensen M1894 Rifle (see page 7), Scope, 10 Krag
Speedloaders (50 rounds, see page 7), Bayonet, Mauser C96 Pistol
(2d6+1) (see the *Thrilling Tales* core book, p.68), Custom Bulletproof
Vest (Armor +2, covers torso only, negates 4 AP).

* Indicates a Hindrance or Edge from the *Thrilling Tales* core book

protocol blending various animal species into new hybrids was also surprisingly successful.

Once in Africa, Magyar recruited a corrupt and unscrupulous big game hunter, "Colonel" Diedrik van der Molen, as his Director of Specimen Procurement. Van der Molen led hunting teams into the jungles to gather new animals for Magyar's experiments.

SUBJECT "K"

In 1928, van der Molen's teams captured a young gorilla, designated Subject "K." The primate was young, but reasonably intelligent and generally fearless, and seemed more curious about his human captors than afraid...at first.

To test his strength and fitness, Magyar introduced Subject K to

KRAG-JØRGENSEN M1894 RIFLE (8*58R)

Range	Damage	RoF	Cost	Weight	Shots	Min Str
45/90/180	2d8	1	100	11	5	—

Notes: AP 2

- Krag Speedloaders:** The unique design of the Krag-Jørgensen rifles allow for the use of speedloaders that effectively dump 5 cartridges into the rifle's magazine. Using the speedloader allows 5 shots to be loaded as free action.



Krag-Jørgensen M1894 Rifle

other experimental products of his so-called “Terror Zoo,” a menagerie of his various animal hybrids and test subjects. “K” was forced to battle for survival against a dozen of the mutated beasts, but ultimately emerged victorious.

After a battery of tests and treatments designed to enhance his physical strength and stamina, Subject “K” was subjected to Magyar’s latest innovation—the “Brainstorm Chamber,” a device that allows one subject to absorb knowledge and intellect from the mind of another—stripping it from the “donor.”

In the case of Subject “K,” the experiments were conducted with a Science Soldier working in the Terror Zoo who “volunteered” to provide the brain.

After a series of excruciating test runs, the young primate’s intellect began to show marked growth...

but his brain grew much faster than Magyar’s scientists predicted. As the gorilla’s self-awareness dawned, so too did a cold, bottomless rage directed against his captors.

And so, Subject “K” began to plot and scheme.

SUBJECT K RISES!

Subtly coercing the various chimpanzees, orangutans, and Rhesus monkeys who shared his holding area, Subject K set his exit strategy in motion. Subject K taught the smaller primates how to pilfer keys to the holding cells, labs, and offices, and while the Moreau Society scientists slept, they crept from their prison and seized various papers and books, which “K” would read—learning how to operate Magyar’s own machinery.

Dissatisfied with his slow progress (in part due to the need to return stolen keys and papers

SCIENCE CITY X

MOBILE SCIENTIFIC RESEARCH PLATFORM

THE MOREAU SOCIETY

ANNEX-FOUR

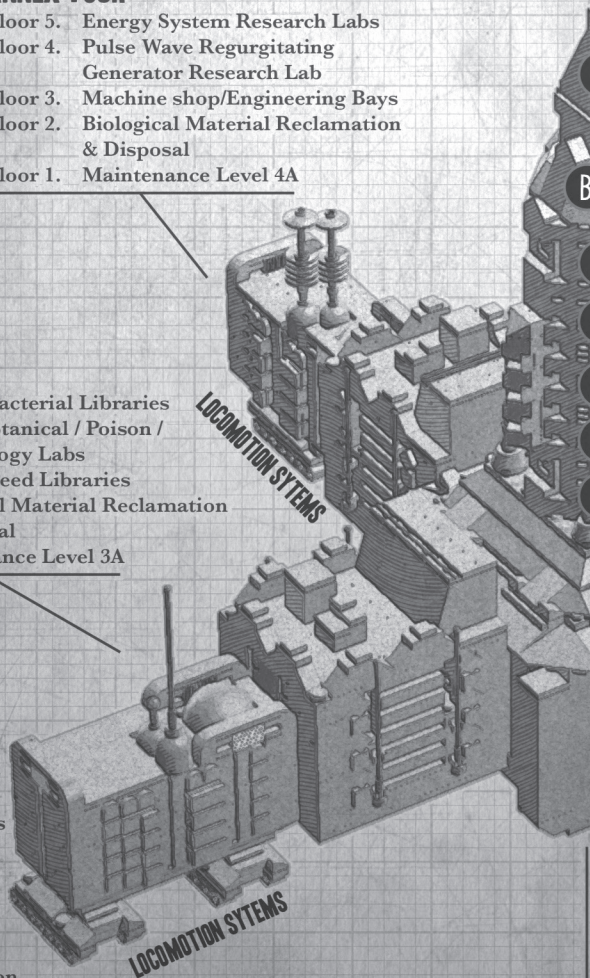
- Floor 5. Energy System Research Labs
- Floor 4. Pulse Wave Regurgitating Generator Research Lab
- Floor 3. Machine shop/Engineering Bays
- Floor 2. Biological Material Reclamation & Disposal
- Floor 1. Maintenance Level 4A

ANNEX-THREE

- Floor 5. Viral & Bacterial Libraries
- Floor 4. Exotic Botanical / Poison / Bacteriology Labs
- Floor 3. Plant & Seed Libraries
- Floor 2. Biological Material Reclamation & Disposal
- Floor 1. Maintenance Level 3A

LOWER VAULT

- Floor 9. Main Mess & Medical Facilities
- Floor 8. Science Soldier Quarters
- Floor 7. Technical/Maintenance Quarters
- Floor 6. Pulse Wave Regurgitating Generator Facility
- Floor 5. Security Barracks
- Floor 4. Armory
- Floor 3. Maintenance/Sanitation
- Floor 2. Electrical & Locomotive Systems
- Floor 1. Entry/Mustering Area



X-SPIRE

- A. Magyar's Penthouse
- B. Magyar's Personal Labs
- C. Private Dining Hall
- D. Science Lords' Apartments
- E. Science Lords' Apartments
- F. Science Lords' Personal Labs
- G. Research Libraries
- H. Computational/Information Analysis Facilities

**ANNEX-ONE**

- Floor 5. Splicing & Hybridization Labs
- Floor 4. Anatomical Experimentation Labs
- Floor 3. Zoological Specimen Storage
- Floor 2. Biological Material Reclamation & Disposal
- Floor 1. Maintenance Level 1A

LOCOMOTION SYSTEMS

ANNEX-TWO

- Floor 5. Live Subject Experimentation Labs
- Floor 4. Chemical/Compounding Labs
- Floor 3. Exotic Chemical Compound Labs
- Floor 2. Biological Material Reclamation & Disposal
- Floor 1. Maintenance Level 2A

LOCOMOTION SYSTEMS



“The infernal device crackled to life, filling the lab with an insistent hum, a noise swiftly drowned out by the pitiable creature’s howls of pain...”

by morning, in order to avoid attracting notice) Subject “K” began a more audacious strategy. While the scientists slept, “K” and his simian allies would steal into their tormentors’ chambers and—using captured sedatives to ensure their victim would not awaken—began using the “Brainstorm Chamber” at its lowest setting in order to slowly steal their knowledge—leaving them with fevered nightmares, crushing headaches, and a loss of their skills when they awoke.

THE NIGHT OF SIMIAN HORROR

As his intellect grew, so too did “K’s” anger and impatience. Frustrated with the other inhabitants of the Terror Zoo (who were comparatively simple-minded and slow-witted), he launched his escape plan.

Christmas Eve, 1929. As the Moreau Society scientists took a brief respite from their research, Subject K’s simian operatives drugged their food and drink, rendering many of them docile and lethargic.

At midnight, “K” triggered a complete breakout of all the Terror Zoo subjects, which began to rampage through Science City X. Occupied with the breakout, Magyar’s security forces did not notice—until it was far too late—that Subject K had captured a dozen key researchers and locked them up inside the Brainstorm Chamber.

Powerless to resist, the researchers watched in horror as, one by one, Subject K used the Brainstorm device—at its full capacity—to rip the knowledge and intellect from each scientist in turn, reducing each to a

drooling husk and leaving Subject K with the combined intellect of seven brilliant, ruthless, and unprincipled men.

ALL HAIL LORD KONGO!

Forced to exterminate all but the most loyal of the Terror Zoo subjects, van der Molen and his men turned their attention to the animals within the Brainstorm Chamber. Even the experienced trapper was unprepared for what came next.

As the human defenders attempted to gain entry to the Brainstorm Chamber, they were besieged by smaller primates who flung acid vials and other makeshift weapons from maintenance and ventilation ducts.

Van der Molen narrowly escaped death and retreated, rescuing Magyar and fleeing into the jungle, as the sounds of hybrids bellowing "Melt the humans!" and the dying screams of scientists and soldiers echoed in their ears. As the last remaining human inhabitants of Science City X were hunted down and killed, Lord Kongo seized control of Science City X, and piloted it into the sea.

The Moreau Society's back was broken. Subject K was no more.

In his place remained...
Lord Kongo!

A DISH BEST SERVED COLD

Of the original twenty Science Lords, only thirteen—including Magyar—remain, scattered around the globe. The bulk of the lesser members of the Society died at the hands of the Terror Zoo hybrids

during the uprising in Science City X; the bloodshed did little to sate Lord Kongo's rage, however.

Complicating matters was the relative ease with which members of the Moreau Society could detect the approach of Science City X, and so, a new base of operations was required, a remote location where Kongo could work to complete his masterwork: a handheld version of the Brainstorm Chamber—the Intellect Siphon.

After completing construction of his first iteration of the device, Kongo began to hunt down the remaining members of the Moreau Society, in order drain their intellect into his own, and finally, to set himself to the task of "subjugating the infection of humanity and preventing the further destruction of the natural world."

A side effect of Kongo's intellectual uplift is his inability to rest—his mind is constantly racing with new theories, new concepts, and new projects. As a result, he has continued to work to upgrade the surviving hybrids that remained on Science City X; many now have the power of speech and the vocabulary of school age children.

His Terror Zoo also includes new and horrible monsters of his own devising—eyeless aquatic behemoths the size of whales, with massive tentacles and gaping maws; tiger/gorilla hybrids with a thirst for raw flesh; dog-sized beetle/chimpanzee beasts that scuttle and climb and burrow into their victims; various smaller primates with enhanced abilities (small monkeys that emit deafening, glass-shattering screams, six-

LORD KONGO

VENGEANCE-DRIVEN SIMIAN MASTERMIND

Attributes: Agility d10, Smarts d12+1, Spirit d8, Strength d12+3, Vigor d10

Skills: Boating d6, Climbing d8, Driving d6, Fighting d12, Intimidation d10, Investigation d8, Knowledge (Biology) d10, Knowledge (Chemistry) d10, Knowledge (Earth Science) d10, Knowledge (Electronics) d10, Knowledge (Engineering) d10, Knowledge (Medicine) d10, Knowledge (Physics) d10, Knowledge (Space Science) d10, Knowledge (Zoology) d10, Notice d6, Piloting d8, Repair d12, Shooting d10, Stealth d6, Swimming d6, Throwing d10, Weird Science d12.

Pace: 8; **Parry:** 9; **Toughness:** 15 (4)

Hindrances: Arrogant, Berserk, Overconfident, Restless Mind (see below), Vengeful.

Edges: Acrobat, Alertness, Ambidextrous, Arcane Background (Weird Science), Brawny, Brilliant Scientist*, Fleet-Footed, Failsafe*, Font of Information*, Gadgeteer, Jack-of-All-Trades, Improved Rapid Recharge, Killer Instinct, McGyver, Mighty Blow, Mr. Fix It, Rapid Recharge.

Weird Science Gadgets: Intellect Siphon (see page 15), Concussion Grenades (Stun), Cerebral Shield (see page 16), Telescopic Power Goggles (Farsight), Phosphor Grenades (Blind), Power Armor Breastplate (Armor: +4 Toughness), Repulsion Grenades (Havoc)—30 Power Points.

Special Abilities:

- *Bite or Punch:* Str+d6.
- *Brachiation:* Lord Kongo can move through trees at Pace 6.
- *Fleet-Footed:* Kongo rolls d10s instead of d6s when running on all fours.
- *Improved Frenzy:* Lord Kongo may make two fighting actions each round with no penalty.
- *Large:* Attackers add +2 to any attack rolls directed at Lord Kongo.
- *Low-light Vision:* Lord Kongo ignores attack penalties for Dim and Dark lighting.
- *Pounce:* When forced into physical combat, Lord Kongo can pounce on his prey. He can leap 1d8" to gain +4 to his attack and damage. However, his Parry is reduced by -2 until his next action.
- *Unwavering:* Lord Kongo get +2 to recover from being Shaken.
- *Sharp Senses:* Lord Kongo's keen senses provide him +2 to all Notice rolls.
- *Size +3:* Increase Toughness by +3. Kongo is 7-foot tall and 1,000 pounds.

* Indicates a Hindrance or Edge from the *Thrilling Tales* core book.



"His mind raced wildly, coursing with strange new theorems, horrifying equations, and bizarre machineries, a torrent of raw innovations. Above it all, though, was the burning, unquenchable thirst...for vengeance."

NEW HINDRANCE

RESTLESS MIND (MAJOR)

Your character's overactive mind is constantly working in some capacity, analyzing and assessing, plotting, scheming, or dreaming up new ideas and possibilities. As such, you are often tired, calculating odds, or flat out indecisive.

A hero with this Hindrance draws an additional Action Card in combat and acts on the worst of the two. Characters with this Hindrance may not take the Level-Headed or Improved Level Headed Edge.

This Hindrance does not affect Initiative for large groups.

armed orangutans with pulsing spider venom sacs); and other horrors.

Ironically, Lord Kongo feels no kinship with these "lesser" animals, and his own experiments upon them are no gentler than

those of Professor Magyar. As a result, factions within his own army of Moreau hybrids have begun to develop, with the primates tending to side with Kongo, and the other subjects growing increasingly resentful.



THE INTELLECT SIPHON

WEIRD SCIENCE GADGET

The prototypes of the handheld version of the Brainstorm Chamber took several standard “ray gun” shapes. Such forms, however, meant Kongo’s masterpiece weapon might at some point be out of his reach. And this would not do.

The Intellect Siphon’s final form is a sleek, silver demi-gauntlet made to fit the huge wrist and hand of Lord Kongo. In this way the Blaster is always ready to use, and his hands and fingers are free to tinker with his latest gadget or crush his enemies to bloody pulp.

A long, flexible titanium cable snakes its way from the rear of the demo-gauntlet, up his arm, and connects to The Cerebral Shield (see pg. 13). The cable and crown transmit intellects stolen by the Intellect Siphon directly into Kongo’s brain.

INTELLECT SIPHON (WEIRD SCIENCE GADGET)

Range	Damage	RoF	AP	MinStr	Burst	Weight
Cone Template	Special	1	—	d8	Cone	30

- Notes: Ignores Armor but not cover.

The wielder of the Intellect Siphon makes a Shooting roll at +2. Anyone caught in the cone template must make an opposed Spirit roll equal to or greater than the attacker’s Shooting total. Doing so means they have resisted the brain drain and are unaffected.

Those who fail suffer a permanent 1 die reduction in Smarts and all linked skills (or a permanent 2 die reduction on a raise). If a victim’s Smarts is reduced to zero, their brain becomes that of a moronic child.

Each die of Smarts stolen by the Intellect Siphon permanently increases Lord Kongo’s Smarts by +1 point (for example, from 1d12+1 to 1d12+2). There is no upper end to this bonus point advancement.

THE CEREBRAL SHIELD

WEIRD SCIENCE GADGET

Kongo wears a titanium Pschent upon his brow. While the crown mimics the appearance of the Double Crown of Ancient Egypt, it is laced with a labyrinth of complex circuitry. This helmet protects Kongo's ever-so-important brain, nullifying any Called Shots to his cranium via a localized force field. Also, it blocks attempts at Mind Reading and Mind Control (including the Puppet power).

THE TERROR ZOO

SOME SAMPLE STATS FOR THE TERROR ZOO FOLLOW, but the GM is encouraged to create a slew of strange hybrid creatures of her own devising. (Since Magyar has not yet been able to work out all of the kinks in his experiments, all of the subjects in the Terror Zoo have the Berserk edge.)

SPECIES 0971: SONAR KRAKEN

The Sonar Kraken is a gargantuan whale-like creature, with hundreds of massive writhing tentacles ringing its body.

⊗ SONAR KRAKEN

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+8, Vigor d12

Skills: Fighting d10, Notice d6, Stealth d6, Swimming d10

Pace: 12; **Parry:** 7; **Toughness:** 24 (6)

Edges: Berserk, Bring It On!*, Danger Sense, Improved First Strike, Improved Sweep.

Special Abilities:

- *Aquatic:* The Sonar Kraken breathes water, and can swim at Pace 12.
- *Fear -4:* The sight of the Sonar Kraken elicits a Fear check at a -4 penalty.
- *Gargantuan:* Opponents get a +4 to all attack rolls.
- *Size +10:* The Sonar Kraken is 100 feet long and over 200 tons in weight. Its tentacles are each over 20 feet long.

- *Sonar:* Using its namesake sonar, the eyeless Sonar Kraken can “see” in complete darkness and ignores all lighting penalties. The behemoth cannot be surprised while underwater as it immediately senses the location of any creature swimming in a 24” proximity.
- *Tentacles:* Str+d12 Damage. A Sonar Kraken may make up to four tentacle attacks each round. These tentacle attacks count as Heavy Weapons.

On a raise, the creature has grappled the victim. A grappled victim’s only possible action is attempting an opposed Strength roll each round to escape. Once grappled, the Sonar Kraken does its Strength damage automatically in crushing damage.

A tentacle can be severed if it is dealt 24 points of damage in a single attack. If the tentacle is currently grappling someone, a roll of 1 on the attack die indicates the grappled victim is struck instead.

- *Tough Hide:* Armor +6. The thick hide of the Sonar Kraken counts as Heavy Armor. As such, they can only be hurt by Heavy Weapons.

* Indicates a Hindrance or Edge from the *Thrilling Tales* core book.

SPECIES 0406: GORETIGER

A carnivorous centaur-like hybrid comprised of the body of a tiger and the torso, head and arms of a gorilla.

⊗ GORETIGER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d8, Notice d6, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Edges: Berserk, Combat Reflexes

Special Abilities:

- *Claws/Fists:* Str+d6.
- *Fleet-Footed:* Goretigers have a Pace of 8 and roll a d10 for running.
- *Low-light Vision:* Goretigers ignore attack penalties for Dim and Dark lighting.
- *Multiattack:* Goretigers can attack with their front claws and both fists in a single round with no penalty.
- *Pounce:* Goretigers can pounce on their prey. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- *Size +3:* Goretigers weigh over 1,000 pounds and stand over seven feet tall.

SPECIES 1218: BURROWING MONKBEETLE

A strange cross between a chimpanzee and a giant beetle, the dog-sized Burrowing Monkbeetle lays hundreds of eggs in the corpses of their victims, from which their spawn simultaneously burst forth and scatter in a grotesque display after 1d6 days of gestation.

⊗ BURROWING MONKBEETLE

Attributes: Agility d6, Smarts d6(A), Spirit d4, Strength d6, Vigor d4

Skills: Climbing d8, Fighting d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 6 (4)

Edges: Berserk

Special Abilities:

- *Armor +4:* The Monkbeetle is covered in a hard chitinous shell.
- *Bite:* Str+d4.
- *Burrow:* Pace 6. Monkbeetles can disappear and reappear on the following action anywhere within 6".
- *Fleet-Footed:* Roll a d10 when running instead of a d6.
- *Size -2:* Monkbeetles are typically less than a foot in height.
- *Small:* Attackers subtract 2 from their attacks to hit.

SPECIES 0430: FUR SCREAMER

Derived from howler monkeys, Fur Screamers possess a devastating sonic attack. Initially, they appear no different than their original species, but when employing their "scream," their mouths open extraordinarily wide, revealing quivering, undulating interior structures that vibrate wildly.

⊗ FUR SCREAMER

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d4, Vigor d4

Skills: Climbing d8, Notice d6, Swim d6, Throwing d8

Pace: 8; **Parry:** 2; **Toughness:** 3

Edges: Berserk

Special Abilities:

- *Bite:* Str+d4.
- *Brachiation:* Fur Screamers can move through trees at Pace 8.
- *Hurl:* Fur Screamers hurl stones from the branches of their trees lairs. These stones cause Str+d6 damage if they are above their target, or Str if the Fur Screamer does not have the high ground. Range is 5/10/20.
- *Low-light Vision:* Fur Screamers ignore attack penalties for Dim and Dark lighting.
- *Scream:* The wail of the Fur Screamer fills a Medium Burst Template centered on the creature. Any nonmagical crystal, glass, ceramic, or porcelain objects in the area of effect are instantly destroyed, exploding into thousands of glistening shards.
Characters within the Template must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2 and also results in a -2 penalty to hearing-based Notice rolls for the target until they recover from being Shaken.
- *Size -1:* Fur Screamers are small, approximately two to three feet tall.

SPECIES 1128: ARACHNOTAN

A hideous cross between orangutans and specially-bred man-sized black widow spiders, Arachnotans are six-armed simians with the poisonous venom of their arachnid heritage.

⊗ ARACHNOTANS

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d8

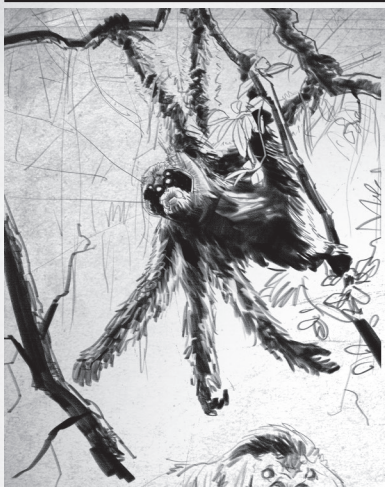
Skills: Climbing d12+2, Fighting d8, Intimidation d10, Notice d6, Shooting d10, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 7

Edges: Berserk, Combat Reflexes

Special Abilities:

- *Bite/Claws:* Str+d4.
- *Brachiation:* Arachnotans can move through trees at Pace 6.
- *Fleet-Footed:* Arachnotans roll d10s instead of d6s when running on all eight of their limbs.
- *Low-light Vision:* Arachnotans ignore attack penalties for Dim and Dark lighting.
- *Multiattack:* Arachnotans can attack with up to four of their claws and a bite in a single round with no penalty.
- *Size +1:* Arachnotans stand between five and six feet tall and weigh over 250 pounds, with an arm span of seven feet.
- *Venomous Bite (-4):* Victims of an Arachnotans bite must make an immediate Vigor roll at -4. Failure causes death in 2d6 minutes. Success causes 1 wound and Exhaustion.
- *Wall Walker:* Arachnotans can walk on vertical surfaces at Pace 8.



Goretiger



Maclinotan



Sonar Kreaken



Burrowing Monkbeetle

THE LOST ISLAND OF KURA-BUTO

AFTER SEIZING SCIENCE CITY X, Lord Kongo—using various navigational charts and esoteric current- and wind-detection apparatuses—set sail for a new base of operations: an uncharted island far from the coast of North Africa, named *Kura-Buto*.

The island has a small population of approximately 175 tribespeople, and is situated well distant from normal shipping and trade routes. Untouched by civilization, the arrival of Science City X was of apocalyptic religious significance to the Tuvana—the island’s native tribe—who believe Kongo to be one of their ancient gods reborn.

A TOUR OF KURA-BUTO

Kura-Buto is a small (roughly 275 square miles) volcanic island. Powerful winds and turbulent currents make it difficult to approach by air or sea, and often conceals the island in thick fog.

The climate is unusually warm, and thick jungle dominates the island. High cliff walls of volcanic glass and cooled lava ring Kura-Buto—scaling the cliffs is a difficult task, and an important part of the Tuvana coming-of-age rituals. At the base of the cliffs lies black sand beaches studded with sharp obsidian outcroppings—this is no island paradise.

In the center of the island stands *Bajanna Etomi* (“God King Mountain”)—a volcano shaped by wind and time and the religious rites of the island’s inhabitants

into a shape resembling a resting gorilla. The Tuvana’s primary deity is *Akkako Lomassa*, “The King Ape.”

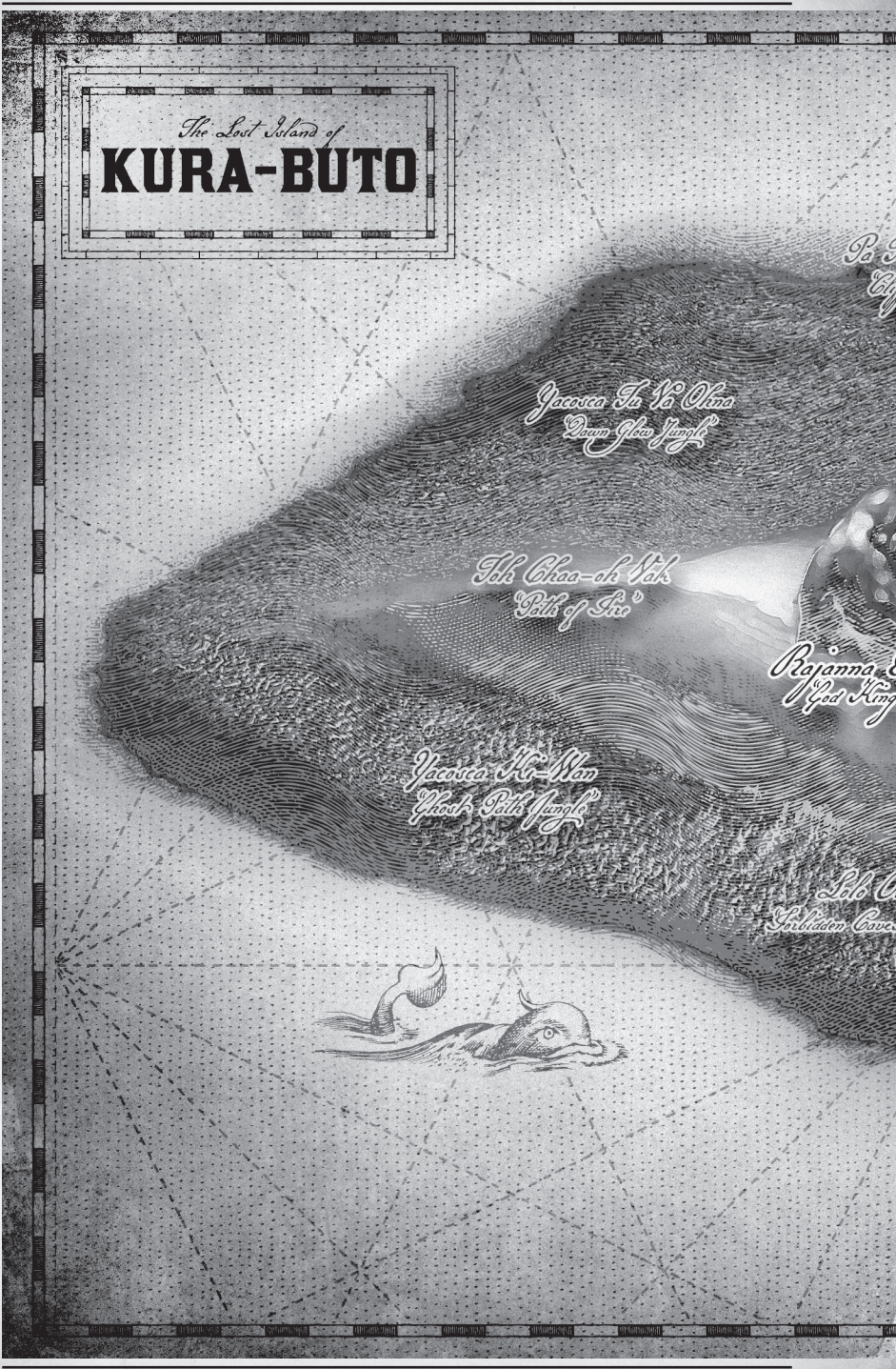
Though there has been no eruption in centuries, *Bajanna Etomi* is still semi-active, occasionally belching smoke and fire, which the Tuvana consider a barometer of their gods’ capricious moods.

Gojo Pai Barjola, the “Bay of Monsters,” is a narrow inlet on the island’s eastern shore, and is one of the few places for a sea vessel to put ashore. It is, however, closely monitored by the Tuvana tribe, who have placed various snares and traps along the obvious land routes.

The Tuvana believe ancient sea demons live in and around the inlet—a belief strengthened by Kongo’s arrival, and the *Sonar Kraken* (see pg. 17) that now lurk beneath the waves.

To the south of the volcano lies *Omo Ko Pah Kini*, the “Sacred Valley of Mists.” The valley descends toward the southern cliff wall of the island, and—due to the number of magma vents, and the strange weather patterns—is always cloaked in a cloying mist. Strong winds create a mournful howling sound from the various vents and lava tubes, which the Tuvana believe to be the voices

The Lost Island of
KURA-BUTO



*Pa To
Cliff*

*Yacosa Tu Ya Olma
Down Yea Jungle*

*Tik Cha-la Tik
'Path of Sun'*

*Rajanna, E
Yood King*

*Yacosa Ho-Wan
Thook Path Jungle*

*Lob On
Sulistan Caves*







They moved swiftly and eerily silent, leaving almost no trace of their passage. At times, they seemed to be part of the jungle itself—like long-forgotten prehistoric ghosts...

of their departed ancestors.

Pa Toko La Osa, the “Cliffs of Pearl” dominate the northeastern coastline. Tuvana pearl divers enter the sea by leaping from the cliffs, where they harvest massive pearls from an unknown species of oyster. The Kura-Buto Oyster is roughly 30 feet in diameter, and can produce grapefruit-sized pearls.

Toh Chaa-oh Vah, the “Path of Fire,” is a ridgeline that descends from *Bajanna Etomi*, and is a primary flow path for lava expelled by the volcano. It is a desolate, black-glass wasteland; the ground is hot enough to start small fires, and near the base of the volcano, vents emit foul-smelling vapors from beneath the surface. It is considered sacred ground by the Tuvana, and only the tribal leaders are allowed to walk the Path of Fire.

Lolo Omatusu Ka, or the “Forbidden Caves of the Lost Tribe,” is also sacred, forbidden ground. A series of difficult-to-find caves are the resting place of the bones of the ancient dead—possibly victims of

a plague brought to the island by a shipwrecked trading crew.

Yacosca Tu Va Ohna and *Yacosca Ki-Wan* (“Dawn Glow Jungle” and “Ghost Path Jungle”) are hunting grounds favored by the Tuvana, and are populated with various birds, lizards, and primates—most of which are uncatalogued and undiscovered by Western science.

THE TUVANA TRIBE

Kongo’s loyal followers are the Tuvana, a primitive tribe whose lineage traces back to the 1100s, and possibly earlier (though somewhat heretical tribal legends hint at an origin in pre-history, when their ancestral kingdom fell beneath the ocean waves and a paltry few survivors either fled beneath the surface of the earth, or set sail to find a new homeland).

The Tuvana are likely descended from a shipwrecked Portuguese trade convoy that fell to the massive storms and difficult currents surrounding the island

WHERE DID THE TUVANA COME FROM?

Gamemasters have a few options in how to develop the Tuvana during play. The simplest implementation is that the Tuvana are, as stated in the text, a dying culture that developed over centuries after hopelessly lost sailors were marooned on Kura-Buto due to navigational mishap or other similar catastrophe.

Alternately, the marooned crew may have been pirates or mutineers whose ship was infected with a disease or plague; when the officers attempted to cleanse the ship of the sick and dying, they rebelled and found themselves on Kura-Buto—which was already populated by a prehistoric people. The island's inhabitants could have employed unique local plants and herbs to cure the disease, and those already dead were interred in the *Lolo Omatasu Ka* caves; over the centuries, as the marooned crew interbred with the local tribe, language and folklore evolved into the current Tuvana culture—one with legends of the original crew's lost treasure being housed in the caves, and protected by an ancient curse. PCs who venture forth to locate the treasure might reawaken a dormant plague—the so-called “curse.”

Another possible origin for the Tuvana is that they are of Atlantean descent; as the ancient kingdom disappeared below the ocean, a small group fled via ship, ultimately finding Kura-Buto. GMs who have purchased *ADM3230 PULP VILLAINS: “The Subterranean Monarch”* could consider the Tuvana to be an offshoot of the “Mantle Men” culture. As a crossover of sorts, perhaps Kura-Buto could be accessed via underground tunnels created by the Subterranean Monarch and his drillmobiles, or the channels carved into the bedrock by Magma Worms. Could the Monarch and Lord Kongo form an unholy alliance? Or will they clash, and spark a world war below the surface of the Earth?

(given Kura-Botu's remote location and isolation). The descendants of the survivors ultimately fell to savagery, and lost all but the barest fragments of written language. Doomed to ultimately collapse and die off from inbreeding and deprivation, the Tuvana are fatalistic, laconic, and suspicious by nature.

Though primitive and cut off from civilization, the Tuvana are highly

intelligent and crafty, and are growing increasingly interested in visiting the “modern world.”

There are roughly 100 adult males in the tribe, and around 75 women and children. The majority of the males are skilled fighters, with a small percentage of that number focusing their efforts on tribal medicine and, in some cases, flirtations with arcane sorcery.

PULP VILLAINS: LORD KONGO

Their society is primitive, so the women and children are kept as far from conflict as possible. Male children are brought up as warriors, with some beginning their training almost immediately after they learn to walk and talk.

The Tuvana are usually armed with native weapons, ranging from swords, spears, and shields to slingshots and bola-type implements.

TUVANA WARRIORS

The Tuvana tribesman are considered Mooks for the purposes of combat (see the *Thrilling Tales* core book, pg. 87).

X TUVANA WARRIORS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d4

Skills: Fighting d6, Notice d6, Survival d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Hindrances: Anemic, Illiterate, Savage*

Gear: Short Sword and Shield (40%), Spear and Shield (60%), Sling or Bola (100%)

Special Abilities:

- *Inbred:* Generations of inbreeding have left the Tuvana tribe with lower Smarts and Vigor Attributes than standard Mooks. In addition, they suffer from the Anemic Hindrance.
- *Never Shaken:* As Mooks, Tuvana Warriors are never shaken. If an attack equals or exceeds their Toughness, they are out of the fight.

* Indicates a Hindrance or Edge from the *Thrilling Tales* core book.



Jadu of the Tuvana.

JADU

Kongo's human lieutenant, Jadu, is the most revered warrior in the Tuvana tribe, and the first of his people to encounter Science City X. Once Kongo assumed control of the tribe, he boosted Jadu's intellect with the Intellect Siphon, but not to a degree that would make him a threat to Kongo's authority. Jadu now speaks English, in addition to his native tongue; he can also captain a modern maritime vessel, and even perform fairly advanced mechanical repairs and improvements, thanks to Kongo's teaching.

Jadu is an exceptionally skilled hunter, tracker, and warrior. Despite being subordinate to

both Kongo and the tribe's former leader, Takka Manda, Jadu's opinion has always carried considerable weight with the Tuvana people. In addition to an array of tribal weapons, Jadu also skillfully wields an electric staff, created by Kongo. (See below.)

Jadu is considered a Henchman for the purposes of combat (see the *Thrilling Tales* core book, p.87).

⊗ JADU

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d10

Skills: Boating d8, Fighting d10, Knowledge (Battle) d6, Knowledge (English) d6, Notice d8, Repair d6, Riding d6, Shooting d8, Stealth d10, Survival d8, Swimming d8, Throwing d8, Tracking d10.

Pace: 6; **Parry:** 9; **Toughness:** 7

Hindrances: Anemic, Loyal (to Kongo).

Edges: Alertness, Block, Counterattack, Danger Sense, Dodge, Gadget (Electric Staff)*, Improved Block, Mighty Blow, Quick, Woodsman.

Gear: Electro-Staff (as Damage Field, see below.)

Special Abilities:

- *Inbred:* Thanks to Kongo's mental tinkering, Jadu's Smarts and Vigor Attributes no longer suffer the ill-effects of his ancestor's inbreeding. He does, however, still suffer from the Anemic Hindrance.
- *Wild Die:* Jadu is considered a Henchman and as such rolls a Wild Die along with his Trait die when making tests, taking the better result of the two.

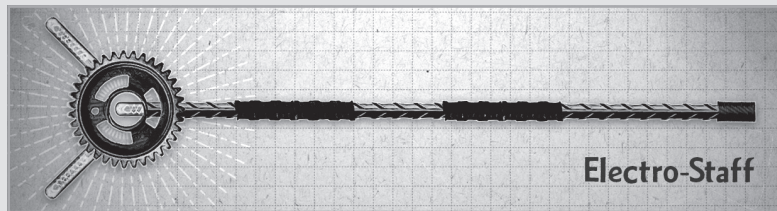
* Indicates a Hindrance or Edge from the *Thrilling Tales* core book.

ELECTRO-STAFF

WEIRD SCIENCE GADGET

Anyone struck by Jadu's Electric Staff takes Str+2d6 electrical damage (2d8 on a raise). The Staff's wielder may also simply touch an opponent (+2 to Fighting) and inflict 2d6 electrical damage only.

Type	Damage	Weight	Cost	Notes:
Staff	Str+2d6	10	N/A	Parry +1, Reach 1, 2 hands, AP 2



THE SAD FATE OF THE S.S. EAGLEHORN

Once established on Kura-Buto, Lord Kongo required a means of covertly traveling to other ports of call, lest the surviving Moreau Society members detect the energy signature of Science City X.

Kongo developed a number of “radio lures,” simulated distress call broadcasters that he attached to his marine Moreaus and dispatched hundreds of nautical miles away, to the nearest sparsely-traveled shipping lanes.

After several attempts, the lures succeeded in attracting the S.S. *Eaglehorn*, a tramp steamer bound from England, captained by Wallace M. Cooper, an experienced mariner. Once the *Eaglehorn* had moored in Kura-Buto’s “Bay of Monsters,” the Tuvana succeeded in drawing Cooper and his command crew to land.

Distracted at the possibility of having discovered a previously-unknown culture and island, the captain did not notice—until it was far too late—the bizarre

S.S. EAGLEHORN

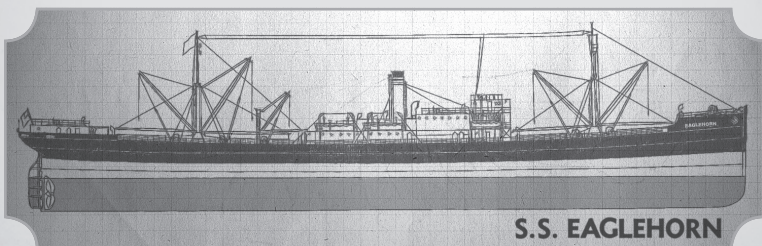
MODIFIED COMMERCIAL FREIGHTER

The *Eaglehorn* has been modified by Lord Kongo; passenger and crew accommodations have been converted into cells, Moreau pens, and small experimental labs and machine shops; companionways have been widened to allow Kongo to move through the vessel (at the cost of cargo space); and the coal-powered steam engines have been replaced with compact versions of the Pulse Wave Regurgitating Generators that power Science City X. (This makes it possible to detect/track the *Eaglehorn* from up to 15 miles away, if one possesses the necessary knowledge and equipment).

Acc/TS: 3/10

Toughness: 15(1)

Crew: 27 (12 Moreaus; 15 Tuvana)



menagerie of monstrous creatures that crept aboard his ship, seizing his passengers and cargo. Nor did he notice when the Tuvana quietly surrounded his landing party, until they were subdued and restrained.

Using the captives as mental “fodder,” Kongo extracted Captain Cooper’s maritime knowledge, and placed it in the strongest human tribesman on the island,

Jadu, who now serves as Kongo’s primary lieutenant.

With control of the *Eaglehorn*, crewed by a mixture of Moreaus and Tuvana—and the installation of numerous automated navigational systems of his own design—Kongo can travel in secret to continue the hunt for his prey.

ADVENTURE HOOKS

TOO CLOSE TO KONGO ISLAND

The PCs are hired or recruited by an interested party—an insurer for a shipping concern, for example—to track down the missing S.S. *Eaglehorn*. The last reported position (and the detection of a distress call) have netted no results, but an aerial expedition may yield better results.

As the adventurers investigate, they discover that the *Eaglehorn* has been sighted in various ports, and, perhaps discover that while the ship is in port, unexplained murders have been committed nearby.

Tracking the *Eaglehorn* back to Kura-Buto (by surveilling the ship, detecting via radio apparatus the various signal lures that Kongo has used, or by detection of the scaled-down “Pulse Wave Reguritating Generator” Kongo has installed aboard the ship) results in the unexpected—Kongo has developed technology that disrupts the operation of aircraft or seacraft, in order to capture more people to use to “upgrade” the Tuvana.

The PCs find themselves stranded on a desert island, stalked by the Tuvana and an army of savage mutated animals.

TWO IF BY SEA

Kongo has determined that his arch-foe, Professor Magyar, has taken refuge in a coastal U.S. city—Boston (or, alternately, New York

City). The Beast Baron has not been idle, creating a small army of his own Moreaus for protection—but this time, he’s been creating them for the U.S. Army, as part of a secret military program.

Hidden away in a protected U.S. Army emergency bunker, Magyar is seemingly untouchable—until Kongo steams the *Eaglehorn* into the harbor, and crashes it into the docks, spewing forth his own army of human-animal hybrids and Tuvana warriors.

The PCs could be approached by the Army to protect a “key scientist” (not realizing Magyar’s despicable nature), or simply be caught up in the citywide panic. Monsters roam the street! No one is safe!

MAGYAR’S DOG SOLDIERS

Magyar’s efforts for the Army have yielded his so-called “Dog Soldiers” (codenamed PROJECT FENRIS by the military). These are human/canine hybrids, bred for war, aggression, loyalty, and pack hunting. FENRIS subjects are all volunteers, and subjected to rigorous physical and psychological conditioning even before the “hybridization” process begins. They will die to protect Magyar, and follow Colonel van der Molen as if he is a beloved general. The Dog Soldiers do not speak, instead communicating with rudimentary hand-signals, growls, and barks.

FENRIS subjects are bipedal, covered with a coat of short fur

(similar to the coloration of a Rotweiller for the “standard” trooper or a German Shepherd for the “alpha” versions—sort of senior NCOs—depending on the breed of dog they were “spliced” with). They have yellow eyes, long snouts, and sharp fangs. They move with a loping, stooped gait, and though animalistic in appearance, they can operate machinery and weapons. FENRIS troops are typically dressed in U.S. Army uniforms (devoid of insignia), helmets, and field pack.

Dog Soldiers are typically organized into five-man fireteams consisting of one sergeant (Alpha Dog) and four infantrymen.

Unlike the Terror Zoo subjects, the Dog Soldiers do not have the Berserk edge. Maygar suspects this is due to the exclusive use of experienced combat veterans only for PROJECT FENRIS.

ⓧ FENRIS DOG SOLDIERS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Driving d4, Fighting d10, Intimidation d6, Notice d12, Shooting d8, Stealth d6, Survival d6, Tracking d10

Pace: 8; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Loyal

Edges: Combat Reflexes

Gear: M1 Garand (.30) and four 8-round clips (Range: 24/48/96; Damage 2d8; RoF 1; AP 2, Semi-Auto), helmet (50% chance vs. head shot), fatigues, survival knife (Str+d4; +1 to Survival rolls)

Special Abilities

- *Armor +1:* Enhanced musculature.
- *Bite:* Str+d6.

- *Fleet Footed:* Dog Soldiers have a Pace of 8 and roll a d10 when running.
- *Go for the Throat:* Dog Soldiers instinctively go for an opponent’s soft spots. With a raise on its attack roll, it hits the target’s most weakly armored location.
- *Low Light Vision:* No penalties for dim or dark lighting.
- *Sharp Senses:* Dog Soldiers have an acute sense of smell; they get a +2 to Notice and Tracking rolls.
- *Squad Tactics:* Between their meticulous training with other members of their unit and the natural inclination toward pack tactics of their canine genetics, Dog Soldiers coordinate with and fight like well-oiled machines with others of their kind. Each additional Dog Soldier counts as two adjacent allies for purposes of determining Gang Up bonuses. Squad Tactics does not allow them to exceed the standard maximum Gang Up bonus of +4.

ALPHA DOG SERGEANT

The Alpha Dog Sergeant shares the same statistics as the standard Dog Soldier, with the following additions:

ⓧ ALPHA DOG SERGEANT

Skills: As Dog Soldier plus Knowledge (Battle) d6

Edges: As Dog Soldier plus Command, Nerves of Steel.

Gear: As Dog Soldier plus Colt 1911 (.45) (Range: 12/24/48; Damage: 2d6+1; AP 1; Semi-Auto)

MURDER BY THE NUMBERS

The PCs investigate a series of strange killings—some in zoos, some in laboratories and universities; one other victim is an unidentified down-on-his luck man living on Skid Row. In each case, the victim has been torn to shreds by some kind of unknown exotic animal.

A local contact—a police officer or reporter, ideally—suffering mortal wounds, delivers a scrap of blood-spattered paper to the adventurers before expiring. (See next page.)

On the paper is a list of thirteen names. As the mystery deepens, the PCs learn that the names on the list are the true identities of the victims, and each was, at some point, a scientist of some notoriety.

Four of the names on the list are dead, and they must find the next scientist...before he ends up dead, too.

The PCs will then uncover the secret Moreau Society, learn the story of Science City X and the “rogue experiment,” Lord Kongo, hunting them....

(See pages 34–35 for more info on the Society’s remnants.)



“Why beg for my mercy, Parker?” Kongo growled. “Such mercy as I possessed was scourged from me in your labs, long ago...”

- 13 VAN HOOK (SCI. LORD, TERROR VIROLOGY)
- ~~12 TUNNING (SCI. LORD, COMPUTATIONAL MACHINIST)~~
- 11 LINCOLN-TEWES (SCI. LORD, MIL. BOTANIST)
- ~~10 RICCI (SCI. LORD, HYBRIDIZATION)~~
- ~~9 PETRIDES (SCI. LORD, EXOTIC PATHOLOGY)~~
- 8 NGAI (SCI. LORD, PWRG)
- 7 VOGEL (SCI. LORD, BEHAV. PROGRAMMING)
- 6 SINCLAIR (SCI. LORD, MIL. ZOOLOGIST)
- 5 VASILYEV (SCI. LORD, WEAPONIZATION)
- ~~4 PARKER (SCI. LORD, GERM WARF)~~
- 3 JESSEN (SCI. LORD, WAR (CHEM))
- 2 COLLINGWOOD (SCI. LORD, POISONER)
- 1 MAGYAR (BEAST BARON)

THE SCIENCE LORDS: WHERE ARE THEY NOW?

Scattered and in hiding since the loss of Science City X, the remains of the Moreau Society know they are being hunted and are taking great pains to stay alive and out of sight.

What follows are some sample descriptions of the Moreau Society survivors, their current activities, and their general areas of specialty. It presupposes the adventurers are mobile, and willing to hunt for the Society's remnants across America; an alternate handling could place them in the same city as the PCs, as they secretly work to build a replacement Science City (which is bad news for the locals...).

- **Dr. Theodor Van Hook.** The head of the Moreau Society's "Terror Virology" efforts. Van Hook is destitute and homeless, frequenting flophouses in and around Chicago.
- **Prof. Roderick Tunning.** Professor Tunning's efforts were focused on creating complex computational machines and devices. Currently in New York City, in a small apartment where he uses his homemade "Calculation Engines" to predict stock market values in order to make a modest living.
- **Dr. Trevor Lincoln-Tewes.** A botanist, who bred toxic specimens for military use, as well as creating a variety of aggressive carnivorous plants. He took up residence in Mexico City, where he works for a local criminal kingpin, developing unique and specialized narcotic plants and herbs.
- **Dr. Sergio Ricci.** A disgraced doctor from Milan, Ricci's wild theories about surgical procedures and techniques made him the Moreau Society's resident expert in human/animal hybridization. He now works in the emergency department of a private hospital in Los Angeles.
- **Dr. Stavros Petrides.** Fascinated by the human body's capacity to sustain punishment, Petrides is an expert pathologist; nicknamed "Doctor Torture" by his subordinates, he is a deeply unpleasant man and a borderline sociopath; he's happiest when inflicting pain. He currently works for a county coroner near Boston.
- **Ngai** (no other name known). A brilliant mind from Asia, Ngai is a mathematician and

THE SCIENCE LORDS: WHERE ARE THEY NOW? (CONT.)

engineer largely responsible for the creation of the Pulse Wave Regurgitation Generator. Under a false name, he currently teaches at Princeton.

- **Dr. Berthold Vogel.** An unusual “soft science” member of the Society, Vogel specializes in psychological manipulation and programming. He now works as a traveling stage illusionist and hypnotist.
- **Dame Portia Sinclair.** A well-spoken, if icy, Englishwoman, Sinclair is an expert in genetics, and was a “Military Zoologist” for the Society—breeding for aggression and amplifying the “fight” response in her subjects.
- **Prof. Dimitry Vasilyev.** Vasilyev’s role was in “Weaponization Futurism,” finding new and unusual ways to bend the Society’s efforts into weapons. He, too, has fallen on hard times, crossing the U.S. by stowing away aboard trains.
- **“Captain” C. Jameson Parker.** A disgraced former military surgeon, Parker became fascinated with germ warfare after the Great War, and served as the Society’s chief developer of new and terrifying biological weapons. He now teaches at a private academy in upstate New York.
- **Prof. Ogilvy Jessen.** Jessen is a brilliant chemist, with a gift for developing medicines and other beneficial compounds; his preference, however, is for creating chemical compounds with military and combat applications—the Society’s primary chemical warfare experts. After the fall of Science City X, he works as a pharmacist in Kansas City.
- **Sir Robert Collingwood.** Collingwood is an expert on poisons—the more exotic, the better. Collingwood has become a recluse, living in the California desert, and sells his “specialized services” for developing untraceable poisons to organized crime.

THE PRESIDENT'S BRAIN IS MISSING!

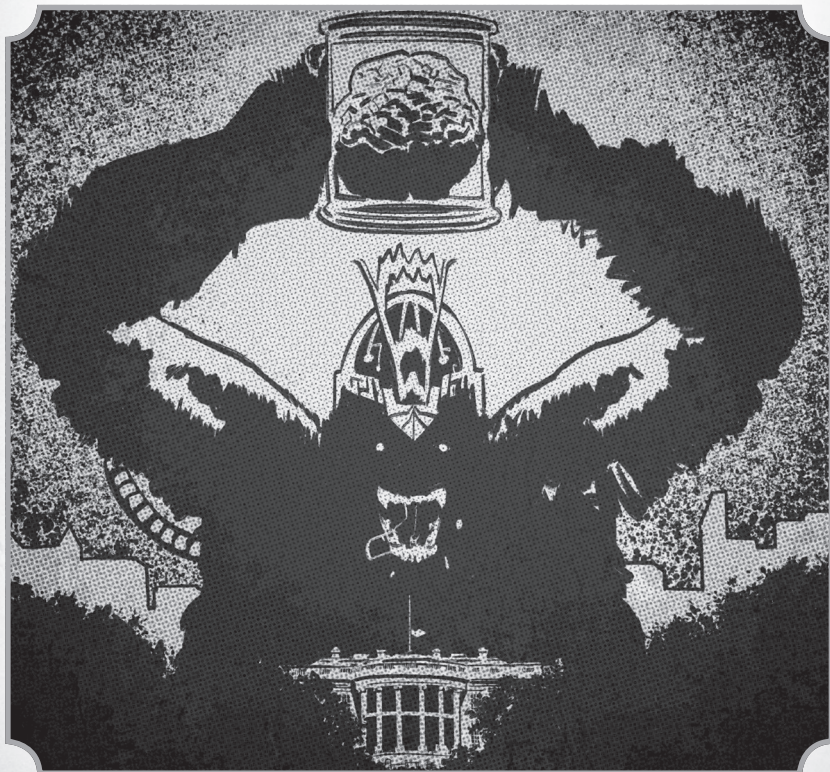
Kongo goes to Washington!

In stalking his prey, Kongo learns that Professor Magyar has been recruited by the U.S. government, tasked with creating animal super-soldiers for the coming war.

Striking back against the U.S. government, Kongo launches a bold attack on the nation's capitol. The streets of Washington D.C. are overrun with Tuvana warriors, and brainwashed mercenaries. Kongo wants the President's brain, and he's not going to let anyone stop him.

BRIDE OF KONGO

When Kongo learns about the celebrated genius of Amari, the Princess of Tengo (a neighboring island kingdom), he becomes obsessed with making her his bride. Rejected by Amari for several fairly obvious reasons, Kongo decides to steal her mind and transfer her essence into a female giant gorilla. Players will attempt to thwart the plan directly, or they can find themselves swept up in the battle while visiting the island of Tengo. Alternately, Amari could be part of a diplomatic delegation to the United States, and the PCs have been tasked with protecting her (or



"Weep, for your 'Democracy' has ended! Now begins the rule of...Lord Kongo!"

recovering a high-technology item she has developed without creating a diplomatic incident).

RADIO FREE GORILLA

Kongo travels to New York City, intent on testing his new invention: a booster device that, with sufficient power and a broadcast antennae can harness radio waves to increase the range and effectiveness of his Intellect Siphon.

The adventurers must track Lord Kongo's activities—including several mysterious thefts of laboratory equipment and radio gear—and prevent him from installing his "Intellect Siphon Creeping Wave" device to the Empire State Building's dirigible mooring mast and draining the minds of the entire city.

GAUNTLET OF HORROR

Tracking the former Moreau Society members to a mainland U.S. city (or other urban area occupied by

the PCs), Kongo has been forced to hide somewhere seemingly innocuous. The gruesome murder of a team of university researchers (and the disappearance of the chief of research) attracts the adventurers—either on their own initiative, or at the behest of local authorities.

The researchers were killed by something impossibly strong, inside a locked laboratory, on the upper story of a large university building. The only clue left behind: some kind of odd grain (which, upon investigation turns out to be feed normally used by zoos; specifically, food for elephants).

Two possibilities for the source of the grain exist: the city zoo, and a traveling circus that is traveling across the country. The adventurers learn that the zoo is a feint, but are set upon by Arachnotans.

Locating the circus, they must face an army of mutated Moreaus—the circus folk have been mutated into hideous beasts that obey Kongo's urge to murder!



PROBABLE INTENDED COURSE

EST

By June 13 out the
at the Azores had
300k and the
increase in
a small
ALL TIMES



ABOUT THE AUTHOR

Brandon Jerwa has written for comics, including: *G.I. Joe* and *G.I. Joe: Master and Apprentice* for Devil's Due; *The Mighty Crusaders* for DC Comics; the PRISM Award winning *Shooters* (an original graphic novel co-written with Eric Trautmann and illustrated by Steve Lieber) for DC/Vertigo; and *Battlestar Galactica: Season Zero* and *Vampirella* for Dynamite Entertainment. He has contributed to the card game *Kaijudo* for Wizards of the Coast, and was the writer for Glu Mobile's Britney Spears mobile game.

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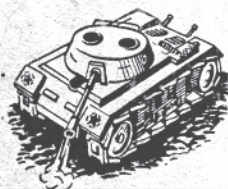
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