

























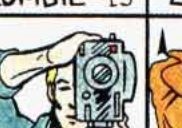












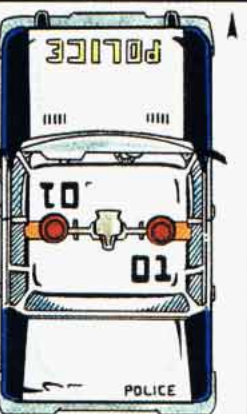
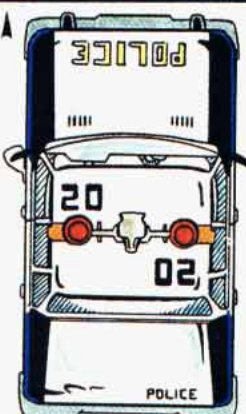








MINOTAUR	CREATURE	THE MONSTER	WEREWOLF	GOLEM	GARGOYLE-1	GARGOYLE-2
						
GARGOYLE-3	GARGOYLE-4	GARGOYLE-5	GARGOYLE-6	GARGOYLE-7	GARGOYLE-8	GARGOYLE-9
						
ZOMBIE-1	ZOMBIE-2	ZOMBIE-3	ZOMBIE-4	ZOMBIE-5	ZOMBIE-6	ZOMBIE-7
						
ZOMBIE-8	ZOMBIE-9	ZOMBIE-10	ZOMBIE-11	ZOMBIE-12	ZOMBIE-13	ZOMBIE-14
						
ZOMBIE-15	ZOMBIE-16	ZOMBIE-17	ZOMBIE-18	DIRECTOR	CAMERAMAN-1	CAMERAMAN-2
						
POLICE-1	POLICE-2	POLICE-3	POLICE-4	POLICE-5	POLICE-6	POLICE-7
				 		
MIST	WOLF	VAMPIRESS	VAMPIRE			SQUAD CAR
						
HOOP	HOOP	PLATFORM	PLATFORM	BARBELL	MALLOT	ROPE

TERROR BY NIGHT

A
VILLAINSTM
AND
VIGILANTES
ADVENTURE

Sample file

WRITER: STEVE CROW

ILLUSTRATOR: PATRICK ZIRCHER



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EDITORIAL INTRODUCTION

Once again Steve Crow has come up with an idea for an adventure that is totally different from any preceding **V&V** adventure. Last time (**Battle Above the Earth**), he took us to a space station in orbit to deal with the threat of an alien invasion. This time we are taken to what appears to be a far more mundane setting, a circus, only to be faced with a supernatural foe and his minions.

This adventure also marks the first appearance of Patrick Zircher as artist, and it will not be the last. Pat Z. appears to have a really good grasp on what is required in the way of maps, illustrations and counters to really 'make' a **V&V** adventure.

We all look forward to seeing what insidious plot is next uncovered by Steve Crow, but for now, on with the adventure . . . and 'Terror by Night.'

Scott B. Bizar, Editor-in-Chief

PREFACE

This adventure has been devised and tested for characters designed under the revised **Villains & Vigilantes** rules. It is recommended for a group of five to eight heroes of level 3-7. Levels of opponents in the scenario can be adjusted for a greater or lesser challenge.

TO THE GM:

This time I am writing my own introduction. As my second adventure for **Villains & Vigilantes** (and if you haven't bought **Battle Above the Earth**, race out and get a copy), I thought I would try for something different: from the threat of alien invasion to the menace of the supernatural right here on Earth. The superhero comics of today owe their very existence to the success of the horror comics of the 50's.

This adventure is somewhat different in that, at the end, the heroes won't have the satisfaction of having beaten the pulp out of the master villain. Such is the way with all great recurring master villains. How many times did Wayland Smith capture Fu Manchu? Or Sherlock Holmes Moriarty? In designing this adventure, I wanted the heroes to have a challenge without necessarily having to resort to violence. I hope that I have succeeded, but if I didn't, I think there's enough knockdown action to satisfy the more bloodthirsty among you.

Good luck and good hunting. . .

And my thanks to the following champions of Justice:

Keith Costas (Swordmaster)
 Bob Dowd (Enoch)
 Dave Paul (Stalker & Wolverine)
 Dean Stumma (Servitor)
 Ron Swearingen (Buccaneer)
 Chris Wilbur (Lord Omnicron)

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As the entire plot of **Terror by Night** revolves around the one central villain, Baron Heinrich, his **V&V** stats and background are provided here so that the gamemaster will have a good idea of the type of

personality with which he is dealing with when presenting the good Baron to his players.

1. THE VILLAIN

BARON VICTOR VON HEINRICH

Identity: Victor Von Heinrich

Side: Evil (Neutral Tendencies)

Age: 473

Sex: Male

Level: 19

Training: Intelligence

Powers:

1. Heightened Strength A, +19.*
2. Heightened Endurance A, +12.*
3. Heightened Agility A, +13.
4. Heightened Charisma, +18
5. Heightened Expertise: +4 to hit with any hand-to-hand attack.
6. Heightened Defense: -4 to hit.
7. Heightened Attack: +1/lvl.
8. Transformation: Shapeshift to Mist, acts as Non-Corporeality.
9. Transformation: Shapeshift to Bat, does 1d4 damage modifiers in hand-to-hand combat.
10. Transformation: Shapeshift to Wolf, does 1d8+1 plus damage modifiers in hand-to-hand combat.
11. Weather Control: See pg. 19 of **V&V** rules.
12. Heightened Expertise: +4 to hit with Weather Control attacks.
13. Psionics: Ability to use Mind Control, must make eye contact with intended victim. Max. range: 6". PR=10/successful attack.
14. Heightened Expertise: +4 with Psionic attack.
15. Regeneration: One action per turn maximum to heal full rate, cannot regenerate damage caused by silver or wood.*
16. Body Power: Can only be permanently killed by wooden stake through heart, decapitation, and burning of body.*
17. Mutant Power: Ability to, over a three day period, turn another person into a vampire (possessing all asterisked abilities only), under control of the vampire using this power.*
18. Animal/Plant Control: Ability to control up to 288 HP worth of rats, wolves and bats. Availability of such creatures is based on gamemaster's discretion, or as outlined in this scenario.
19. Body Power: Due to 'dead' state of body, Paralysis attacks have no effect.*
20. Physical Handicap: possesses all common vampiric aversions: has no reflection, is pained by exposure to religious items wielded by one who truly believes in the religion behind the item, cannot cross running water, cannot shapeshift in the presence of garlic, etc.*
21. Physical Handicap: loses all powers except 3, 4, and 5 upon exposure to sunlight. Any converted vampire takes 4d10 damage per round under such exposure instead.
22. Special Requirement: must consume at least 8 pints of blood/day.*

Weight: 230 lbs.

Strength: 33

Agility: 26

Charisma: 34

Reactions from Good: -6

Damage Mod.: +4

Accuracy: +4

Carrying Capacity: 4444

Movement Rate: 86" man, 53" flying (as bat), 56" as wolf, 40" as mist.

Det. Hidden: 14"

Inventing Points: 12.1 (-24)

Inventing: 57%

Origin & Background: German; Fine Art, Military, Philosopher, Historical Scholar & Religion/Mysticism.

Legal Status: Nil under current alias, Wanted in connection with various crimes of murder, vivisection, robbery, forgery, travelling under false papers, etc., under a number of other aliases in most capitals of the world over the last 150 years.

Basic Hits: 5

Endurance: 27

Intelligence: 19

Hit Points: 144x

Evil: +6

Healing Rate: 4

Power: 105

Basic HTH Damage: 2d8

Det. Danger: 18%

Cash: \$750,000



Name: Victor Von Heinrich

Current alias: Thomas P. Prest (It should be noted that Heinrich also used this alias from 1834-1852 when he wrote the novel **Varney the Vampire or the Feast of Blood**, the first 'vampire novel,' and a project which Heinrich did as a joke of sorts).

Origin & Background: Heinrich was a relatively minor noble in what is now East Germany when he became a victim of a vampire seeking to create a core group of *nosferatu* within the German aristocracy. This vampire (whose name is not known) was later killed, freeing Heinrich from its control. Heinrich went his own way, roaming the world for almost two hundred years. He scorns other vampires and this has led him to several less-than-peaceful meetings when their paths and his coincided.

In approximately 1754, Heinrich bought a private castle (on the land which he had originally rule over in the 16th century before his transformation), took a human wife, and settled down. Although his rule, was, by and large, benevolent, his secret was eventually found out. He was put to the stake, but not before his wife and child were burned before his eyes. The neighboring lords, who had sought Heinrich's destruction out of jealousy for his lands, were not as familiar as they perhaps should have been on how to permanently destroy a vampire. So, the Baron lay in a coffin, a stake through his heart, for almost forty years before he was accidentally revived by a travelling vagabond.

Heinrich, in a rare flurry of bloodthirst, personally saw to the destruction of each of the families that had arranged the death of his wife and child. Not a single one of the lords' relatives survived a month after Heinrich's revival, while the Baron saved the worst fate for the lords themselves: he transformed them into vampires, then drove stakes through their hearts and entombed them where they would never be found, trapped in immobility for all Eternity, yet still conscious of their plight.

Heinrich then mellowed, and it was at this time that he wrote the aforementioned pulp novel, which did quite well at the time among both the common folk and the aristocracy. The story also paved the way for the popularity of Stoker's novel 'Dracula' fifty years later.

Heinrich went back to traveling the world, acquainting himself with the changes that had taken place during his forty year 'sleep'. He used a variety of different aliases during this time and committed several crimes. He fled several murder charges and was wanted for questioning in a number of mysterious disappearances. Most of the murder charges were false, as Heinrich took little advantage of his vampiric state, only taking enough blood from his victims to sustain himself without taking their lives. He never converted anyone into a vampire, preferring to use human agents who were unaware of his dark secret.

However, a small group of dedicated vampire-hunters caught up to Heinrich in Berlin in 1916. Although Heinrich's human agents prevented the hunters from completing their employer's destruction, Heinrich again lay in a coma until 1962, where he was again accidentally revived.

Heinrich awoke to find a new world, one where beings existed with a wide array of bizarre powers. Unfamiliar with the concept of 'superheroes', he is currently trying to find out how much of a threat they might pose to his way of 'life'.

Heinrich's current plans are to study the strengths of a particular group of superheroes. However, at the same time he has found the first human woman to capture his heart since his beloved of many years gone by. While he does not plan to transform her to a vampire, he does plan to win her heart. Taking once again the alias of Thomas Prest, he has used the finances which he has made through years of investments to set up a reputation as an eccentric millionaire with a fascination for the circus. He has brought his circus to the GM's locale (where he runs his campaign) and where, coincidentally, his new love is also residing. Now he prepares to set the bait. . . .

Combat Tactics/M.O.: Heinrich rarely engages in physical combat with an opponent if he can possibly help it. If he is attacked by one or two persons, he will usually use his Mind Control ability. Otherwise he will employ his ability to transform into mist and summon his animal minions.

If he does find himself forced into combat, he will use no more force than necessary to defeat his foe. He has a healthy respect for technology and is not averse to using it for his own ends, but he deplores a superhero who uses it to enhance his combat abilities. He will go to great lengths to relieve such opponents of their technological items, usually as forcefully as possible ('That suit of armor must be quite tiring. . . allow me to take it for you. . .').

Personality/Character Traits: Heinrich shows all signs of good breeding and should come across as quite aristocratic in bearing and speech. He rarely loses his temper, usually only when his plans are thwarted (in this case, his being denied his love: the testing of the superheroes is a mere experiment to him, to which he attaches very little import). He admires courage in an opponent and will extend honor and respect to any and all who deserve it. Neither of these courtesies will be forthcoming to a foeman who takes advantage of Heinrich's vampiric handicaps. With these persons the Baron will deal quite harshly.

Heinrich is a man of his word, and never goes against it. He is in all ways a quite remarkable individual, educated and well-traveled. Players expecting the typical slaving, bad-ass vampire should find themselves for a shock, as Heinrich means neither they nor anyone else any harm, as long as his plans are not interfered with.

ON VAMPIRES

The author, in writing this scenario, has tried to stay within the original conception of vampires as put forth by Bram Stoker and all the old tales.

Originally, Stoker's Dracula could survive in sunlight, although the Lord of Vampires was greatly weakened by such exposure. It wasn't until Hollywood got around to producing vampire movies full swing that vampires dissolved into dust upon being exposed to ultra-violet rays. In this case, the writer assumes that the more experienced a vampire, the better able he is to survive in sunlight. It is also assumed that many of the powers that the Lord of Vampires displayed (such as hypnotic mind control, or the control of wolves and bats) come after years of experience as well, as Stoker's other vampires did not display these abilities.

The one true way to kill a vampire is by driving a stake through his heart. While a vampire cannot Regenerate damage done by wooden and silver weapons, he cannot be permanently killed by any means other than in the traditional stake. This also excludes some of the more bizarre means of vampiric execution used by Hollywood over the years, such as immersing one of the undead in a tub of running water or exposing it to the shadow of the arms of a windmill (only a true religious item would have such an effect in any case: two fingers held crossed, for instance, will have no effect no matter how strong the belief of the fingercrosser is).

The wielding of a true religious object by a person who believes in the power of that religion is an absolute. In a well-established campaign with well-defined characters, this shouldn't be any great problem.

If the gamemaster wishes to be even more accurate, he can also give vampires the ability to transform into moths, the ability to turn two-dimensional, and the talent of being able to climb straight up or down sheer walls of any substance of less than glass-like consistency. However, these abilities, while legendarily accurate, added nothing in the way of new abilities in V&V terms and were excluded.

Baron Heinrich is an extremely skilled vampire, thus accounting for the numerous talents which he possesses which most normal vampires do not. A 'normal' vampire has only six powers and three disadvantages, as indicated by the asterisks following certain power listings. The Gamemaster should note that +19 and +12 are not set figures for how much Strength and Endurance should be Heightened. The final Carrying Capacity of the newly-converted vampire should be approximately ten times greater than when it was a human, adjusting the relative attributes accordingly.

Newly-converted vampires will react differently to their new state of being, based upon their old personalities. Some may embrace their 'undead' condition whole-heartedly, others may take blood only to live, never killing or creating new vampires. While there are no new vampires created in this scenario, the Gamemaster should make such decisions on new vampiric personalities in other, similar game sessions. All vampires will be under the control of the one who created them. Only the true death of the controlling vampire breaks this domination. If a vampire is staked, but not otherwise thoroughly disposed of, he will not be able to control his underlings as long as he is immobile, but control will be renewed when he is freed.

This scenario also has no provisions for heroes being converted into vampires by Heinrich or his underlings. The Gamemaster has several choices for the 'carryover' of superpowers when a hero is converted into a vampire if the GM uses this as a future plotline (see 'Other Plotlines'). As a rule of thumb, vampires do not carry technological items, as these do not convert when a vampire shapeshifts into one of his other forms. Also, if the hero was a spell-casting sort before his conversion, he will retain knowledge of such spells and be able to use them in his vampiric state. Mutant powers will 'carry over' successfully. Other powers are at the discretion of the GM.

2. THE CIRCUS

The scenario starts with the characters being informed, during the course of their normal day-to-day activities, that a circus has pulled into town. This shouldn't just be announced out of the blue so that the players automatically know it is to be the site of their next adventure.

As anyone who pays a visit to the local library can easily find out

characters with a Journalist background may be assigned to do such a story if they work for TV or a newspaper), the circus is owned by the rarely-seen millionaire Thomas Prest. Prest has an almost obsessive interest in circus history and apparently bought his own so that he could take it on the road. He has put together some extremely talented performers and he, himself, acts as ringmaster. The circus itinerary has