

MONSTER

A Setting Book for Champions

Island



Steven S. Long

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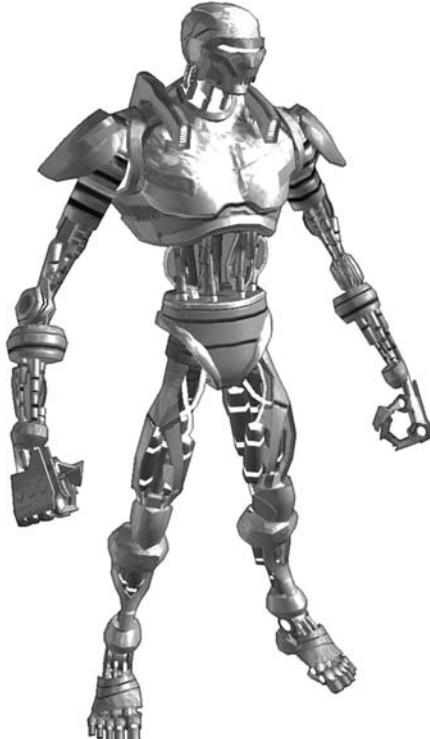
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INTRODUCTION



Out in the Pacific Ocean, about a hundred miles from the shores of Japan, lies a small island about six miles wide and twenty miles long — but its importance far exceeds its size. This is *Monster Island*, home to the world's largest collection of giant monsters. Originally created by the alien Qularr during their 1965 invasion of Earth, Monster Island was pressed into use as a zoo/prison to confine the monsters they brought as part of their invading force. But the island holds other secrets, other potential sources of power, and in recent years it's attracted supervillains and criminal organizations who seek to discover or exploit them. Today Monster Island is more than just a repository for gigantic alien monsters — it's a battleground where the likes of VIPER, ARGENT, the Elder Worm, and the Lemurians compete. And to make matters worse, the Qularr themselves have returned, perhaps as a scouting force to plan another invasion....

Monster Island is your guide to everything that's happening on the island, from the gargantuan monsters themselves to the machinations of VIPER agents, ARGENT bosses, Elder Worm explorers, and Qularr soldiers. Your heroes may think that the monsters are the only threat there, but they'll soon learn that there's a lot more to Monster Island than just Mega-Terak, Qwyjibo, and their brethren.

Chapter One, *A Strange New Land: A History Of Monster Island*, describes the creation of the island by the Qularr, its subsequent conversion into a "zoo" for their alien monsters, and what's happened since then: the founding of Bureau 17's facilities there; occasional escapes; and in time the arrival of criminal organizations bent on turning Monster Island and its resources to their own purposes.

MMO INTO RPG, RPG INTO MMO

Monster Island is Hero Games's first *Champions* book based on the work done by Cryptic Studios in creating the forthcoming massively multi-player online (MMO) roleplaying game *Champions Online*. While a lot of effort has been devoted to making sure the MMO content is accurately represented in this book in *HERO System* terms, MMOs and RPGs aren't the same type of game, so the same type of content isn't appropriate for each one. For example, the map of a series of caverns or an underground installation in an MMO is deliberately simple, with one room leading to another to direct game play. That may not make much sense for an RPG. Thus, the maps in this book, while containing the essence of the *Champions Online* maps, add to them or even re-arrange rooms slightly to make things more "realistic" and appropriate for an RPG. Similarly, MMO characters who have one or two simple abilities may get fleshed out into more detailed characters with a greater variety of powers in this book, since an RPG character sheet isn't constrained by the same restrictions as an MMO. So don't be surprised if you see a some variation between Monster Island as portrayed in this book and Monster Island in the MMO — just think of it as the book taking the wonderful tapestry that Cryptic's woven and adding a few threads.

Chapter Two, *Big Game: The Monsters*, describes the six giant monsters currently living on the island: Ganika; Mega-Terak; Qwyjibo; Teleiosaurus; Vakulon; and Zorgatha. There's a character sheet for each one that shows just how powerful they are. Superheroes who think they can waltz onto Monster Island and smack a few of the "inhabitants" around are in for a surprise!

Chapter Three, *Bureau 17: Humanity's First Defense*, describes the Japanese scientists and soldiers who study the monsters, maintain the force-field that keeps them on the island, and occasionally have to fight the terrifying beasts. On an island filled with hostile forces the members of "B17" may be your heroes' only allies.

Chapter Four, *Wayfarer Coast: Beachhead For Invasion*, discusses the current Qularr presence on Monster Island. The Qularr haven't arrived in force — yet — but the soldiers, bioengineered beasts, and vehicles they have sent are enough to cause real problems for Humanity... particularly if they can find a way to re-assert control over the giant monsters.

Chapter Five, *Snakes On An Island: Slither Beach*, reviews VIPER's activities on Monster Island. In addition to various scientific projects, the snakes spend a lot of time keeping an eye on the other groups occupying the island, and even

stealing from them.

Chapter Six, *Wells' Pass: Land Of The New Men*, describes the residence and experiments of a former VIPER scientist, the infamous Dr. Philippe Moreau. He's been busy creating all sorts of "manimals," many of which serve him as assistants or soldiers.

But not all of Moreau's creations remain so loyal. Chapter Seven, *A Dangerous Refuge: The Feral Tangle*, describes the region of the island to which escaped manimals have fled. Some are



peaceful and merely want to be left alone; others are violent and hostile toward anyone they see as a threat.

Chapter Eight, *Hunters' Playground: The ARGENT Preserve*, provides full information about ARGENT's activities on the island, ranging from establishing an "exotic game preserve" for ultra-wealthy hunters to studying and experimenting on Monster Island's many strange life-forms. Although it may seem the most innocent of any of the organizations on the island, ARGENT may actually be the greatest long-term threat to world peace and security.

Chapter Nine, *Echinocos Shore: Lair Of The Worm*, describes the Elder Worm presence on Monster Island. Led by the Slug, the Elder Worm have come to the island in search of artifacts of their people. If they find them, even Earth's most powerful heroes may not be able to stop the Slug....

Chapter Ten, *Andrithal*, reviews Lemurian activity on Monster Island. Years ago the Lemurians discovered the remains of one of Andrith's palaces here, and Vikorin the Blind seems to have found a way to use the information uncovered there to return Lemurians to their original reptilian shapes and shapeshifting powers. He and his people continue to excavate the ruins in search of more ancient lore and artifacts.

So tell your heroes to get ready — it's time to confront a dozen different threats that exist on *Monster Island!*

HOW TO USE THIS BOOK

Monster Island is intended primarily for GMs. There is no separate "GM's Vault" for secret information, so players should not read this book unless they get permission from their GM to do so.

Monster Island is a *Champions* setting with a lot of built-in adventures. The typical Monster Island scenario involves the PCs learning of a threat on the island (often from contacts

in Bureau 17), traveling there, and putting a stop to the threat. While doing that, they discover another potential danger that they have to deal with. This can go on and on, forming an extended story arc within the campaign. By the time the heroes are done, Monster Island won't pose any sort of a threat to Humanity anymore... or so they hope.

You can also use Monster Island in other settings. If your *Champions* campaign isn't set in the Champions Universe, you can easily insert Monster Island into it — since the island is so far from civili-

zation you can plunk it down just about anywhere without disrupting the campaign setting. If it won't work as an island, it could be an isolated valley in the Himalayas, a tiny part of Antarctica kept warm by Qularr technology, a gigantic cavern in a mountain range in the Amazon, or the like. It all depends on what works best for your campaign.

Other Genres

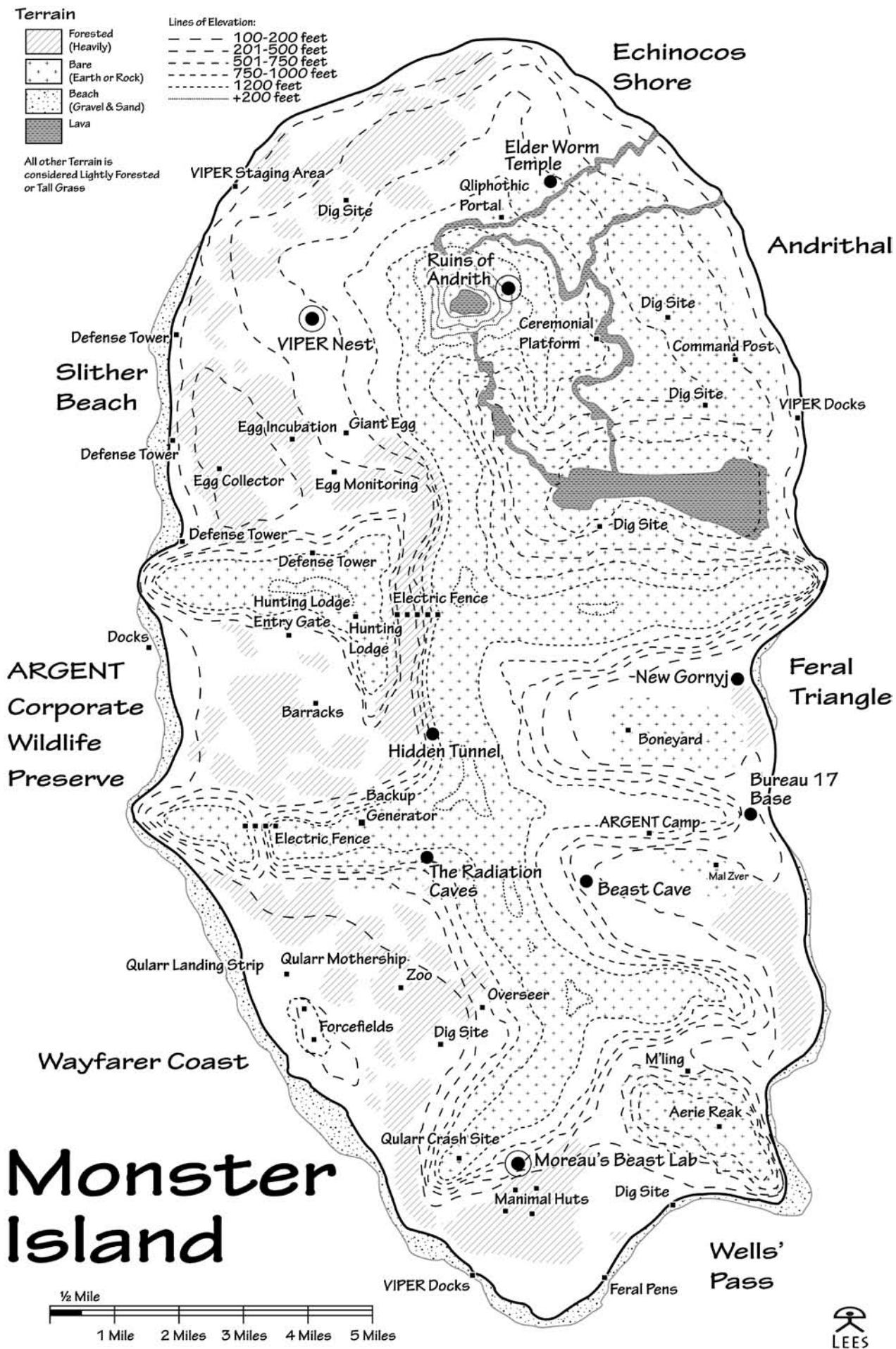
Nor do you have to restrict Monster Island to *Champions*. With a few minor changes it can work in many genres:

Dark Champions: Instead of housing giant monsters, the island is an open-air prison where the worst criminals in the world are dropped off and left to fend for themselves. Part of it might be a "game preserve" where wealthy hunters could pay to track down and kill a prisoner.

Fantasy Hero: In Fantasy Hero, Monster Island becomes *Dragon Island*, where several terrifyingly powerful dragons (and their hoards!) were put years ago by the gods to protect humans from them. Only the bravest of heroes would dare to beard such dragons in their lairs....

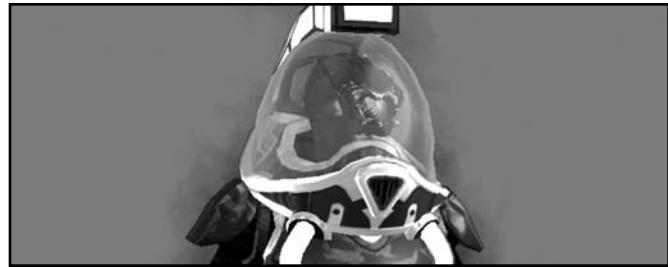
Pulp Hero: In a Pulp Hero campaign, Monster Island wouldn't have any inhabitants other than the monsters, and perhaps some native tribesmen who keep them at bay with a gigantic wall or strange magic rituals. In effect it's similar to Skull Island in the movie *King Kong*, but with a wide variety of giant monsters instead of just a big ape and some dinosaurs.

Star Hero: In a Science Fiction campaign Monster Island becomes Monsterworld — an entire planet used as a nursery and "proving grounds" by the Qularr, who breed giant monsters as military weapons. Getting through the Qularr defensive satellite perimeter is tough enough... but surviving once you get on the ground is even harder!



A STRANGE NEW LAND:

The History of Monster Island



MONSTER
Chapter One Island

MONSTER ISLAND



Barely noticeable on most maps of the world, Monster Island is one of the most fascinating places in the world... and also one of the most dangerous. And fifty years ago it didn't even exist.

MAY 1965: THE QULARR INVASION

In the mid-Sixties, Humanity's contacts with alien life were still limited. A Sirian invasion had been foiled in 1938, and one or two alien super "humans" had made appearances on Earth, but mankind was not yet aware of the vast panoply of sentient life in the Milky Way Galaxy. Contacts with the likes of the Mandaarians, the Gadroon, the Malvans, the Elder Worm, and the Perseids was years or decades away.

In May 1965, Humanity became painfully aware of one alien species: the Qularr, a quasi-insectoid, quasi-crustaceanoid species from a planet whose location remains unknown to this day. Approaching under the concealment of the stealth fields generated by their starships, the Qularr scouted Earth in search of the right place to create a beachhead for their invasion. Exactly why they targeted Earth for attack likewise remains uncertain; most experts assume they wanted Earth's copious resources.

The Qularr apparently found what they were looking for in a small, unnamed barrier reef island about a hundred miles off the coast of Japan. At the time it was unclear why they chose that particular location. Decades later the revelation of potential Lemurian and Elder Worm artifacts in that area, and of mineral deposits on the island, makes scholars wonder if there was more to the choice than tactical benefit.

The island as it originally existed was too small and fragmented to suit Qularr purposes, so they changed it. Using their advanced alien technology they somehow raised part of the seabed, turning the atoll into a large, single island with an active volcano at the center. The resulting tectonic disturbance caused tidal waves and earthquakes all around the Pacific Rim and even along Indian Ocean shores — an ominous harbinger of the devastation to come.

With their forward base complete, the Qularr landed and released their main cargo: dozens of gigantic monsters captured on alien worlds or bred with Qularr bioengineering and brought to Earth in stasis chambers. Once awakened and prepared for battle, the monsters were loaded onto special transports that fanned out around the planet to unleash the beasts on major metropolitan areas... and the war began.

Humanity became aware that it was under attack when Qularr transports disgorged their weapons onto the first major targets, in Japan. The robotic "dinosaur" Mega-Terak attacked Tokyo, while his flesh-and-blood "brother" Cazulon was sent to Kobe. But the land of the Rising Sun wasn't the only victim of Qularr aggression. New York City was attacked by two creatures, the gigantic "bird-demon" Pazuron and the "lizard-cat" Velzara. The winged serpent Ganika was turned loose on Chicago, while the three-headed "dragon" Mitsura ravaged the Los Angeles area. A gargantuan, fire-breathing, radioactive gorilla-like beast called Qwyjibo smashed through London, and across the Channel the toad-like Doku slaughtered thousands of Parisians with his poisonous breath. The "atomic mutant lizard" Zorgatha lay waste to Beijing, and the lightning-firing "eagle" Vakulon assaulted Moscow. No major city was spared; even those that weren't subjected to giant monster attacks found themselves under siege by lesser beasts or heavily-armed Qularr soldiers.

The initial Qularr attacks were generally successful, thanks in large part to surprise and the difficulty of quickly mobilizing Human militaries to deal with the threat of the gigantic alien beasts. But Earth's superheroes were often able to slow down the monsters just long enough for heavy force to arrive before a city was totally destroyed. For this in part they had the mad scientist Dr. Miles Dekkar to thank, since his attack on Earth's major cities with biological constructs just a few months before the Qularr invasion had given many heroes experience at fighting strange creatures in urban environments. For example, in New York, the combined might of the Sentinels, the Justice Squadron, and the Fabulous Five, plus that of several Army battalions, was enough to halt Velzara's and Pazuron's rampages, then to turn them back, and then to destroy them utterly. Similarly, West Coast heroes killed Mitsura and French forces finally killed Doku after horrendous loss of life among the troops. But in other cities the monsters weren't slain, merely knocked unconscious or driven away. One particularly clever tactic was devised by the hero MicroMan, who was visiting Japan when the attack occurred and rushed to defend Kobe. He discovered to his amazement that his Shrinking Ray worked on the monster Cazulon. Today the eight inch-tall creature lives in a special fireproof cage in the Millennium City Zoo, where he entertains visitors by destroying mock buildings set up for his amusement by the zookeepers.

With their initial attack blunted, the Qularr switched to more conventional tactics, hoping to win the day with superior technology. Unfortunately for them, even their awesome weapons weren't enough to overcome their vast numerical inferiority. Human soldiers, aided by dozens of superheroes (and more than a few villains noble-minded enough to help Humanity), steadily pushed Qularr forces back toward their landing-point. By mid-June, the Qularr apparently decided they'd had enough: without a word they swiftly returned to their island, boarded their ships, and departed Earth... seemingly for good. They left behind the surviving monsters and plenty of their weapons and technology.

1966: THE FOUNDING OF MONSTER ISLAND

After uniting to defeat the Qularr, Humanity quickly began squabbling among itself for possession of the spoils. Several nations had captive giant monsters under sedation. Japanese and United States forces occupied the Qularr island and had seized most of the remaining alien technology despite the strident protests of Beijing — and more importantly Moscow, which moved battleships into the area to enforce its claim to a fair share of the booty. It seemed as if the world was about to go to war once more.

Fortunately the United Nations rose to the challenge. Tireless efforts by Secretary-General U Thant managed — barely — to avert armed conflict and bring all the interested parties to the negotiating table. Months of dickering, bickering, deal-making, and back-room compromises were the result, but by mid-1966 most member nations of the UN, including all members of the Security Council, had signed the Qularr Technology and Resources Treaty. The treaty primarily specified that:

- the Qularr island (referred to in the treaty as the "World Biocontainment Zone," but even at that time better known by the slang name "Monster Island") would become a territory administered by the United Nations
- the UN would rely primarily on Japan, and to a lesser extent the United States, to see to the daily oversight of the island and its inhabitants. Any UN member was welcome to send a delegation at any time to review the administration of the island. Additionally, the newly-formed UNTIL would assist Japan and the US as necessary.
- all captured Qularr monsters and creatures would be brought to the island to live, in the hopes that studying them would help Humanity learn to more easily defeat such menaces in the future
- all captured Qularr technology would be brought to the island for study. Japan's Bureau 17 would primarily be responsible for conducting these studies, though any member nation could send scientists to assist. (Many, including all Security Council members, did send their own personnel.) All results from these studies would be made public through the UN and would become the property of Humanity, free for use by anyone.





Success And Disappointment

As Bureau 17 began rapidly building a base on Monster Island and simultaneously initiated its first research projects into Qularr technology, the nations of the world slowly and carefully shipped unconscious or restrained giant monsters to their new home. The process went remarkably well; only the irascible ape Qwyjibo managed to burst his bonds and make a break for freedom, but the combined efforts of his superhero and UNTIL agent escorts knocked him out before he could destroy the ship he was on.

By the time the first monsters arrived, Bureau 17 was able to announce its first breakthrough in studying the Qularr technology. Bureau scientists, assisted by teams from the US and the USSR, figured out how to operate certain pieces of Qularr force-field technology. They used them to establish two force-fields: one large one around the entire island to keep the monsters on it; and a smaller, “denser” one to protect the Bureau 17 base itself. Experts everywhere predicted that advances based on Qularr technology would transform human existence within a decade.

Unfortunately, all this optimism was misplaced. The breakthrough in understanding Qularr force-field technology has never been repeated with any other Qularr devices, large or small. Over the past forty years many of the world’s top minds — mundane scientists, superhero scientists, aliens living on Earth — have tried to figure out how Qularr technology works, but none of them has succeeded. At times it almost seems as if the devices themselves somehow change they way they work to prevent humans from figuring them out. On two separate occasions superheroes with scientific backgrounds have examined the same devices within days of one another, only to present

radically different descriptions of the devices in their reports, accompanied by radically different theories as to how the devices function. For now Qularr technology remains one of the most frustrating and tantalizing mysteries on Earth.

OCTOBER 1968: MEGA-TERAK VERSUS TOKYO

Despite the inability to understand Qularr technology, all went well with Monster Island’s primary mission — keeping the Qularr monsters quarantined from Humanity — until 1968. In mid-November of that year Mega-Terak, the only monster who wasn’t actually biological, went berserk. The reasons for its rampage aren’t clearly understood, but may have had something to do with damage it sustained in a battle with Vakulon two weeks prior. Whatever the cause, an enraged Mega-Terak battered down part of the force-field surrounding the Bureau 17 base, destroyed part of the base, then hurled itself against the force-field that kept it on the island. After nearly half an hour of pounding on one specific part of the field, Mega-Terak broke through. Then it began swimming.

Two hours later it reached the Japanese coast. The island nation was unaware of its escape, since its attack on the Bureau 17 base had wrecked the communications equipment. Mega-Terak smashed its way through Yokohama virtually unopposed and then made straight for Tokyo. Why it (and other giant monsters) was so fixated on Tokyo isn’t known for certain, but is assumed to have something to do with its original programming or instructions from its Qularr masters.

As Mega-Terak began to destroy the Japanese capital, Japanese heroes and the forces of Bureau 17 responded with everything in their arsenals. The powered armor hero Subarashii Gunkan (“Gigantic Man of War”) and the early form of what would eventually become Rapid Response Force Sakura (see Chapter Three) were particularly prominent in the battle and helped to divert the monster away from some heavily-populated areas into a position where the Japanese military could unleash its full power against Mega-Terak. Despite his strength and size, Mega-Terak was overwhelmed by the forces arrayed against it and slowly but surely weakened. The final blow came in the form of a direct artillery hit to its chest just as Subarashii Gunkan smashed it in the head with his most powerful (and battery-draining) punch.

The unconscious monster was quickly dragged to Yokohama, shackled to a barge, and returned to Monster Island. In the hope of preventing further escapes, the Japanese government and the UN allocated more money for Bureau 17 activities on the island and provided the Bureau with more force-field devices to strengthen the protective screens.

FEBRUARY 1976: QWYJIBO VERSUS TOKYO

The new precautions made an escape from Monster Island more difficult... but unfortunately

not impossible. In February of 1976 the island was hit with unusually cold weather, including a heavy snowstorm. This agitated the fire-breathing ape Qwyjibo, who dislikes the cold. He began wandering the island, smashing things in an aggravated rage and picking fights with the other monsters. Eventually he found himself on the northern shore and started battering against the island's force-field. Ordinarily it would have been strong enough to hold him, but the cold weather had caused a short in one of the field generators, weakening the protective screen just enough for Qwyjibo to smash through it.

Bureau 17 personnel quickly repaired the faulty equipment to prevent further escapes and radioed a warning to Japan. As he waded ashore near Tokyo, Qwyjibo met considerable resistance from Bureau 17, the Japanese Defense Forces, and several superheroes. His sheer, rage-fueled power gave him the upper hand at first, allowing him to beat his way through the defensive cordon and make it into Tokyo proper, where he began destroying anything he could lay his hands on. To this day the famed Tokyo nightclub 24 Pop has a limousine embedded in one of its walls as a result of Qwyjibo throwing it at the building.

The defenders quickly regrouped and pressed the attack anew. To escape his attackers Qwyjibo began climbing a skyscraper... which made him a perfect target for the knockout gas missile-equipped fighter jets that were just arriving. Even a gigantic ape has to breathe, and before long the gas knocked him out. Three Japanese heroes caught him before he could hit the ground and inflict even more damage, and he was then quickly returned to Monster Island.

THE EIGHTIES: THE SNAKES ARRIVE

October 1981 saw a new arrival on the shores of Monster Island. It wasn't a new monster, but something more dangerous still: VIPER. The criminal organization decided that studying the island's unique fauna might allow it to create monsters of its own, so it set up a small, well-hidden Nest on the part of the island that's since come to be known as Slither Beach.

At first VIPER kept its operations on Monster Island very low-key; the last thing it wanted was to attract the attention of UNTIL. But in time the scientists stationed there discovered something that the world's governments had been keeping a secret: the protective force-field around the island interfered with satellite surveillance! To a satellite Monster Island looked like a grey blur. Thus freed from one of its chief security concerns, VIPER began to expand its activities on the island.

Mega-Terak Versus Osaka

In 1985, VIPER accidentally proved just how dangerous its meddling could be. After years of observing and monitoring Mega-Terak, VIPER scientists were convinced they could build a device to control the robotic monster. Unfortunately they underestimated the strength of the monster's electronic defenses. Instead of taking control of Mega-Terak, the device the scientists built merely inter-

fered with its programming somehow and sent it into a rage. In a sort of repeat of his 1968 escape, Mega-Terak smashed through several Bureau 17 facilities before making its way to the island force-field and breaking through it with ease. (VIPER scientists believe that Mega-Terak had such as easy time penetrating the force-field because their control device somehow "charged" his metallic skin with energy, a fact they've filed away for potential future use.) An unusual level of sunspot activity (which may have contributed to the failure of the control device) prevented Bureau 17 from getting warning out to the mainland right away.

This time Mega-Terak chose a different target: Osaka. Its approach, seen almost a mile out, threw the city's dockland into a panic. As it waded ashore it smashed ships, cranes, piers, and warehouses, then headed inland. An attempt by Bureau 17 and the military to stop it by luring it into supercharged power lines only seemed to strengthen it, but ultimately proved its undoing. As the monster continued its rampage, a little-known Japanese hero named *Hiru* ("Leech") arrived to see what he could do to help. Without regard for his own personal safety he hurled himself on Mega-Terak and began draining its internal energies. The extra power Mega-Terak had received from the earlier attack made *Hiru*'s job easier, and the more power he absorbed the more he was able to continue absorbing. Slowly but surely Mega-Terak's internal energy cells ebbed...

and then the monster stopped moving altogether. Before its energy cells regained power Japanese officials had Mega-Terak transported back to Monster Island. For a time *Hiru* became one of the best-known and most popular heroes in Japan.

THE NINETIES: MORE MENACING ARRIVALS

To Bureau 17 the Nineties seemed like a relatively peaceful decade, with no major escapes or other incidents... but unknown to it, two more criminal groups secretly came to Monster Island in search of power.



The Lemurians

The first was the Lemurians. In 1993 sorcerers from the House of Hyrg learned through scrying-spells that Monster Island might be the location of one of the palaces of Andirth the Golden, who was among the greatest (and paradoxically, most reviled) of the leaders of Lemuria from the time before the Atlantean Cataclysm. The leaders of Hyrg realized that if they found the palace, it would bring their House much prestige in Lemurian society. Even better, who knew what ancient secrets of sorcery or science Andirth might have kept there? If Hyrg could unearth long-forgotten pieces of Andirth's lore, who knew what its sorcerers might achieve?



House Hyrg sent an expedition under the leadership of Vikorin the Blind, one of its most renowned and powerful scions, to scout Monster Island. At first the expedition was small and simply mapped and examined the island. But by early 1995 Vikorin had concluded that there must, in fact, be Lemurian ruins buried somewhere beneath Monster Island's surface. House Hyrg sent more nobles and Mole-Men to begin an excavation project.

Proceeding cautiously so as to keep their activities secret from Bureau 17, and to avoid the island's volcano, the Lemurians slowly but surely conducted their search. In 1998 they were finally rewarded with the first of what would be many Lemurian artifacts.

It soon became apparent that the House of Hyrg had indeed stumbled on one of Andirth's ancient palaces. Since then, working with great care (to preserve the artifacts, avoid any danger, and keep their activities a secret), the Lemurians have continued to excavate, and now believe they may actually have found fragments of the plans for the greatest weapon their people ever conceived: the terrifying *Mandragalore*.

The Elder Worm

Nor were the Lemurians the only ones to detect the presence of possible ancient artifacts on Monster Island. While passing near the island in 1998 on the way to one of his Oceanic lairs, the Slug sensed what he thought might be relics of the Elder Worm somewhere in the vicinity. Months of careful, covert exploration followed, and eventually he pinpointed the Echinocos Shore area of Monster Island. He sent several Elder Worm to the island to begin an intensive search. It didn't

take long for their work to pay off, and every few months since then they've unearthed more fragments of the Elder Worm past. Recently several important discoveries have occurred, prompting the Slug himself to spend more and more time on the island. He and his followers have taken over a small Bureau 17 outpost in the area and he's used his powers to transform the human staff into *Helminths* — first-stage Elder Worms.

JULY 2000: SILVER DAWN

The next member of the supervillain community to set up shop on Monster Island was the corrupt capitalist cartel ARGENT. In July 2000 ARGENT's biological research division decided to emulate VIPER by sending a team of scientists to study the monsters and other remnants of Qularr bioengineering. The biologists made several important discoveries, contributing to ARGENT's bottom line in the genetic engineering and bio-warfare divisions. More importantly, their presence on the island laid the groundwork for more extensive ARGENT operations to come.

MARCH 2004: A NEW RESIDENT

In early 2004, Monster Island got a new resident for the first time in its history. Far away in Canada, the evil geneticist Teleios released his latest creation: the gargantuan Teleiosaurus, a further evolution of his infamous "Monstersaurus" of 2001. No one knows for certain whether he deliberately unleashed the beast on Quebec City, or it somehow escaped from him, but either way it took every erg of power and ounce of courage Canada's superheroes had to stop the thing. Once they finally knocked it unconscious, there were some in Canada who simply wanted to kill the monster outright, but more progressive heads persuaded Parliament to send Teleiosaurus to Monster Island — after all, wasn't that exactly what Monster Island was established for?

At the request of the Canadian government, the United Nations agreed to take possession of Teleiosaurus. It assembled an UNTIL team to transport the creature to its new home. After modifying one of its hovercraft to carry such an enormous load for thousands of miles, UNTIL took Teleiosaurus to Monster Island. The agents deposited him on a site chosen by Bureau 17, which had temporarily cleared the area of other monsters with powerful sonic projectors. After getting far enough away, the Bureau 17 agents awakened Teleiosaurus with a stimulant-filled dart. At first dazed, and confused by its new tropical surroundings, the monster tentatively explored the island. By the time it had its first encounter with another monster (Zorgatha), it had recovered enough to give a good showing of itself.

It took only a few months for Bureau 17 to discover something that earlier, tentative examinations of Teleiosaurus had missed: it was some sort of hermaphrodite, able to lay fertilized eggs. The eggs hatched *teleiosaurs*, much smaller versions of the monster itself. Since then teleiosaurs have become one of the major life-forms on the island... and often end up as food for the larger monsters.

SEPTEMBER 2004: TALLY-HO!

While reading the latest reports from their Monster Island outpost in the summer of 2004, the leaders of ARGENT were intrigued by mentions of the teleosaurs. The first idea they had was to try to breed them for use as biological weapons — a terrifying villainous equivalent to a police dog — but then one of ARGENT's directors, Charles Hawthorne, had an equally good idea. "How much do you think wealthy hunters would pay for a shot at one of those things, or even at the big boys out there?" he asked. The more they thought about it, the more ARGENT's leaders liked the idea.

In September 2004, an ARGENT construction crew came to the island under cover of nighttime darkness. Using some of ARGENT's most advanced technology they quickly constructed a hunting lodge, holding pens, expanded research laboratories, and other facilities. The "ARGENT Corporate Wildlife Preserve," as the directors called it, was now in business. Ever since then hunting expeditions consisting of a mix of wealthy, corrupt hunters and people ARGENT wants to reward or curry favor with have come to the island to hunt teleosaurs and other big game. Hawthorne, himself an avid hunter, shows up frequently and dreams of someday bagging one of the "big boys" for the trophy room of his Chicago mansion.

AUGUST 2005: THE NEW ISLAND OF DR. MOREAU

Since 1987, one of the leading lights of VIPER's corps of scientists was Dr. Phillippe Moreau, whom it rescued from the authorities after the renegade biologist was defeated and captured by the New Knights of the Round Table and Dr. Silverback. But even in VIPER there are limits, and over the past 20 years Moreau has often pushed them, upsetting his colleagues and commanders with the perverse nature of his research, his total lack of medical and scientific ethics, and his disturbing personality.

Matters finally came to a head in 2005 and Moreau, tired of VIPER's efforts to restrict his work, suggested a compromise. He would leave VIPER but continue to work closely with it as a sort of "independent contractor." VIPER would set him up in a lab where no one would disturb him, and provide him with the technology and supplies he needed. In turn he'd offer the useful fruits of his research to VIPER. He didn't care about profit so much as he did the pursuit of science untrammelled by the "foolish morality" of lesser minds.

VIPER, not wanting to let him go but recognizing that Moreau could no longer work effectively as part of a group, accepted the offer. For the ultimate in "undisturbed" locations for his lab, it chose Monster Island. That would allow him to study the monsters and their DNA if he so chose. Moreau decided the location was

ideal and set to work with a relish, soon turning out dozens of his human-animal hybrids ("beast-men" or "manimals," as VIPER calls them). Most have remained loyal to him thanks to his conditioning, but compassion or ferocity has led a few to escape from him. They've created homes for themselves north of his Wells' Pass lab, in an area called the Feral Tangle, and fight amongst themselves as often as they fight him or the roaming giant monsters.

APRIL 2007: THE RETURN OF THE QULARR

The most momentous event in Monster Island history occurred in April of 2007, though no Humans were aware of it at the time. Moving under cover of a stealth field, a Qularr ship landed in the Wayfarer Coast region of Monster Island — the first time the alien invaders had returned to the world that defeated them in nearly fifty years. The ship's crew quickly disembarked, establishing a headquarters in a large cave, and began preparations for what UNTIL officials now believe may be another attempt to mount an invasion.

Bureau 17 became aware of the invasion when its monitoring stations reported that Mega-Terak hadn't left the Wayfarer Coast for over a week. A team sent to investigate the situation disappeared after its first radio contact (subsequent events have led the Bureau and UNTIL to assume, correctly, that the Qularr killed them). A second team composed mostly of Rapid Response Force Sakura personnel fared better, fending off a Qularr attack long enough to get word back to base and then retreat. Two RRF agents were killed, but the Bureau learned some valuable intel — not the least of which was the fact that the Qularr had somehow established control over Mega-Terak and were using him to guard the Coast against intruders.

The UNTIL Response

In light of this development, and revelations in recent years that there's a lot more going on at Monster Island than just a bunch of big creatures roaming around, UNTIL has intensified its focus on the island. It's re-assigned a group of agents (including several very high-ranking officers) to monitor what's going on, try to learn more about the activities of the different factions on the island, and stop any significant threats to world security before they come to fruition. As always, UNTIL welcomes the help of responsible superheroes.

Right now UNTIL's main interest is the Qularr. No more Qularr have been detected on or near Earth, but given the effectiveness of Qularr stealth technology that may not mean there aren't any there. So far the Qularr at Wayfarer Coast have mostly been excavating for remnants of their former invasion force and keeping to themselves, but UNTIL remains alert for any sign of hostile actions toward Humanity.

GEOGRAPHY AND CLIMATE

Monster Island began as a barrier reef island — a ring of coral reefs surrounding a volcanic island — about a hundred miles off the southeastern coast of Japan. Traces of the former geography can still be seen in some rock formations on the island, in the composition of the ring of sandy soil surrounding the central mountain, and other broad features of the place.

The Qularr took that barrier reef island and used their advanced alien technology to raise the underlying seabed to create a true island. The end result of their handiwork, forty-odd years of geological shifting and settling, and a bunch of big monsters stomping around the place is an island about six miles wide and twenty miles long at its largest points.

The dominant feature of the island is the volcanic “chain” of mountains (really one big mountain, basically) that forms the spine of the island. The highest point is the volcano at the northern end of the mountain range, not far from the Ruins of Andrith where the Lemurians dig for relics from their past. Although the lower reaches of the mountains are usually covered by grass or jungle, most of the mountain range is too steep and rough to be of any use to humans or most animals. The habitable parts of the island are the “valleys” and “canyons” between the arms of the mountain range, and the beach that rings the entire place.

THE VOLCANO

The volcano is very active. It erupts frequently — sometimes more than once a day. According to Bureau 17 records, the longest recorded period without an eruption was nearly six months in 1996, but it's rare for a month to go by without some kind of activity. The average “eruption” usually isn't much more than a minor oozing of lava from the volcano's cone (or vents along its sides), but stronger eruptions aren't unknown. Occasionally an eruption hurls fist-sized (or larger) chunks of rock into the air to land elsewhere on the island, posing a serious risk to the inhabitants (two Bureau 17 agents have been killed over the years by these falling rocks). On the other hand, occasionally the larger rocks contain chunks of valuable minerals, bits of Qularr technology, or other valuable items, so the various factions on the island usually rush to recover them.

In game terms, the GM can use the volcano however he wishes to add a note of tension to adventures or get an adventure started. Falling rocks do 6-10d6 Normal Damage, depending on the size of the rock. Typically only characters with Unluck have any chance of getting hit, but if the GM plans for a major eruption to occur during an adventure he may want to work up a random table he can roll on to see if anyone gets hit.

WEATHER

Although it's located significantly north of the equator, Monster Island has a mostly tropical climate thanks to the warming effects of the volcano and

nearby ocean currents. The average annual temperature is about 27° Celsius (80° Fahrenheit), though serious cold weather and even snowfall occurs in some years during the December–February period. The climate tends to be wet, with an average annual rainfall of about 125 inches; July to October is the雨iest period, and most rainstorms occur in the mid- to late afternoon. Monster Island lies within the typhoon zone and is occasionally hit by major storms; when a storm approaches Bureau 17 and UNTIL personnel are usually evacuated to Japan, while the manimals, agents of various criminal organizations, and other people on the island have to stay and fend for themselves.

FLORA AND FAUNA

The soil of Monster Island is very fertile, thanks in part to its volcanic origin and in part due to microbes implanted in it by the Qularr. (Attempts to transplant these microbes to other environments always fail for some reason.) As a result the island teems with all sorts of plant and animal life. Many specimens grow to sizes unheard of elsewhere in the world — for example, there are redwood-sized palm trees and mice the size of small dogs. The animal life also tends to have a high degree of resistance to radiation. Some people (such as Dr. Janice Sellers, see Chapter Eight) find all this fascinating and worthy of study; others, including several UNTIL agents assigned to the island, consider it creepy, disturbing, and dangerous.

THE FORCE-FIELD

Monster Island is surrounded by a force-field designed to keep the monsters from leaving; it's generated by Qularr technology in a way that humans don't entirely understand and can't reliably work with. The field is about a hundred feet out from the high-tide mark on the beach and is calibrated to let small objects — water, people, small watercraft, marine animals, and the like — pass through without effect or harm. It only affects large objects: large ships; whales; and of course the monsters on the island. When it's necessary to bring something large inside (such as Teleiosaurus in March 2004), Bureau 17 personnel have to fiddle with the force-field generator to the best of their ability and hope they can get it to do what they want.

Typically the force-field is invisible to the unaided human eye, though it can be seen as a translucent golden field when viewed with Infrared or Ultraviolet Perception. When contacted by a large object, such as a monster, it flares golden at that spot, making it visible to all.

One unintended “side effect” of the force-field is that it blocks satellite surveillance, even using sophisticated sensors. To a satellite, Monster Island looks like a greyish blur. This prevents anyone — be it the United States, UNTIL, or Dr. Destroyer — from viewing what's occurring on the island from space. This has made it much easier than it otherwise would have been for the likes of VIPER and the Lemurians to establish themselves on Monster Island.

BIG GAME:
The Monsters of Monster Island



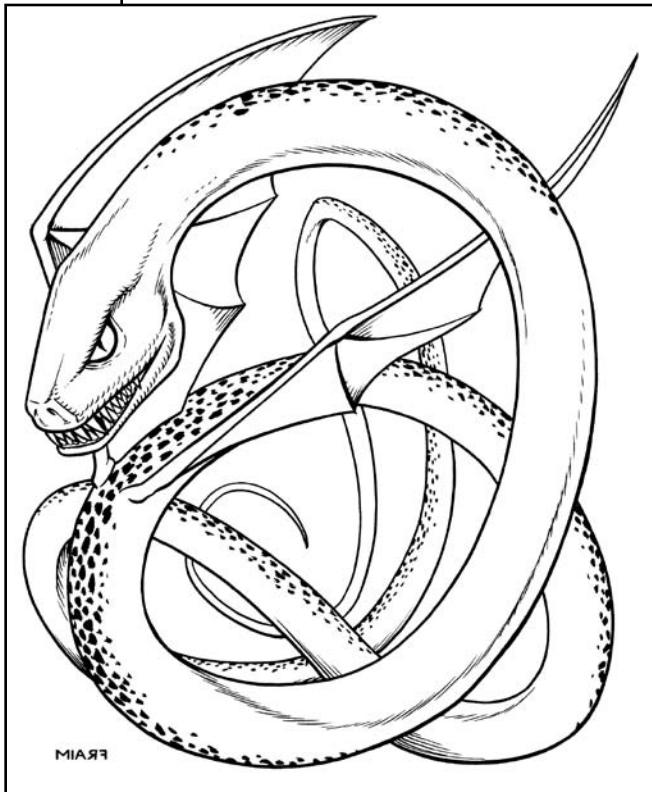
MONSTER
Chapter Two Island

MONSTER ISLAND

As the name indicates, Monster Island is home to a number of monsters — gigantic, often fantastical, animals with strange powers. Captured on alien worlds by the Qularr, or bred by them from biomaterials obtained in their explorations of the Galaxy, these creatures are powerful, impressive, and deadly. The Qularr apparently use creatures like this as machines of war, which is why they brought them to Earth.

All the monsters on Monster Island share a few attributes. First, they heal quickly from injuries, a trait no doubt bred or bioengineered into them by the Qularr to make them more efficient weapons. Second, they also don't have to eat very much for creatures of their size, another helpful logistical feature. Third, they tend to be aggressive, territorial, and confrontational. Monster Island often rings with the roars and cries of two monsters locked in battle. Eventually one or the other establishes dominance and the other slinks away to lick its wounds and prepare for the next fight.

For game purposes, just about any Monster Island monster should be a challenge for a team of PC superheroes, at least for a Turn or so. All the monsters belong to the Animal class of minds (except Mega-Terak, who's robotic and affected by either Human or Machine psionic powers).



GANIKA				
Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
35	CON	50	16-	
30	BODY	40	15-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
25	PD	15		Total: 25 PD (20 rPD)
25	ED	18		Total: 25 ED (20 rED)
4	SPD	10		Phases: 3, 6, 9, 12
20	REC	6		
70	END	0		
73	STUN	0		Total Characteristics Cost: 228

Movement: Running: 18"/36"
Flight: 15"/30"
Leaping: 0"/0"
Swimming: 12"/24"

Cost	Powers	END
20	<i>Energy Absorption:</i> Endurance Reserve (200 END, 0 REC; see text)	0
180	<i>Energy Absorption:</i> Absorption 10d6 (energy, to STR and to END of Endurance Reserve), two abilities simultaneously (+½), Can Absorb A Maximum Of 200 Points' Worth Of Energy	0
62	<i>Absorbed Energy:</i> Multipower, 125-point reserve; all Attack May Only Be As Powerful As Attack Ganika Was Hit With (-½), Can Only Be Used While Absorption Is In Effect (see text; -½)	
6u	1) <i>Absorbed Energy Blasts:</i> Energy Blast 20d6, Variable Special Effects (can only use last Energy Blast special effect was hit with, see text; +¼); common Limitations	var
6u	2) <i>Absorbed RKAs:</i> RKA 6d6, Variable Special Effects (can only use last RKA special effect was hit with, see text; +¼); common Limitations	var
30	<i>Bite:</i> HKA 2d6 (4d6 with STR)	3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED)	0
60	<i>Monstrous Form:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
18	<i>Monstrous Mind:</i> Mental Defense (20 points total)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
5	<i>Monstrous Physiology:</i> Healing BODY 1d6 (Regeneration; 1 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼),	

	Increased Time Increment (1 Hour; -1), Self Only (-½)	0
1	<i>Monstrous Physiology</i> : Life Support (Diminished Eating: once per week)	0
20	<i>Batwings</i> : Flight 15"; Restraining (-½)	3
24	<i>Long Body</i> : Running +12" (18" total)	2
10	<i>Long Body</i> : Swimming +10" (12" total)	1
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
55	<i>Reach</i> : Stretching 13", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

20	+4 HTH
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Total Powers & Skills Cost: 566**Total Cost: 794****200+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Gigantic (32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
539	Experience Points

Total Disadvantage Points: 794

Description: Ganika is a gigantic serpent — about a hundred feet long and proportionately thick and heavy — with large, bat-like wings about one-third of the way down the body from its head. The head itself is slightly oversized with large fangs and large, red, malevolent eyes. Ganika's scales are mostly dull gold, with some that are black and form patterns down his back; they all glisten in the light as if they were partly made of crystal.

Powers/Tactics: Besides being large, strong, and having a mouth full of enormous fangs, Ganika has the power to absorb and redirect energy. If he's hit with an energy attack (such as a laser, a fire blast, or a pulson beam), he uses Absorption to feed END into his Endurance Reserve. The Reserve has a maximum of 200 END and no REC (it can only replenish its END via Absorption), and he usually starts a combat at 0 END unless he's recently been fighting another monster or other foe who has energy powers. Absorbing energy also makes him stronger and larger. He stores the energy within his scales and can fire it at any target he chooses, in the same form, same amount of dice, and same Power (Energy Blast or RKA) as the last energy attack he was hit with. However, he can only use his Absorbed Energy power as long as he still has Absorbed points of STR or Reserve END to use; once either the STR or Reserve END completely fades, he cannot shoot absorbed energy.

MEGA-TERAK				
Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 ktons; 16d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
40	CON	60	17-	
35	BODY	50	16-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
40	PRE	30	17-	PRE Attack: 8d6
8	COM	-1	11-	
30	PD	14		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
25	REC	2		
80	END	0		
100	STUN	5		Total Characteristics Cost: 302
Movement: Running: 20"/40" Leaping: 8"/4" Swimming: 20"/40"				
Cost	Powers	END		
91	<i>Lightning Breath</i> : Multipower, 160-point reserve; all No Range (-½), 12 Charges for entire Multipower (-¼)	[12]		
11u	1) <i>Direct Lightning Bolt</i> : Energy Blast 16d6, Area Of Effect (32" Line; +1); No Range (-½)			
11u	2) <i>Lightning Cone</i> : Energy Blast 16d6, Area Of Effect (17" Cone; +1); No Range (-½)			
120	<i>Limbs, Fangs, Claws</i> : Multipower, 120-point reserve			
4u	1) <i>Bite</i> : HKA 3d6 (6d6 with STR)	4		
3u	2) <i>Claws</i> : HKA 2d6 (4d6 with STR)	3		
12u	3) <i>Tail Sweep</i> : Area Of Effect (4" Cone; +1) for up to 80 STR, Reduced Endurance (0 END; +½)	0		
9u	4) <i>Stomp</i> : Area Of Effect (One Hex Doubled; +¾) for up to 80 STR, Reduced Endurance (0 END; +½)	0		
20	<i>Tireless</i> : Reduced Endurance (½ END; +¼) for 80 STR	0		
30	<i>Metal Skin And Body</i> : Damage Resistance (30 PD/30 ED)	0		
60	<i>Monstrous Form</i> : Physical and Energy Damage Reduction, 50%, Resistant	0		
18	<i>Monstrous Mind</i> : Mental Defense (20 points total)	0		
30	<i>Heavy</i> : Knockback Resistance -15"	0		
5	<i>Monstrous Physiology</i> : Healing BODY 1d6 (Regeneration; 1 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Increased Time Increment (1 Hour; -1), Self Only (-½)	0		
45	<i>Robotic Form</i> : Life Support (Total)	0		
28	<i>Long Legs</i> : Running +14" (20" total)	3		
18	<i>Long Legs And Tail</i> : Swimming +18" (20" total)	2		
5	<i>Robotic Eyes</i> : Infrared Perception (Sight Group)	0		
5	<i>Robotic Eyes</i> : Ultraviolet Perception (Sight Group)	0		
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0		

55 *Reach:* Stretching 13", Reduced Endurance (0 END; +1½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) 0

Skills

30 +6 HTH

Total Powers & Skills Cost: 615

Total Cost: 917

200+ Disadvantages

- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 8 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 5 Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Physical Limitation: Gigantic (32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 664 Experience Points

Total Disadvantage Points: 917

Description: Unlike all the other monsters on Monster Island, Mega-Terak isn't a living being. It's actually an incredibly sophisticated robot that looks, to human eyes, like a gigantic, quasi-skeletal, tyrannosaurus sort of creature. It's 120 feet tall, making him one of the largest of the Monster Island monsters.

Mega-Terak is currently under the control of the Qularr in Wayfarer Coast. He patrols that area to protect them from any threats, and can be "summoned" by the Qularr Invasion Leader and his high-ranking junior officers if necessary.

Powers/Tactics: One of the deadliest and most powerful monsters on the island, Mega-Terak is not only very difficult to damage but has powerful attacks. Its natural weapons — fangs, claws, large limbs, and a tail for bashing — allow it to shred or crush most attackers with ease. If that's not enough, Mega-Terak can breath lightning either in a direct beam or a broad cone.

If your campaign uses the Hit Location rules, the Tyrannosaurus Hit Location Table on page 158 of *The HERO System Bestiary* applies to Mega-Terak.



QWYJIBO					
Val	Char	Cost	Roll	Notes	
70	STR	60	23-	Lift 400 tons; 14d6 [7]	
20	DEX	30	13-	OCV: 7/DCV: 7	
40	CON	60	17-		
30	BODY	40	15-		
10	INT	0	11-	PER Roll 11-	
10	EGO	0	11-	ECV: 3	
40	PRE	30	17-	PRE Attack: 8d6	
8	COM	-1	11-		
25	PD	11		Total: 25 PD (15 rPD)	
25	ED	17		Total: 25 ED (15 rED)	
5	SPD	20		Phases: 3, 5, 8, 10, 12	
22	REC	0			
80	END	0			
85	STUN	0		Total Characteristics Cost: 267	
Movement: Running: 30"/60" Leaping: 14"/28"					
Cost Powers					
169	<i>Fire Projection</i> : Multipower, 169-point reserve				
13u	1) <i>Fire Spittle</i> : RKA 5d6, Area Of Effect (8" Radius; +1), Reduced Endurance (½ END; +¼); Limited Range (30"; -¼)				
7u	2) <i>Fireball</i> : RKA 6d6; Limited Range (50"; -¼)				
10u	3) <i>Fiery Shockwave</i> : RKA 4d6, Area Of Effect (6" Radius; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½)				
35	<i>Gigantic Hands</i> : Area Of Effect (One Hex; +½) for STR 70				
55	<i>Reach</i> : Stretching 13", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)				
30	<i>Bite</i> : HKA 2d6 (4d6 with STR)				
9	<i>Roar</i> : +20 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)				
15	<i>Thick Skin</i> : Damage Resistance (15 PD/15 ED)				
7	<i>Fire Resistance</i> : Damage Resistance (+10 ED); Only Versus Limited Type Of Attack (fire/heat; -½)				
60	<i>Monstrous Form</i> : Physical and Energy Damage Reduction, 50%, Resistant				
18	<i>Monstrous Mind</i> : Mental Defense (20 points total)				
24	<i>Heavy</i> : Knockback Resistance -12"				
5	<i>Monstrous Physiology</i> : Healing BODY 1d6 (Regeneration; 1 BODY per Half-Hour), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Increased Time Increment (1 Half-Hour; -1), Self Only (-½)				
3	<i>Monstrous Physiology</i> : Life Support				
END					

(Diminished Eating: once per week; Safe Environment: High Radiation)	0
48 <i>Gigantic Legs</i> : Running +24" (30" total)	5
3 <i>Ape Senses</i> : +1 PER with all Sense Groups	0
5 <i>Feet As Dextrous As Hands</i> : Extra Limbs (2), Inherent (+¼); Limited Manipulation (-¼)	0

Skills

8	+4 OCV with Strike
3	Climbing 13-

Total Powers & Skills Cost: 527**Total Cost: 794****200+ Disadvantages**

15	Physical Limitation: Gigantic (32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
559	Experience Points

Total Disadvantage Points: 794

Description: Qwyijibo is the most terrestrial-looking of all the Qularr monsters. To human eyes he resembles a hundred foot-tall gorilla with fiery fur on his hands and lower arms, shoulders, and head, and upper back. The fiery fur on his back has a pattern vaguely suggesting a skull. The rest of his fur is dark brown.

Powers/Tactics: Qwyijibo is strong, fierce, territorial, and at times aggressive. In battle he mostly relies on his strength and fangs; he likes to grapple with opponents and then beat them into submission, hurl them to the ground, or throw them. But he has two other weapons at his disposal. First, he can project fire. The main way he does this is by breathing a thin beam of flame that hits the ground under a target (or targets) and explodes out to cover an area. He can also throw fireballs at a single target, or smash the ground to create a "shockwave" of flame all around himself.

Qwyijibo doesn't have quite as much Resistant Defense as the other monsters, but he makes up for it by healing twice as fast as they do. His running-leaping-swinging style of locomotion allows him to move across the ground much faster than any of them, giving him a major tactical advantage in some fights. He's skilled at moving around during a battle, and using the environment to his advantage; he doesn't just stand in one place and slug it out with his opponent.

If badly injured (*i.e.*, he takes more than 10 BODY damage) or somehow frightened, Qwyijibo flees. If possible he climbs out of reach of his opponent; if not he runs away at top speed.

TELEIOSAURUS						
Val	Char	Cost	Roll	Notes		
70	STR	60	23-	Lift 400 tons; 14d6 [7]		
23	DEX	39	14-	OCV: 8/DCV: 8		
40	CON	60	17-			
40	BODY	60	17-			
10	INT	0	11-	PER Roll 11-		
10	EGO	0	11-	ECV: 3		
35	PRE	25	16-	PRE Attack: 7d6		
8	COM	-1	11-			
20	PD	6		Total: 20 PD (15 rPD)		
20	ED	12		Total: 20 ED (15 rED)		
5	SPD	17		Phases: 3, 5, 8, 10, 12		
25	REC	6				
80	END	0				
100	STUN	5		Total Characteristics Cost: 289		
Movement: Running: 18"/36" Leaping: 0"/0" Swmming: 15"/30"						
Cost	Powers		END			
169	<i>Radiation Emission:</i> Multipower, 169-point reserve					
11u	1) <i>Radiation Pulse Breath:</i> Energy Blast 15d6, Area Of Effect (16" Cone; +1), Reduced Endurance (½ END; +¼); No Range (-½)		7			
9u	2) <i>Radiation Puff:</i> RKA 3d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1); No Range (-½)		13			
7u 3) <i>Radiation Footstomp:</i> Energy Blast 12d6, Area Of Effect (6" Radius; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½), No Range (-½)						
33 <i>Intensely Radioactive:</i> RKA ½d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); Only Works On Living Beings (-½), Side Effects (irradiates environment, always occurs; -0)						
67 <i>Jaws:</i> HKA 3d6, Armor Piercing (+½) (4d6 with STR)						
20 <i>Headbutt:</i> HA +6d6; Hand-To-Hand Attack (-½)						
15 <i>Forelimb Claws:</i> HKA 1d6 (2d6 with STR)						
15 <i>Tough Skin:</i> Damage Resistance (15 PD/15 ED)						
60 <i>Monstrous Form:</i> Physical and Energy Damage Reduction, 50%, Resistant						
18 <i>Monstrous Mind:</i> Mental Defense (20 points total)						
24 <i>Heavy:</i> Knockback Resistance -12"						
5 <i>Monstrous Physiology:</i> Healing BODY 1d6 (Regeneration; 1 BODY per Six Hours), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Increased Time Increment (6 Hours; -1¼), Self Only (-½)						
1 <i>Monstrous Physiology:</i> Life Support (Diminished Eating: once per week)						



24	<i>Big Body And Long Legs:</i> Running +12" (18" total)	2
13	<i>Long Legs And Tail:</i> Swimming +13" (15" total)	1
6	<i>Dinosaur Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
55	<i>Reach:</i> Stretching 13", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

20	+4 HTH
10	+2 DCV

Total Powers & Skills Cost: 587**Total Cost:** 876**200+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Gigantic (32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
14	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Will Not Harm Teleios (Uncommon, Total)
602	Experience Points

Total Disadvantage Points: 876

Description: Teleosaurus is another of Teleios's monsters bred from dinosaur DNA. Basically it's a super-sized, brown-skinned tyrannosaur with a few custom-tailored features (like radiation breath, small spikes on its back that glow green when it uses its radiation powers, and a large "horn" on the back of its head). Its tough, leathery skin is brown. Compared to its predecessor,

Monstersaurus, it's even bigger and deadlier, but it lacks wings.

Powers/Tactics: Compared to the other Monster Island monsters, Teleosaurus doesn't have as much Resistant Defense, and he heals more slowly. However, he's faster and more agile in combat, and his radiation attacks are powerful. First, he can breathe forth a spray of tiny radiation "fireballs" over a conical area. Second, he can breathe out a "puff" of radiation to affect an opponent next to him. Lastly, he can squat down to the ground, build up his inner radiation, then leap up and do a "footstomp" that unleashes a cloud of radiation all around him. (Additionally, he's highly radioactive; anyone coming within a hex of him is subject to the effects of his Damage Shield.) He usually tries to get off a few radiation-blasts while closing with an opponent, then puts most (if not all) of his Combat Skill Levels into DCV until he has a good opportunity for a successful attack with his fearsome Jaws, or to use his mighty Headbutt.

TELEOSAURS

Teleosaurus are Teleosaurus's children — miniature versions of itself that hatch from the eggs it lays. They roam many parts of the island and often become meals for the larger monsters.

For the smallest teleosaurus, use the *Deinonychus* (*Velociraptor*) character sheet from page 153 of *The HERO System Bestiary*, but add the ability to spit blobs of radiation: Energy Blast 8d6, Reduced Endurance (½ END); Extra Time (Full Phase), Limited Range (8"). For the larger/adult ones, use the *Tyrannosaurus Rex* sheet from page 158 of the *Bestiary*, but reduce its STR to 35-40 and its CON, BODY, and PRE to 25, and increase the Spit Radiation power to Energy Blast 10d6 and range 12".

VAKULON					
Val	Char	Cost	Roll	Notes	
60	STR	50	21-	Lift 100 tons; 12d6 [6]	
22	DEX	36	13-	OCV: 7/DCV: 7	
30	CON	40	15-		
30	BODY	40	15-		
10	INT	0	11-	PER Roll 11-	
10	EGO	0	11-	ECV: 3	
40	PRE	30	17-	PRE Attack: 8d6	
10	COM	0	11-		
18	PD	6		Total: 15 PD (15 rPD)	
18	ED	12		Total: 15 ED (15 rED)	
4	SPD	8		Phases: 3, 6, 9, 12	
20	REC	4			
60	END	0			
75	STUN	0		Total Characteristics Cost: 226	

Movement: Running: 20"/40"
Leaping: 6"/12"
Flight: 30"/60"

Cost	Powers	END
100	<i>Lightning Eyes:</i> Multipower, 150-point reserve; all No Range (-½)	
10u	1) <i>Lightning Blast I:</i> Energy Blast 15d6, Area Of Effect (30" Line; +1); No Range (-½)	15
10u	1) <i>Lightning Blast II:</i> RKA 5d6, Area Of Effect (30" Line; +1); No Range (-½)	15
45	<i>Beak:</i> HKA 3d6 (6d6 with STR)	4
48	<i>Talons:</i> HKA 4d6 (8d6 with STR); Reduced Penetration (-¼)	6
45	<i>Talons:</i> Area Of Effect (One Hex; +½) for 60 STR; Reduced Endurance (0 END; +½)	0
15	<i>Monstrous Form:</i> Damage Resistance (15 PD/15 ED)	0
60	<i>Monstrous Form:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
18	<i>Monstrous Mind:</i> Mental Defense (20 points total)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
5	<i>Monstrous Physiology:</i> Healing BODY 1d6 (Regeneration; 1 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1/4), Increased Time Increment (1 Hour; -1), Self Only (-½)	0
1	<i>Monstrous Physiology:</i> Life Support (Diminished Eating: once per week)	0
50	<i>Wings:</i> Flight 30", Reduced Endurance (½ END; +¼); Restraining (-½)	3

28	<i>Long Legs:</i> Running +14" (20" total)	3
6	<i>Vakulon's Eyes:</i> +3 PER with Sight Group	0
15	<i>Vakulon's Eyes:</i> +10 versus Range for Sight Group	0
34	<i>Reach:</i> Stretching 8", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

10	+2 HTH
15	+3 DCV
4	+2 OCV with Move By

Total Powers & Skills Cost: 543

Total Cost: 769

200+ Disadvantages

10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Physical Limitation: Gigantic (32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
6	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
523	Experience Points

Total Disadvantage Points: 769

Description: Vakulon resembles a gargantuan, eagle-like raptor with dark green, blue, and black feathers. When it unfurls its vast wings it blots the sun from the sky, and its enormous beak can smash through tanks or snap the tops off buildings. Worst of all, the monster's large eyes are light blue orbs with sparks of electricity swirling around in them, and when he gets mad he can fire bolts of lightning from them!

Powers/Tactics: As a bird, Vakulon isn't quite as tough or strong as some of the other monsters, but he's faster and can fight from the air. If he has a range advantage on his opponent he'll stay in the air and fire Lighting Blasts; otherwise he starts with a blast and then uses Move Bys to claw-swipe his foe. If he can he Grabs his opponent, flies far up in the air, and drops the opponent to his doom.

As the two monsters who can fly, Vakulon and Ganika have a particular dislike of each other and fight frequently. Falling gouts of blood and flesh from these aerial battles have injured (not to mention disgusted) more than one Bureau 17 agent.



ZORGATHA								
Val	Char	Cost	Roll	Notes				
80	STR	70	25-	Lift 1.6 ktons; 16d6 [8]				
18	DEX	24	13-	OCV: 6/DCV: 6				
50	CON	80	19-					
50	BODY	80	19-					
10	INT	0	11-	PER Roll 11-				
10	EGO	0	11-	ECV: 3				
50	PRE	40	19-	PRE Attack: 10d6				
8	COM	-1	11-					
35	PD	19		Total: 35 PD (35 rPD)				
35	ED	25		Total: 35 ED (35 rED)				
4	SPD	12		Phases: 3, 5, 8, 10, 12				
30	REC	8						
100	END	0						
120	STUN	5		Total Characteristics Cost: 362				
Movement: Running: 30"/60" Leaping: 8"/16" Swimming: 15"/30" Tunneling: 15"/20"								
Cost Powers								
30	<i>Bite:</i> HKA 2d6 (4d6 with STR)							
30	<i>Claws:</i> HKA 2d6 (4d6 with STR)							
33	<i>Intensely Radioactive:</i> RKA ½d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); Only Works On Living Beings (-½), Side Effects (irradiates environment, always occurs; -0)							
32	<i>Acidic Blood:</i> RKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½), Persistent (+½), Personal Immunity (+¼), 100 Charges which Recover by healing (character can only recover Charges by healing BODY damage; +0); Always On (-½), Only Works Against Objects Which Cause Character BODY Damage Or On Which Character's Blood Is Spilled (-1) plus Autofire (20 shots; +1½) for this power; No Conscious Control (number of shots used depends on BODY damage taken; -1)							
40	<i>Become Human Size:</i> Shrinking (reduce to human size); Can Only Be Used At Full Effect (see text; -¼)							
35	<i>Thick Skin:</i> Damage Resistance (35 PD/35 ED)							
120	<i>Monstrous Form:</i> Physical and Energy Damage Reduction, 75%, Resistant							
18	<i>Monstrous Mind:</i> Mental Defense (20 points total)							
40	<i>Heavy:</i> Knockback Resistance -20"							
5	<i>Monstrous Physiology:</i> Healing BODY 1d6 (Regeneration; 1 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Increased Time Increment (1 Hour; -1), Self Only (-½)							
3	<i>Monstrous Physiology: Life Support</i> (Diminished Eating: once per week; Safe Environment: High Radiation)							
48	<i>Long Legs:</i> Running +24" (30" total)							
13	<i>Long Legs And Tail:</i> Swimming +13" (15" total)							
60	<i>Burrowing:</i> Tunneling 15" through DEF 15 materials; Linked (to Shrinking; -¼)							
5	<i>Tongue And Tail:</i> Extra Limbs (2), Inherent (+¼); Limited Manipulation (-¼)							
55	<i>Reach:</i> Stretching 13", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)							
Skills								
20	+4 HTH							
3	Stealth 13-							
Total Powers & Skills Cost: 590								
Total Cost: 952								
200+ Disadvantages								
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)							
3	Physical Limitation: Gargantuan (64m long; -10 DCV, +10 to PER Rolls to perceive) (Frequently, Greatly Impairing)							
15	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)							
8	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)							
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)							
704	Experience Points							
Total Disadvantage Points: 952								
Description: Often referred to as "an enormous atomic mutant lizard" even though no one on Earth can say for certain if he is, in fact, a mutant whose powers derive from atomic energy, Zorgatha looks to human eyes like a lizard that's a cross between a gila monster and a komodo dragon... only big enough to swallow a tractor-trailer truck with ease, and with a row of sharp horn-like spines running down the center of his back. His scales are mostly black and grey, but with diamond-shaped patterns in orange running down both sides of the row of spines. His eyes are large and yellow, and his body glows with radiation. He has a long, sticky tongue that often lashes out to Grab an unwary foe.								
Powers/Tactics: Zorgatha is physically the largest of the Monster Island monsters — his length is twice Mega-Terak's or Qwyjibo's height. However, since he can't stand on two legs or rear up, his size isn't always the combat advantage it otherwise could be... but it does make him particularly tough and difficult to harm.								
Unfortunately for the PCs, Zorgatha isn't restricted to that size. He can shrink down to human size (he has five levels of Shrinking, reducing him from roughly 32 times human size to the size of an adult man). He can't stop at intermediate sizes; his only choices are Gargantuan and Human. Because Zorgatha Shrinks almost instantly when he activates the power, depending								

on the terrain and the location of the PCs relative to him, Shrinking may effectively allow him to "vanish" into the undergrowth or behind an outcropping of rock. Furthermore, while human-sized Zorgatha can Tunnel at tremendous speeds, which may allow him to escape pursuers or ambush his opponents.

Zorgatha typically attacks with his fangs and claws, but he poses other dangers. First, he's intensely radioactive; just being near him can kill an unshielded human quickly. Second, his blood is highly acidic; wounding him is likely to leave his attacker wounded as well (or at least ruin the weapon used). Lastly, if someone were to fall onto the spines on Zorgatha's back, they'd take 2-4d6 of Killing Damage, depending on velocity and the size of the spine, but this so rarely happens Zorgatha doesn't buy it as a power.



BUREAU 17:
Humanity's First Defense



MONSTER
Chapter Three Island

BUREAU 17



UNIL keeps an eye on Monster Island, and many member nations of the UN occasionally send observers or scholars to work at the island for a short time. But the organization that's primarily responsible for administering and monitoring the island and keeping humanity safe from its residents is *Bureau 17*, the official Japanese agency for paranormal and supernatural affairs. The men and women of Bureau 17 are the "thin blue line" that protects Japan (and the world) from a wide variety of menaces and threats — most famously, the monsters of Monster Island.

HISTORY

Bureau 17 began in the late Forties, in the wake of World War II and the bombing of Hiroshima and Nagasaki. The aftereffects of the atomic bombs afflicted Japan with all sorts of problems — not just mundane ones like lack of infrastructure and heightened cancer rates, but paranormal ones like hideously mutated people and animals, increased numbers of ghosts, bizarre leftovers from Unit 731 experiments, and the like. Japan had almost no active superheroes at the time, so the Japanese government requested and received the permission of the United States to establish a branch of the military to deal with these threats. For obscure bureaucratic reasons it named this organization "Bureau 17."

For the first decade or so of its existence, Bureau 17 handled all sorts of "unusual" problems in Japan: supervillains; monsters; weird menaces; alien attackers. Usually it succeeded, and when it didn't, it learned and adapted. Its first encounter with gigantic monsters like Ganika occurred in March, 1965 when it spearheaded efforts in Japan and the rest of East Asia to combat the creations of the insane scientist Dr. Miles Dekkar, the so-called "Monster Maker." Just a few months later the Qularr invaded, and the tactics and equipment Bureau 17 had developed in the fight against Dekkar allowed it to help superheroes defend Japan, and even to tackle some monsters without superhuman help at all.

When the world decided to quarantine the leftover Qularr monsters on Monster Island, Japan realized it needed an organization to oversee the project — and that organization had to be Bureau 17. No other group had the knowledge or experience to handle the job. Bureau 17 willingly took on the task and began intensely studying the monsters so it could better prepare itself to watch over them... and if necessary,

fight them. All that hard work paid off during Mega-Terak's 1968 escape from the island, when Bureau 17 personnel minimized the loss of life and property the monster caused with their equipment, tactics, and skills.

REORGANIZATION

By the mid-Seventies, Bureau 17 was being stretched to the limit. The increased number of supervillains and related threats to Japan was getting harder and harder for it to cope with in addition to its monster-fighting and supernatural investigation responsibilities. Some Japanese officials also had constitutional concerns about Bureau 17's arsenal and activities.

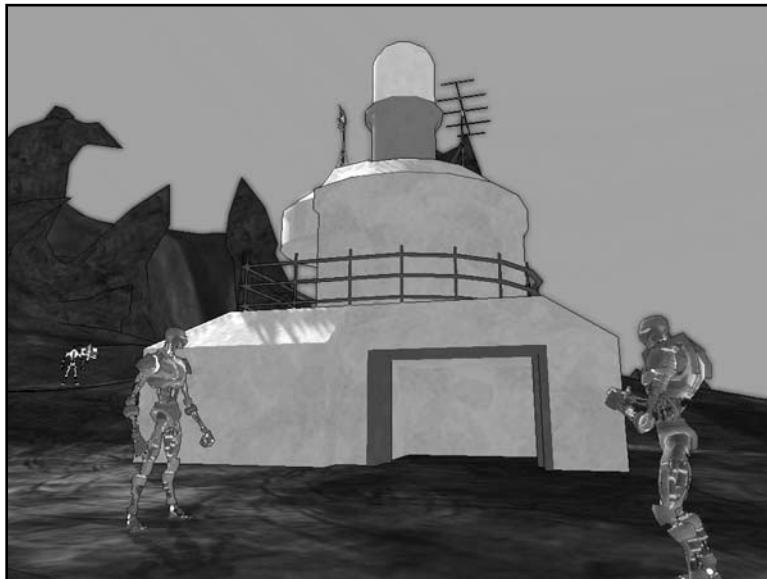
Finally the decision was made to change the way Japan organized its response to "unusual" threats. Having one large organization, Bureau 17, was becoming cumbersome, so the Bureau's duties were split between three groups. Bureau 17 itself remained responsible for monsters, giant and otherwise (particularly in regard to Monster Island), and also for any response to alien invasions or incursions. The government created a new organization, Bureau 18, specifically to cope with supervillains and most related menaces. Often referred to as "Japan's UNIL," Bureau 18 is the largest, best-equipped, and in many ways most active of the three groups. The last group, Bureau 19, colloquially known as "the Occult Police," deals with supernatural and mystic dangers; its "agents" are more likely to be scholars and academics than weapon-wielding field personnel.

Generally the three Bureaus work together well, though there's often some question about who has chief jurisdiction. If a supervillain creates a monster, is it an 18 or 17 matter? If a supervillain has mystic powers, does 19 or 18 take charge? Usually the Japanese resolve these problems quickly and cleanly in the interest of coping with the problem rather than wasting time on bureaucratic wrangling. But sometimes smoldering resentments come back to haunt the three groups.

NOVEMBER 1994: THE COMING OF THE MONSTER-MASTER

Bureau 17 continued doing its job competently and effectively for nearly two more decades. But in 1994 it was nearly destroyed by a corruption scandal that threatened not only Japan, but possibly the world.

At that time there was a scientist working for Bureau 17 named Maehata Hiromi. Eager for a more thrilling life and direct involvement in the Bureau's mission, she had repeatedly applied



to join Rapid Response Force Sakura, only to be turned down again and again. She became increasingly frustrated and bitter, convinced she was being denied not only because she was a woman (though there were female RRF-S members, then and now) but because her superiors actively disliked her since she wouldn't flirt with them around the office.

Eventually Maehata became so disgruntled that she was easy prey for the charms of a charismatic would-be world conqueror named Jason Anglesey. With flattery, gifts, money, and simply paying attention to her, Anglesey won her over to his side. His plans required access to the Monster Island monsters, and soon he had such emotional control over Maehata that she was willing to reveal Bureau 17 secrets to him that would let him achieve his goal.

In November 1994 Anglesey revealed his plan to the world. Dubbing himself "the Monster-Master," he used special devices of his own invention to do three things. First, he took control of the Monster Island monsters. Second, he temporarily negated the protective force-field around the island so he could take the monsters away. Third, he generated a "transportal gate" that teleported the monsters to his chosen target: New York City.

With Maehata at his side, the Monster-Master led his army of giant monsters to destroy New York. The Sentinels, the Justice Squadron, and several independent heroes responded. The fight was vicious and the destruction great, but not so great as it would have been had the Monster-Master been unopposed. The tide of battle turned when one of the heroes, an acrobat and martial artist known as Jack O'Spades, smashed the device the Monster-Master used to control the monsters. Dazed and stunned from being suddenly given back their free will, the monsters were easy pickings for the heroes. The Monster-Master activated his teleportation device to escape, but at the same time was hit by an eldritch bolt fired by the Drifter. With a horrible scream the Monster-Master vanished and has never been seen again. (Unfortunately neither has his control device, which is of

intense interest to Bureau 17.) Maehata, realizing she'd simply been a pawn, committed suicide before the heroes could stop her.

BUREAU 17 TODAY

In the wake of the Maehata scandal, Bureau 17 cleaned house and underwent a re-organization. Many long-term employees whose inefficiency, and possibly even corruption, had been quietly tolerated were removed and an effort was made to institute a new organizational culture of dedication to duty and to the people of Japan. Ranks and the bureaucracy were streamlined, and roadblocks to acquiring new technologies and resources were minimized or removed.

Thus revitalized, Bureau 17 continued its mission with renewed vigor. The arrival of Teleiosaurus in 2004, and the realization that many criminal organizations were paying close attention to Monster Island or even had agents there, forced the Bureau to expand its personnel roster and find ways to do its job more efficiently. Today Bureau 17 stands tall as one of humanity's prime protectors and looks forward to continuing its duties into the foreseeable future.

ORGANIZATION

Thanks to the mid-Nineties reorganization, Bureau 17 is a simply-structured agency that emphasizes efficiency and competence rather than bureaucracy and paperwork. Technically speaking it's a branch of the Japanese military — specifically, a brigade assigned to the Eastern Army section of the Japanese Ground Self-Defense Force — but in practice it acts more like a law enforcement agency.

The leader of Bureau 17, who holds the rank of Colonel in the JGSDF, is referred to as *Commander*. As of mid-2008 the Commander is Ishimaki Yoshihisa, often known to his friends and underlings simply as "Yoshi." A tall, strong, serious-looking man, he's friendly and person-

RAPID RESPONSE FORCE SAKURA AGENT PACKAGE DEAL

Abilities

Cost	Ability
5	+5 STR
15	+5 DEX
10	+5 CON
5	+5 INT
5	+5 PRE
4	+2 OCV with B17-AR12 Pulson Rifle
3	+1 with Dive For Cover, Dodge, and Snap Shot
3	KS: Monsters (INT)
5	KS: Giant Monsters (INT +2)
3	Paramedics
3	Stealth
3	Tactics
3	Teamwork
2	TF: Bureau 17 Vehicles
2	WF: Small Arms
2	Perk: Military Rank
5	Brave: +10 PRE; Only To Resist Presence Attacks (-1)

Equipment

Cost	Power
34	B17-AR12 Pulson Rifle
18	B17-EG2 Energy Grenade
13	B17-FB21 Force-Field Harness

Total Cost Of Package Abilities And Equipment:

143

Disadvantages

Value	Disadvantage
5	Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Value Of Package Disadvantages: 25

Options

Cost	Value
15	Martial Arts (Jujutsu or Karate)

able with all Bureau 17 employees, regardless of rank, and is well-liked within the organization. A world expert on the subject of monsters (giant and otherwise) and biological constructs, he often lectures on the subject at universities or testifies about it to government bodies. He speaks flawless English and Mandarin.

The Commander's seconds-in-command hold the title *Lieutenant Commander* (and the rank of Major in the JGSDF). There are six, one for each major island of Japan, one for Monster Island, and one in charge of research and development and various "special projects" (including Rapid Response Force Sakura). The six LCs often meet with Ishimaki to keep him apprised of current developments within the organization and to advise him. As of mid-2008, Kishiro Aiko (see below) is the Lieutenant Commander in charge of Monster Island.

Below Lieutenant Commander, the Bureau 17 ranks are Captain, Lieutenant, Sergeant, and Agent (corresponding to the military ranks of Captain, First Lieutenant, Sergeant Major, and Leading Private, respectively). Captains usually command regions on a large island or oversee specific special projects, while Lieutenants assist them and in turn are assisted by Sergeants. The average Bureau 17 member is an Agent — the guys who do the tough work out in the field.

(In *HERO System* terms, Commander of Bureau 17 is an 8-point *Military Rank* Perk; Lieutenant Commander is a 6-point Perk; Captain is 5 points; Lieutenant is 4 points; Sergeant is 3 points; and Agent is 2 points.)

RAPID RESPONSE FORCE SAKURA

The most prestigious assignment in Bureau 17 is *Rapid Response Force Sakura*, named after the early Seventies officer who first developed the concept. RRF-S is Bureau 17's elite unit — its equivalent of a US Army Ranger or a Marine Recon unit. RRF-S Agents have better equipment and more extensive training than standard Agents; they're experts at finding ways to stop, divert, or contain giant monsters. But their job is not without its dangers; a special plaque on the wall at the Bureau 17 base on Monster Island displays the name of every RRF-S Agent who's died in the line of duty. The accompanying table has a Package Deal for RRF-S Agents, and below you can find a character sheet for them.

ORGANIZATIONAL CULTURE

Generally speaking, Bureau 17 is an organization of dedicated, devoted people who recognize the severe threat that monsters (giant or otherwise) pose to Japan and want to do whatever they can to protect their homeland from that threat. The Japanese people think highly of them; there are several anime (cartoons) and manga (comic books) featuring semi-fictionalized versions of Bureau 17 (particularly the RRF-S), and the agents are almost uniformly depicted as handsome, competent, tough, and smart. These stories usually feature plenty of women agents, since Bureau 17 happily considers female applicants who can meet its strict standards.

But that picture, while not entirely inaccurate, falls short in a few respects. First, the competence of many Bureau 17 agents does not extend to filing paperwork. The agency enjoys a deserved reputation for its "semi-maverick" way of doing things, and for emphasizing results over recordkeeping. To a typical Bureau 17 agent, and particularly to RRF-S agents, the important thing is keeping the Monster Island monsters where they are, and protecting the Japanese people from monsters of all sorts, is what's important; reports are meaningless busywork. (However, even agents who feel this way most strongly still take the time to file reports detailing information about how to combat specific monsters; the Bureau's extensive databases on this subject are one of the reasons why the agents do their job so well.)

Second, there's a certain tension within the organization between the Agents conducting research on monsters and the Agents who do field work. The former are mostly scientists who want to understand monster biology and behavior so the Bureau can better control and combat monsters. In the process of observing and cataloguing the monsters they often develop a scholarly fascination with them, and in some cases even a sort of "proprietary interest." Sometimes they begin to think that their research is more important than keeping the monsters under control, and they get upset when force has to be used against them. Field agents, on the other hand, aren't so much concerned with the hows and whys of monster existence as they are in ending that existence. Some of them even go so far as to question why the monsters aren't just killed, since they obviously pose a major threat to Japan. They snort derisively at the scientists' demands for closer access to the monsters, that agents use the minimal force necessary on monsters, and so forth.

Third and worst, despite the post-Maehata scandal reforms and oversight, the blunt truth of the matter is that many Bureau 17 employees are to some degree corrupt. Both historically and today, one of the reasons organizations like VIPER and ARGENT have been so successful at establishing themselves on Monster Island is that many Bureau 17 personnel (and people in the Japanese government who have access to the Bureau's database) take money from the likes of VIPER to report on Bureau activities, pass along copies of documents about the monsters, and so on. Commander Ishimaki has done his best to crack down on this activity, but to some extent it's ingrained in Bureau culture and can't easily be rooted out. To more than a few employees, being able to make extra money on the side by selling information about the Bureau is a traditional job perk.

BUREAU PERSONNEL

Here are brief profiles of some of the agents stationed on Monster Island:

LIEUTENANT COMMANDER KISHIRO AIKO

10	STR	12	DEX	13	CON	10	BODY
15	INT	13	EGO	20	PRE	15	COM
4	PD	4	ED	3	SPD	5	REC
26	END	25	STUN				

Abilities: +1 to PER Rolls with all Sense Groups; Martial Arts: Aikido (Dodge, Hold, Joint Lock/Throw, Throw); Breakfall 11-; Computer Programming 8-; Deduction 12-; High Society 8-; KS: Monsters 12-; KS: Giant Monsters 14-; Persuasion 13-; Stealth 11-; TF: Bureau 17 Vehicles; WF: Small Arms; Perk: Military Rank; Well-Connected and 20 points' worth of Contacts (mostly in the Japanese government and military)

75+ Disadvantages: Distinctive Features: Style; Social Limitation: Subject To Orders (Very Frequently, Major)

Notes: The youngest commander in Bureau 17, and the only woman to hold such exalted rank, Kishiro Aiko has never been one to follow tradition or stereotype. Even as a young girl she was a rebel, always wanting to do what the boys were doing instead of playing with other girls. After graduating from the University of Tokyo with top marks she could have gotten a high-paying job with nearly any major Japanese corporation, but to her parents' chagrin she chose to go to work for Bureau 17. Something about the Bureau's "renegade" attitude, coupled with the importance of its mission, really appealed to her. Her competence and dedication to duty led to a quick (by Japanese standards) rise through the ranks, and in 2005 she was given the plum assignment of heading the Monster Island division.

Lieutenant Commander Kishiro takes the security of Monster Island *very* seriously. She understands the scientists' desire to study the monsters and find out all about them, and in fact even helps them in the lab on occasion, but she won't allow any experiments she feels might enrage a monster or make an escape possible. She has a reputation for being both totally fearless and totally unconcerned with other peoples' opinions of her; at times she's joined the RRF-Sakura agents in the field and helped them corral a monster, despite the advice of her underlings and even the disapproval of superior officers.

Now in her late 30s, Kishiro Aiko is an attractive, vivacious woman who gives the (accurate) impression of being aware of everything that's going on around her and being in control of the situation (as much as possible, anyway). She keeps her black hair cut short and simply styled; her eyes are green and quick to light up with amusement or flash with anger. She typically wears practical but stylish women's clothes topped by a labcoat; much to the chagrin of some of her underlings, she usually wears a blaster pistol as a sidearm on her right hip.

TAKASHI TORU

10	STR	15	DEX	15	CON	12	BODY
23	INT	18	EGO	20	PRE	10	COM
8	PD	8	ED	4	SPD	5	REC
30	END	25	STUN				

Abilities: Variable Power Pool: Gadget Pool (80 base + 40 control cost); Analyze Technology 14-; Computer Programming 14-; Deduction 14-; Demolitions 14-; Electronics 14-; KS: Monsters 14-; KS: Giant Monsters 14-; KS: The Scientific World 11-; KS: The Superhuman World 8-; Mechanics 14-; Persuasion 13-; Power: Gadgeteering 24-; Sleight Of Hand 8-; Stealth 12-; Systems Operation 14-; Weaponsmith (Chemical Weapons, Firearms, Energy Weapons); Scientist and 10 Science Skills at 14- each; Perk: Military Rank

200+ Disadvantages: Psychological Limitation: Code Versus Killing (Very Common, Strong); Social Limitation: Subject To Orders (Very Frequently, Major)

Notes: During the late Seventies and early Eighties, the brilliant Takashi Toru was a gadgeteering crimefighter and adventurer, first using the name "Microchip Man" but later switching to simply "Dr. Takashi." For several years he was immensely popular and had his own anime show and line of toys. But eventually he decided adventuring wasn't really what he wanted and retired. For awhile he spent his time designing gadgets and vehicles for other superheroes, but in 1993 he accepted an offer to put his genius to work for Bureau 17.

Today Dr. Takashi is a valued member of the Monster Island staff. Over the past decade or so he's redesigned and improved most of Bureau 17's equipment, and without his efforts the field agents would have a much harder time fighting the monsters. For the most part he's content to remain behind the scenes in his lab, but if necessary he'll whip up a suit of light powered armor or other gadgets using his Gadget Pool and join a mission or battle. Although he's not as tough or spry as he used to be, and his jet-black hair's starting to show signs of grey, he's still good enough to keep up with most field agents.

FURUSAKA GONSAI

8	STR	10	DEX	8	CON	8	BODY
13	INT	12	EGO	13	PRE	8	COM
3	PD	3	ED	2	SPD	4	REC
16	END	16	STUN				

Abilities: Computer Programming 12-; Deduction 12-; Electronics 8-; KS: Monsters 12-; KS: Giant Monsters 12-; Systems Operation 8-; Weaponsmith (Energy Weapons) 8-; Scientist and 8 Science Skills at 12- each; Perk: Military Rank

25+ Disadvantages: Psychological Limitation: Ambitious And Greedy (Common, Strong); Social Limitation: Subject To Orders (Very Frequently, Major); Social Limitation: Harmful Secret (is corrupt; passes information to VIPER and ARGENT for money)

Notes: Furusaka Gonsai is a typical member of the Bureau 17 scientific staff in most respects: smart, highly educated, well-versed in a variety of scientific disciplines, good with technology. What sets him apart are his jealousy and ambition. He's bitterly jealous of Dr. Takashi and anyone else he perceives as being regarded as smarter or better-treated than he (clearly no one could actually be smarter than him, but other people treat them as if they are, which secretly infuriates him). His constant questioning of and arguing with the other scientists is tiresome, but he does good work so his superiors tolerate his attitude.

Unfortunately, being snarky isn't the worst of Dr. Furusaka's sins. Driven by both jealousy and greed he's been selling Bureau 17 secrets to VIPER, and sometimes also ARGENT, for years. Thanks in part to him, VIPER is often aware of what the Bureau plans to do almost as soon as the decision is made, and it has copies of the blueprints for many of the Bureau's most important devices. Furusaka has a special, cell phone-sized, hard to trace transmitter given to him by VIPER; he keeps it hidden on his person nearly all the time.

Doctor Furusaka is a short, average-looking Japanese man in his early thirties. He wears glasses and has a small moustache that matches his black hair (which is a little longer and shaggier than that of most Bureau 17 scientists). He wears typical men's business clothes (shirt, tie, slacks, shoes) plus a labcoat. He's missing the top two joints on the pinky of his left hand, the legacy of a brief (and much-regretted) time spent working for a yakuza boss when he was a young man.

ASAKO MORIHIRO

15	STR	15	DEX	15	CON	13	BODY
13	INT	13	EGO	18	PRE	10	COM
6	PD	4	ED	3	SPD	6	REC
30	END	30	STUN				

Abilities: RRF-Sakura weapons and gear (see below); +10 PRE; Only To Resist Presence Attacks; Martial Arts: Karate (Atemi Strike, Block, Disarm, Dodge, Legsweep, Punch/Snap Kick, Side/Spin Kick); +2 with All Combat; Breakfall 12-; Combat Driving 12-; Combat Piloting 12-; KS: Monsters 12-; KS: Giant Monsters 14-; Paramedics 12-; Stealth 12-; Tactics 12-; Teamwork 12-; TF: Bureau 17 Vehicles; WF: Small Arms; Perk: Military Rank

75+ Disadvantages: Distinctive Features: Style; Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable); Social Limitation: Subject To Orders (Very Frequently, Major)

Notes: A veteran of the Japanese military, Asako Morihiro was assigned to Bureau 17 and to Monster Island in 2004 in the wake of the Maehata scandal. With his no-nonsense attitude and by-the-book method of doing things, he was regarded as a stabilizing influence who would “clean house” and help rein in some of the Bureau’s more maverick attitudes.

What’s happened instead is a bit of a compromise, so to speak. Captain Asako has definitely made the organization’s Monster Island division more professional and efficient, and he remains ever-vigilant for signs of corruption among the staff. But on the other hand, the Bureau’s “results matter more than regulations” attitude has infected him a little; he’s learned that sometimes the extraordinary circumstances involved in battling giant monsters require unusual measures. At times he wonders where he went wrong, but most of the time he thinks he’s developed a “best of both worlds” approach that makes him even better at his job.

Despite being in his mid-40s, Commander Asako remains as trim, fit, and ready for action as he was in his twenties. He’s got short black hair and is clean-shaven; his dark eyes never seem to blink. He wears the standard RRF uniform (see below) plus a tactical vest that holds some extra grenades and other gear, and a blaster pistol on his right hip.

RAPID RESPONSE FORCE SAKURA AGENT

15	STR	15	DEX	15	CON	12	BODY
10	INT	10	EGO	15	PRE	10	COM
5	PD	5	ED	3	SPD	6	REC
30	END	28	STUN				

Abilities: RRF-Sakura weapons and gear (see below); +10 PRE; Only To Resist Presence Attacks; +2 OCV with B17-AR12 Pulson Rifle; +1 with Dive For Cover, Dodge, and Snap Shot; KS: Monsters 11-; KS: Giant Monsters 13-; Paramedics 11-; Stealth 12-; Tactics 11-; Teamwork 12-; WF: Small Arms; Perk: Military Rank

75+ Disadvantages: Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable); Social Limitation: Subject To Orders (Very Frequently, Major)

Notes: This character brief represents a typical member of RRF-Sakura. The agents of Rapid Response Force Sakura (sometimes described as “Bureau 17’s SWAT cops”) wear blue and light grey uniforms complete with gloves and boots. Their belts are high-tech devices that generate a protective force-field and they carry blaster rifles and energy grenades. Each agent’s name is emblazoned on his left breast just above the breast pocket.

GADGET BOY

Bureau 17 currently receives a helping hand from the Japanese hero *Shonen no Kufu*, better known to the world at large as “Gadget Boy.” Concerned about the Qularr threat, and intrigued by their mysterious technology, he’s come to Monster Island with his robot sidekick Gokin to keep an eye on them and help UNTIL and other heroes investigate what they’re up to. (See *Champions Worldwide*, pages 80-82, for character sheets for Gadget Boy and Gokin.)

Gadget Boy has established a lookout post on Wayfarer Coast (see Chapter Four). He’s already developed two gadgets he can provide to heroes who need them. The first is an ultrasonic terranvigilator used to take readings on Qularr technology in the hopes that eventually humanity will have enough data to get Qularr devices to work consistently and properly. The second is a radiation nanoward, an injectable serum laced with nanobots that keeps the subject safe from radiation for one hour.

Ultrasonic Terranvigilator: Detect Qularr Technology (INT +3) (Radio Group), Discriminatory, Analyze, Telescopic (+4 versus Range Modifier) (18 Active Points); OAF (-1). Total cost: 9 points.

Radiation Nanoward: Life Support (Safe Environment: High Radiation), Usable Simultaneously (up to 8 persons; +1) (4 Active Points); OAF Fragile (serum; -1 1/4), 8 Continuing Charges lasting 1 Hour each (+0). Total cost: 2 points.

BUREAU 17 ROBOTS

In addition to its flesh-and-blood personnel, Bureau 17 also relies on specially-designed robots to keep the giant monsters in check. Unfortunately, some of the criminal organizations on the island have captured and reprogrammed some of these robots to serve their own ends. (In this case, change the robot's Psychological Limitation accordingly.)

GUARDIAN DROID

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
6	PD	15		Total: 6 PD (6 rPD)
6	ED	15		Total: 6 ED (6 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 75

Movement: Running: 9"/18"
Leaping: 4"/8"

Cost	Powers	END
60	<i>Robotic Weapons:</i> Multipower, 60-point reserve	
6u	1) <i>Hand Blaster:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½)	0
4u	2) <i>Tangleweb Projector:</i> Entangle 6d6, 6 DEF; 8 Charges (-½)	[8]
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
10	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 20 STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
18	<i>Robot Body:</i> Damage Resistance (6 PD/6 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
6	<i>Robot Legs:</i> Running +3" (9" total)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors:</i> x1000 Microscopic for Sight Group	0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
15	<i>Sonar Unit:</i> Active Sonar (Hearing Group)	0
12	<i>Communications Systems:</i> HRRP (Radio Group)	0

15	<i>Radar Unit:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 PER with all Sense Groups	0

Talents

12	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator
6	Skills
3	+3 OCV with Hand Blaster
4	Climbing 13- Languages (Japanese and English, both fluent conversation)
3	Stealth 13-
2	WF: Small Arms

Total Powers & Skills Cost: 333

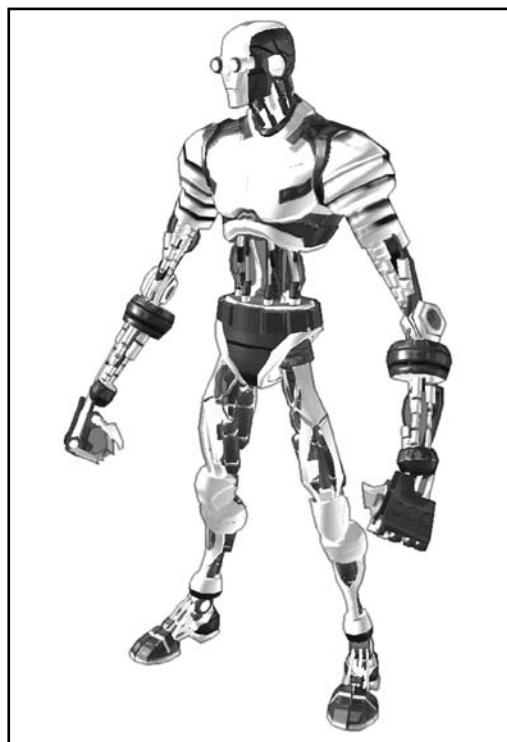
Total Cost: 408

200+ Disadvantages

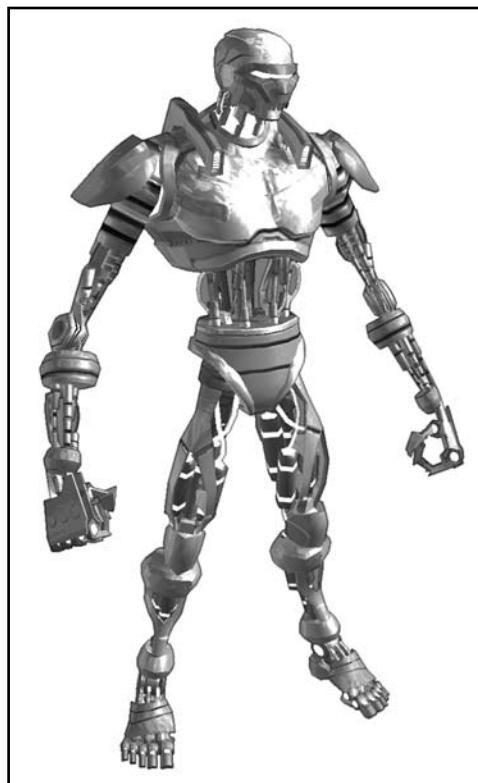
5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
0	Physical Limitation: Human Size
25	Psychological Limitation: Must Obey Bureau 17 Commands (Very Common, Total)
178	Experience Points

Total Disadvantage Points: 408

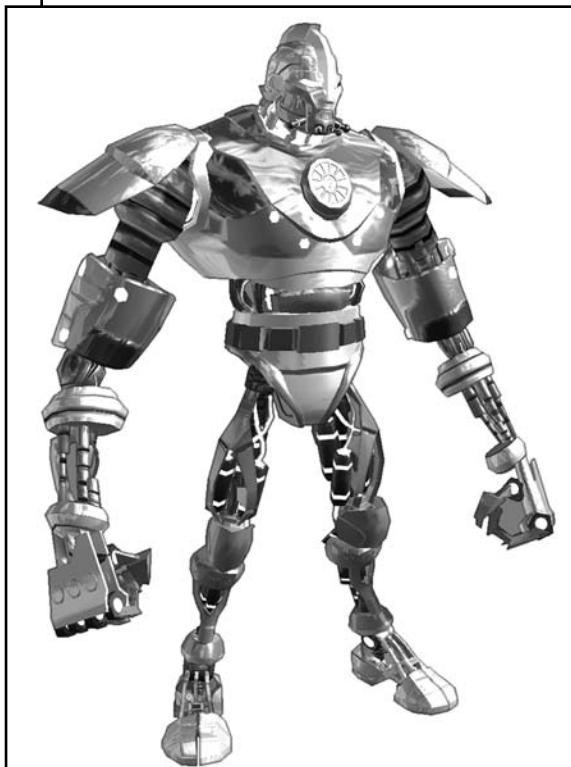
Description: The guardian droid is the “basic” Bureau 17 robot built on a simple humanoid frame; typically it’s painted off-white and green. It’s designed not only for guard duty and light combat but to perform various types of labor if necessary. It comes equipped with just two weapons, a blaster in its right hand and a tangleweb projector built into its left arm.



REVENGER DROID					3	Sensor Enhancements: +1 PER with all Sense Groups	0
Val	Char	Cost	Roll	Notes			
25	STR	15	14-	Lift 800 kg; 5d6 [2]			
20	DEX	30	13-	OCV: 7/DCV: 7	12		
10	CON	0	11-				
15	BODY	10	12-				
15	INT	5	12-	PER Roll 12-			
0	EGO	0	—	ECV: N/A			
20	PRE	10	13-	PRE Attack: 4d6	24	+3 with All Combat	
8	COM	-1	11-		3	Climbing 13-	
10	PD	24		Total: 10 PD (10 rPD)	4	Languages (Japanese and English, both fluent conversation)	
10	ED	27		Total: 10 ED (10 rED)	3	Stealth 13-	
4	SPD	10		Phases: 3, 6, 9, 12	3	Tactics 12-	
7	REC	0					
0	END	-10					
—	STUN	—		Total Characteristics Cost: 120			
Movement: Running: 9"/18" Leaping: 5"/10"							
Cost	Powers		END				
90	<i>Robotic Weapons:</i> Multipower, 90-point reserve						
9u	1) <i>Hand Blaster:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½)		0		0	Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)	
9u	2) <i>Hand Laser:</i> RKA 4d6, Reduced Endurance (0 END; +½)		25		25	Physical Limitation: Human Size	
9u	3) <i>Stun Ray:</i> Drain STUN 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (0 END; +½)		0		0	Psychological Limitation: Must Obey Bureau 17 Commands (Very Common, Total)	
6u	4) <i>Tangleweb Projector:</i> Entangle 9d6, 9 DEF; 8 Charges (-½)		[8]		313	Experience Points	
4u	5) <i>Flare-Flash:</i> Sight Group Flash 9d6, Area Of Effect (10" Cone; +1); No Range (-½), 8 Charges (-½)						
15	<i>Robot Body:</i> Does Not Bleed						
45	<i>Robot Body:</i> Takes No STUN						
12	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 25 STR						
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running						
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping						
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming						
30	<i>Robot Body:</i> Damage Resistance (10 PD/10 ED)						
45	<i>Robot Body:</i> Life Support: Total						
6	<i>Robot Legs:</i> Running +3" (9" total)						
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)						
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)						
15	<i>Visual Sensors:</i> x1000 Microscopic for Sight Group						
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group						
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)						
15	<i>Sonar Unit:</i> Active Sonar (Hearing Group)						
12	<i>Communications Systems:</i> HRRP (Radio Group)						
15	<i>Radar Unit:</i> Radar (Radio Group)						



BEHEMOTH BATTLEDROID				
Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
15	PD	36		Total: 15 PD (15 rPD)
15	ED	42		Total: 15 ED (15 rED)
4	SPD	10		Phases: 3, 6, 9, 12
12	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 182
Movement: Running: 12"/24" Leaping: 10"/20"				
Cost Powers		END		
75	<i>Robotic Weapons:</i> Multipower, 75-point reserve			
7u	1) <i>Hand Blaster:</i> Energy Blast 10d6, Reduced Endurance (0 END; +½)			0
7u	2) <i>Hand Laser:</i> RKA 3d6, Reduced Endurance (0 END; +½)			0
15	<i>Robot Body:</i> Does Not Bleed			0
45	<i>Robot Body:</i> Takes No STUN			0
25	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 50 STR			0
12	<i>Tireless:</i> Reduced Endurance			0



(0 END; +½) on Running	0
5 <i>Tireless:</i> Reduced Endurance	0
(0 END; +½) on Leaping	0
1 <i>Tireless:</i> Reduced Endurance	0
(0 END; +½) on Swimming	0
45 <i>Robot Body:</i> Damage Resistance (15 PD/15 ED)	0
45 <i>Robot Body:</i> Life Support: Total	0
12 <i>Robot Legs:</i> Running +6" (12" total)	0
5 <i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5 <i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15 <i>Visual Sensors:</i> x1000 Microscopic for Sight Group	0
9 <i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
3 <i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
15 <i>Sonar Unit:</i> Active Sonar (Hearing Group)	0
12 <i>Communications Systems:</i> HRRP (Radio Group)	0
15 <i>Radar Unit:</i> Radar (Radio Group)	0
3 <i>Sensor Enhancements:</i> +1 PER with all Sense Groups	0
Talents	
<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator	
Skills	
20	+4 HTH
3	Climbing 13-
4	Languages (Japanese and English, both fluent conversation)
3	Stealth 13-
3	Tactics 12-
Total Powers & Skills Cost: 421	
Total Cost: 603	

200+ Disadvantages

5	Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
0	Physical Limitation: Human Size
25	Psychological Limitation: Must Obey Bureau 17 Commands (Very Common, Total)
373	Experience Points

Total Disadvantage Points: 603

Description: The Behemoth Battledroid is the biggest, toughest robot in the Bureau 17 arsenal, with more armor plating and a heavier frame than the Revenger. It relies more on its strength and HTH Combat abilities than its built-in weaponry.

ONSLAUGHT BATTLEDROID				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
12	PD	30		Total: 12 PD (12 rPD)
12	ED	33		Total: 12 ED (12 rED)
4	SPD	10		Phases: 3, 6, 9, 12
7	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 132
Movement: Running: 9"/18" Leaping: 5"/10"				
Cost	Powers		END	
90	<i>Robotic Weapons:</i> Multipower, 90-point reserve			
9u	1) <i>Hand Blaster:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½)		0	
9u	2) <i>Hand Laser:</i> RKA 4d6, Reduced Endurance (0 END; +½)		0	
9u	3) <i>Stun Ray:</i> Drain STUN 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (0 END; +½)		0	
6u	4) <i>Tangleweb Projector:</i> Entangle 9d6, 9 DEF; 8 Charges (-½)		[8]	
4u	5) <i>Flare-Flash:</i> Sight Group Flash 9d6, Area Of Effect (10" Cone; +1); No Range (-½), 8 Charges (-½)		[8]	
4u	6) <i>Flamethrower:</i> RKA 3d6; Area Of Effect (10" Cone; +1); No Range (-½), 8 Charges (-½)		[8]	
180	<i>Autoblaster:</i> Multipower, 90-point reserve, 250 Charges (+1) for entire reserve			
9u	1) <i>Standard Configuration:</i> Energy Blast 12d6, Autofire (5 shots; +½)			
6u	2) <i>Enhanced Configuration:</i> RKA 4d6, Autofire (5 shots; +½); Requires Multiple Charges (3 Charges per shot; -½)			
120	<i>Energy Grenade Launcher:</i> Energy Blast 12d6, Explosion (-1 DC/2"; +¾), Double Knockback (+¾); 12 Charges (-¼)			[12]
15	<i>Robot Body:</i> Does Not Bleed			0
45	<i>Robot Body:</i> Takes No STUN			0
12	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 25 STR			0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running			0
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping			0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming			0
36	<i>Robot Body:</i> Damage Resistance (12 PD/12 ED)			0
45	<i>Robot Body:</i> Life Support: Total			0
6	<i>Robot Legs:</i> Running +3" (9" total)			0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)			0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)			0
15	<i>Visual Sensors:</i> x1000 Microscopic for Sight Group			0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group			0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)			0
15	<i>Sonar Unit:</i> Active Sonar (Hearing Group)			0
12	<i>Communications Systems:</i> HRRP (Radio Group)			0
15	<i>Radar Unit:</i> Radar (Radio Group)			0



3	<i>Sensor Enhancements:</i> +1 PER with all Sense Groups	0
Talents		
12	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator	
Skills		
20	+4 with Ranged Combat	
3	Climbing 13-	
4	Languages (Japanese and English, both fluent conversation)	
3	Stealth 13-	
3	Tactics 12-	
Total Powers & Skills Cost: 744		
Total Cost: 876		

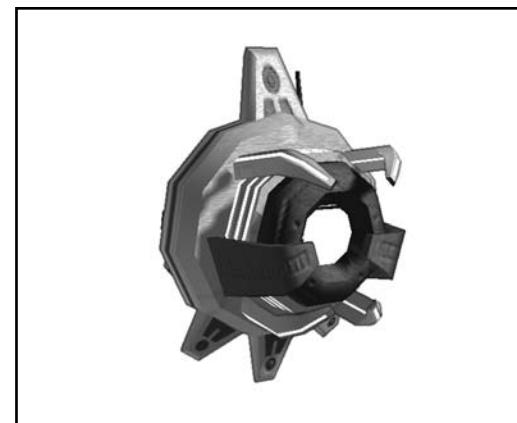
200+ Disadvantages

- 5 Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
- 0 Physical Limitation: Human Size
- 25 Psychological Limitation: Must Obey Bureau 17 Commands (Very Common, Total)
- 626 Experience Points

Total Disadvantage Points: 876

Description: The Onslaught Battledroid is another heavy combat robot, but one that relies on firepower rather than strength and brawn (though it's about halfway between a Revenger and a Behemoth in size and toughness). Its weapons include the standard blaster suite found on Revenger Droids plus an Auto-blaster, a flamethrower, and a grenade launcher.

FORCE DRONE				
Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
6	PD	18		Total: 6 PD (6 rPD)
6	ED	15		Total: 6 ED (6 rED)
3	SPD	0		Phases: 4, 8, 12
2	REC	0		
0	END	-10		
—	STUN	—	—	Total Characteristics Cost: 42
Movement: Running: 0"/0" Swimming: 0"/0" Flight: 10"/20"				
Cost	Powers			END
45	<i>Force Weapons:</i> Elemental Control, 90-point powers			
45	1) <i>Force Blaster:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½)			0
45	2) <i>Force Shackles:</i> Entangle 6d6, 6 DEF, Reduced Endurance (0 END; +½)			0
45	3) <i>Force Manipulation:</i> Telekinesis (40 STR), Reduced Endurance (0 END; +½)			0
270	4) <i>Force Wall Projector:</i> Force Wall (12 PD/12 ED, up to 5" long and 2" tall), Reduced Endurance (0 END; +½)			0
15	<i>Robot Body:</i> Does Not Bleed			0
45	<i>Robot Body:</i> Takes No STUN			0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 0 STR			0
18	<i>Robot Body:</i> Damage Resistance (6 PD/6 ED)			0
45	<i>Robot Body:</i> Life Support: Total			0



30	<i>Hoverpads:</i> Flight 10", Reduced Endurance (0 END; +1/2)	0
-12	<i>No Limbs:</i> Running -6" (0" total)	
-2	<i>No Limbs:</i> Swimming -2" (0" total)	
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors:</i> x1000 Microscopic for Sight Group	0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
15	<i>Sonar Unit:</i> Active Sonar (Hearing Group)	0
12	<i>Communications Systems:</i> HRRP (Radio Group)	0
15	<i>Radar Unit:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 PER with all Sense Groups	0

Talents

12	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator
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Skills

9	+3 with <i>Force Weapons</i> Elemental Control
4	Languages (Japanese and English, both fluent conversation)
3	Stealth 13-

Total Powers & Skills Cost: 700**Total Cost: 742****200+ Disadvantages**

5	Physical Limitation: Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
0	Physical Limitation: Human Size
25	Psychological Limitation: Must Obey Bureau 17 Commands (Very Common, Total)
512	Experience Points

Total Disadvantage Points: 742

Description: The force drone is a non-humanoid robot — basically it looks like a floating metal disk with a force projector lens mounted in the center. Its purpose is to protect agents in combat with its Force Wall power, but it can also use its Telekinesis and other attacks effectively to hinder or harm the foe. Typically it plays a support role by, for example, telekinetically moving cover out of the way so agents can more easily hit the enemy.

HUNTER DRONE				
Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
6	PD	18		Total: 6 PD (6 rPD)
6	ED	15		Total: 6 ED (6 rED)
3	SPD	0		Phases: 4, 8, 12
2	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 42
Movement: Running: 0"/0" Swimming: 0"/0" Flight: 15"/30"				
Cost	Powers	END		
60	<i>Blaster:</i> Energy Blast 8d6, Reduced Endurance (0 END; +1/2)	0		
45	<i>Force Manipulation:</i> Telekinesis (20 STR), Reduced Endurance (0 END; +1/2)	0		
15	<i>Robot Body:</i> Does Not Bleed	0		
45	<i>Robot Body:</i> Takes No STUN	0		
1	<i>Tireless:</i> Reduced Endurance (0 END; +1/2) on 0 STR	0		
18	<i>Robot Body:</i> Damage Resistance (6 PD/6 ED)	0		
45	<i>Robot Body:</i> Life Support: Total	0		
45	<i>Hoverpads:</i> Flight 15", Reduced Endurance (0 END; +1/2)	0		
-12	<i>No Limbs:</i> Running -6" (0" total)	0		
-2	<i>No Limbs:</i> Swimming -2" (0" total)	0		
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0		
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0		
20	<i>Visual Sensors:</i> x10,000 Microscopic for Sight Group	0		
18	<i>Visual Sensors:</i> +12 versus Range Modifier for Sight Group	0		
10	<i>Visual Sensors:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0		
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0		
15	<i>Sonar Unit:</i> Active Sonar (Hearing Group)	0		
12	<i>Communications Systems:</i> HRRP (Radio Group)	0		
15	<i>Radar Unit:</i> Radar (Radio Group)	0		
4	<i>Radar Unit:</i> +8 versus Range Modifier for Radar	0		
10	<i>Radar Unit:</i> Increased Arc Of Perception (360 Degrees) for Radio Group	0		
6	<i>Sensor Enhancements:</i> +2 to PER Rolls with all Sense Groups	0		

Talents

12 *Onboard Computer Systems*: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator

Skills

3 Climbing 13-
4 Languages (Japanese and English, both fluent conversation)
3 Stealth 13-
2 WF: Small Arms

Total Powers & Skills Cost: 407

Total Cost: 449

200+ Disadvantages

5 Physical Limitation: Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
0 Physical Limitation: Human Size
25 Psychological Limitation: Must Obey Bureau 17 Commands (Very Common, Total)
222 Experience Points

Total Disadvantage Points: 449

Description: The Hunter Drone is similar to the Force Drone in terms of size and appearance, but its central feature is a blaster lens rather than a force projector lens. Its purpose is to keep track of the monsters on Monster Island and relay that information back to Bureau 17 personnel. In place of a large weapons suite it has more advanced sensory systems and better hoverpads.

**TECHNOLOGY**

Bureau 17 uses some highly-specialized technology to get its job done. This section focuses on weapons and devices used on Monster Island, but there are plenty of others (such as the B17-G7 Etheric Spirit Capture Projector, *a.k.a.* the "Ghostbuster Gun," used to capture *gaki*, or Japanese ghosts).

Personal Technology

Here are some of the devices carried by field personnel, such as RRF-Sakura agents.

B17-AR12 PULSON RIFLE

Effect: Energy Blast 12d6; Energy Blast 6d6, NND
Target: One character
Duration: Instant
Range: 300"
Charges: 30 Charges
Breakability: 15 DEF

Description: The standard Bureau 17 energy rifle is a silver-colored weapon that can project either a standard or phased pulson blast. If large numbers of agents are present, massed fire from the phased blasts can bring down even the mightiest monsters, none of whom have force-fields to resist it. Many agents paint their AR12s dull green or some other color so they're not so easy-to-see-in-the-jungle shiny.

Game Information:**Cost Power**

30 *B17-AR12 Pulson Rifle*: Multipower, 60-point reserve, 30 Charges for entire Multipower (+1/4); all OAF (-1), Two-Handed (-1/2)
2u 1) *Standard Beam*: Energy Blast 12d6; OAF (-1), Two-Handed (-1/2)
2u 2) *Phased Beam*: Energy Blast 6d6, NND (defense is ED Force Field/Force Wall; +1); OAF (-1), Two-Handed (-1/2)

Total cost: 34 points.

Options

1) **B17-AR13Pulson Rifle:** Bureau 17 also has a version of this weapon with automatic fire capability, though they're much more expensive to make and thus only issued to personnel when absolutely necessary. Change to:

Cost Power

48 *B17-AR Pulson Rifle*: Multipower, 97-point reserve, 30 Charges for entire Multipower (+1/4); all OAF (-1), Two-Handed (-1/2)
3u 1) *Standard Beam*: Energy Blast 12d6, Autofire (3 shots; +1/4); OAF (-1), Two-Handed (-1/2)
4u 2) *Phased Beam*: Energy Blast 6d6, NND (defense is ED Force Field/Force Wall; +1), Autofire (3 shots; +1/4); OAF (-1), Two-Handed (-1/2)

Total cost: 55 points.

2) **B17-AR1 Pulson Pistol:** A pistol-sized version of the same weapon. Change to:

Cost Power

20 *B17-AR1 Pulson Pistol:* Multipower, 40-point reserve, 30 Charges for entire Multipower (+1/4); all OAF (-1), Two-Handed (-1/2)

2u 1) *Standard Beam:* Energy Blast 8d6; OAF (-1), Two-Handed (-1/2)

2u 2) *Phased Beam:* Energy Blast 4d6, NND (defense is ED Force Field/Force Wall; +1); OAF (-1), Two-Handed (-1/2)

Total cost: 24 points.

B17-EG2 ENERGY GRENADE

Effect: Energy Blast 8d6

Target: Explosion

Duration: Instant

Range: Range RBS

Charges: 4 Charges

Breakability: 12 DEF

Description: When they expect to confront large numbers of small opponents, such as a pack of recently-hatched teleosaurs, Bureau 17 agents carry these grenades, which emit a powerful energy pulse when they impact a hard surface after the pin is pulled.

Game Information: *Energy Blast 8d6, Explosion (+1/2) (60 Active Points); OAF (-1), Range Based On STR (-1/4), 4 Charges (-1). Total cost: 18 points.*

B17-FB21 FORCE-FIELD HARNESS

Effect: Force Field (10 PD/10 ED)

Target: Self

Duration: Constant

Range: Self

Charges: 1 Continuing Fuel Charge lasting 1 Hour

Breakability: 10 DEF

Description: Although referred to in Bureau 17 documents as a “harness,” this device is really just a heavy belt. Built into it is a device that generates a protective field around the wearer.

Game Information: *Force Field (10 PD/10 ED) (20 Active Points); OIF (-1/2), 1 Continuing Fuel Charge (1 Hour, Easily recharged; -0). Total cost: 13 points.*

Vehicles

SAKEBU MOBILE SONIC CANNON

Val	Char	Cost	Notes	END
9	Size	45	8" x 4"; 50 tons; -9 KB; -6 DCV	
55	STR	0	Lift 50 tons; 11d6 [0]	
18	DEX	24	OCV: 6/DCV: 6	
20	BODY	1		
8	DEF	18		
4	SPD	12	Phases: 3, 6, 9, 12	
Total Characteristic Cost: 100				

Movement: Ground: 0"/0"
Flight: 25"/200"

Abilities & Equipment

Cost	Power	END
90	<i>Hover Generator:</i> Flight 25", x8 Noncombat Multiple, Sideways Maneuverability (+1/2)	0
80	<i>Sonic Cannon:</i> Multipower, 80-point reserve, 250 Charges for entire Multipower (+1); all OIF Bulky (-1)	
4u	1) <i>Standard Blast:</i> Energy Blast 16d6; OIF Bulky (-1)	
4u	2) <i>Non-Lethal Blast:</i> Energy Blast 8d6, NND (defense is ED Force Field; +1); OIF Bulky (-1)	
4u	3) <i>Lethal Blast:</i> RKA 5d6; OIF Bulky (-1)	
-12	<i>Flight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Flight Only:</i> Swimming -2" (0" total)	
10	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF Bulky (-1)	0

Skills

4 *Maneuverable:* +2 with Flight

Total Abilities & Equipment Cost: 182

Total Vehicle Cost: 282

Value Disadvantages

20 Distinctive Features: Bureau 17 combat vehicle (Not Concealable; Causes Major Reaction)

Total Disadvantage Points: 20

Total Cost: 262/5 = 52

Description: Adapted from captured VIPER hovercraft, the *Sakebu* is essentially a flying gun platform. The nose houses a cockpit where the pilot and up to three passengers can ride; the back is essentially flat and mounts a large sonic cannon. The pilot can tune the cannon for non-lethal, standard, and lethal shots.

BUREAU 17 MONSTER TRANSPORT VEHICLE

Val	Char	Cost	Notes
10	Size	50	10" x 5"; 100 tons; -10 KB; -6 DCV
70	STR	10	Lift 400 tons; 14d6 [0]
14	DEX	12	OCV: 5/DCV: 5
20	BODY	0	
8	DEF	18	
4	SPD	16	Phases: 3, 6, 9, 12
Total Characteristic Cost: 106			

Movement: Ground: 0"/0"
Flight: 25"/200"

Abilities & Equipment

Cost Power

Cost	Power	END
67	<i>Hover Generator:</i> Flight 20", x4 Non-combat Multiple, Sideways Maneuverability (+½)	0
37	<i>Net Projector:</i> Entangle 12d6, 12 DEF; OIF Bulky (-1), 4 Charges (-1), Limited Arc Of Fire (180 degrees below vehicle; -¼)	[12]
35	<i>Restraints:</i> Entangle 20d6, 20 DEF; OIF Bulky (-1), Only Works On Entangled/Grabbed/Unconscious Targets (-½), Only Works On Gigantic Targets (-2), 1 Recoverable Charge (-1¼) [1]	
43	<i>Winch:</i> Stretching 20", Reduced Endurance (0 END; +½); OAF Bulky (-½), Always Direct (-¼), No Noncombat Stretching (-¼), Cannot Do Damage (-½)	0
-12	<i>Flight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Flight Only:</i> Swimming -2" (0" total)	
10	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF Bulky (-1)	0

Total Abilities & Equipment Cost: 178

Total Vehicle Cost: 284

Value Disadvantages

20 Distinctive Features: Bureau 17 combat vehicle (Not Concealable; Causes Major Reaction)

Total Disadvantage Points: 20

Total Cost: 264/5 = 53

Description: The MTV (Monster Transport Vehicle) is one of the types of vehicles Bureau 17 uses to capture and transport giant monsters. The pilot and one passenger sit in the cockpit up front. The back part is mostly a large, reinforced, open flat bed with a powerful winch mounted above it. Mounted underneath the cockpit is a net-gun that fires nets large and reinforced enough to capture (or at least slow down) giant monsters.

Once Bureau 17 has Entangled, Knocked Out, or otherwise restrained a monster, an MTV flies down and hovers over it. The flat part of the bed opens like a trapdoor, then the crew lowers the winchline, hauls the monster up, closes the bed, and lays the monster down. Then powerful metal restraining bars project from both sides of the vehicle and keep the monster pinned down until the crew releases him.

THE MONSTER ISLAND BASE

Bureau 17 has a five-level base on Monster Island built into the side of one of the mountain spurs in the Feral Tangle and powered in part by geothermal energy. Only one level is above-ground; the rest are belowground for security. A powerful force-field generated by equipment the Qularr left behind protects the above-ground portion and related facilities (like the landing pad for Sakebu hovercraft and other vehicles). (In game terms, the base's force-field is a 20 PD/20 Force Wall. Now that the Qularr have returned, some Bureau 17 personnel worry that the aliens may have a way to turn the base's or island's force-fields off remotely....)

To bring supplies and personnel in as safely as possible, Bureau 17 dug an undersea tunnel that passes beneath the island's force field and out onto the ocean floor. Subs dock at a pressurized portal. Typically a supply sub arrives once per month, a day of celebration for an isolated staff eager for fresh food, news from home, and other goodies.

The first floor of the base — the only above-ground floor — contains a reception area, visitors' quarters, the base's dining hall and kitchen, and its library (which contains both research materials and light reading). Made primarily out of metal and plastic, with relatively little wood or "natural" appointments, this floor (and the rest of the base) have a sort of sterile, high-tech feel that most Bureau agents are perfectly comfortable with but that chafes some visitors.

The second and third floors (the first two underground levels) are occupied by laboratories and other research facilities. Bureau 17 has cages to hold animals (such as teleosaurs) for study, but cannot restrain anything larger than a rhinoceros. About half the labs are devoted to studying the giant monsters, and half to analyzing Qularr technology.

The fourth floor contains dormitories and other facilities for the base's personnel. Each agent gets a private room (though he shares a bathroom with an adjacent room) that's fully furnished and has high-speed Internet access. Each agent is allowed to decorate his room to suit himself, provided he stays within the boundaries of good taste. Lieutenant Commander Kishiro has considered instituting a ban on "Hello Kitty" decor, but has not yet gone that far. Other rooms on Level Four include a small auditorium (mainly used for showing movies) and a recreation lounge.

The bottom level of the base, where the undersea tunnel begins, is used for storage and for base infrastructure equipment (such as the ventilation systems, the generator, and the elevator motors). Most agents don't like to go there; it's stuffy and humid compared to other parts of the base.

WAYFARER COAST:
Beachhead For Invasion



MONSTER
Chapter Four Island

WAYFARER COAST



When the Qularr created Monster Island, the area now known as Wayfarer Coast is where they first landed. Now they've returned, and Wayfarer Coast has once again become their stronghold.

THE QULARR

Despite having known of the Qularr for over forty years, Humanity actually knows very little *about* them. Here's the sum of Human knowledge about the Qularr:

BIOLOGY

The Qularr are not like anything terrestrial. Based on study of Qularr corpses from 1965 (of which there are few left, since not many were retrieved by Humans and even with refrigeration most of those have decomposed past the point of usefulness), the Qularr have some characteristics in common with Earth insects, and some in common with Earth crustaceans. Their "skin" is tough and inflexible enough to be considered an exoskeleton, though they also have some cartilaginous structures analogous to bones.

The Qularr have all five senses Humans do, but at different levels of effectiveness. Qularr hear-

olfactory senses aren't quite as good as Humans', particularly when it comes to seeing precise gradations of color.

Qularr reproduction is something of a mystery, since no Qularr female corpses were retrieved (it's believed only the males of their species become soldiers). Based on examination of male reproductive systems and comparison to similar Earth animal species, it's likely that Qularr females lay eggs during certain seasons of the year, which the males then fertilize.

Qularr "skin" (chitin) color is usually a reddish or pinkish shade, ranging from relatively light to quite dark. To a Human, the average Qularr's skin color tends to suggest a slightly faded boiled lobster or a badly sunburned Caucasian.

The Qularr seem to have roughly the same lifespan as Humans.

TECHNOLOGY

As a species, the Qularr seem to possess much more advanced technology than Humans do. They used faster-than-light vehicles to travel to Earth from their homeworld (location unknown), and during their attempted invasion revealed high-powered force-field technology, personal blaster weapons, hovercraft, and a variety of other devices that only Earth superhumans have. Their abilities as bioengineers seems especially advanced; they either bred, altered from native stock, or bioengineered the giant monsters that were a crucial part of their military force. Why they didn't simply use biological warfare to wipe out Humanity quickly and cleanly remains unknown (in fact, it's the biggest single question many military strategists have about the Qularr).

SOCIETY

Humanity knows almost nothing about Qularr society or culture, and making educated guesses isn't even easy since the Qularr language remains untranslateable. (And the spoken form probably involves reproducing sounds Humans cannot make without technology.) However, a few solid deductions based on the existing evidence have been made.

First, Qularr society seems to be rigidly stratified. During the 1965 invasion, several types of Qularr were observed, with different types distinguished by specific clothing and gear (and to a vague extent by minor differences in skin coloration or size). The various "castes" rarely mingled with one another, and some gave orders to others. Human scientists believe this isn't just an "officers and enlisted men" sort of separation, and that some sort of "caste system" extends throughout Qularr society.



ing is much more advanced than Human, and their voices capable of a much greater range of expression; they can communicate in infrasonic and ultrasonic levels inaudible to Humans. Their sense of touch is also much more sensitive than Humans'. On the other hand, their eyesight and

Second, the Qularr also seem to assign specific jobs to specific genders. Not a single Qularr female corpse was ever retrieved, nor was any Qularr with recognizable female traits of any sort observed (though some scientists argue that female Qularr wouldn't necessarily have visible gender characteristics). Military activity must be limited only to male Qularr, so it stands to reason that other jobs are limited to only men or only women.

Things Humanity Doesn't Know

Much of Humanity's knowledge of, and suppositions about, the Qularr are accurate... but there's a lot mankind doesn't know.

THE QULARR HOMeworld

The Qularr come from a planet they call Reqqat. It's a largely tropical, swampy world dotted with archipelagos and large islands rather than major continents. It's located spinward of Perseid space in a region that, centuries after the Qularr invasion of Earth, Humanity will know as "Drago's Reach." However, by that time Reqqat no longer exists. Aggressive, confrontational, and a general menace to the Galaxy, the Qularr and their homeworld are destroyed by one of the Galaxars, a being known as Lawbringer, in the early 2200s. By Terran Empire times only a handful of Qularr remain in existence. (See *Galactic Champions* for more information about the Galaxars, beings of vast cosmic power, and *Terran Empire* for more information about Drago's Reach and the state of the Galaxy in the 2600s.)

The Qularr control a small empire of several systems surrounding their own, one of which has a pre-spaceflight civilization that the Qularr rule with an iron hand.

QULARR INTEREST IN EARTH

The Qularr learned about, and became interested in, Earth after an incident in 1963 in which the Fabulous Five were transported into deep space and fought a group of renegade silicon beings who threatened to destroy the entire Galaxy with a super-weapon. Some Qularr had an opportunity to observe the Fabulous Five in action, and to obtain biological samples from them (*i.e.*, blood spilled during the battle). Intrigued by the samples, Qularr scientists believed that if they had more, they might be able to find a way to bio-engineer more frequent, more powerful superpowers in the Qularr themselves (see below). Unfortunately for them, superhumans were even more common in Human society than they expected; the Qularr invasion force simply wasn't able to cope with them. After several decades of technological development, the Qularr have at last returned to Earth because they think they can succeed with another invasion if they properly scout the planet and study its inhabitants first. Additionally, they want to recover some of the technology they had to leave behind the first time.

The Qularr didn't use biological warfare against Humanity for two reasons. First, since they wanted samples of superhuman genetic material, and if possible captive superhumans, to study, using an indiscriminate biowarfare agent that could potentially wipe out Humanity wouldn't be a good idea. Second, and more importantly, the Qularr have a deeply-ingrained societal taboo against biological warfare.

Decades before their first attempt to invade Earth, when Reqqat was still a balkanized world, the Qularr came within a hair's-breadth of killing themselves off with diseases bred as weapons not just once, but three times. Eventually they all realized they weren't going to escape that fate a fourth time, and agreements were forged forbidding the use of biowarfare. This attitude has become so ingrained in Qularr society that even today, when they're a united species that only fights species from other worlds, they don't use their skills at bio-engineering to create bioweapons.

QULARR SOCIETY

As Humans have deduced, Qularr society is highly organized along caste and gender lines. Male Qularr don't do female jobs, and vice-versa; Qularr from high-ranking castes run things while their low-caste brethren do the hard labor. But it goes deeper than that — it's not just a social thing, it's part of Qularr biology at the genetic level. A low-caste Qularr wouldn't think of trying to better himself or associate with higher-caste Qularr; the concept would never occur to him.

The Qularr of each caste may have enhanced capabilities or special abilities that have been bred into them over the millennia. For example, Qularr Shock Troopers are stronger and tougher than the Qularr average; Qularr Scholars are smarter and more insightful. These

QULARR PACKAGE DEAL

Here's a Package Deal for the Qularr:

Abilities

Cost	Ability
2	+2 STR
4	+2 CON
4	+2 BODY
2	+2 PD
3	<i>Qularr Hearing:</i> Ultrasonic Perception (Hearing Group)
3	<i>Qularr Hearing:</i> Infrasonic Perception (Hearing Group)
2	<i>Qularr Touch:</i> +2 to PER Rolls with Normal Touch
2	<i>Qularr Skin:</i> Damage Resistance (2 PD/2 ED)

Total Cost Of Package Abilities: 22

Disadvantages

Value	Disadvantage
10	Physical Limitation: Poor Eyesight And Olfactory Senses (-1 to PER Rolls with both) (Frequently, Slightly Impairing)

Total Value Of Package Disadvantages: 10

abilities don't really rise to the level of super-powers, but they do help distinguish one type of Qularr from another in some instances.

The Qularr don't even have personal names. Instead, they're referred to simply as what they are or what they do. For example, the commander of the current Qularr force on Monster Island is named "Qularr Invasion Leader." His second-in-command is named "Leader's Chief Assistant," and every single one of his shock troopers is named "Qularr Shock Trooper." Ordinarily this would cause constant confusion when a group of Qularr tries to work together, but the Qularr have a sort of "instinctual telepathy" that eliminates the problem. They cannot communicate mentally any more than Humans can, but if Qularr Invasion Leader says to a group of Shock Troopers, "Shock Trooper, go patrol that perimeter" all the Qularr involved know exactly which Shock Trooper he's talking to. This actually leads to a precision of communication and discipline that many Human military commanders would envy.

The Qularr language not only relies on this instinctual telepathy, but also on infra- and ultrasonic sounds. Thus, Humans simply cannot learn to speak it without the aid of super-tech devices that can produce the right sounds and mental impulses; learning to read their written language would be next to impossible.

TECHNOLOGY

The Qularr possess much better technology than Humanity does. They have FTL technology that lets them travel at speeds of up to one light-year per day, blasters and similar energy weapons have replaced ballistic firearms throughout their society, and their other forms of technology are similarly advanced compared to Earth's. Their biological sciences are particularly sophisticated; bio-agents are one of their most common trade items, and they can breed giant monsters for various purposes (for example, to assist with agriculture or to fight in wars). They also seem to use a lot of force technology for both offensive and defensive purposes.

SUPERPOWERS

The Qularr can manifest super "human" powers, though at only about one-third the rate that Humanity does. The average super-Qularr is about two-thirds as powerful as the average super-Human. About one-fourth of super-Qularr are mentalists, one-fourth are metamorphs of some type, and the rest are more or less evenly divided among the classic superhero archetypes.

Since crime is rare on Reqqat, super-Qularr usually work for the government in various capacities, including disaster prevention and homeworld defense. They're rarely allowed off-planet and almost never assigned to military expeditions.

The Qularr count as the "Alien" class of minds for purposes of Mental Powers.

THE QULARR PLAN

The Qularr have come back to Earth with the intention of invading and conquering it to obtain its resources and genetic material. They chose Wayfarer Coast so they could recover some of their lost technology and put it to use. They've also raided the Bureau 17 base to take back some of the devices Humanity "stole" from them.

Once the Qularr feel they've learned enough about Humanity by studying Earth broadcasts and the like, they have a three-stage plan. First, they will use their technology to create an even stronger force-field around the island so no one can interfere with them. Second, they will retake control of all the other giant monsters (they've already got Mega-Terak working for them again) and eliminate all other factions on the island. Third, after all that's done they'll construct a communications array and summon a waiting invasion fleet from the stars to conquer Earth once and for all.

QULARR PERSONNEL

Here are character sheets for the types of Qularr currently found on Monster Island. For their "pet" Mega-Terak, see Chapter Two. They also have "abductees," Humans they've kidnapped from other parts of the island and now control mentally through a combination of brainwashing techniques and special spores they breed.

The Qularr body type tends to vary based on function, though certain similarities run throughout. The chitinous skin is usually a sort of pale red-orange. The most notable feature is the head, a forward-thrusting, crustacean-like thing that has two large eyes (usually, but not always, faceted like a fly's) and two prominent mandibles (which can be used as natural weapons, though in most cases weak ones). The fingers are tipped with sharp nails that can function as claws in some genotypes, but again usually weak ones (if the Qularr wears gloves they're ineffective most of the time, for example). Their legs have joints that bend backwards, and their feet two toes with tough, sharp nails that do the same damage as the Qularr's claws in most cases.

QULARR INVASION LEADER				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
18	BODY	16	13-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
8	PD	2		Total: 31 PD (28 rPD)
8	ED	4		Total: 31 ED (28 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	0		
40	END	0		
50	STUN	7		Total Characteristics Cost: 156
Movement: Running: 9"/18"				
Cost	Powers		END	
46	<i>Invasion Leader's Energy Pistol:</i>			
	Multipower, 62-point reserve, 60 Charges (+½) for entire reserve; all OAF (-1)			[60]
3u	1) <i>Standard Beam, 1-Mode:</i> Energy Blast 12d6; OAF (-1)			
3u	2) <i>Standard Beam, 3-Mode:</i> Energy Blast 10d6, Autofire (3 shots; +¼); OAF (-1), Requires Multiple Charges (2 Charges per shot; -¼)			
2u	3) <i>Power Beam, 1-Mode:</i> RKA 2d6, Penetrating (+½); OAF (-1)			
2u	4) <i>Power Beam, 3-Mode:</i> RKA 2d6, Autofire (3 shots; +¼), Penetrating (+½); OAF (-1), Requires Multiple Charges (2 Charges per shot; -¼)			
2u	5) <i>Enhanced Power Beam:</i> RKA 2d6, +2 Increased STUN Multiplier (+½), Penetrating (+½); OAF (-1), Requires Multiple Charges (3 Charges; -½)			
5	<i>Qularr Mandibles:</i> HKA 1 point (½d6 with STR)			
10	<i>Elbow Spines:</i> HKA ½d6 (1d6+1 with STR)			1
5	<i>Kick:</i> HKA 1 point (½d6 with STR)			1
30	<i>Qularr Battle-Armor:</i> Armor (15 PD/15 ED); OIF (-½)			0
13	<i>Qularr Force-Belt:</i> Force Field (8 PD/8 ED/4 Power Defense); OIF (-½), 1 Continuing Fuel Charge (1 Hour, Easily recharged; -0)			[1cc]
5	<i>Qularr Skin:</i> Damage Resistance (5 PD/5 ED)			0
7	<i>Qularr Battle-Armor:</i> Life Support (Self-Contained Breathing); OIF (-½)			0
6	<i>Fast:</i> Running +3" (9" total)			1
3	<i>Qularr Hearing:</i> Ultrasonic Perception (Hearing Group)			0
3	<i>Qularr Hearing:</i> Infrasonic Perception (Hearing Group)			0
2	<i>Qularr Touch:</i> +2 to PER Rolls with Normal Touch			0
3	<i>Qularr Battle-Armor:</i> Infrared Perception (Sight Group); OIF (-½)			0

6 *Battle-Armor Communications System:*
HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)

0

3 *Qularr Antennae:* +1 to PER Rolls with all Sense Groups

0

Perks

Military Rank

Skills

+1 Overall
+2 with All Combat
Combat Driving 13-
Combat Piloting 13-
Deduction 13-
Fast Draw (Small Arms) 13-
Interrogation 14-
KS: The Qularr Military 11-
Paramedics 13-
Stealth 13-
Tactics 13-
Teamwork 13-
WF: Small Arms

Total Powers & Skills Cost: 226

Total Cost: 382

200+ Disadvantages

10 Hunted: Qularr Military 8- (Mo Pow, NCI, Watching)
20 Psychological Limitation: Determined To Conquer Humanity And Prove Qularr Superiority (Very Common, Strong)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
132 Experience Points

Total Disadvantage Points: 382



Background/History: Invasion Leader was born into the Qularr caste of “low high-level military commanders” and has trained and prepared for his duties as a leader of troops and personnel since he was a child. His initial training came from his father, but at the age of eight he was sent to a military academy where he studied for the next fourteen years. He’s served in a number of Qularr military and exploration campaigns and looks on his expedition to Earth as the start of a new and glorious chapter in his life.

Personality/Motivation: Invasion Leader is a career soldier and it shows in his bearing, his efficient approach to problems and crises, and his stern, serious demeanor. He’s determined to conquer Earth and prove that the Qularr are superior to Humans not only because he’s dedicated to his duty, but for personal reasons. Forty years ago his father was one of the Invasion Leaders who led the attack on Earth. The loss made him bitter and angry for years. Invasion Leader wants to avenge his father’s defeat and prove his worthiness to his father by reducing Humanity to a subject people.

Powers/Tactics: Invasion Leader is stronger and tougher than most Qularr, including the Shock Troopers who serve him. He wears Qularr Battle-Armor (a suit of powered armor that protects him and provides him with some communications and sensory capability) plus a Force-Belt for additional defense. Since he’s not a front-line fighter he doesn’t carry a lot of weapons; his chief armament is a powerful Qularr energy pistol that can fire in single-shot and multiple-shot modes. He can obtain other Qularr weapons if necessary.

Campaign Use: The Qularr Invasion Leader should be at least as tough as any one of your PCs, possibly tough enough to take on two of them at once. If he doesn’t live up to that right now, improve his abilities or give him more weapons and gadgets until he does.

Appearance: Compared to his Shock Troopers, the Invasion Leader looks slender and weak — Leaders are chosen for their intellect more than their physical prowess, though he’s far stronger and tougher than his appearance indicates. He’s got a tiny row of spines running down the center of his head, and two small antennae. Projecting back from his lower arms are two elbow-spines that he can use to fight with if necessary.

QULARR INVASION LIEUTENANTS

While the Invasion Leader is unique on Monster Island, he can’t be everywhere at once. To help him keep the mission functioning smoothly he has several lieutenants. They basically look just like him, but are smaller and less powerful (STR 25, DEX 18, CON 18, SPD 4, -2 DCs on attacks).

QULARR DRONE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
5	PD	2		Total: 13 PD (10 rPD)
5	ED	2		Total: 13 ED (10 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	2		Total Characteristics Cost: 43

Movement: Running: 7”/14”
Tunneling: 6”/12”

Cost	Powers	END
22	<i>Basic Qularr Energy Rifle:</i> Energy Blast 9d6, 30 Charges (+1/4); OAF (-1), Two-Handed (-1/2)	[30]
36	<i>Spit Acid:</i> RKA 1d6, Continuous (+1), Penetrating (+1/2), Uncontrolled (see text; +1/2); Limited Range (8”; -1/4)	4
10	<i>Claws:</i> HKA 1d6 (1d6+1 with STR)	1
5	<i>Qularr Mandibles:</i> HKA 1 point (1/2d6 with STR)	1
5	<i>Kick:</i> HKA 1 point (1/2d6 with STR)	1
16	<i>Qularr Battle-Armor:</i> Armor (8 PD/8 ED); OIF (-1/2)	0
2	<i>Qularr Skin:</i> Damage Resistance (2 PD/2 ED)	0
30	<i>Burrowing:</i> Tunneling 6” through 6 DEF materials	3
2	<i>Fast:</i> Running +1” (7” total)	1
3	<i>Qularr Hearing:</i> Ultrasonic Perception (Hearing Group)	0
3	<i>Qularr Hearing:</i> Infrasonic Perception (Hearing Group)	0
2	<i>Qularr Touch:</i> +2 to PER Rolls with Normal Touch	0
3	<i>Qularr Battle-Armor:</i> Infrared Perception (Sight Group); OIF (-1/2)	0
6	<i>Battle-Armor Communications System:</i> HRRP (Radio Group); OIF (-1/2), Affected As Sight And Hearing Groups As Well As Radio Group (-1/2)	0
3	<i>Qularr Antennae:</i> +1 to PER Rolls with all Sense Groups	0

Perks

2 Military Rank

Skills

4 +2 OCV with Spit Acid
5 *Short:* +1 DCV

2	KS: Qularr Military History And Customs 11-
2	PS: Qularr Soldier 11-
3	Stealth 12-
1	Tactics 8-
2	WF: Small Arms

Total Powers & Skills Cost: 169

Total Cost: 212

75+ Disadvantages

- 10 Hunted: Qularr Military 8- (Mo Pow, NCI, Watching)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 107 Experience Points

Total Disadvantage Points: 212

Description: This character sheet represents the lowest-level Qularr soldier — the “grunt,” the fighters who make up the bulk of the military’s ground forces and who get stuck with all the worst, most dangerous jobs. But a Drone’s been bred for that duty for millennia and accepts it stoically, if not cheerfully. When not on duty, Drones usually gather to drink, gamble, and otherwise entertain themselves with simple pastimes.

Powers/Tactics: Qularr Drones go into the field armed with a basic energy rifle and battle-armor, but those aren’t the only things they have to rely on. First, a drone’s hard, sharp-nailed hands allow it to claw opponents and to burrow through the ground and tremendous speeds. Many Qularr

tactics involve burrowing under enemy forces to make a surprise attack from behind or below.

Second, a Drone has the ability to spit acid at opponents up to 8” away. If possible he allocates at least 16 END to the power so it continues to burn the target for at least 4 Phases. (The Continuous and Uncontrolled effect of the Drone’s acid means the substance keeps damaging an affected target for a specific period of time. This lasts until one of either two things happens: the END allocated to the power runs out; or until the acid does 12 BODY of damage. (This means the damage rolled on the dice, regardless of how the target’s defenses apply.) Against a target with no Hardened rED, the maximum BODY typically occurs first. A victim can also stop an Uncontrolled acid attack by applying the appropriate base or by immersing himself in water. Immersion in water puts out the acid on the victim’s next Phase (the immersion gets rid of the acid immediately, but the reaction also inflicts an additional immediate attack on the victim).)

Appearance: The Qularr Drone is only about half the size of other Qularr, and tends to sort of hunch over when he stands/walks. His skin and armor are both darker than average. He has two small antennae.

QULARR GARDENERS

To tend their mushroom plots in the Radiation Caves the Qularr brought along several *Gardeners*, who are basically Drones with specialized knowledge (KS: Qularr Plant Life 13-, SS: Qularr Agriculture 13-, SS: Qularr Botany 11-). They’re fairly docile and generally won’t fight unless they’re attacked first or someone threatens their mushroom pools.

QULARR EXOZOOLOGISTS

Another type of Drone is the *Exozoologist*, a Qularr scientist who specializes in the study of lifeforms from alien worlds such as Earth. Several of them tend to the Zoo and advise the Invasion Leader about matters concerning terrestrial life. To create one, use the Drone character sheet but add Animal Handler (any three categories) 13- and SS: Exozoology 13-.



QULARR SHOCK TROOPER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
18	PRE	8	12-	PRE Attack: 3½d6
6	COM	-2	10-	
6	PD	2		Total: 18 PD (14 rPD)
6	ED	2		Total: 18 ED (14 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
35	STUN	1		Total Characteristics Cost: 92

Movement: Running: 8"/16"

Cost Powers

Cost	Powers	END
48	<i>Qularr Elite Energy Rifle:</i> Energy Blast 12d6, Autofire (3 shots; +¼), 100 Charges (+¾); OAF (-1), Two-Handed (-½) [100]	4
18	<i>Energy Grenades:</i> Energy Blast 8d6, Explosion (+½); OAF (-1), Range Based On STR (-¼), 4 Charges (-1) [4]	5
10	<i>Qularr Mandibles:</i> HKA ½d6 (1d6+1 with STR) 1	3
5	<i>Claws:</i> HKA 1 point (½d6 with STR) 1	2
5	<i>Kick:</i> HKA 1 point (½d6 with STR) 1	3
7	<i>Combat Training:</i> HA +2d6; Hand-To-Hand Attack (-½) 1	3

24	<i>Qularr Battle-Armor:</i> Armor (12 PD/12 ED); OIF (-½)	0
2	<i>Qularr Skin:</i> Damage Resistance (2 PD/2 ED)	0
4	<i>Fast:</i> Running +2" (8" total)	1
3	<i>Qularr Hearing:</i> Ultrasonic Perception (Hearing Group)	0
3	<i>Qularr Hearing:</i> Infrasonic Perception (Hearing Group)	0
2	<i>Qularr Touch:</i> +2 to PER Rolls with Normal Touch	0
3	<i>Qularr Battle-Armor:</i> Infrared Perception (Sight Group); OIF (-½)	0
6	<i>Battle-Armor Communications System:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
6	<i>Qularr Antennae:</i> +2 to PER Rolls with all Sense Groups	0

Perks

Military Rank 4

Skills

+2 OCV with Elite Energy Rifle
+1 HTH
KS: Qularr Military History And Customs 12-
PS: Qularr Soldier 12-
Stealth 13-
Survival (Tropical) 12-
Tactics 12-
Teamwork 13-
Tracking 12-
WF: Small Arms, Blades 3



Total Powers & Skills Cost: 182**Total Cost: 274****100+ Disadvantages**

10 Hunted: Qularr Military 8- (Mo Pow, NCI, Watching)
 20 Social Limitation: Subject To Orders (Very Frequently, Major)
 144 Experience Points

Total Disadvantage Points: 274

Description: Qularr Shock Troopers are one of the elite types of soldiers fielded by the Qularr military. Equipped with heavier armor and a better weapon than the Drones, and far better trained in far more combat skills, they're tough enough to give any Human military — not to mention most superheroes — serious trouble.

Powers/Tactics: Shock Troopers are elite soldiers, and they fight intelligently and with skill. They don't make stupid mistakes and rarely expose themselves to enemy counterattack more than they absolutely have to. They use their Tactics and Teamwork abilities to bring maximum force to bear on the enemy, usually choosing the biggest or most dangerous-looking target and taking him down before moving to the next one. Superheroes who expect typical "agent tactics" and a quick fight are likely to be unpleasantly surprised.

If necessary, you can equip the Shock Troopers with other weapons. Once they've encountered the PCs a time or two, they'll abandon any strategies and gear that haven't worked against them in favor of new ones that hopefully will. It's not unknown for one Shock Trooper to stay at the side of a battle, as concealed from the enemy as possible, and use special sensors to analyze their equipment and powers in anticipation of future battles.

Appearance: The Shock Trooper is the most horrifying-looking Qularr to Human eyes. Its skin is more yellowish, and its mandibles are much larger and sharper than those of other Qularr. It also has larger, more sensitive antennae. It hunches forward slightly and has pronounced "hump" on its back.

QULARR BUGKEEPER				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
5	PD	2		Total: 13 PD (10 rPD)
5	ED	2		Total: 13 ED (10 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	2		Total Characteristics Cost: 48
Movement: Running: 7"/14" Tunneling: 6"/12"				
Cost	Powers			END
50	<i>Implant Firebug Egg:</i> RKA 1d6+1, NND (defense is removing the implanted egg in time, see text; +1), Does BODY (+1); No Range (-½) plus Summon four Firebugs built on 103 Character Points, Loyal (+½); OIF (unhatched egg; -½), Extra Time (egg "incubates" for 1d6 Segments after being implanted; -½), Can Only Summon One Firebug Per Charge (-½), Can Be Negated With Appropriate Procedure (see text; -½), Linked (-½), 4 Charges (-1)		[4]	
7	<i>Implant Firebug Egg:</i> +20 STR; Only To Make STR Rolls To Implant Firebug Eggs (-2)		2	
36	<i>Spit Acid:</i> RKA 1d6, Continuous (+1), Penetrating (+½), Uncontrolled (see text; +½); Limited Range (8"; -¼)		4	
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)		1	
10	<i>Elbow Spines:</i> HKA ½d6 (1d6+1 with STR)		1	
5	<i>Kick:</i> HKA 1 point (½d6 with STR)		1	
5	<i>Qularr Mandibles:</i> HKA 1 point (½d6 with STR)		1	
16	<i>Qularr Battle-Armor:</i> Armor (8 PD/8 ED); OIF (-½)		0	
2	<i>Qularr Skin:</i> Damage Resistance (2 PD/2 ED)		0	
30	<i>Burrowing:</i> Tunneling 6" through 6 DEF materials		3	
2	<i>Fast:</i> Running +1" (7" total)		1	
3	<i>Qularr Hearing:</i> Ultrasonic Perception (Hearing Group)		0	
3	<i>Qularr Hearing:</i> Infrasonic Perception (Hearing Group)		0	
2	<i>Qularr Touch:</i> +2 to PER Rolls with Normal Touch		0	
3	<i>Qularr Battle-Armor:</i> Infrared Perception (Sight Group); OIF (-½)		0	
6	<i>Battle-Armor Communications System:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)		0	



Perks

- 25 Followers: 4 Firebugs built on 75 Base Points (see below)
- 15 Followers: Qularr Swarm built on 75 Base Points (see below)
- 2 Military Rank

Skills

- 6 Animal Handler (Insects And Arthropods) 14-
- 2 KS: Qularr Military History And Customs 11-
- 2 PS: Qularr Soldier 11-
- 2 SS: Qularr Entomology 11-
- 3 Stealth 12-
- 1 Tactics 8-
- 2 WF: Small Arms

Total Powers & Skills Cost: 250

Total Cost: 298

75+ Disadvantages

- 10 Hunted: Qularr Military 8- (Mo Pow, NCI, Watching)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 193 Experience Points

Total Disadvantage Points: 298

Description: Qularr Bugkeepers are similar to Drones, but are bred and trained to take care of and use Firebugs and Swarms, two of the Qularr's most common squad-level biological weapons (see below). A typical Bugkeeper usually has $\frac{1}{2}d6+1$ Firebugs and 0-2 Swarms with him when encountered in a combat situation; if they're killed he

usually retreats to try to obtain more (if that's possible), or tries to create more Firebugs by implanting eggs (see below).

Powers/Tactics: In addition to being able to burrow, claw, and spit acid like Drones, and to use whatever pet insects they have, Bugkeepers have one particularly nasty ability. In battle they carry several Firebug eggs on the verge of hatching. The eggs have to be implanted in flesh to hatch. Using a claw-like structure on his arm, a Bugkeeper punctures the target's skin and "injects" an egg into him. (At the GM's option, this may require a STR Roll if the target has super-tough skin, wears heavy powered armor, or the like.) A few seconds later the Firebug hatches and bursts forth, causing a horrific injury to the victim and giving the Qularr a reinforcement. To remove an egg before it hatches, the victim must cut himself open and remove it (or someone has to do that for him). This requires a DEX Roll at -1, a Paramedics roll, or an SS: Surgery roll at +2 and a Full Phase Action. If the roll fails, the victim takes 1 BODY damage (no defense) and the egg's still inside him, but he can try again on his next Phase (or even Abort in a later Segment to try again, if the GM permits). If the roll succeeds, he takes 1 BODY damage (no defense) but removes the egg; he does not suffer the RKA damage and the Summon does not work (the removal process destroys the egg).

Appearance: A Bugkeeper is just a little shorter than an Invasion Leader, but much stockier. It has no antennae, and its eyes are unfaceted black.

QULARR FIREBUG								
Val	Char	Cost	Roll	Notes				
-10	STR	-20	9-	Lift 6 kg; 0d6 [1]				
14	DEX	12	12-	OCV: 5/DCV: 5				
10	CON	0	11-					
5	BODY	-10	10-					
8	INT	-2	11-	PER Roll 11-				
5	EGO	-10	10-	ECV: 2				
10	PRE	0	11-	PRE Attack: 2d6				
4	COM	-3	10-					
6	PD	6		Total: 6 PD (3 rPD)				
6	ED	4		Total: 6 ED (3 rED)				
3	SPD	6		Phases: 4, 8, 12				
2	REC	0						
20	END	0						
15	STUN	5		Total Characteristics Cost: -12				
Movement: Running: 1"/2" Swimming: 1"/2" Flight: 7"/14"								
Cost Powers								
13	<i>Spit Liquid Fire:</i> RKA 1d6, Penetrating (+½); Limited Range (4"; -¼), No Knockback (-¼), 10 Charges (-¼)							
7	<i>Stinger:</i> HKA 1 point, Penetrating (x2; +1); No STR Bonus (-½)							
13	<i>Sting:</i> Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1); Stinger HKA Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is stung; -¼), Gradual Effect (1 Minute; 1d6/3 Turns; -½), Linked (-½), 4 Charges (-1)							
3	<i>Carapace:</i> Damage Resistance (3 PD/3 ED)							
9	<i>Wings:</i> Flight 7"; Restraining (-½)							
-10	<i>Short Legs:</i> Running -5" (1" total)							
-1	<i>Short Legs:</i> Swimming -1" (1" total)							
5	<i>Firebug Eyes:</i> Increased Arc Of Perception (360 Degrees) for Normal Sight							
10	<i>Firebug Legs:</i> Clinging (normal STR)							
6	<i>Six Legs:</i> Extra Limbs, Inherent (+¼)							
END								
Skills								
30	<i>Hard To Hit:</i> +6 DCV							
11	Concealment 18-; Self Only (-½)							
15	Stealth 18-							
Total Powers & Skills Cost: 111								
Total Cost: 99								
75+ Disadvantages								
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)							
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)							
10	Physical Limitation: Tiny (.25m; +9" KB) (Frequently, Slightly Impairing)							
15	Psychological Limitation: Loyal To Bugkeeper (Common, Strong)							
Total Disadvantage Points: 130								
Ecology: Qularr firebugs were specially bred by Bugkeepers from native Qularr insects centuries ago. Today they're raised <i>en masse</i> in special hives to ensure there are always plenty available. They subsist on decaying vegetable and animal matter... and aren't particularly shy about helping the animal matter die so it can start decaying.								
Personality/Motivation: Normal animal motivations, though they tend to be highly loyal to the Bugkeeper who raised and trained them.								
Powers/Tactics: Firebugs have been bred to have special abilities native to several Reqqat insect species. First, they can spit blobs of "liquid fire" that cause a victim or object to burst into flame when struck. Second, they can sting; the venom in their stingers causes a swift onset of weakness that lasts for a couple of hours.								
Appearance: A Firebug looks sort of like a terrestrial wasp, but much larger (about the size of a Human hand, if not bigger) and with mandibles and other features that scream "alien!" and make it even more creepy than Earth bugs. Most Firebugs are red, with parts of the body darker and parts brighter (the latter sometimes seem to "glow" slightly in the right light), but they range in color from pink to purple, and sometimes even green or blue.								

QULARR SWARM				
Val	Char	Cost	Roll	Notes
-35	STR	-45	3-	Lift .2 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
8	PRE	-2	11-	PRE Attack: 1½d6
8	COM	-1	11-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	-1		Total: 1 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
2	REC	0		
20	END	0		
15	STUN	0		Total Characteristics Cost: -45
Movement: Running: 1½" / Leaping: 0" / Swimming: 0" / Flight: 5" / 10"				
Cost Powers				
23	<i>Stinging</i> : RKA ½d6, Continuous (+1), NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼), 64 Charges (+½); No Range (-½), Must Target Unprotected Hit Locations (-½)			
40	<i>Swarm Form</i> : Physical Damage Reduction, Resistant, 75%; Not Versus Area Of Effect/Explosion Attacks (-½)			
10	<i>Swarm Form</i> : Energy Damage Reduction, Resistant, 25%; Not Versus Area Of Effect/Explosion Attacks (-½)			
24	<i>Swarm Form</i> : Desolidification (affected by any attack), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1)			
7	<i>Wings</i> : Flight 5"; Restraining (-½)			
1	<i>Insect Legs</i> : Leaping +1" (1" forward, ½" upward)			
-10	<i>Insectile</i> : Running -5" (1" total)			
-2	<i>Insectile</i> : Swimming -2" (0" total)			
6	<i>Six Legs</i> : Extra Limbs, Inherent (+¼)			
END				
				[64]
				0
				0
				0
				0
				1
				1
				0

5 *Swarm Form*: Increased Arc Of Perception (360 Degrees) for Normal Sight 0
 8 *Insect Legs*: Clinging (normal STR); Cannot Resist Knockback (-¼) 0

Total Powers & Skills Cost: 112

Total Cost: 67

75+ Disadvantages

0 Physical Limitation: Human Size
 20 Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 110

Ecology: Qularr Bugkeepers also use swarms of small, stinging insects as weapons. Swarms range from about half human size to twice human size. Although each individual insect is little more than a nuisance, in a swarm these Qularr "wasps" can cause serious injury or death with their stings.

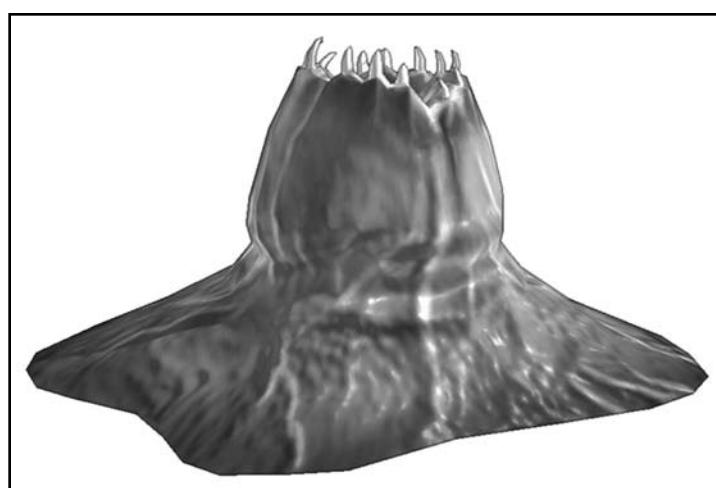
Personality/Motivation: Normal animal motivations.

Powers/Tactics: A Qularr swarm responds to the orders of its Bugkeeper. Typically it surrounds one target and keeps stinging until the target's dead or the swarm's been destroyed or dispersed (by, say, an Area Of Effect attack or strong wind). At the GM's option the Bugkeeper can make an Animal Handler roll to split his swarm in two to attack two targets, each taking half damage.

Appearance: A Swarm is just a cloud of small insects, similar in appearance to swarms of terrestrial bugs.

QULARR HIVE

A Qularr Hive is a sort of reddish-colored organic "turret" that can project a Qularr Swarm at a target. A Hive can spew out a Swarm covering a 3" radius area up to a distance of 5". The Swarm attacks anything in the target area with its *Stinging* ability. When the attack is done, any surviving Swarm insects either return to the Hive, join a Swarm of a nearby Bugkeeper, or disperse into the environment, depending on circumstances.



TECHNOLOGY

In addition to the weapons and other devices shown on the character sheets above, here are some other examples of Qularr technology the PCs might encounter:

QULARR AIR-RUNNER

Val	Char	Cost	Notes
1	Size	5	1.25"x.64"; 200 kg; -1 KB; -0 DCV
20	STR	5	Lift 400 kg; 4d6 [0]
20	DEX	30	OCV: 7/DCV: 7
14	BODY	3	
5	DEF	6	Does Not Protect Occupant (-½)
4	SPD	10	Phases: 3, 6, 9, 12
Total Characteristic Cost: 59			

Movement: Ground: 0"/0"
Flight: 35"/140"

Abilities & Equipment

Cost	Power	END
127	<i>Hover Generator:</i> Flight 40", x4 Noncombat Multiple, Sideways Maneuverability (+½)	0
-12	<i>Flight Only:</i> Ground Movement -6" (0" total)	0
-2	<i>Flight Only:</i> Swimming -2" (0" total)	
55	<i>Forward Blaster:</i> RKA 3d6, Armor Piercing (+½), Autofire (5 shots; +½), 100 Charges (+¾); OIF Bulky (-1), Limited Arc Of Fire (180 Degrees forward; -¼)	[100]
5	<i>Communications System:</i> HRRP (Radio Group); OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
10	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF Bulky (-1)	0
15	<i>Long-Range Sensors:</i> +20 versus Range for Radio Group; OIF Bulky (-1)	0
18	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0
Skills		
8	<i>Maneuverable:</i> +4 with Flight	
Total Abilities & Equipment Cost: 224		
Total Vehicle Cost: 283		

Value Disadvantages

25	Distinctive Features: Qularr combat vehicle (Not Concealable; Causes Extreme Reaction [fear])
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Total Disadvantage Points: 25

Total Cost: 258/5 = 52

Description: The Qularr Air-Runner is a one-Qularr spaceship designed for near-space/near-mothership and atmospheric aerial combat. Its only weapon is a forward blaster fired by the pilot from a trigger mounted on the steering column.

Air-Runners are dark blue, and “moored” to the ground by an energy tether generated by a small Qularr post. Viewed from above or below they’re wedge-shaped. Viewed from the side, front, or back they’re remarkably thin — so thin experts have speculated they don’t exist entirely in this dimension, since otherwise the pilot couldn’t get inside one.

BIOWEAPON CONTROL HELMET

Effect:	Mind Control 12d6 (Animal class of minds), Activation Roll 14-
Target:	One character
Duration:	Instant
Range:	LOS
END Cost:	6
Breakability:	12 DEF

Description: This device is a large, helmet-like gadget that only works for Qularr minds. A Qularr wearing it can exert mental control over animals — such as most of the giant monsters on Monster Island. At present the Qularr only have two of these devices and save them for emergencies, partly to keep them secret and partly because they’re not entirely reliable and thus pose a danger to the user.

Game Information: *Mind Control 12d6 (Animal class of minds) (60 Active Points); OIF (-½), Activation Roll 14- (-½). Total cost: 30 points.*

QULARR FORCE SHACKLE CANNON

Effect:	Entangle 8d6, 8 DEF
Target:	One character
Duration:	Instant
Range:	50"
Charges:	12 Charges
Breakability:	16 DEF

Description: Qularr Shock Troopers sometimes carry this big, bulky rifle, which uses Qularr force-field technology to capture a target in bands of force.

Game Information: *Entangle 8d6, 8 DEF (80 Active Points); OAF (-1), Cannot Form Barriers (-¼), Limited Range (50"; -¼), Two-Handed (-½). Total cost: 27 points.*

QULARR FACILITIES

The Qularr staked out one of the most pleasant areas of Monster Island as their base of operations — a jungle-covered valley between two arms of the central mountain range. It lacks the rock outcroppings, ridges, and other features that make travel in some other parts of the island difficult.

THE LANDING STRIP

The Qularr park their Air-Runners and their “mother ship” along the beach in the northern part of Wayfarer Coast. The mother ship looks sort of like a large Air-Runner, though to Human eyes it seems too small to support the full Qularr force now on the island. Many analysts believe the Qularr brought most of their troops along as genetic samples that were grown into adult soldiers using cloning technology, though a few think the ship is partly extra-dimensional and thus larger inside than out.

Near the ships are two large force-field generators. Back in 1965 the Qularr erected a force-field around the entire island to keep heroes and Earth soldiers out. During the final battles before they left the generators were damaged. They still glow, but they cannot generate force-fields. The Qularr are now trying to repair them....

THE ZOO

Between the Landing Strip and the Dig Site the Qularr have set up a “zoo” to keep samples of Earth life. About a dozen force-dome cages contain animals from the island (mainly teleiosaurs), but some house humanoid prisoners, including Humans and beast-men. One such captive is Dr. Edward Kendricks, an UNTIL scientist who'd very much like to be rescued.

In game terms, the cages are Force Wall (20 PD/20 ED), Hardened (x2). Opening one requires an electronic “key” kept by the chief Exozoologist.

THE DIG SITE

The southeast corner of the Wayfarer Coast contains an archaeological dig that seems to be the Qularr's main focus at present. They're unearthing what appears to be a crashed Air-Runner from the 1965 invasion, plus some associated bits and pieces of Qularr technology. UNTIL observers are unsure why such a small ship warrants so much attention... or why the Qularr are proceeding with glacial slowness and tremendous caution while excavating it. The leading theory is that it contains some super-weapon the Qularr want to recover, but which might pose a danger to them or be damaged if they're not careful. Some UNTIL scientists have suggested this might be genetic samples for a new host of giant monsters; others think a powerful energy weapon or bomb is more likely.

The Overseer

Berthed near the Dig Site is *the Overseer*, a powerful Qularr Air-Runner-like ship equipped with an artificially intelligent computer. It helps the Invasion Leader oversee the operations at the dig, and can also defend it: its blaster is RKA 6d6 instead of the standard RKA 3d6, and can fire in any direction around the ship. (Otherwise, use the Air-Runner character sheet for the Overseer.)

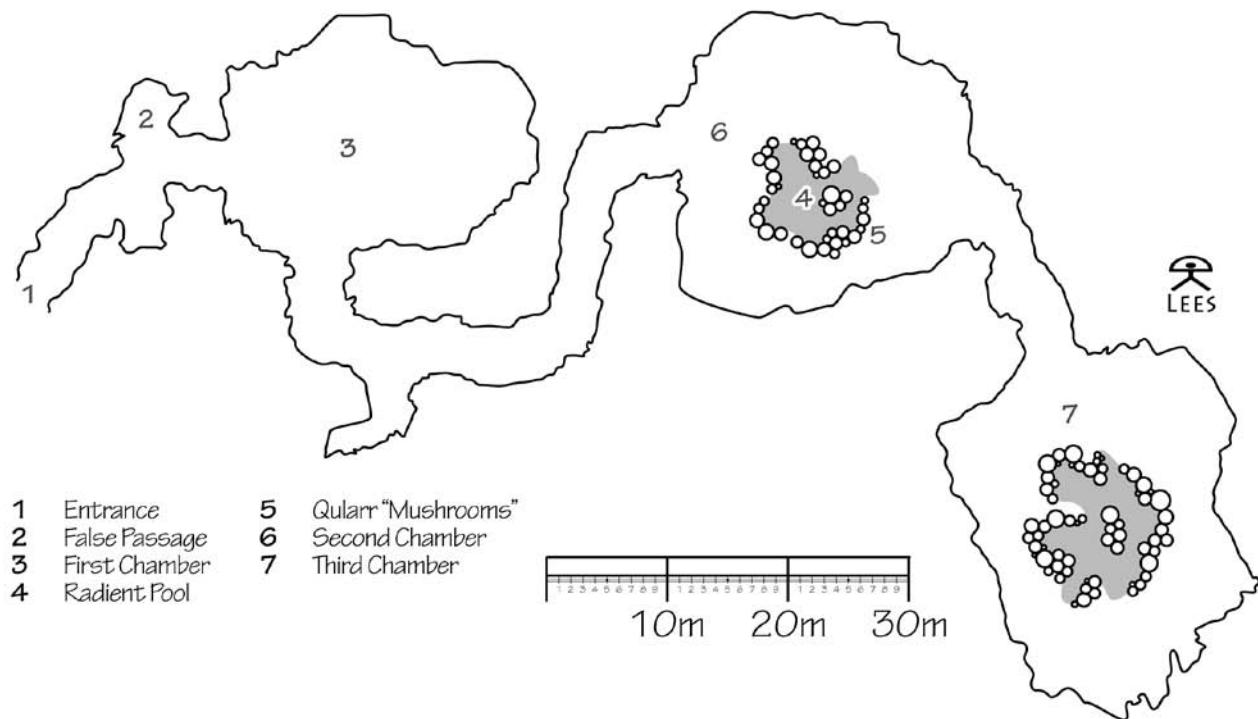
Communications Towers

Near the Dig Site are several small but sturdy communications towers (DEF 10, BODY 12). The Qularr use these to maintain contact with their invasion fleet in outer space. If the heroes disable or destroy all of them, the Qularr on Monster Island will be cut off until they construct new ones.

THE RADIATION CAVES

The northernmost Qularr “outpost” in Wayfarer Coast is a series of three caverns in the mountains that the Qularr discovered shortly after landing here. Known as “the Radiation Caves” because they contain a high propor-

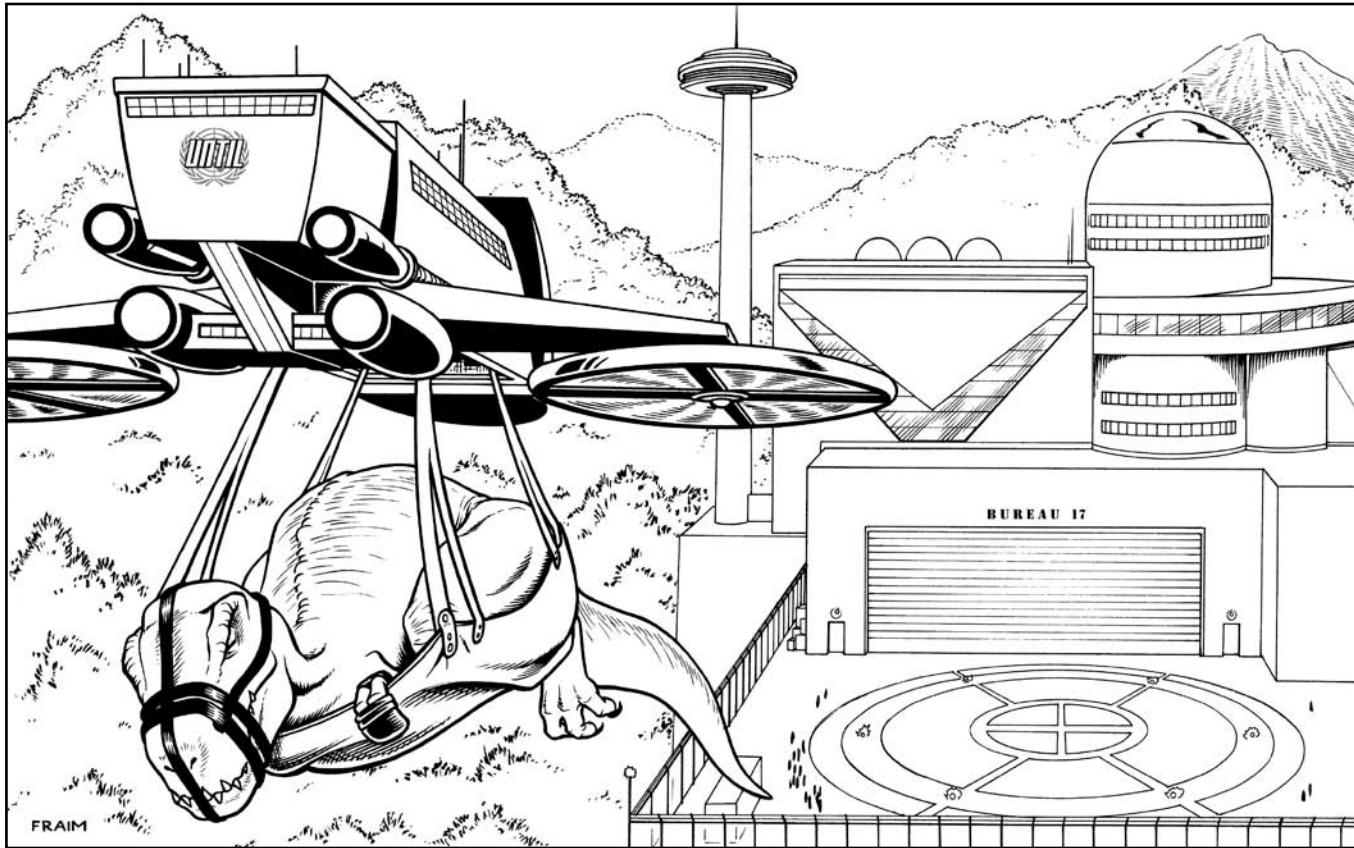
The Radiation Caves



tion of radioactive minerals (which the Qularr mine), they're made of a grey-black stone shot through with glowing green veins of the radioactives. The whole place has a sort of eery glow that Humans often find disturbing but which doesn't bother the Qularr at all.

Humans don't know what the Qularr intend to do with the radioactives they mine in the Caves. Some experts think they're used for fuel, but others fear they may be material for some sort of weapon.

The first and largest chamber is roughly oval and has a flat floor. There are many Qularr here digging up radioactives or just enjoying the cool darkness. The inner two chambers, reached via a single tunnel, are a little smaller, more circular, and slope inward to a pool of water in the center. The pools are a golden color and have a lot of large mushrooms growing in them. The Qularr use these as food; Qularr Gardeners tend and protect them.



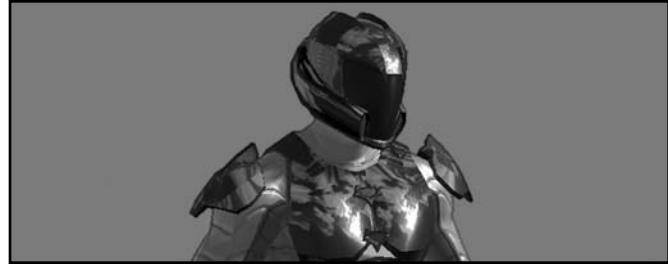
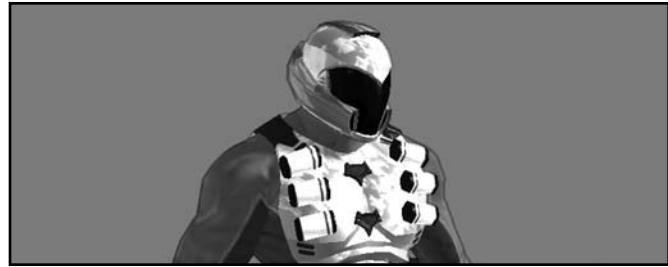
THE UNTIL PRESENCE

UNTIL is so concerned about the Qularr that it's assigned the head of Project Stargazer himself — Major Jason Larke — to observe the Qularr. He's established a camouflaged observation post, and also sometimes scouts the Wayfarer Coast area using one of UNTIL's U-ALB Stealth Bodysuits. His outpost features a high-powered communications system that allows him to keep in touch with other UNTIL personnel on the island and UNTIL's Tokyo headquarters without being detected... at least not as far as he knows. One of his constant concerns is UNTIL's general lack of knowledge of the true extent of Qularr technology's capabilities.

Larke, an American with Ph.D degrees in both astronomy and biology, is a confident man in his mid-30s with a can-do attitude and a sort of seriousness and efficiency about him that some people find off-putting... at least until a calm head is needed in a crisis. He's worked with many superheroes during his ten-year UNTIL career and would happily welcome the help of superheroes now. He's convinced the Qularr are a major threat and need to be dealt with before they launch a full-fledged invasion, but UNTIL prefers to move slowly and cautiously. A few superheroes might be able to resolve the problem now without making it look like he violated his orders....

SNAKES ON AN ISLAND:

Slither Beach



MONSTER
Chapter Five Island

SLITHER BEACH



The northwest corner of Monster Island is an area now known as Slither Beach. Originally it was called "North Beach," but after it Bureau 17 realized VIPER had established a presence there, the name changed. Official documents still refer to North Beach, but in everyday use Slither Beach is the preferred term.

VIPER ACTIVITIES ON MONSTER ISLAND

VIPER has established a Nest on Monster Island for several reasons.

First, it considers Monster Island an "area of importance" due to the presence of so many other powerful organizations here, and it wants to keep tabs on them. That's VIPER's primary purpose here — spying on rivals and potential enemies — though it's far from its only one. The VIPER Nest transmits reports on all current Monster Island activities to the VIPER leadership at least once a week, and often more frequently.

A related goal is obtaining resources from these other groups, whether through theft, trade, or other means. For example, VIPER is trying to obtain Elder Worm artifacts before Slug and his followers do, and similarly trying to acquire Lemurian artifacts (it's particularly interested in obtaining *ignaeium* that it can experiment with).

Third, VIPER is conducting scientific research pertaining to Monster Island's monsters and other inhabitants. It's already acquired a number of teleosaur eggs — including one *enormous* egg — and is incubating them so it can use the hatchlings for research, guard duty, and the like.

Fourth, VIPER's keeping an eye on Dr. Phil-

lippe Moreau, whom it set up with a lab here after he and the organization parted formal company. It trades Moreau supplies for data derived from his research and the occasional manimal. He and VIPER enjoy a cordial (for the underworld) but guarded relationship; neither truly trusts the other, but they recognize they can achieve more with an alliance than by working in complete separation.

VIPER PERSONNEL

VIPER has assigned a significant number of agents to the Monster Island Nest due to the perceived importance of the location. Led by Nest Leader Tadataka Yamamoto, they include the immensely powerful supervillain Ripper (see *VIPER: Coils Of The Serpent*), agents of various levels of power and ability, and several VIPER scientist including the brilliant but insane Dr. Dino Demogaard.

For the "typical" VIPER agent on Monster Island — the VIPER Soldier — use the General Combat Specialist character sheet from page 183 of the *VIPER* sourcebook.

Major VIPER Personnel

NEST LEADER TADATAKA YAMAMOTO

The Leader of the Monster Island Nest is Tadataka Yamamoto, who was recruited by one of the Tokyo Nests over 20 years ago. He spent most of his career in VIPER working in the Constrictor Division (VIPER's intelligence branch)... which gave him just the skills he needed to slowly work his way up the ladder through treachery, blackmail, assassination, and bribery. In 2001 he decided that Monster Island represented a significant chance to seize power within the organization by overseeing some projects that most agents knew little or nothing about but that he felt had the potential to lead to great things. It took two murders and a complex frame job, but by 2003 he'd arranged to have the old Nest Leader unceremoniously removed... and then he stepped into the man's place.

Unlike many Nest Leaders, Yamamoto doesn't go in for flashy names or gimmicks. He's a hardcore career criminal who's serious about his work and approaches it like running a business as much as like running a gang. Behind his back his men refer to him as "Nitpick" because of the way he fusses over little details they'd just as soon let slide.

Yamamoto is a Japanese male, 5'9" tall with



short brown hair, short brown beard, and thin brown moustache. He has scars on his left hand and left upper arm from knife-fights, and a much more recent one on his right thigh from being bitten by a teleiosaur. He wears a modified and strengthened form of VIPER's Elite Basic Combat Uniform, one that approaches being a suit of light powered armor. It's mostly black, with some silver highlights and a scaly green chestpiece. He adds a helmet and other accoutrements when preparing for battle.

For Yamamoto, use the General Intelligence Specialist character sheet from page 184 of *VIPER: Coils Of The Serpent*, then add the Espionage Specialist and Logistics Specialist Package Deals from pages 57-58 of that book. His preferred weapon is a VB-A4 "Jackhammer" Blaster Rifle (Energy Blast 12d6, Autofire (5 shots), 100 Charges), but he can requisition just about anything he needs from the Nest's arsenal or one of the Japanese Nests. His special uniform/armor provides Armor (10 PD/ED) protection.



The Nest Leader's Guards

Yamamoto has a couple of armored VIPER agents as his guards. For them you can use the Heavy Weapons Specialist on page 187 of *VIPER: Coils Of The Serpent*, but give them Armor (18 PD/18 ED) overall instead of the standard VIPER uniform, and make their weapons OIFs instead of OAFs. They've both worked with him a long time and are loyal to him... as loyal as anyone in VIPER is to anyone else, at least.

Major VIPER Personnel

DR. DINO DEMOGAARD

5 STR	8 DEX	8 CON	8 BODY
20 INT	15 EGO	15 PRE	7
COM	3 PD	2 ED	2 SPD
3REC	16 END	15 STUN	

Abilities: High-Tech Monocle (see text); Computer Programming 8-; Deduction 13-; KS: Dinosaurs 16-; KS: Giant Monsters 14-; Paramedics 13-; Stealth 11-; Scientist (Anatomy 13-, Biology 13-, Chemistry 13-, Herpetology 14-, Medicine 11-, Paleontology 15-, Physics 11-, Surgery 13-); Fringe Benefit: Membership: VIPER Scientist

50+ Disadvantages: Hunted: VIPER 8- (Mo Pow, NCI, Watching); Psychological Limitation: Driven To Create Destructive Monsters (Common, Total); Rivalry: other VIPER scientists he loathes and who loathe him in return; Social Limitation: Subject To Orders (Very Frequently, Major)

Notes: VIPER's first foray onto Monster Island was actually in 1969, when it sent a covert team of agents to obtain genetic samples from Zorgatha and the other reptilian monsters. It turned the captured material over to one of its more eccentric scientists — Dr. Dino Demogaard, who wanted them for his "Project Terrorsaur." Terrorsaur's goal was to breed "dinosaurs" that VIPER could use to help conquer the world. After some initial setbacks, Dr. Demogaard succeeded, and VIPER built a special lair beneath Detroit, named "the Hothouse," to house his creatures. (See *Sharper Than A Serpent's Tooth* for details on the Hothouse.)

However, Project Terrorsaur wasn't a long-term success. While Demogaard did create some monsters for VIPER, the cost of the project was so high that it simply wasn't worth it. VIPER's leadership ordered Terrorsaur shut down and abandoned, and it informed the rest of the organization that Dr. Demogaard had been executed for his failure to deliver results that matched the costs incurred. It was an excellent object lesson for the rank and file.

It was also a lie. VIPER is vengeful, but not foolish enough to waste valuable resources. It locked Demogaard away in a lab so isolated that word of his continued existence couldn't leak out to the rest of the organization and let him keep working with a much more limited budget. Even such madness as Demogaard's has its usefulness to VIPER.

The leadership's foresight paid off in 2004 when Teleiosaurus was brought to Monster Island. Here was an *actual* dinosaur, one somehow created by Teleios himself, that Dr. Demogaard could study. Since then Demogaard's been hard at work maintaining the VIPER hatcheries, analyzing teleiosaur DNA, and making in his fevered mind all sorts of strange and exotic plans to use dinosaurs to conquer the world. In the end he might prove as much a liability for VIPER as an asset, but for now his worth outweighs the difficulty of dealing with him, so he

remains alive and on the payroll.

Today Dr. Demogaard looks much more hale and physically fit than one would expect from a man his age — whether from winning the genetic lottery, or stacking the odds in his favor with some sort of special age-retarding treatment, no one but him can say — but his grey hair and beard betray his actual age even if his unwrinkled skin does not. He typically wears a uniform similar to that of a VIPER officer, but in black with some silver highlights. Over his left eye he wears a blue monocle; it's linked to his computers and can scroll data and video across its surface for him to read (HRRP on an OAF; Mind Link to his computer). He spends 12 or more hours a day in the lab, driven by his monomaniacal desire to breed monsters and wreak havoc with them. His chief leisure activity is watching live feeds or tapes of giant monster fights and daydreaming about the destruction *his* monsters will someday cause.

Doctor Demogaard has struck up an extensive correspondence with Dr. Phillippe Moreau. The two have exchanged ideas, and even considered collaborating on some sort of "dinosaur-man" project. Nothing's come of it yet, and if the world's lucky nothing ever will....

THE MANIMAL AMBASSADOR

To oversee the details of their arrangement, VIPER and Dr. Phillippe Moreau (see Chapter Six) have exchanged "advisors." Doctor Moreau's "ambassador" to Slither Beach is a Bear-Man warchief (see page 75) named Urson. Unusually clever for a manimal (INT 13), Urson is friendly with his VIPER allies in a "good business" sort of way, though he's actually wary and distrustful of them. He reports to Dr. Moreau every day by encrypted radio.

Chief Underlings

GOLDEN VIPER SQUAD LEADER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
6	PD	2		Total: 26 PD (20 rPD)
6	ED	2		Total: 26 ED (20 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	0		Total Characteristics Cost: 134

Movement: Running: 6"/12"

Cost Powers

END

37	VB-A21 "Striker-2B" Blaster Rifle: Multipower, 60-point reserve, 32 Charges for entire Multipower (+1/4); all OAF (-1)	[32]
2u	1) Basic Setting: Energy Blast 10d6; OAF (-1)	
3u	2) Autofire Setting: Energy Blast 8d6, Autofire (5 shots, +1/2); OAF (-1), Limited Range (200"; -1/4)	
3u	3) Stun Setting: Energy Blast 6d6, NND (defense is an ED Force Field; +1); OAF (-1), Limited Range (200"; -1/4)	
6	Rifle-butt Club: HA +3d6; OAF (-1), Hand-To-Hand Attack (-1/2)	1
18	VB-S1A "Shorty-B" Blaster Pistol: Energy Blast 8d6; OAF (-1), 12 Charges (-1/4)	[12]
16	VG-1 Frag Grenade: RKA 2d6+1, Explosion (+1/2); OAF (-1), Range Based On Strength (-1/4), 4 Charges (-1)	[4]
7	VIPER Grenade Launcher (Rifle-Mounted): 30 STR; OAF (-1), Only To Make Standing Or Prone Throws Of VIPER Grenades (-2), Only Works With VIPER Firearms (-0)	3
23	Shock Gauntlets: Multipower, 40-point reserve; all OIF (-1/2), 12 Charges for entire Multipower (-1/4)	[12]
2u	1) Taser Touch: Energy Blast 4d6, NND (defense is being electrically insulated or having an ED Force Field; +1); OIF (-1/2), No Range (-1/2)	
1u	2) Shock Punch: HA +4d6; OIF (-1/2), Hand-To-Hand Attack (-1/2)	
12	VIPER Fang: HKA 1d6 (plus STR), Reduced Endurance (0 END; +1/2); OAF (-1) plus Range Based On STR (+1/4) for the HKA; OAF (-1), 1 Recoverable Charge (-1 1/4), Lockout (cannot use HKA until Charge is recovered; -1/2)	0

Martial Arts: VIPER Brawling				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Punch	+0	+2	8d6 Strike
3	Throw	+0	+1	6d6 + v/5; Target Falls
8	+2 Extra DCs (already added in)			
12	VIPER BCU (Elite): Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-5 or 6-7; -½)			
3	VIPER Helmet (Elite): Armor (4 PD/4 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)			
24	VFF-1 Force Field Belt: Force Field (12 PD/12 ED), Reduced Endurance (0 END; +½); OIF (-½)			
5	Helmet Flare Shielding: Sight Group Flash Defense (8 points); OIF (-½)			
5	Helmet Acoustic Shielding: Hearing Group Flash Defense (8 points); OIF (-½)			
7	Helmet Oxygen Supply: Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge (1 Hour; -0)			
7	Helmet Psionic Shielding: Mental Defense (10 points + EGO/5); OIF (-½)			
6	Helmet Communications System: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)			
3	Helmet Nightvision System: Nightvision; OIF (-½)			
4	Helmet Telescopic Faceplate: +4 versus Range Modifier for Sight Group; OIF (-½)			
4	Helmet Hearing Enhancers: +4 versus Range Modifier for Hearing Group; OIF (-½)			
Perks				
4	Fringe Benefit: Membership (VIPER)			
Skills				
8	+1 with All Combat			
10	+2 HTH			
6	+2 with VIPER Blasters			
3	Breakfall 13-			
3	Combat Driving 13-			
3	Concealment 13-			
3	Fast Draw (Small Arms) 13-			
3	Interrogation 13-			
2	KS: The Local Underworld 11-			
2	KS: The Superhuman World 11-			
3	KS: VIPER 13-			

3	PS: VIPER Agent 13-
3	Paramedics 13-
3	Persuasion 13-
3	Shadowing 13-
3	Stealth 13-
3	Streetwise 13-
3	Tactics 13-
3	Teamwork 13-
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 310

Total Cost: 444

200+ Disadvantages

0	5 Distinctive Features: VIPER uniform (Easily Concealed; Noticed And Recognizable)
0	10 Hunted: VIPER 8- (Mo Pow, NCI, Watching)
0	15 Psychological Limitation: Amoral And Greedy (Common, Strong)
0	20 Social Limitation: Subject To Orders (Very Frequently, Major)
0	194 Experience Points

Total Disadvantage Points: 444

Description: The Golden Vipers are VIPER's squad of elite, genetically- and cybernetically-enhanced agents. They were first created to serve as bodyguards for the Supreme Serpent, but the squad's become large enough to assign some of them to other important projects... like Monster Island. They wear VIPER's Elite protective gear, but a version with a slightly modified appearance and more gold than green coloring.

The Golden Viper Squad Leader is in charge of a unit of agents, including Golden Viper Combat Specialists (see below), on Monster Island. Tough, skilled, and smart, he's equipped with a powerful energy rifle, shock gauntlets, fragmentation grenades, a VIPER armored uniform, and other protective devices. In combat he tries to find a protected position that lets him observe the battle (and fire his rifle, if he has the chance) so he can issue orders, support his troops, and guide the battle to victory.

VIPER TARTRAPPERS

You can also use this character sheet for VIPER Tartrappers, a type of Golden Viper who isn't trained for leadership but does have advanced fighting skills and special weapons. Remove the VB-S1A pistol, the flare shielding, acoustic shielding, oxygen supply, and *Telescopic* modifiers from the helmet, the +1 with All Combat, and the *Tactics* Skill, and reduce his *Membership* Perk to 3 points. Then add this weapon:

V-TT-1 TARTRAPPER GRENADE

Effect:	Entangle 6d6, 6 DEF
Target:	One Hex
Duration:	Instant
Range:	RBS
Charges:	6 Charges
Breakability:	18 DEF

Description: Tartrapper Grenades were developed by VIPER's R&D labs to restrain superheroes, large beasts, and similar tough targets. When they explode they release a blob of black, tarry substance that quickly hardens to restrain anyone in the affected area.

Game Information: *Entangle 6d6, 6 DEF, Area Of Effect (One Hex; +½) (90 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 30 points.*

GOLDEN VIPER SCARLET SERPENTS

You can also use this character sheet for Golden Viper Scarlet Serpents. The Scarlet Serpents are VIPER's tactical command specialists — experts at small-unit tactics and fighting superhuman foes. Increase the KS: Superhuman World roll to 13- and the Tactics roll to 15-. They wear a special form of VIPER Elite body armor colored to match their name.



VIPER BRICKBUSTER AGENT

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
7	PD	3		Total: 27 PD (20 rPD)
6	ED	3		Total: 26 ED (20 rED)
3	SPD	6		Phases: 4, 8, 12
7	REC	0		
26	END	0		
30	STUN	2		Total Characteristics Cost: 63

Movement: Running: 6"/12"

Cost Powers

END

72	VB-A5A3X "Brickbuster" Blaster Rifle:			
	Multipower, 120-point reserve, 50 Charges for entire Multipower (+½); all OAF (-1), Two-Handed (-½)			
4u	1) <i>Heavy Damage Beam:</i> Energy Blast 16d6, Autofire (5 shots; +½); OAF (-1), Activation Roll 14- (-½), Limited Range (300"; -¼), Two-Handed (-½)			
5u	2) <i>Enervator Beam:</i> Drain STR 8d6, Limited Range (300"; +¼), Delayed Return Rate (5 points per Minute; +¼); OAF (-1), Two-Handed (-½)			
16	VG-1 <i>Frag Grenade:</i> RKA 2d6+1, Explosion (+½); OAF (-1), Range Based On Strength (-¼), 4 Charges (-1) [4]			
12	VIPER Fang: HKA 1d6 (plus STR), Reduced Endurance (0 END; +½); OAF (-1) plus Range Based On STR (+¼) for the HKA; OAF (-1), 1 Recoverable Charge (-1¼), Lockout (cannot use HKA until Charge is recovered; -½) 0			
	Martial Arts: VIPER Brawling			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Punch	+0	+2	5 ½d6 Strike
3	Throw	+0	+1	3½d6 + v/5; Target Falls
12	VIPER BCU (Elite): Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-5 or 6-7; -½) 0			0
24	VFF-1 <i>Force Field Belt:</i> Force Field (12 PD/12 ED), Reduced Endurance (0 END; +½); OIF (-½) 0			0
3	VIPER Helmet (Elite) Protection: Armor (4 PD/4 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2) 0			0
6	Helmet Communications System: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0			0
3	Helmet Nightvision System: Nightvision (5 Active Points); OIF (-½) 0			0

Perks

2 Fringe Benefit: Membership (VIPER Elite Agent)

Skills

16 +2 with All Combat
 6 +2 with VIPER Blasters
 3 Breakfall 12-
 3 Combat Driving 12-
 3 Concealment 12-
 3 Fast Draw (Small Arms) 12-
 3 Interrogation 12-
 2 KS: The Local Underworld 11-
 2 KS: The Superhuman World 11-
 3 KS: VIPER 12-
 3 PS: VIPER Agent 12-
 3 Paramedics 12-
 3 Persuasion 12-
 3 Shadowing 12-
 3 Stealth 12-
 3 Streetwise 13-
 3 WF: Small Arms, Blades

Total Powers & Skills Cost: 237

Total Cost: 300

75+ Disadvantages

5 Distinctive Features: VIPER uniform (Easily Concealed; Noticed And Recognizable)
 10 Hunted: VIPER 8- (Mo Pow, NCI, Watching)
 15 Psychological Limitation: Amoral And Greedy (Common, Strong)
 20 Social Limitation: Subject To Orders (Very Frequently, Major)
 175 Experience Points

Total Disadvantage Points: 300

Description: A “Brickbuster” agent is one of VIPER’s Superhuman Combat Specialists who’s been equipped with an energy rifle especially designed for use against super-strong, super-tough targets. It combines the features of the VB-A5A “Brickbuster” heavy-damage rifle with the VRD-A3 “Brickbreaker” weakness rifle. The agent selects the beam’s modularity with a switch near the trigger. VIPER has found that weaponry designed for use against the likes of Ironclad and Dwarfstar tends to also be highly effective against giant monsters, who tend to be immensely strong and tough.

Low-Level Agents

GOLDEN VIPER RED GUARD AGENT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
6	PD	2		Total: 26 PD (20 rPD)
6	ED	2		Total: 26 ED (20 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	0		Total Characteristics Cost: 134

Movement: Running: 6"/12"

Cost	Powers	END
18	VB-S1A “Shorty-B” Blaster Pistol: Energy Blast 8d6; OAF (-1), 12 Charges (-¼)	[12]
12	VIPER Fang: HKA 1d6 (plus STR), Reduced Endurance (0 END; +½); OAF (-1) plus Range Based On STR (+¼) for the HKA; OAF (-1), 1 Recoverable Charge (-¼), Lockout (cannot use HKA until Charge is recovered; -½)	0
5	VIPER Fang: Another Fang (total of 2)	0



Martial Arts: VIPER Brawling					
Maneuver	OCV	DCV	Notes		
4 Block	+2	+2	Block, Abort	3	Concealment 13-
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort	3	Fast Draw (Small Arms) 13-
4 Punch	+0	+2	8d6 Strike	3	Interrogation 13-
3 Throw	+0	+1	6d6 + v/5; Target Falls	2	KS: The Local Underworld 11-
8	+2 Extra DCs (already added in)				
Martial Arts: Knifefighting					
Maneuver	OCV	DCV	Damage/Efect		
4 Foist	+2	+0	Weapon +4 DC Strike	3	Streetwise 13-
3 Grab	-1	-1	Grab One Limb, 40 to STR for holding on	7	Tactics 15-
4 Slashes	+0	+2	Weapon +4 DC Strike	3	Teamwork 13-
5 Stabs	-2	+1	Weapon +6 DC Strike	3	WF: Small Arms, Blades
5 Thrusts	+1	+3	Weapon +2 DC Strike	3	Weaponsmith (Muscle-Powered HTH and Ranged)
Martial Arts: Knifethrowing					
Maneuver	OCV	DCV	Rng	Notes	
4 Basic Shot	+0	+0	+2	Weapon +2 DC Strike	5 Distinctive Features: VIPER uniform (Easily Concealed; Noticed And Recognizable)
3 Defensive Shot	-1	+2	+0	Weapon Strike	10 Hunted: VIPER 8- (Mo Pow, NCI, Watching)
5 Moving Shot	-1	+0	+0	Weapon Strike; FMove	15 Psychological Limitation: Amoral And Greedy (Common, Strong)
4 Quick Shot	+1	+0	+0	Weapon +2 DC Strike	20 Social Limitation: Subject To Orders (Very Frequently, Major)
10 <i>Knifefighter's Eye: Find Weakness</i> 11- with Knives				0	215 Experience Points
12 <i>VIPER BCU (Elite): Armor</i> (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-5 or 6-7; -½)				0	Total Disadvantage Points: 340
3 <i>VIPER Helmet (Elite): Armor</i> (4 PD/4 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)				0	Description: The Red Guard are VIPER's expert knifefighters... and when you combine that training with the genetic and cybernetic augmentation of a Golden Viper, you get an agent who's fast, strong, and deadly. Red Guard agents rarely use their energy rifles; they prefer to get as close as they can using Stealth and cover, then dispatch the enemy with a quick knife-thrust.
6 <i>Helmet Communications System: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)</i>				0	Golden Viper Red Guard agents wear a special version of the VIPER Elite BCU body armor that's lighter and more flexible than normal while still providing plenty of protection. They carry two razor-sharp VIPER Fang knives in sheaths worn on the front of the belt, and a "Shorty-B" blaster pistol in a holster on the right hip.
3 <i>Helmet Nightvision System: Nightvision; OIF (-½)</i>				0	
Perks					
3 Fringe Benefit: Membership (VIPER)					
Skills					
12 +4 with Blades					
6 +2 with VIPER Blasters					
3 Breakfall 13-					
3 Combat Driving 13-					
ADDER TECHNICIANS					
VIPER often relies on grenades and explosives to give it an edge against superheroes. Both Golden Viper agents and regular agents can participate in a special training program to become <i>Adder Technicians</i> , also known simply as "Demolitions Specialists."					
For a Golden Viper Adder Technician, use the Red Guard character sheet but remove the					

Knifefighting and Knifethrowing Martial Arts, the Find Weakness, and the Combat Skill Levels with Blades. Add Demolitions 14-, Electronics 13-, and SS: Structural Engineering 14-. Also give him four VG-1 Frag Grenades (see the Golden Viper Squad Leader character sheet) and the following weapon:

V-EX-3 TIME-DELAYED BOMB

Effect: RKA 2d6, Time Delay

Target: Explosion

Duration: Instant

Range: RBS

Charges: 10 Charges

Breakability: 12 DEF

Description: This device is a small explosive slightly larger than a grenade. Using a code-protected keypad a Demolitions Specialist can set it to go off at any time up to 24 hours from the time he programs it. Agents generally don't use these in battle (since there's a good chance they'll get hit by the blast), but they're great for setting up traps, injuring pursuers, and the like.

Game Information: RKA 2d6, *Explosion* (1- DC/2"; +¾), *Time Delay* (+¼) (60 Active Points); OAF (-1), *Range Based On STR* (-¼), 10 Charges (-¼). Total cost: 24 points.

Regular VIPER agents can also become Adder Technicians — just apply the Demolitions Specialist Package Deal (page 52 of *VIPER: Coils Of The Serpent*) to the basic VIPER agent template (page 183 of *VIPER*).

VIPER INFILTRATOR						
Val	Char	Cost	Roll	Notes		
15	STR	5	12-	Lift 200 kg; 3d6 [1]		
14	DEX	12	12-	OCV: 5/DCV: 5		
13	CON	6	12-			
12	BODY	4	11-			
13	INT	3	12-	PER Roll 12-		
10	EGO	0	11-	ECV: 3		
13	PRE	3	12-	PRE Attack: 2½d6		
10	COM	0	11-			
4	PD	1		Total: 10 PD (6 rPD)		
4	ED	1		Total: 10 ED (6 rED)		
3	SPD	6		Phases: 4, 8, 12		
6	REC	0				
26	END	0				
30	STUN	3		Total Characteristics Cost: 44		
Movement: Running: 6"/12"						
Cost	Powers		END			
15	VB-S1 "Shorty" Blaster Pistol: Energy Blast 7d6 (35 Active Points); OAF (-1), 12 Charges (-¼)		[12]			
12	VIPER Fang: HKA 1d6 (plus STR), Reduced Endurance (0 END; +½); OAF (-1) plus Range Based On STR (+¼) for the HKA; OAF (-1), 1 Recoverable Charge (-1¼), Lockout (cannot use HKA until Charge is recovered; -½)		0			
	Martial Arts: VIPER Brawling					
	Maneuver	OCV	DCV	Notes		
4	Block	+2	+2	Block, Abort		
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort		
4	Punch	+0	+2	5d6 Strike		
3	Throw	+0	+1	3d6 + v/5; Target Falls		
12	VIPER BCU (Elite): Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-5 or 6-7; -½)		0			
3	VIPER Helmet (Elite) Protection: Armor (4 PD/4 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)		0			
6	VIPER Helmet (Elite) Communications System: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)		0			
3	VIPER Helmet (Elite) Nightvision System: Nightvision (5 Active Points); OIF (-½)		0			
Perks						
2	Fringe Benefit: Membership (VIPER Elite Agent)					
Skills						
3	+1 with VIPER Blasters					
3	Acting 12-					
3	Bribery 12-					
3	Bugging 12-					
3	Combat Driving 12-					
3	Combat Piloting 12-					
3	Computer Programming 12-					
3	Concealment 12-					
3	Conversation 12-					

- 3 Cryptography 12-
- 3 Deduction 12-
- 3 Disguise 12-
- 3 Electronics 12-
- 3 Gambling (Card Games, Craps) 12-
- 3 High Society 12-
- 3 Interrogation 12-
- 2 KS: The Local Underworld 11-
- 1 KS: The Superhuman World 8-
- 3 KS: VIPER 12-
- 3 Lockpicking 12-
- 3 Persuasion 12-
- 3 PS: VIPER Agent 12-
- 3 Security Systems 12-
- 3 Seduction 12-
- 3 Shadowing 12-
- 3 Stealth 12-
- 3 Streetwise 12-
- 3 Systems Operation 12-
- 3 WF: Small Arms, Blades

Total Powers & Skills Cost: 152

Total Cost: 196

75+ Disadvantages

- 5 Distinctive Features: VIPER uniform (Easily Concealed; Noticed And Recognizable)
- 10 Hunted: VIPER 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Amoral And Greedy (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 71 Experience Points

Total Disadvantage Points: 196

Description: A VIPER Infiltrator is one of the organization's Espionage Specialist who's received advanced training in breaking and entering and stealth techniques. On Monster Island they spy on other organizations such as Bureau 17, the Lemurians, and the Elder Worm. If the PCs become a long-term presence on the island, Infiltrators will target them as well.

Infiltrators typically wear standard VIPER uniforms when on duty, but it's not uncommon for them to wear disguises or different clothes when on a mission.

SLITHER BEACH FACILITIES

The Slither Beach area is one of the prettiest on Monster Island. Most of it consists of beaches and lightly-jungled rolling hills; even the mountainous parts aren't too steep or rough. Teleiosaurus, colorful birds, and other wildlife are plentiful.

THE DEFENSE TOWERS

To protect its territory, VIPER has erected several Defense Towers — cement blockhouses about 30 feet (4.5") tall and slightly tapered. Most of them are along the beach, but others are scattered here and there at strategic points throughout the area (such as near the arch-pierced cement wall that separates Slither Beach from ARGENT's territory along the eastern mountain path). A Defense Tower has DEF 7, BODY 20. Its single entrance is a DEF 8, BODY 8 door. Inside there's a reinforced staircase leading to an upper platform, from which agents can look out of large slits and fire their weapons. Each Tower also comes equipped with a V-12 "Destructor" Blaster Cannon (Energy Blast 20d6, 30 Boostable Charges, range 750").

THE EGG HATCHERY

One of VIPER's chief daily activities is to harvest Teleiosaurus (and teleiosaur) eggs and bring them back to the Nest for Dr. Demogaard's work. Trucks equipped with special egg-storage containers patrol the area looking for eggs. The eggs are a couple feet long, so it takes one truck just to hold a six-egg storage container (which folds open similar to the cartons used to hold eggs sold in grocery stores). Once an egg container is full, the agents put the top on it and seal it, and it becomes an egg incubator. The incubator is then delivered to the Egg Hatchery in the east-central part of the area, where trained VIPER agents take care of it until the eggs hatch.

The pride and joy of the Hatchery is a single enormous egg — nearly fifty feet (8") tall! — that agents found two months ago. It's so heavy and bulky that Ripper was pressed into service both to carry it to the Hatchery, and to tear down part of the Hatchery's original wall and roof so the egg could be taken inside. The egg has remained there ever since, carefully tended and kept warm, as Dr. Demogaard waits eagerly to see what will hatch from it. He and most other VIPER scientists think it will be a young Teleiosaurus, but no one can say for certain....

The Monster Island VIPER Nest

The VIPER Nest on Monster Island started as a series of natural caves in the side of the volcano that VIPER expanded into a base. The Nest exists on four “levels” of varying depths: 6 meters (3”); 9 meters (4.5”); and the Jungle Cavern, whose floor is 22 meters (11”) below the surface. In various places corridors are ramped to account for this, or ramps run from platforms to the next level (see locations 2, 18, and 25 on the map).

Proximity to the volcano makes the whole Nest hot and humid — perfect for Dr. Demogaard’s underground jungle, in other words. The agents who work there complain about the heat constantly; even the extensive air conditioning system can’t keep the place truly comfortable.

1-2. ENTRANCE

The entrance to the Nest is a small tunnel sealed by a heavy metal door (DEF 8, BODY 8). Closed-circuit TV cameras cover the outside entrance so the guards — a minimum of two VIPER Soldiers — can see who’s there without having to open the door. If VIPER’s expecting trouble, the Nest Leader sends more agents (and more powerful agents) here to maintain security.

Beyond the entrance area proper, the corridor slopes down to the first “level” of the Nest, the parts 6 meters (3”) below the surface of Monster Island. If it’s prepared for invaders, VIPER may conceal traps here — even something as simple as greasing the ramp so heroes lose their footing and slide into Room 3. (That particular trap would require a DEX Roll at -3 to avoid; failure means sliding into Room 3 and being at $\frac{1}{2}$ DCV until the character gets to his feet.)

3, 19, 42. SECURITY BLOCKS

VIPER uses this standard room configuration — a square with corridors branching off from each corner — in many of its Nests. They make it easy to control the flow of personnel within the Nest, and to close off some parts of the Nest without affecting others if necessary. At the center of the room is a small security station manned by 1-2 VIPER Soldiers. The security station provides the agents with Concealment (-4 OCV to attempts to hit them) and gives them a clear line of fire down all four corridors; controls in the station can open any door automatically. All main from a Security Block are DEF 6, BODY 6 and are often manned by one guard on the side away from the Security Block.

4. SURFACE EQUIPMENT ROOM

This room contains systems pertaining to VIPER’s surface installations and equipment.

5. TRAINING ROOM

The Nest’s agents use this room keep in practice and train with new fighting techniques. It’s primarily used as a dojo for HTH combat training, but Nest officers can set up a small firing range for short-distance target practice. The Nest’s Serpen-



tine computer can move the targets rapidly, giving the agents practice shooting at swiftly-moving adversaries... like superheroes.

6. SURFACE MONITORING

This room contains closed-circuit TV monitors and other devices that allow the Nest to monitor most surface areas of Slither Beach. The Nest can’t view the entire region at once, but if it knows where someone is it can “track” him by switching from one concealed camera to the next. Finding a concealed camera requires (a) looking in the right general area, and (b) succeeding with a Security Systems roll at -2, a Concealment roll at -4, or a PER Roll at -6. There’s always one agent on duty in this room.

8-17. AGENTS’ QUARTERS

This area of the uppermost (and coolest) level is given over to quarters and recreation facilities for the agents. Male and female agents bunk separately (though there are few of the latter on Monster Island), and the highest-ranking officers get small private quarters. Both genders share a bathroom, though their sections are divided by a head-high wall. There’s a common room that doubles as a dining hall and entertainment room, kitchen and laundry facilities, a small infirmary for agents on sick call, and an auditorium used for lectures and various forms of entertainment (including the popular weekly “movie night”).

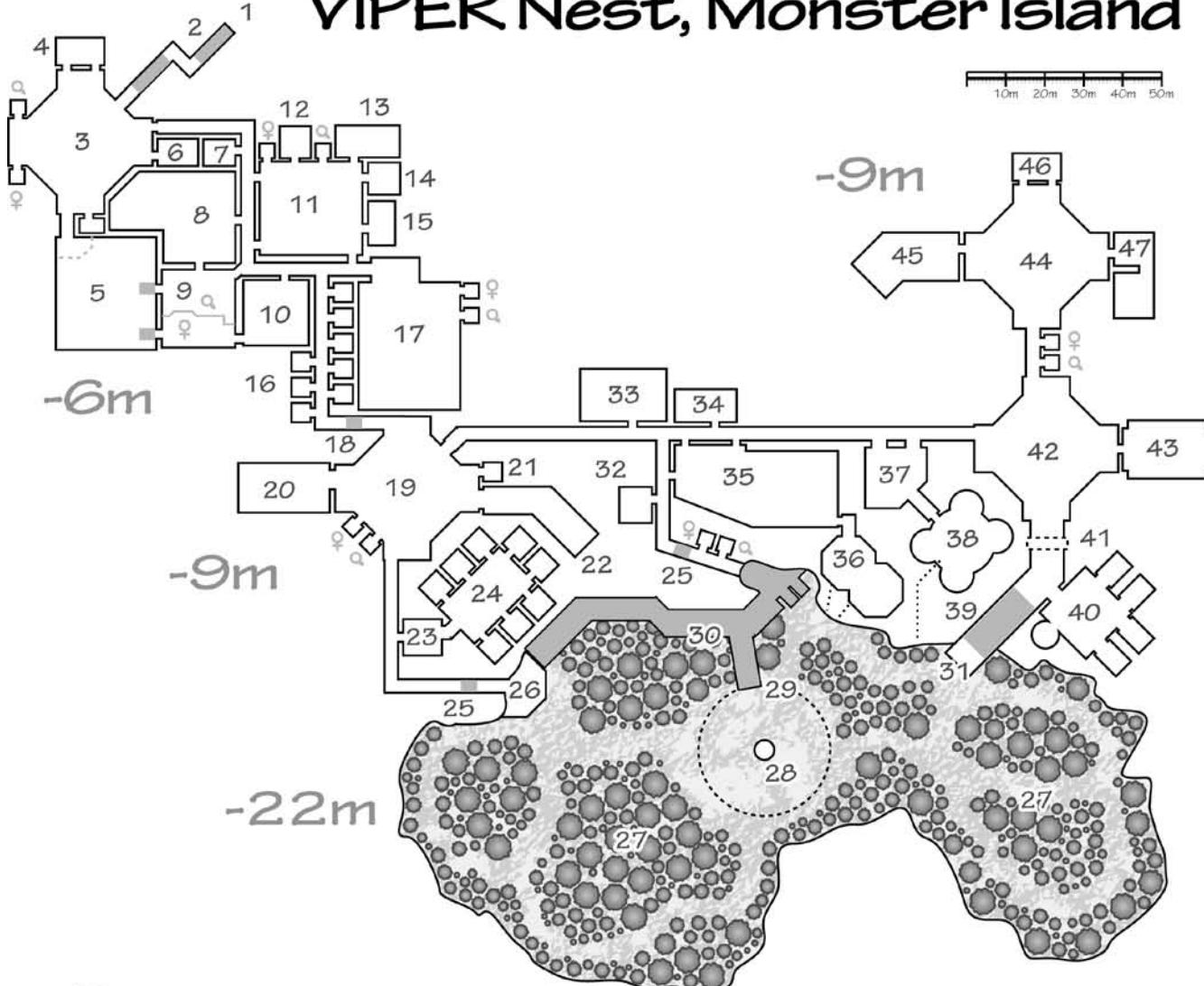
20, 43. ARMORIES

VIPER keeps the Nest weapons and military equipment in these two rooms, both of which are sealed with heavy metal doors (DEF 8, BODY 8) and a security system that combines a fingerprint scan and punched-in code number (Security Systems at -6 to bypass without triggering an alarm). At least one heavily-armed agent is on guard duty at each Armory at all times.

21. SECURITY OFFICE

One VIPER agent occupies this small room at any time. It’s filled with banks of equipment and TV screens that allow him to monitor the state of Nest security. From this station he can see what any

VIPER Nest, Monster Island



Key

1 Entrance	17 Auditorium	33 Medical
2 Ramp (0m/-6m)	18 Ramp (-6m/-9m)	34 Lab Archives/Samples
3 Security Block One	19 Security Block Two	35 Laboratory Area
4 Surface Equipment	20 Armory One	36 Life Support (Air/Water Recycling)
5 Training Area/Dojo	21 Security Office	37 Power Control Chamber
6 Surface Monitoring	22 Supply Area	38 Geothermal Tap
7 Maintenance	23 Detention Checkpoint	39 Ramp (-9m/-22m)
8 Male Dormitories	24 Prison Cells	40 Beast Pens
9 Shower/Head	25 Ramp (-9m/-12m)	41 Blast Doors
10 Female Dormitories	26 Observation Platform	42 Security Block 3
11 Common Room	27 The Jungle Cavern	43 Armory Two
12 Laundry Area	28 Support Column	44 Sepentine Node
13 Kitchen	29 Dome (elevated 10m over Jungle)	45 Backup Power & Life Support
14 Infirmary	30 Enclosed Walkway (10m over Jungle)	46 Communication Systems
15 Conference Room	31 Beast Tunnel Entrance	47 Nest Leader's Office
16 Officer Apartments	32 Horticulture	



closed-circuit TV in Slither Beach sees, monitor who's opened which doors in the Nest, and so on.

22. SUPPLY ROOM

VIPER stores miscellaneous supplies and goods in this room. It's perpetually full and never well-organized; the Nest Leader plans to have a second Supply Room built soon.

23-24. DETENTION CENTER

In case it needs to hold prisoners — like nosy superheroes or captured Qularr — VIPER has eight cells. The door leading into the entry checkpoint is heavy metal (DEF 8, BODY 8), and the doors to the cells are even tougher (DEF 10, BODY 10). The cell doors are controlled by an electronic console in Room 24 that requires an access code; hacking the system to open or close a door without the code requires a Computer Programming or Security Systems roll at -4.

26. OBSERVATION PLATFORM

This platform allows agents to view the Jungle Cavern. The platforms is 10 meters (5") above the Cavern floor and provides access to the Enclosed Walkway (#30).

27-31, 41. THE JUNGLE CAVERN

The biggest room in the Nest, and one of the main reasons for the Nest's existence, is the Jungle Cavern. Here Dr. Demogaard has recreated a tropical environment underground and stocked it with teleosaurs, captured beast-men, and wild creatures so he can observe them in a "natural" setting. The most common inhabitants are teleosaurs in various sizes and subtypes: coruscators, throwbacks, starvelings, hatchlings. A pumping station circulates water and mist throughout the room, which is heated to higher than Nest normal temperatures by waste heat from the Geothermal Tap (#38).

Monsters and beast-men are typically released into the Cavern from the Beast Pens (#40) via a steep ramp (#39). A special set of Blast Doors (#41) with DEF 12, BODY 12 is shut first, to keep the subjects from getting into the rest of the Nest.

So that he can observe his creations safely, Dr. Demogaard has built an Observation Dome (#28) and an Enclosed Walkway (#30). The Dome, which has a transparent cover that provides an easy view of the jungle, is where Dr. Demogaard and his underlings do their work. To guard him, VIPER has assigned one of the toughest members of Dragon Branch: Ripper (see *VIPER*, page 150). Ripper finds this duty tiresome and is always restless and edgy; he'd welcome the chance to beat the tar out of some superheroes. The Dome sits 10 meters (5") above the Cavern floor on a single large pillar that has an exterior staircase.

The Dome is usually entered from the Enclosed Walkway, a metal skywalk with a full clear covering made of the same material as the Dome. It has DEF 5, BODY 10 per hex. Someone on the Cavern floor can enter the Dome via the stairs up the Support Pillar, but few agents want to spend any time in the Cavern.

32. HORTICULTURE ROOM

Here VIPER uses grow-lamps to maintain a small garden for growing food plants. It's not much but it helps to supplement the agents' diet.

33-35. LABORATORY AREA

The main scientific work in the lab (other than Demogaard's projects) takes place in these three rooms. Room 33, referred to as "Medical," can in fact serve as a hospital for injured agents, but it's mostly used to perform biological experiments. Room 34 is a scientific storage room filled with neatly-racked supplies, devices not currently in use, and the like. In one corner there's a sealed crate containing several Qularr artifacts; the crate's not specially marked or in any way noteworthy.

The primary lab area, Room 35, is subdivided into four areas. Animal Hybridization is used to follow up on and study the results of Dr. Moreau's work for VIPER; scientists here dissect dead manimals in an effort to "reverse engineer" Moreau's processes. Dinosaur Cloning is part of Dr. Demogaard's project; it's filled with dinosaur eggs in incubators, small dinosaurs kept in cages or tubes, and dinosaur-control equipment. Weapons Research features workbenches for creating new weapons, and a small firing range for testing them. The fourth area, Qularr Research, contains various Qularr devices VIPER's studying and Qularr corpses for dissection.

36. LIFE SUPPORT

The bulk of the Nest's air circulation and water purification/recycling equipment is located in this room, which is one of few in the Nest that's pleasantly cool. Agents often come in here for a couple minutes just to enjoy the temperature.

37-38. POWER ROOMS

VIPER obtains power for the Nest from geothermal energy, and these two rooms are where it's generated and controlled. Someone with access to Room 37 could redirect or shut off power by making a Systems Operation roll.

40. BEAST PENS

The flawed or unintended results of VIPER's cloning experiments and other projects are kept here, in facilities similar to the Detention Center (see above). Occasionally one of the "monsters" is brought out for further experimentation or put in the Jungle Cavern. Using the computer systems here it would be possible to let all the captives out to run riot through the Nest... though no doubt they'd first turn on whoever let them go.

44. THE SERPENTINE NODE

This is where the Nest keeps its Node for Serpentine, VIPER's master computer system (see pages 118-19 of the *VIPER* sourcebook for a writeup of a Nest-based Serpentine Node). This highly-sophisticated computer can monitor all Nest functions and is linked to the rest of the vast Serpentine network. This is the only

DRAYSHA GAS

With some assistance from Dr. Moreau, Dr. Demogaard has been experimenting with a new version of VIPER's Draysha formula. The Draysha drug transforms the user into a man-serpent with much higher than normal physical capabilities, a venomous bite, a semi-malleable body, and scaly skin; the effect lasts only a few minutes and renders the user hairless for a week. Demogaard's experimental version is gaseous in form and only slightly increases the user's physical abilities (Aid STR, CON, BODY, and STUN 2d6, Delayed Return Rate [points fade every Minute]). However, so far it has not caused any unpleasant side effects other than to make the user's skin glow green while he's affected.

As part of the ongoing experiment, Demogaard sometimes pumps his Draysha gas into parts of the Monster Island Nest. The agents in those rooms become stronger and tougher, making them an even deadlier challenge for superheroes.

other room in the Nest besides #36 that's always pleasantly cool, so agents are always looking for an excuse to come here or a way to get assigned to guard duty here (there are always at least two agents on guard duty in addition to the technicians working with the computer itself).

45. BACKUP POWER AND LIFE SUPPORT

In the event that the Nest's main power, air, or water systems fail, the backup equipment in this room can handle the load for up to about 24 hours, thus giving the Nest time to make repairs.

46. COMMUNICATIONS ROOM

From this room an agent (there's always at least one on duty here) can use Serpentine to communicate with the outside world. He can send e-mail, download TV shows or movies to be played in the Common Room, broadcast Nest transmissions, and so on.

47. NEST LEADER'S OFFICE

Nest Leader Tadataka Yamamoto (see above) has his office here, and can usually be found in this room if there's nothing else demanding his attention. He keeps it very clean and well-organized. His desktop computer can access the Serpentine Node and control all of its local functions.

THE UNTIL PRESENCE

As part of its ongoing worldwide struggle with VIPER, UNTIL has assigned several top agents to monitor the Slither Beach situation, report as required, and assist any superheroes in the vicinity. They include:

MAJOR RASHIDA KWAME

A native of Kenya, Major Kwame is head of Project Snakecharmer, UNTIL's special anti-VIPER task force. A no-nonsense woman with a bitter hatred of the snakes, she's in charge of all UNTIL operations on Monster Island that pertain to VIPER. Right now her main concerns are twofold. First, she wants more and better intelligence on what VIPER's doing. A lot can be learned by covert observation, but she'd prefer to have inside information if possible. Second, she's concerned about Dr. Guy Blau (see below) and making every effort to find/rescue him.

An attractive woman in her early 40s, Major Kwame speaks fluent English and French in addition to her native Swahili. She wears a standard UNTIL uniform most of the time, even off-duty (she just loosens it up a bit for greater comfort). Her hobbies include singing and playing the guitar (both of which she's quite good at), reading mystery novels, and collecting African art. She normally lives in New York City and is already eager to get back there.



MAJOR GEORGE MOORE

Formerly the Commander in charge of UNTIL's regional headquarters in Seattle, Major Moore was removed from his post after it became known that he was having an affair with the wife of one of his junior officers. UNTIL decided not to formally demote him but to remove him from the spotlight... and there aren't many places further removed from the spotlight than Monster Island. He serves as Maj. Kwame's second-in-command and liaison to other UNTIL and Bureau 17 forces on the island. He's trying to forget his disgrace, and make other people forget it, by focusing on his work and performing as efficiently and effectively as possible. He's not sleeping very much or very well, and it shows in his haggard looks; his once handsome countenance seems sort of worn and faded, his hair not quite as blonde, his eyes not quite as blue.



Moore has hope of regaining a command of his own someday, but he knows it's going to take time, effort, and luck. One way to speed the process up would be to do something truly heroic and noteworthy, so he's on the lookout for opportunities to show his stuff... which might get him into more trouble than he can handle.

DR. BOHUSLAV STRASKY

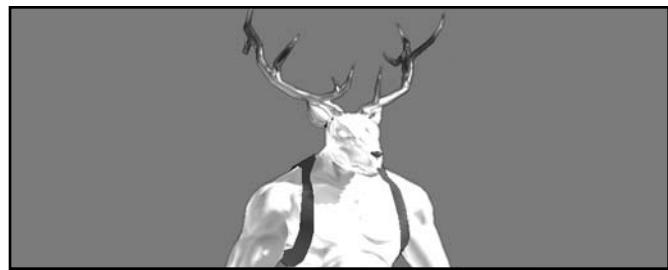
Doctor Strasky defected from the former nation of Czechoslovakia to UNTIL in the early 1980s and put his skills as a biologist and geneticist to work for UNTIL. Until Technical Corps Director Gideon H. Jones (see page 84) shut it down, he was the chief scientist working on UNTIL's Future Soldier Program to create super-humanly-powerful agents. He's badgered the brass to reinstate the FSP since it was shut down, to no avail. To give him something else to focus on, Director Jones assigned him to the Monster Island mission. Strasky spends part of his time studying the island's flora and fauna and part trying to figure out VIPER's teleiosaur-breeding program. Despite the fact that he's getting on in years (as shown by his thinning white hair and beard), he still puts in long hours that leave his younger colleagues exhausted. In the field he favors a mint green jacket (a gift from former Secretary-General Martinez), black slacks, and a white shirt.

DR. GUY BLAU

A former UNTIL field agent who retired from active duty and became one of the Technical Corps's scientists, Dr. Blau jumped at the chance to be assigned to Monster Island because he thought it would give him a little taste of action without exposing him to too much danger. It turns out he may have been wrong. Doctor Blau volunteered to try to infiltrate the VIPER Nest to gather information and has not returned. Major Kwame fears the worst, but hopes that he's simply being held prisoner.



WELLS' PASS:
Land Of The New Men



MONSTER
Chapter Six Island

WELL'S PASS



As discussed on page 13, Wells' Pass is the domain of the sinister Dr. Phillippe Moreau, who was set up there by VIPER as part of his "alliance" with that criminal syndicate.

DOCTOR PHILLIPPE MOREAU

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
10	CON	0	11-	
8	BODY	-4	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
3	REC	0		
20	END	0		
16	STUN	0		Total Characteristics Cost: 46

Movement: Running: 6"/12"

Cost Powers

Cost	Powers	END
5	Not Squeamish: +15 PRE; Only To Protect Against Disgust-Based Presence Attacks (-2)	0
3	Observant: +1 to PER Rolls with all Sense Groups	0

Perks

30	Well-Connected and 27 points' worth of Contacts throughout the world
45	Followers: 64 Loyal Manimals built on 75 Base Points each
10	Money: Wealthy

Skills

3	Computer Programming 13-
3	Deduction 13-
3	Electronics 13-
3	High Society 13-
3	Interrogation 13-
3	Inventor 13-
3	Persuasion 13-
3	Stealth 11-
3	Scholar
2	1) KS: Animals Of The World 13-
1	2) KS: History Of Surgery 11-
1	3) KS: The Scientific World 11-
1	4) KS: The Superhuman World 11-
1	5) KS: VIPER 11-

- 3 Scientist
- 5 1) SS: Anatomy 16-
- 5 2) SS: Biology 16-
- 2 3) SS: Chemistry 13-
- 2 4) SS: Cybernetics 13-
- 2 5) SS: Medicine 13-
- 2 6) SS: Psychology 13-
- 5 7) SS: Surgery 16-
- 5 8) SS: Zoology 16-

Total Powers & Skills Cost: 158

Total Cost: 204

75+ Disadvantages

- 10 Hunted: VIPER 8- (Mo Pow, NCI, Watching)
- 15 Hunted: Father Elk and his Manimals 11- (As Pow, Capture/Kill/Ruin)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Science Above All (Common, Total)
- 10 Psychological Limitation: Amoral (Common, Moderate)
- 54 Experience Points

Total Disadvantage Points: 204



Background/History: Phillippe Moreau is the grandson of the Dr. Moreau whose history was chronicled in the H. G. Wells novel *The Island Of Dr. Moreau*. Wells had to present the story as fiction due to the fantastic and disturbing nature of the events it depicts, but in fact it was a true and accurate account of events.

Moreau's son wanted nothing to do with his father and even changed the family name to Murrow. But his grandson, Phillippe, born in France in 1949, was utterly fascinated by his grandfather from the moment he learned the truth about him. One day while rummaging through some old boxes in the attic he came across some old research notes and records of Dr. Moreau's. He read them eagerly and soon began performing experiments based on what he learned. He carefully buried the corpses of the animals he vivisected so no one would learn what he was doing. He intended to recreate his grandfather's work and show the world that the Moreaus were scientific geniuses and visionaries of the first water!

After graduating college and medical school with honors, Moreau retreated to an isolated valley in the Ural Mountains, where he set up a lab and began his great work. What happened then — his creation of beast-men (including the famed superhero Dr. Silverback) through surgery and treatments involving the mysterious mutative substance Radium X, his use of those beast-men to commit crimes to fund his work, and his capture by the New Knights of the Round Table — has been chronicled elsewhere (see *Hidden Lands*, pages 74-75). Reviled for his horrific work as well as his crimes, Moreau was sentenced to a 20-year term in British prison... but VIPER had other ideas. Realizing Moreau would be a perfect addition to its corps of scientists, VIPER broke him out of prison in 1987.

For nearly 20 years Moreau worked faithfully for VIPER on the organization's various superhuman creation programs, none of which truly succeeded. But his heart still lay with his great work of creating "manimals," and over time he became more and more difficult for VIPER to work with. As described on page 13, eventually he and VIPER came to an accomodation, and as a result he's now here on Monster Island putting his fiendish genius to work.

Personality/Motivation: To Phillippe Moreau, Science is all that matters, particularly the Science that most interests him (biology and evolution). Like his grandfather, he believes he can create beast-men who are better than humans — not better physically necessarily, but better *morally*, in that he can instruct and educate them to avoid the ethical failings of Humanity. In effect he wants to set himself up as God and create a new, better species to rule Earth. He's immensely proud of his creations, especially when they defeat his enemies, and both saddened and angered when one of them breaks away from him due to failure to absorb and understand his teachings.

In truth, though, all this is just a cover for a deeply amoral and sociopathic personality. Moreau enjoys inflicting pain and enforcing his will on others, and since he can't do that to people, he does it to animals he's transformed into a mockery of people with his advanced surgical techniques, sera, and Radium X treatments. He's far surpassed his grandfather (thanks mostly to Radium X and modern medical technology), but he won't be content until armies of manimals under his command take the Earth for themselves.

Quote: "A flawed Humanity will be replaced by a more sublime being, a being created by my hand and educated by my flawless mind."

Powers/Tactics: Phillippe Moreau possesses no powers; he's by and large an unremarkable physical specimen. But he's a scientific genius, particularly in the fields of biology and surgery. He uses his abilities to vivisect ordinary animals and make of them beast-men (also called "manimals"). The process involves not just surgical alteration but the use of advanced chemical sera, genetic treatments, and exposure to the mutative radiations of Radium X. The resulting creations are usually loyal to him, but not always. Many of them serve him as soldiers, spies, couriers, or servants.

Although he uses horrific methods, Dr. Moreau does obtain a lot of valuable scientific data in his work. He keeps a lot of his notes not on computer, but in old-fashioned notebooks that he writes by hand. (He usually scans the pages and keeps them digitally in case he loses a notebook, but he doesn't like to do his main note-taking on the computer.) The notebooks tend to be scattered here and there throughout his labs and workrooms. PCs fighting him might want to take them and turn them over to someone who can use the information they contain ethically and mercifully.

If confronted with force, Dr. Moreau will flee. He's not a fighter and doesn't carry weapons.

Campaign Use: In some campaigns, particularly lower-powered ones, Dr. Moreau makes a good "junior master villain" — sort of a bargain-basement version of Teleios. If necessary you could even give him a small Biological Creations Power Pool, but usually it works best if he remains a sinister scientist.

Doctor Moreau does not Hunt heroes; he has his great work to concentrate on.

Appearance: Phillippe Moreau is a middle-aged white male of European ancestry. He has a short grey beard and moustache and wears glasses. He usually wears men's pants, a light-colored shirt, and short white labcoat.

THE LAWGIVER'S TEXT

Moreau has taught most of his manimals to read, and many of them carry with them a piece of paper listing the Laws he's set forth — the Ten Commandments, if you will, laid down by the God Moreau to his children. They include:

- Thou shalt not go on all fours; thou art a man, and walk upon two feet.
- Though shalt not suck up drink; thou art a man, and take thy drink from cup or glass.
- Thou shalt not eat flesh or fish; thou art a man, and eat civilized prepared foods.
- Thou shalt not claw the bark of trees; thou art a man, and shall not engage in the habits of animals.

The manimals often come together to chant the Laws in unison in a simplified, sing-song form. Many of the manimals try to follow the Laws scrupulously, but some backslide as much as they obey.

WHITE RHINO

Doctor Moreau is known for his work in some segments of the supervillain community, and occasionally attracts the attention of animal-powered criminals. Currently the White Rhino, a super-strong man-rhino villain, lives on Monster Island. He works for Moreau in exchange for Moreau trying to enhance his mystically-derived powers with modern science. So far it hasn't worked, but both of them remain hopeful.

(For White Rhino's character sheet, see *The Ultimate Brick* or *Evil Unleashed*. He's a STR 50 "brick" whose horn gives him HA +6d6 with Move Throughs; he can Run at 12", or up to 20" for short periods of time.)

WHITECOATS

Genius like Moreau's, even unethical, unscrupulous genius, tends to attract followers. In Moreau's case, other scientists with similar interests and similar lack of morals gravitated to him during his career in VIPER and have followed him to Monster Island to work for him. VIPER agents snidely refer to these people as "Whitecoats" due to their customary laboratory garb.

For the Whitecoats, use the "Average Person" and "Noteworthy Normal" character sheets on page 345 of *The HERO System 5th Edition, Revised* rulebook, but add a few appropriate Science Skills (such as SS: Biology and SS: Surgery). Many of them will run rather than fight, but some will arm themselves with whatever weapons they can find and put up a token defense.

VIPER IN WELLS' PASS

To facilitate the flow of goods and services back and forth between Wells' Pass and Slither Beach, VIPER's built a small dock on the shores of Moreau's territory. It includes a small building (formerly a Bureau 17 outpost), some storage containers for shipping things, and usually at least one VIPER speedboat waiting to load up so it can return to Slither Beach. VIPER's also assigned a special type of agent — VIPER Beastmasters — to the area to help Moreau. Beastmasters are like ordinary VIPER Soldiers, but are trained to work with animals: they have Animal Handler (Equines, Felines, Reptiles & Amphibians) 13- and Riding 12-.



MANIMALS

Here are character sheets for some of Dr. Moreau's beast-men. You can adapt these for use as other types (for example, the Dog-Man could become a Wolf-Man) or use them as guidelines for creating more.

All manimals qualify as both the Human and Animal classes of minds.

WARCHIEFS

Among his beast-men, Dr. Moreau has designated some as "warchiefs" due to their size, strength, and ferocity. Most warchiefs are Bear-Men or Cat-Men, but nearly any type could qualify depending on the hardiness of the specimen. Dr. Moreau started with and the degree of success of the transformative procedure.

A Warchief version of any manimal described below has the following abilities: +3-5 STR, +2-4 DEX, +3-5 CON, +2-3 BODY, +3-5 PRE. Sometimes a warchief has slightly larger natural weapons (+1 DC) and greater intelligence (+1-3 INT), but those abilities are rarer.

The Manimals

BEAR-MAN

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
10	PD	6		Total: 10 PD (1 rPD)
8	ED	4		Total: 8 ED (1 rED)
3	SPD	7		Phases: 4, 8, 12
8	REC	0		
40	END	0		
40	STUN	5		Total Characteristics Cost: 75

Movement: Running: 6"/12"

Cost	Powers	END
12	Claws: HKA 1d6 (2d6 with STR); Reduced Penetration (-1/4)	1
5	Bite: HKA 1 point (1/2d6 with STR)	1
2	Tough Skin: Damage Resistance (2 PD/2 ED)	0

Skills

5	+1 HTH
3	Stealth 12-

Total Powers & Skills Cost: 27

Total Cost: 102

75+ Disadvantages

0	Physical Limitation: Human Size
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
15	Psychological Limitation: Loyal To Philippe Moreau (Common, Strong)
7	Experience Points

Total Disadvantage Points: 102

Description: Doctor Moreau has enjoyed great success transforming bears into manimals, and thus has created many of them. They're quite strong and make excellent laborers, guards, and soldiers.

A Bear-Man is a big, hulking, humanoid ursine. It usually wears a belt with pouches to hold useful objects, and may also have a pouch-belt around each thick thigh for further carrying capacity. Their fur is light or dark brown; sometimes the fur around the head and lower arms/hands is darker.

WILD-EYE

Doctor Moreau's procedures don't always go as he'd like them to. Recently an attempt to create a Bear-Man went awry, resulting in a feral, ferocious manimal. Driven mad by the pain of the operation, this Bear-Man, now known as Wild-Eye, was placed in one of the Feral Pens (see below), but it was so strong it broke free. It now roams the Wells'

Pass area attacking anything it comes across.

For Wild-Eye, use the Bear-Man character sheet with the following changes: +5 STR, +2 DEX, +5 CON, +5 BODY, +5 PRE, +5 PD, +3 ED, +1 SPD, +2 with HTH Combat, Physical Damage Reduction (25%, Resistant), Enraged when takes BODY damage (go 11-, recover 14-), Enraged when attacked/threatened with fire (go 14-, recover 11-).



BIRD-MAN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	4		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	0		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	3		Total Characteristics Cost: 48

Movement: Running: 6"/12"
Leaping: 2"/4"
Flight: 10"/20"

Cost	Powers	END
40	Screech: Energy Blast 4d6, NND (defense is Hearing Group Flash Defense; +1), Area Of Effect (9" Cone; +1); No Range (-½)	6
15	Talons: HKA 1d6 (1½d6 with STR)	1
5	Beak: HKA 1 point (½d6 with STR)	1
13	Feathered Limbs: Flight 8", Reduced Endurance (½ END; +¼); Restraining (-½)	1
4	Bird's Eyes: +2 PER with Sight Group	0
2	Bird's Eyes: Increased Arc Of Perception (240 Degrees) for Normal Sight	0

Skills

2 +1 with Flight
3 Stealth 13-

Total Powers & Skills Cost: 84

Total Cost: 132

75+ Disadvantages

0	Physical Limitation: Human Size
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
15	Psychological Limitation: Loyal To Philippe Moreau (Common, Strong)
27	Experience Points

Total Disadvantage Points: 132

Personality/Motivation: Varies, depending on the individual and in some respects the Bird-Man's base species. For example, Vulture-Men tend to be cruel and scavenger-like, while Hawk-Men are more aggressive.

Powers/Tactics: Although they have feathered limbs rather than true wings, Bird-Men can fly, and they rely on that ability for tactical advantage. They swoop down, performing Move Bys with their talons. Sometimes they even Grab a foe and carry him up into the air to drop him from a deadly height. Even when not fighting they prefer to remain a foot or two off the ground most of the time.

Besides their natural weapons, Bird-Men can emit painful screeches that affect anyone standing in front of them. Sometimes two or more of them fight together so their Screeches overlap, causing serious pain to anyone in the area.

Appearance: Bird-Men are hideous crosses between men and avians. Their bodies are covered with feathers (usually black, grey, green, tan, or reddish), they have arms instead of wings, and there are talons on their feet. Their heads/faces are very bird-like, with beaks and large eyes.

BOAR-MAN								
Val	Char	Cost	Roll	Notes				
15	STR	5	12-	Lift 200 kg; 3d6 [1]				
14	DEX	12	12-	OCV: 5/DCV: 5				
15	CON	10	12-					
15	BODY	10	12-					
10	INT	0	11-	PER Roll 11-				
10	EGO	0	11-	ECV: 3				
15	PRE	5	12-	PRE Attack: 3d6				
6	COM	-2	10-					
6	PD	3		Total: 6 PD (1 rPD)				
6	ED	3		Total: 6 ED (1 rED)				
3	SPD	6		Phases: 4, 8, 12				
6	REC	0						
30	END	0						
31	STUN	0		Total Characteristics Cost: 52				
Movement: Running: 9"/18"								
Cost	Powers		END					
10	Tusks: HKA $\frac{1}{2}$ d6 (1d6+1 with STR)		1					
2	Tough Skin: Damage Resistance (2 PD/2 ED)		0					
6	Boar's Legs: Running +3" (9" total)		1					
Skills								
4	+2 OCV with Move By							
3	Stealth 12-							
Total Powers & Skills Cost: 25								
Total Cost: 77								
75+ Disadvantages								
0	Physical Limitation: Human Size							
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)							
15	Psychological Limitation: Loyal To Philippe Moreau (Common, Strong)							
Total Disadvantage Points: 95								
Description: A Boar-Man has a hairy humanoid body topped by a head that's still mostly porcine, including tusks (which Dr. Moreau does plan to remove eventually). Muscular and often brutish, they fight by lowering their heads and charging the opponent for a Move By or Move Through involving the tusks.								

CAT-MAN								
Val	Char	Cost	Roll	Notes				
15	STR	5	12-	Lift 200 kg; 3d6 [1]				
18	DEX	24	13-	OCV: 6/DCV: 6				
15	CON	10	12-					
15	BODY	10	12-					
10	INT	0	11-	PER Roll 11-				
10	EGO	0	11-	ECV: 3				
18	PRE	8	13-	PRE Attack: 3½d6				
8	COM	-1	11-					
6	PD	3		Total: 6 PD (1 rPD)				
6	ED	3		Total: 6 ED (1 rED)				
4	SPD	12		Phases: 3, 6, 9, 12				
6	REC	0						
30	END	0						
31	STUN	0		Total Characteristics Cost: 74				
Movement: Running: 9"/18" Leaping: 6"/12"								
Cost Powers								
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)							
5	<i>Bite:</i> HKA 1 point (½d6 with STR)							
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)							
6	<i>Cat's Legs:</i> Running +3" (9" total)							
3	<i>Cat's Legs:</i> Leaping +3" (6" total)							
6	<i>Cat's Senses:</i> +2 to PER Rolls with all Sense Groups							
Skills								
5	+1 HTH							
3	Acrobatics 13-							
3	Breakfall 13-							
3	Climbing 13-							
3	Stealth 13-							
Total Powers & Skills Cost: 50								
Total Cost: 124								

**END****75+** **Disadvantages**

0	Physical Limitation: Human Size
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
15	Psychological Limitation: Loyal To Philippe Moreau (Common, Strong)
29	Experience Points

Total Disadvantage Points: 124

Description: Cat-men look like humans with feline features: short, dark or tan fur covering the body; large, pointed ears; large eyes; wide mouths filled with small, sharp teeth (including two prominent white fangs); and clawed hands and feet. Some have short tails, but many do not. They sometimes wear belts, bracers, and boot-like legpieces supplied by Dr. Moreau.

Powers/Tactics: Skilled hunters, cat-men use their Stealth and sharp senses to get as close as they can to their foe/prey, then pounce. In open battle they use their agility and claws.

DOG-MAN				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (1 rPD)
6	ED	3		Total: 6 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
31	STUN	0		Total Characteristics Cost: 48

Movement: Running: 7"/14"

Cost Powers **END**

5	Bite: HKA 1 point (½d6 with STR)	1
7	Jaws: +10 STR; Only For Grabbing/ Holding On (-½)	1
1	Tough Skin: Damage Resistance (1 PD/1 ED)	0
2	Dog's Legs: Running +1" (7" total)	1
3	Dog's Senses: +1 to PER Rolls with all Sense Groups	0
5	Dog's Nose: Discriminatory for Normal Smell	0
5	Dog's Nose: Tracking for Normal Smell	0

Skills

3	Stealth 12-
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Total Powers & Skills Cost: 31

Total Cost: 79

75+ Disadvantages

0	Physical Limitation: Human Size
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
15	Psychological Limitation: Loyal To Philippe Moreau (Common, Strong)

Total Disadvantage Points: 95

Description: A Dog-Man has a beefy, hairy body with a head that betrays his canine ancestry. His teeth are large (and often sharp) and his jaw strong. Like his ancestor he has a tendency toward friendliness and likes to be in groups, but is often quick to leave if embarrassed or frightened.

FROG-MAN				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
5	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 25

Movement: Running: 6"/12"
Leaping: 6"/12"
Swimming: 6"/12"

Cost Powers **END**

4	Frog's Legs: Leaping +4" (6" total)	1
4	Frog's Legs: Swimming +4" (6" total)	1
1	Frog's Lungs: Life Support (Extended Breathing: 1 END per Turn)	0

Skills

5	Stealth 12-
---	-------------

Total Powers & Skills Cost: 14

Total Cost: 39

75+ Disadvantages

0	Physical Limitation: Human Size
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
15	Psychological Limitation: Loyal To Philippe Moreau (Common, Strong)

Total Disadvantage Points: 95

Description: One of Dr. Moreau's most unusual creations is the Frog-Man. Only about two-thirds average human height and covered by warty, greenish skin, the Frog-Man has bulbous, frog-like eyes and short webbing between its fingers and its toes. Moreau uses them mainly as couriers, spies, and house-servants.

RAT-MAN				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
6	PD	4		Total: 6 PD (1 rPD)
6	ED	3		Total: 6 ED (1 rED)
3	SPD	4		Phases: 4, 8, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristics Cost: 39

Movement: Running: 6"/12"

Cost	Powers	END
10	Claws: HKA $\frac{1}{2}$ d6 (1d6+1 with STR)	1
5	Bite: HKA 1 point ($\frac{1}{2}$ d6 with STR)	1
1	Tough Skin: Damage Resistance (1 PD/1 ED)	0
3	Rat's Senses: +1 to PER Rolls with all Sense Groups	0

Skills	
5	+1 HTH
5	+1 DCV
3	Climbing 12-
7	Stealth 14-

Total Powers & Skills Cost: 39

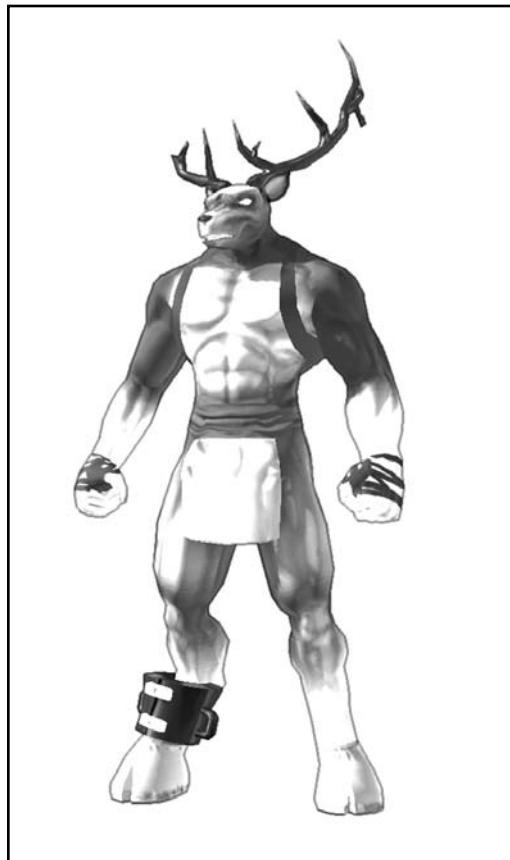
Total Cost: 78

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 5 Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Loyal To Philippe Moreau (Common, Strong)

Total Disadvantage Points: 95

Description: Rat-Men are humanoid rats about two-thirds the size of an average human, though they tend to hunch over when they stand/walk, making them look like they're about half human size. They have short claws on their hands and feet, sharp teeth, and a sort of malicious look to their faces. They often work for Moreau as spies, sneaks, and stealthy killers. They may wear "clothing" consisting of strips of cloth wrapped around the legs or arms, or a sort of cloth harness. Their fur is usually dark- or tan-colored.



Stag-Man from page 81

STAG-MAN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
5	PD	2		Total: 5 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
32	STUN	0		Total Characteristics Cost: 50

Movement: Running: 9"/18"

Cost Powers

Cost	Powers	END
16	Antlers: HKA 1d6+1 (2d6+1 w/STR); Concentration (½ DCV; -½)	2
5	Kick: HA +2d6; Hand-To-Hand Attack (-½), Extra Time (Full Phase; -½)	1
2	Tough Skin: Damage Resistance (2 PD/2 ED)	0
6	Stag's Legs: Running +3" (9" total)	1
3	Stag's Senses: +1 to PER Rolls with all Sense Groups	0

Skills

3	Stealth 12-
---	-------------

Total Powers & Skills Cost: 35

Total Cost: 85

75+ Disadvantages

0	Physical Limitation: Human Size
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
15	Psychological Limitation: Loyal To Philippe Moreau (Common, Strong)

Total Disadvantage Points: 95

Description: Doctor Moreau has experimented with several cervidines creatures, but his favorite is the elk, which is large and strong enough to withstand the effects of his treatments but not so big that it's difficult to work with. As a result he's created quite a few Stag-Men, which have antlered heads atop mostly human bodies, plus elk-like hooves for feet.

If forced to fight, an Stag-Man uses his rack of antlers, potentially a very dangerous weapon. The *Concentration* Limitation signifies that actually using them in battle is complicated (since they're attached high on the head) — bringing them to bear requires the Stag-Man to hold his head in awkward positions. Stag-Men can also deliver powerful kicks.

Stag-Men look like humans with short, light-colored fur on their bodies, the heads of elk (complete with a rack of prominent horns in most individuals), and hooves in place of feet. Their clothing usually consists of loincloths, handwraps, and the like.

GEOGRAPHY

Wells' Pass is mostly jungle-covered hills with some nice shoreline, but it does have a few features of note. Dominating the east-central landscape is Aerie Peak, a small mountain/large hill that slopes down to rocky beach area where large sharp spars of stone jut up out of the ground to make travel difficult (and combat potentially more dangerous than normal). Many of Moreau's loyal manimals have lairs among these rocks and in nooks and crannies along the Peak (which has no caves). ARGENT has a few agents lurking around Aerie Peak to capture manimals for the Wildlife Preserve.

A bit north of Aerie Peak is a large freshwater lake with an island in the center. Two rope bridges connect the island to the mainland. Many manimals live on the island and around the lake because they enjoy easy access to the fresh, cool water.

The Outside Compound

Jungle paths lead over the landscape from the VIPER docks, the Feral Pens, and the freshwater lake up toward the mountains to Moreau's compound, which has two main areas: the lab burrowed into the mountain itself; and the community outside. Moreau built several storage tanks, a small supplementary lab or two, and some cages for captives outside the entrance to his laboratories, and some of his most loyal beast-man followers have built villages around them. They tend to his equipment, feed the prisoners, and enjoy life in proximity to their deity Moreau.

THE FERAL PENS

Not all beast-men react properly to Moreau's loyalty treatments and indoctrination techniques. Rather than let these manimals run wild to "infect" his followers with their bestial nature or radical ideas about "freedom," Moreau constructed a series of cages in one area near the beach. VIPER



added a dock so that it can take the manimals away if necessary; it can use them for various purposes in schemes all over the world. Each cage holds one feral manimal and is DEF 8, BODY 12.

Moreau's Lab

The main part of Moreau's facilities on Monster Island is his laboratory, a complex of rooms and caverns tunneled into the island rock. Moreau spends most of his time here creating new manimals, performing experiments, and observing test subjects; his Whitecoats (see above) assist him.

VIPER has provided Moreau with some guards to protect its "investment" in him and ensure he can continue his work. There are two guards in the hallway between Rooms 2 and 11, four more in various points along the hallway between Rooms 11 and 16, and various other VIPER agents roaming around both inside the base and outdoors. Most of these are standard VIPER Soldiers, but more than a few are Red Guards, Scarlet Serpents, or the like.

1-2. ENTRANCE

The entrance to Moreau's lab is obvious; there's a large cement structure topped by a satel-

lite dish. Set into the wall is a heavy door (DEF 6, BODY 6). Surrounding the whole thing is a chain-link fence.

Inside a short tunnel leads to a reception room that's decorated like a typical urban office — a desk, chairs, a sofa, a water cooler, and so forth. Sitting behind the desk is a Stag-Man named Corvis who works for Moreau as a receptionist. Moreau thinks he's totally loyal, but in fact he's a spy for Dr. Silverback who sends reports to the supersimian scientist whenever he can. Father Elk is aware of Corvis and his role, but no one else on Monster Island is.

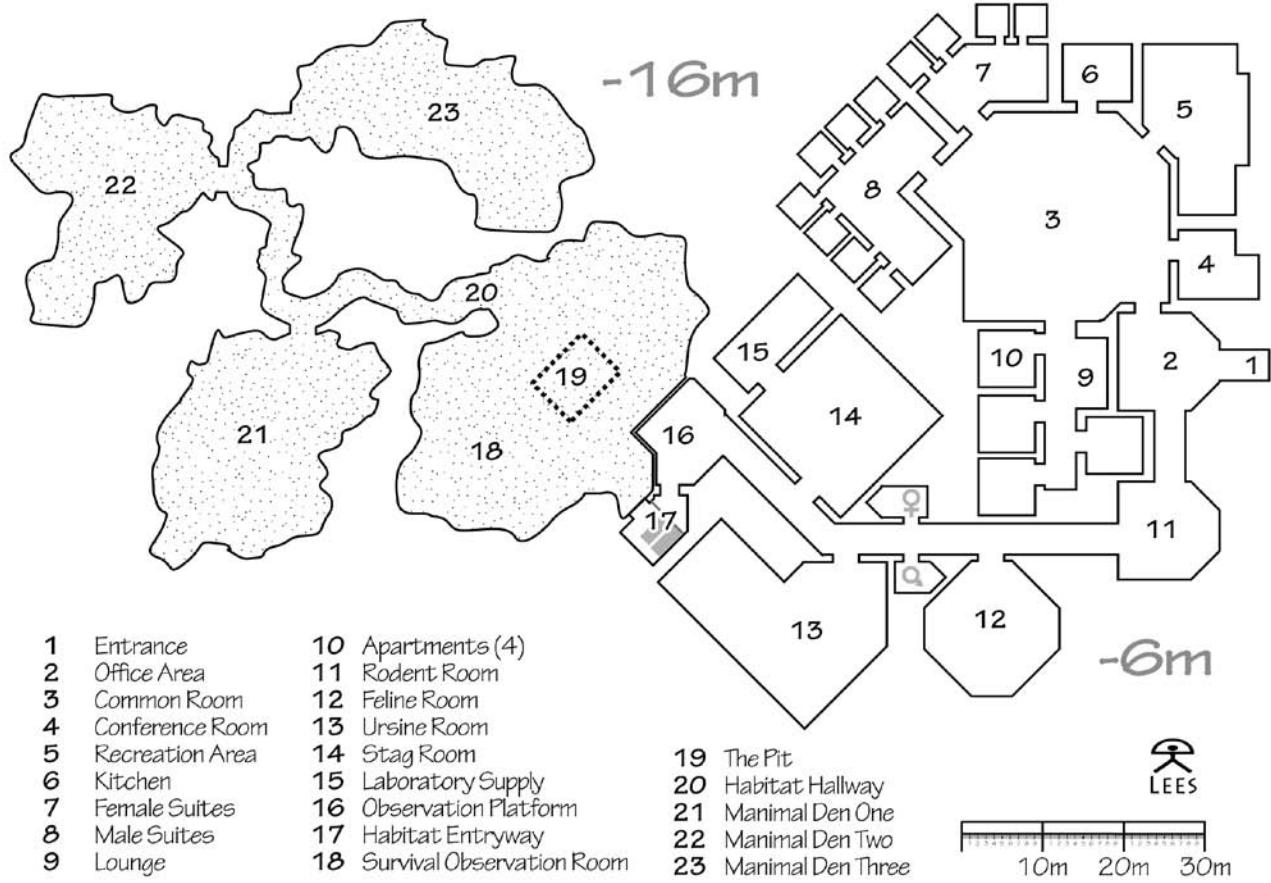
3-10. PERSONNEL FACILITIES

Just to the north of the reception room Doctor Moreau has provided an area for the comfort of himself and his employees. It includes a common area for meals and entertainment, small apartments for Whitecoats (divided into male and female areas), a few larger apartments for Moreau and important visitors, a kitchen, a rec room, and a lounge.

11-15. MANIMAL LABORATORIES

These four rooms are where Moreau creates his manimals. Each one is primarily devoted to a specific type of beast-man: Rat-Men (#11); Cat-Men (#12); Bear-Men (#13); and Stag-Men (#14).

Moreau's Lab, Monster Island



Other types are created in whichever lab is free or has the best equipment for the job. There are usually at least one or two Whitecoats in any of the labs at any given time as well as test subjects being worked on, the corpses from recent failed procedures, and newly-created beast-men in cages. Most of them show signs of where a manimal once escaped confinement and tore the lab up before being subdued.

All of these laboratories have one other disturbing feature: the walls are lined with cages holding captives.

Some of those captives are animals whom Moreau will operate on to "lift" into beast-man state... while others are people VIPER wants to dispose of whom Moreau will convert into manimals via special gene splicing techniques.

16. OBSERVATION PLATFORM

This room is actually a platform overlooking the Survival Observation Room and the Pit (#18-19). A sturdy metal railing (DEF 5, BODY 6 per hex) prevents people from accidentally falling in, and there's scientific equipment for monitoring the events in the room below. One or two VIPER agents can often be found here; they enjoy watching the struggles between manimals in the Survival Observation Room. Sometimes Moreau himself comes here to watch a particularly important subject.

Part of the Platform reaches out over the Survival Observation Room and has a trapdoor. Manimals are sometimes put into the room by simply dropping them through this trapdoor, rather than using the more elaborate procedure of opening the door at #17.

17. HABITAT ENTRYWAY

This room, reached by a stairway from #16, allows access to the Survival Observation Room and caverns beyond. It's sealed by a heavy metal door (BODY 8, DEF 10) so that beast-men cannot escape.



18-19. THE SURVIVAL OBSERVATION ROOM AND THE PIT

This large natural cavern, which has plenty of stalactites and stalagmites, is where Dr. Moreau tests the "fitness" of his latest creations and indoctrinates them to his way of thinking. They're usually brought in through #17 and put in cages lining the walls to wait their turn, though some are allowed to roam freely. Bits of blood, bone, and flesh litter the floor from where two or more manimals have come to blows as part of Moreau's "testing" procedures.

Sometimes Moreau wants to force two manimals to fight to determine who's superior. To do this he lures or forces them into "the Pit," a sunken area in the middle of the cavern from which they cannot escape without help. Only the surviving manimal is pulled back up; the other one has to die before Moreau will release his killer.

20-23. BEAST-MAN WARRENS

Manimals who survive the activities in #18 and prove their loyalty to Dr. Moreau get to live in these caverns. The hallway (#20) is wide and tall enough for a Bear-Man and is often patrolled by Rat-Men. The caverns are mostly segregated by species: Bear-Men (#21); Cat-Men (#22); and Stag-Men (#23). All these manimals worship Dr. Moreau as a god, and he often spends time here studying them or instructing them (typically in Room #23).



THE UNTIL PRESENCE

UNTIL regards Dr. Moreau as a relatively minor threat compared to the other groups on the island, so it only has one agent in the Wells' Pass area to watch him... but it's an important agent. Gideon H. Jones, a kind and clever man with a face that looks a little bit like Josef Stalin's, is the Director of UNTIL's Technical Corps, and thus the highest-ranking agent on Monster Island. He claims he's just very interested in Dr. Moreau's work and wants to learn as much about it as he can, both to help Moreau's victims and to determine if any good can come of it. UNTIL insiders also speculate that he's beefing up his "field resume" at the request of Secretary-Marshal Eckhardt to make him a more appealing candidate to become Secretary-Marshal himself when Eckhardt retires.

M'LING

Jones has a strange ally in M'Ling, a Bear-Woman from *Gornij Zver* — Beast Mountain, the hidden enclave of manimals created by Dr. Moreau before he was captured and sent to prison. M'Ling wants to rescue the Monster Island beast-men and offer them a home in the secret Ukrainian mountain village if they so choose. She maintains close contact with Father

Elk (page 87), who came here from Beast Mountain with her and is working for the betterment of manimankind in the Feral Tangle. Like Director Jones, she'd be happy to have the help of superheroes with her mission.

DOCTOR SILVERBACK

Everyone's favorite simian superhero has tried to keep tabs on his creator over the years. Once he found out Moreau was on Monster Island, he created a device that would allow him to monitor Moreau's computer systems under certain conditions. He's also figured out a way to use Moreau's systems to project a hologram of himself into Moreau's lab, should that ever become necessary. If your PCs need some help or information during their confrontation with Dr. Moreau, Silverback may be just what they're looking for.

Doctor Silverback also planted an informer among Moreau's ranks — a Dog-Man from *Gornij Zver*. The Dog-Man was just about to make his escape with a detailed report when Moreau's forces discovered him. Moreau lobotomized the poor fellow and threw him in one of the holding pens for feral manimals. The other manimals tore up the Dog-Man's report. However, if the PCs can find the right pen and rescue the Dog-Man, they may also be able to piece together the scraps of the report and learn the valuable information the Dog-Man had uncovered.

A DANGEROUS REFUGE:
The Feral Tangle



MONSTER
Chapter Seven Island

FERAL TANGLE



Not all of the manimals that Dr. Moreau creates (see Chapter Six) are content to remain by his side. Some are ultimately too wild or fierce despite his treatments and teachings, and some have learned courage and compassion from the pain he inflicts rather than submissiveness and malice. Some of these “untamed” manimals find ways to escape from Moreau’s holding pens and guarded compounds. They flee north to a wild area known as the Feral Tangle, where they try to build new lives... and the fierce, wicked animals try to dominate all the others.



NEW GORNYJ

The escaped manimals who just want to live peacefully and control their destinies free from oppression and fear have established a village known as *New Gornyj*. Founded by Father Elk, the leader of the Gornyj Zver community in the Ukraine where Dr. Moreau’s first manimals now live, it’s a place marked by fierce determination to resist the enemies that threaten the free manimals: Moreau, ARGENT, and the manimals’ evil counterparts.

Located on a cleared hillside, New Gornyj is a simple community of about half a dozen

BEAST-MAN PACKAGE DEAL

In some campaigns players may want to take on the role of manimals fighting to keep their freedom on Monster Island. This Package Deal represents the typical abilities of the beast-men of Monster Island (apply it to a standard Human character sheet, not to an animal’s character sheet from *The HERO System Bestiary*). The options allow you to customize it for various specific types of animals.

Cost Power

- 5 +5 STR
- 9 +3 DEX
- 6 +3 CON
- 4 +2 BODY
- 15 *Claws, Horns, Antlers, Or The Like:* HKA 1d6 (2d6 with STR)
- 2 *Animalistic Skin:* Damage Resistance (2 PD/2 ED)
- 6 *Animalistic Senses:* +2 PER with all Sense Groups

Total Cost Of Package Abilities: 47

Optional Abilities

Cost Power

- 6 *Heavy:* Knockback Resistance -3”
- 2 *Keen Nose:* +1 PER with Smell/Taste Group
- 10 *Keen Nose:* Tracking for Smell/Taste Group
- +10 *Larger Claws/Horns/Antlers:* Increase to HKA 1½d6
- 8 *Swift Runner:* Running +4”
- 4 *Swift Swimmer:* Swimming +4”
- 5 *Tail:* Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)
- 12 *Tougher Skin:* Armor (4 PD/4 ED)
- 8 *Wings:* Flight 6” (12 Active Points); Restraining (-½)

“longhouses” made of wood and hides. Manimals live in the longhouses, often segregating themselves by species. The centerpiece of the place is a large “town hall” that crudely resembles a European mountain home; Father Elk lives there, and that’s where the manimals meet in council when necessary. A rough fence of timber surrounds the place; manimals patrol it constantly to keep the evil beast-men of Mal Zver from leaping over it to attack the village.

FATHER ELK

Val	Char	Cost	Roll	Notes
28	STR	18	15-	Lift 1,200 kg; 5½d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
22	CON	24	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	2		Total: 8 PD (2 rPD)
5	ED	1		Total: 5 ED (2 rED)
4	SPD	16		Phases: 3, 6, 9, 12
10	REC	0		
44	END	0		
40	STUN	0		Total Characteristics Cost: 106

Movement: Running: 6"/12"
Leaping: 5"/10"

Cost Powers END

20	Antlers: HKA 1½d6 (3d6+1 w/STR); Concentration (½ DCV; -¼)	2
2	Tough: Damage Resistance (2 PD/2 ED)	0
6	Heavy: Knockback Resistance -3"	0
6	Delicate Senses: +2 PER with all Sense Groups	0

Perks

2 Fringe Benefit: Ruler of Beast Mountain

Skills

10	+2 HTH
3	Bureaucratics 13-
3	Concealment 12-
3	AK: Beast Mountain 12-
2	AK: Monster Island 11-
3	KS: Moreau's Creations 12-
1	Language: Russian (basic conversation; Beast-Russian is Native)
3	Oratory 13-
3	Tactics 12-
3	Tracking 12-

Total Powers & Skills Cost: 70

Total Cost: 176

200+ Disadvantages

5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
15	Psychological Limitation: Protective Of His People And Their Privacy (Common, Strong)

Total Disadvantage Points: 220



Background/History: Like the other denizens of Beast Mountain, Father Elk is the creation of the fiendish scientist Phillippe Moreau (see Chapter Six). Moreau had been unable to duplicate the advanced intelligence he'd inadvertently given Dr. Silverback, and was concerned by his assistant's rather wayward and questioning nature. He concentrated on making his latest creations intelligent enough to follow orders without being so brilliant that they posed a potential threat to his own leadership. In Elk, he thought he'd found a happy medium — the creature was bright, but certainly no genius. Moreau assigned Elk to lead his cadre of criminals, and they performed several robberies in Kiev without being captured (see *Hidden Lands*).

When the cadre's mission to London went awry, leading the New Knights back to the secret mountain lab, Elk fought them on behalf of Moreau out of an almost religious fear of his creator. He was defeated by the Clansman, and when he saw Moreau beaten by a combined force of British and Soviet heroes, Elk realized his "master" was not nearly as all-powerful as he claimed. When the Knights agreed to allow the manimals to live in privacy, Elk requested that Silverback remain with them as the town's leader. But Silverback had been seized with the desire to see the outside world firsthand, and he in turn suggested that Elk himself was best suited for the job. The other beast-men supported that decision, and Elk became the leader of the beast-men.

When word filtered back to Gornjy Zver that Dr. Moreau had set up shop on Monster Island, Father Elk was seized with both anger and fear: anger that Moreau was still creating manimals; and fear that he might one day try to take back his Ukrainian lair if not stopped. A desire to

help beast-mankind chart its own destiny and to protect his people from their creator drove him to come to Monster Island, where he helped some manimals escape and founded New Gornjy. Although the village is beset by enemies on all sides, he's determined to see his people through... and to convince the wicked beast-men of the error of their ways.

Personality/Motivation: Father Elk has become an ideal leader for beast-mankind. He's friendly, honest, and open, and he respects the wide differences in personality between beast-men without allowing their society to descend back into uncivilized chaos. It helps that he has such a forceful presence; though he's no longer in the fighting trim he was nearly twenty years ago, there are few manimals who want to feel the thrust of his imposing antlers. He's cautious and careful, and prone to taking a long time to consider his decisions.

Quote: "Welcome to New Gornjy. We welcome your help to keep our home safe from all the dangers of this island."

Powers/Tactics: Father Elk has slowed a step or two as he's aged, but he's still an imposing physical specimen. His rack of antlers is a dangerous weapon; the *Concentration* Limitation signifies that actually using them in battle is fairly complicated (since they're attached high on his head) — bringing them to bear requires him to hold his head in awkward positions. If a fight breaks out, he's at the front of the battle. New Gornjy may have more skilled fighters (though not many), but none braver or more determined.

Campaign Use: Father Elk is the beast-man the PCs are likely to interact with the most if they visit the Feral Tangle. He speaks for his people, represents New Gornjy to outsiders, and has more experience interacting with humans than all the other beast-men combined. When roleplaying him, emphasize the way he considers everything carefully and makes decisions slowly — he's not a bureaucrat who loves delay for its own sake, but neither is he a headstrong, wayward young person.

Father Elk recognizes the desperate situation

that New Gornjy is in. He'd definitely appreciate some help from heroes he feels he can trust (particularly ones recommended by Dr. Silverback), and may be quicker to accept offers of assistance than he otherwise would be.

To make Father Elk tougher, remove the *Concentration* Limitation from his attack and give him Running +4". To weaken him, reduce his Antlers to 1d6+1, and his STR and CON by 2-4 points each.

Father Elk does not Hunt people. He's got a village to look after.

Appearance: Father Elk is a human/elk hybrid, standing 6'4"; his dozen-point rack of antlers adds nearly another three feet to his overall height. His pelt is brown, his eyes large and wise-looking, and his feet cloven. In Gornjy Zver he generally wears human clothes, favoring simple peasant-style work shirts and pants with suspenders; he rarely wears shoes. In the warmer climes of Monster Island he prefers a simple loincloth and some hand-wraps.

MAL ZVER

New Gornjy's opposite number is *Mal Zver*, a ramshackle, squalid place where the wicked, fierce, and predacious beast-men live. In many ways these manimals have rejected Moreau's Laws (for example, they kill other manimals and men and eat their flesh) and descended to a barbarous, semi-animalistic state that makes them particularly dangerous.

Protected by a palisade made of tree-trunks that's reminiscent of an Old West fort, Mal Zver is a malodorous collection of chaotically-placed wood and hide huts cobbled together by the beast-men. Seemingly unconcerned about the threat of ARGENT kidnappers or Moreau's men, the inhabitants laze around, prowl the island in search of food, and rouse themselves to do the Hyena-Swine's bidding when he comes down from his cave to issue orders.





THE BONEYARD

A large area of the northern Feral Tangle is known as *the Boneyard*. It's a barren place with a few dead trees, pools of brackish water, and sandy soil. Its name comes from the fact that it's littered with the gigantic skeletons of dead monsters, as well as the bones of various animals and the victims of the Mal Zver beast-men (scavengers, such as Vulture-Men, pick the bodies over until they're nothing but bones). Some of the more advanced Mal Zver beast-men spend time here carving the bones into weapons for their fellows to use (since not every manimal has fangs and claws, and sometimes a hand-held weapon is better than a natural one).

The Hyena-Swine

The leader of Mal Zver and its evil inhabitants is a fearsome, monstrous creature known simply as *the Hyena-Swine*. A year or two ago Dr. Moreau decided to try creating beast-men that hybridized two or more beasts. These would be "super-manimals" with enhanced abilities from both of their forebears. Unfortunately for him but fortunately for the world, this experiment didn't work out. None of the hybrid manimals survived... except one, the Hyena-Swine. Blending the features of hyena and wild boar, the Hyena-Swine has the power, cunning, and malice to make him a threat to nearly anyone on Monster Island.

THE HYENA-SWINE

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
40	CON	60	17-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
20	PD	10		Total: 20 PD (10 rPD)
20	ED	12		Total: 20 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
30	REC	24		
80	END	0		
100	STUN	35		Total Characteristics Cost: 272

Movement: Running: 9"/18"

Cost	Powers	END
30	<i>Tusks:</i> HKA 1d6+1, Armor Piercing (+½) (2d6 with STR)	1
10	<i>Bone-Tipped Bracer:</i> HKA 1d6 (2d6 with STR); OIF (-½)	1
10	<i>Tough:</i> Damage Resistance (10 PD/10 ED)	0
60	<i>Tough:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
6	<i>Fast:</i> Running +3" (9" total)	1
7	<i>Burst Of Speed:</i> Running +11" (20" total); Increased Endurance Cost (x5 END; -2)	10
3	<i>Sharp Senses:</i> +1 to PER Rolls with all Sense Groups	0
5	<i>Beast-Eyes:</i> Nightvision	0

Perks

4 Fringe Benefit: Membership: Leader of Mal Zver and the wicked manimals

Skills

20	+4 HTH
4	+2 OCV with Move By
3	Stealth 13-
2	WF: Common Melee Weapons



Total Powers & Skills Cost: 164

Total Cost: 436

200+ Disadvantages

- 20 Enraged: in battle (Common), go 11-, recover 11-
- 10 Hunted: Dr. Phillippe Moreau 8- (As Pow, Capture/Kill)
- 10 Hunted: Father Elk and New Gornjy 8- 8- (As Pow, Capture/Kill)
- 5 Physical Limitation: can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Wicked, Greedy, And Cruel (Common, Strong)
- 176 Experience Points

Total Disadvantage Points: 436

Background/History: See above.

Personality/Motivation: The Hyena-Swine combines the worst traits of the animals used to create him, a hyena and a large wild boar. He's temperamental, aggressive, greedy, and a sadistic bully. He enjoys picking on his weaker followers and occasionally putting the stronger ones in their place with a good beating. He likes a good fight and tends to get wrapped up in battle and pay attention to nothing but the one foe he's fighting.

Quote: The Hyena-Swine rarely speaks much to his foes, though he does have a distinctive snort-squeal that he makes.

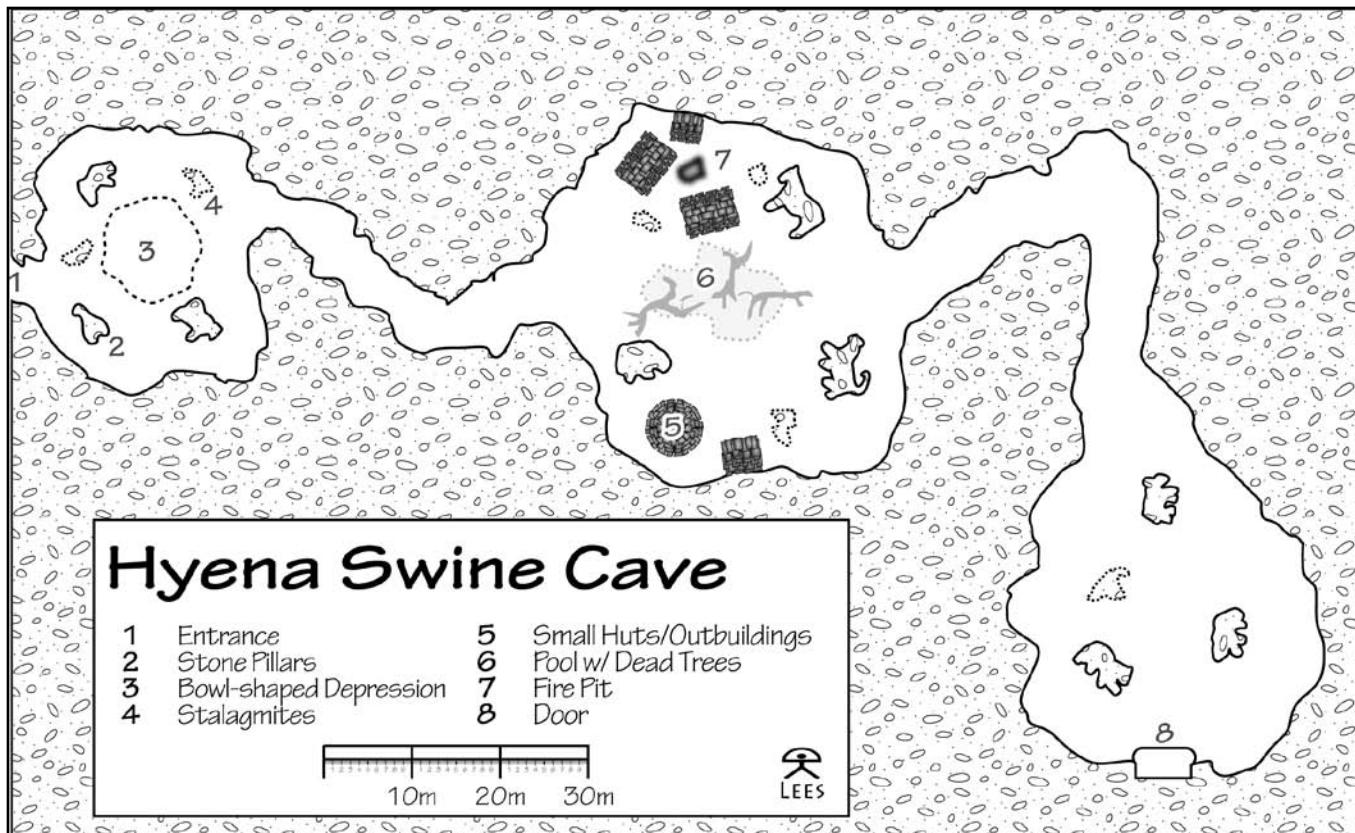
Powers/Tactics: The Hyena-Swine is big, brutish, and tough. He relies on his strength and speed in battle. He prefers to pick a target and charge, performing a Move By with his tusks, then return to smash the injured opponent to a pulp.

Appearance: The Hyena-Swine is a horrific cross between a boar and a hyena in humanoid form. His skin is a dirty tan color, with reddish fur on its head, shoulders, chest, and back. He wears red leather bracers on both wrists and a loincloth; around his lower legs and right thigh are the shackles that Dr. Moreau once used to keep him captive. He has two large tusks he can use as natural weapons, and his right bracer has some attached bone blades that can deliver vicious slashing wounds.

DOCTOR MOREAU'S STRENGTH-SERUM

As if the Hyena-Swine weren't bad enough, he recently raided Dr. Moreau's lab and obtained a sample of an experimental serum the evil doctor's been working on: a strength-enhancing drug to make his manimals tougher. (Fortunately for the rest of Monster Island, the raid destroyed Dr. Moreau's notes and he's mostly abandoned the strength serum project at this point.) The Hyena-Swine only has four doses of the stuff; he's saving them for himself and his main followers in case of an emergency.

Dr. Moreau's Manimal Strength Serum: +20 STR (20 Active Points); OAF Fragile (-1/4), Only Works On Manimals (-0), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1 1/2). Total cost: 5 points.



THE HYENA-SWINE'S CAVE

The Hyena-Swine has established its lair in a small cavern complex in the Feral Tangle mountains. He keeps its location secret from all but his most loyal followers, though some Mal Zver animals do have fragments of a map he once drew to the place. (If the heroes can recover enough of these fragments they can easily find his cave, or they might locate it by making Tracking rolls or simply by searching long and carefully enough).

The complex consists of three caverns. The first is roughly circular and contains a depression filled with water. There's an opening to the sky through which rain falls to keep the "pond" filled. There are usually a few beast-men here getting something to drink or enjoying the sunlight.

A tunnel leads deeper into the mountain to the second cave, also roughly circular but larger than the first. Stalactites hang from the ceiling here and there, and rock pillars keep the roof from caving in. There's a small pool of water in the center, fed by rain coming through a hole in the ceiling (which also provides some light from the sun). Some of the Hyena-Swine's followers live in this cavern in huts made of hide and wood.

The final room, reached by a corridor leading east from the second, is roughly teardrop-shaped and has no hole in its ceiling; it's lit entirely by torches and campfires. This is the domain of the Hyena-Swine and his closest underlings. Any heroes penetrating this far are in for a major fight!



THE UNTIL PRESENCE

UNTIL has established a presence at the Bureau 17 base in the Feral Tangle to observe events here, but it's not a high priority since the manimals aren't a threat to either Monster Island as a whole or the world beyond the island's shores. The agent in charge of the bunker is Commander Fulani Okonkwo, formerly UNTIL's African Regional Commander. Eager for a change of pace, and wanting to give a couple of her underlings a chance to show what they could do in her absence to earn a shot at her job when she moves on for good, she put in a request for a temporary transfer to the Monster Island mission.

A pleasant-looking Nigerian woman in her mid-thirties, Commander Okonkwo has that air of confidence and self-assurance common to high-ranking UNTIL agents. A woman of the world, she's lived in Paris, New York, New Delhi, and Tokyo in addition to her native Africa, and she loves to travel. Her only complaint about her current assignment is lack of access to libraries and bookstores; she has to content herself with reading books online via satellite computer link-up, but it's just not the same.

In Commander Okonkwo's experience, superheroes are helpful, but they're of most use when they fit into the chain of command and follow her orders. Renegades and mavericks just tend to make things worse and drag unpleasant situations out. Her tendency

to try to exert her authority may rub some PCs the wrong way, at least at first... but she does know what she's doing and gives smart, insightful orders.

Commander

Okonkwo is good friends with the superhero Ironclad, who's visited her at the bunker a time or two and lends her assistance when he can. Rumors that the two are "more than just friends" are totally unfounded, though.

THE ARGENT AGENT

One of the tasks given to Commander Okonkwo and her people is to spy on ARGENT's activities in the Feral Tangle, and disrupt them when possible. Constantly in need of manimals for its "Wildlife Preserve" (see Chapter Eight), ARGENT keeps a group of agents here to hunt and capture manimals, then transport them to the other side of the island. This is actually more of a problem for Mal Zver than New Gornyj, since ARGENT prefers the wilder, fiercer beast-men as quarry for its clients. But the agents aren't all that picky when it comes to meeting their quota.

Commander Okonkwo has successfully inserted an undercover agent into the ARGENT camp. Unfortunately he has no way to transmit reports back to her by radio (ARGENT's countermeasures would detect that in a heartbeat), so she has to use a low-tech approach: someone meets the agent at pre-arranged times and places to obtain his report. Superheroes with stealth powers would make this job even easier.



HUNTER'S PLAYGROUND:

The Argent Corporate Wildlife Preserve



MONSTER
Chapter Eight Island

THE WILDLIFE PRESERVE



The central western part of Monster Island is a large, wild valley, a favorite of some of the giant monsters as well as teleosaurs and other fearsome beasts. But the most dangerous thing there isn't monsters or animals... it's the insidious forces of ARGENT.

As described on page 12, ARGENT established a research station on Monster Island in 2000 to study the island's monsters and unique biology in the hopes of finding ways to profit from them. In 2004, acting on an idea from Director Charles Hawthorne, ARGENT built a "Wildlife Preserve" (a euphemistic term for "luxury hunting lodge") that it could use as a perk for high-ranking personnel, a reward for ARGENT's allies or people it wants to butter up, and a for-sale service catering to wealthy hunters. Despite the expense of maintaining the facility, revenue from selling hunting trips and from ideas generated by the laboratories have actually kept it marginally profitable. The current director of the facility, Vice President Roger Hartwell, aims to increase the degree of profit.

Unfortunately, a couple obstacles stand in his way. First, recently some fierce teleosaurs broke out

of the breeding laboratory and are causing problems. Second, Dr. Janice Sellers, the so-called "Jane Goodall of Monster Island," is lurking somewhere in the area gathering data on ARGENT's treatment of captured manimals and teleosaurs; she could blow the lid off the whole operation if ARGENT can't find her and silence her. Worst of all, someone — Hartwell suspects one of his corporate rivals within ARGENT — is trying to sabotage the facility. Recently ARGENT agents have found high-tech bombs placed along the electrified fence that keeps the giant monsters away from the lodge and labs, and one or two placed in other locations. So far they've found them all before they exploded, but Hartwell fears it's only a matter of time before one goes undetected just a little too long.

THE HARPCO CONNECTION

Hartwell's suspicions are incorrect. The saboteur wasn't hired by one of his rivals but one of ARGENT's: Harpco, a global corporation that competes with several ARGENT subsidiaries around the world in a very cut-throat sort of way.

Recently an industrialist named Henry Lee entered into negotiations with Harpco to sell his company to them. When ARGENT found out about this, it kidnapped Lee. Brought to Monster Island, Lee was forced to sign a bill of sale transferring his company to ARGENT. He's being held on the island until ARGENT can make sure it's sewn everything up legally and covered its tracks so Lee will have no recourse (see below).

When it learned of this, Harpco decided to ruin the deal and get revenge at the same time. It hired the ruthless armored mercenary Steel Commando (see *Champions Universe*, page 122, for his character sheet) to (a) recover the coerced bill of sale so it could stop the transaction, and (b) sabotage ARGENT's Monster Island corporation. Steel Commando has been sneaking around the area, planting high-tech bombs and trying to find a way to get inside and retrieve the bill of sale without having to fight his way through dozens of heavily-armed ARGENT agents.



ARGENT PERSONNEL

ARGENT's Monster Island facility, like nearly all ARGENT operations, runs according to a strict corporate hierarchy. The director, VP Roger Hartwell, has various assistants, underlings, and second-tier officers who do his bidding, and they in turn command agents, scientists, and other personnel. Hartwell in turn has to answer to higher-ups in the organization if he fails to meet an earnings projection or something goes wrong at the facility.

ROGER HARTWELL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
12	CON	4	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
24	END	0		
21	STUN	0		Total Characteristics Cost: 28

Movement: Running: 6"/12"

Cost Powers END

32	ARGENT Force-Field Ring: Force Field (15 PD/15 ED/5 Mental Defense/5 Power Defense); IIF (-1/4), 1 Continuing Fuel Charge (1 Hour, easily recharged; -0) [1cc]	
8	Armored Uniform: Armor (4 PD/4 ED); OIF (-1/2)	0
2	Dark Glasses: Sight Group Flash Defense (5 points); OAF (-1)	0

Perks

5	Contact: Director Charles Hawthorne 11- (very useful Skills/resources, significant Contacts of his own)
4	Fringe Benefit: Member: ARGENT Vice President
5	Money: Well Off

Skills

3	Bribery 12-
3	Bureaucratics 12-
3	Conversation 12-
3	Deduction 12-
2	KS: ARGENT 11-
2	KS: Art History 11-
3	Persuasion 12-
1	SS: Electronic Engineering 8-
3	Seduction 12-
3	Stealth 11-
7	Trading 14-
1	WF: Handguns

Total Powers & Skills Cost: 90

Total Cost: 118

75+ Disadvantages

10	Hunted: ARGENT 8- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Unprincipled, Ambitious, And Greedy (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
5	Rivalry: Professional, with one or more ARGENT employees

Total Disadvantage Points: 125

Background/History: Roger Hartwell, the son of an Idaho banker, was just an entry-level employee with Advanced Research Group Enterprises when the corporation's secret criminal dealings became public knowledge. Hartwell, a willing and active participant in some of those schemes, fled the country along with his superiors to avoid prosecution.

Since the move to Awad, Hartwell has slowly but surely worked his way up the ladder. A carefully-planted rumor about a rival here, the sabotaging of someone else's project there, and by 2005 he was a highly-ranked executive in the Research and Development Department. It didn't hurt that his superiors valued his corporate loyalty; most employees at his level in 1983 had chosen to remain in the United States and face the music rather than join ARGENT in exile.

When ARGENT decided to begin a research project on Monster Island in 2000, the Board of Directors thought Hartwell would make a fine manager for the job. He was promoted to Vice President of the new Monster Island Division and shipped out with the rest of the newly-minted division's scientists, researchers, and administrators. At first he loathed everything about the assignment (except the promotion that came with it), but after the Hunting Lodge was built in 2004 and Monster Island became more than just a pure research project the situation brightened considerably. Eager to show that he can make ARGENT a healthy profit in such an unusual place, he works hard to keep everything moving smoothly.

Personality/Motivation: While Hartwell's not as ruthless as many in ARGENT, he's got just too few scruples and just enough ambition to succeed in the organization. He won't commit murder with his own hand (though he might kill in self-defense), but he has no qualms about ordering a killing or all sorts of other crimes. His desire for wealth, power, and luxuries long ago squelched any compassion he had. He doesn't care a thing for the pain and anguish he causes the manimals, the horrific experiments the scientists perform on captured teleosaurs, or the thousand and one other sins he's participated in.

Quote: "Welcome to the ARGENT Corporate Wildlife Preserve! We're so pleased you could join us. We promise you a vacation you'll never forget!"

Powers/Tactics: Hartwell is no combatant, and he knows it. He'll order his underlings into battle, but he won't fight himself unless there's no alternative — he'd rather "go down with the ship" than let his superiors think he gave up too easily or didn't do everything he could to secure company assets. (Though being able to prove he did his best to their satisfaction *and* escape is even better.)

Campaign Use: Hartwell represents a potential way for the heroes to make inroads against ARGENT. The organization rarely operates as openly as it does on Monster Island, and that makes its personnel, records, and equipment vulnerable to capture... and in Hartwell's case, interrogation. That may be just the break the PCs need to begin really putting the hurt on ARGENT.

Hartwell shouldn't be made any tougher — he's not intended as a combatant. At most you could give him a teleportation device for quick escapes.

Hartwell doesn't Hunt anyone unless ordered to by ARGENT, in which case he follows orders. If left to his own discretion he prefers to study the target extensively, then hire the necessary assets to eliminate that target.

Appearance: Roger Hartwell is in his late 30s, though he looks young for his age. He prefers to wear a business suit or "dressy casual" attire, but in deference to what his clients expect and the current state of affairs on Monster Island, he wears an armored uniform patterned after those of his underlings, plus dark sunglasses to cut the daytime glare. He keeps his black hair cut in a quasi-military style, and tries to carry himself with an air of competence, confidence, and authority.

ARGENT Officers And Agents

ARGENT OFFICER				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
16	CON	12	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 19 PD (13 rPD)
6	ED	3		Total: 19 ED (13 rED)
3	SPD	4		Phases: 4, 8, 12
6	REC	0		
32	END	0		
30	STUN	1		Total Characteristics Cost: 69

Movement: Running: 6"/12"

Cost	Powers	END
67	<i>ARGENT Class Alpha-II Blaster Rifle:</i> Multipower, 90-point reserve, 60 Charges for entire Multipower (+½); all OAF (-1)	[60]
4u	1) <i>Basic Setting:</i> Energy Blast 12d6, Autofire (5 shots, +½); OAF (-1)	
4u	2) <i>Stun Setting:</i> Energy Blast 9d6, NND (defense is Power Defense; +1); OAF (-1)	
6	<i>Rifle-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
33	<i>ARGENT Grenades:</i> Multipower, 75-point reserve; all OAF (-1), Range Based On Strength (-¼)	
2u	1) <i>Mark I Grenade:</i> RKA 2d6+1, Explosion (+½); OAF (-1), Range Based On Strength (-¼), 4 Charges (-1)	[4]
2u	2) <i>Mark II Glue Grenade:</i> Entangle 5d6, 5 DEF, Area Of Effect (One Hex; +½); OAF (-1), Range Based On Strength (-¼), 4 Charges (-1)	[4]
7	<i>ARGENT Mark III-G Grenade Launcher:</i> 30 STR; OAF (-1), Only To Make Standing Or Prone Throws Of ARGENT Grenades (-2), Only Works With ARGENT Firearms (-0)	3

Martial Arts: Karate

Maneuver	OCV	DCV	Notes
4 Atemi Strike	-1	+1	3d6 NND(1)
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	35 STR
4 Dodge	+0	+5	Dodge all attacks, Abort
3 Legsweep	+2	-1	6d6; Target Falls
4 Knifehand Strike-2	+0		HKA 1d6 (2d6 with STR)
4 Punch/Snap Kick	+0	+2	7d6 Strike
5 Side/Spin Kick	-2	+1	9d6 Strike
			+2 Extra Damage Classes (already added in)

4	<i>ARGENT Officer's Uniform:</i> Armor (3 PD/3 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-5 or 6-7; -½)	0	Skills	+2 OCV with ARGENT Blaster Rifles +1 HTH
3	<i>ARGENT Officer's Helmet:</i> Armor (4 PD/4 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)	0		Bureaucratics 12- KS: ARGENT 11- KS: Karate 11- PS: ARGENT Officer 11-
27	<i>ARGENT Y-Grade Force-Field Belt:</i> Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense); OIF (-½), 1 Continuing Fuel Charge (1 Hour, easily recharged; -0)	[1cc]		Shadowing 12- Stealth 12- Systems Operation 8- Tactics 12- Teamwork 12- WF: Small Arms
6	<i>ARGENT Helmet Communications Linkup:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0		Individual KSSs, PSSs, and other Skills representing personal interests, individualized training, and the like
3	<i>ARGENT Helmet Nightvision System:</i> Nightvision; OIF (-½)	0	Total Powers & Skills Cost: 278	
7	<i>ARGENT Helmet Wraparound Viewer:</i> Increased Arc Of Perception (360 Degrees) for Sight Group; OIF (-½)	0	Total Cost: 347	
5	<i>ARGENT Helmet Flare Compensators:</i> Sight Group Flash Defense (8 points); OIF (-½)	0	75+ Disadvantages	Distinctive Features: ARGENT uniform (Easily Concealed; Noticed And Recognizable)
5	<i>ARGENT Helmet Acoustic Dampeners:</i> Hearing Group Flash Defense (8 points); OIF (-½)	0		Hunted: ARGENT 8- (Mo Pow, NCI, Watching)
7	<i>ARGENT Helmet Oxygen Supply:</i> Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge (1 Hour; -0)	0		Social Limitation: Subject To Orders (Very Frequently, Major)
				237 Experience Points
			Total Disadvantage Points: 347	

Perks
3 Fringe Benefit: Membership (ARGENT)



Description: The ARGENT Officer commands squads of ARGENT Soldiers (see below) and other low-ranking personnel. He's better trained and better equipped than the Soldier, and his uniform is distinct.

ARGENT COMBAT ENGINEER

ARGENT has sent some of its Combat Engineers to Monster Island to help keep the Hunting Lodge in good shape, to combat the sabotage attempts, and make sure the anti-monster security measures don't fail. For a Combat Engineer you can use the ARGENT Officer character sheet with the following additions:

Cost Power

31 *Pre-Built Bombs:* RKA 3d6, Explosion (-1 DC/3"; +1), Trigger (any reasonable condition the Combat Engineer can define, such as a time delay, a radio trigger, or a proximity trigger, two activating conditions can apply at once, Full Phase Action to reset; +¼); OAF (-1), Range Based On STR (-½), 4 Charges (-1)
3 Computer Programming 12-
7 Demolitions 14-
3 Electronics 12-
3 Mechanics 12-
6 6 points' worth of Science Skills pertaining to engineering

Total cost: 53 points.

ARGENT SOLDIER							
Val	Char	Cost	Roll	Notes			
13	STR	3	12-	Lift 150 kg; 2½d6 [1]			
14	DEX	12	12-	OCV: 5/DCV: 5			
13	CON	6	12-				
10	BODY	0	11-				
13	INT	3	12-	PER Roll 12-			
11	EGO	2	11-	ECV: 4			
13	PRE	3	12-	PRE Attack: 2½d6			
8	COM	-1	11-				
4	PD	1		Total: 14 PD (10 rPD)			
4	ED	1		Total: 14 ED (10 rED)			
3	SPD	6		Phases: 4, 8, 12			
6	REC	0					
26	END	0					
24	STUN	0		Total Characteristics Cost: 36			
Movement: Running: 6"/12"							
Cost Powers		END					
56	<i>ARGENT Class Alpha Blaster Rifle:</i> Multipower, 75-point reserve, 60 Charges for entire Multipower (+½); all OAF (-1) [60]						
4u	1) <i>Basic Setting:</i> Energy Blast 10d6, Autofire (5 shots, +½); OAF (-1)						
3u	2) <i>Stun Setting:</i> Energy Blast 7d6, NND (defense is Power Defense; +1); OAF (-1)						
6	6) <i>Rifle-but Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½) 1						
33	<i>ARGENT Grenades:</i> Multipower, 75-point reserve; all OAF (-1), Range Based On Strength (-¼)						
2u	1) <i>Mark I Grenade:</i> RKA 2d6+1, Explosion (+½); OAF (-1), Range Based On Strength (-¼), 4 Charges (-1) [4]						
2u	2) <i>Mark II Glue Grenade:</i> Entangle 5d6, 5 DEF, Area Of Effect (One Hex; +½); OAF (-1), Range Based On Strength (-¼), 4 Charges (-1) [4]						
7	<i>ARGENT Mark III-G Grenade Launcher:</i> 30 STR; OAF (-1), Only To Make Standing Or Prone Throws Of ARGENT Grenades (-2), Only Works With ARGENT Firearms (-0) 3						
3	<i>ARGENT Soldier's Uniform:</i> Armor (2 PD/2 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-5 or 6-7; -½) 0						
3	<i>ARGENT Soldier's Helmet:</i> Armor (4 PD/4 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2) 0						
20	<i>ARGENT Z-Grade Force-Field Belt:</i> Force Field (10 PD/10 ED/5 Mental Defense/5 Power Defense); OIF (-½), 1 Continuing Fuel Charge (1 Hour, easily recharged; -0) [1cc]						
6	<i>ARGENT Helmet Communications</i> <i>Linkup:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0						
Perks							
2	Fringe Benefit: Membership (ARGENT)						

Skills

- 2 +1 OCV with ARGENT Blaster Rifles
- 1 Bureaucratics 8-
- 1 KS: ARGENT 8-
- 2 PS: ARGENT Soldier 11-
- 1 Shadowing 8-
- 3 Stealth 12-
- 1 Teamwork 8-
- 2 WF: Small Arms
- 10 Individual KSs, PSs, and other Skills representing personal interests, individualized training, and the like

Total Powers & Skills Cost: 170**Total Cost: 206****75+ Disadvantages**

- 5 Distinctive Features: ARGENT uniform
(Easily Concealed; Noticed And Recognizable)
- 10 Hunted: ARGENT 8- (Mo Pow, NCI, Watching)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 96 Experience Points

Total Disadvantage Points: 206

Description: Until 2005, ARGENT didn't have its own corps of agents. It had security personnel at its various facilities, but for paramilitary matters it simply hired mercenaries (often from Bastion Alpha Security; see *Cops, Crews, And Cabals*). But by 2005 it had so many operations going on around the world that relying on outside contractors was both cost-ineffective and a security risk. So ARGENT bit the bullet and set up its own private army, using Bastion Alpha to train its Soldiers and equipping them with high-tech weapons and





devices. Soldiers' training includes standard security work, bodyguarding, tailing, and weapons use.

When recruiting Soldiers, ARGENT looks for intelligence as well as athletic skill. It uses a lot of advanced gadgets and weaponry, and it needs people sharp enough and observant enough to learn them. It also requires that all Soldiers speak fluent English; this prevents communication problems.

The biggest difference between ARGENT's Soldiers and the agents of organizations like VIPER is that ARGENT personnel aren't necessarily criminal. ARGENT (and its subsidiaries) is a legitimate organization in many parts of the world (though not the US or Europe), and it's not illegal for it to have its own security force. Many ARGENT Soldiers are really no different than any other security guard, just better equipped and trained. Some of them are as amoral and greedy as any VIPER agent, while others have to be shielded from ARGENT's more "questionable" activities for fear of scaring them away or their running to the authorities.

ARGENT Soldiers wear a simple, lightly-armed uniform in two-tone dull green (or camo and tan, or other dark colors), plus black boots and gloves and a light-colored utility belt. If expecting an attack they don a helmet that covers the top and sides of the head but not the face.

Powers/Tactics: ARGENT equips its Soldiers with three weapons (though it can issue them others if the situation calls for it). Their main firepower comes from the Class Alpha Blaster Rifle, a phased pulson blaster with an attached grenade launcher. The rifle can fire on single-shot or multiple-shot modes; the Soldier can also tune it to fire a neuro-stunner blast, but this cannot be autofired. Soldiers are trained to fire 2-3 shot bursts against most foes, saving higher levels of Autofire for tough or easy-to-hit targets. The grenade launcher can fire either fragmentation or glue grenades (Soldiers can simply throw the grenades, if preferred).

ARGENT HANDLERS

On Monster Island ARGENT has deployed a specially-trained Soldier known as a *Handler* who can keep control of the enslaved manimals and captive teleosaurs the organization uses. (Some have additional training to help with the teleosaurus breeding process and are known as Teleosaurus Breeders.) A Handler is like a regular Soldier except that (a) he has Animal Handler (Equines, Felines, Reptiles & Amphibians) 14-, some Knockout Gas Grenades, and a Shock-Prod to keep his charges in line, and (b) his armored uniform does not cover the arms or shoulders. His uniform is also far more colorful, with a red tunic, grey pants, yellow utility belt, and black helmet, gloves, and boots.

Cost Power

50	<i>ARGENT Shock-Prod:</i> Multipower, 100-point reserve, 30 Charges for entire reserve (+¼); all OAF (-1), No Range (-½)
4u	1) <i>Painful Touch:</i> Energy Blast 10d6, NND (defense is insulated ED; +1); OAF (-1), No Range (-½)
1u	2) <i>Fatal Touch:</i> RKA 3d6; OAF (-1), No Range (-½), Requires Multiple Charges (3 Charges; -¾)
20	<i>Knockout Gas Grenade:</i> Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (4" Radius; +1); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

Total cost: 75 points (plus 8 points for Animal Handler)

ARGENT NEUTRALIZER

As ARGENT's operations have become more public, it's found itself in conflict with superheroes more and more often. To counteract them, it's trained some Soldiers as *Neutralizers* — agents whose job it is to weaken superpowered opposition. Equipped with Neutralizer Grenades (which emit



tunable energy fields that can weaken superpowers) and Neural Scramblers, they can make life difficult for even the most powerful heroes... particularly when there are a lot of them. Use the Soldier character sheet for them with the following additions:

Cost Power

- 33 *Neutralizer Grenade*: Drain Superpowers 4d6, any one Superpower at a time (+¼), Delayed Recovery Rate (points return at the rate of 5 per Minute; +¼), Explosion (-1d6 per 2 hexes; +¾), Range Based On STR (+¼); OAF (-1), 4 Charges (-1)
- 31 *Neural Scrambler*: Drain Characteristics 4d6, any one Characteristic at a time (+¼), Delayed Recovery Rate (points return at the rate of 5 per Minute; +¼), Limited Range (3"; +¼); OAF (-1), 12 Charges (-¼)

Total cost: 64 points.

ARGENT FACILITIES

The Corporate Wildlife Preserve mostly consists of rolling hills between the main mountain chain running down the center of the island and two "spurs" to south and north. A narrow valley runs north-south between the Preserve and Slither Beach; ARGENT's built a cement wall (DEF 6, BODY 12) and an electrified fence (see below) there to keep VIPER out of its territory; VIPER has accepted the wall as a proper boundary and has little contact with ARGENT other than to spy on its agents.

THE FENCES

ARGENT has constructed two types of fences to define its territory, protect its facilities, and keep hunters' prey in while keeping giant monsters out. The most basic type are large cement walls (DEF 6, BODY 12); these are installed to block the pass to Slither Beach, to block the road leading up the mountain to the Hunting Lodge; and around the Communications Station. The second type, installed along the entire length of the beach, around the Barracks and Backup Generator, and sometimes even

along the cement walls, is an electrified chain-link fence. This fence is DEF 5, BODY 3 but inflicts a Killing Attack 1d6, +1 STUN Multiplier, per Phase of contact (half damage if the character isn't in contact with the ground, such as when flying). Giant monsters particularly seem to dislike the pain caused by the electrified fence and stay away from it.

At the gateways through the electrified fences, and sometimes elsewhere along their length, ARGENT has built two-story tall wooden guard towers. Manned 24 hours a day by guards who keep a lookout for giant monsters (particularly flying ones who can avoid the fences) and other threats, each one is equipped with a swivel mounted ARGENT Heavy Blaster Cannon (Energy Blast 24d6, 60 Boostable Charges, range 1,000"). Each tower also has a Communications Console (Radio Reception/Transmission; OAF Bulky) so the guard can call in reports.

THE DOCKS

To facilitate the shipment of goods and personnel to and from Monster Island, ARGENT constructed a small but functional wooden dock. Launches from ARGENT's ships or submarines put in here to deliver supplies, take away captive manimals for use in other ARGENT facilities, and so forth.

THE BARRACKS

Most ARGENT personnel on Monster Island don't get to live in the Hunting Lodge; that's reserved for the upper ranks and visiting VIPs. Instead they live in one-story wooden dormitories arranged in a fenced compound along with a motor pool. The compound includes a "commons building" that functions as a dining hall, recreation room, and meeting hall. The motor pool is filled with trucks and jeeps; ARGENT hasn't sent any of its hovercraft or other high-tech vehicles to this remote location.

THE BACKUP GENERATOR

The main power generation system for ARGENT's Monster Island operations is located

in a sub-basement of the Hunting Lodge... but ARGENT rarely puts all of its eggs in one basket. On the opposite end of the Wildlife Preserve, protected by an electrified fence, is a second power supply station able to meet all of the Preserve's power needs. The downside to this preparation: if a superhero can gain access to the backup generators and succeeds with a SS: Electrical Engineering roll (or Electronics or SS: Electronic Engineering at -5) can short out *both* power systems, leaving the Preserve "in the dark" (so to speak). On the other hand, that leaves the Preserve open to giant monster incursions, which could also affect the PCs....

THE HUNTING LODGE

ARGENT's main facility on Monster Island is the Hunting Lodge — a large, solid cement building on top of the small peak in the northern part of the Preserve. It's reached by driving or walking up a mountain trail, though VIPs are often flown in by helicopter (there's a landing pad on the mountain below the Lodge, usually with a chopper fully fueled and ready to leave at a moment's notice).

The Lodge is a two-story structure with several underground levels. The first floor contains a reception area, an elegant dining room (plus an attached kitchen), and a "smoking room" where guests can relax. The second story has another sitting room (whose windows provide an excellent view of the Preserve) and six luxuriously-appointed bedroom suites. Although the remoteness of Monster Island makes it impossible to fulfill guests' every whim, the Lodge staff (including a concierge, two four-star chefs, three maids, and a huntmaster) bends over backwards to make the guests' stay as comfortable as possible.

The Lodge has three underground levels as well. The first contains rooms and eating facilities for the staff and guards; these areas aren't nearly

as nice or well-decorated as the ones for guests. The next level down is ARGENT's Monster Island research laboratories, though these are relatively minimal affairs compared to its labs elsewhere. Basically it just wants the scientists here to perform preliminary studies, make recommendations, and then forward their materials and notes to ARGENT scientists in better-equipped facilities. The last level contains the power generators for the Preserve.

THE MANIMAL RESISTANCE

Besides teleosaurs and the giant monsters themselves, the chief prey that ARGENT makes available to hunters is manimals captured in Wells' Pass or the Feral Tangle. Both Dr. Moreau and the free manimals have tried to fight back against this, but with little success due to the power of ARGENT's technology. As a result, ARGENT's clients get to enjoy "the most dangerous game," hunting a man who's not really a man so it's not a matter of murder in their corrupt eyes.

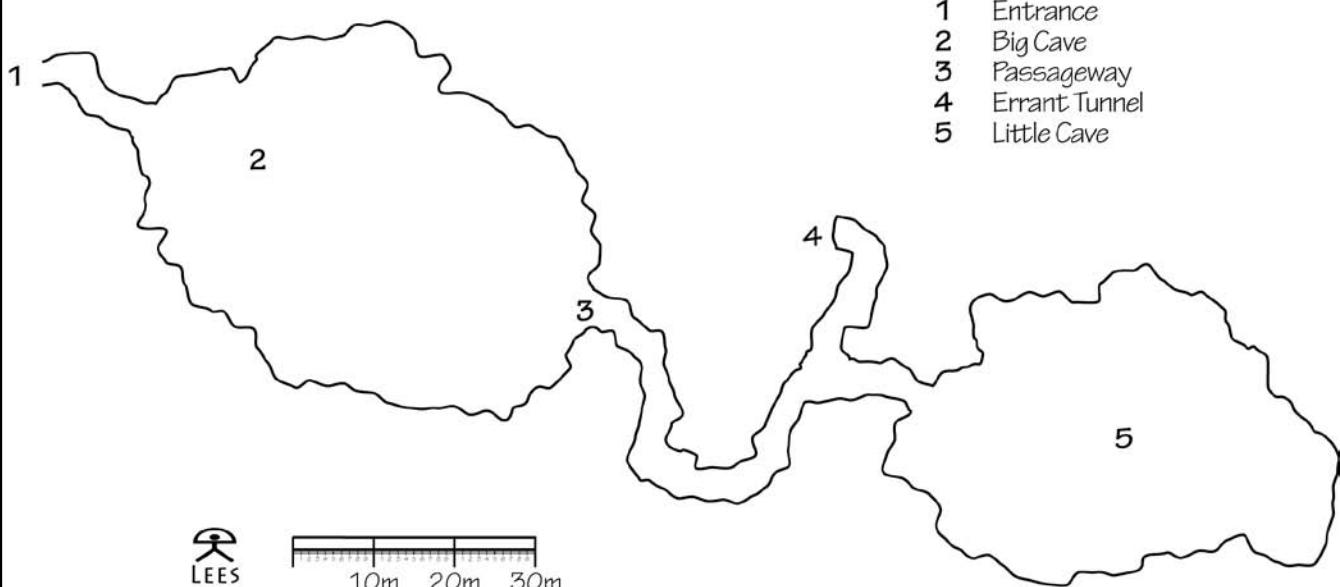
Recently Father Elk and the beast-men of New Gornjy devised another tactic to combat ARGENT's depredations. Instead of trying to fight ARGENT off, they decided to set up a mission — a sort of "underground railroad" — to rescue the captured manimals. Since penetrating the ARGENT compound to free them from their cages isn't feasible, they keep watch, wait until a manimal is released for a hunt, then try to get to him before the hunters do.

BROTHER WHITEHART

The leader of the resistance mission is Brother Whitehart, an elk-man especially chosen by Father Elk for the job. Young and headstrong, he has just enough wisdom to temper his penchant for risk-



ARGENT Tunnel, Monster Island



- 1 Entrance
- 2 Big Cave
- 3 Passageway
- 4 Errant Tunnel
- 5 Little Cave

taking and action with a careful evaluation of the situation. Working with him is a small group of manimals, mostly dog-men and cat-men, whom he uses primarily for reconnaissance. He and his people stealthily move close to the ARGENT compound and watch for signs that a manimal hunt is about to begin. When they see a manimal being released they relay word to the rest of their force via signal-flags and captured radios. Then they converge on the area and try to capture the beast-man before the hunters get to him. Since the manimal is wary and frightened, this isn't always easy, and sometimes the hunters get a glimpse of the rescuers and take shots at them.

For Brother Whitehart, use the Stag-Man character sheet from Chapter Six, but with the following changes: STR 18, PD 8, ED 8, SPD 4. His followers are mostly standard beast-men.

THE HIDDEN TUNNEL

If all goes well with a rescue, the newly-freed beast-man is taken to Brother Whitehart's lair, the Hidden Tunnel. This is a series of twisting, labyrinthine caverns that eventually lead through the mountain range to the Feral Tangle... if one knows the proper way. It would be very, very easy for someone to get lost in the caves and die of hunger. (Though the main route through the caverns is easy to see and learn if one pays close attention.)

Unfortunately the name "Hidden" Tunnel is no longer accurate. Recently ARGENT discovered the tunnel's location. It's sent squads of soldiers in there to try to capture the beast-men and crush Brother Whitehart's "underground railroad." The manimals are hard-pressed and could definitely use some help from superheroes.

Nor is ARGENT the only danger here. Recently Elder Worm from Echinocos Shores (see Chapter Nine) burrowed this far south in search of relics and came across the caverns. Now they occasionally prey on traffic between the Preserve and the Feral Tangle, giving Brother Whitehart one more danger to deal with.



THE UNTIL PRESENCE

UNTIL has only assigned one person to this part of Monster Island: Major Nestor de Luna, formerly the head of the organization's base in Singapore. He's a Hispanic male with a stylish black beard, moustache, and hair; his uniform is grey-white and black. His assignment is to monitor ARGENT's activities and build a solid case that the corporation is violating international law here. ARGENT's presence on the island is itself illegal, but it's a relatively trivial violation, so bringing a case against the company on that basis would be a waste of time — UNTIL wants to nail ARGENT with substantial charges that will be a major blow. Unfortunately manimals aren't recognized by international law (or any national laws, really), so building a case for kidnapping and murder would be difficult at best. As much as UNTIL hates the hunts, it wants to wait for something that won't create difficulties for the prosecution...

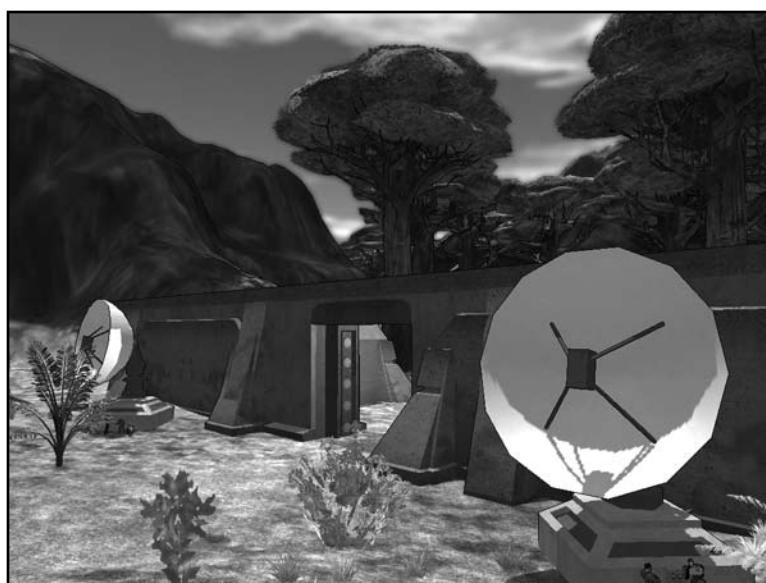
...and so Major de Luna watches and waits, and does what he can to cause problems for ARGENT without revealing himself or disobeying his orders.

(He'd *love* to offer some covert assistance to superheroes who want to destroy the Wildlife Preserve.) A native of the Philippines, Major de Luna joined UNTIL after a rather lackluster academic career. Fortunately for him the UNTIL recruiter he talked to recognized raw talent when he saw it and gave de Luna a shot despite his poor grades. Under UNTIL discipline de Luna thrived and was soon getting top marks in his training classes. He worked as a field agent, and then for a number of special programs (including Project Stargazer), before finally earning the plum assignment of running the Singapore headquarters. Although he's deeply loyal to UNTIL, when he heard about what was happening on Monster Island he couldn't ignore the plight of the beast-men. He took a temporary leave of absence from his position and volunteered for the scouting mission.

OTHER ALLIES

Major de Luna and Brother Whitehart aren't the only potential allies superheroes might find on this part of Monster Island. Two other people could help them out... or require rescue.

The first is Henry Lee, an industrialist. As mentioned above he got caught up in the corporate war between ARGENT and Harpco. ARGENT kidnapped him and brought him to Monster Island to complete the "deal" to its satisfaction, but it covered its tracks so well that Major de Luna knows it would be difficult to make out a case against ARGENT for the crime because Lee is reluctant to testify. To show Lee the consequences of not cooperating, it let him loose in the Wildlife Preserve. It's been all he can do to keep himself safe from teleiosaurs and other beasts. He's scared that if he accepts Major de Luna's offer to get



him off the island in exchange for his testimony against ARGENT, he'll never get his company back and the corporation will have him killed. If a group of superheroes could prove their *bona fides* by recovering the coerced bill of sale from the Hunting Lodge, and offered to do their best to protect him, he'd change his mind and help strike a blow against ARGENT.

DR. JANICE SELLERS

10	STR	12	DEX	12	CON	10	BODY
18	INT	14	EGO	15	PRE	12	
	COM	4	PD	3	ED	3	SPD
4REC		24	END	21	STUN		

Abilities: Bureaucratics 8-; Combat Driving 8-; Computer Programming 8-; Deduction 13-; Gambling (Card Games) 13-; High Society 12-; KS: Art History 8-; KS: Film 11-; KS: Literature 8-; Languages (Japanese, Russian, Spanish, all basic conversation); PS: Play Chess 14-; Stealth 11-; Tracking 13-; WF: Small Arms; Scientist (Anatomy 11-, Biology 13-, Chemistry 11-, Ecology 13-, Genetics 11-, Veterinary Medicine 11-, Zoology 13-); Well-Connected and 25 points' worth of Contacts in the scientific community; Perk: Tenure at MCU

50+ Disadvantages: Hunted: ARGENT 8- (Mo Pow, NCI, Kill)

Notes: The second potential ally the heroes have against ARGENT is Dr. Janice Sellers, a zoologist who went to Monster Island months ago out of concern for its wildlife. (UNTIL approved her visit, though it expected her to leave after a week and is pressuring her strongly to return to civilization.) Initially she'd planned to study the giant monsters and other strange fauna, but when she found out about the beast-men and the way ARGENT treats them she immediately shifted her focus to them. Although her current work isn't known to the public, around UNTIL and in

parts of the Superhuman World she's referred to (sometimes with affection, sometimes scorn) as "the Jane Goodall of Monster Island."

Doctor Sellers's goal is to stop ARGENT from exploiting and hunting the manimals, though she has no real way to do this. She keeps an eye on ARGENT as much as she can, pesters Major de Luna to "do something," and takes elaborate notes about everything she sees and does in the hope of writing a book that will both introduce the wonders of Monster Island to the general public and blow the lid off of ARGENT's criminal activities. ARGENT fully intends to eliminate her as soon as it can do so safely.

Between her work and her larger-than-life personality, Dr. Sellers has become something of a mini-celebrity, famed as much for her eccentricities as her work. She drives like a maniac (though she's never been in a wreck), keeps a menagerie of pets in her sprawling but elegantly decorated Michigan home, plays chess at master level, once tried out for a position on the Cleveland Browns football team, occasionally steps in as a film critic on several national movie review TV shows, once beat Dr. Silverback in a Texas Hold 'Em tournament, and crashes the Oscar awards ceremony every year in a bright pink gown. Aside from her work on Monster Island, her current goal is to learn how to play rock 'n' roll guitar and jam with Eric Clapton. She's a tenured professor at Millennium City University, but due to her various escapades and commitments doesn't teach classes most semesters.

Doctor Sellers's appearance belies her fierce determination and stubbornness. Short and waif-thin, she keeps her light brown hair cut short for comfort in the tropical climate, giving her a youthful appearance. She wears camo pants, boots, a belt with several pouches, and a light-colored t-shirt. She's usually got a notebook, PDA, or various small scientific instruments with her.



ECHINOS SHORE:
Lair Of The Worm



MONSTER
Chapter Nine Island

ECHINOCOS SHORE

In the late Eighties Bureau 17 established an observation outpost on the northern part of Monster Island — a rocky, hilly area near the volcano that some monsters liked but others avoided most of the time. Most Bureau 17 personnel regarded a posting to the outpost at Echinocos Shore — a name chosen because of the discovery of some highly unusual species of worms living in that area — as an easy assignment.

And so it was for about a decade, but things changed in 1998 when the Slug happened to pass near Monster Island and sensed the presence of potential Elder Worm artifacts. Never one to let such things lie, he brought a group of his followers to the island. They began searching and excavating in secret, working only at night and hiding during the day in a cave. Every few months they'd discover something — never anything of importance, but enough for the Slug to keep them there.

In 2008 the Slug's faith was justified. His followers discovered fragments of a Worm Gem similar to the Slug's own. The Slug himself returned to Monster Island to take over the project. He realized he needed to expand the operation, and that meant the Human observers at the outpost had to be eliminated. One stormy night the Elder Worm attacked the Echinocos Shore base. So swift and powerful was the assault that the outpost didn't even have the chance to call a warning or request for help into the main base.

Instead of transforming his captives into full Elder Worms, the Slug changed them into *Helminths*, first-stage Elder Worms who retained enough human features — particularly their tongues — that they could pass as human over

the communications system. They maintained the deception for weeks. Bureau 17 only recently discovered that the outpost is now an Elder Worm base. It doesn't really have the right forces and firepower to dig out an entrenched Elder Worm force — particularly one led by the Slug! — but it's hoping to recruit the help of some superheroes.

VIPER hasn't been so hesitant, however. Eager to get its hands on whatever the Slug was after before he did, the snakes moved a couple squads of agents into the area and began their own digs, precipitating a sporadic armed conflict with the Slug and his people. The conflict worsened in recent weeks when VIPER found a mysterious artifact, the Worm Orb, that the Slug desperately wants.

THE ELDER WORM

The Elder Worm are an evil alien species whose precise origins and history are largely unknown to mankind, and what is known isn't necessarily reliable or is subject to multiple interpretations. Apparently the Elder Worm have existed in the Milky Way Galaxy for eons; the Malvans tell stories of fighting an immense galactic war with them hundreds of thousands of years ago. Around a hundred thousand years ago they apparently came to Earth, where they enslaved much of Humanity and in some way "interbred" with mankind so that infinitesimal traces of Elder Worm biomaterial somehow secretly lurk within Human DNA even today. The Elder Worm are led by the Slug, a powerful villain who's tried several times to transform entire populations into Elder Worm. (See

Conquerors, Killers, And Crooks for the Slug's original character sheet, or *Champions Universe: News Of The World* for his updated sheet as of 2007; you can find out more about the Elder Worm in general from those books and others, including *Hidden Lands*, *DEMON*, and *Terran Empire*.)

As their name suggests, the Elder Worm have annelidoid (worm-like) bodies that are more flexible than Human frames (in game terms they all have the *Double-Jointed Talent*). They possess the same senses as Humans, but



HELMINTHS

“Helminth” is the Elder Worm term for Humans whom the Slug has only partly Transformed into Elder Worms using his Talisman. A helminth looks like a cross between an Elder Worm and a Human — his body has begun to take on most Elder Worm characteristics, but he still has a mouth (and can speak), lacks Elder Worm telepathy and Vulnerability, and doesn’t require a humidity suit to exist in Earth climates (though he finds anything other than a tropical climate uncomfortable to some degree, and often wears a humidity suit anyway).

A helminth can be “cured” — Transformed back into an ordinary Human — by taking the Slug’s Worm-Gem, or more likely a fragment of one (such as many of the Elder Worm on Monster Island carry), and applying it to the victim’s forehead for one minute. Using the Slug’s Talisman has the same effect, but it only has to be applied for 1 Turn (12 seconds). Otherwise the only way to counter the effects of the Slug’s power is to get him to reverse it voluntarily (highly unlikely) or to use similarly powerful magic spells.

lack mouths, instead communicating telepathically. (Helminths — Humans transformed into first-stage Elder Worms as the result of the Slug’s powers — still speak in recognizable Human voices.) They’re native to a climate that’s much warmer and humid than Earth’s (except perhaps for the most tropical, swampy regions). Exposure to Earth’s atmosphere (particularly the drier and/or colder regions) causes them pain that leads to injury and eventually death. To get around this, they wear special armored “humidity suits” that recreate the sort of environment they prefer (though even a humidity suit can’t protect against truly intense heat, such as inside the volcano). In their Monster Island lairs and territory they also use “vaporative humidifier” machines that make the climate hotter and wetter; these look like cross-shaped towers about twice the size of a man that pump steam into the air (they’re DEF 8, BODY 15). Some of the giant monsters like this and gravi-

tate toward Echinocos Shore as a result; others find it uncomfortable and tend to avoid the region. The Elder Worm have also created small mounds of what UNTIL called “Elder Worm humus” in which they apparently intend to grow alien plants.

The minds of Slug and other Elder Worms count as “Alien” for purposes of Mental Powers. However, Mental Powers that only affect Human minds can affect Elder Worm minds at half power. Similarly, Elder Worm Mental Powers can only affect Human minds at half power.

The Slug’s purpose in bringing his people to Monster Island is to search for ancient artifacts of his people — weapons, enchanted items, and devices left behind when the Elder Worm were driven from Earth millennia ago. Some were cleverly hidden by the Elder Worm before they departed; others were lost, fragmented, or destroyed. The Slug already possesses several, such as his Worm-Gem and Talisman of the Elder Worm, but he’s always eager for more. He believes that somewhere out there lies an Elder Worm super-weapon he can use to subjugate Humanity. So far mostly all he’s found on Monster Island are fragments and scraps. Many of his followers carry tiny pieces of a Worm-Gem that was broken here, regarding them as good luck charms; unbeknownst to them a fragment can restore a Helminth to fully Human if applied to its forehead. The only intact artifact that’s been found here so far was actually found by VIPER. It’s a Worm Orb of unknown powers (see below), and the Slug would do nearly anything to get his hands on it. Unfortunately VIPER’s protecting it too well for him to steal or take by force... but he’ll find a way to acquire it.

Elder Worm Personnel

Here are character sheets for the main types of Elder Worm on Monster Island. The Slug can bring reinforcements if necessary, though his number of Elder Worm followers is very limited most of the time and he’s reluctant to devote too many of them to any one project.



ELDER WORM ACOLYTE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
3	PD	1		Total: 11 PD (8 rPD)
3	ED	0		Total: 11 ED (8 rED)
4	SPD	16		Phases: 3, 6, 9, 12
8	REC	6		
40	END	7		
24	STUN	0		Total Characteristics Cost: 75

Movement: Running: 6"/12"
Tunneling: 6"/12"

Cost Powers

Cost	Powers	END
50	<i>Mind-Writings</i> : Ego Attack 4d6, Reduced Endurance (½ END; +¼)	2
20	<i>Spells Of Protection</i> : Elemental Control, 40-point powers	
25	1) <i>Augment Protection</i> : Succor PD and ED 4d6, two Characteristics at once (+½), Limited Range (12"; +¼), Reduced Endurance (0 END; +½)	0
40	2) <i>Protective Barrier</i> : Force Wall (10 PD/10 ED, up to 5" long and 2" tall)	6
40	<i>Balm Of The Worm</i> : Simplified Healing 4d6; Only Works On Elder Worms (-0)	4
45	<i>Voice Of The Worm</i> : Telepathy 4d6 (Alien and Human classes of mind), Reduced Endurance (0 END; +½)	0
30	<i>Path Of The Worm</i> : Tunneling 6" through 6 DEF material	3
16	<i>Humidity Suit</i> : Armor (8 PD/8 ED); OIF (-½)	0
27	<i>Humidity Suit</i> : Life Support: Total (except for Safe Environments: High Radiation, Intense Heat); OIF (-½)	0

Talents

4 Double-Jointed

Skills

3 Stealth 12-
3 Teamwork 12-

Total Powers & Skills Cost: 293

Total Cost: 368

200+ Disadvantages

- 0 Dependence: must remain in an environment of at least tropical jungle/swamp humidity, or suffer 1d6 damage per 6 hours (Very Common)
- 20 Distinctive Features: Elder Worm body (Not Concealable; Always Noticed, Causes Major Reaction [fear/disgust])
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Physical Limitation: Mute (All The Time, Slightly Impairing)
- 25 Psychological Limitation: Must Destroy/Enslave Humanity And Cleanse The Earth For The Return Of The Elder Worm (Very

Common, Total)

- 10 Vulnerability: 1½ x STUN from Fire/Heat attacks (Common)
- 10 Vulnerability: 1½ x STUN from Magic attacks (Common)
- 5 Vulnerability: 1½ x STUN from Ice/Cold attacks (Uncommon)
- 63 Experience Points

Total Disadvantage Points: 368

Description: Elder Worm Acolytes have worm-like heads (similar to the bodies of Initiates; see below) atop humanoid bodies. Their humidity suits are typically orange-ish, reddish, or golden-ish, making it easy to distinguish them from the grey-suited Aspirants (who are also taller). Higher-ranking Acolytes wear white or black suits with red and gold highlights.

Powers/Tactics: Elder Worm Acolytes attack with a mental blast that's particularly effective if two or more of them focus on a single target (which they can easily do thanks to being in telepathic contact). However, they typically play a support role in combat rather than a fighting role. They use their Spells Of Protection and Balm Of The Worm to protect other Elder Worms and heal them when they suffer injury. Elder Worm Aspirants and Warriors often fight fiercely to protect Acolytes if anyone threatens them.

ELDER WORM RIFTKEEPERS

Some Acolytes are specially trained to open extra-dimensional portals and deal with beings beyond Earth's realm. Known as *Riftkeepers*, on Monster Island they primarily work at keeping the Qliphothic Portal (see below) stable and open... and making sure nothing comes through that the Slug doesn't want to come through. They wear grey-white humidity suits with blue highlights.



ELDER WORM ASPIRANT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
16	CON	12	12-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
5	PD	2		Total: 14 PD (9 rPD)
5	ED	2		Total: 14 ED (9 rED)
4	SPD	13		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	0		Total Characteristics Cost: 72

Movement: Running: 6"/12"
Tunneling: 6"/12"

Cost Powers

Cost	Powers	END
90	<i>Ego Blades</i> : Ego Attack 3d6, Autofire (2 shots; +1½), Alternate Combat Value (uses OCV instead of OECV; +¼), Reduced Endurance (½ END; +½)	3
7	<i>Fighting Skill</i> : HA +2d6; Hand-To-Hand Attack (-½)	1
45	<i>Voice Of The Worm</i> : Telepathy 4d6 (Alien and Human classes of mind), Reduced Endurance (0 END; +½)	0
30	<i>Path Of The Worm</i> : Tunneling 6" through 6 DEF material	3
18	<i>Humidity Suit</i> : Armor (9 PD/9 ED); OIF (-½)	0
27	<i>Humidity Suit</i> : Life Support: Total (except for Safe Environments: High Radiation, Intense Heat); OIF (-½)	0

Talents

4 Double-Jointed

Skills

4	+2 OCV with Ego Blades
3	Climbing 12-
3	Stealth 12-
1	Tactics 8-
3	Teamwork 12-

Total Powers & Skills Cost: 235

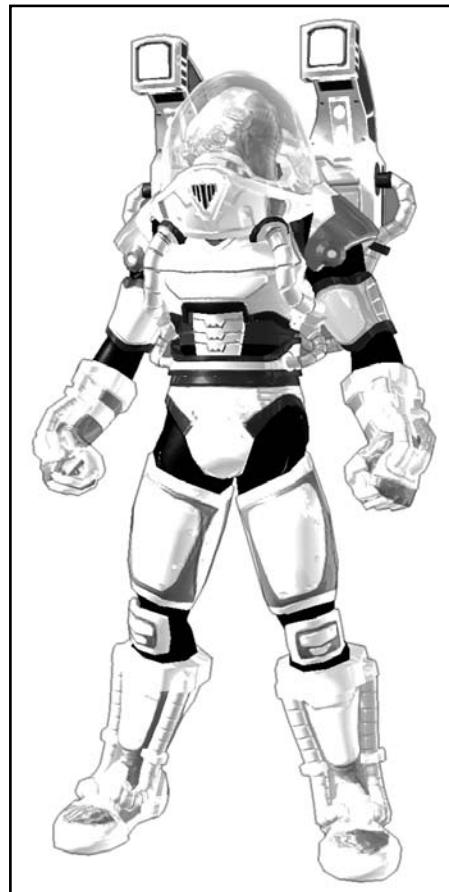
Total Cost: 307

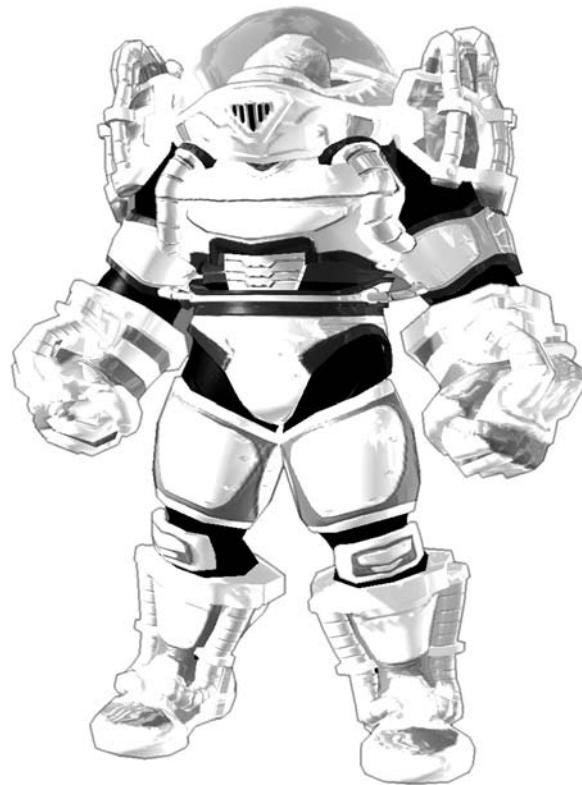
200+ Disadvantages

0	Dependence: must remain in an environment of at least tropical jungle/swamp humidity, or suffer 1d6 damage per 6 hours (Very Common)
20	Distinctive Features: Elder Worm body (Not Concealable; Always Noticed, Causes Major Reaction [fear/disgust])
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Physical Limitation: Mute (All The Time, Slightly Impairing)
25	Psychological Limitation: Must Destroy/Enslave Humanity And Cleanse The Earth For The Return Of The Elder Worm (Very Common, Total)
10	Vulnerability: 1½ x STUN from Fire/Heat attacks (Common)
10	Vulnerability: 1½ x STUN from Magic attacks (Common)
5	Vulnerability: 1½ x STUN from Ice/Cold attacks (Uncommon)
2	Experience Points

Total Disadvantage Points: 307

Description: An Elder Worm Aspirant is a fighter in training — a junior Warrior (see below), if you will. They have two small Ego Blades wielded in tandem instead of a Warrior's single large Blade, wear lighter armor, and lack Warriors' telekinetic powers. They wear grey or grey-white humidity suits and are taller than most types of Elder Worm.




ELDER WORM WARRIOR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
18	BODY	16	13-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
8	PD	4		Total: 16 PD (12 rPD)
8	ED	4		Total: 16 ED (12 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	2		Total Characteristics Cost: 114

Movement: Running: 6"/12"
Tunneling: 7"/14"

Cost	Powers	END
120	<i>Ego Blade</i> : Ego Attack 8d6, Alternate Combat Value (uses OCV instead of OECV; +1/4), Reduced Endurance (1/2 END; +1/4)	5
20	<i>Telekinetic Might</i> : Elemental Control, 40-point powers	
25	1) <i>Telekinesis</i> : Telekinesis (30 STR)	4
20	2) <i>Telekinetic Blast</i> : Energy Blast 8d6	4
50	3) <i>Telekinetic Wave</i> : Energy Blast 8d6, Area Of Effect (10" Cone; +1), Double Knockback (+3/4), Reduced Endurance (1/2 END; +1/4); Extra Time (Extra Segment; -1/2), No Range (-1/2)	5
7	<i>Fighting Skill</i> : HA +2d6; Hand-To-Hand Attack (-1/2)	1
45	<i>Voice Of The Worm</i> : Telepathy 4d6 (Alien and Human classes of mind),	

35	Reduced Endurance (0 END; +1/2) <i>Path Of The Worm</i> : Tunneling 7"	0
24	<i>Humidity Suit</i> : Armor (12 PD/12 ED); OIF (-1/2)	3
27	<i>Humidity Suit</i> : Life Support: Total (except for Safe Environments: High Radiation, Intense Heat); OIF (-1/2)	0

Talents

4 Double-Jointed

Skills

8	+1 with All Combat
6	+3 OCV with Ego Blade
3	Climbing 13-
3	Stealth 13-
3	Tactics 12-
3	Teamwork 13-

Total Powers & Skills Cost: 403

Total Cost: 517

200+ Disadvantages

0	Dependence: must remain in an environment of at least tropical jungle/swamp humidity, or suffer 1d6 damage per 6 hours (Very Common)
20	Distinctive Features: Elder Worm body (Not Concealable; Always Noticed, Causes Major Reaction [fear/disgust])
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Physical Limitation: Mute (All The Time, Slightly Impairing)
25	Psychological Limitation: Must Destroy/Enslave Humanity And Cleanse The Earth For The Return Of The Elder Worm (Very Common, Total)

10 Vulnerability: 1½ x STUN from Fire/Heat attacks (Common)
 10 Vulnerability: 1½ x STUN from Magic attacks (Common)
 5 Vulnerability: 1½ x STUN from Ice/Cold attacks (Uncommon)
 257 Experience Points

Total Disadvantage Points: 517

Description: An Elder Worm Warrior is a highly-skilled fighter. He wields a single Ego Blade. He's taller and heavier than other Elder Worms, and wears a grey-white humidity suits with gold highlights.

Powers/Tactics: Besides being strong and tough, an Elder Worm Warrior has two main forms of attack. The first is his Ego Blade, a large single "sword" that he can strike with in HTH Combat. The second is his telekinetic powers, which he can use to grab or blast a single target or can unleash in a "telekinetic wave" to smash into multiple foes, knocking them away from him. (It takes an Extra Segment for the wave to build, giving potential victims a chance to leave the targeted area or try to stop the attack.). Multiple Warriors often try to aim their waves to either overlap or fit together to cover a lot of the battlefield.

ELDER WORM MEGADRILES

A *Megadrile* is an Elder Worm term for a particularly powerful form of Warrior who's usually assigned to guard important persons or targets (such as the humidiator machines and humus piles on Monster Island). They're like Warriors but with +5 STR, +2 CON, +2 PD, and +2 ED. Their humidity suits are black and white.

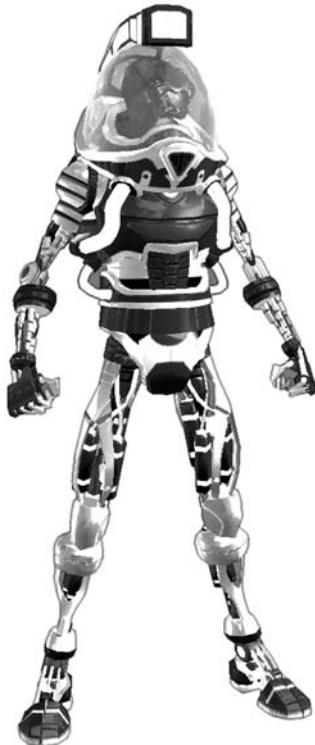
ELDER WORM INITIATE										
Val	Char	Cost	Roll	Notes						
10	STR	0	11-	Lift 100 kg; 2d6 [1]						
15	DEX	15	12-	OCV: 5/DCV: 5						
14	CON	8	12-							
12	BODY	4	11-							
18	INT	8	13-	PER Roll 13-						
15	EGO	10	12-	ECV: 5						
15	PRE	5	12-	PRE Attack: 3d6						
4	COM	-3	10-							
3	PD	1		Total: 9 PD (6 rPD)						
3	ED	0		Total: 9 ED (6 rED)						
4	SPD	15		Phases: 3, 6, 9, 12						
8	REC	6								
40	END	6								
24	STUN	0		Total Characteristics Cost: 75						
Movement: Running: 6"/12" Tunneling: 6"/12"										
Cost	Powers		END							
60	<i>Dark Magics</i> : Multipower, 60-point reserve									
5u	1) <i>Darkblast</i> : Energy Blast 10d6		5							
6u	2) <i>Dark Explosion</i> : Energy Blast 8d6, Explosion (+½)		6							
45	<i>Voice Of The Worm</i> : Telepathy 4d6 (Alien and Human classes of mind), Reduced Endurance (0 END; +½)		0							
30	<i>Path Of The Worm</i> : Tunneling 6" through 6 DEF material		3							
12	<i>Humidity Suit</i> : Armor (6 PD/6 ED); OIF (-½)		0							
27	<i>Humidity Suit</i> : Life Support: Total (except for Safe Environments: High Radiation, Intense Heat); OIF (-½)		0							
Talents										
4	Double-Jointed									
Skills										
2	KS: Arcane And Occult Lore 11-									
2	KS: Elder Worm History And Lore 11-									
3	Power: Elder Worm Magics 13-									
3	Stealth 12-									
Total Powers & Skills Cost: 199										
Total Cost: 274										
200+ Disadvantages										
0	Dependence: must remain in an environment of at least tropical jungle/swamp humidity, or suffer 1d6 damage per 6 hours (Very Common)									
20	Distinctive Features: Elder Worm body (Not Concealable; Always Noticed, Causes Major Reaction [fear/disgust])									
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)									
15	Physical Limitation: Mute (All The Time, Slightly Impairing)									

25 Psychological Limitation: Must Destroy/Enslave Humanity And Cleanse The Earth For The Return Of The Elder Worm (Very Common, Total)
 10 Vulnerability: 1½ x STUN from Fire/Heat attacks (Common)
 10 Vulnerability: 1½ x STUN from Magic attacks (Common)
 5 Vulnerability: 1½ x STUN from Ice/Cold attacks (Uncommon)

Total Disadvantage Points: 305

Description: While many alien civilizations are based entirely on technology, the Elder Worm have always used magic as much as science (in fact, in some ways the two are indistinguishable in Elder Worm society). An Initiate is an Elder Worm who's training to become an accomplished sorcerer — an apprentice, so to speak. They wear humidity suits in a variety of colors: grey with green highlights; blue; purple; light orange.

Powers/Tactics: Elder Worm Initiates only know two spells: a Darkblast of shadowy, destructive energy; and a Dark Explosion that unleashes that same energy over an area. They also have a basic knowledge of Elder Worm mysticism, and if the GM wants can make a *Power: Elder Worm Magics* Skill Roll at -1 to come up with other, very weak, spells (no more than 5 Active Points) when necessary.



ELDER WORM SORCERER				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
4	PD	2		Total: 11 PD (7 rPD)
4	ED	0		Total: 11 ED (7 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	8		
50	END	7		
30	STUN	4		Total Characteristics Cost: 114

Movement: Running: 6"/12"
 Tunneling: 6"/12"

Cost	Powers	END
100	<i>Dark Magics</i> : Multipower, 100-point reserve	
6u	1) <i>Darkblast</i> : Energy Blast 12d6	6
7u	2) <i>Dark Explosion</i> : Energy Blast 10d6, Explosion (+½)	7
8u	3) <i>Call Of The Worm</i> : Summon one 196-point Mindworm, Slavishly Loyal (+1)	8
1u	4) <i>Horror Of The Worm</i> : +30 PRE; Costs Endurance (-½), Only For Fear-/Intimidation-Based Presence Attacks (-1)	3
6u	5) <i>Psionic Assault</i> : Ego Attack 6d6	6
7u	6) <i>Psionic Apocalypse</i> : Ego Attack 4d6, Area Of Effect (10"; +1¼), Personal Immunity (+¼); No Range (-½)	10
45	<i>Voice Of The Worm</i> : Telepathy 4d6 (Alien and Human classes of mind), Reduced Endurance (0 END; +½)	0
30	<i>Path Of The Worm</i> : Tunneling 6" through 6 DEF material	3
14	<i>Humidity Suit</i> : Armor (7 PD/7 ED); OIF (-½)	0
27	<i>Humidity Suit</i> : Life Support: Total (except for Safe Environments: High Radiation, Intense Heat); OIF (-½)	0

Talents

4 Double-Jointed

Skills

2 Cryptography 13-; Translation Only (-½)
 3 Interrogation 13-
 2 KS: Arcane And Occult Lore 13-
 2 KS: Elder Worm History And Lore 13-
 5 Power: Elder Worm Magics 14-
 3 Stealth 13-

Total Powers & Skills Cost: 272

Total Cost: 386

200+ Disadvantages

0 Dependence: must remain in an environment of at least tropical jungle/swamp humidity, or suffer 1d6 damage per 6 hours (Very Common)
 20 Distinctive Features: Elder Worm body (Not Concealable; Always Noticed, Causes



- Major Reaction [fear/disgust])
- 20 Hunted: UNTIL 8 - (Mo Pow, NCI, Capture)
- 15 Physical Limitation: Mute (All The Time, Slightly Impairing)
- 25 Psychological Limitation: Must Destroy/Enslave Humanity And Cleanse The Earth For The Return Of The Elder Worm (Very Common, Total)
- 10 Vulnerability: $1\frac{1}{2}$ x STUN from Fire/Heat attacks (Common)
- 10 Vulnerability: $1\frac{1}{2}$ x STUN from Magic attacks (Common)
- 5 Vulnerability: $1\frac{1}{2}$ x STUN from Ice/Cold attacks (Uncommon)
- 81 Experience Points

Total Disadvantage Points: 386

Description: This character sheet represents the typical Elder Worm sorcerer on Monster Island. Sorcerers, sometimes also known as Priests, typically wear reddish humidity suits with gold highlights.

Powers/Tactics: Elder Worm Sorcerers are well-versed in Elder Worm magics. Their standard spells include a Darkblast and Dark Explosion (like those of Initiates), the ability to “summon” Mindworms (see below), and a “Psionic Apocalypse” spell that causes intense mental pain to everyone around them (for game purposes, assume that other Elder Worms are immune to this).

Sorcerers’ knowledge and understanding of Elder Worm wizardry allows them to use their *Power* Skill to create better spells “on the fly” than Initiates. They can create spells with up to 30 Active Points, but suffer a -1 penalty to the Skill Roll per 10 Active Points. Alternately, you can simply give them more spells (more slots in their Multipowers). Use the spells from *The Mystic World*, but change the special effects to make them creepier, more sinister, more horrifying. An Elder Worm spell shouldn’t look or “feel” like an equivalent Human spell.

ANNELID HORROR				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
10	PD	5		Total: 10 PD (6 rPD)
10	ED	6		Total: 10 ED (6 rED)
3	SPD	2		Phases: 4, 8, 12
9	REC	0		
40	END	0		
50	STUN	9		Total Characteristics Cost: 92
Movement: Running: 7"/14" Leaping: 0"/0" Tunneling: 5"/10"				
Cost Powers				
22	<i>Bite:</i> HKA 1d6 (1d6+1 with STR), Armor Piercing (+½)			
7	<i>Thrash:</i> HA +2d6; Hand-To-Hand Attack (-½)			
26	<i>Acidic Spittle:</i> RKA 1d6, Continuous (+1), Penetrating (+½), Uncontrolled (see text; +½); Limited Range (8"; -¼), 8 Charges (-½)			
43	<i>Spit Poison Gas Cloud:</i> Energy Blast 6d6, NND (defense is Life Support [Self- Contained Breathing or appropriate Immunity]; +1), Area Of Effect (One Hex; +½); Limited Range (8"; -¼), 8 Charges (-½)			
6	<i>Leathery Skin:</i> Damage Resistance (6 PD/6 ED)			
2	<i>Surprisingly Swift:</i> Running +1" (7" total)			
17	<i>Rock-Eating Acidic Secretions:</i> Tunneling 5" through DEF 5 materials; Only Through Earth/Rock (-½)			
6	<i>Worm Senses:</i> +2 PER with all Sense Groups except Sight Group			
35	<i>Sense Vibrations:</i> Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting			
5	<i>Lunge:</i> Stretching 2"; Instant (-½), Always Direct (-¼), No Noncombat Stretching (-¼)			
[8] [8] [0] [1] [0]				

Skills

15 +3 HTH

3 Stealth 12-

Total Powers & Skills Cost: 187**Total Cost: 279****75+ Disadvantages**

15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
 10 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
 144 Experience Points

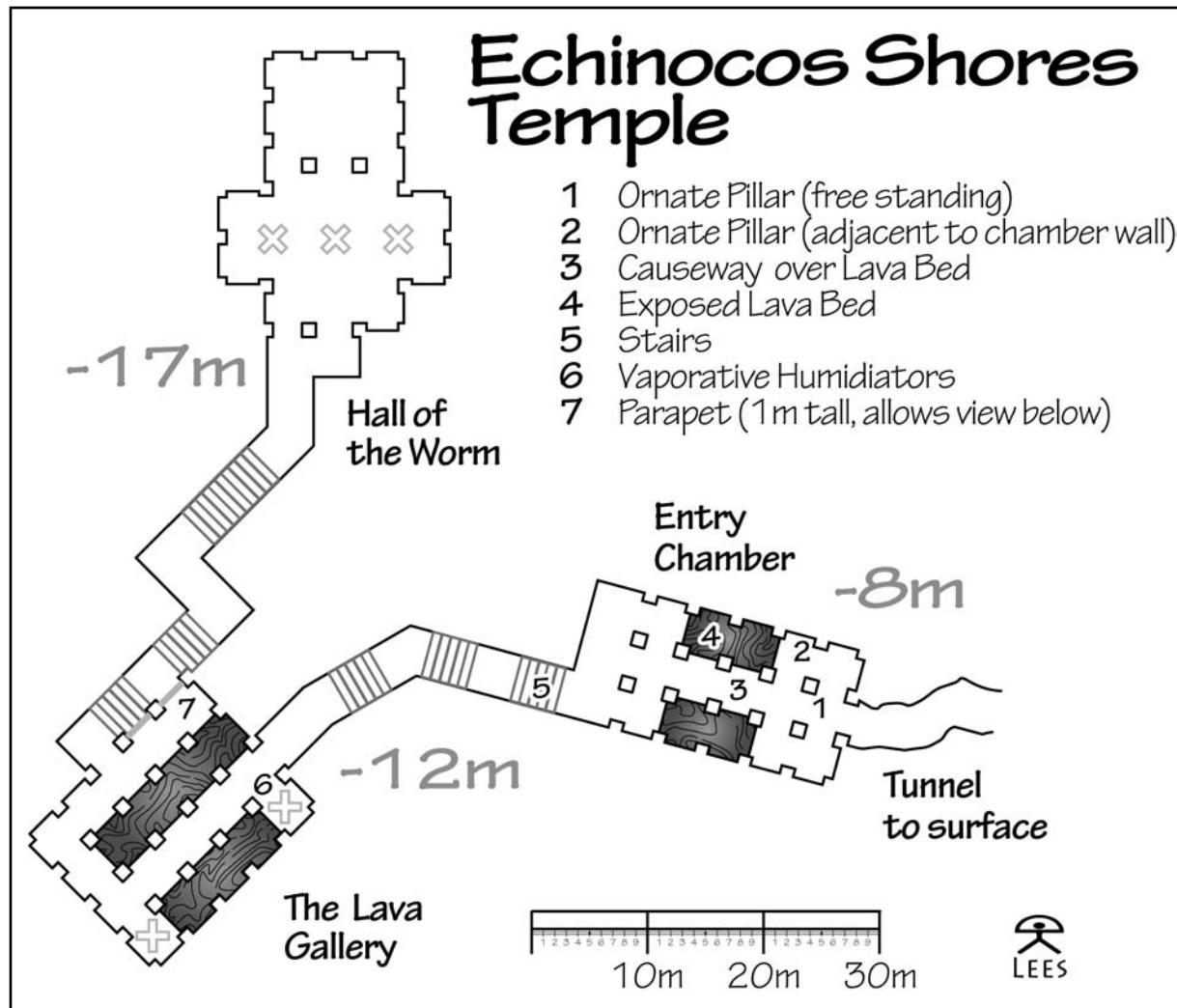
Total Disadvantage Points: 279

Description: Annelid Horrors are monstrous, horrifying, alien worms that the Elder Worm keep as "pets." They use them as guardian animals, hunting "dogs," beasts of battle, and the like. They're six to eight foot-long worm-like creatures with smooth brown skin. At the "top" of a Horror's body is a four-fanged mouth that can deliver vicious bites.

Powers/Tactics: Annelid Horrors are vicious fighters. Besides using their sharp teeth to inflict savage wounds, they can thrash and bash their foes. Even worse, they can spit gouts of acid (see page 47 for rules on how acid attacks work) or clouds of poison. They often use their ability to burrow through the earth, and to attack by sensing vibrations, to ambush opponents from below. Another favorite tactic is to perform a Grab by wrapping its body around a target, then biting the helpless victim (or even combining the Grab-bite into a multiple-Power attack). If necessary an Annelid Horror can lunge, projecting the forward part of its body 2" toward its prey.

MINDWORMS

Mindworms are semi-illusory Annelid Horrors "conjured" by Elder Worm Sorcerers to attack their foes. Use the same character sheet, but without the Acidic Spittle, Spit Poison Gas Cloud, or Tunneling powers (total cost: 196 points).



GEOGRAPHY

Echinocos Shore is a region with two distinct parts. The eastern half is mountainous and rocky, with streams of lava flowing down from the volcano's cone and large spars of rock that belch greenish volcanic gas into the atmosphere. The Lemurians sometimes intrude into this area in search of ruins and artifacts and have to be beaten back by Elder Worm forces.

The western half of the Shore, protected from lava flows by the shape of the mountains, slopes gently down to the beach and is covered with jungle. VIPER roams throughout this area in search of Elder Worm artifacts and often clashes with the Elder Worm.

THE QLIPHOThIC PORTAL

Up the volcano near the northernmost lava flow the Slug's followers have established a mystic portal into the Qliphothic realms from which the Elder Worm gods come. The portal consists of two large pillars that Elder Worm sorcerers have infused with mystical power, creating a "gateway" between them that looks like a ball of white-pink energy. Activating the portal requires one of the Worm Gem fragments found on the island.

THE SPIRIT OF MICHAEL PERKINS

The Slug was once Michael Perkins, an intrepid young archaeologist whose eagerness led him just a *bit* too far in pursuit of a find and got him transformed into the leader of the Elder Worm. For all intents and purposes Perkins's spirit was dead, wholly subjugated beneath the Slug's powerful Elder Worm self for decades... until the Slug came to Monster Island.

Something about the island — no doubt some effect created by either the Worm-Orb VIPER found, or some artifact that as yet remains hidden — has affected the Slug, though he's not aware of it yet. It's freed Perkins's spirit, allowing it to manifest on the island. Taking the form of a glowing depiction of his former body, Perkins will appear to any superheroes or authorities who come near him, asking them to take the steps necessary to free him from the Slug once and forever. Just what effect this will have on the Slug, or on whatever remains of Perkins, is unknown... but he's willing to take the chance.

Using the portal requires 6 Segments of concentration. It leads into an area that to Human eyes seems to be a cave. In effect it's an extrusion of Earth's reality into the Qliphothic



realms so that beings from Earth can safely enter those realms and semi-directly “commune” with certain Qliphothic entities. The Slug, who spends a lot of time in the “cave,” often does just that. Any PCs who pass through the portal has to fight him if he’s there (and potentially any Qliphothic entities he’s “communing” with or who’ve been attracted to the portal’s energy). There’s no way to get away from him in the small area (other than returning through the portal, but that requires 6 Segments of concentration) and he’ll be enraged at the presence of “mouthing ones” in such a sacred place.

The Sacrifices

Not far from the portal, on the other side of the lava flow, the Elder Worm are holding some Humans captive — a mix of VIPER, Bureau 17, and UNTIL personnel. Chained to large pillars, these unfortunates will soon become Helminths or food for the Elder Worm gods... unless some bold heroes arrive in time to rescue them!

THE TEMPLE

The Slug and his followers have located a fragment of an Elder Worm temple — a marvelously intact find the Slug hopes will lead to other important finds. So far it hasn’t, but the search continues.

The Temple consists of three rooms connected by corridors that descend deeper and

deeper into the earth via a series of stairs. The Slug believes they were once part of some sort of processional, since the first two rooms — column-filled chambers with causeways over pools of lava — don’t seem to serve any practical purpose other to impress one with the glory and power of the Elder Worm. The walls are carved with scenes out of Elder Worm theology and legend, scenes that Humans find horrifying and repugnant (when they can understand them at all).

The final chamber, and a dead end to the Temple so far, is a roughly T-shaped room. The far end of the room rises up a ramp, and on that final “platform” the Slug himself can often be found, holding sway over his people.

Elder Worms are all over the Temple, searching for artifacts, analyzing the carvings, and performing other tasks. Anyone who wants to get to the Slug will have to fight his way through a legion of Warriors, Sorcerers, and other Elder Worm.

DR. TAKASHI'S NOTES

When Bureau 17 had to abandon Echinocos Shores, Dr. Takashi unfortunately left behind some valuable notes. The Elder Worm have them now, though they haven’t done anything with them... yet. Heroes who stumble across them will earn Dr. Toru’s eternal gratitude if they return them to him.



SNAKES ON ECHINOCOS SHORE

Intrigued by the Slug's interest in Echinocos Shore, VIPER recently established a "staging area" to investigate the region and try to find whatever he's looking for. As luck would have it, in the first few days VIPER dug up a better find than the Slug had made in all the years he'd had followers on Monster Island: a Worm Orb, a large sphere of alien crystal enchanted with various powers:

Cost Power

- 62 *Worm Orb*: Multipower, 125-point reserve; all OAF (-1)
- 6u 1) *Voice Of The Worm*: Mind Control 16d6, Telepathic (+¼), Reduced Endurance (½ END; +¼); OAF (-1)
- 5u 2) *Psychic Maelstrom*: Ego Attack 5d6, Area Of Effect (12"; +1¼), Personal Immunity (+¼); OAF (-1), No Range (-½)
- 125/50
- 6u 3) *Tendrils Of The Worm*: Drain CON, BODY, EGO, and STUN 4d6, four Characteristics simultaneously (+1), Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +¾), Limited Range (20"; +¼); OAF (-1)
- 4u 4) *Qliphothic Infusion*: Major Transform 3d6 (sane person to person with the Psychological Limitation *Utterly, Gibberingly Insane* [Very Common, Total]; heals back through application of this power, or other powers specifically crafted to heal the mind), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼); OAF (-1), Limited Target (humans; -½)

VIPER has not yet figured out what the Orb can do or what it's for — and it never will, since the Orb is a Personal Focus for Elder Worms only. The Slug could activate it, as could an Elder Worm

Sorcerer, but no one else can. Even worse, continuing to experiment with it, try to use it, or gaze into it gradually Transforms a person into an Elder Worm! One of the Serpent Mages VIPER brought to Monster Island to investigate the Orb is already showing signs of the transformation, much to the disturbance and horror of his comrades. (In game terms, treat this as a Major Transform (1 point) that affects the Body, Mind, and Soul all at once. It's Triggered by any attempt to use the Orb, or by studying the Orb for one full hour. The more points of Transform the victim accumulates, the more he begins to look, think, and act like an Elder Worm, though he himself won't sense anything unusual and will ignore comments to the contrary. Once he's half Transformed, the victim will forcibly resist any attempts to keep him from the Orb, or to take the Orb from him. For every day spent away from the Orb (*i.e.*, no closer to it than 8"), the victim heals 1 BODY worth of Transform.)

VIPER's activities in Echinocos Shore have brought it into conflict with the Slug. Furious that they would "invade" "his" territory, and even more enraged that they would dare to search for and lay hands on Elder Worm artifacts, he's determined to drive them from the area (and, later, take suitable revenge for this insult). More importantly, he wants the Worm Orb and any other Elder Worm objects VIPER has acquired.

Player characters who figure out what's going on may be able to use this animosity to their advantage. Even if it doesn't help them now, it may come in handy later, since the Slug has a looooong memory.

IN THE BELLY OF THE SERPENT

Major Blixen (see below) has scored one significant success against VIPER in Echinocos Shore: she's inserted a spy into their ranks. UNTIL agent Francois Simenon is posing as a VIPER agent and can help the PCs or other UNTIL agents by providing them with informa-



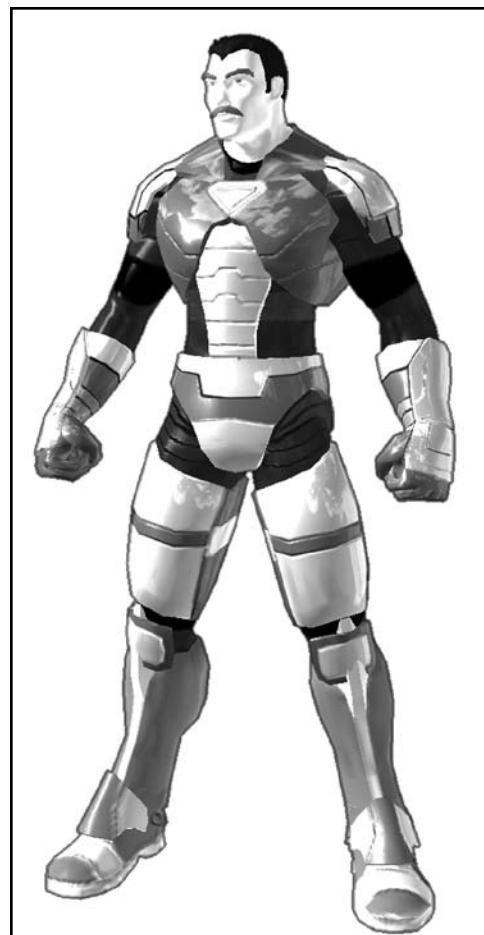
tion, pointing them toward the most immediate threats, and so on. (For Simenon, use the Urban Division Agent template on page 171 of *UNTIL: Defenders Of Freedom*, but add the Intelligence Corps and Undercover Agent Package Deals from pages 67-68 of that book.)

THE UNTIL PRESENCE

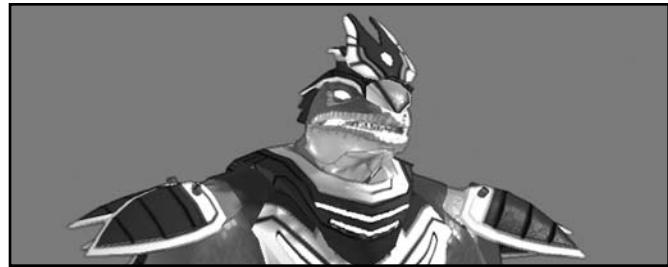
UNTIL has assigned two agents to watch Echinocos Shore and interfere with Elder Worm activities as much as possible. The first is Major Isak Blixen, a native of Denmark who's held a number of important assignments in UNTIL, including head of the Capetown, South Africa headquarters. She once lost a dozen men to one of the Slug's attacks, so when she heard he might actually be on Monster Island she volunteered for duty there in the hopes of getting the chance to take him down for good. Contrary to UNTIL doctrine and procedure she doesn't just want to capture him — she wants to kill him, and will orchestrate events to ensure this outcome if possible. She's not even particularly optimistic about rescuing helminths. As far as she's concerned, someone who's been so deeply tainted by the Elder Worm can never truly be free of them, and should be killed both to protect mankind and for their own sake.

Aside from that one obsessive streak about the Slug and his followers, Major Blixen is a model UNTIL agent. Her reports are so well-prepared they're often used as examples in agent training classes, she often speaks at agent gatherings, and she's keeping notes about her career experiences so she can write a book when she retires. She's worked with superheroes on many occasions and has generally learned to trust them... but also to keep an eye on them.

Assisting Major Blixen is Sergeant Rudolph Donner, an American from Portland, Maine who gets teased a lot by other agents for his long black hair. Strong and solid, he's quiet and even shy compared to the more gregarious Major Blixen, but he's just as competent at his job. He secretly dreams of being a superhero and takes every opportunity to work with heroes, sometimes even sneaking after them to "help" when they get into trouble during a battle.



ANDRITHAL
Outpost Of Lemuria



MONSTER
Chapter Ten Island

ANDRITHAL



Thousands of years ago, when Andrith the Golden ruled over Lemuria and Lemurians were the most powerful race on Earth (see *Hidden Lands*), the region that has become part of Monster Island housed one of Andrith's many palaces. But Lemurian power ebbed, and the Monster Island palace was lost to the centuries. Covered by volcanic eruptions, it eventually sank beneath the waves like Lemuria itself.

As described in Chapter One, in 1993, Lemurian sorcerers from the House of Hyrg discovered the buried palace. Under the leadership of Vikorin the Blind, one of Hyrg's most powerful sorcerers, a group of Lemurians secretly traveled there to investigate. Vikorin, a wise and powerful Lemurian well-steeped in the lore of his people, hoped to find workbooks and artifacts of Andrith himself... and perhaps the long-lost spells and procedures with which he transformed the Lemurian people, granting them longevity but locking them into human form. If he could study Andrith's own workings, Vikorin thought he might be able to find a way to reverse the spell, restoring a Lemurian's true reptilianoid form and shapechanging powers.

Slowed by the need for secrecy and the delicacy of the situation, it took two years for the Lemurians to confirm that there were, in fact, Lemurian ruins in and around the Monster Island volcano. More Mole-Men and nobles were sent to work on the project, and by 1998 they were unearthing artifacts. Most of what they found was of at best scholarly interest for a few Lemurians interested in the ancient past, but in 2002 Vikorin's seemingly hopeless dream came true: his Mole-Men actually unearthed copies

of long-lost writings by Andrith himself that detailed his greatest spell! Vikorin began studying them obsessively, seeking a way to undo Andrith's work and thus become known as the greatest sorcerer in Lemurian history. Five years of painstaking work and experimentation followed, but in 2007 Vikorin did it: he unravelled the effects of Andrith's spell on one of the lesser nobles serving him, giving the man back his reptilianoid form and shapeshifting abilities (albeit at the expense of his heightened longevity).

Since then Vikorin has "transformed" many of his people, who serve him faithfully out of profound gratitude. But he continues to keep his work a secret from the Lemurian people because he has not yet perfected the process. He's learned that a potion concocted from some of the unusual herbs and plants on Monster Island can undo his spell, restoring a Lemurian to human form without shapechanging powers... and what's worse, no longevity in exchange. Until he can figure out why this happens and improve his spell to prevent it, he doesn't want to reveal his great project to anyone other than the highest elders of House Hyrg.

Vikorin believes that the key to creating a final, unbreakable, version of his new spell can be found in the *Scroll Of Andrith*, one of the ancient sorcerer's greatest writings. The Lemurians have only found one scrap of the Scroll so far; Warlord Zarn (see below) keeps it on his person at all times for safekeeping in a special *crystallos* "envelope." Unbeknownst to the Lemurians, the commander of the VIPER forces stationed nearby (see below) has another piece, and a third is in the hands of wretched castaway Hank Crusoe (see below). If



one person possessed all three sections, he could put them together to create a complete manuscript and gain access to the most profound Lemurian occult lore (assuming he can read Lemurian). The Scroll does contain the information Vikorin needs to finalize his spell.

As if Lemurians able to change shape and pass as human weren't a terrifying enough threat to the world, in early 2008 the excavators on Monster Island found something worse — crystalline fragments onto which are etched the plans for the Lemurians' greatest triumph and greatest tragedy: the *Mandragalore*, the super-weapon that sunk Lemuria beneath the sea. The Lemurians have only found a few crystalline fragments so far, each with a tiny part of the complex plans for the device, so they're nowhere near being able to re-create it... but the fact that they now have *any* part of it is of great concern. Fortunately for them, no one in the world knows about this.

LEMURIAN PERSONNEL

As is usual in their society, the Lemurians on Monster Island govern themselves through a strict hierarchy of authority. The leader of the expedition is Vikorin the Blind, a powerful and knowledgeable sorcerer. Serving him as second-in-command is the Warlord Zarn, a mighty warrior (see *Hidden Lands*, page 140, for his character sheet). Ranked below them are the various noblemen accompanying the expedition, many of whom have been transformed into reptilianoid form by Vikorin's new spell — the higher their rank as noblemen, the higher their rank as "true" Lemurians. And serving all of them are the Mole-Men, Lemuria's unquestioning, uncomplaining servant race.

Different Lemurians react to Vikorin's spell different ways. Just like some are stronger, smarter, or faster in their human forms, as "true" Lemurians they run the gamut of body types and associated abilities. And sometimes the spell doesn't work as well as Vikorin intends, resulting in hideous "mutations," partial reverions, and other horrors. The victims of the spell gone awry are cast out of Lemurian society and treated only a little better than the Mole-Men.

If the PCs have Mental Powers, Lemurians count as the *Alien* class of minds. Although most of them look human, they're not — they're something very, very different, as the reptilianoids on Monster Island prove.

Lemurian Leaders

VIKORIN THE BLIND

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
6	PD	4		Total: 26 PD (20 rPD)
6	ED	2		Total: 26 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
6	REC	0		
40	END	0		
30	STUN	5		Total Characteristics Cost: 132

Movement: Running: 6"/12"
Flight: 12"/24"
Teleportation: 20"/40"

Cost	Powers	END
60	<i>Arcane Energies</i> : Endurance Reserve (200 END, 40 REC)	0
75	<i>Shadow Magics</i> : Multipower, 75-point powers	
7u	1) <i>Shadow Bolt</i> : Energy Blast 14d6	7
7u	2) <i>Shadow Maelstrom</i> : Energy Blast 10d6, Explosion (+½)	7
6u	3) <i>Burning Shadows</i> : RKA 1d6, NND (defense is Power Defense; +1), Does BODY (+1), Continuous (+1)	6
6u	4) <i>Cold Shadows</i> : Drain STUN 2d6, Ranged (+½), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½), Continuous (+1)	6
7u	5) <i>Shadow Mask</i> : Sight Group Flash 12d6, Reduced Endurance (½ END; +¼)	3
7u	6) <i>Shadow Tendrils</i> : Transfer 3d6 (target's STUN to Vikorin's STUN), Ranged (+½)	7
7u	7) <i>Shadow Chains</i> : Entangle 6d6, 6 DEF, Reduced Endurance (½ END; +¼)	3
87	<i>Invoked Shadows</i> : Darkness to Sight Group 7" radius, Reduced Endurance (½ END; +¼)	3
60	<i>Lemurian Sorcery</i> : Multipower, 60-point reserve	
6u	1) <i>Bolt Of Power</i> : Energy Blast 12d6	6
6u	2) <i>Iskari's Invoked Iridescence</i> : Sight And Hearing Group Flash 7d6, Reduced Endurance (0 END; +½)	0
6u	3) <i>Choknaren's Mental Chains</i> : Mind Control 12d6	6
5u	4) <i>Sharnel's Mechano-Mystic Enhancer</i> : Aid Lemurian Mechano-Mysticism 4d6, any piece of Lemurian equipment one at a time (+¼)	0

5u	5) <i>Baudlier's Warrior's Boon</i> : Aid STR, DEX, or CON 4d6, any one of three Characteristics one at a time (+1/4)	0
6u	6) <i>Najjirn's Blithering Idiocy</i> : Suppress INT 9d6, Reduced Endurance (1/2 END; +1/4)	2
4u	7) <i>Iskari's Mantle Of Concealment</i> : Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +1/2)	0
6u	8) <i>The Mageroad</i> : Teleportation 20", Reduced Endurance (0 END; +1/2)	0
60	<i>Mantle Of Mastery</i> : Multipower, 60-point reserve	
6u	1) <i>Mantle Of Mastery I</i> : Force Field (20 PD/20 ED), Reduced Endurance (0 END; +1/2)	0
6u	2) <i>Mantle Of Mastery II</i> : Force Field (20 PD/20 ED/10 Mental Defense/ 10 Power Defense)	0
30	<i>Winds Of The Zephirim</i> : Flight 12", Reduced Endurance (1/2 END; +1/4)	0
30	<i>Senses Of Sorcery</i> : Spatial Awareness (no Sense Group), Increased Arc Of Perception (360 Degrees), Telescopic (+6 versus Range Modifier)	0

Perks

5	Fringe Benefit: Member of Lemurian Nobility
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Talents

32	Danger Sense (immediate vicinity, any danger, sense) 14-
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Skills

15	+3 with Ranged Attacks
6	+2 with <i>Shadow Magics</i> Multipower
6	+2 with <i>Lemurian Sorcery</i> Multipower
7	+2 DCV; Requires A Danger Sense Roll (-1/2)
3	Conversation 14-
3	High Society 14-
3	Inventor 14-
3	KS: Lemurian History And Culture 14-
3	KS: Lemurian Arcane And Occult Lore 14-
3	Mechanics 14-
15	Power: Lemurian Sorcery 20-
3	Stealth 13-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 614**Total Cost: 746****200+ Disadvantages**

15	Hunted: various Lemurian Houses who want to see him fail 8- (As Pow, NCI, Harm)
25	Physical Limitation: Blind (All The Time; Fully Impairing)
15	Psychological Limitation: Ambitious And Powerhungry (Common, Strong)
5	Rivalry: Professional or Romantic, with various other Lemurian nobles
486	Experience Points

Total Disadvantage Points: 746

Background/History: Born into House Hyrg in the Human year 1904, Vikorin was a small and often sickly child who gravitated toward books and learning rather than physical games and contests. As he grew older he became healthier and stronger, and began training in Lemurian military skills and playing games, reveling in the ability to do easily what once had been so difficult. But in his newfound confidence he pushed himself too hard. While practicing his fencing with a live *ignae-tior* (Lemurian sword filled with the power of fiery magic), he struck too hard, accidentally shattering the blade. His face and eyes were blasted by *ignae-tium*, blinding him. Lemurian magics eventually healed his face, but his eyes were beyond sorcery.

Yet it was through sorcery that Vikorin found salvation. He returned to his studies with a will, using materials magically prepared for him by his instructors so he could read. In time he developed his *Senses Of Sorcery*, which serve him in place of eyes (and in many ways are better than sight). He became known for his magical skill, his competence, his learning, and his insight, and soon had more responsibility within the House of Hyrg than was usual for one of his young age. When word reached the elders of the discovery on Monster Island, they chose Vikorin as the best person to lead an expedition there.

Personality/Motivation: Although he affects an air of scholarly detachment coupled with a dry wit and willingness to make insightful jabs about almost anyone or anything, Vikorin is as ambitious and eager for power as any Lemurian noble — in fact, moreso even than most of them. He feels as if his “deformity” makes him the object of mockery and scorn (though it does not, generally speaking), so he has to work twice as hard to achieve what comes easily to other Lemurians. He’s learned to study carefully, evaluate closely, and strike ruthlessly.

Quote: “Blind I may be, but for me blindness is not a handicap, it is a tool. And for you, wrapped in my shadows... it will be your death.”

Powers/Tactics: Vikorin is an accomplished Lemurian sorcerer who’s studied many types of magic, but he specializes in spells of shadow and darkness. He enjoys “watching” others blunder around in Darkness fields that don’t affect him at all, and the feel of leeching someone’s life-force into his own body. Shadow magics suit his personality quite well.

In combat Vikorin prefers to stay in a position of safety and assume a supporting role. He blinds foes with Invoked Shadows and Shadow Mask, prevents them from moving with Shadow Chains, and so on. Then he augments the warriors serving him with Baudlier’s Warrior’s Boon. After that he adjusts his tactics to compensate for the flow of battle and his opponents’ abilities. His Danger Sense often gives him an edge on his enemies, allowing him to avoid attacks and anticipate ambushes. Similarly, his Senses Of Sorcery make it difficult to sneak up behind him, approach him invisibly, or the like.

Campaign Use: Vikorin should be a reasonably tough foe, but not one who takes on all the PCs at once. He should have servants, warriors, and underlings to protect him and to fight the PCs for him. If you think the PCs are too likely to overwhelm him, give him a Triggered long-range Teleportation spell or other way to escape them, at least temporarily. He shouldn't necessarily get away for good every time, but he should be hard to trap.

To make Vikorin tougher, give him more Lemurian Sorcery spells. See *The Mystic World* for plenty of ideas; just rename the spells and tweak the special effects to suit Lemurian sorcery. To weaken him, reduce his *Mantle Of Mastery* Multi-power to a 45-point reserve and halve the REC of his Endurance Reserve.

Vikorin generally doesn't Hunt anyone unless ordered to, but he might make an exception for someone who angered him exceedingly. In that case he'd use summoning rituals to call up Lemurian elementals and demons to serve as his assassins.

Appearance: Vikorin was once a tall, handsome, Human-looking Lemurian. After subjecting himself to his own spell, he's still tall, and as reptilian Lemurians go still handsome. His scaly skin is a deep golden shade, and he wears Lemurian magitech armor/clothes that go well with it, plus a ceremonial headdress with a prominent crest. His eyes are milky white, revealing his sightlessness.

COMMANDER ZARN

Commander Zarn, also known as Warlord Zarn, is the highest-ranking Lemurian military officer on Monster Island. You can find his full character sheet on page 140 of *Hidden Lands*, though since he's undergone Vikorin's ritual he's transformed into his reptilian form and has his shapechanging powers back. Somewhat to his shame his reptilian form has a head-crest similar to that of a Primordial (see below), but he's powerful enough that no one mocks him for it. He wears pink armor and has light ochre-colored skin with darker mottling.

Briefly put, Zarn is the leader of Lemuria's armies and a student of surface-world military history, which is one reason he wanted to come to Monster Island: to have access to the surface world, and perhaps learn more of it. But he's also here as a loyal servant of Emperor Arvad, to keep an eye on things. Vikorin has to carefully conceal House Hyrg's various plots against the Emperor from him.

Lemurian Lieutenants

LEMURIAN PROGENITOR

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
16	PD	10		Total: 20 PD (14 rPD)
12	ED	8		Total: 16 ED (12 rED)
4	SPD	15		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
40	STUN	2		Total Characteristics Cost: 99

Movement: Running: 6"/12"

Cost	Powers	END
10	Claws: HKA $\frac{1}{2}$ d6 (1d6+1 with STR)	1
5	Fangs: HKA 1 point ($\frac{1}{2}$ d6 with STR)	1
8	Magitech Clothing: Armor (4 PD/4 ED); OIF (- $\frac{1}{2}$)	0
9	Reptilian Skin: Damage Resistance (10 PD/8 ED)	0
5	Reptilian Eyes: Nightvision	0
24	Shapechanging: Shape Shift (Sight, Hearing, and Touch Sense Groups, any humanoid shape), Imitate; Affects Body Only (- $\frac{1}{2}$)	

Perks

var Fringe Benefit: Noble Rank

Skills

10	+2 HTH
3	Combat Piloting 12-
3	High Society 12-
4	AK: Lemuria 13-
2	Language: English (fluent conversation; Lemurian is Native)
2	PS: Noble 11-
3	Stealth 12-
2	WF: Lemurian Weapons
0	TF: Ornithopter

Total Powers & Skills Cost: 90

Total Cost: 189

200+ Disadvantages

15	Hunted: Lemurian nobility 14- (Mo Pow, NCI, Limited Geographical Area, Watching)
15	Psychological Limitation: Noble Arrogance (Common, Strong)

Total Disadvantage Points: 230

Description: A “Progenitor” (a term used by Bureau 17 and UNTIL, not the Lemurians themselves) is a reptilianoid Lemurian whose body form runs to size, strength, and brawn. Some Bureau 17 personnel simply call them “brutes.” They have brown skin with yellow patches along the face and trunk.

Powers/Tactics: In combat Lemurian Progenitors tend to rely on their strength and toughness. They have claws and fangs, but generally consider it crude and barbaric to use them in battle unless they absolutely have to or get caught up in a blood frenzy. They can also wield the standard Lemurian weapons, such as the *ignaetior* and *coruscator* (see *Hidden Lands*), operate Lemurian vehicles, and so on.

LEMURIAN VOLCANO GUARDS

Some Lemurian Progenitors on Monster Island have been “promoted” to the job of *Volcano Guard*, which means they have special responsibility for protecting the pathway up to the heart of Andirthal, the Ruins of Andirth, and the ceremonial platform. They’re basically the same as regular Progenitors but have Armor (6 PD/6 ED) Magitech Harnesses.



LEMURIAN SORCERER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
10	PD	7		Total: 14 PD (7 rPD)
10	ED	7		Total: 14 ED (7 rED)
4	SPD	15		Phases: 3, 6, 9, 12
10	REC	8		
60	END	15		
30	STUN	3		Total Characteristics Cost: 105

Movement: Running: 6”/12”

Flight: 12”/24”

Teleportation: 20”/40”

Cost	Powers	END
60	<i>Lemurian Sorcery</i> : Multipower, 60-point reserve	
6u	1) <i>Bolt Of Power</i> : Energy Blast 12d6	6
6u	2) <i>Iskari's Invoked Iridescence</i> : Sight And Hearing Group Flash 7d6, Reduced Endurance (0 END; +½)	0
6u	3) <i>Choknaren's Mental Chains</i> : Mind Control 12d6	6
5u	4) <i>Sharnel's Mechano-Mystic Enhancer</i> : Aid Lemurian Mechano-Mysticism 4d6, any piece of Lemurian equipment one at a time (+¼)	0
5u	5) <i>Baudlier's Warrior's Boon</i> : Aid STR, DEX, or CON 4d6, any one of three Characteristics one at a time (+¼)	0
6u	6) <i>Najiirri's Blithering Idiocy</i> : Suppress INT 9d6, Reduced Endurance (½ END; +¼)	2
4u	7) <i>Iskari's Mantle Of Concealment</i> : Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
6u	8) <i>The Mageroad</i> : Teleportation 20”, Reduced Endurance (0 END; +½)	0
30	<i>Mantle Of Mastery</i> : Multipower, 30-point reserve	
3u	1) <i>Mantle Of Mastery I</i> : Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½)	0
3u	2) <i>Mantle Of Mastery II</i> : Force Field (5 PD/5 ED/10 Mental Defense/10 Power Defense)	3
30	<i>Winds Of The Zephirim</i> : Flight 12”, Reduced Endurance (½ END; +¼)	1
5	<i>Fangs</i> : HKA 1 point (½d6 with STR)	1
8	<i>Magitech Clothing</i> : Armor (4 PD/4 ED); OIF (-½)	0
3	<i>Reptilian Skin</i> : Damage Resistance (3 PD/3 ED)	0
5	<i>Reptilian Eyes</i> : Nightvision	0
24	<i>Shapechanging</i> : Shape Shift (Sight, Hearing, and Touch Sense Groups, any humanoid shape), Imitate; Affects Body Only (-½)	4

Perks

var Fringe Benefit: Noble Rank

Skills

3 +1 with *Lemurian Sorcery* Multipower
3 High Society 12-



- 3 Inventor 12-
- 4 AK: Lemuria 13-
- 3 KS: Lemurian History And Culture 12-
- 3 KS: Lemurian Arcane And Occult Lore 12-
- 2 Language: English (fluent conversation; Lemurian is Native)
- 3 Mechanics 12-
- 7 Power: Lemurian Sorcery 14-
- 2 PS: Noble 11-
- 3 Stealth 12-

Total Powers & Skills Cost: 256

Total Cost: 361

200+ Disadvantages

- 15 Hunted: Lemurian nobility 14- (Mo Pow, NCI, Limited Geographical Area, Watching)
- 15 Psychological Limitation: Noble Arrogance (Common, Strong)
- 131 Experience Points

Total Disadvantage Points: 361

Description: Some of the sorcerers serving under Vikorin have subjected themselves to his spell. They retain their ability to cast spells themselves despite being transformed into reptilianoids. They're shorter and slighter than some other reptilian Lemurians, and typically have skin colored a sort of dirty tan-ochre and a comb on the back of their heads. Their clothing is usually orange and brown or purple and mauve.

Powers/Tactics: Sorcerers are weaker than Progenitors and have tiny claws, so they rely on their spells instead of their physical gifts in combat. They often use Shape Shift, Invisibility, or other trickery to get close to opponents before striking from surprise.

Lemurian Underlings

The following three types of Lemurians all result from partial or total failure of Vikorin's transformation spell. The other Lemurians now use them as labor, guards, or cannon fodder. Fortunately the victims' minds are usually also affected, so they're not really aware of their fall.

DEVOLVED LEMURIAN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
5	COM	-2	10-	
10	PD	7		Total: 14 PD (10 rPD)
10	ED	6		Total: 14 ED (10 rED)
3	SPD	4		Phases: 4, 8, 12
7	REC	0		
36	END	0		
30	STUN	0		Total Characteristics Cost: 59

Movement: Running: 8"/16"

Cost Powers

Cost	Powers	END
15	Claws: HKA 1d6 (2d6 with STR)	1
10	Fangs: HKA ½d6 (1d6+1 with STR)	1
8	Magitech Harness: Armor (4 PD/4 ED); OIF (-½)	0
6	Reptilian Skin: Damage Resistance (6 PD/6 ED)	0
9	Bestial Mind: Mental Defense (11 points total)	0
4	Fast: Running +2" (8" total)	1
5	Reptilian Eyes: Nightvision	0

Skills

15	+3 HTH
3	Stealth 12-

Total Powers & Skills Cost: 75

Total Cost: 134

75+ Disadvantages

- 15 Enraged: if takes more than half his BODY in damage (Uncommon), go 11-, recover 11-
- 15 Hunted: Lemurian nobility 14- (Mo Pow, NCI, Limited Geographical Area, Watching)
- 15 Psychological Limitation: Fierce And Aggressive (Common, Strong)
- 14 Experience Points

Total Disadvantage Points: 134

Description: A Devolved Lemurian is a former Lemurian nobleman who reacted very poorly to Vikorin's spell. Short and weak, with reddish or pinkish skin, he usually serves his former peers as a guardian and servant.

Powers/Tactics: Despite being small, Devolved Lemurians are aggressive and temperamental. They usually open combat with a charge or a leap and then begin clawing and biting.



LEMURIAN INCHOATE					PRIMORDIAL LEMURIAN									
Val	Char	Cost	Roll	Notes	Val	Char	Cost	Roll	Notes					
20	STR	10	13-	Lift 400 kg; 4d6 [2]	15	STR	5	12-	Lift 200 kg; 3d6 [1]					
15	DEX	15	12-	OCV: 5/DCV: 5	18	DEX	24	13-	OCV: 6/DCV: 6					
18	CON	16	13-		18	CON	16	13-						
13	BODY	6	12-		15	BODY	10	12-						
5	INT	-5	10-	PER Roll 10-	8	INT	-2	11-	PER Roll 11-					
5	EGO	-10	10-	ECV: 2	8	EGO	-4	11-	ECV: 3					
15	PRE	5	12-	PRE Attack: 3d6	15	PRE	5	12-	PRE Attack: 3d6					
6	COM	-2	10-		4	COM	-3	10-						
12	PD	8		Total: 12 PD (8 rPD)	12	PD	9		Total: 12 PD (8 rPD)					
12	ED	8		Total: 12 ED (8 rED)	12	ED	8		Total: 12 ED (8 rED)					
3	SPD	5		Phases: 4, 8, 12	3	SPD	2		Phases: 4, 8, 12					
8	REC	0			7	REC	0							
36	END	0			36	END	0							
35	STUN	3		Total Characteristics Cost: 59	40	STUN	8		Total Characteristics Cost: 78					
Movement: Running: 6"/12"					Movement: Running: 9"/18"									
Cost	Powers		END	Powers		END								
15	Claws: HKA 1d6 (2d6 with STR)		1	Acidic Spittle: RKA 1d6, Continuous (+1), Penetrating (+½), Uncontrolled (see text; +½); Limited Range (8"; -¼), 8 Charges (-½)		1								
10	Fangs: HKA ½d6 (1d6+1 with STR)		1	Claws: HKA ½d6 (1d6+1 with STR)		1								
6	Reptilian Skin: Damage Resistance (6 PD/6 ED)		0	Fangs: HKA ½d6 (1d6+1 with STR)		1								
9	Bestial Mind: Mental Defense (10 points total)		0	Magitech Harness: Armor (4 PD/4 ED); OIF (-½)		1								
5	Reptilian Eyes: Nightvision		0	Reptilian Skin: Damage Resistance (8 PD/8 ED)		1								
Skills					Skills									
10	+2 HTH		6	+3 OCV with Acidic Spittle		1								
10	+2 DCV		10	+2 HTH		1								
3	Stealth 12-		3	Stealth 13-		1								
Total Powers & Skills Cost: 68					Total Powers & Skills Cost: 92									
Total Cost: 127					Total Cost: 170									
75+	Disadvantages		75+	Disadvantages		75+								
15	Hunted: Lemurian nobility 14- (Mo Pow, NCI, Limited Geographical Area, Watching)		15	Hunted: Lemurian nobility 14- (Mo Pow, NCI, Limited Geographical Area, Watching)		15								
15	Psychological Limitation: Fierce And Aggressive (Common, Strong)		15	Psychological Limitation: Fierce And Aggressive (Common, Strong)		65								
22	Experience Points		22	Experience Points		Total Disadvantage Points: 127								
Description: A Lemurian Inchoate is, like the Devolved Lemurian, a nobleman who did not react well to Vikorin's spell. Even more reptilian than other transformed Lemurians, he's only a little over half human height and walks in a stooped-over pose. His scaly skin is mostly dark, with lighter patches on the chest, shoulders, arms, and face.					Description: Sometimes Vikorin's spell works even more strongly than intended and reverts the subject much further back evolutionarily, so something more akin to the lizard-like form from which the reptilianoid Lemurians evolved millions of years ago. Primordials are shorter than most reptilian Lemurians, with blue-ish, grey-ish, or purple-ish skin (and usually matching clothing/armor). They have a comb on the top of their heads.									
Powers/Tactics: Lemurian Inchoates have short but powerful claws and fangs. They prefer to attack from surprise when possible, but in any event close with the enemy quickly to slash and bite him.					Powers/Tactics: Besides its claws and fangs, a Lemurian Primordial has one vicious attack: it can spit gouts of acid (see page 47 for rules on how acid attacks work). Usually it spits acid on its foe as quickly as possible, then uses its claws.									

ANDRITHAL GEOGRAPHY

Located on the slopes of the Monster Island volcano, Andirthal is mostly rocky, dark, barren, and hot. There are a few flat areas near the shore where plants and grass fitfully grow, but even these areas have a sort of unpleasant ashy look and feel to them. "Streams" of lava run here and there in places, sometimes forming small "pools" or even filling entire chasms with fiery "lakes."

LAVA

Falling into lava is a danger in Andirthal, parts of Echinocos Shores, and a few other areas around Monster Island. A character immersed in lava takes Killing Damage 4d6, Armor Piercing, every Phase he remains in it. If only part of a character's body suffers exposure — such as a hand or a foot — use the Hit Location table to adjust the damage accordingly.

THE COMMAND POST AND THE DIGGINGS

The Lemurians have established several outposts throughout the Andirthal area. In the flat area near the shore they have a "command post" in an ancient Lemurian ruin. From here Lemurian leaders keep an eye on VIPER and coordinate Lemurian activities. In particular they oversee the various excavation activities — the Lemurians have established three major and several minor dig sites, mostly around the large lava field in the southern part of Andirthal. Any artifacts found are carried to the command post for initial analysis, then sent "up the mountain" (as the Lemurians

HANK CRUSOE

Several years ago a wealthy human adventurer named Hank Crusoe decided to fly to Monster Island despite the international prohibitions against doing so. Unfortunately for him, as his plane was approaching the island he suffered a serious mechanical failure and crashed into the water.

Crusoe survived and washed ashore on Monster Island... right into Lemurian territory. The Lemurians, who hate humans, have been toying with him ever since for malicious fun. They keep him from going to other parts of the island or communicating with anyone. They steal the few treasured objects he salvaged from the wreck of his plane. And sometimes they turn creatures loose to chase him. Ironically, unknown to them Crusoe's found and keeps with him a fragment of the legendary Scroll of Andirth. Crusoe has no clue what it is; it's just something he stumbled across one way while exploring the parts of the island he's allowed into, and he stubbornly keeps it as a sort of souvenir and talisman.

Crusoe's been plotting and planning an escape from Monster Island almost since the day he arrived, but none of his plans have ever worked out. With some help from your heroes, though, perhaps he can finally make it back to civilization.

LEMURIAN DRILLING MACHINES

The Lemurians have two or three "drilling machines" they use to help with their excavations on Monster Island. They're not useful as weapons or attack vehicles, so they probably won't come into play unless your heroes want to use them as cover, or perhaps to pick them up and throw them at some Lemurians. If you need *HERO System* information for them, use the Mole-Machine on page 149 of *The HERO System Vehicle Sourcebook*.

put it) to the expedition's leaders. The outpost's commander reports to Vikorin the Blind as necessary, and sometimes to Warlord Zarn as well.

THE CEREMONIAL PLATFORM

The true center of Lemurian activities in Andirthal is up the slopes of the volcano. A twisting, sometimes treacherous path winds its way almost up to the very cone. Here and there it's marked with gigantic statues of Lemurians dating to Andirth's time.

As one ascends the path, the first major area one comes to, along a side path, is a large stone pyramid-like structure in the Lemurian style. Guards and other Lemurians perform various tasks in this area, but the most important work takes place at the very top. There four Lemurian Sorcerers perform Vikorin's ritual, transforming humanoid Lemurians into their true reptilian forms.

The Andirth Ruins

The second area of importance, reached by staying on the main path all the way to the top, is the Andirth Ruins — an area thought by Vikorin and his sorcerers to be Andirth's extremely well-preserved complex of laboratories and workrooms. It may be part of a far larger structure that's still buried, but as yet the Lemurians lack the manpower to find out.

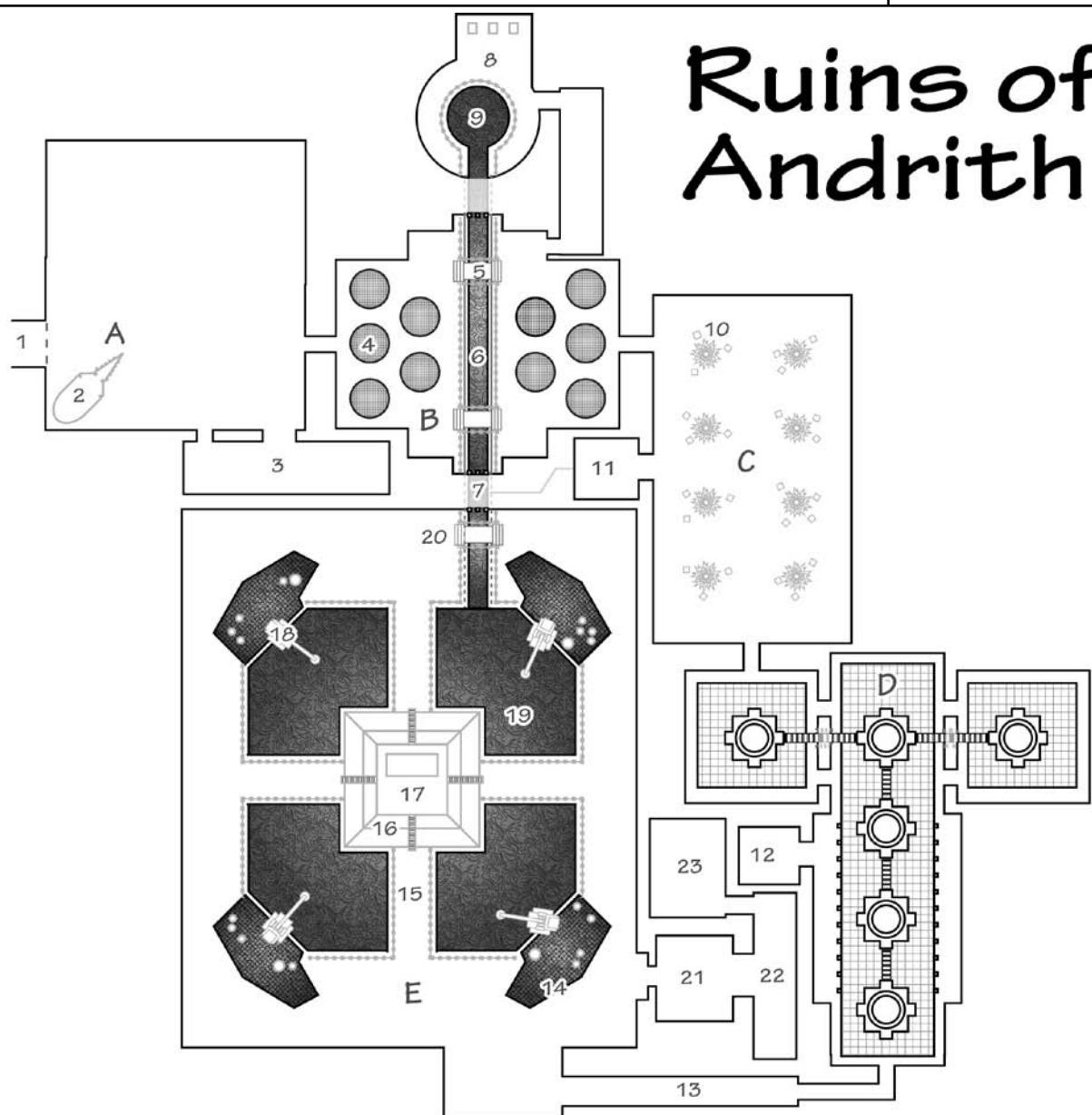
The approach to the Ruins is a large stone bridge over a lava-filled volcanic chasm. Usually at least a few Lemurians are walking across the bridge as they run errands for their leaders... and at the far end, right at the cave entrance to the Ruins themselves, Warlord Zarn has established his own small outpost/command center. Anyone who wants to get into the Ruins has to get through him and his loyal followers.

The rest of the Ruins consists of several rooms seemingly organized into "sections" or "sub-complexes" based on function. Many Lemurians work and wander throughout all these areas as they tend to the elemental substances, perform their assigned tasks, search for or analyze Lemurian artifacts, and so forth.

A. THE ORNITHOPTHER HANGAR

The first room beyond the entrance (which apparently was once concealed by a long-vanished waterfall) was once a hangar for Andirth's orni-

Ruins of Andrith



A Ornithopter Hangar
1 Entrance
2 Mining Machine
3 Ornithopter Workroom

B Fulminor Evaporatorium
4 Grate
5 Elevated Bridge
6 Lava Trench (6m drop)
7 Culvert
8 Lava Pump Chamber
9 Lava Pit

C Crystallos Kiln
10 Crystallos
11 The Kiln

D Corusqua Containment
12 Containment Control Room

E Ignaeum Forge
13 Entrance Ramp
14 Grated Platform
15 Elevated Walkway
16 Ziggurat

17 Vikorin's Dais
18 Extraction Machine
19 Forge Lava Pool (10m drop)
20 Elevated Bridge
21 Ignaeum Storage
22 Ignaeum Storage
23 Ignaeum Storage

10m 20m 30m 40m 50m



thopters. When the Lemurians first broke into this area using one of their drilling-machines (which is still there), it contained several ornithopters of ancient make. They were so fragile that the vibrations caused by the drilling-machine caused two of them to fall to pieces and damaged all the others. Despite valiant efforts the Lemurians weren't able to preserve any of them, though they've carefully saved the salvageable parts for shipment back to Lemuria.

To the side of the hangar is a small room (#3 on the map) that was once a room for working on ornithopter parts and assemblies. Although smaller than the hangar itself, it's got a higher ceiling than most other rooms in the complex. Niches and shelves carved directly into the stone line the walls, though they no longer hold ornithopter parts and tools.

B. THE FULMINOR EVAPORATORIUM

Beyond the Hangar is a series of rooms that apparently are where Andrith once refined and worked with the four Lemurian mystical substances. The first workroom, the one next to the Hangar, is the Fulminor Evaporatorium (area B on the map). Set into the floor are pits covered with heavy bronze grates. In the pits tiny crystals of *ignaetium* are combined with other materials. The mass combusts, releasing green *fulminor* gas, which rises up through the grates and is captured by collectors set into the ceiling.

Running through the center of the room is a lava trench (#6) that runs down from a lava pit (#9) in the Lava Pump Chamber (#8), which is where the Lemurians now tap the geothermal heat of the volcano for power. The bottom of the trench is six meters (3") below the floor of the Evaporatorium. The lava runs south through a nearly-filled culvert (#7) into the Forge Lava Pool (#19). Two small bridges (#5) cross the six foot (1") wide trench.

Overseeing *fulminor* creation for Vikorin is Yrvin of House Hyrg, whose reptilian transformation has made him big and strong like a Progenitor. Use the Progenitor character sheet for him, but add +10 STR and +1 SPD.

8-9. The Lava Pump Chamber

As mentioned above, the Lemurians use this room to generate power. (Whether Andrith used it for the same purpose tens of thousands of years ago is unknown, but considered likely.) The stone railing around the lava pit seems sound, but is actually weakened from millennia of exposure to the heat of the lava. It only has DEF 3, BODY 3, and so could easily break under impact, sending someone falling into the deadly lava.

C. THE CRYSTALLOS KILN

The next room, the Crystallos Kiln, is, like the Evaporatorium, one large chamber. Here the Lemurians create *crystallos*, which they use to manufacture various goods. The large crystalline spars are "grown" in square plots on the floor of the chamber that look to Human minds like small gardens. Lemurian work-

ers tend to the plots, making sure the crystals grow large and strong, under the watchful eye of Unctor the Black-Handed. He's a tall, particularly powerful Lemurian Sorcerer with purple-grey skin and a magitech harness in purple, white, and mauve. (For Unctor, use the *Lemurian Sorcerer* character sheet, but increase his Lemurian Sorcery Multipower's reserve to 75 points and make all slots correspondingly more powerful, and improve his Magitech Harness to Armor [8 PD/8 ED].)

11. The Kiln

The Lemurians use this low-ceilinged chamber to treat (and if necessary shape) the harvested crystallos. They've cut 0.5-1.0 meter-deep niches into the walls all around the perimeter of the room. Channels form an intricate pattern in the floor. These channels are nearly 0.5 meters deep but only a few centimeters wide. Lava feeds from the culvert (#7) into this room via pipes. When the workers open the pipes, lava fills the channels in the floor. This heats the low-ceilinged area and purifies the crystallos. The doors to the Kiln are DEF 10, BODY 10 and reinforced against extreme heat (+4 DEF, Only Versus Fire/Heat); they open and close on counterweights due to their immense weight. Chains on the right side of the door control the counterweight system; chains on the left side control the pipe system for the lava.

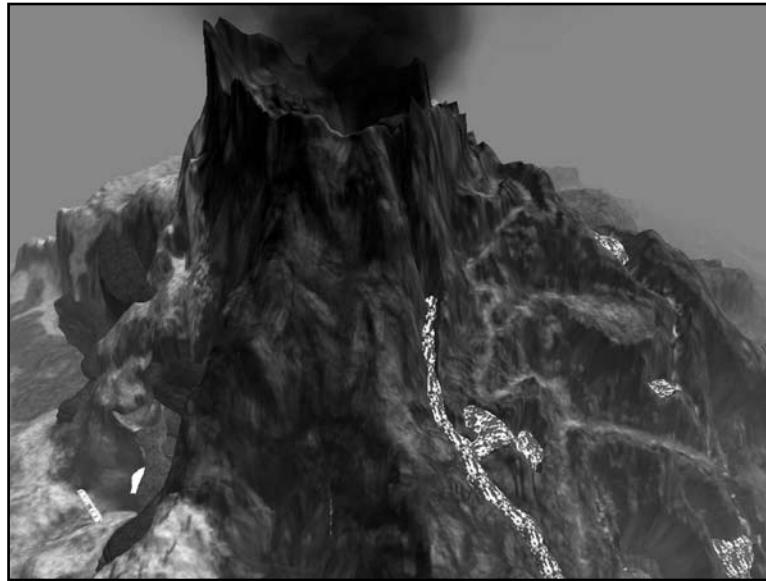
D. CORUSQUA CONTAINMENT

Beyond the Kiln is a series of three rooms, two small and one large, arranged in a T formation. Each of the rooms contains one or more large vats (similar to Human eyes to the vats used to brew beer in microbreweries) mounted on metallic plates. In the large room, which has multiple vats, metal strips about as wide as a sidewalk connect the various metal plates. The vats are used to distill *corusqua* by mixing *ignaetium*, water, and other substances.

The highly electric nature of *corusqua* makes it dangerous for Humans to go near these vats. If a Human steps on a metal plates or strip, or touches a vat, he suffers an Energy Blast 4d6, NND (the defense is insulated Resistant ED or an ED Force Field/Force Wall) and is paralyzed for 1d6 Segments (treat this as an Entangle 4d6, 8 DEF, Takes No Damage From Attacks). Another character can knock a victim off the plate and end the paralysis immediately, though if he touches the plate himself he'll become paralyzed in turn.

Near one of the support columns in the large Containment room is a control box. Characters who spend 2 Phases studying the box and make a Systems Operation roll at -1 (or an INT Roll at -4) can figure out how to shut off all the vats, stopping *corusqua* production and making the metal plates safe to walk on. (Anyone paralyzed when this happens becomes unparalyzed immediately.)

Before the heroes can get to the control box they'll have to fight their way past the Lemurians working here and their boss, who's known simply as the Hyrg Coruscator. A large, green-skinned Lemu-



rian, he guards the door leading to the final room that the Lemurians have excavated. (Use the Progenitor character sheet for him, but add +5 STR, +5 CON, +5 PD, +5 ED, and +1 SPD.)

12. Containment Control Room

Metal control consoles covered with buttons, dials, switches, levers, and toggles fill this room; Lemurians use them to monitor and guide the flow of *corusqua*. One of the most prominent controls is a knife switch that can stop production, the same as the control box described above.

15. The Entrance Ramp

The broad entrance ramp leading up to the Ignaetium Forge contains some intact Lemurian artwork: ancient carvings of serpents and other reptiles. They're not in very good condition, but many human scholars would consider them fascinating.

E. THE IGNAETIUM FORGE

The final room in the ruins, thought by Viko-rin to once have been part of one of Andrith's primary workrooms, is a large square chamber. The walls are decorated with carved depictions of events from Lemurian legend done in the style of 40,000 years ago, but so well-preserved that it looks as if they were made yesterday. The ceiling is domed and apparently once could open to the sky, but tens of thousands of years of being buried in a volcano have sealed it shut forever.

In the center of the Forge is a large, deep pool of lava (#19). Built onto grates (#14) at the four corners of the pool are Lemurian extraction machines (#18) that process lava to remove the tiny crystals of *ignaetium* in it, then combine those crystals into larger ones about the size of a golf ball. The Lemurians store the *ignaetium*, spare parts for the extraction machines, and other useful objects in Rooms #21-#23.

The heat from the lava pool makes this room uncomfortable for humans (reptilian Lemurians don't mind it at all). Characters in this room take 1d6 NND damage per Phase; the defense is Life Support (Safe Environment: Intense Heat).

18-20. The Bronze Ziggurat

Dominating the center of the Forge is an enormous bronze ziggurat, its metal unchanged by the passage of time or exposure to the heat. Four elevated walkways with rails lead to the ziggurat. The walkways are DEF 10, BODY 8; the rails along them are DEF 6, BODY 6; the ziggurat as a whole is DEF 10, BODY 40.

At the top of the ziggurat is a dais, and overseeing the work in the Forge from the dais is Viko-rin the Blind, leader of the Lemurian expedition to Monster Island (see above for his character sheet). Serving him are numerous lesser Lemurians who'll fight to the death to protect him.

VIPER In Andrithal

The snakes over in Slither Beach aren't the type to leave their neighbors in peace if they think there's something for VIPER to gain by meddling. Having taken note of the extensive Lemurian activities in the Andrithal region, VIPER decided to make its own attempt to obtain anything valuable before the Lemurians did. Additionally, VIPER's Serpent-Mages have long wanted to obtain samples of *ignaetium* and the other Lemurian mystical substances — they're eager to experiment with them and find ways to use their power to benefit VIPER.

With all that in mind, VIPER moved into Andrithal by taking over a former Bureau 17 base there that's located on a small dock. The base is a four-story building with several smaller buildings

surrounding it; VIPER keeps some half-filled shipping containers on the dock as well. (When a container is full, VIPER agents send it by ship back to Slither Beach; the Nest catalogues the contents and forwards them on to other VIPER bases around the world for thorough analysis.) Agents have fortified the four-story building, sealing off all but two entrances by welding steel over the doors and windows and then cutting gun slits in the metal. VIPER has brought in two V-12 "Destructor" Blaster Cannons (Energy Blast 20d6, 30 Boostable Charges, range 750") that it can use to fight off an assault. It typically keeps one on the ground floor and one on the top floor, but the Cannons are portable and can be moved around as the base's commander (a Golden Viper Squad Leader named Erich Kurtz) sees fit.

Most of the VIPER agents in Andirthal stay on or near the dock, guarding their turf against Lemurian attacks. But every day at least one or two Eight-Teams of agents head out into Andirthal to scavenge for artifacts, attack and rob groups of Lemurians, and spy on the reptile-men. VIPER hasn't yet gotten its hands on any *ignaetium*, but it has acquired more than a few intriguing Lemurian artifacts. VIPER's presence and activities enrage Vikorin and Zarn, but as yet they don't have the manpower to both maintain their diggings and experiments and to launch a proper assault on the dock. However, the time is coming when Lemuria will take a full measure of revenge against VIPER: first, it will sweep the snakes off the dock; second, it will recapture the relics taken from it; and third, it will punish VIPER for its folly in defying the Undersea Empire. The repercussions of VIPER's actions in Andirthal could affect the Champions Universe for years to come.

THE UNTIL PRESENCE

UNTIL has assigned a highly-capable agent to monitor the activities in Andirthal: Commander Alexei Fyodorovich, the commander of NAUTILUS, UNTIL's undersea base (see *UNTIL: Defenders Of Freedom*, pages 126-27).

COMMANDER ALEXEI FYODOROVICH

10	STR	12	DEX	14	CON	11	BODY
18	INT	14	EGO	20	PRE		
12	COM	5	PD	5	ED	3	SPD
6REC		30	END	25	STUN		

Abilities: Bureaucratics 13-; Combat Submarining 16-; Deduction 13-; Gambling (Card Games) 8-; KS: Lemuria 8-; KS: The Military/M Mercenary/Espionage World 11-; KS: Naval History 11-; KS: Soviet Navy 11-; KS: World Navies 13-; Riding 8-; Stealth 11-; Tactics 14-; TF: Submarines, SCUBA;

WF: Small Arms; Fringe Benefits: UNTIL Rank, International Driver's License, International Police Powers; International Weapons Permit; Well-Connected and 17 points of Contacts in Russia

75+ Disadvantages: Distinctive Features: UNTIL Uniform (Easily Concealed; Noticed And Recognizable); Hunted: UNTIL 8- (Mo Pow, NCI, Watching); Social Limitation: Subject To Orders (Frequently; Major)

Notes: Born in Soviet Russia during the height of the Cold War, Alexei Fyodorovich became a Russian seaman, like his father and his father's father before him. He joined the USSR's submarine service and played the deadly cat-and-mouse game of undersea surveillance and strategic planning with the wily Americans. In 1985 he was given command of his own nuclear submarine.

But despite that he was dissatisfied. The Soviet Union was crumbling, and Captain Fyodorovich had long since had his eyes opened to the inequalities and brutalities of the Communist government he'd once served so faithfully. It was almost a relief when the regime collapsed in the early Nineties. Wanting to do something better, more honorable, with his life than preside over the disintegration of the Soviet Navy, he joined UNTIL.

His timing couldn't have been better. UNTIL was expanding its undersea activities and was about to complete construction of NAUTILUS, its mid-Atlantic base. The agent who'd been assigned to lead the project and command the base had been killed in a construction accident just two months before. UNTIL replaced him with Fyodorovich, who took control, led the project to a successful conclusion, and has been running it efficiently ever since.

As the agent responsible for UNTIL's under-water activities, Commander Fyodorovich is acutely aware of the threat posed by Lemuria; he's clashed with Lemurian forces on several occasions aboard the *Aegir* and other UNTIL watercraft. In light of his knowledge, UNTIL temporarily re-assigned him to find out what's going on in Andirthal, and to put a stop to it if necessary. Commander Fyodorovich has a few agents under his command, a small stockpile of weapons and gadgets, and an UNTIL mini-sub to get the job done... so he'd certainly welcome some help from superheroes.

Fyodorovich is a tall white male with "high and tight" reddish hair. He wears green "camo" style pants and a sturdy shirt. Even when on land, he maintains a soldier's discipline in his appearance and habits — every crease razor-sharp, his face always properly shaved, his manners Old World-impeccable. He has a definite charm to him and makes friends easily, although he can sometimes be gruff or prone to taking charge.

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