GURPS®
SUPERS ADVENTURES

Four Fantastic Super-Scenarios

STEVE JACKSON GAMES

THE DEVIL AND THE DEEP BLUE SEA

Saving the world isn't just an adventure – it's a job! *GURPS Supers Adventures* is a mind-boggling ride from the depths of the oceans to the far corners of the galaxy.

In *Jupiter Blues,* the heroes must quell a rebellion on Jupiter's turbulent moon, Io. Can they handle the mind-controlled Raveners, or will they end up buried in a cold, dark mine shaft?

***Mark of the Kraken,* a two-part adventure, sends the costumed crusaders into the ocean at the behest of the U.N. Can they stop the watery menaces in time, or will the Green Dawn eco-terrorists use the deadly Kraken to drive mankind from the oceans forever?**

Finally, *Web of the Zyrani* takes the supers on a surprise cross-galactic trip to find a missing team of scientists. After visiting the high-energy planet of Zyrane, they'll never be quite the same again . . .

Although set in the world of *GURPS International Super Teams,* these adventures can work in *any* campaign world for *any* team of heroes. Guidelines are given to help the Game Master increase – or decrease – the dangers facing the team, allowing each scenario to be perfectly tailored to the campaign. Each adventure includes all necessary maps and diagrams, and can be completed in one or two long game sessions.

Written by Jeff Koke, J.B. Sanders, Chris W. McCubbin, Robert M. Schroeck and David L. Pulver
Cover by John Zeleznik
Illustrated by Doug Shuler, Tim Eldred, Gary Washington and David Hartwell
Edited by Loyd Blankenship and Steve Jackson

STEVE JACKSON GAMES

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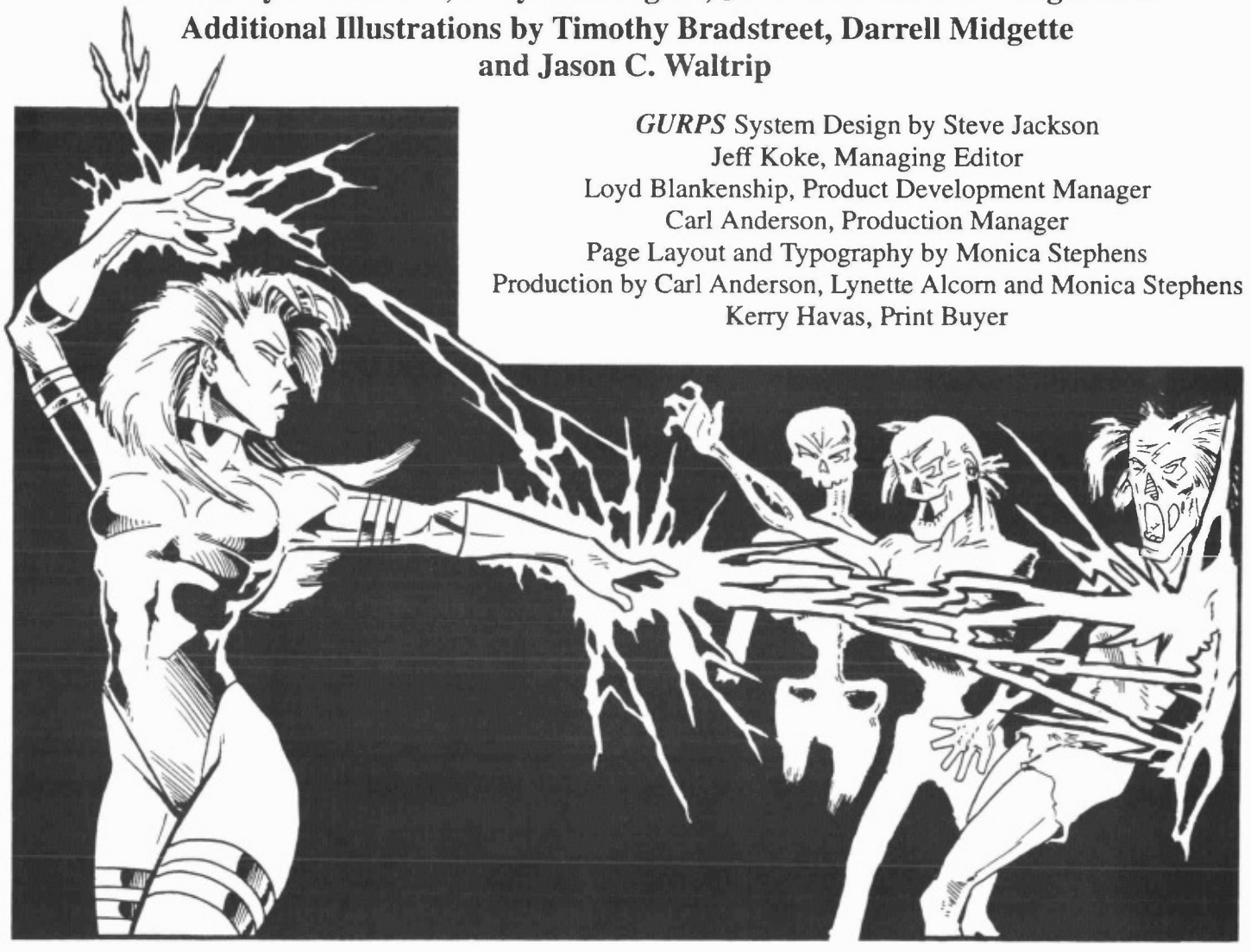

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INTRODUCTION

Welcome to *GURPS Supers Adventures!* This book presents a set of four super-powered scenarios. They can be used as campaign starters, or dropped into any existing campaign. If you like them, we'll do more – see *More Adventures?* below.

Notes for the GM

We've tried to include a mix of plots and styles in *Supers Adventures. Jupiter Blues* is a very non-linear, problem-solving adventure, which places a lot of emphasis on the PCs coming up with a good plan. The two linked adventures in *Mark of the Kraken* have a more linear plot, heavy on action. *Web of the Zyrani* drops the heroes onto another planet – what happens when they arrive is up to them.

All four are easily adaptable to higher- or lower-powered characters. *Web of the Zyrani,* in particular, could easily be used for solo (one-on-one) play.

The World of the IST

All of the adventures are nominally set in the world of ***GURPS International Super Teams.*** This campaign background is detailed both in ***GURPS Supers*** and in the ***GURPS I.S.T.*** worldbook. While we think that it's a *great* background for superheroic roleplaying, there's no reason you can't use your own world.

For *Jupiter Blues* and *Web of the Zyrani,* both of which take place on another planet, there's very little conversion work needed. The only part that might have to be changed is the introductory sections that involve the team in the adventure. If there's no governmental equivalent to the United Nations' IST in your campaign, perhaps the PCs could be hired by a corporation (in the case of *Jupiter Blues*) or a concerned family member (in the case of *Web of the Zyrani*).

Mark of the Kraken is a bit trickier. If these are to be included in an ongoing campaign, the GM might consider *foreshadowing* the troubles for several game sessions. Mention that the news is abuzz with talk about the underwater cities that are nearing completion – perhaps involve the group in an underwater rescue mission of a crippled ship. This will lead naturally to their involvement when the Kraken appears. And the Green Dawn can become an ongoing plot element.

Of course, all these plotlines can be modified to suit the campaign. If you like – particularly if you suspect that one of the players has gotten his *own* copy of this book – feel free to change things around. Maybe the rebels really *are* the bad guys in *Web of the Zyrani.* Maybe the underwater bases in *Mark of the Kraken* are nothing more than well-hidden nuclear test sites . . . only *you* know for sure!

More Adventures?

We have several other adventure books in the works – ***GURPS Cyberpunk Adventures, Time Travel Adventures*** and ***Horror Adventures*** should all be out in 1992, with ***Martial Arts Adventures*** and others coming in 1993. If you have a favorite genre that you want to see more adventures for, write us and let us know! Our address is in the *About GURPS* sidebar – address everything "Attn: Product Development Manager."

About GURPS

Steve Jackson Games is committed to full support of the ***GURPS*** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all ***GURPS*** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have computers, SJ Games operates a BBS with discussion areas for several games, including ***GURPS***. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the ***GURPS Basic Set,*** Third Edition. Any page reference that begins with a B refers to a page in the ***Basic Set*** – e.g., p. B102 means p. 102 of the ***Basic Set,*** Third Edition. Page references beginning with M refer to ***GURPS Magic***, an SU means ***GURPS Supers.***

JUPITER BLUES

By Jeff Koke
Illustrated by Tim Eldred and Gary Washington

Four shapes move quietly through the dark shaft. The only illumination comes from the constant fiery shimmering covering the shapely body of a young woman. The only sound is the exaggerated hissing of the group's rebreathers.

They reach the end of the hallway and see that the shaft opens into a great space, a huge room lined with panels and chairs. In the center, dominating the giant hall, is a large modern sculpture, thick and blocky – a little out of date, but still powerful. The room is brighter than the corridor, lit from above by the huge crescent expanse of Jupiter, rising over the moon and casting its pale orange light into the domed room.

One of the shapes moves quickly to the wall, where a rectangular panel sits. The shape is vaguely human, but with too many arms and a long reptilian tail. His head is partially obscured by a glass helmet, but a pair of antennae can be seen, as well as two tiny slitted eyes. He puts a three-fingered hand to the panel and the metal covering seems to melt away, exposing a nest of wires and connectors. Although most would see the wires as gray in the dim light, his perfect vision picks out the colors easily. He begins to work fervently with the panel, pulling wires, rerouting and resoldering with only his hands for tools.

Five minutes pass. Then ten. "Come on, Komodo," hisses a deep female voice – the voice of someone used to being obeyed. "What is taking so long?"

"They really did some work on these circuits, Amazon. They must have been pretty sure they weren't going to use this place again. Just a few more minutes." His voice has the crisp edge of a synthesizer. It is completely wrong for his face. He continues to work.

Half a minute later, there is a bright spark, and the thick whine of generators coming on line. The fluorescents lining the edges of the room begin to flicker and spit, and half a dozen warning lights start flashing on the desks lining the room.

At this point the group notices a new shape, crouching in the shadow of the sculpture. It has been there the whole time, hunched over and deathly still. It is an enormous creature, with skin like obsidian and arms as thick as tree trunks. It raises its head smoothly and silently, and its eyes begin to glow faintly yellow, as if it has just come out of a trance.

Three members of the group immediately back away into the shaft, shared looks of stark terror on their faces. They recognize the alien beast, one of many who have killed, slaughtered and eaten their way through most of the outer mines. It is a ravener.

Amazon, however, merely smiles and walks calmly over to the beast. As she approaches, the creature rises to its full height – over 12 feet tall – dwarfing the well-muscled woman. "Friends," she says as the beast grabs her and lifts her effortlessly to a ledge on the sculpture. "I want you to meet our new associate. Although his race doesn't use names, we will call him Gargoyle."

The other members of the group recover quickly from their fear and join Amazon on the work of art. The room is fully lit now, and the swirling clouds of Jupiter hover overhead, providing an eerie backdrop.

"What's next, Amazon?" speaks a new voice, belonging to a red-cloaked man with bulging, multi-faceted eyes.

"Bring in the miners," she replies. "We've got a company to bring down."

About the Author

Jeff Koke is a long-time fan of ***GURPS*** and is currently Managing Editor for Steve Jackson Games. He attended Southwest Texas State University, where he obtained his bachelor's degree in English and published several short stories and poems in the university's literary journal. *Jupiter Blues* is his first writing project for SJ Games (though as an editor he has *rewritten* several manuscripts).

In addition to working and writing, Jeff plays guitar in a local rock-n-roll band called *Second Glance*. He lives in Austin, Texas, with his fiancée, Angie, and his mutant super-cat, Sheba.

Assumptions

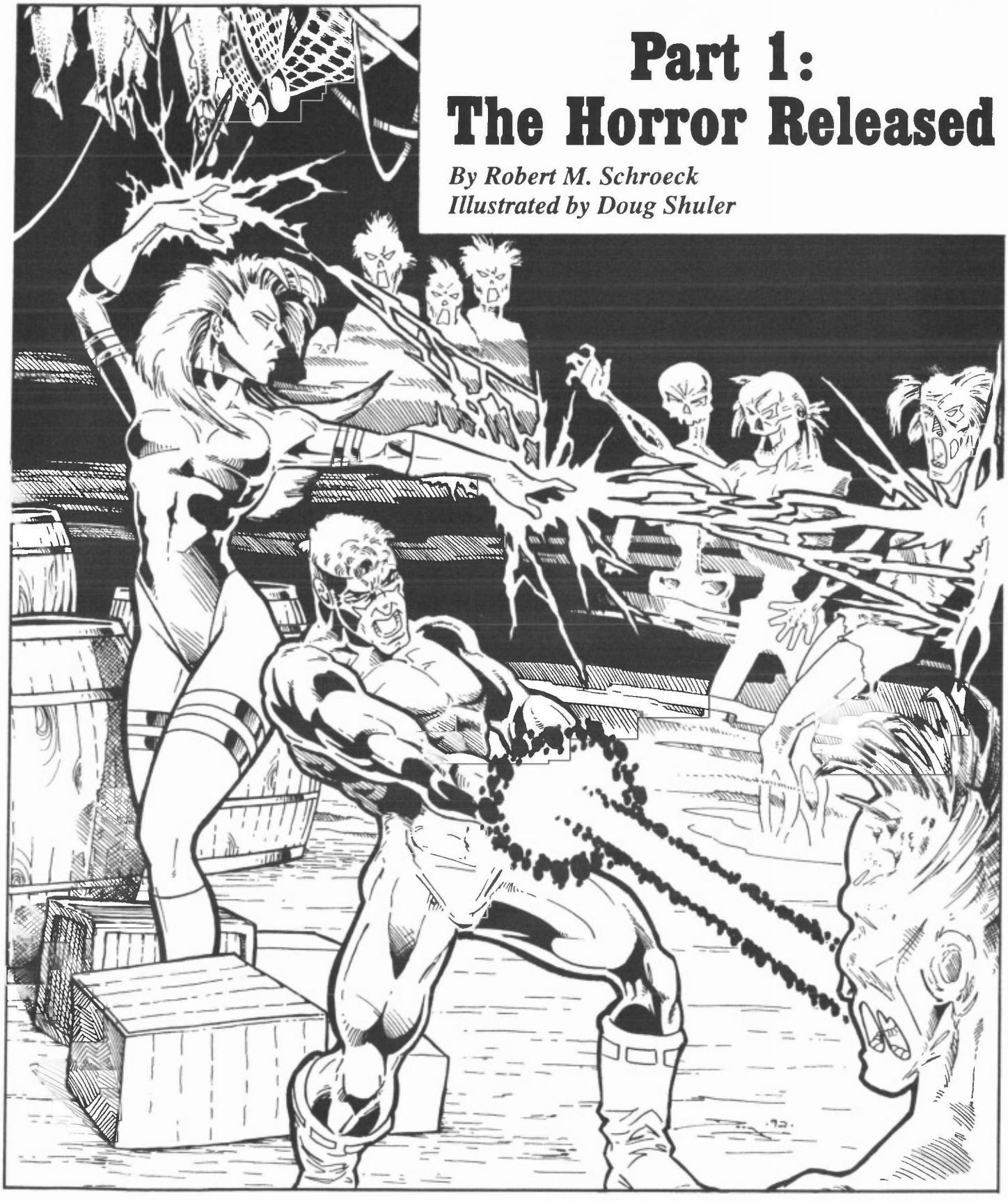
Jupiter Blues takes place in the near future of Earth's solar system. The base Tech Level is 8, though extremely smart gadgeteers may be able to invent TL9 items (this should be carefully monitored).

Most of the combat in this scenario will be done with super powers and TL8 weapons (lasers and gauss rifles).

MARK OF THE KRAKEN

Part 1: The Horror Released

By Robert M. Schroeck
Illustrated by Doug Shuler



Introduction

A disaster is in the making.

One week ago, a cache of 12 tactical nuclear weapons was stolen from a PLO base in Syria. A few hours ago, one went off in the Aegean Sea near Kupros, a small Greek island. A hand-picked team of supers is assigned to go the island, find out where the bombs are and recover them, and capture those who stole and are using the bombs.

No one knows that a group of four metahumans are using the bombs to crack open the prison of an ancient, extradimensional Thing. If enough of the bombs are set off, the Kraken will be freed, and woe to the world!

About the Author

Robert M. Schroeck is the author of ***International Super Teams*** and the co-author (with his wife, Peggy) of ***GURPS Camelot*** and ***GURPS Robin Hood.*** His current project is another ***Supers*** supplement – ***Super Rebels*** – detailing a world where the bad guys took over. Bob and Peggy live in New Brunswick, NJ, and despite his proximity to the sea, he swears he has nothing to do with the theft of the tactical nuclear weapons and has never performed even one unholy ritual.

The Villains

Behind this mysterious plot are four persons who have been altered by the power of an Ancient Thing From Beyond Time and Space. This creature – the legendary Kraken – lies imprisoned beneath the ruins of a Minoan city under the Aegean sea near Kupros. It has recruited these four human servants and imparted to them superhuman powers so that they may discover a way to free it. Brief descriptions of them follow; for more specific information, see the complete write-ups of these characters on pp. 55-62. Their goals are outlined in the sidebar on p. 39.

The High Priest

Formerly a high-ranking member of the PLO, the High Priest is the leader of the small band. He is the brains of the operation, and his knowledge of PLO secrets allowed them to steal the tacnukes. Although he knows a small repertoire of magical spells, his most impressive abilities – both offensive and defensive – were granted by the Kraken and bear little resemblance to human magic.

Sea Wolf

The muscle of the operation, Sea Wolf is amphibious and spends most of his time underwater. He is charged with the responsibility of actually planting the bombs on the site of the Kraken's imprisonment, and keeps half of the tactical nukes in a submerged cave just outside the harbor.

Were

A shapeshifter capable of changing into a limited number of animal forms, Were is the scout and spy among the servants of the Kraken. His task – largely symbolic now, and he knows it – is to patrol the island for anything or anyone out of the ordinary. That is to say, anyone living.

MARK OF THE KRAKEN

Part 2: Project Oceanus

By J.B. Sanders, with Chris W. McCubbin
Illustrated by John Hartwell

About the Authors

J.B. Sanders is a freelance author who lives and works in Galway, New York. This is his first professional effort, as well as his first project for Steve Jackson Games.

Chris W. McCubbin is the staff writer and art director for Steve Jackson Games. He is a non-graduate of the University of Nebraska – Lincoln, in English. His is the author of ***GURPS Fantasy Folk, GURPS Aliens, GURPS Magic Items,*** and the just-released ***GURPS Callahan's Crosstime Saloon.*** He also edits the ***Car Wars*** magazine, *Autoduel Quarterly.*

Chris lives in Austin, Texas, with his wife Lynette Alcorn and two cats, Polychrome and Clipper.

Adventuring Underwater

Things work *differently* under the ocean, including many metahuman powers. Although it is never *necessary* for the supers to get their tights wet to complete the adventure, this section provides guidelines for GMing underwater situations, in case the PCs choose to take a swim.

It is strongly recommended that all *Project Oceanus* GMs review the section on swimming in the ***Basic Set*** (p. B91) before reading the rest of these suggestions.

The first consideration, of course, is whether a given hero can breathe water (assuming he needs to breathe at all). If they don't, they'll have to carry an air supply or hold their breath (see p. B91). Remember that the more strenuous the activity, the more oxygen needed.

Second, operating in a deep-sea pressure suit (or environment suit) is a clumsy prospect, and supers using such suits "off the rack" should have a -3 penalty to all DX-based rolls, including all physical skills and combat rolls. This penalty can be reduced if the team has access to custom-tailored or high-tech materials (GM's option), but pressure-suited heroes should be at at least -1 to physical skills, unless such a suit is an essential part of the character's concept and design. Some physical skills will be practically useless underwater, like Jumping or Throwing. IQ-based rolls are unaffected, except for sense rolls (see sidebar, p. 67).

Suit punctures are just as dangerous as running out of air. Small punctures will probably kill a normal human in 10 seconds at most. Major breaches can kill almost instantly (depending on the water pressure – see below). Fortunately, deep-water pressure suits are tough, with DR 5 and HT 20/80.

Finally, in most cases the ocean floor is made up of a deep layer of fine mud or silt. Unless a rocky surface is available, the PCs are going to have to move around by swimming – this could be a difficulty for very dense supers.

Continued on next page . . .

Introduction

The following is a live presentation of NNN News . . .

This is the Evening News, with Chad Reilly.

[***fade-in from full-screen NNN logo to Reilly. United Nations graphic in corner***]

Two hundred and thirty-seven people died today when Tethys Station, an undersea research station that makes up part of the United Nations "Project Oceanus," was mysteriously swept away, leaving only bodies and debris in its wake. According to officials at the United Nations, metahuman involvement is considered a strong possibility. A radical environmentalist organization calling itself the Green Dawn has claimed responsibility for the disaster in a videotape sent to this station. This is a portion of that tape:

[***Poorly-lit, amateur video of a human male in a green uniform, background of space-shot of planet Earth***]

The people of Earth must learn that the rape of our Mother Planet will not be tolerated. The Green Dawn will stop any attempt to do more damage to our oceans, or to the rest of the planet. Nature strikes back through the Green Dawn. This is merely the beginning of our crusade.

[***Back to studio***]

The Green Dawn tape also accuses the United Nations of using Project Oceanus to secretly perform weapons research, and of doing untold damage to the ocean's ecology.

The Oceanus Project was designed to do oceanic research, and to explore the possibility of permanent human colonization under the ocean. It consists of three separate underwater installations. The original Oceanus Station, the destroyed Tethys Station, a smaller installation devoted to pure scientific research, and the Palace Complex, which will, when completed, form the world's first independent underwater city – an undersea arcology capable of accommodating 20,000 permanent residents. U.N. officials deny any allegations of weapons research . . ."

About the Adventure

Project Oceanus takes place almost entirely underwater. It can be run as a one-shot, or as part of an ongoing campaign, and is designed to be run in one setting or over multiple play sessions, as the GM prefers. It has been designed for maximum flexibility, and can be easily tailored to any ***Supers*** campaign world.

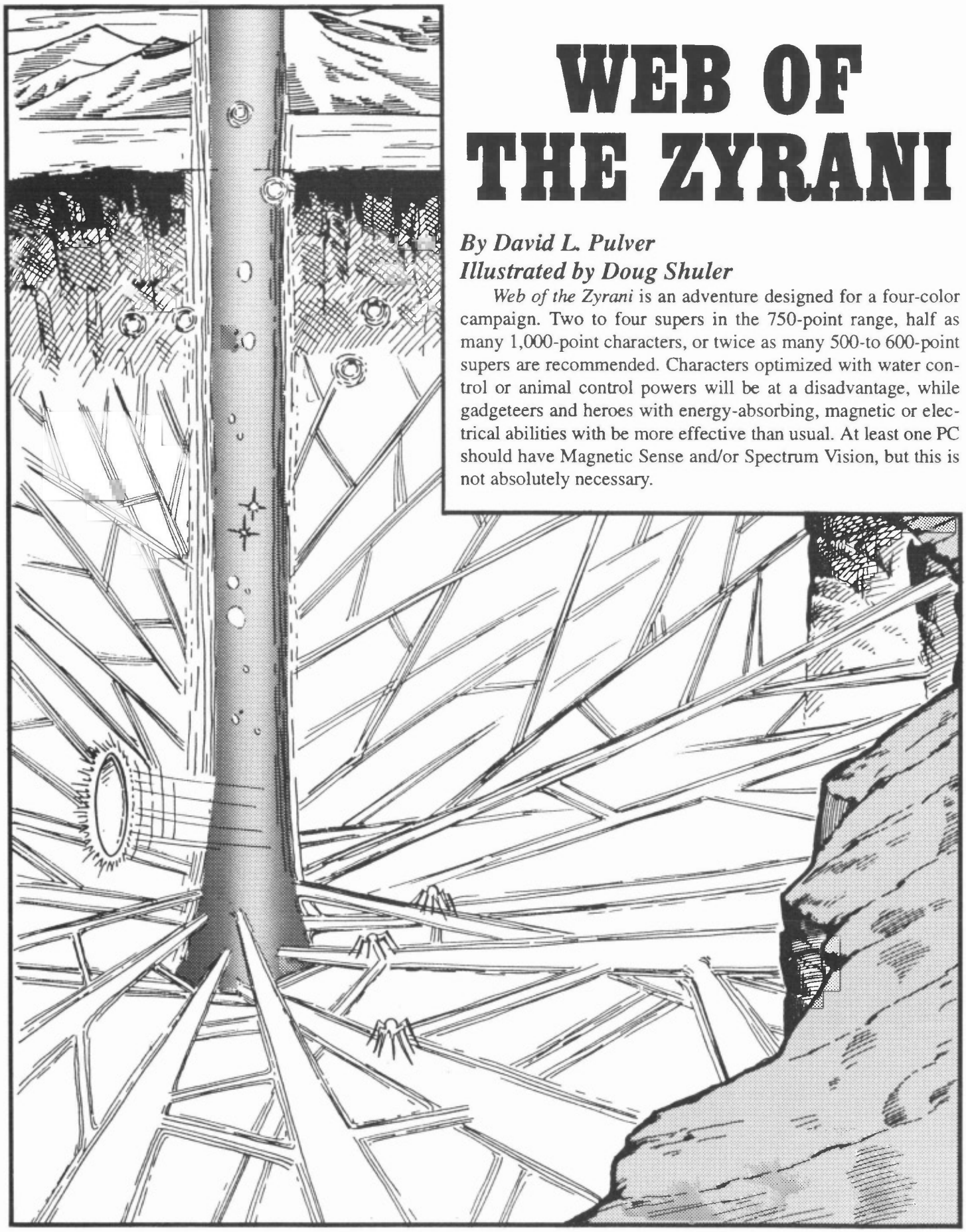
This adventure is designed for three to five 500-point characters. It takes place mostly underwater, but is primarily intended for PCs who *don't* actually breathe water – most of the action takes place in man-made habitats or submersibles. Several scenes, however, are ideal for amphibious or wholly aquatic characters.

It is recommended that aquatic characters be amphibious, if possible; if more than one or two team members are able to survive the ocean depths, the whole team should have this ability. This will prevent one or two characters being stranded inside when most of the action is going on in the water, or vice versa.

If the adventure is being presented as the sequel to *The Horror Released,* the GM should *not* start by telling the players that the Kraken is back. Should they become involved in the adventure through an official assignment, the IST officials might comment that they were selected because of their experience working together in an undersea environment, but that's all.

Project Oceanus in the Campaign

Project Oceanus was designed with ***GURPS I.S.T.*** in mind, and fits most easily into campaigns using that background. However, the adventure can work just as well in any ***Supers*** campaign, with a minimum of GM effort.



WEB OF THE ZYRANI

By David L. Pulver
Illustrated by Doug Shuler

Web of the Zyrani is an adventure designed for a four-color campaign. Two to four supers in the 750-point range, half as many 1,000-point characters, or twice as many 500-to 600-point supers are recommended. Characters optimized with water control or animal control powers will be at a disadvantage, while gadgeteers and heroes with energy-absorbing, magnetic or electrical abilities with be more effective than usual. At least one PC should have Magnetic Sense and/or Spectrum Vision, but this is not absolutely necessary.

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