

A Sourcebook for **CHAMPIONS**[®]

#437

PYRAMID in the SKY[™]

***OBSIDIAN, STOP!
YOU'RE KILLING
JAGUAR!***



by Steve Metze



PYRAMID IN THE SKY™

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Printed in U.S.A., First Printing 1994

STOCK #: 437

Produced & Distributed by Iron Crown Enterprises, Inc., a licensed manufacturer of Hero Games.

ISBN 1-55806-220-3

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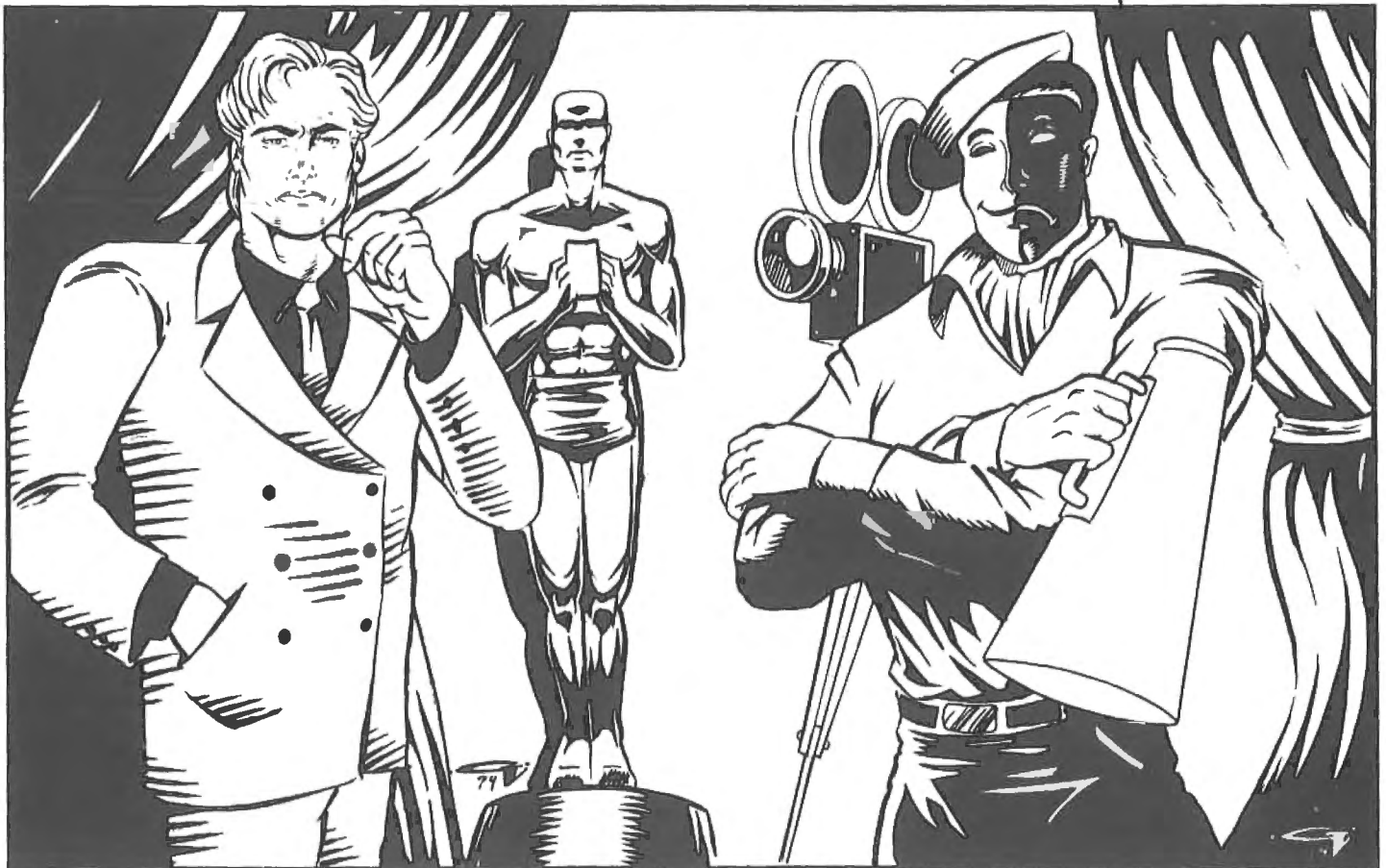
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Dedication & Playtesters

Dedication: To my dad for typing this while I was in the desert, for Colin and the Seans for getting me started, and for anyone else who ever put up with "Dark Stevo."

Playtesters: (Alphabetically by character): Jim "Elmer B. Fuddle" Bednar: ("Did anyone order a potted plant?"); Jamie "Black Lightning" Johnston: ("That didn't hurt"); Cedrick "Coyote" May: ("Oh, you want some of *THIS*"); Al "Flux" Lynd: ("Gee, I didn't mean to do that"); Jerry "Insecta" Tomlinson: ("I poke it"); Rhonda "Izan" Reynolds: ("Digga-me Digga-me"); Colin "Jetstream" Hotnit: ("That's EX-Cessive!"); Jeff "The Mage" Meek: ("You call *that* power?"); James "Photon" Redman: ("I loop around the sun for momentum and..."); Marla "Pixie" Barkman: ("I sprinkle him with pixie dust, tee-hee-hee"); Scott "Powerhouse" Suhr: ("Hi Powerhouse"); Tasca "Scaunch" Shadix: ("Don't bust my chops"); Tim "Spitfire" Joyce: ("What's the point anyway"); Sean "Star Knight" Fannon: ("No Ra—you are not a GOD"); Patrick "Stuntman" Barkman: ("Holy Plot Device!"); Elizabeth "Val-ky-rie" Hamilton: ("Omigooooooood!")



Pyramid in the Sky

Obsidian howled as a shower of sparks leapt out from the damaged control panel and stung his face. The repairs were temporary at best, and now was not the time to worry about how for the jury-rigged alien circuitry strained beyond its limits. He had at last escaped the squadron of Eliminators that had been on his tail the last few thousand miles; his mind wandered as he drifted aimlessly through the solar system.

It was hard to believe all this had started three weeks ago with a simple if unusual bank robbery. Amusing and harmless crimes had mushroomed into something much more deadly. Had an insane man really tricked them into fighting each other in front of a cheering crowd? There was a brief vision of his hands slowly tightening around Jaguar's neck, and the look of confusion when Jaguar realized it wasn't just an act...

Obsidian shuddered and looked back at his wounded but breathing companion to confirm that someone had indeed stopped him in time. But that had only been the beginning of the madness. Shortly after their encounter with The Director the group began to lose some of its cohesiveness. Enemies were looking like heroes and making them look like idiots. Simple crimes became more difficult to stop effectively, and it had taken them days to figure out what had been gradually eating away at their group from all sides.

It had become harder and harder to trust anyone the more they discovered, and soon they had uncovered the brain at the top of the pyramid. But what they had discovered was turning out to be more than they could handle even with their new allies.

As the shuttle sped away from his enemies, Obsidian longed to continue on to Earth where the motley assortment of warriors could rest and be safe. He knew they wouldn't really be safe there. He had seen the destruction that had been wrought because of just seven escaped slaves, and the desperate measures those slaves had taken to attempt to avoid recapture. With the damage the Chumpions had caused, he refused to think of what the retaliation would be. It was hard to imagine the Seeker's girlfriend had actually volunteered to unwittingly become one of those same slaves, and what they had changed Solitaire into...

A flick of a switch and the sleek metallic vessel spun around and headed back towards its creators. Obsidian knew that the enemy had to be confronted and defeated now. They had invested too much time and effort spreading their tentacles throughout the Earth's governments and underworlds. Without destroying the top of the pyramid, there would be no way to end the silent terror that was flourishing across the galaxy. As the familiar large blip appeared on his scanner screen Ob-

sidian smiled. At last he realized what he had to do to free all those enslaved and use his enemies' own power against them...

Overview

In the world of mutant powers, high-tech suits of battle armor, and magic artifacts from the gods, it is often easy for heroes to ignore the mundane aspects of the world around them. On occasion they forget how small a piece they are in the puzzle, how many other people are playing the game, and just how complicated the world can get. It is easy for the bad guys to do the same. Sometimes the villains do make up an independent group with a single collective motive to become millionaires. Sometimes the villains do wear all black and bright name tags telling who is who. Sometimes the villains do get on national television and threaten to destroy the world. Sometimes they do not...

This book contains three complete scenarios linked together and designed to be played one after the other. The scenarios build in importance as the players slowly uncover the intricacies of a very well concealed system of intrigue, power, and evil. It begins with a relatively low-powered street-level gang of villains in the first scenario, moves on to a conspiracy within a specific megacorporation in the second scenario, and finally reveals itself to be part of an interstellar plot against humanity in the third scenario. The mini-campaign should appear to the players as a gradual uncovering of something that is on the verge of infiltrating most of the levels of society virtually unnoticed.

Each scenario contains its own plot line, villains, and situations, and can be played either alone or as part of the three scenario mini-campaign. GMs are encouraged to read through all three scenarios before beginning play so as to get the feel of the overall picture. The connections between the scenarios are designed to be hard for the players to spot right away, while still providing for a smooth transition from game to game. At the beginning of each scenario there will be a list of hints and clues to give the characters that relate to the next scenario in the series. While these clues will seem pointless (and indeed, should not be used) if the scenarios are being played independently of one another, they will add significant flavor and continuity to the scenarios if they are being played as a mini-campaign.



I'd Kill To Get A Break In This Town..

It starts simply enough... a series of bizarre crimes committed with no rhyme or reason. The mysterious figure known as the Director is guiding events towards some sinister end. The heroes find themselves participating in the Director's magnum opus, where the starring role means — death!



This is only the beginning of the multi-layered mystery that confronts the heroes. What is the Director up to? Who is funding his mad plot? The mystery deepens as the heroes are drawn further into the puzzle. Their reputation and their very lives are at stake. Can the heroes solve the mystery of the Super Camps™? Will the heroes discover the meaning behind the Pyramid in the Sky before it's too late?

Pyramid in the Sky contains three linked adventures that form an epic campaign set in the Champions Universe. There's material here for weeks of enthralling adventure, and dozens of new characters are included. Extend your Champions Universe campaign in new directions with this epic story line!



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Made in U.S.A. #437
ISBN 1-55806-220-3 ICE1600



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Produced and Distributed by ICE, Inc.
P.O. Box 1605, Charlottesville, VA 22902 USA