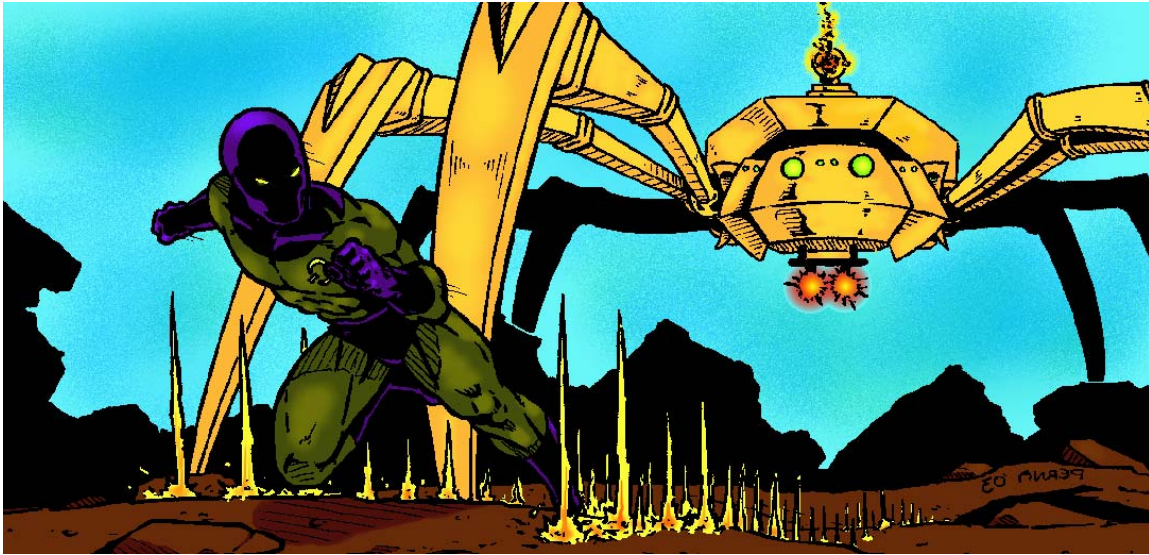


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INTRODUCTION



Don't you wish you had more villainy in your life? Well then congratulations on your purchase; you've come to the right place. This handy compendium of evil contains more than forty supervillains and more than a hundred adventure outlines, to serve all your needs for crime. From snarling street trash to cackling Cosmic Evil, we have every kind of villain you could possibly want and more! Five complete teams, dozens of independent villains—that's enough fiends, freaks, megalomaniacs and mutations to keep your players busy for years to come. It's time to seize the plunger of villainy and unblock the stubborn clog called justice!

USING THIS BOOK

The villains in this book are organized by power level, rather than in alphabetical order. We start with the weakest, and move up to the most dangerous. I've tried to give you as many low-level villains as I can, since they seem to be in short supply among the other Superlink sourcebooks I've seen, but I've also included a real world-eater or two.

After the individual villains we have five supervillain teams, which have also been organized from weakest to strongest.

The last team, the "Legion of the Damned" is an experimental concept—a supervillain team so hideously powerful that almost no PC superhero group will be able to defeat them directly. PCs will have to use cunning and guile to thwart their schemes.

At first glance, this book may look like a mishmash of different styles. The characters are designed not just for different PLs, but for different types of play entirely. This is intentional. Most GM's don't limit themselves to a single style or level of play—they need different types of NPCs for different types of adventures. So, to make this book as useful as possible, I've tried to give you villains with as wide a range of abilities and combat styles as I could. Some are gritty, some are lighthearted, but most can be both, depending on how you play them. If you need a sympathetic villain, I have some for you. If you need a villain who's utterly, totally evil, I have them too. If you need one who's complex and morally gray, I have them as well. Honorable villains? Got 'em. Despicable villains? Got 'em. Low lethality opponents? We have them. High-lethality opponents? We have them too. We have villains weak enough for a team of super-kids to take down and ones who are so tough that you'd do better to try

foiling their schemes at a safe distance. There's a team that's so flimsy that the PCs' main challenge in defeating them will be to keep from hurting them too much (and just to keep the PCs mindful of this, I've made them all grade-school kids) and another one that's so tough no group of PCs could reasonably be expected to defeat it in a direct fight.

Could you use all of these NPCs in the same campaign? Sure, but you don't have to. I want this book to be a jumbled toybox of evil that you can reach into and grab whatever kind of villain works best for a particular occasion.

With all this said, I can't entirely escape my own personal writing style. If you've read any of my fiction or any of my other gaming books, from *The Maze of Screaming Silence* onwards, you already know that I have a very specific take on the subject of superheroes. Is it possible to completely suppress my own individual creative predilections? Probably not (and anyway you wouldn't want me to, since that would hobble my inspiration). So no matter how hard I try to make these characters generic, they will always tend to be more gritty than four-color, more likely to show moral shades of gray than solid blacks and whites, to show more influence from guys like Grant Morrison and Alan Moore than guys like Chris Claremont and John Byrne. But if your take on the genre is warmer and sunnier than mine, I still want you to be able to use this book.

Of course, a lot depends on how you use a character. Even a murderous maniac like the Aleph could be played in a four-color style. Depending on how you set up the scenario, he doesn't actually have to do anything shocking. The PCs can be aware of his fearsome reputation, but you can keep the details non-specific enough that it won't be too "dark" and negative for your game.

The same applies to lethality. A sick freak like Doctor Frightful might very well strike a hero with the intention of killing them, but there is no reason why he has to. His sinister medical experiments are gross and vile in the extreme, if you describe them in detail to the PCs. But you don't need to—

maybe he doesn't happen to have anyone tied down on the operating table when the PCs break into his lair, or maybe these days he's experimenting with diabolical serums rather than messy surgical procedures.

As much as possible I've tried to write the character descriptions so that you can play them each in a variety of different ways. I hope that I've succeeded. And one of the nice things about RPGNow is that you get to tell me if I haven't.

THE CAMPAIGN WORLD

There still isn't one. I've taken a lot of comments about the first book, and while readers had complaints about everything from my politics to the layout of my stat-blocks, one of the few things that everyone seemed to think I'd gotten right was not developing a specific game-world. To make these books as useful as possible, I want you to be able to fit these characters into any existing campaign.

There are places where an adventure seed makes reference to another villain in this book, but that's as close as I come to having any kind of interconnected back-story. Even then, I've tried to make it easy to substitute some other NPC if it would fit your campaign world better. There are one or two places where I suggest that a character from the previous book ("The Bad Guys") would fit neatly into an adventure, but these are only presented as options—you don't need anything but a copy of the M&M core book to get full use out of this volume.

I've also tried to avoid giving characters origins that would cause significant changes to your campaign world. Nobody here has an origin that insists on a single explanation for where mutants come from, or why super-powered beings exist, or whether or not aliens have visited the Earth, or which cosmic forces rule the universe. I want to make it simpler for you to run your campaign, not more complicated. Nor do I want to steal focus from your own ideas.