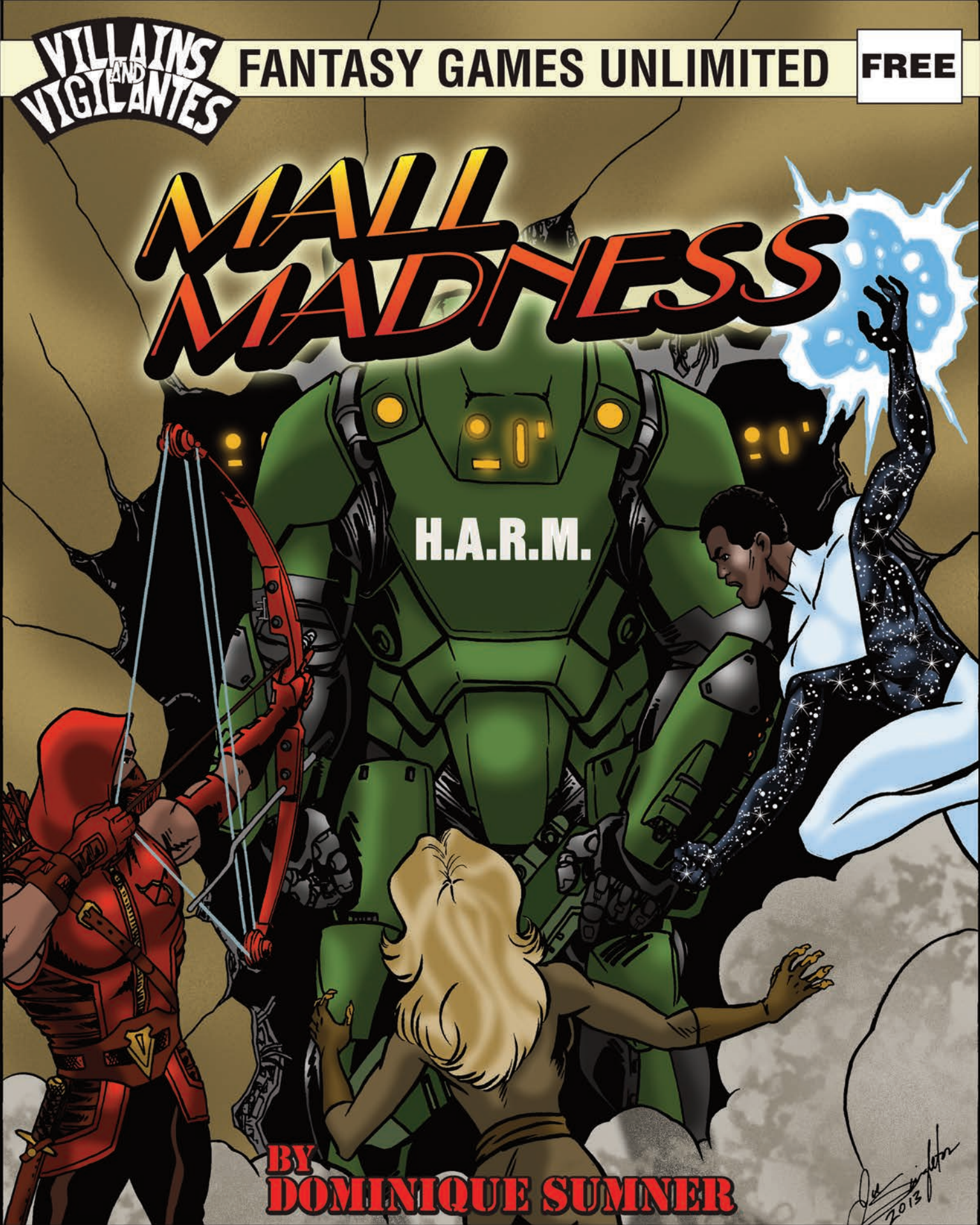


**VILLAINS
AND
VIGILANTES**

FANTASY GAMES UNLIMITED

FREE

MALL MADNESS



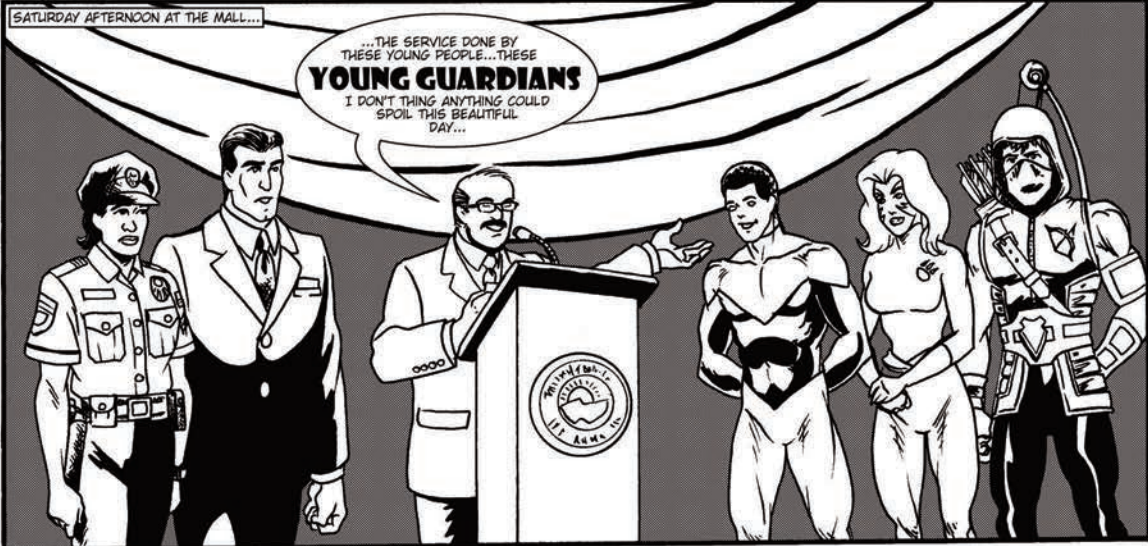
H.A.R.M.

**BY
DOMINIQUE SUMNER**

Dominique Sumner
2013

SATURDAY AFTERNOON AT THE MALL...

...THE SERVICE DONE BY THESE YOUNG PEOPLE...THESE **YOUNG GUARDIANS** I DON'T THINK ANYTHING COULD SPOIL THIS BEAUTIFUL DAY...



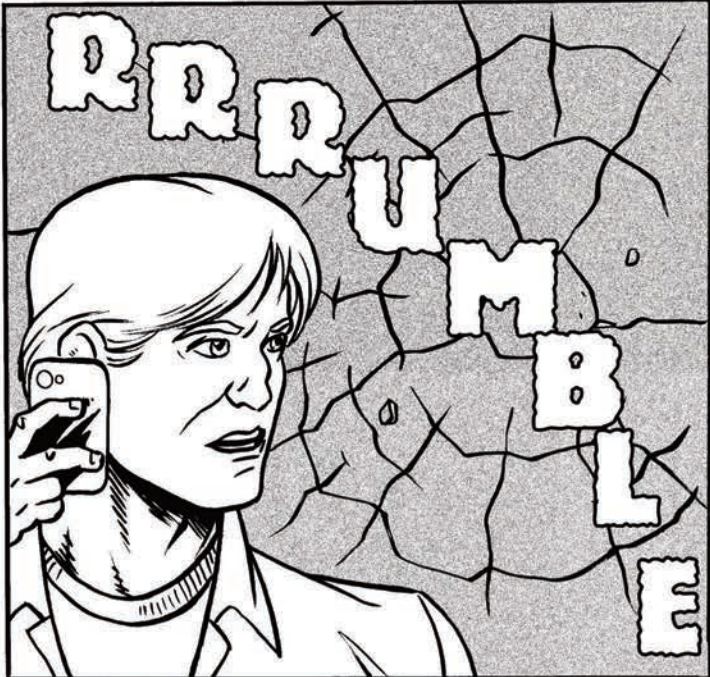
WILDSTAR



COUGAR



WILL SCARLET





MAIL MADNESS

A



MINI-ADVENTURE

**written by Dominique Sumner
illustrated by Joe Singleton
maps & layout by James Bishop
edited by Doug Taylor & John Russell**



PO Box 1082
Gilbert, AZ 85299
www.fantasygamesunlimited.net

AUTHOR'S INTRODUCTION

Mall Madness was originally conceived as a quick introductory scenario for either new players, or players with an adventure or two under their belts. It would allow a bit of character development, as the PCs get to interact with members of their city's various law enforcement and emergency services, as well as members of the public. I also wanted to give the PCs a chance to do something besides fight this week's bad guys, namely helping to calm a panicking crowd of bystanders, as they stampede to safety, as well as introducing a new organization that could potentially become a longtime foe of the heroes. I hope you all enjoy what I, and my partners in crime, have created. And like it or not, I'd like to hear any feedback you may have. You can contact me at dsumner1234@yahoo.com with any comments, questions, or suggestions you have.

Before I go, I want to take a moment to send a special shout out to Joe Singleton, whose beautiful artwork graces these pages; Doug Taylor, whose keen eye for detail made the editing process so much easier; and James Bishop, who spent many hours organizing my random thoughts into something coherent, as well as drawing the maps you'll need to play this sucker. Thanks guys, as none of this would have been possible without your help.

And lastly, I want to thank the guys who made this game possible. Jack Herman and Jeff Dee, for writing what I truly believe to be one of the best RPGs ever, and Scott Bizar for taking a chance on two high school students, and publishing their game. You've provided me the opportunity to play out a many a youthful fantasy, as well as providing many hours of enjoyment with good friends.

Dominique Sumner

U.S. COPYRIGHT NOTICE

Copyright 2013 by Dominique Sumner.
All rights to this book are reserved. No part of this book may be used or reproduced in any manner whatsoever, except in the case of brief quotations embodied in critical articles or reviews.
Cover art and interior illustrations are copyright 2013 Joe Singleton.
Villains and Vigilantes is a trademark of Fantasy Games Unlimited.
For information contact Fantasy Games Unlimited, PO Box 1082, Gilbert, AZ 85299.

CONTENTS

INTRODUCTION	2
1. THE SET-UP	3
Mall Map Overview	3
2. TODAY WE STRIKE	3
Mall Maps	4
3. IN THE AFTERMATH.....	8
4. AGENTS OF H.A.R.M.	8
HARM TROOPERS	8
5. THE YOUNG GUARDIANS.....	9
COUGAR.....	9
WILDSTAR.....	10
WILL SCARLET	11

INTRODUCTION

Mall Madness is designed for relatively new groups of 2-3 heroes, preferably 1st to 2nd level in experience, and should be able to be played in a single gaming session. As an added bonus, three ready-made heroes have been included for use by your players, should they choose to do so. Mall Madness is intended for use by Gamemasters only; players should stop reading at this point.

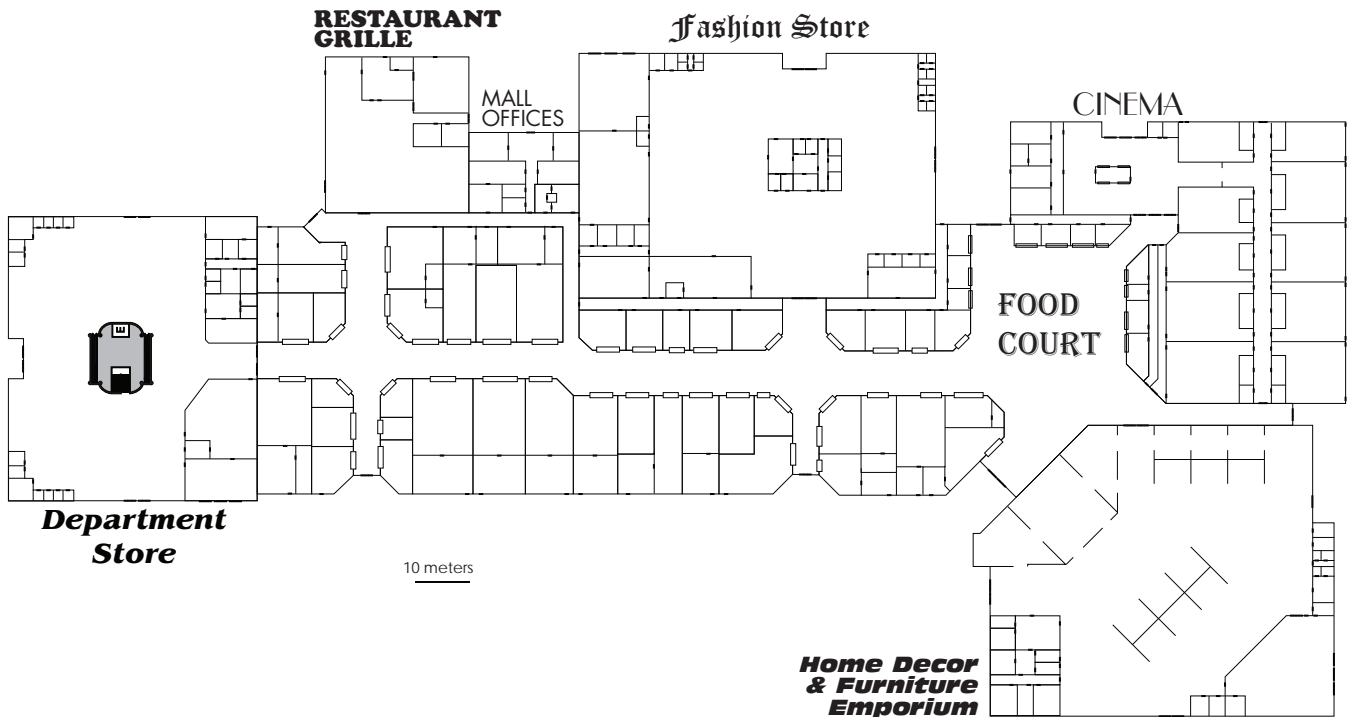
1. THE SET-UP

The PCs have been asked to make an appearance at the local mall (see below) in support of a fundraiser for local emergency services personnel. The event is scheduled to take place in the mall's food court this Saturday morning.

As per their agreement with the local law enforcement agency, the PCs will arrive approximately 30-45 minutes prior to the actual event kicking off, to meet with law enforcement officials. The event will begin at approximately 11:00 am, with local fire, EMS, and law enforcement officials introducing the PCs, and then having them sign autographs, auction off prizes, kiss babies, etc.

As the event begins, there will be a crowd of roughly several hundred people in the food court, with a few hundred more standing in long lines waiting to get in. The crowd is composed of everything from kids and superhero groupies, to anxious fanboys hoping to get their favorite hero to sign a T-shirt.

There are approximately 20 mall security personnel and 10 police officers working patrols and keeping the crowd in check. Six mall security officers are in the food court, along with two police officers. Place the rest randomly throughout the mall, with the majority being near the entrances to contain the crowds.



2. TODAY WE STRIKE!

Everything's running along smoothly until 15-20 minutes after the event begins, when a wall between Mex-To-Go and Sandwichman (placement at GM's discretion on the map) explodes. The explosion sends debris into the crowd, and the bystanders into a panic.

Note: GMs should roll to Detect Danger for any PCs with some sort of "danger sense" or precognitive abilities. While it won't stop the explosion, it may give them a chance to warn innocent bystanders that something's about to happen.

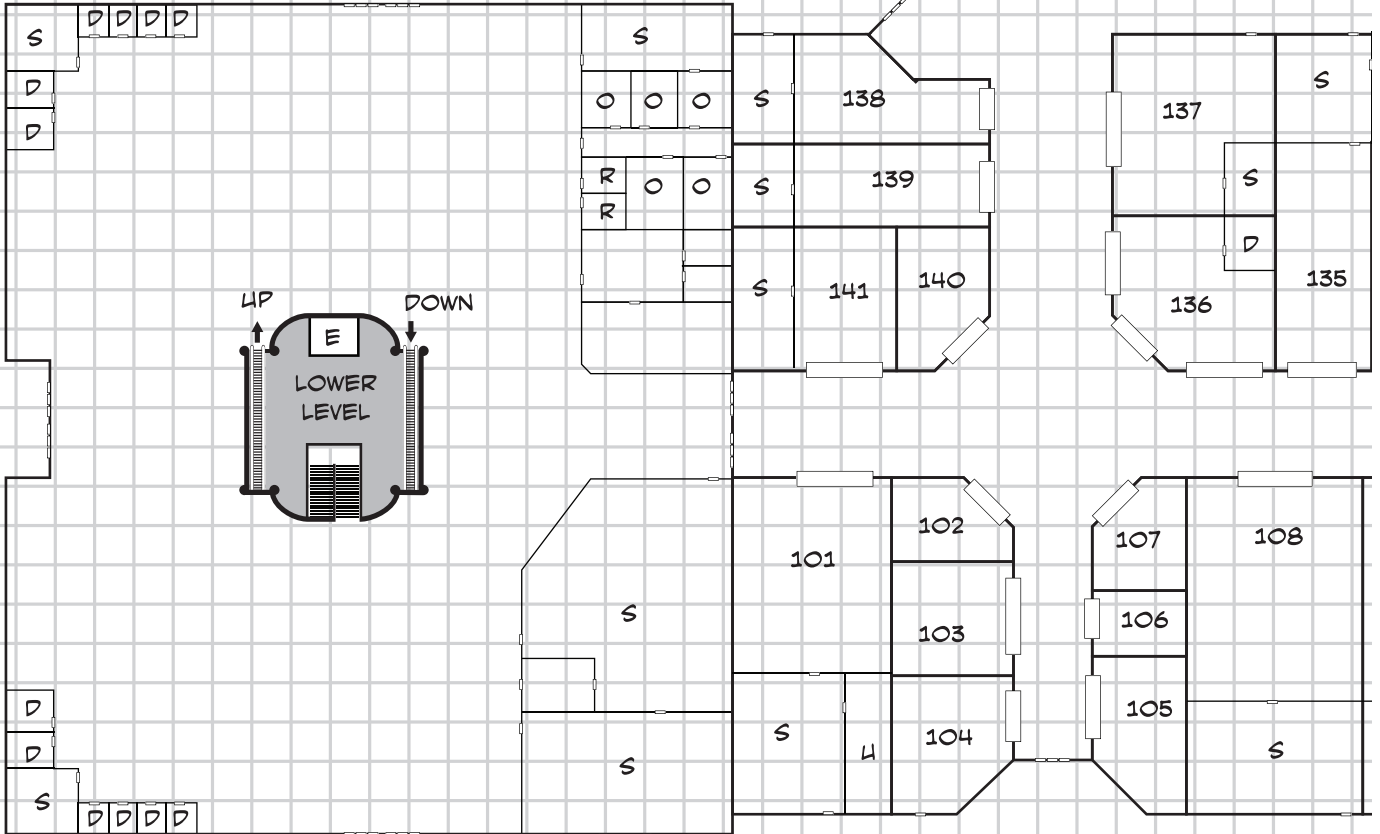
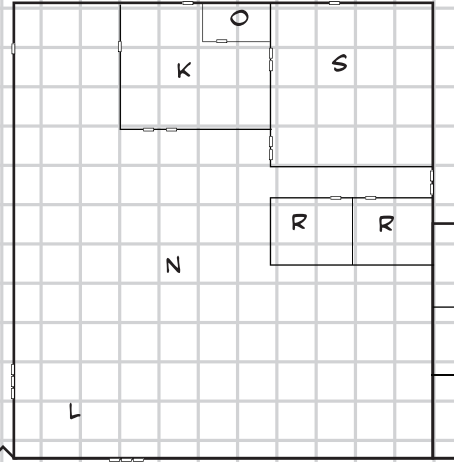
Then, through the billowing smoke, a group of five armored figures steps through the breach. The first figure announces, in his electronically-altered voice, "The time has come for the human race to stand up for their rights and show these inhuman freaks what we're capable of. Today the Human Armed Resistance Movement (HARM) strikes a blow for all mankind!" And with that, he'll aim his laser at the closest PC and fire a blast at them!

If things weren't bad enough, the crowd is stampeding away from the melee, trampling each other in the process. While PCs should be able to easily defeat the HARM troopers, the chaos created by the panicked crowd should also concern them. The cops and security personnel are trying their best to evacuate the crowd in an orderly fashion, but are being overwhelmed. Not to mention the fact that the HARM troopers don't seem too overly concerned with the fact that they're shooting into an unarmed crowd of innocent people.

The HARM troopers will primarily concentrate on attacking the PCs, but they'll have no problem shooting at any cops, or security officers, that get in the way. GMs may want to consider having a heroic cop or security officer try to take on a HARM Trooper with their sidearm (a standard pistol). The HARM Troopers will continue to fight until subdued, or until they defeat the PCs.

RESTAURANT GRILLE

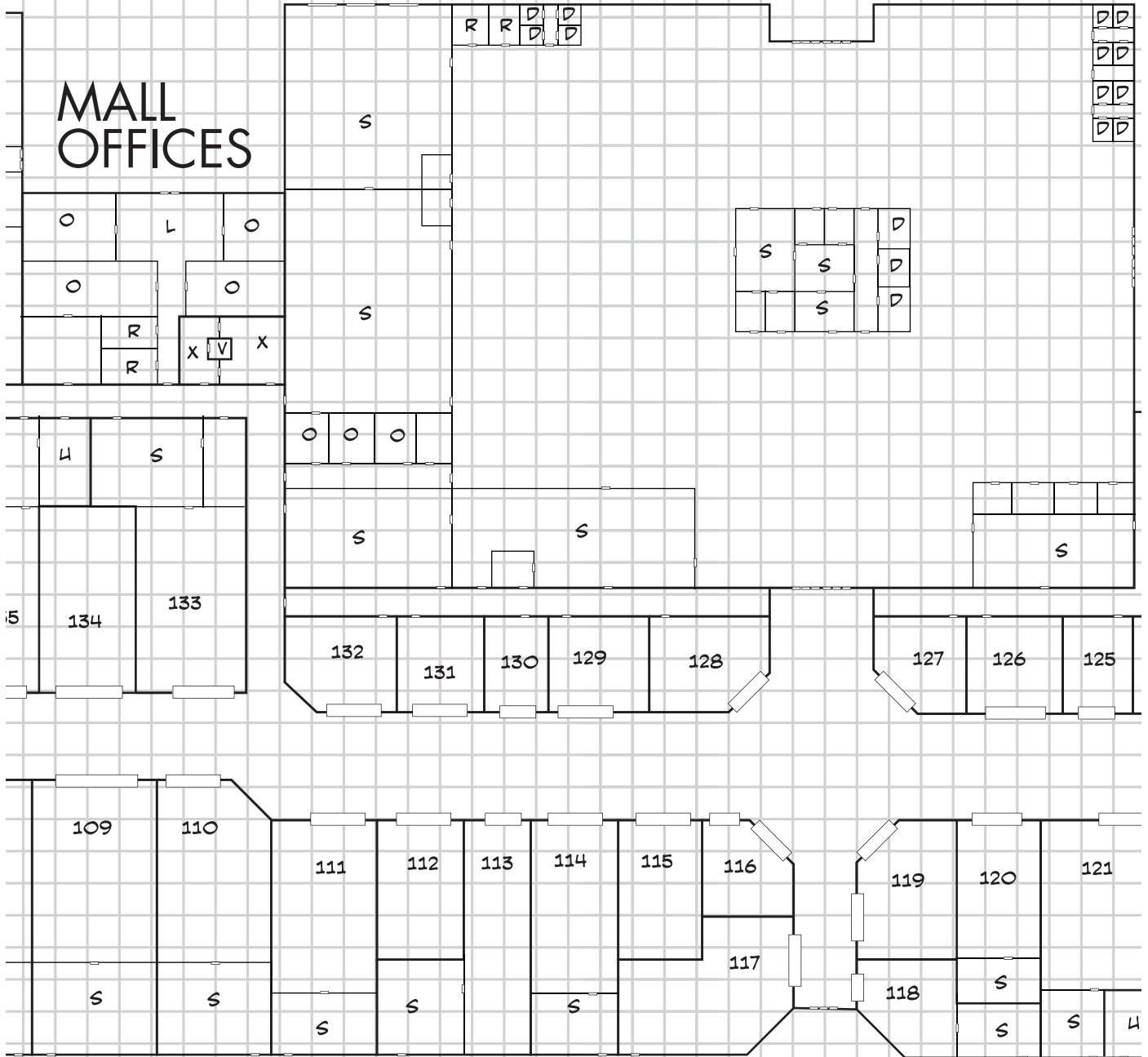
- | | | | |
|-------------|-----|------------------------|-----------------|
| D DRESSING | (#) | (MALL SHOP PAD NUMBER) | |
| S STOCKROOM | U | UTILITY | |
| R RESTROOM | L | LOBBY | |
| O OFFICE | K | KITCHEN | |
| E ELEVATOR | N | DINING ROOM | ROLL-DOWN GATES |



Department Store

1 SQUARE = 10 FEET

Fashion Store



- S STOCKROOM
 - R RESTROOM
 - O OFFICE
 - L LOBBY
 - X MALL SECURITY
 - D DRESSING
 - U UTILITY
 - V VAULT
- ROLL-DOWN GATES

1 SQUARE = 10 FEET (#) (MALL SHOP PAD NUMBER)

(F#) (FOOD COURT PAD NUMBER)

== FOOD COUNTERS

1 SQUARE = 10 FEET

R RESTROOM

C CONCESSIONS

O OFFICE

B BOX OFFICE

L LOBBY

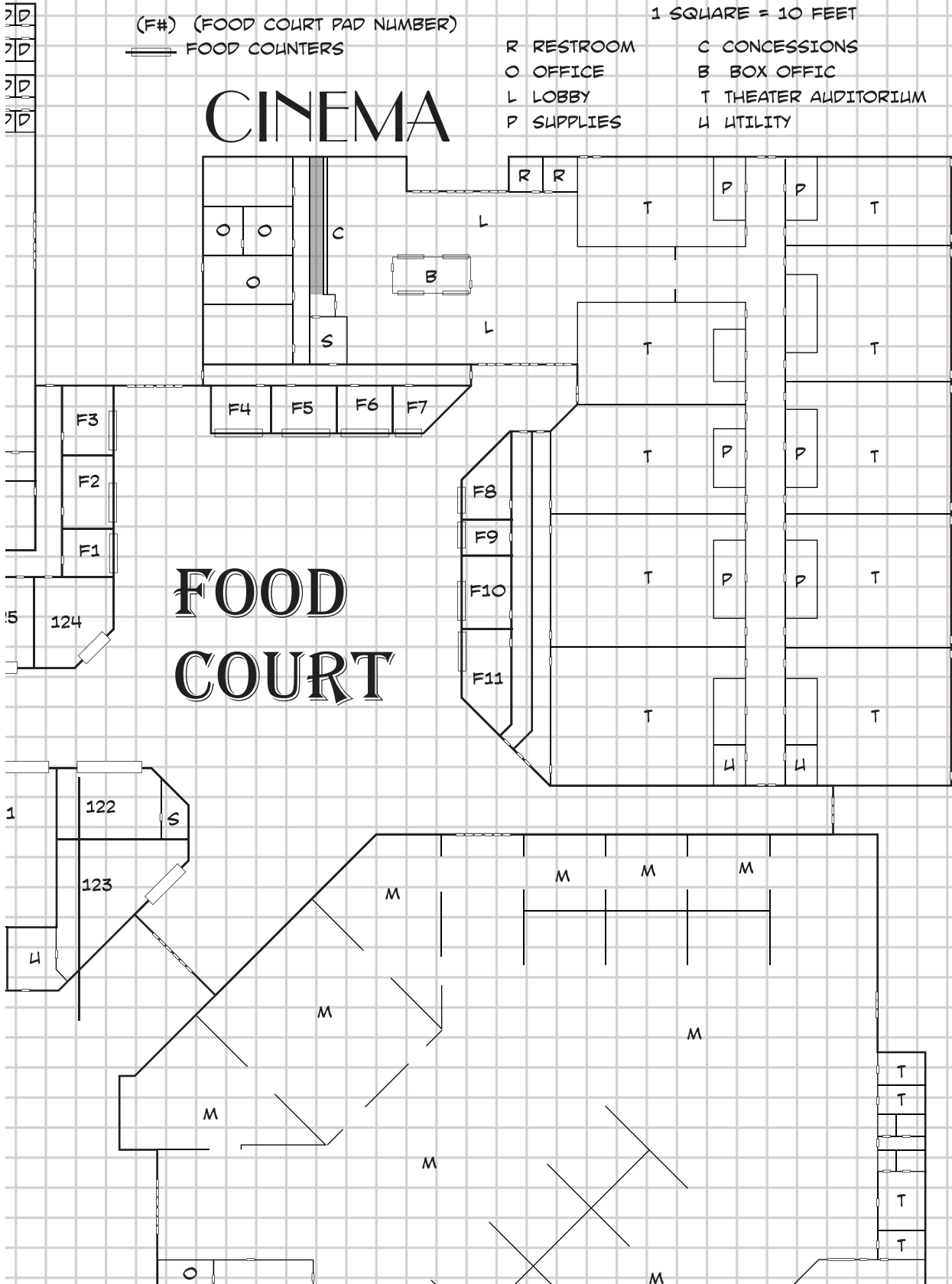
T THEATER AUDITORIUM

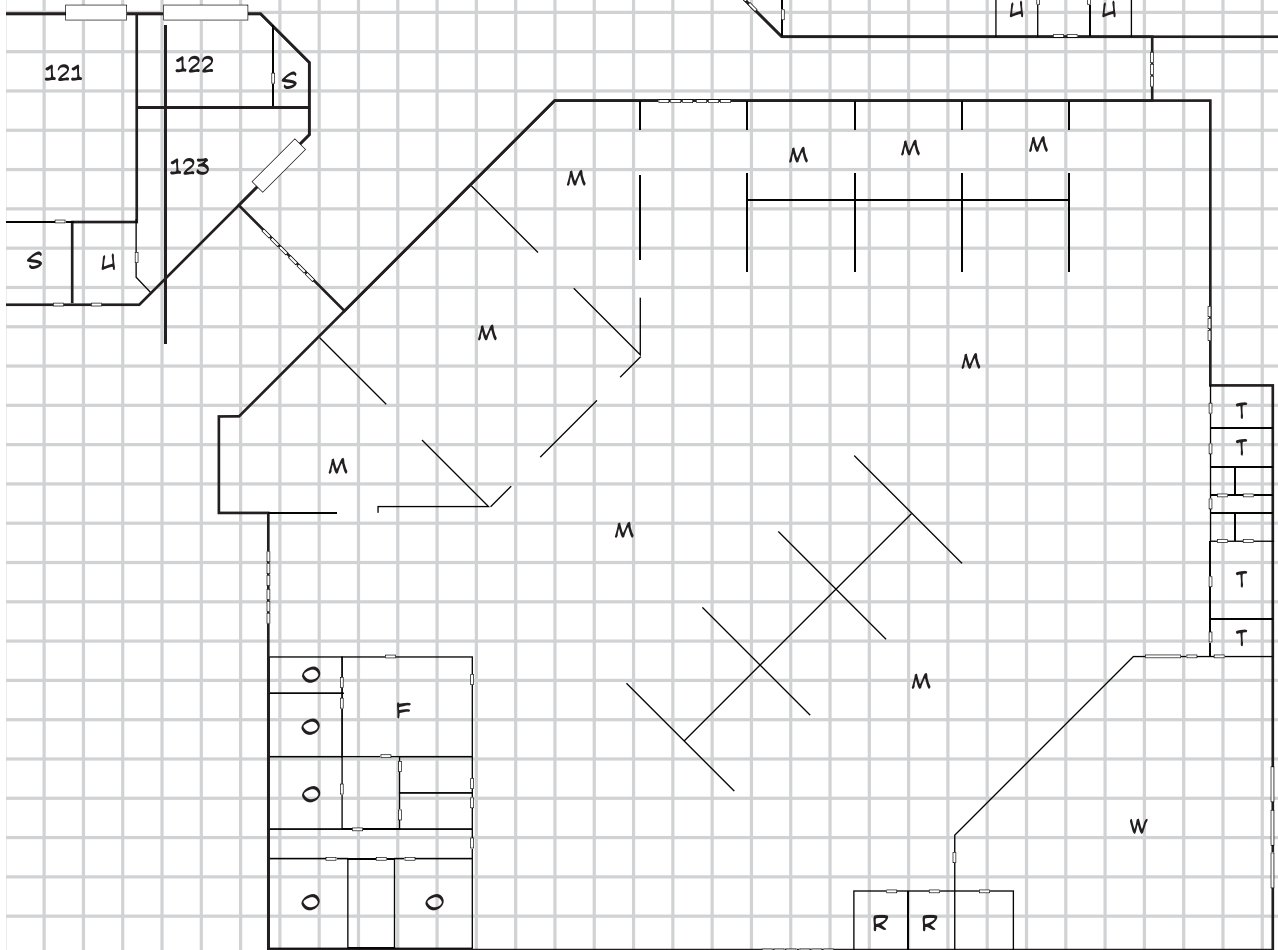
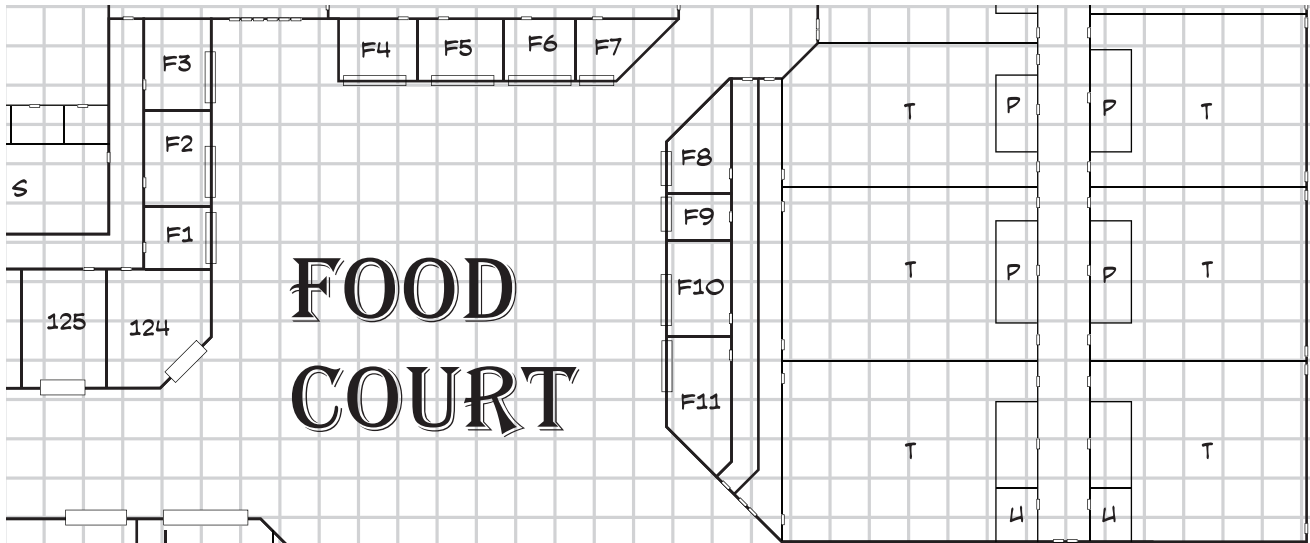
P SUPPLIES

U UTILITY

CINEMA

FOOD COURT





Home Decor & Furniture Emporium

- | | | | |
|---|----------|---|-----------|
| R | RESTROOM | T | STORAGE |
| O | OFFICE | F | FINANCING |
| M | SHOWROOM | W | WAREHOUSE |

3. THE AFTERMATH

If the PCs manage to capture any members of the HARM strike team, they'll be unwilling to answer any questions presented, other than stating that they're "patriots fighting for the rights of all true humans." Mental scans will not provide much in the way of additional info, as they've had selected memories erased and are trained in resisting mental scans.

In the unlikely event that the PCs are defeated, the HARM troopers will use this opportunity to humiliate the heroes in front of the press, and

will take their time doing it (which should give the PCs time to figure a way out of the mess they've gotten themselves into). But, before they have a chance to kill any of the PCs, State and Federal authorities will arrive on the scene. Discretion being the better part of valor, the HARM Troopers will withdraw (as in run away as rapidly as possible), leaving the PCs to lick their wounds and take a beating in the press.

4. AGENTS OF H.A.R.M.

Until today, no one had ever heard of H.A.R.M., but its intentions are clear. The thoroughly indoctrinated H.A.R.M. troopers will be more than willing to spew their particular brand of bigotry and hatred to anyone willing to listen. Their message is simple, the destruction or subjugation of the "super freaks, and alien scum, who've positioned themselves to drive Mankind into extinction"

PCs should feel free to examine their armor and weapons to see what they can glean from it. GMs should be encouraged to let this encounter lead to whatever conclusions they wish. Is this a one-time encounter with some band of homegrown fanatics? Or is this just the beginning of something bigger?

H.A.R. M. TROOPERS

Identity: N/A

Sex: Male (generally)

Age: —

Side: Evil/H.A.R.M.

Level: 1

Training: Damage

Powers:

1. HARM Battle Armor: Armor (B): ADR=75. Oversized armored exoskeletons with a number of built in sensors and weapons. The Armor weighs approximately 100 lbs. but all character stats are based on the base weight of 170 lbs.

a) Heightened Senses: Sensor Suit: 3x Detect Hidden.

b) Heightened Strength: +20.

c) Life Support System: 12 hours life support.

d) High Intensity Laser: Attacks as Light Control; 2d8 damage; Range=25"; 18 charges.

2. Speed Bonus (Jump Pack): +80" ground movement rate.

3. Natural Weaponry (Wrist-mounted Force Blade): +2 to hit, +4 to damage.

Weight: 170 lbs.

Agility Mod: —

Endurance: 12

Intelligence: 10

Reactions from Good: —

Hit Mods.: 4.368

Damage Mod.: +1

Accuracy: +1

Carrying Capacity: 2,397 lbs.

Movement Rates: 134" ground

Detect Hidden: 24%

Inventing Points: 1

Basic Hits: 4

Strength: 30

Agility: 12

Charisma: 10

Evil: —

Hit Points: 18

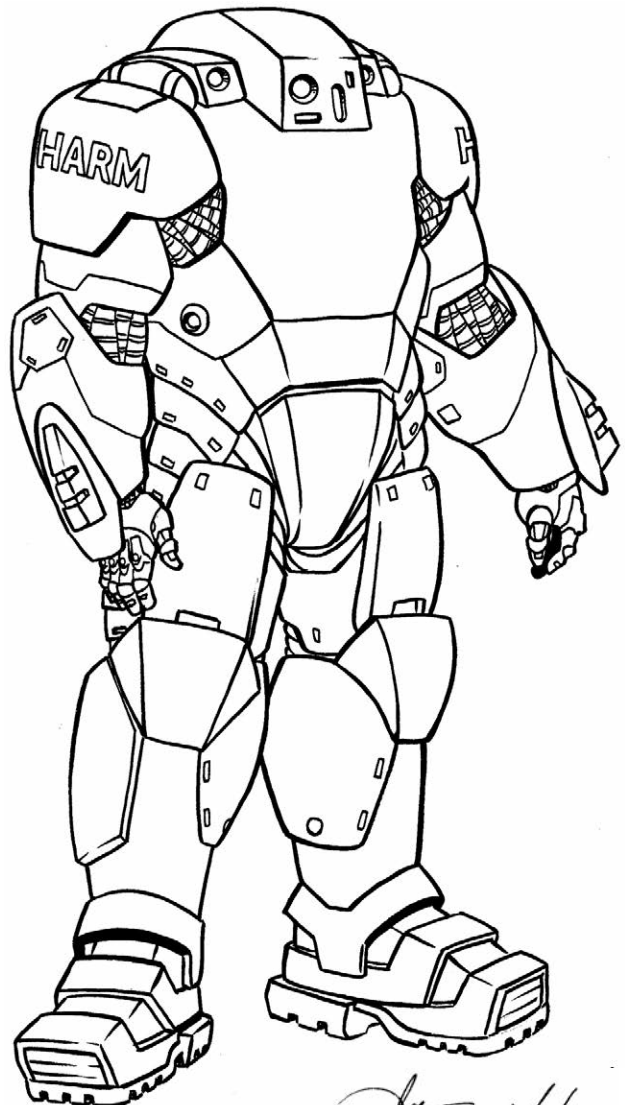
Healing Rate: 1.2

Power: 64

Basic HTH Damage: 1d12

Detect Danger: 12%

Inventing: 30%



Origin/Background: Fanatics recruited from various backgrounds.

Personality/Character Traits: HARM Troopers are fanatical in their beliefs, and will not surrender.

5. THE YOUNG GUARDIANS

The Young Guardians are a relatively new team of young heroes operating within a major metropolitan area somewhere within North America. Following in their mentor's footsteps, the team, led by the bow-wielding hero Will Scarlet, has recently struck out on its own, and has begun to make a name for itself.

Three of the team's members, Cougar, Wildstar, and Will Scarlet, are presented here for use by your players, or they can be used as NPCs at some future point, if that's what you wish. The versions of the characters, presented below, show them as they appeared at this point in their careers. GMs should feel free to make whatever modifications to their write-ups they wish.

COUGAR

Identity: Ashley Wright
Sex: Female
Age: 19

Side: Good
Level: 2
Training: Accuracy

Powers:

1. Feline Powers:
 - a) Heightened Agility: +12.
 - b) Heightened Endurance: +11.
 - c) Heightened Senses: Enhanced Senses and Dark Vision, 3x Detect Hidden/Detect Danger.
 - d) Speed Bonus: Leaping Ability: 3x normal leaping distance.
 - e) Body Power: Always lands on her feet.
2. Natural Weaponry (Martial Arts Training): +2 to hit, +4 damage.
3. Acrobatics: Acts as evasion but costs only movement per turn and can be started and stopped whenever desired.
4. Cat-Like Reflexes (Heightened Defense): -4 to be hit while conscious and mobile.
5. Invention: Claws (Natural Weaponry Device): +3 to hit, +6 damage.
6. Phobia/Psychosis: Claustrophobia.

Weight: 130 lbs.
Agility Mod: —
Endurance: 23
Intelligence: 11
Reactions from Good: +2
Hit Mod: 8.736
Damage Mod.: +3
Accuracy: +5
Carrying Capacity: 328 lbs.
Movement Rates: 65" ground
Detect Hidden: 24%
Inventing Points: 1.2
Legal Status: Student, US Citizen with no criminal record.

Basic Hits: 3
Strength: 14
Agility: 28
Charisma: 17
Evil: -2
Hit Points: 27
Healing Rate: 1.8
Power: 76
Basic HTH Damage: 1d6

Detect Danger: 36%
Inventing: 33%

Origin and Background: Ashley Marie Wright is the granddaughter of the now retired hero, and street-level brawler, the Cougar. Growing up the granddaughter of a superhero wasn't always easy for Ashley, as her Grandfather was always in some sort of danger, and poor Ashley was constantly worried about "granddad's" safety. Little could anyone know she had far more in common with her grandfather than anyone could have possibly guessed.

By the time she was in her early teens, not only was she rapidly becoming a strong young woman, she was also out racing grown men twice her age, as well as developing what could only be described as superhuman levels of agility and endurance. Her grandfather, instinctively sensing what was happening, sought out the assistance of several of his longtime friends and allies. He



enlisted their help in mentoring young Ashley to ensure that she not only understand the full scope of her abilities, but in time, would learn to master them. Within a short period, she'd undertaken an intensive training program designed to test her abilities to the fullest, as well as allowing her to rapidly progress in a number of martial arts disciplines. Knowing that he would soon retire, her grandfather allowed her to accompany him on what he deemed as several low risk adventures, and Ashley proved to be a capable young hero, holding her own in several street brawls.

Fighting by her grandfather's side, as the heroine Cub, she soon attracted the attention of the media, as well as the young hero Will Scarlet, who invited her to join his fledgling group of heroes, the Young Guardians, as a full-fledged hero in her own right.

Seeking her grandfather's blessing, she's taken up his name and continues to fight the good fight, standing up for the little guy and looking out for those who can't defend themselves.

Combat Tactics: Cougar is a hand-to-hand scrapper, and likes to use her speed and agility to her advantage. She likes to move in quick, strike, and rapidly shift position to keep her opponents off balance. She'll also make good use of terrain such as trees, walls, windows, etc., which will allow her to strike at odd angles for special attacks.

Personality and Character Traits: Bright, idealistic, and good-natured, Ashley truly believes in what she's doing, and will go out of her way to right wrongs. She'll be the first to stand up and speak out against anything she sees as unjust.

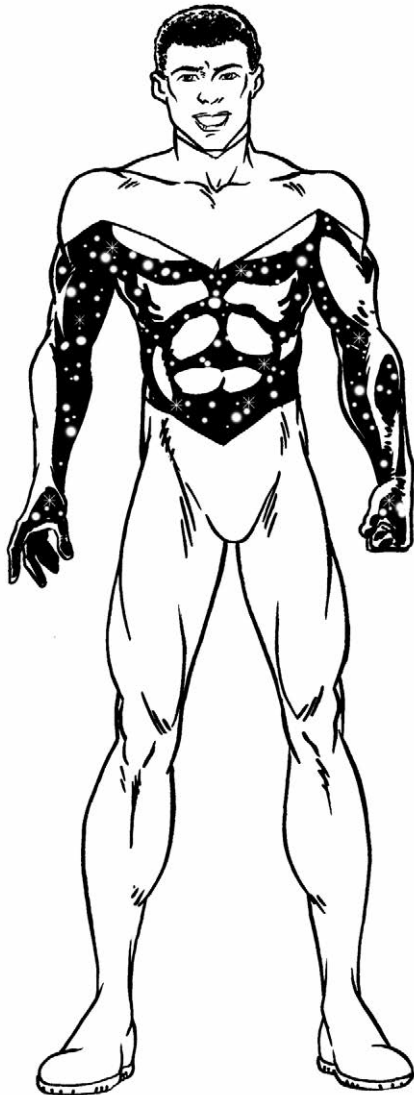
WILDSTAR

Identity: Derrick Washington
Sex: Male
Age: 17

Side: Good
Level: 1
Training: Accuracy

Powers:

1. Power Blast: Range=20"; 1d20 damage, PR=1.
2. Heightened Endurance: +12.
3. Flight: 338 mph, PR=1 per hour.
4. Mutant Power: Independence from Atmosphere: Acts as Adaptation, but only in space/hard vacuum. PR=1 per hour.
5. Special Requirement: Wildstar must be exposed to stellar radiation to recharge his powers, or they will slowly fade away.



Weight: 160 lbs.
Agility Mod: —
Endurance: 26
Intelligence: 12
Reactions from Good: —
Hit Mod: 5.148
Damage Mod.: +1
Accuracy: +1
Carrying Capacity: 384 lbs.
Movement Rates: 53" ground, 1,487" flight
Detect Hidden: 10%
Inventing Points: 1.2
Legal Status: Student, US Citizen with no criminal record.

Basic Hits: 4
Strength: 13
Agility: 14
Charisma: 9
Evil: —
Hit Points: 21
Healing Rate: 2.8
: 65
Basic HTH Damage: 1d6
Detect Danger: 14%
Inventing: 36%

Origin and Background: Originally from Chicago, Illinois, Derrick Washington the mutant son of two prominent Washington D.C. lobbyists. His parents, both notorious overachievers in their own right, constantly pushed Derrick to excel in every aspect of his life. In addition to his academic success, he was continually on the go, either participating in one of several sporting events, volunteering at any number of community organizations, or organizing charity events.

While returning from one such event, he and a friend were confronted by a group of gang members. Never one to back down, Derrick tried his best to defend himself from the vicious assault. The resulting physical and psychological stress triggered his mutant abilities, allowing Derrick to fight off his assailants.

Rushing home, Derrick informed his family of what had happened, assuming they would be just as shocked as he'd been. Much to his surprise, they weren't. He learned that unknown to anyone other than his parents, and a few other trusted family members, that his father had been accidentally exposed to a massive dose of stellar radiation in college. The radiation altered his father's DNA, but at that time, there seemed to be no ill effects, and his father went on with his life, pretty much forgetting about the incident.

Not sure what to do, Derrick at first hid his abilities, hoping to gain some insight into what he should do. But within a few short days, he once again found himself responding to an emergency, during which he managed to save a woman and two small children from a fire. The woman was quoted in the local news media as saying "It was wild, like some kind of star fell from the sky and saved my family." After reading the article, Derrick figured he liked the idea of helping out, and set out to pick a name that suited him. Taking the name Wildstar, as Derrick thought the name "sounded kind of cool," a new hero appeared in the skies above Washington D.C. Since then, Derrick's had a run in with a minor villain, and hooked up with the other members of the Young Guardians.

Combat Tactics: In combat Wildstar likes to be one of the first team members to strike. He'll usually fly above the battle blasting away with his power blast, taking on any fliers; he's also quick to challenge anyone who calls him out.

Personality/Character Traits: Derrick is known for being a bit of a hothead, as he tends to be quick-tempered. He's athletic, and enjoys sports, but he's got a bit of a wild streak, and tends to rush into things without really thinking them through. While his personality has gotten him into hot water on several occasions, so far things have managed to work out for him.

WILL SCARLET

Identity: William Sullivan
Sex: Male
Age: 19

Side: Good
Level: 3
Training: Accuracy

Powers:

1. Heightened Expertise: +4 with bows.
 2. Heightened Expertise: Modified: By spending an action to set up a shot, Will is capable of ricocheting shots off of walls, ceilings, floors, etc., to allow him to strike targets from the top, side, or rear arcs. Each successive "bounce" adds an additional -1 to hit. So if he fired a shot off the wall and the ceiling, he'd receive a -1 to hit. If he fired a shot that hits two walls, then the ceiling, it would receive a -2 to hit.
 3. Willpower A: PR=1 per turn when used as a defense.
 4. Natural Weaponry: +2 to hit, +4 HTH damage.
 5. Heightened Defense: -4 to be hit while conscious and mobile.
 6. Heightened Agility A: +8.
 7. Weakness Detection: Modified: +4 damage bonus.
 8. Training: +1 Accuracy with bow.
 9. Invention: Explosive Arrows: 1d10 damage, 2" radius.
 10. Invention: Electro-Shock Arrows: HTH carrier of a Paralysis Ray attack. If the carrier attack hits, the Paralysis Ray attack causes unconsciousness if successful.
- Weapons: Long Bow: +4 to hit, HTH+1 damage, Range=Ax3 (57").

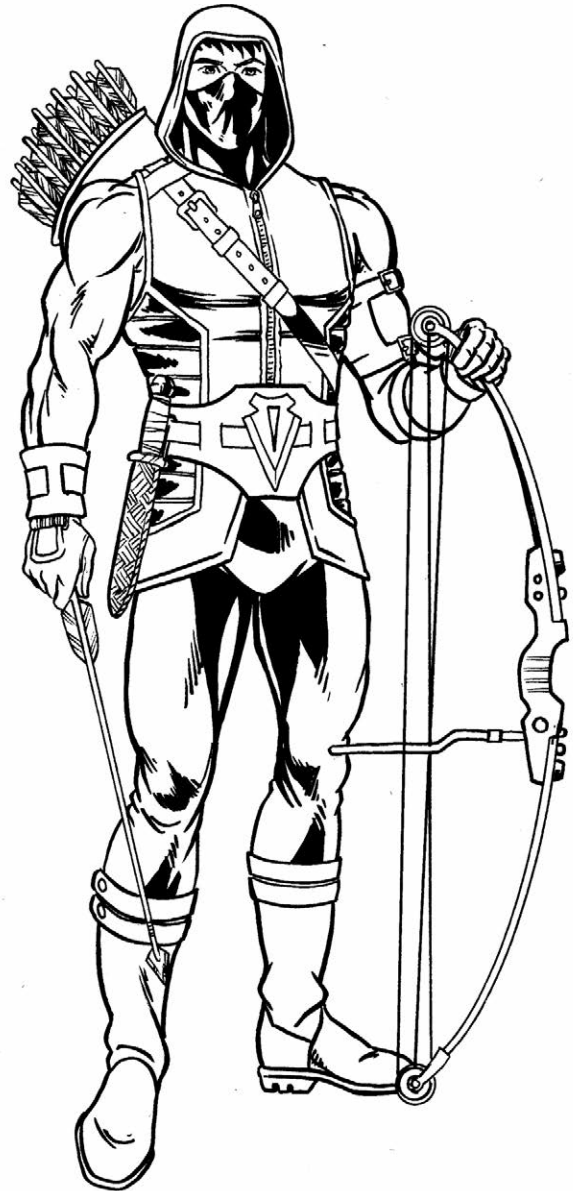
Weight: 170 lbs.	Hits: 4
Agility Mod: —	Strength: 14
Endurance: 16	Agility: 19
Intelligence: 15	Charisma: 17
Reactions from Good: +2	Evil: -2
Hit Mod: 4.9248	Hit Points: 20
Damage Mod.: +3	Healing Rate: 1.6
Accuracy: +3	Power: 64
Carrying Capacity: 369 lbs.	Basic HTH Damage: 1d6
Movement Rates: 49" ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 2.5	Inventing: 45%
Legal Status: Part-time college student, US Citizen with no criminal record.	

Origin and Background: William Sullivan had a hard start to life. Born to a working class South Boston family, his parents were killed by a drunk driver when he was five. Having no other relatives who could take him in, he was made a ward of the state, being shuffled from one foster family to the other. And while he remained basically a good kid at heart, he developed a bit of a gruff attitude, skipping school, and getting into a bit of trouble with the authorities.

That is until the day he saw "him".

Will happened to be in the right place at the right time to watch the bow-wielding hero, and longtime member of the Guardians, the Hood, and see him single-handedly take down an entire gang of bank robbers. He was awestruck, and at that moment he knew what it was he wanted to do with his life, setting out to find out everything he could about this man. Eventually, Will managed to contact the Hood, and offered his "services" as sort of a modern-day squire. While at first the Hood rebuffed him and his offer, Will's determination eventually won him over, and the hero took the young boy under his wing, mentoring him in his studies and guiding him through a rigorous training program designed to hone his mind and body.

As Will grew older, he began to grow more independent, and eventually set out on his own. Eventually he met up with other like-



minded young heroes, and together they formed the nucleus of the Young Guardians.

Combat Tactics: In combat Will will try to position himself along the outer edges of the area, using his bow to "snipe" at targets, as well as allowing him a decent vantage point to evaluate exactly what's going on. His preferred method of attack is to use one of his Electro-Shock arrows to incapacitate his targets; if that fails, he'll use an explosive arrow to soften them up for one of the more powerful members of the team.

Personality and Character Traits: Will can best be described as determined. He wants to live up to the heroic ideals of those who came before him, as well as setting an example for the common man. He's constantly trying to improve himself, and his biggest fear is that he'll let either his mentor or his teammates down.