

TO TACKLE THE

T.O.T.E.M.



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A VILLAINSTM AND VIGILANTES ADVENTURE

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EDITORIAL INTRODUCTION

And Hello Again:

It's not often all the edits get done on a V&V submission in one day, but Jeff O'Hare's **To Tackle the TOTEM** is such a case. Anyway, **To Tackle the TOTEM** is Mr. O'Hare's first published V&V adventure, and it's a real beauty. Take a bow, Jeff.

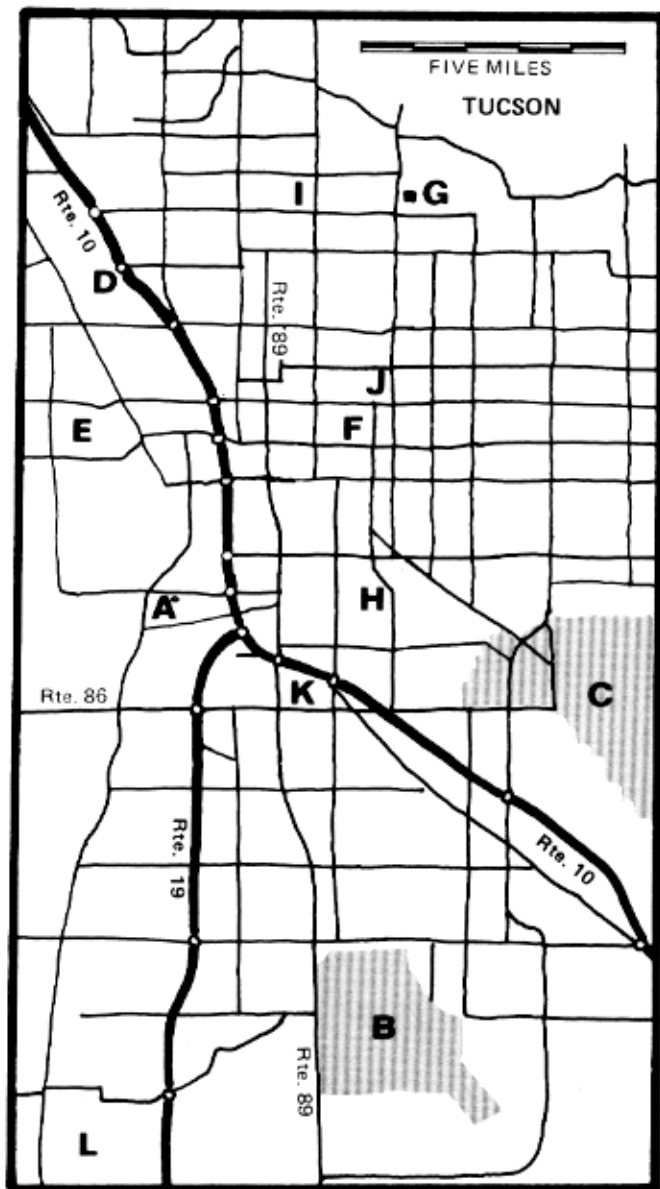
This time I'll cut the intro down a bit and let you get on to this daring adventure of grand villainy and intrigue.

You know something? I wouldn't be at all surprised to see more V&V work from Jeff O'Hare in the future. I sure hope so. I mean, it's less work for me, right?

Jack Herman
Somewhere in a Hammock
Planet Earth

TUCSON MAP KEY

- A. Cogan Museum
- B. Tucson International Airport
- C. Davis-Monthan Air Force Base
- D. U. of Arizona Poultry Science Farm
- E. College
- F. University of Arizona
- G. Tucson General Hospital
- H. National Guard Armory
- I. U. of Arizona Experimental Farm
- J. University Hospital & College of Medicine
- K. Veterans' Administration Hospital
- L. San Xavier Indian Reservation



INTRODUCTION

TO TACKLE THE TOTEM is written so as to be easily understood by the Gamemaster or GM. Though it requires players to be of an intermediate experience level, it is appropriate for beginning GMs.

The Gamemaster should of course read through the entire adventure first. Next, the GM should review the characters who will be involved in the adventure. Then, he or she must go through the adventure and 'fill in' all the appropriate areas that have been left blank for the GM to develop. These areas include the vacant exhibits at the Cogan Museum, determination of the number of Brown Shirts and technicians needed, determination of how the missiles are armed, as well as the number and type of experimentees that will survive in the laboratory. All these things are more fully explained in their individual sections.

If there is a novice player involved with a more experienced group of regular gamers, the GM may wish to allow that player to take control of the character called Tomahawk, once he is free of TOTEM's brainwashing. Having this 'pre-rolled' character may help to ease a new player to take the role of any of the mutated survivors from the laboratory. Normally, the GM should maintain control of all non-player characters. However, either of the above listed methods will allow the GM to incorporate new players into an already established campaign. It is the GM's responsibility though to look over the entire adventure in order to determine what would be best for all his players.

In looking over his players, the GM may decide that none of them is currently ready to be enrolled in the Hall of Modern Heroes. He may wish to encourage them though so that they may receive this honor some time in the future.

Besides the regular hero/villain aspect of this adventure, the GM should try to maintain an air of mystery in it, at least in reference to two key points. Unless he's defeated or knocked unconscious, the Purple Mask will never reveal his true identity. Suspicion can be cast in any direction, but only by catching him will the players find out who lurks behind the Purple Mask. Also, though Bear Claw maintains a negative attitude towards Tomahawk, Tomahawk will probably never realize that Bear Claw is who he is. (I told you, you have to read the thing to find out!)

Other than that, the adventure starts with the blast of whistle as the parade makes its way to the Cogan Museum.

TOTEM ACTIVITY DISCOVERED IN SW

Jeffrey O'Hare
New York Herald -- Examiner

TUCSON — Earlier today, as the Cogan Museum here in Tucson opened their widely publicized Hall of Modern Heroes, the Museum was victimized by a vicious assault by a group of wanton criminals. These villains have since been linked to the international cartel known as TOTEM, thanks to the testimony of the new masked vigilante called Tomahawk.

Originally founded in South America in the early fifties to continue ideas on racial superiority popular in Europe a decade earlier, TOTEM has since become one of the biggest criminal organizations in the world. The group (Total Order Through Elimination of the Masses) is a multinational gathering of the criminal elite that has managed to survive for varied reasons.

While their primary bent continues to be world domination, their methods have changed. Instead of still trying to use massive shows of military force, the TOTEM now uses subterfuge to take control from inside the world powers. TOTEM's active member rolls boast operatives all over the world and in all walks of life, especially industry, government, and the military.

TOTEM has kept up with the times and is as technologically advanced as any major country. They use a large portion of their ill gotten loot for research and are capable of producing any weapon or tool needed for their evil deeds. If they turned their attention to it, TOTEM scientists could probably end world hunger or find a cure for cancer.

But since neither these things will make them much profit and both would benefit the common good, TOTEM is not likely to make them happen.

TOTEM looks out only for themselves. They will stoop to any level and will do whatever they have to do to advance their cause. No one is safe from them. I don't wish to sound like to harbinger of doom, readers, but I want to make you aware of the villainy that is afoot in the world.

As a reporter, I was covering the Big Parade and the unveiling of the Hall of Modern Heroes the day this story began. TOTEM members launched an attack on these hallowed halls in order to steal an experimental Dimensional Transmitter. Even though a large number of our nation's finest heroes were on hand to be honored, TOTEM still had the audacity to attack.

In trying to get inside the museum during the break-in, I was knocked unconscious by falling debris. I have since managed to piece together as much reliable information as possible to get you the full story. This tale may seem unbelievable, but it has been corroborated by the police and other eyewitness testimony. I am confident of its truth and am anxious to expose the story to you, the public.

Now if my publisher has the nerve to print this and the TOTEM doesn't get to him first, I may even get my Pulitzer Prize.

1. THE BIG PARADE

On a bright spring day, some of the country's finest heroes (the players) are gathered for the dedication of a brand new exhibit in the famous Cogan Museum in Tucson, Arizona. The vigilantes are on hand as honored guests to celebrate the grand opening of the first public exhibit of those beings possessed of super powers, The Hall of Modern Heroes. ¹ There has been a big parade that stretched from Tucson International Airport to the Cogan Museum, with a stopover at the local Veterans Hospital. Bands and organizations from around the southwest have led the heroes along the march route before thousands of cheering, adoring fans.

The final stop in the big parade is the presentation area on the museum grounds. A large crowd has pressed their way into the grandstands, hoping to get a glimpse of these modern men of mystery.

As the ceremonies continue, the heroes sit smiling on the dais, waving to their many fans. It's not often they get a reception like this.

After finishing his opening remarks, Dr. Wayne Bennett, the museum curator, waits for the applause to die down. Dr. Bennett is a tall, graying man who has obviously spent most of his life engaged in academic pursuits. He is well dressed in a dark suit. From the top pocket of it, he pulls a handkerchief which he uses to wipe a light sheen of perspiration from his forehead. When the crowd finally settles, Dr. Bennett continues.

'Thank you. Again, on behalf of the Cogan Museum, I would like to thank you all for this wonderful turnout and your overwhelming support of our newest exhibit, The Hall of Modern Heroes.'

The crowd bursts into another round of applause.

'But now,' Bennett goes on, 'allow me to introduce one of the greatest supporters we have here at the museum. A man who not only made possible the governmental funds that allow the museum to bring you

such exhibits as this one, along with the Jewels of the World, our Ancient Artifacts display and many others, but also a man who played a key role in getting all these great heroes to take a day off and come to the fair city of Tucson. Ladies and gentlemen, I give you Congressman Phillip Maxwell.'

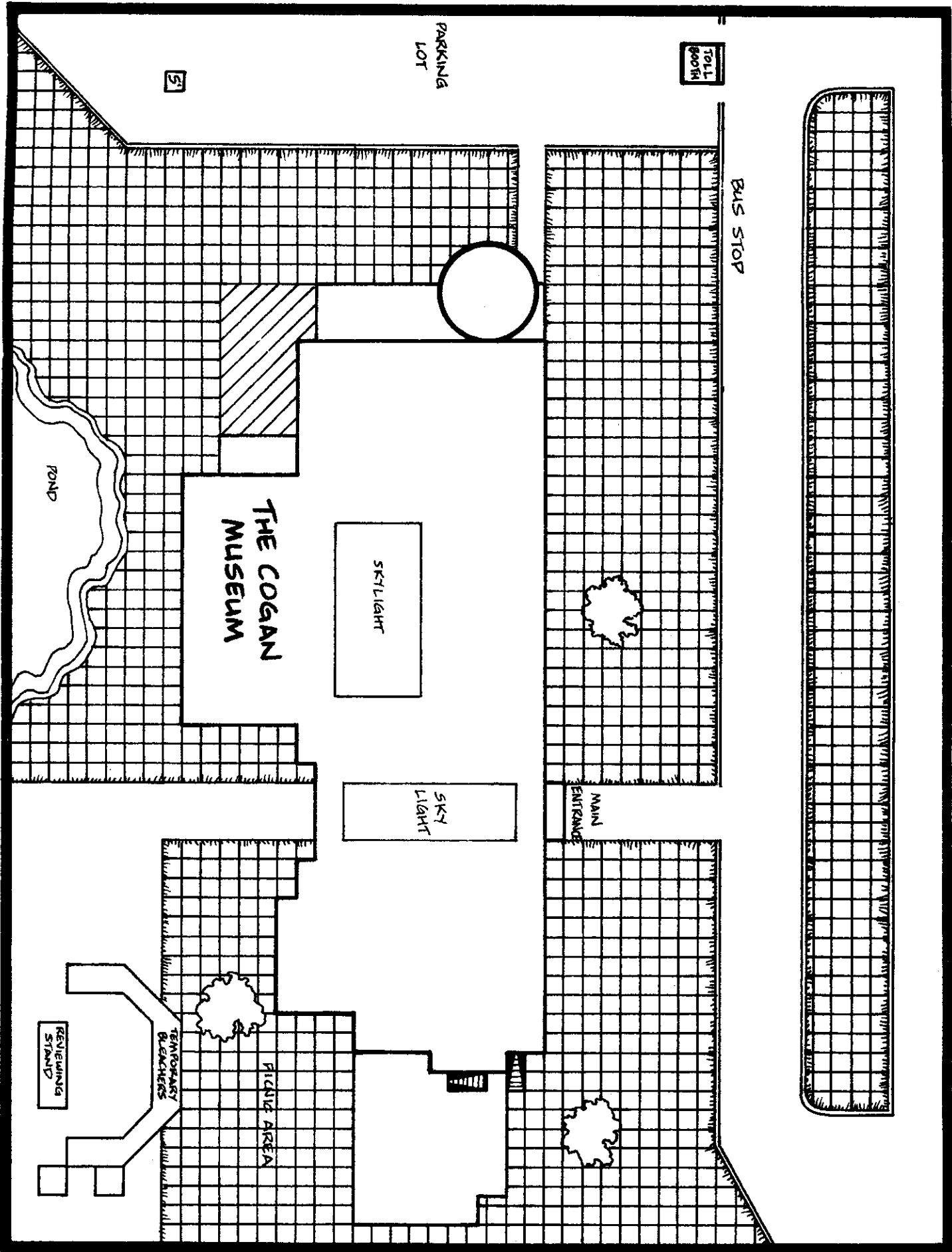
A very distinguished gentleman moves away from the heroes and steps to the podium. The sunlight glistens off his perfectly combed grey hair. He smiles and shakes hands with Dr. Bennett and then turns towards the cheering throng. He clears his throat once before speaking in the sure strong voice that has been a major political factor in the southwest for nearly a decade.

'It is with a great honor to be here today. It is not often enough that we, the public, have the chance to thank those who have made life in this great country safer and better for us all.

'Too often these people are branded as menaces because they have powers that the common man doesn't have, or because not much is known about them. Well, I say that it is high time we put our petty prejudices behind us and hail these conquering heroes.'

Congressman Maxwell goes on to list some of the past exploits of both those heroes present on the stage and some of those heroes honored in the exhibit. He also mentions a new bill he is supporting in Congress that will grant immunity from prosecution to anyone possessing super powers and who has demonstrated that those powers are used for the greater good. (GM See Notes)²

In the middle of Maxwell's speech, a chanting sound will be heard, slowly getting louder as a small group marches in from the parking lot. The chanting will cause the Congressman to stop his speech. The crowd will start mumbling and the heroes stand, though they should remain calm. In the ensuing quiet, the chanting can be made out as the group



gets closer. 'They're Not Heroes, They're Just Zeroes!' is being chanted over and over.

As the protestors get closer, it can be seen that they are actually Brown Shirts, the notoriously radical group that seems to be a cross between the Nazi Party and the KKK. In recent news reports they have even been linked with substantial acts of terrorism and mayhem. The Brown Shirts are all in uniform and many are carrying signs. They continue chanting as they march all the way up to the stage. The two dozen of them then stand before the crowd, waving their signs and screaming their chant. A small fight breaks out as a few people from the crowd try to shove the Brown Shirts out of the way.

'Please!' Congressman Maxwell yells into the microphone, 'we must have order. Please!'

'Order is what we want,' the leader of the Brown Shirts yells back, quieting the others. 'The natural order of things. Not these false vigilantes who take the law and innocent lives into their own hands!'

'But don't you see that that's just what you are doing by interrupting these proceedings?,' insists Maxwell.

'What we do we do for the good of mankind, not for the simple gratification of an elite few. We are engaged in an orderly protest no different than your earlier pagan parade glorifying these . . . these costumed puppets!'

The leader of the Brown Shirts then turns to his men and nods. As one, they begin chanting even louder than before.

'You're all trespassing on private property!,' yells out Dr. Bennett. The Shirts only continue to chant.

Seeing the situation to be hopeless, Congressman Maxwell signals for the local police and museum guards to remove the Brown Shirts. Though a few scuffles result, the Brown Shirts are quickly removed and an uneasy calm slowly returns to the dedication ceremony. Maxwell, being a true politician, does his best to regain the earlier mood.

'People! I now have the privilege of presenting a man unparalleled in the world today. His past speaks for itself and we can only hope that

his future holds more of the same bright promise. Ladies and gentlemen, it is truly an honor for me to present . . .'

(GM Note: The GM should name any of the heroes present on the stage. The best choice though will probably be the most experienced and well known hero in the group. With some applause, the GM should get that player to stand as his character and say a few appropriate words to the crowd.)

Sometime during the character's speech, a devastating explosion is heard. Chunks of debris will then come raining down from the sky.

GM'S NOTES

- The heroes honored in the Hall of Modern Heroes need not be the same heroes that are currently involved in this scenario. Most of the heroes and villains will be famous veterans of past campaigns. Some will probably have gone on to their reward or retired. Though all the player characters are certainly not included in the exhibit, some of the more famous and experienced ones may be. It is up to the GM to determine who is honored here in advance, before starting the scenario.
- At first, your players may applaud the idea of Maxwell's bill, thinking it is long past due. However, the GM should be aware that the bill will subsequently open the way for any number of villains to bide their time and use their abilities for good until the time they are granted the immunity. Then they'll have free reign to go out and do as they please. Maxwell hopes to use this bill to legitimize many of TOTEM's activities.
- Players character heroes should try and remain aloof during this exchange and not get involved in a direct confrontation with the Brown Shirts. The GM is, of course, free to involve them if he wants. However, if they do get involved and anyone is hurt or killed, Maxwell will use this as an excuse to change his earlier view and now denounce the vigilantes. The Brown Shirts will also use it to prove their point, turning the crowd against the heroes.

2. ENTER THE VILLAINS

As the loud roar of the explosion booms overhead and the debris starts to rain down on the gathered crowd, panic will set in. The crowd will begin to force their way out of the bleachers, causing massive pile-ups of human bodies. The crush of the throng will cause a great strain on the grandstands, making them buckle. Congressman Maxwell and Dr. Bennett will try to get the crowd to calm down and make an orderly exit. They will not have luck in this attempt, once three villains appear on the roof of the museum, hurling debris and lightning bolts down into the crowd.

The three villains here are Jotunn, Meriah, and Karnage. They are actually acting as a diversion while their cohorts make their way into the museum, in search of the Dimensional Transporter.

Out in the parking lot, the Brown Shirts will use the confusion to their advantage. They will attempt to overpower the police and make hostages of as many officers as they can. Half the Brown Shirts will also arm themselves with confiscated weapons before rushing into the museum to assist the invading villains.

The heroes should, of course, spring into action. Even if the players aren't aware of the many problems before them, the GM must be, just as he must be aware if they act accordingly. These problems include the villains who are breaking into the museum, the villains on the roof, the terror-stricken crowd, the escaping Brown Shirts, and the endangered safety of Congressman Maxwell and Dr. Bennett. The players should be allowed free rein to handle these problems in any way they want.

If they rush to the front of the museum, the players/characters will find that the explosion was caused by Faultline vibrating the museum's structural weakpoint, causing a gaping hole to open in the front wall, near the main entrance. Faultline, Tomahawk, Gila, and Chillblade will be inside the hole, trying to work their way up to the Alternative Dimensions exhibit. While Faultline and Chillblade will continue on to reach this goal, Gila and Tomahawk will split off in different directions. Gila will try and hide somewhere in order to set a trap for any

unsuspecting hero. He also may be heading towards the Jewels of the World exhibit for his own purposes.

If a villain is beaten and left unattended or is hopelessly surrounded, or once the Dimensional Transporter is taken or destroyed, any villain will rapidly retreat and go flying off in a westerly direction. All the Brown Shirts who can will leave their hostages and go flying off with the retreating villains. While most of these villains cannot normally fly, they have been equipped with rocket belts for the purpose to this mission. The heroes should be taken by surprise by this, as well as by the fact that the Brown Shirts are also wearing rocket belts.

The character known as Tomahawk will unswervingly head for the Ancient Artifacts exhibit. He will behave like a man possessed, paying heed to nothing unless he is directly confronted or assaulted. Even if he is challenged, he will use the battle to his advantage so that he may more readily reach his target. He will attempt to destroy anything that might block his way.

When Tomahawk finally steps into the Ancient Artifacts room, an axe located in the second display case will begin glowing (see map of exhibit). Tomahawk's eyes will begin to fill with a similar light. He will then step to the case and smash the glass in order to gain the glowing axe.

Instantly the room will fill with light, temporarily blinding anyone there. When the light clears, Tomahawk will still be there but with a new look about him. He will no longer seem obsessed and will be attempting to clear his head. As the heroes tense for whatever trick Tomahawk is about to pull, he will hold a hand up in gesture of peace. He will then ask to be allowed to tell his story. Of course, the players might not let him, but at least he tried. If the heroes choose to keep fighting, Tomahawk will try to get away without hurting anyone.

Vehicle	Weight	Passengers	Cargo	Speed	Disable	Demolish
Rocket Belt	10	1 (+1)	300	75"	2	8

THE COGAN MUSEUM

TOP FLOOR

Hall of Astronomy: Models of the nine planets hang from the ceiling. They are suspended from little tracks which allow them to move around the center model of the sun. The ceiling itself is painted with a backdrop of stars, showing the western sky in the summer. Other displays that line the walls are on space, the galaxy, and man's exploration of the known universe.

Alternative Dimensions: Unknown universes, as well as travels in time and space, are explored in this exhibit. Included here is an experimental dimensional transporter on loan from the research labs at Arizona State University. It is approximately the size of a shower stall or an English police phone box. This transporter is the primary target of the villains when they attack the museum. Also on display in this room are small chunks of debris that have been retrieved from different dimensions in early experiments.

Bridge: A walkway that spans this area above the main floor.

Math & Mass: The theory of relativity and other mathematical hypotheses are examined in the wall displays that make up this area. Some equations are proven through practical examples. Occasional demonstrations are given on the small stage. (Check your brochures for the times.)

Kremmer Memorial Theatre: A 300 seat auditorium capable of producing and mounting full shows, though it is usually used by guest lecturers, small demonstrations, large scale instruction of visiting students, and occasional film festivals. The control booth containing the projectors, lights and controls for the theatre are at the raised western end. The stage and screen are at the lower eastern end.

Visiting Paintings Displays: This area houses a temporary display of masterpieces on loan from the Louvre Museum in Paris. While the Mona Lisa is not included, many valuable and famous canvases are currently hung here.

Jewels of the World: Another temporary display, this exhibit is primarily composed of copies of famous gems from around the world. Displayed here in alarmed, bullet-proof cases are copies of the Crown Jewels of England and copies of the Romanoff Jewels. Real gems displayed here include the Hope Diamond, the Star of Samarkand, and the Loyal Heart ruby.

MAIN FLOOR

World of Insects: Displays on all sorts of bugs, bees, mites and other insects are exhibited here. There are larger than life models of a locust and a flea, with their various anatomical parts dissected and labelled. A populated ant farm and a working bee hive also shown here.

Biology: Though all of life can be included in Biology, this area of the museum has been given over to the study of wildlife. Animals from all over the world are exhibited here, both live in cages and in dioramas. Currently on display here are a reptiles exhibit and a large area showing 'The Creatures of the Dark' (bats, owls, rodents, etc). This Biology area continues over into the dioramas that show natural scenes of wildlife in different parts of the country. Among the animals displayed

are the Great Bears, swamp life, and the denizens of the big cities. Perhaps the most poignant of all the exhibits in the museum is the Extinct Animals List, located near the hatchery. The list is divided into three parts. The first is a listing of all the animals that have died out and become extinct. The second section is a listing of all those birds, insects, animals, and vegetation currently on their way to becoming extinct. Between these two sections is a clock that ticks off how often a species becomes extinct somewhere in the world.

Hatchery: This huge incubator contains eggs of different species. The eggs are displayed as an educational tool. The eggs currently on exhibit are those of the California Condor. If left undisturbed, at least one should hatch within the week.

Globe: A large stationary globe of the world with raised geographical features. By pressing any one of the buttons around the base of the globe, a patron can get a certain area to light up while a tape gives information about that area.

Offices: These areas are basically just tables, desks, chairs and filing cabinets.

First Aid Station: This area has a couch, two beds, a scale, a desk and chair, and two cabinets filled with bandages and other basis medicines. A wheelchair and two sets of crutches are also available for the use of any patrons who might injure themselves.

Man In Flight: The growth of flying, from Icharus to Wilbur and Orville Wright to Sally Ride, is traced here. In conjunction with this display a hot air balloon, a Sopwith plane, and a lunar module are exhibited in the open areas of the museum.

Wave Tank: A never ending wave shows the effect of the moon and the Earth on the flow of the world's water.

Physics: A tremendous display of physics in action sits here. Patrons are able to touch buttons or push balls that set overwhelming construction sets into motion.

Hall of Modern Heroes: (see Larger Map) The uniforms of some well known super powered beings are displayed here, along with unbelievable weapons of all varieties. Statues of valiant heroes and notorious villains are spaced throughout the room, allowing patrons to wander around and examine them all. The eastern most wall is covered with posters, comic book pages and newspaper sheets showing the deeds and exploits of famous heroes.

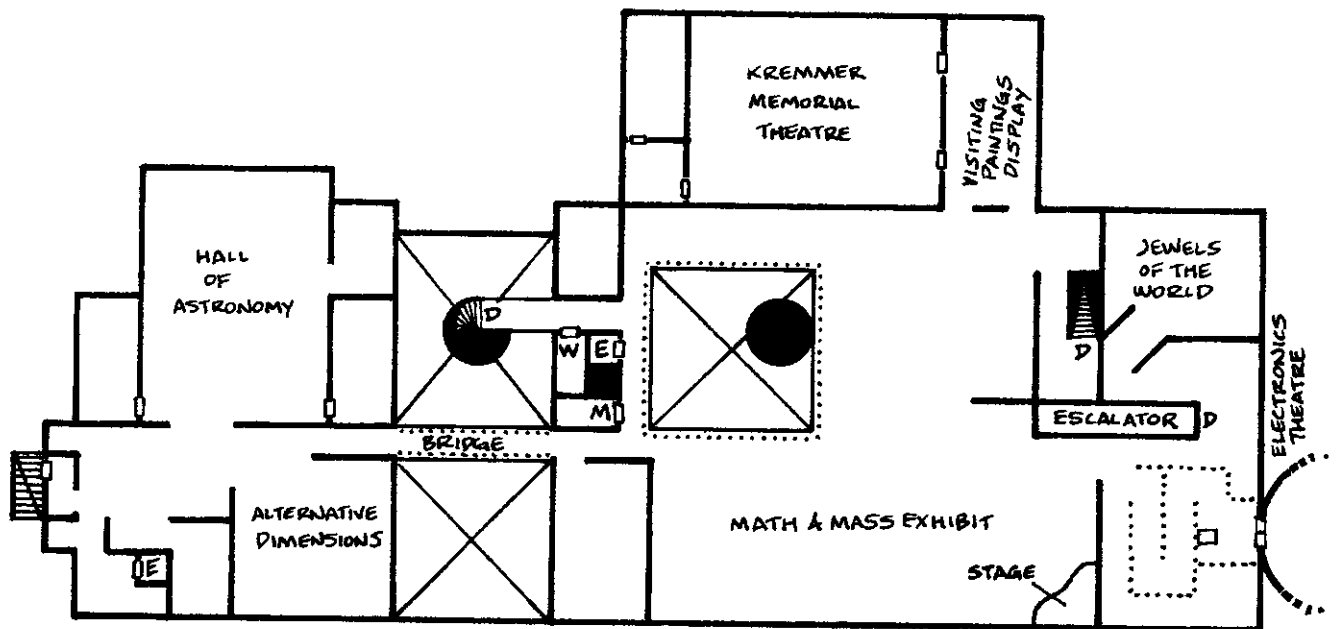
Stamps and Coins: Money from around the world and through the ages is displayed here in clear, alarmed, vertical cases. Even such exotic tender as goat teeth and bananas are shown here.

Electronics Theatre: Anything having to do with the wonders of electricity, from huge generators and transformers to safety in the home of Ben Franklin's kite, is displayed in this room.

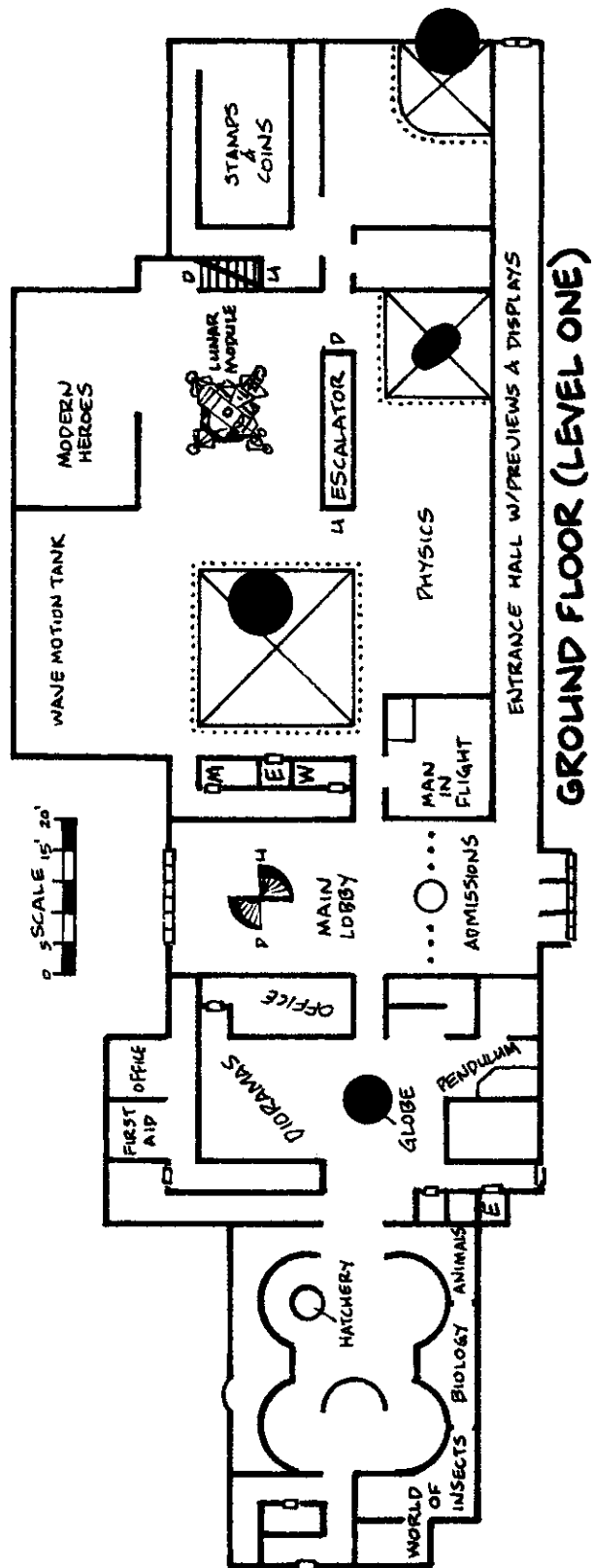
BOTTOM FLOOR

Brain & Body: This is an exhibit showing how the brain controls, as well as works with, the body. Included here are cutaways of the brain, along with displays on nerves, reflexes, and how the different areas of the brain influence the body.

Human Development: The reproductive organs of both sexes are ex-



TOP FLOOR (LEVEL 2)



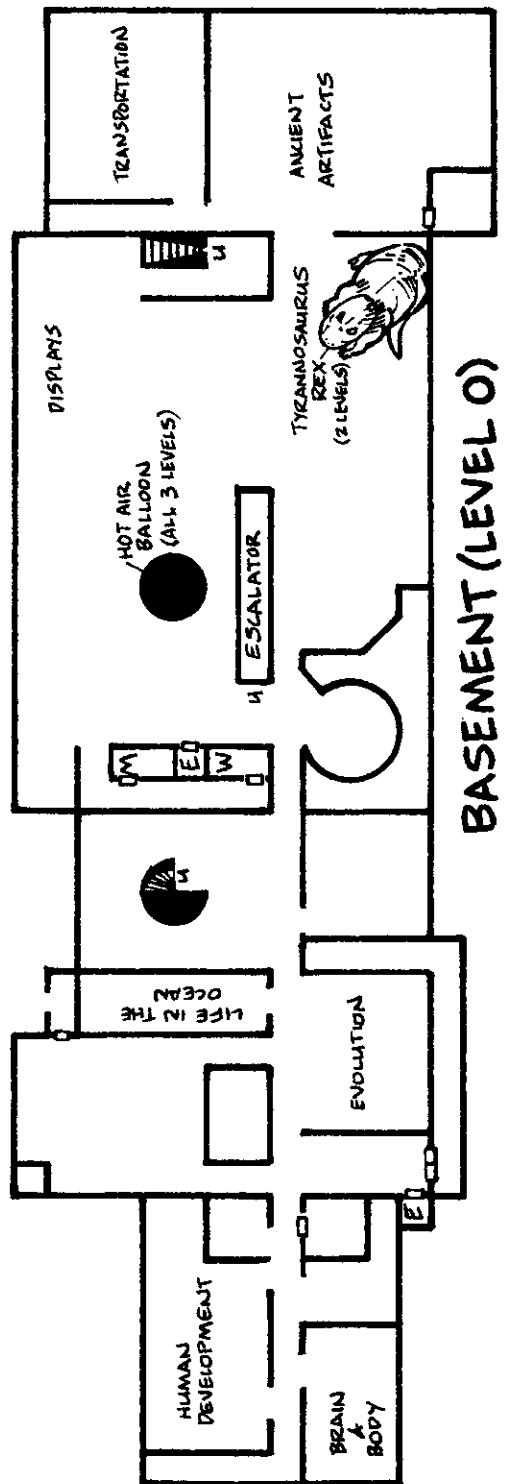
plained here. Plastic models and wall displays show the growth of the body from conception to birth. A small sections on abnormalities in growth is against the western wall.

Evolution: Man's evolution from one celled animals to apes to his current state are traced here through a series of displays and full sized models. The eastern wall is taken up by a display on mutations and how man will continue to evolve in the future.

Life in the Ocean: Modern marine life from the lowest depths of the sea to the shallows along the shoreline are displayed here. Some of the mounted species on exhibit include a giant squid and a twenty foot long shark.

Spiral Stair: These lead from this floor to the main lobby of the floor above.

Hot Air Balloon: A balloon is fed by forced hot air blasts so that it



rises and falls at regular intervals.

Sopwith: Displayed here as part of the Man in Flight exhibit.

Tyrannosaurus: A horrifying life sized model guards the doorway to the next exhibit.

Ancient Artifacts: (See Larger Map) This exhibit contains displays based on Indian life of the Great Southwest. Displayed here is a diorama of daily life in a Papago Indian village. There are two males, one female, and two children used in the display. Also in this room are exhibits on tools and mechanics, transportation methods, weapons, ceremonial and native dress, as well as crafts, jewelry and natural handiwork of the natives of the area.

This exhibit will be of primary concern to Tomahawk. He will use any means necessary to answer the siren like call of the ancient weapon and nothing will stand in his way.

Transportation: This is an exhibit showing all methods of transportation from the horse to trains to cars, planes, and space vehicles.

GM Note: Certain areas of the Cogan Museum have purposely been left vacant. These areas are for you, the GM, to populate with exhibits that you think will interest your players, much in the way you must determine who is in the Hall of Modern Heroes. Some suggested exhibits include: 'New Power Sources', 'From the Sun To the Atom', or 'Time, How to Use and Control It'. (Just think of the villains who would love to get their hands on either of these!)

TOMAHAWK

Identity: Thomas Bright-Sky

Side: Good

Age: 23

Sex: Male

Level: 1

Training: Education/Tracking

Powers:

1. Heightened Strength A: +13

2. Heightened Agility A: +17

3. Heightened Endurance B: +18

4. Animal Control (Mammals): 156 hit points worth.

5. Heightened Senses:

Tracking Ability: Must save vs. Intelligence on 1d20, -1 per hour old the trail. If lost trail, can make on Detect Hidden roll to pick it up again.

Sixth Sense: Detect Danger x 3

Nightvision: Self explanatory.

6. Heightened Expertise: +4 to hit with his tomahawk.

Special Requirement: Must be within 92 inches of ancient tomahawk or loses his powers until he possesses the artifact again.

Weight: 240 pounds

Agility Mod.: -

Endurance: 32

Intelligence: 16

Reactions from Good: +1

Hit Mod.: 31

Damage Mod.: +5

Accuracy: +5

Carrying Cap.: 3019 lbs.

Movement Rate: 92 inches, ground

Detect Hidden: 12%

Inventing Points: 1.6

Basic Hits: 5

Strength: 28

Agility: 32

Charisma: 12

Evil: -1

Hit Points: 156

Healing Rate: 4.5/day

Power: (108)

Basic HTH: 1d12

Detect Danger: 48%

Inventing: 48%

Notes: Carries an ancient tomahawk: HTH +1 to hit, does HTH + 1d6 damage, 16 inch range if thrown.

TOMAHAWK'S STORY

A young native American college football star, Thomas Bright-Sky finds his promising career cut short one night during a tragic fraternity ride. Returning to the reservation crippled and disgraced, Thomas takes up drinking and loses all hope for the future.

The reservation had changed much since Thomas went east to the white man's world. Progress had stretched out its grimy claw to strangle his little village. His brother, Robert Bright-Sky, the tribal leader, had sold off a large tract of land, including an old worked out mine, to a land development company. Soon after that sale, strange things started occurring on the reservation. Many of the young men from the village had disappeared, Robert amongst them, but that wasn't all. The few workers at the site who were allowed to go home at night were always watched by armed guards and a lot of weird equipment that didn't look like it had much to do with land development was being shipped in.

One night, in a drunken stupor, Thomas accepts a dare to go and investigate the site. Sneaking passed the guards, Thomas slowly worked his way into the mine. Slowly working his way up to the next level, he is awed by the magnitude of what he sees. Men in specialized military uniforms move about freely among others who are obviously scientists. These uniformed men lead chained parties of villagers and other men through the shadowy halls of the complex. Ducking out of the way of one patrol, Thomas finds himself in a weird kind of laboratory. Massive computers flash everywhere and a row of body tubes lines one wall. Horrified, Thomas recognizes some of the men from his tribe locked in those fluid filled tubes. Turning to leave to get help, he's noticed by one of the guards. Thomas runs but fails to get away when his injured leg gives out on him.

He is dragged before the hooded director of this place, who welcomes Thomas, telling him he is now in the hands of the TOTEM. When Thomas demands to know what's going on and what those tubes are



doing in his people, the Purple Mask obliges by allowing him to become part of the experiments. Screaming, Bright-Sky is led away and handed over to the technicians who quickly sedate him.

During the next few days, he undergoes many hours of pain as the technicians experiment to their twisted delight. First they reconnect the nerves and veins in Bright-Sky's shattered leg and arm, restoring full mobility to his right side. They then go into his brain to reshape the Indian into the latest operative in TOTEM's mad plan.

Electrodes are attached to his head and he is placed in one of the body tubes. There he is subjected to a bath of fluids designed to seal in and enhance all the new modifications in body and brain. While Thomas floats in silent deprivation, new images are being pumped into his mind through the electrodes in a very elaborate brainwashing exercise.

On one level, information is fed in about his being a lifelong agent of TOTEM. That all his powers are gifts given freely by TOTEM. But as such, they are gifts that can just as freely be taken away. All loyalties for everything he is are owed solely to TOTEM. He is only allowed to continue living through the greater glory of TOTEM.

Yet on a higher level, Thomas Bright-Sky hears another voice. His psyche follows the call to a misty place, deeply buried in his subconscious. There he is confronted by the spirit of his long dead grandfather, who had been one of the tribe's greatest shamans. The spirit tells Bright-Sky to remain faithful to the Great Spirit and faithful to himself as a leader through all these trials, no matter what the white eyes may do, as these trials are only one of a long line of conflicts he must face on the way to greater power and knowledge. The spirit says he will be granted great powers that Bright-Sky must use for the good of all men.

He says that these powers will come through a tool once belonging to a great warrior. As the spirit fades from Thomas' mind, it warns him to be prepared for a great conflict when brother must destroy brother. When the technician's are convinced that Bright-Sky has had enough, they release their new agent from his tube. Before the Purple Hood now stands the latest of TOTEM's genetic handiwork: Tomahawk!

His natural strength, speed, stamina, and reflexes have been increased threefold, so that he can operate entirely on his own in any environment and survive nearly any assault. All his senses have been enhanced so that he can identify more than a thousand different tastes and smells. His eyes have been operated on so that he can see clearly in almost total darkness. His more feral instincts have been broken into, so that he now possess a kind of empathic understanding with animals.

Though this new agent appears groggy and unsure, the Purple Hood orders him to accompany a strike force that is going to break into the Cogan Museum.

Once at the museum, Tomahawk forgets all about what he had been sent here after, as a strange voice filled his head. It was a voice he had heard before, that of his dead grandfather. Following the voice, he was led to the tomahawk in the exhibit. When Tomahawk grabbed his namesake weapon, unbelievable power suddenly flooded through his system. He became as one with the axe, knowing its exact weight and balance, allowing him perfect accuracy with it.

But the power flooding into him served another purpose. It broke down all the barriers placed in Tomahawk's mind by the TOTEM's

brainwashing. Instantly, he remembered who he was and how he got that way. He remembers the complex, the Purple Mask, the pain, the TOTEM, their plan, everything. Including the words of his grandfather's spirit.

Now himself again, Tomahawk vows revenge on the TOTEM. If asked, he will gladly accept any help the players may offer. He will reveal as much as he can remember about TOTEM base. This information includes:

- The presence of the alarm system
- The floor plan of the mine — Tomahawk knows where areas A-1 of the Mining Level are, though not their current conditions. He will know where the spiral staircase is and how to reach the Research Level.
- Some information about the Research Level — He knows where the lab is and what's inside it. He also knows where the guards are usually posted.
- Data on some of the villains. He knows that Faultline is a scientist whose power lies in his gloves, that Mariah is vicious and can control the wind, and that Gila is strong, poisonous, and certifiably crazy.
- He knows there are missiles somewhere in the place. He does not know what TOTEM wanted the Dimensional Transporter for, though he's fairly sure it had nothing to do with the missiles and the normal functions of their TOTEM base.

3. THE PLOT THICKENS

GM NOTES

The first part of this adventure is fairly straightforward. It's all about a simple theft at a museum. But now, the GM must ask himself what is the hidden purpose behind all this. After all, TOTEM is an international criminal organization, not apt to be involved with this kind of crime unless something more is going on.

As always, TOTEM has a number of different purposes in mind. The Dimensional Transporter isn't of any real importance to the North American branch of TOTEM. The Purple Mask is only after it as a favor to the European branch, which has requested the Transporter so they can continue some experiments of their own. The Mask is also using this assault as a test to see how Tomahawk will react in a pressure situation. He also hopes that the operation will run smoothly, allowing the TOTEM villains to easily overpower the snivelling heroes at the museum, thereby impressing Chillblade so that she will pledge her organization to TOTEM.

Back at the base, TOTEM's experiments in bio-gentic research also take on a sinister, darker meaning. Through all their experiments and tests on helpless victims, TOTEM scientists have perfected a strain of virus that mutates anyone with whom it comes in contact. Right now on the lowest level of this installation, captive workers and technicians are putting the finishing touches on a set of five missiles that will carry this virus to strategic cities around the world. TOTEM's plan is to launch these missiles, each armed with powerful warheads. The mammoth detonation of each warhead will disperse the virus into the winds, hopefully infecting more than one hundred thousand people in each area. Each of the five missiles is marked with insignias from one of the other five countries that will be hit. The five cities targeted in this plan are lit on the world map in the War Room of the Command Level.

The accusations between these five countries will be heavy and vicious as both the missile's destructive power and the rampaging virus take their toll. In the ensuing panic, TOTEM will step in and magnanimously offer their help to the troubled world. The TOTEM will be hailed as saviors as their antidote reverses the mutations, healing almost all of the stricken victims. The most promisingly grotesque or advanced cases will sadly be lost, only to reappear as new operatives in TOTEM's criminal army.

The selfless sacrifice of exposing themselves to the deadly virus in order to save the world's millions will bring international praise to TOTEM. To fully implement their cure though, TOTEM will have to take over for the ravaged governments. This will just be the stepping

stone as TOTEM gain stronghold on each of these five countries.

No ransom has been asked in this plan and no warning will be given before the missiles go off. Profit is not the motive behind this, TOTEM's latest bid for world superiority.

REACTION TO TOMAHAWK'S STORY

After hearing Tomahawk's story and after some planning, the players should attempt an assault on the TOTEM base in Silver Wolf Mountain, using as much information as Tomahawk can provide.

If players attempt to go to the Indian village before moving on to the mountain, the heroes will find themselves about fifteen miles southwest of the mountain in the middle of what looks to be a ghost town. A dozen ramshackle old buildings make up the town square, while a number of slightly better kept houses surround the outskirts. Only old people and children will be in town, since most of the able-bodied adults (men and women) will have been taken by TOTEM or will have gone off to work to support the village. The heroes will get no new information at the village, though they may be offered a simple meal. Tomahawk, however, will be impatient about getting on with it. He may even set out on his own, if the players let him. Due to his make-up and the other changes made by TOTEM, no one in the village will recognize who Tomahawk really is.

At the mountain, the players should take their time to look the place over first. If they smash their way in, they will of course, set off the alarms and will be confronted by the frontline of TOTEM's defenses, Brown Shirts in Heavy Battle Armor.

If the players entrance is surreptitious, the mine will seem unused and completely empty. A fine layer of dust will be over everything. Though the area is very quiet, those with a heightened sense of hearing may hear voices or machinery.

Any villains or Brown Shirts that were injured at the museum, but who managed to get away, will be in the Infirmary on the Research Level. If they were uninjured and were able to get away, Gila and Karnage will be waiting in ambush somewhere on the Mining Level, Faultline will be on the Missiles Level overseeing work on the rockets, Mariah will be in her room, while Chillblade, Jotunn, and Bear Claw will appear with the Purple Mask.

When the players first reach either the Research Level or the Mining Level (with Research given precedence if necessary), they'll be met by

a welcoming committee of Jotunn and Chillblade. Before any battle goes too far though, an authoritarian voice will pierce through the noise.

'Hold!' the voice yells.

Stepping from the shadows will come a tall figure dressed in dark business clothes and wearing a purple hood over his head. Shuffling up behind him will be a half-man, half-bear creature.

Once he has their attention, the Purple Mask will then go on to boast about TOTEM's plan for the missiles (see above information). He may even offer to take the players on a tour of the base since there is no chance they might escape or stop TOTEM. Especially not if they have to go up against his newest agent, Bear Claw.

The half-man, half-bear creature will instantly attack if Tomahawk is there. If Tomahawk isn't there, the Purple Mask will ask the players to surrender, since there is no way out. The players are free to answer as they choose.

If the answer is no (and well it should be) the Purple Mask will hold back from engaging in any battle that may ensue, seeing how the battle goes. If it goes badly for the villains, he will attempt to leave the scene. He'll then quickly make his way to his private chambers. He will seal all the doors behind him as he moves toward his escape pod.

Bear Claw and Tomahawk will not immediately recognize one another. The GM should introduce an element of doubt to Tomahawk (he might recognize a tattoo, a medallion, or his brother's eyes) but nothing that he can readily prove. Keep this element of mystery alive for your players.

Also try and play up who the Purple Mask might really be. These little tidbits will keep your players interested and keep them thinking.

TOTEM BASE – LEVEL D MISSILE LEVEL

The lowest level of the TOTEM complex, this level is mostly a wide open work area. It has been hollowed out of the very earth and lies approximately 500 feet below sea level. The ceiling is criss-crossed with steel suspension beams that support the earth above and reinforce the entire level. All areas on this level are lead lined and have been im-

pact tested.

The missile silos on this level stretch out under the desert and are not located under Silver Wolf Mountain. Each silo is made up of steel and imbedded cement, and is equipped with a ladder inside that runs from lip to base. Each silo is separated from the silo next to it by a thick buffer.

GM NOTE: It is up to the GM to examine the capabilities of his players/characters. This will aid in determining how to use these missiles to their best advantage. After looking at his characters, the GM should next refer to page 25 of the V&V rule book to determine what kind of blast each missile should be capable of in relationship to those characters. Keep in mind that it's highly unlikely that TOTEM would even bother sending up anything less than a Small Nuclear Bomb.

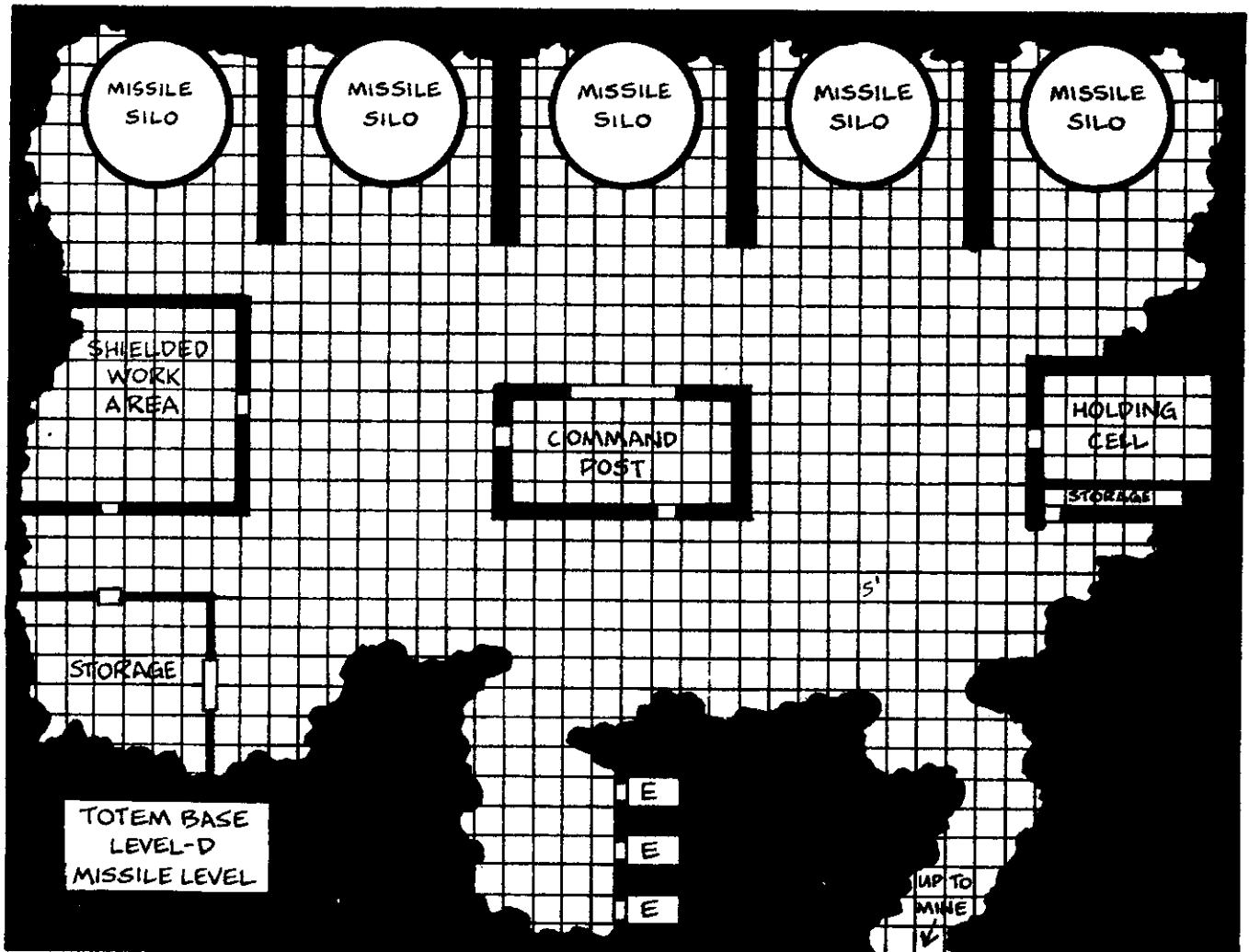
Missiles in the silos can be in various stages of construction. Only the bodies of the missiles may be ready or the missiles may have their warheads connected or those warheads may even currently be activated. Again, this is all up to the GM to decide.

The other areas on this level are:

Work Area: A research/testing area for explosives and new fuels to be used in the missiles. The walls here are solid lead and have been shielded to contain both blasts and radiation. There are four testing chambers, two along the west wall and two along the north. Specialized radiation suits are hung just to the right of the eastern door, while lockers are located on the left. Eight tables are spaced throughout the center of the room, allowing a large work area. Each table has numerous test tubes, beakers, burners and other tools atop them. Each also has a working sink in its center. Working extinguishers are kept in readily accessible spots.

Storage: All types of volatile and dangerous ingredients are kept in this temperature controlled room. Boxes of equipment are kept along the south wall, while steel barrels line the north wall. The western wall is made up of shelves on which all unused portions or ongoing experiments are kept.

Command Post: The nerve center of this level is here. The northern wall consists of a one-foot length of the shielded window is the monitoring and firing board for the missiles. Three chairs sit before the console,



one for each of the technicians needed to launch the missiles. Computer banks line the south wall. These computers are hooked into the main computers on the Command Level. The primary function of the computers here is to act as monitoring devices on the missiles, so everything will flow smoothly. The eastern section of the room consists of a small living section, complete with a coffee machine, refrigerator and couch. A large communication radio is in the southeast corner. An electronic wall map lines the western wall.

Holding Cells: This is the area in which the missing workers from the village are held. The room is stark and filthy. It is made up of numerous cots and dirty piles of straw. The southern section is a storage area for the work tools. Shovels, picks, dynamite and other construction items are stored here. If the walls of the cell are examined closely, there is some evidence that the workers have been trying to dig their own way out.

GM NOTE: If the twenty captives that have been held here are freed, some of them may try to make their way up to the Explosives Area (H) of the Mining Level in order to aid the heroes.

Elevator: This is the lowest level the elevators will reach. The three doors will open to the west. Each car is equipped with a fire extinguisher and a roof escape hatch. The two darker areas between the elevator cars are the workings and power sources for the cars.

Ramp: The ramp down from the Mining Level is very steep and twisting. It does not come straight down, as it has over 600 feet of ground to cover.

TOTEM BASE – LEVEL C MINING LEVEL – ENTRANCE

This is the main entrance level into Silver Wolf Mountain. Though once a thriving silver and metal mine which was the economic staple for the Indians here, the mine has long since been abandoned. Dust lies everywhere as the players/characters enter. Unless the players prepare for it, entering this level will set off a silent alarm to the levels above. The alarm is triggered by anyone breaking a beam of light set at ankle level.

The straight walls are indications that those sections of the mine have been fairly well worked over, while rougher wall mean areas

that were left undeveloped. Areas that have X's marked in them are areas that have tracks for mining carts running through. Other important facets of this level are explained below.

Areas 'A' through 'I' were the main living area when the mine was in full operation.

A) Bunks: These were the sleeping quarters for mine workers on long shifts, or who simply chose to live here. Two rows of 15 bunks run the length of the room. Simple, unremarkable tools are scattered around the dusty floor. Various sayings and initials are carved into some of the wooden bunks.

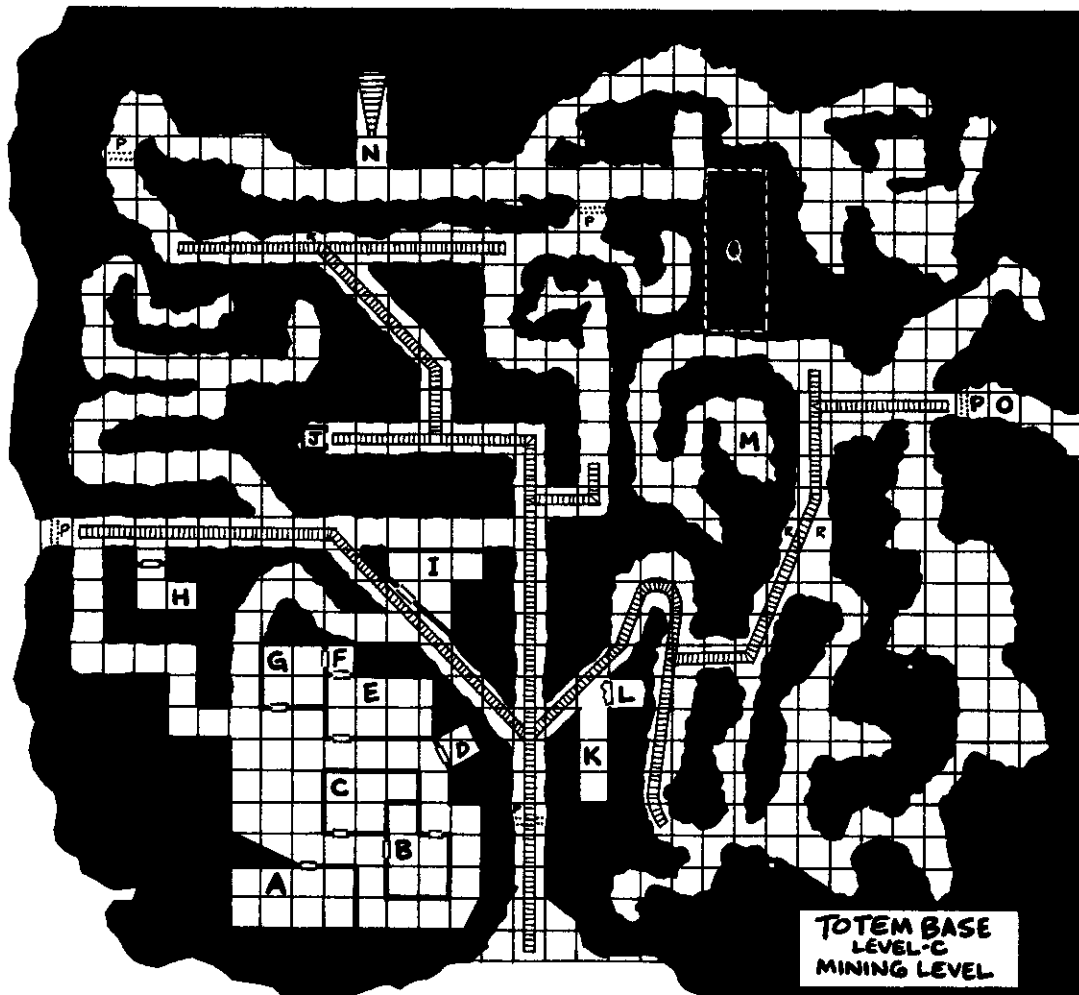
B) Latrine: A row of simple sinks lines the south wall, a common shower area is in the upper northwest corner, and sectioned urinals run along the eastern wall. This indoor plumbing is by no means new and a lot of it has rusted through and fallen apart. A large central drain sits in the middle of the room.

C) First Aid: Once, this was the makeshift hospital area for the mine. There are eight large box beds along the north wall, a desk and chair sit in the south next to a large standing scale, and filing cabinets line the western wall. Though most of the wood in these cabinets has warped and rotted, the locks are still intact. Any files that have already disintegrated will be found inside.

D) Office: A large roll top desk and an ancient oak chair are the major features of this room. Filing cabinets line two walls. Piles of old papers, records, notes, etc., are scattered everywhere.

E) Kitchen: This is actually a big eating area made up of a number of tables and benches. The kitchen area is only in the northwest of the room, where all the cooking and serving was done. The charred hole that was used as the stove and oven can still be seen, though it is full of rock and debris. In this room will be seven Brown Shirts, three of whom are in Heavy Battle Armor. If upon entering the mine, the players tripped the alarm, the Brown Shirts will be ready for them. If the players managed to avoid the light beam, the Brown Shirts will be unprepared. They will simply be in here sharing some coffee between rounds. Their noise will alert the players to their presence.

F) Freezer: This is a large meat freezer that uses the natural coolness of the mountain for its cold. There is a revolving rack here suspended from the ceiling. It's complete with a dozen meat hooks.



G) Food Stores: Wooden shelves line every wall of this room. Canned goods and old boxes, some of which have been gnawed through still sit on some of the shelves. Cobwebs and dust are thick in this room.
H) Explosives Area: Old blasting caps and barrels of powder used when the mine was in operation are stored here, along with a number of timers, plungers, and fuses. Much of the powder has spilled and dried out so that it is very unstable.

I) Tool Storage: A large room containing the picks, shovels, helmets, goggles, and other equipment used in the daily life of a mine worker. Though the dust here is obviously not as thick as it is in other sections of the mine, the tools that have been left here are old and in poor repair.

J) Elevator: This is an open topped, freight type of wooden elevator. The shaft here goes down about one hundred feet before stopping and goes up approximately 500 feet. It can reach the level above.

K) Cart Storage: This small, dusty alcove is filled with old rusting mining carts, many of which have not seen use in some time.

GM NOTES: There may still be one or two mining carts at different points in the mine. They will all be old and rusty, but they may have some use to whoever finds them.

L) Door: Outside of the Cart Storage area is a secret doorway hidden in the rocks. By pulling the right piece of track up, like a lever, one can easily get the door to open. Once it's opened, a staircase going up will be revealed.

M) Pit: This is a naturally formed pit that has been here as long as the mountain itself. The pit runs from well above Level A to one hundred feet below this level. The walls of the pit are almost sheer and very difficult to get a grip on. At the bottom of the pit are a few skeletons mixed in with some newer specimens of tragedy and ill fortune.

N) Stairs: This is a spiral staircase that has been hewn from the very rock of the mountain. It leads to the level above.

O) Ramp: This is the beginning of the ramp leading down to the Missile Level.

P) Sliding Walls: These are sliding panels of solid steel, though they are camouflaged to appear to be ordinary cavern walls. They are controlled either by buttons in the War Room or by someone tripping the eyebeams along the ground. When players first come upon these panels, they will be open and well hidden in the recesses of the rock. However, as the players pass, the walls will slide silently into place, herding the players to their fate.

Q) Elevator: This area is actually not on this level. The dotted lines indicate where the elevator bunks pass through this level.

R) Lasers: Technologically advanced laser guns are set in the recesses of the walls at these points. They are capable of destroying anyone foolhardy enough to trip their eyebeam triggers. Cameras are also set in the walls at these points allowing for complete surveillance.

**TOTEM BASE – LEVEL B
RESEARCH LEVEL**

This is the first of two levels that make up the nucleus of the TOTEM complex inside Silver Wolf Mountain. This level is primarily given over to the genetic research that is so important to TOTEM's plans for the future.

The halls on this level, and the level above, are illuminated by hanging fixtures attached to the ceilings. The 'G' spots signify where a guard regularly has a post. Other significant areas of this level are listed below.
Mess Hall: A dozen long folding tables with benches are placed throughout this room. In the northwest alcove is a set of vending machines that dispense drinks, snacks and candy.

Kitchen: This kitchen is similar to that of any large institution. Steel preparation tables run the length of the room. A large stove and an oven are against the north wall. Racks of utensils, bowls, measuring cups, and mixing tools hang from the ceiling. A dishwashing machine stands against the east wall. Knives, forks, spoons, and dishes are kept on a table on the west. A large butcher block sits in the middle of the room. A full sized walk-in freezer is set to the north.

Officers Quarters: The two captains of the Brown Shirts have their offices and personal quarters here. The room is divided into two identical sections. Each has a simple bed, a large locker, a desk, a swivel chair, and a heavy dresser. Each captain has a suit of Heavy Battle Armor hanging in their lockers, along with their regular clothing. No personal effects can be seen anywhere in the room. A single private bath is located in the north of this room.

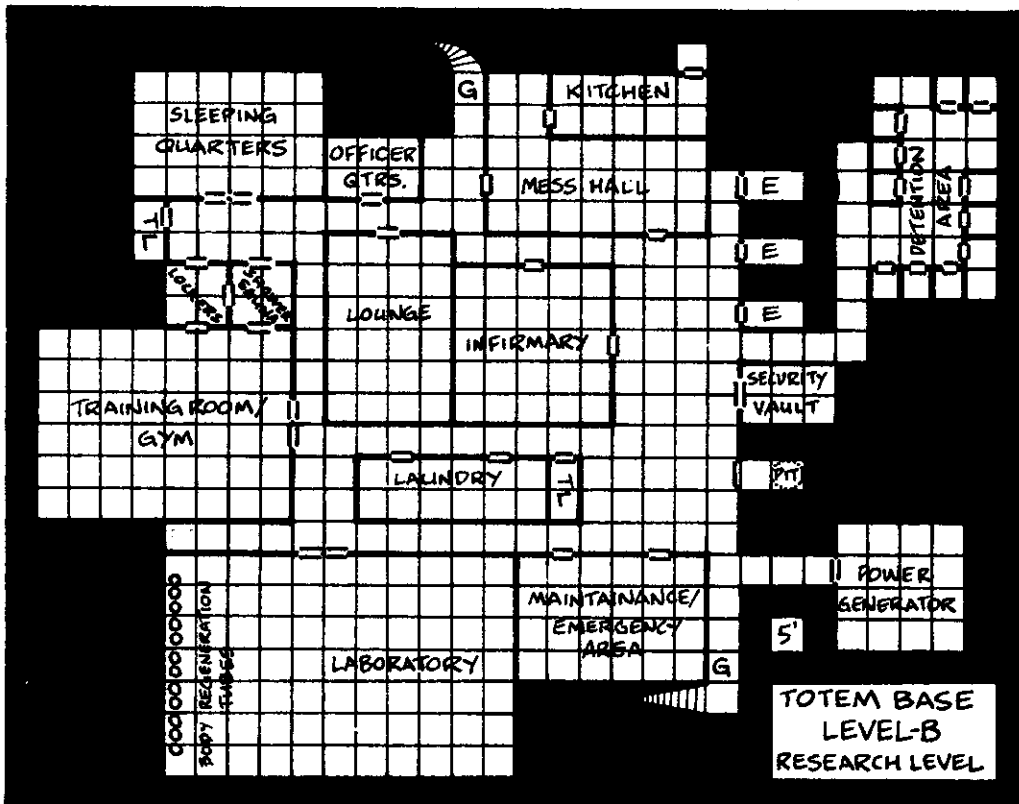
Sleeping Quarters: This is the sleeping area for the remainder of the Brown Shirts. There are twenty bunks in here, each with an individual foot locker is closed and no personal effects can be seen anywhere.

GM NOTE: The forty regular Brown Shirts stationed at this complex probably include those who were involved in the earlier incident at the Cogan Museum, the seven guarding the Mining Level, and any others that may have already been encountered. Again the GM should base the total number of Brown Shirts on the abilities of his players. If 40 is not a powerful enough challenge, add as many as will make it exciting, without making it impossible. Be sure you have a definite number of soldiers before starting the scenario.

Lockers: Forty large stand-up lockers are here. One locker is assigned to each Brown Shirts. Each one has a name clearly stencilled on it. A number of different weapons, uniforms, and personal effects can be found by going through these lockers.

Showers: This is a large communal type shower area. It includes a separate sauna, complete with benches and steaming rocks. The sauna is regulated by a temperature gauge outside the door.

Latrine: Urinals line the west wall and a row of sinks lines the east wall. A long mirror rests above the sink. Paper towels and two blow-dry



machines are on the north wall.

Gymnasium: This is a large work/training area outfitted with rubber floor mats. The room is equipped with three large punching dummies and some smaller bags, rings, a vaulting horse, six barbells, and one Universal machine. If the mats are taken up and hung on the wall pegs, a basketball court can be seen painted on the hardwood floor. A small booth with a projector is set high in the western wall so that this room can be used for full scale presentations when needed.

Lounge: This is the relaxation area for the regular Brown Shirts. The room has a large screen television along with a number of easy chairs and two couches. A billiard table sits in the north end, with the rack for the sticks to the left of the door. There is ample lighting for reading any of the adult books or adventure magazines stacked on the shelves in the southeast corner. Two card tables are folded and set to the right of the doorway.

Infirmary: Actually, this is more along the lines of a miniature hospital. There is equipment here that can handle almost any kind of medical emergency, including a portable X-ray machine. There are also six beds and two working examining tables. A desk sits to the east in front of a row of locked filing cabinets. One surgeon is kept on staff. He rooms on the level above with the technicians.

GM NOTE: Any villains, including Brown Shirts, that were seriously injured at the museum but were able to escape, will be here, fully recuperated.

Laundry Area: Washing machines and dryers are here for the men to use as they please. A detergent dispenser is located on the western wall. All Brown Shirts are responsible for their own clothing. On occasion, a soldier may be assigned laundry duty either as a punishment or if a visiting VIP needs some laundry done.

Latrine: A smaller version of the earlier latrine, with only three sinks and three urinals.

Laboratory: The crux of this level of TOTEM's operation is here in the laboratory. A team of three scientists work and live here. Each of these men is respected world wide, each having a long list of credits in biogenetic research. Only one of the scientists, Professor Edward James, is being held against his will by threats against the life of his family.

The other two scientists are strictly interested in these experiments for science's sake. They don't bother themselves with distracting ethical questions about their work. They are well paid and have ample opportunity to carry out experiments that they would never be able to pursue in more conventional places.

The lab itself is set up like one of Henry Frankenstein's worst nightmares. A row of body tubes, filled with a variety of variously colored restorative liquids, stands along the western wall. Banks of electronic monitoring equipment on the south wall are attached to the tubes by numerous wires. Three large operating tables are in the southwest section of the room, each equipped with individual monitoring devices and

operating equipment. Most of the east wall is taken up by steel shelving that holds different jars of mutated animal parts used in the ongoing experiments. Round lamps hang down from the ceiling, throwing pools of light and casting eerie shadows everywhere.

Almost one-half of the body tubes will hold beings in various stages of reconstruction.

GM NOTE: If the players need more of a challenge, the GM may elect to have one or two of these pitiful creatures in the final stages of reconstruction, so that if the tubes are smashed or destroyed, these creatures will come to life. However, most of these man-beasts will die mercifully the instant the tubes are broken or turned off.

Maintenance: Tools of all sorts are kept in this area. But these are not just simple mining tools such as picks and shovels. Included here are tools for electrical work, such as cable, transformers, junctions, etc., as well as jackhammers, power tools, and tools for general maintenance. The tools are all divided into individual sections by use and are hung on pegs on the western and southern walls. A workbench complete with hand tools spans the distance between the two doors on the northern wall. Emergency over-ride circuits, atmospheric controls and other monitoring devices take up the east wall. This area is manned by a full time technician.

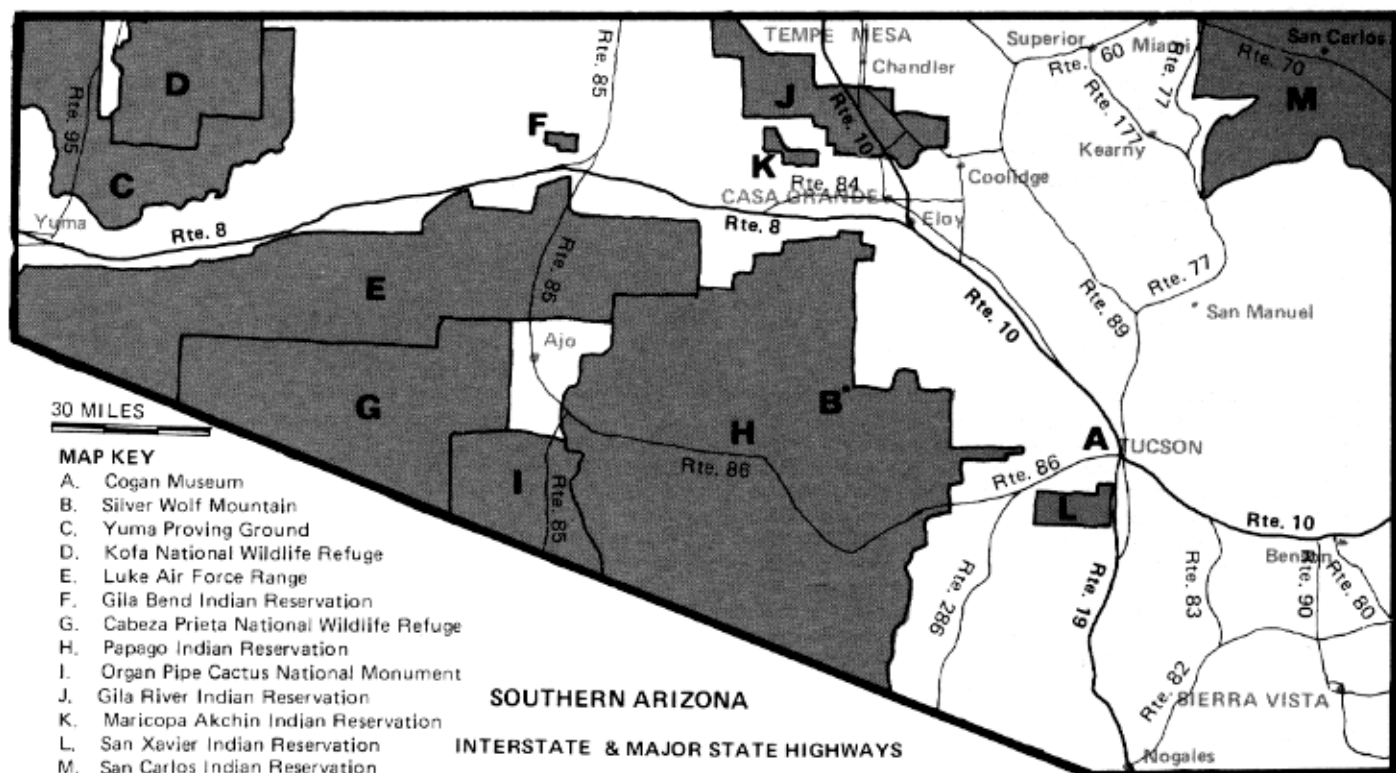
Power Generator: The two large turbines that generate power for the entire complex are kept here. Any major breakdown here would leave the installation with almost no power except for emergency lights. A break here will register in the Maintenance Area, alerting the technician there.

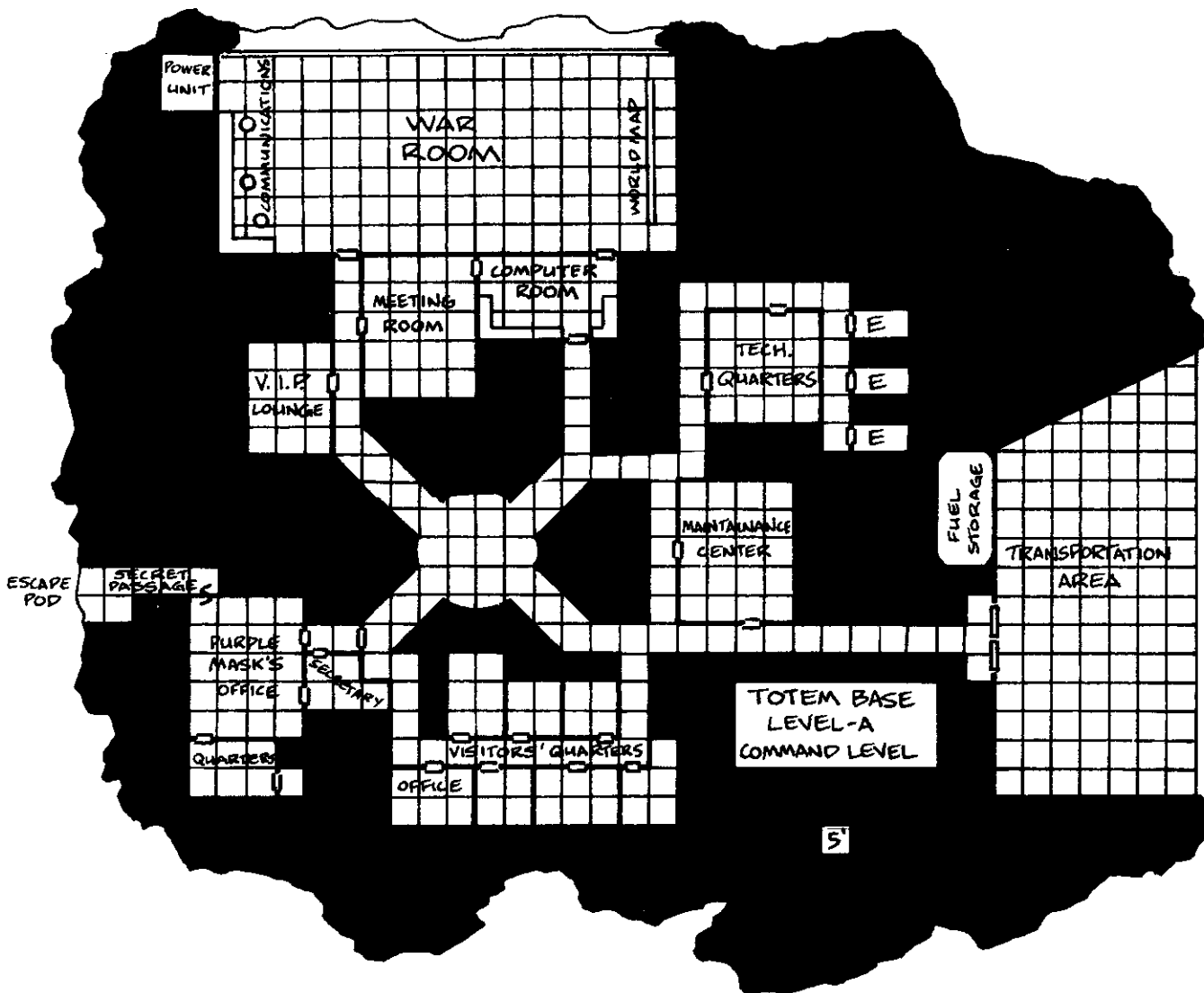
Pit: A door leads to the natural pit which is used as a disposal for difficult prisoners or failed experiments. The pit is a naturally formed, irregularly shaped hole that extends down 700 feet to its base. Regular trash is vaporized and is strictly forbidden from being thrown into the pit.

Security Vault: Valuable papers are stored here, along with confiscated goods and prototype weaponry. The three foot steel door requires two keys and a combination in order to open it. Each of the Brown Shirt captains have one key, while the combination is known only to the Purple Mask or Faultline. Stored on the shelves in here will be anything taken from the museum, along with the piles of counterfeit cash, some old paintings, blackmail files on prominent citizens and government officials, some files on known superheroes, files on each of the Brown Shirts and the technicians, files on other TOTEM operations, a laser rifle, and a pair of gloves that uses natural body fluids and turns them into acid capable of dissolving whatever they touch.

Detention Area: Eleven cells, including two solitary confinement cells are in this block. Any captured superheroes will be confined here until they can be terminated. Each cell is equipped with a nullifier that is designed to dampen the powers of anyone inside them. Each cell also has a small bunk on either wall with a single sink against the rear.

Elevator: See description on Missile Level.





TOTEM BASE – LEVEL A COMMAND LEVEL

This is the executive level of TOTEM's operation inside Silver Wolf Mountain. Located near the very top of the mountain, this level contains all the components pertinent to the military aspects of TOTEM's plan. Areas of importance on this level are listed below.

War Room: This is the nerve center for all that goes on having to do with the launching of TOTEM missiles. The front of the room is a glass panel that allows a view out over the hidden missile silos, as well as affording a glorious panoramic view to the north. The shatterproof window is covered by a fiberglass false front that blends in with the natural formation of the mountain. This false front can be raised or lowered through the use of a hydraulic unit that controls a set of motors, acting much like an automatic garage door opener. This front is virtually invisible from the ground when open due to its being recessed, as well as a number of formations and ledges that jut out to block the view.

Inside the war room is an electronic map of the world. It is large free-standing piece of glass, measuring 50 feet by 5 feet by 8 feet, that has a world map etched on it. Key points and cities around the world can be electronically lit up, depending upon what use is being made of the map. Currently, there are five key cities lit up on the map. Each city has a numerical designation next to it. The numbers and cities are: 1-Tokyo, 2-Peking, 3-Moscow, 4-Cairo, and 5-Washington, D.C. Though it will not be apparent to the players/characters, these numbers correspond to the number of a missile silo down below. The remainder of the War Room is technology at its finest. The southwest corner is devoted entirely to communication and is run by three technicians. Any other TOTEM center can be reached instantly by bouncing radio waves off the TOTEM satellite. The most southerly portion of this console is given over to the coding and decoding of important messages. Pin point tracking and guidance are the responsibilities of the two technicians who man the computer banks that stretch along the south wall between the two doors.

The front desk, which sits in the middle of the room, is given over to the men who are responsible for the actual firing of the TOTEM missiles. Once the missiles are fired, these technicians will then join the others in tracking and guiding. A long table with chairs stretches before the viewing window, allowing visitors the chance to see history in the making.

The doors to this room are two feet thick and solid steel. They can be sealed from either side with an over-ride lock that can only be opened on the side it was locked from.

Computer Room: Constant monitoring of the TOTEM facility is done by computer. If the computers were to shut down somehow, back up systems would kick in so that all emergency systems would still be operational. The eastern back of computers is responsible for monitoring world wide defenses that may come on in response to the missiles, once they are launched. Any alarms that are triggered throughout the complex will register here. One of the four ever-present technicians would then take the notice to take the notice to the communication board where the message of an intruder would be broadcasted to the appropriate areas.

Conference Room: This is a large meeting area where the discussions of senior members or security briefings are held. Full scale meetings of the Brown Shirts or technicians are held in the gymnasium area. The walls here in the conference area are soundproofed by thick panelling of a dark color that matches the huge meeting table. A panel in the southern wall slides up to reveal a television viewing screen and an audio/visual center.

VIP Lounge: A smaller, more tastefully appointed recreation area than that on the Research Level. A fully stocked bar takes up the southern end of the room. Books and magazines on all subjects are on the shelves on the west wall. There is a 25 inch screen television and an entertainment center recessed into the north wall. The remainder of the room is taken up by large comfortable chairs placed over the thick pile carpeting.

Purple Mask's Office: The sumptuous office of the Purple Mask is done in warm, subdued colors. The walls are thick, smoked wood and the floor is covered in deep pile carpeting. A massive desk, complete with a small observation television and communication console, sits near the west wall. A heavy couch sits along the east wall. A private bar, with a sink and a refrigerator, is in the southeast corner of the room. Four large leather covered chairs are placed around the room. A number of plants add an accent to this office. The northern wall is taken up by bookshelves which are filled with rare editions and valuable manuscripts. However, if the top-most copy of the King James Bible is removed, the western section of shelving will slide open to reveal a hidden passageway.

Escape Area: This secret escape way is known only to the Purple Mask and will be used only when the situation appears to be hopeless. The Mask will seal all his office doors behind him as he makes his way down the small hallway to his escape pod. While he may take a hostage to insure his successfully reaching the pod, he will never take anyone with him or allow anyone else to use the pod in his place. This escape route is strictly for the Purple Mask only. The pod itself is a small one-man rocket, built like a motorcycle. It has a top speed around 150 mph.

Purple Mask's Quarters: This is a simple apartment, modestly appointed. There is a comfortable king-sized bed in the northeast corner. The room also contains an easy chair, a large reading lamp, a closet containing very expensive tailor made clothes, a small writing desk with a chair, and a large bureau. While the room is simple and tasteful, no personal articles can be seen anywhere. A private bath with one sink, one tub, and one toilet is off to the southeast.

Secretary's Office: This is a small work area given over to administrative work and run by a secretary who lives in the Technicians Quarters. An intercom links this office with the office of the Purple Mask. The office is neatly made up of a small desk and chair, a few plants, and numerous filing cabinets. The secretary, nor anyone else in this complex for that matter, knows of the Purple Mask's real identity.

Visitors Office: An office similar to the Purple Mask's, only on a smaller scale. There are two separate desks, with chairs and writing utensils. There is a typewriter, an easy chair and a couch in this room.

Visitors Quarters - A: This is Bear Claw's room. There is a large, unmade bed with a lamp hanging over it against one wall. A portable television that has had its screen punched in sits on the single dresser. A single bathroom is in the northeast corner, with a closet taking up the

rest of the north wall. There are a number of smashed pictures and broken artifacts scattered around the room. Deep claw marks have been gouged into some of the walls.

B: This room is stark. There is sand strewn everywhere on the floor. The lamp hanging over the center of the room is an ultraviolet heat lamp. The bathroom here is very small. This room belongs to Gila.

C: Mariah's room is nicely furnished. Her well made bed has a canopy and small dolls sit atop the dresser, next to the television. A huge photo mural of the open desert is pasted to the entire west wall. A large closet full of expensive clothes, shoes and hats is in the east wall. Mariah's boudoir is in the upper northeast.

D: This is an average room containing a bed, a lamp, a chair, some pictures on the wall, and a private bath. Nothing in this room has been made up special, though the thermostat has been turned off, making the room comfortably cold for Chillblade.

E: Charts and graphs take up all the available wall space here in Fault-line's room. A drafting table is the outstanding piece of furniture here. A simple, sturdy, made bed rests near the single bureau. A closet with only six or seven sets of clothes is in the south wall. A large easy chair sits near the door and the bathroom is in the northeast.

F: A pile of large comfortable pillows arranged on expensive rugs makes up the bed here in Jotunn's room. A bowl of fruit and a bottle of wine are on the table nearby. A half-finished painting of Jotunn's home sits on an easel near the east wall, with the paints and brushes on the floor nearby. The modern bathroom of 'wonders' is in the northeast.

Maintenance Center: Similar, though smaller, to the center on the Research Level. This is basically a work area, without nearly the amount of tools located on the floor below.

Technicians Quarters: 25 partitioned beds are in this room. It is slightly better appointed than the Brown Shirt barracks on the Research Level. Each bed can be separated from the one next to by movable partitions. Each technician is also given a small chair and work desk.

Elevators: See Mining Level for description.

Transportation Area: This is an open hanger area that affords easy access to the outside. It has a movable fiberglass front similar to the one guarding the window of the War Room. A 4-man VTOL rests here, along with 2 medium sized helicopters. All three have been fully charged and are ready to roll. A few lifting jacks and a number of other tools are visible on the workbenches here.

Fuel Storage: Barrels of gasoline and other fuels are stored here. They are highly volatile and should be handled with extreme care.

Vehicle	Weight	Passengers	Cargo	Speed	Hit Points to Disable	Hit Points to Demolish
4-Man VTOL	4000	1 + 3	900	240"	20	80
Med. Helicopter	6000	1 + 5	3000	200"	30	120

THE TOTEM TRIUMPHANT!?

If the players are defeated by the Agents of TOTEM, the Brown Shirts will step in and gather up the unconscious bodies of the superheroes. If some of the heroes have retreated, they will not escape as the Purple Mask will order the base sealed and a Brown Shirt alert will be in effect until all loose heroes are captured.

Upon the capture, Tomahawk will be placed back into one of the laboratory's body tubes. Since he was originally intended to be a TOTEM Agent, they will keep him in 'deep freeze' until he can be reprogrammed sometime in the future. As for the player-characters, the Purple Mask will reject the advice of his aides to 'chop them up into tiny pieces' and, instead, will move them to the infirmary.

There, the players will be heavily sedated and, through the use of x-ray photography, fingerprints, retina-scans, and a general search and examination, the Purple Mask will extract enough data to eventually puzzle out the players' secret identities. This information will be stored in the main computer. Scientists will also extract cell samples of the player-characters and make blueprint diagrams of their devices. The Purple Mask plans to dispose of the heroes and create cloned duplicates that will take their originals' places, only to be deployed as special secret agents for TOTEM. The blueprints will be placed in the security vault and the cell samples will be deposited in a secret cell bank hidden somewhere on base. The heroes will remain sedated until the missile system has been completed.

The player-characters will awaken hours/days/weeks later to

find themselves riveted to the sides of the missiles themselves, which are readying for launch. The group are in different silos, separated from each other, and can hear the voice of the Purple Mask gloating to them over the intercom from the War Room.

'How very fitting that you, the enemies of TOTEM, still in the throes of your defeat and humiliation, shall be first-hand eye-witnesses to TOTEM's ultimate triumph. Those among the world's greatest superheroes will serve as heralds for the death and devastation to come . . .' And so on, and so forth.

While the Purple Mask may very well inform the players as to the destinations of their particular missiles, he will only give the slightest hints concerning the cell samples. If the player-characters attempt to use their super-powers to break away before lift off, they will find they cannot concentrate sufficiently to activate them due to the after-effects of the sedative.

With a laughing farewell from the Purple Mask, the missiles are launched. The wind blast from take-off seems to clear the heads of the heroes, but the missiles are moving tremendously fast, and it is more than a little difficult to breathe. The missiles will impact in anywhere from one hour to fifteen minutes, depending upon their targets. Here, the GM should give the players a fair, fighting chance to escape and thwart TOTEM's plan, provided they are sufficiently clever, resourceful and lucky . . .

Escaping from the missiles will most likely leave the players separated by thousands of miles and several of them may find themselves stranded in hostile countries. Such is the case, it may require a whole adventure just to reunite the superhero team,

4. CHARACTERS

BEAR CLAW

Identity: Robert Bright-Sky
Side: TOTEM Evii
Age: 31

Sex: Male
Level: 1
Training: Combat Damage

Powers:

1. Heightened Strength B: +28
 2. Heightened Endurance A: +6
 3. Heightened Attack: +1
 4. Natural Weaponry: +3 to hit, +6 damage HTH
- Weakness: Low Self-Control (blood-lust)

Weight: 300/6'6"
Agility Mod.: -2
Endurance: 21
Intelligence: 13
Reaction from Good: -
Hit Mod.: 11.897
Damage Mod.: +1
Accuracy: +1
Carrying Capacity: 13,003
Movement Rates: 77" on the ground
Det. Danger: 14
Cash: \$0.00

Basic Hits: 6
Strength: 44
Agility: 12
Charisma: 9
Evil: -
Hit Points: 71
Healing Rate: 3.6
Power: 90
Basic HTH Damage: 2d10
Det. Hidden: 10
Inventing Points: 1.3
Inventing: 39%



BEAR CLAW

Robert Bright-Sky was a decent man. When his father ran out, he chose to leave school to go to work to support his family. He worked some construction jobs in Tucson and nearby areas, bringing as much money and work as he could back to the reservation. He made his family proud by his selfless sacrifices and he became an honored man

in the village. When his mother passed away, Robert was asked to take her place as tribal leader by a unanimous vote. He accepted with pride, hoping that this would be the start of a bright new future. Later that same year, his brother Thomas was given a full sports scholarship to a big name college in the east, adding more honor to the family name.

Of course, Robert didn't get that break, but he did his best to make a life on the reservation. To further his dream of a renewed life for the tribe, he offered to sell some of the Indian land to some of the construction companies he had worked with. It took some time, but a land development company finally came forward to talk about buying land. For a decent price that allowed the tribe to set up a fund for themselves, fifty acres including an old silver mine were sold off.

A few months after the sale, tribal members began coming to Bright-Sky complaining about some weird happenings over at the development site. Robert drove over one day to investigate the complaints. He returned a bit later to give the tribe a full report that everything was all right.

That night, he returned to the site where he was greeted by a sharply dressed man he recognized from the newspapers. Robert demanded the money he had been promised if he could quell the tribe's questions. All he got was a rifle butt across the head. That was the last anyone ever saw of Robert Bright-Sky.

When he regained consciousness, Bright-Sky was changed. Thanks to the machinations of TOTEM's bio-genetic researchers, he had become the maniacal killing machine code named: Bear Claw.

Combat Tactics:

Bear Claw is a killing machine. His claws are capable of tearing through solid steel and have absolutely no trouble with flesh and blood. Any other persona than that of a killer has been totally suppressed in Bright-Sky's mind. Bear Claw will always be one of the first to attack, using his razor sharp teeth and claws. The smell of blood sends him into a killing frenzy. If Bear Claw can get close enough to a foe, he will grab the opponent in a bear hug and crush the very life from their body.

CHILLBLADE

Identity: Roberta Stevens
Side: Evil
Age: 19

Sex: Female
Level: 9
Training: Ice Control

Powers:

1. Ice Powers: 6" range, does 1d12 damage (plus freezing bonus), PR = 5 per attack, can create Ice Armor (costs movement only), and masses of ice requires one inch of movement to create a two foot cubic area. PR = 1 per turn to maintain masses of ice.
2. Body Power: Creates 'ice daggers' + 5 to hit, Ice damage + 1d2 at closer than one inch range and victim must save vs. Endurance on 1d100 or attack is lethal in ten turns. PR = 2 per attack.
3. Absorption: Icy touch drains 1d12 hit points from victims into Chillblade's power.

Weight: 130 5'8"
Agility Mod.: -
Endurance: 17
Intelligence: 12
Reaction from Good: -1
Hit Mod.: 3.08
Damage Mod.: +2
Accuracy: +3
Carrying Cap.: 254 lbs.
Movement Rates: 44" on ground
Det. Danger: 15
Cash: \$8,600.00

Basic Hits: 3
Strength: 13
Agility: 14
Charisma: 13
Evil: +1
Hit Points: 10
Healing Rate: 1.2
Power: 56
Basic HTH Damage: 1d6
Det. Hidden: 10
Inventing Pts.: 10.8
Inventing: 36%

Legal Status: Not a member of TOTEM

Other Information: Wanted for questioning by Canadian authorities.

CHILLBLADE

Origin & Background: After being thrown out of her home at the age of 13 by her abusive stepfather, Roberta Stevens fell in with a bad crowd in the Canadian City of Toronto. His first night in the big city



was spent in a shelter for runaways that was actually a front being run by the underworld. At the shelter, Roberta came to the attention of Russell Paulus, crime boss of the entire eastern section of Canada. Like any normal teen, Roberta just wanted to be loved for herself. She was easy prey for anyone who would show her even passing approval. With some gentle touches, Paulus quickly brought the young girl around to seeing his side of life.

Not wanting to put the young girl on the street as a hooker, Paulus saw a better calling for Roberta. Her innocent face made her the perfect courier for drugs, money, etc. No one would ever suspect this pretty, bright schoolgirl. For many years, Roberta worked out well. Without realizing it, she finally became infatuated with Paulus, willing to do whatever he wanted.

One winter night, Paulus gave Roberta some samples of a new drug he was going to start selling to kids throughout the provinces. Though afraid of the drugs, Roberta did not want to risk Paulus' disfavor and so tried them. At first, a warm feeling washed over her body, touching everywhere. But this was quickly replaced by a numbing cold. Six hours later, Roberta was in a coma.

Paulus panicked. With a big shipment of this new drug coming in, he could not risk taking the girl to a hospital or getting involved with any questions. Wrapping the body in an old rug, Paulus had two of his men take the body and dump it in a snowbank in a rundown section on the outskirts of town.

Roberta lay freezing in the snow for hours before she was found by two wandering junkies who recognized her and thought if they helped her, they'd get in good with the mob. Not realizing what was really wrong with the girl, the couple carried her to their apartment, which had long since lost all heat and light. They force fed Roberta's frozen form a number of different drugs in an effort to awaken her and keep her alive. When no sign of hope came, the couple finally left the body and went to bed, planning to put the body back in the morning.

All those drugs finally brought life back into Roberta's body, but they could never replace the warmth. She would live but she would never be the same. When she awoke in the early morning, she found that the strange mixture of drugs had given her unusual powers over ice from the very moisture in the air or even the moisture of her own body.

It was a few months of holding up with the junkies and constant practicing before Roberta had her costume and name. After that, she went about setting up Paulus and destroying his entire operation. This she accomplished more through the use of her knowledge of Paulus' dealings than through the use of her powers.

However, Chillblade rapidly became a whispered name in the Canadian underground as she ruthlessly took over the entire operation left vacant by the now deceased Mr. Russell Paulus. Currently, she is trying to decide whether or not to join her organization to that of TOTEM. She is only in the southwest to see how the TOTEM operates. She owes them no loyalty and won't hesitate to bail out if the going gets too tough.

Combat Tactics

Chillblade has become very adept at throwing the blades of ice she creates. She can even fire them like darts from her hand. While her blades can be very deadly at any distance, she often prefers to get in close and use them to inflict a bone numbing cold into the bodies of her enemies. (If no save is made, the cold kill in ten turns.)

Chillblade has other deadly abilities as well. By removing her gloves and touching someone, she can remove all the moisture from that person in order to make her blades. This too has often proved fatal for the poor victim.

She has also recently begun to learn how to use her ice powers for different purposes, such as encasing victims or creating things from the ice. She is still very unsure of this facet of her power since it hasn't really worked yet and has even caused her some embarrassment.

FAULTLINE

Identity: Steven Kress

Side: TOTEM Neutral

Age: 35

Sex: Male

Level: 10

Training: Agility

Powers:

1. Weakness Detection: +6 to hit after one action within 1 inch, plus detects weakness, if any.
2. Mutant Power: Can automatically locate the weak point in any structure or land mass. Structural Damage x 3.
3. Special Weapon: Vibratory Gloves and Boots: HTH + 2d8 damage, can fire vibratory bolts with 20" range and 1d10 damage. Can fire up to ten bolts per day.
4. Armor (B): ADR 76, no special devices.

Weight: 220 5'11"

Agility Mod.: -

Endurance: 15

Intelligence: 18

Reactions from Good: -

Hit Mod.: 3.774

Damage Mod.: +1

Accuracy: -

Carrying Capacity: 920

Movement Rates: 44" on ground

Det. Danger: 18

Cash: \$15,000

Basic Hits: 5

Strength: 19

Agility: 10

Charisma: 11

Evil: -

Hit Points: 19

Healing Rate: 2

Power: 62

Basic HTH Damage: 1d8

Det Hidden: 14

Inventing Points: 18

Inventing: 54%



FAULTLINE

Origin & Background: Already world famous in the field of geology before being recruited into TOTEM, Steven Kress has always had a natural ability to determine the weakest point in any structure or land mass.

Though a formidable athlete and endowed with a powerful physique, Kress has always been more concerned with matters of the mind. He lives to experiment and discover. No problem has ever proven to be insurmountable and no detail too small to escape his notice. Among his many discoveries that have enhanced the TOTEM arsenal are the vibratory gloves he wears. They are the only pair in existence since Kress destroyed the designs for them once they were perfected. Not much is known about them, except that they somehow set up a varied resonance pattern in any item, or being, touched. This pattern is in direct contrast to the normal vibratory pattern of the object, causing the thing or being to vibrate itself to pieces.

Kress is not really a villain at heart. He thinks of crime and the TOTEM simply as an easy means to an end. He doesn't care who's paying for it as long as he has a free hand to experiment as he pleases.

Combat Tactics

Kress has only killed once, by accident. Before perfecting his gloves, he reached out to catch his falling research assistant. Without realizing it, by saving her life, Kress had killed her. In a fit of remorse, he destroyed the only plans for the gloves. He prefers to sit back and watch. He is very defense oriented and will use his power to create 'blocks' and walls that separate him from his opponents. He will only use his gloves as a last resort when cornered or captured.

GILA

Identity: José Garcia
Side: TOTEM Evil
Age: 34

Sex: Male
Level: 8
Training: Combat Damage



Powers:

1. Reptile Powers: Regeneration: heals per turn. Speed Bonus: +80''
Armor (A): ADR 100, Weight x 3, Poison: causes paralysis, 7doses per day, Reptile Control: 50 hit points worth.
2. Heightened Defense: -4 to be hit, all attacks.
3. Natural Weaponry: +2 to hit, +4 damage HTH

Weight: 705 6'5''

Agility Mod.: -4

Endurance: 15

Intelligence: 10

Reactions from Good: -

Hit Mod.: 3.276

Damage Mod.: +4

Accuracy: +1

Carrying Cap.: 1973 lbs.

Movement Rates: 45'' on ground, 125'' with bonus

Basic Hits: 15

Strength: 16

Agility: 12

Charisma: 10

Evil: -

Hit Points: 50

Healing Rate: 6/turn

Power: 53

Basic HTH: 1d10

Det. Hidden: 8

Inventing Points: 8

Inventing: 30%

Legal Status: Known Felon - Wanted in U.S.

Det. Danger: 12

Cash: \$16,000.00

GILA

Origin & Background: An escaped murderer, José Garcia was recaptured as he tried to make his way across the border patrol into Mexico one night. Thrown handcuffed into a border patrol wagon following a pitched gun battle in which he killed an officer and wounded another, Garcia was sure he was on his way back to the prison he hated. But an accident threw the wagon into a ditch, causing both him and the driver to be knocked unconscious.

When he awoke, he was temporarily blinded by the overhead light. Blinking, he found himself strapped to a table in the bio-genetic research lab of TOTEM. His entire body had been changed to resemble that of one of the desert's most deadly creatures, the gila monster. But it was not a change Garcia minded.

With no subliminal implants, TOTEM offered Garcia the chance to be both feared and respected as one of their major operatives in the southwest. Garcia heartily accepted and has since become one of the Purple Mask's most trusted aides. Garcia knows about the implant in Karnage's mind and uses it to his utmost advantage.

Combat Tactics

Gila is big, swift and powerful. His claws and bite are capable of inflicting a poison which paralyzes a victim before slowly killing it. He also has the regeneration ability of his lizard namesake and, with enough time, can heal any wound or replace any limb. Gila loves to fight to the death. Whenever there is a battle, Gila will always be among the first ones involved. He prefers to use his strength to overpower a foe and will only resort to the poison if the fight starts going poorly.

JOTUNN

Identity: Unknown

Side: TOTEM Evil

Age: Unknown

Sex: Male

Level: 6

Training: Combat Accuracy

Powers:

1. Lightning Control: 30'' range, does 2d8 damage, PR = 4 per attack.
2. Heightened Strength (A): +14
3. Heightened Senses: Accute, long-ranged hearing, approximately one half mile (528 inches) range.
4. Body Power: Booming voice can be heard by all within a square mile, 62'' range for attack as Sonics, does 1d12 damage with a PR of 1 per attack.

Weight: 235 6'10''

Agility Mod.: -

Endurance: 15

Intelligence: 11

Reactions from Good: -

Hit Mod.: 5.616

Damage Mod.: -

Accuracy: -

Carrying Capacity: 3692

Movement Rates: 58'' on ground

Det Danger: 12

Cash: \$10,000 in gold

Legal Status: Banished Alien w/o citizenship

Basic Hits: 5

Strength: 31

Agility: 12

Charisma: 10

Evil: -

Hit Points: 29

Healing Rate: 2

Power: 69

Basic HTH Damage: 1d12

Det Hidden: 8

Inventing Points: 7

Inventing: 33%

JOTUNN

Jotunn is a demi-god banished to Earth by his four brothers when he lost both the Battle of Peers and the key to his father's potions cabinet. He can not return to his pantheon until the time when he remembers where he left the solid gold key. Even after he remembers though, he'll still have to fight his way in and emerge victorious in the Battle of Peers.

Unfortunately, Jotunn is having too good a time here on Earth and is in no hurry to return to his family. He's retained his great size and massive strength and is using them to his best advantage. Through the kindness of his only sister, Jotunn has also been able to hold on to most of his powers. He can still hear and speak over great distances, as well as still having the ability to create lightning bolts to throw at opponents.

The first person Jotunn met when crashing to Earth was Phillip Maxwell. (Actually, Jotunn crashed through the hood of Maxwell's limousine.) Maxwell, always one to know an opportunity when he saw one, instantly recruited Jotunn into the TOTEM. TOTEM offers Jotunn



the best in life as long as he serves them. Currently, he is the personal bodyguard of the Purple Mask.

Combat Tactics

Jotunn is a naturally boisterous and sadistic brute who revels in using his powers. He is another of TOTEM's frontline in a fight. He prefers to go one on one with a foe in a test of strength, but he is certainly not above taunting someone by making them dance to a lightning bolt jig.

KARNAGE

Identity: Garret Devlin
Side: TOTEM Evil
Age: 31

Sex: Male
Level: 7
Training: Power Blast Accuracy

Powers:

1. Natural Weaponry: Claws, +2 to hit, +4 damage HTH
2. Power Blast Device: Bionic Eye Implants, 14 inch range, 1d20 damage, PR = 1 per shot.
3. Wings: +3 Agility, flies 383" per turn (88 m.p.h.), PR = 1 per hour of flight.

Weight: 217 6'1"

Agility Mod.: -

Endurance: 13

Intelligence: 11

Reaction from Good: -

Hit Mod.: 3.136

Damage Mod.: +3

Accuracy: +3

Carrying Capacity: 510

Movement Rates: 45" on ground, 383" in flight

Det. Hidden: 8

Inventing Points: 8

Inventing: 33%

Basic Hits: 5

Strength: 15

Agility: 17

Charisma: 9

Evil: -

Hit Points: 16

Healing Rate: 1.5

Power: 56

Basic HTH Damage: 1d8

Det. Danger: 12

Cash: \$0.00

KARNAGE

Origin & Background: Another victim of TOTEM's work in bio-genetic

research, Karnage was once a member of the United States Border Patrol. Though seriously wounded, Garrett Devlin was taking escaped murderer Jose Garcia back to jail. On the way, the blood loss proved to be too much for him and Devlin fainted, causing his patrol wagon to go off the road into a drainage ditch. A TOTEM squad came upon the wagon while both Devlin and Garcia were still unconscious. After being shackled, both men were taken to TOTEM headquarters.

Beside the work TOTEM scientists did in combining Devlin's body with that of a mutated hawk, they also implanted experimental disruptor eyes in his head. These ominous optic implants allow sight to the wearer and are capable of unleashing beams of pure bio-energy that will disrupt the normal functions of any target, possibly even heating said target to the point of exploding. Also added to the many changes in Devlin's natural make-up was a subliminal implant convincing the ex-peace officer that the creature known as Gila is his closest friend in the world. No matter how badly Gila may abuse Karnage, the bird beast will never retaliate.

Other than that quirk, Karnage is a pure killing machine. Even the Purple Mask has a difficult time with Karnage, since there is no mind capable of being influenced inside Karnage's head. When Garrett Devlin awoke from his operation and saw what had been done to him, he went quite insane, burying the last vestiges of his humanity deep in the Karnage persona.



Combat Tactics

Karnage prefers to be right in the middle of a fight, wreaking as much havoc as possible. Once a foe is dead or unconscious, Karnage will continue to savage that body to pieces. He will only use his eye-beams as a last resort or if ordered to do so by Gila. This is because the actual summoning of the power needed to work the optics takes a massive amount of concentration, which hurts Karnage's simple mind.

MARIAH

Identity: Maria Toronado
 Side: TOTEM Evil
 Age: 25

Sex: Female
 Level: 7
 Training: Weather Control

Powers:

- Weather Control: +1 to weather change roll (see rules, pp. 18-19).
 Cloudy: As per Darkness, 29" range, PR = 1.
 Rain: 28" range, PR = 1.
 Thunderstorm: As per Lightning, 42" range, 2d8 damage, PR = 2
 Tornado: As Vibratory, 24" range, 3d6 damage, PR = 3.
 Hurricane: As Sonics, 36" range, 2d12 damage, PR = 4.
 Snow: As per Ice Powers, 28" range, 1d10 damage, PR = 4.
 Blizzard: As Ice Powers, 36" range, 1d12 damage, PR = 5.
- Power Blast (blasts of wind): 13" range, 1d20 damage, PR = 1/shot
- Flight: 168 m.p.h. PR = 1/hour of flight.
- Heightened Expertise: +4 to hit with Hurricanes or Tornadoes.

Weight: 110 5'1"	Basic Hits: 3
Agility Mod.: +2	Strength: 12
Endurance: 14	Agility: 13
Intelligence: 16	Charisma: 12
Reactions from Good: -1	Evil: +1
Hit Mod.: 2.9568	Hit Points: 9
Damage Mod.: +1	Healing Rate: 1
Accuracy: +2	Power: 55
Carrying Capacity: 172	Basic HTH Damage: 1d4
Movement Rates: 42 inches ground, 740 inches flight	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 10	Inventing: 39%
Additional Information: Training: HTH +3 to hit, +3 damage	

**MARIAH**

Origin & Background: A scruffy orphan in Mexico City, Maria was adopted by Ramone Toronado, the wealthy real estate baron. Brought from poverty to luxury, Maria rapidly adjusted to the good life. Anything she wanted was hers for the asking. The finest toys, clothes, and schools were all at her disposal. Life was good as Maria grew up. If the fates had been kind, she might never have been forced to face her hidden powers.

Coming home from high school one day, Maria didn't think anything of the dark sedan following behind her. Before she knew what was happening, Maria was suddenly thrust into the car and driven to a remote construction site. She was beaten and abused for what seemed like weeks. Her captors laughingly told her that they were terrorists and that they were demanding one million American dollars from her father for her return.

The next day they came back and this time the beatings were even worse. Toronado had refused to pay the ransom and so now poor Maria was going to have to be made into an example. As the blood flowed into her eyes and the world started to go black, Maria felt her fear and hatred swelling up inside her. Those feelings grew until she could contain them no longer and then something snapped! The fear seemed to burst forth with gale force, slamming the terrorist into and then through the walls. A wild new power controlled her body and

Maria revelled in it!

After utterly destroying the terrorists, Maria wanted revenge on her father, the man who had refused to pay her ransom. Flying home, Maria discovered her father wasn't there and hadn't been for a few days. Seething, Maria allowed her hatred to flow from her so that it created a wind strong enough to destroy the entire Toronado estate.

Due to this sudden unleashing of unsuspected power coupled with the abuse she had suffered, Maria was insane for quite some time. During the next month, she used her abilities to destroy every building standing on property her father owned. Innocent pedestrians were hurt in many of these attacks, making her a notorious and wanted criminal.

When she finally regained her senses, Maria was an outlaw with nowhere to go. She returned to her childhood haunts where she fell in with the Mexican underworld. From there, it wasn't long before she came to the attention to TOTEM.

Combat Tactics

Mariah's powers are those of the wind. Among the many ways she can use the power are as an offensive 'battering ram' or power blast, or as a 'hand' to hurl objects at a foe. Though she was unsure at first, Mariah's control has improved to where she can call up anything from a light breeze to a hurricane blast. Mariah can also use the wind to give herself the appearance of flight.

Mariah is more than willing to use her powers to attack. She has also had some hand to hand training so that she is just as deadly in close quarters. Her attitude is that she has nothing to lose by being a criminal since there are already so many charges against her. Any opponent literally takes their life in their hand when facing Mariah.

THE PURPLE MASK

Identity: Congressman Phillip Maxwell	
Side: TOTEM Evil	Sex: Male
Age: 48	Level: 13
	Training: none

Powers:

- Mind Control: 48" range, PR = 20 per successful use.
- Emotion Control: 15" range, PR = 8 per success (or per use if a radius effect attack). Causes complete trust in target(s).
- Heightened Defense: -4 to be hit, all attacks.
- Heightened Senses: Detect Danger x 4
- Willpower (A): PR = 1 per use.

Weight: 160 5'5"	Basis Hits: 4
Agility Mod.: -	Strength: 12
Endurance: 13	Agility: 12
Intelligence: 15	Charisma: 16
Reactions from Good: +2	Evil: +2
Hit Mod.: 2.6208	Hit Points: 11
Damage Mod.: +2	Healing Rate: 1.2
Accuracy: +1	Power: 52
Carrying Cap.: 243 lbs.	Basic HTH Damage: 1d6
Movement Rates: 37" on ground	Det. Hidden: 12
Det. Danger: 64	Inventing Points: 19.5
Cash: \$35,000	Inventing: 45%
Security Clearance: As Maxwell=4	

PURPLE MASK

People have always trusted Phillip Maxwell. He never really noticed it though, until college. He simply thought of himself as one of those lucky ones who glide through life without much effort. But when he passed his first year with only a minimum of work and was elected his class treasurer, as well as the president of his fraternity, he began to realize something was different about himself. True, there were those who were more popular or more respected, but no one was more trusted. Now aware of his ability, Maxwell began to use his other power, that of patience and knowing when to make his move.

He subtly began to manipulate those around him. After graduating with honors from Harvard, Maxwell went into business where he amassed a large fortune. A few years ago, he easily swept into congress, the office he currently holds. His ambition for the future is to eventually hold the highest office in the land. The presidency.

Maxwell was first exposed to TOTEM when they tried to influence some of his major business dealings. Quickly seeing advantages to having underworld connections, Maxwell used his ability to gain the TOTEM's trust. After becoming a congressman, he was appointed to TOTEM's Executive Council and given North America as his responsibility. To keep his public life separated from any dealings with TOTEM, he adopted the guise of the Purple Mask.

Combat Tactics

While the Mask prefers to hold back, he has killed in the past. He is coldly methodical about it. His favorite method of destroying a foe is to first get the opponent to trust him. The Purple Mask then has the opponent commit suicide by using their own powers against themselves. The Mask does this by convincing the foe it is the right thing to do. The Purple Mask will always try to gain someone's trust before engaging in any physical contact.

GM NOTE: Phillip Maxwell's powers are totally his. They have nothing to do with whether or not he is wearing the Purple Mask. Also, Maxwell is nothing if not practical. While always anxious to see a project through to its conclusion, he knows when to cut his losses and back out.



GOING BACK FOR ROUND TWO

What is the status of the Purple Mask and the Agents of TOTEM? Has Tomahawk been brainwashed to fight against the superheroes? Has the Purple Mask succeeded in manufacturing his Squadron of Duplicate Agents? Only time, the GM, and future adventures will tell. Whatever the outcome, it is recommended that, in the tradition of comics, no matter how badly defeated the villains and TOTEM are, there should always be that subtle indication that they still have the power to return again someday. The heroes have not seen the last of TOTEM!

BROWN SHIRTS

Name & Number	Hit(-HBA)	Power	Agility	Move	Damage Mod.	Accuracy	HTH	Initial Location
01-Adams	7	48	11	31"	—	—	d6	Museum
02-Barson	7	43	16	36"	+2	+1	d6	Museum
03-Bare	8	47	14	31"	+2	+1	d6	Base
04-Blewett	14	65	10	36"	+3	+2	d6	Museum
05-Caffrey	9	49	11	38"	—	—	d6	Base
06-Chandler	14	60	15	45"	+2	+2	d8	Museum
07-Curran	5	59	14	45"	+1	+1	d6	Museum
08-Dean	4	42	10	31"	—	—	d4	Base
09-Dugan	5	40	11	33"	—	—	d4	Museum
10-Evans	6	41	16	40"	+1	+2	d4	Base
11-Flidnor	8	53	10	36"	+1	—	d6	Museum
12-Garrett	6	43	12	33"	+1	+1	d4	Base
13-Gold	10	53	9	36"	—	—	d8	Museum
14-Gugliotta	12	56	14	34"	+1	+1	d8	Museum
15-Harrison	8	54	14	41"	+2	+1	d4	Museum
16-Hartman	9	53	12	41"	+1	+1	d6	Base
17-Iwanter	5	52	11	41"	—	—	d4	Base
18-Johnson	7	46	14	36"	+1	+1	d6	Base
19-King	10	53	14	40"	+1	+1	d6	Base
20-LeBlanc	9	48	11	42"	—	—	d6	Museum
21-McPartland	11	56	17	47"	+1	+2	d8	Museum
22-Nanopolous	13	52	11	40"	—	—	d6	Base
23-Nelson	4	40	11	38"	—	—	d4	Base
24-Olsen	6	42	12	33"	+1	+1	d4	Base
25-Price	13	56	16	42"	+1	+2	d6	Museum
26-Quincy	15	50	12	44"	—	—	d8	Museum
27-Russell	7	49	9	31"	+1	—	d4	Base
28-Shooter	12	58	12	38"	+2	+1	d6	Museum
29-Stock	11	53	13	40"	+1	+1	d8	Base
30-Taylor	9	51	13	36"	+3	+1	d4	Base
31-Usinger	10	52	13	53"	+1	+1	d6	Museum
32-Verzyl	12	50	12	41"	+1	+1	d6	Base
33-Walsh	8	62	9	46"	—	+1	d6	Museum
34-Weige	11	49	15	41"	—	+2	d8	Museum
35-Wood	13	53	14	45"	+2	+1	d6	Museum
36-Xenos	6	47	12	32"	+1	+1	d6	Base
37-Young	8	45	9	34"	+1	—	d6	Base
38-Zacherle	5	39	14	45"	+1	+1	d6	Base
39-Scott	15	55	16	42"	+1	+2	d8	Museum (Capt.)
40-Lojer	16	58	10	43"	+1	—	d8	Base (Capt.)

Note: All Brown Shirts are male and are standardly equipped.

EPILOGUE

Memo

From: Jack Herman, News Editor

NY Herald/Examiner

To: Jeff O'Hare

Reporting Staff

Jeff:

A great piece of reporting work.

What with the Kennedy assassinations, Watergate, Viet Nam and various CIA plots, I though I'd seen it all in this business, but — this stuff is dynamite!!!

Which is just why I am sending it back to you. It's too dangerous to print: half our readers simply won't believe it while the other half will go into shock. It'll stir up trouble in high places, places with influence. Places we only know from letterheads. That trouble will come back to you like a boomerang.

Now, I know you well enough to realize you'll probably just take it to get published somewhere else, and I wish you luck. But, there's something you should know. Something you didn't count on, being new on staff and all.

Our publisher, Murdock Hearsh, was a heavy contributor to the election fund of a certain Congressman Maxwell, and Maxwell has financial holdings in the Herald-Examiner and in other major newspapers across the country.

It's all very subtle, you understand, but various key employees here are under constant surveillance. In fact, my phone has been tapped for the last six months, secret cameras record everything that is put on my desk. Now, I don't know how much 'they' know, but they probably know enough. If I were you, I'd go take a long vacation somewhere far, far away.

I wouldn't go home to pack'

J.H.

CONVERSIONS: AND SUPERWORLD™

BY THE AUTHORS OF SUPERWORLD AND V&V

Before we get to translating characters (which can be done fairly easily), we must come to grips with two different philosophies of game design, and why a literal translation of super powers from one game to another is virtually impossible.

Superworld is a very structured game in which every power must be paid for in hero points which are based on the original rolled statistics of the hero, various disadvantages he adds to his powers, and handicaps he must bear.

Villains and Vigilantes is an open-ended game which strives to follow the example of the comics, where heroes are not usually in a situation where they can pick their own powers and weaknesses. Characters are generally based on the players themselves and powers are rolled randomly, unless the Gamemaster decrees otherwise.

Another incompatible part of the two game systems is the type of damage rolled. In **Superworld** the player has control of how much damage his Energy Projection will do. As long as he has the points to pay for it, he can have as big a blast as he wants. In **Villains and Vigilantes** a character's Agility and Intelligence give Accuracy and Damage Modifiers which affect the basic chance to hit and the damage caused by a super power. It can also be effected by other super powers, having rolled said power multiple times, using multiple attacks, and using various powers in tandem or with special applications a character could train in or invent.

Thus, there is no direct correlation between the two games.

The Gamemaster or player who wishes to translate the **V&V** power blaster into a **Superworld** Energy Projector must establish for himself an 'average damage' for the campaign and base the damage to be assigned to the Power Blaster's attack upon that.

Translating the other way is simplicity itself. If the **Superworld** hero had a 'common' Energy Projection, then he is given Power Blast straight. If it is more than common, then it is assumed that he either had a multiple roll of the power or it is boosted by some other power, such as Heightened Attack, Body Power, Psionics, or whatever the translator feels best reflects that character's abilities.

For most powers, it is simply a matter of looking at the power as it is described in one game system, then looking at a similar power in another. One thing to watch out for is the way the powers of both game systems combine effects. It is not immediately obvious until you look at the combat table, for instance, that a **V&V** character with Lightning Control is nearly invulnerable to Lightning Control attacks. The translation process to **Superworld** must therefore include excellent Resistance from Lightning attacks.

Similarly, the **Superworld** Stretching power includes some form of protection from kinetic and electrical attacks. While Stretching Powers in **Villains and Vigilantes** can be used as a fairly effective defense, the equivalent would probably be something more along the lines of Stretching Powers combined with Heightened Defense.

It is therefore recommended that when translating characters from one game to another, that one ignore such things as the maximum number of powers and weaknesses a character can have in **Villains and Vigilantes** and the maximum number of Hero Points a player has to spend in **Superworld** and to strive to maintain the integrity of the character being translated.

The following list gives the **Villains and Vigilantes** powers and weaknesses and their closest **Superworld** equivalents.

Villains and Vigilantes

Absorption
Adaptation
Android Body
Animal/Plant Control
Animal/Plant Powers
Armor
Astral Projection

Superworld

Absorption, Mimic or Reduction
Adaptability, Resistance
Whatever Fits
Mind Control (Animal)
Whatever Fits
Resistance
Astral Projection

Villains and Vigilantes

Bionics
Body Power
Chemical Power
Cosmic Awareness
Darkness Control
Death Touch
Disintegration Ray
Devitalization Ray
Dimensional Travel
Diminished Senses
Emotion Control
Flame Power (1)
Flame Power (2)

Flight

Force Field (1)
Force Field (2)
Gravity Control
Heightened Agility
Heightened Attack
Heightened Charisma
Heightened Defense
Heightened Endurance
Heightened Expertise
Heightened Intelligence
Heightened Senses
Heightened Speed
Heightened Strength
Ice Powers

Illusions (A)

Illusions (B)
Invisibility

Invulnerability

Life Support
Light Control

Lightning Control

Lowered Intelligence

Low Self Control

Magical Spells

Magnetic Powers

Mind Control

Mute
Natural Weaponry
Non-Corporeality
Paralysis Ray
Pet
Phobia/Psychosis
Physical Handicap
Poison/Venom
Power Blast
Prejudice
Psionics
Reduced Agility
Reduced Charisma
Reduced Strength
Regeneration
Revivification

Superworld

Whatever Fits
Whatever Fits
Whatever Fits
Cosmic Consciousness*
Darkness
Poison
Transmute, Energy Projection
Reduction
Dimensional Shift
Physical Problem
Emotion Control
Energy Projection
Energy Projection, Force Field,
Flight
Flight
Shield*
Energy Projection
Gravity Projection
Super DEX
Impairing Advantage
Super POW
20% Defense
Super CON
Skill Increase
Super INT
Super Senses
Supermove
Super STR
Kinetic Energy Projection, Snare
Projection, Force Field, Armor
Illusion Projection
Energy Projection, Force Field
Normal Invisibility — still detect-
able by other senses.
Armor
Adaptability
Energy Projection, Dazzle, Force
Field
Energy Projection, Resistance to
Electricity
Lowered Characteristic
Failure Chance or Psychological
Problem-Berzerk
Whatever Fits
TK, Energy Projection -Electric,
Force Field or Resistance
Mind Control
Physical Disability
Energy Projection - no range
Insubstantiality
Paralysis*
Sidekick
Phobia
Physical Handicap
Poison Gas Projection
Energy Projection
Psychological Problem Handicap
Whatever Fits
Lowered Characteristic
Lowered Characteristic
Lowered Characteristic
Regeneration
Resurrection*

Villains and Vigilantes

Robotic Body

Size Change

Sonic Abilities

Speed Bonus

Special Requirement

Special Weapon

Stretching Powers

Telekinesis

Teleportation

Transformation

Transmutation

Vehicle

Vulnerability

Vibratory Powers

Weakness Detection

Water Breathing

Weather Control

Willpower A

Willpower B

Wings

Superworld

Whatever Fits

Super SIZ or Micro SIZ

Energy Projection, Force Field

Supermove or Superspeed

Various Power Disadvantages

Whatever Fits

Stretching

Telekinesis, Energy Projection,

Telepath, Mind Search, Mind Block

Teleport

Shape Change, Impersonate

Transmute

Movement Powers as Vulnerable

Devices plus Sidekick abilities

Added Damage or Special Vul-

nerability

Energy Projection, Force Field

Insubstantiality

Spot Weakness Skill

Adaptability to Underwater

Energy Projection, Darkness,

Flight, etc.

Meditation

Mind Block and others

Flight with vulnerable device

* See the **Superworld Companion** for these powers.

The following table is a listing of various statistics in **Superworld** and their approximate equivalents in **Villains and Vigilantes**.

Superworld	Villains and Vigilantes
STR.	Strength
CON.	Endurance
SIZ.	Weight/17
INT.	Intelligence
POW.	Charisma
DEX.	Agility
APP.	A V&V character's appearance is usually that of the V&V player. Therefore, the exact score must be decided by GM/Player agreement.

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HIDDEN AWAY IN THE ARIZONA DESERT LIES THE SECRET BASE OF TOTEM,* LED BY THE INFAMOUS PURPLE MASK! CAN YOU DEFEND THE COGAN MUSEUM FROM THE ATTACK OF HIS SUPER-POWERED AGENTS? FOR UNLESS THEY'RE STOPPED, TOTEM WILL SOON CONTROL THE WORLD! AN INCREDIBLE ADVENTURE FOR THE VILLAINS & VIGILANTES™ GAME. *TOTAL ORDER THROUGH ELIMINATION OF THE MASSES-- EDITOR



YOU SHOULD NEVER HAVE COME HERE, HEROES--

--FOR YOU SHALL NEVER ESCAPE ALIVE!



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WRITER

JACK HERMAN:
EDITOR

DON HECK:
ARTIST

JEFF DEE:
GRAPHICS

PLUS!

SCOTT BIZAR
AS
EDITOR-IN-CHIEF

