



EVIL GENIUS

Issue 1: World Domination

Truth & Justice Edition

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a Lame Mage Production

www.lamemage.com

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Introduction

Evil Genius #1: World Domination is a collection of five adventures, each with a different mastermind plot to conquer the world. Or just destroy it. Sometimes with these evil geniuses it's hard to tell the difference.

Later issues of **Evil Genius** will feature other collections, all designed to give you, the GM, tools to put the game on the table. Because the real evil genius isn't the criminal mastermind, it's the person behind the screen. And we love you for it.

The five scenarios in this issue are:

High Noon—Beams of light focused by orbiting crystal clouds cut massive trenches across the countryside.

The Cornfields—Genetically altered seeds spawn towering mutant plant-giants, striding out of the farmlands and towards the cities.

The Brain-Taker—Disgraced scientist Gordon Bockhurst builds a device to drain the mental energy from whole cities and take it for himself, giving him superhuman intelligence and deadly telepathic powers.

Luck Be A Lady—The infamous Crimson Claw uses Shang-gong mysticism to steal luck from gamblers to give himself the power of the celestial gods.

Ice Age—In a final stroke of revenge, Dr Null uses the Earth's own gravity to push the planet out of orbit, sending it farther from the Sun and plunging the whole world into a new ice age.

Even though these scenarios are written using a particular villain (Dr Null, the Crimson Claw, Gorbok the Overmind, etc.), the crux is really the mastermind's plot. You can take these scenarios and easily swap in any mastermind you prefer. Don't want to use Dr Null? Replace him with any other scientific supervillain, or even a non-scientific villain who has kidnapped the world's foremost scientists and secretly put them to work.

Each adventure outlines the main action, but you can expand or compress the pacing as you see fit. A single scenario could be drawn out across multiple game sessions or finished all in one sitting. The scenarios are also peppered with new Action Shticks (Crowd Control, Evacuation Montage, etc.) that you can lift and use in your other games, and there are also Variants to give you alternate ways to run each one.

Stat blocks are marked with circles you can cross off to track damage. Just read the highest unmarked circle to see a Trait's current rank.

supernatural rituals absorb this stray fortune and draw it into a magical vessel. That magical vessel is the Crimson Claw's apprentice, Mong-si Jin, Golden Lotus Blossom.

Golden Lotus Blossom (Mong-si Jin)

Mong-si Jin was a lowly but gifted student of the ancient fighting arts before the Crimson Claw took her under his wing. He was drawn to her as much by her impressionable loyalty (which he has manipulated masterfully) as by her spiritual strength and potential. She is still new to the Western world and views everything with the xenophobic clarity and confidence that only ignorance can bring. She obeys the Crimson Claw without question: he is her master, she his disciple.

Jin serves as a student, bodyguard, unswerving lieutenant, and now also as the vital link in the Crimson Claw's plans. Debased by a lifetime of immorality and vices, the Claw lacks the spiritual fortitude to absorb the fortune directly. Jin's spirit is disciplined and pure, making her a perfect conduit for the stolen luck. With meditation and careful mantras, she is able to harness and contain this celestial fortune, and then channel the tamed power to her master, the Crimson Claw.

With the Lama's teachings, Mong-si Jin's potential has been unlocked, and she has rapidly developed *chi* powers far greater than her so-called master. Under the Claw's gleeful encouragement, this potential has been channeled into her fighting arts and honed into destructive powers. She can now make her aura tangible, surrounding her whole body in a golden field strangely reminiscent of burning flowers, augmenting both her attack and defense.

The Lama

In his arrogance Lo has deluded himself into believing that he has forced the Lama to impart his secrets. He does not recognize the inherent contradiction of thinking that the Lama could be so spiritually powerful but at the same time so easily imprisoned and manipulated.

In truth, the Lama has remained a prisoner by choice, and has taught Lo in hopes of awakening values and the beginnings of a proper moral teaching within the man. To the enlightened Lama, the nefarious and sinister Lo is little more than a misguided child.

Despite his most patient efforts, it now seems to the Lama that Lo may be beyond saving, at least in this lifetime. Every grain of truth revealed has been twisted by Lo into

a means to achieve his selfish ends. The Claw's greed blinds him to any real enlightenment.

The Lama still sees some potential for good within Lo's disciple, Mong-si Jin, buried though it is under the ignorance and rigid-minded teachings the Claw has instilled in her. Where he has failed with the master, he hopes to succeed with the student. So he remains, seemingly a prisoner, yet really planting the seeds of true wisdom within her to see if they might grow. It is slow, but he is patient. As he knows, one cannot force the petals of the flower to open: they must do so of their own accord.



Shang-gong

"Shang-gong? No farther than a day's walk from here, but it may take you a lifetime to find it."

Shang-gong is a remote valley nestled in the mountains of Asia. Across the centuries it has been ascribed quasi-mystical qualities, and is said to be the home of the foremost spiritual teachers of the world. Others who claim to have been there describe it as a squalid mountain nation, graced with a few stinking shanties and ill-fed goats. Which is real and which is the myth?

Learn more about Shang-gong in **Southside Story** from Lame Mage Productions.

Revelations

- 1) The Lucky Dragon is run by someone called Mr. Dragon, but no one ever sees him.
- 2) The casino games are rigged.
- 3) Gamblers are winning at a reasonable rate, not being ripped off.
- 4) (optional) The second floor of the casino is off-limits to most employees.
- 5) The outcome of the games is predetermined by a central computer.
- 6) Mr. Dragon is really the Crimson Claw, international mercenary and terrorist.
- 7) Crimson Claw is holding the Lama of Shang-gong prisoner.
- 8) Crimson Claw is trying to gain supernatural power by stealing people's luck.

snow clamp down on it. Heroes have their hands full helping people wherever they can:

- A commercial airliner approaching the city airport finds its wings have iced up, reducing lift and causing the plane to descend out-of-control (use the **Airplane Mayday** Action Shtick).
- Ice-covered streets and countless fender-benders cause traffic gridlock across the city, blocking access for police, utility crews, and ambulances. Heroes can clear the cars from critical intersections or help emergency crews get where they need to go some other way.
- Falling trees or ice on major power lines cause black-outs in sections of the city, fostering more chaos at night and endangering those relying on electric heat. Heroes may use superpowers to clear fallen trees or wreckage of fallen electrical towers, or just patrol the darkened icy streets to enforce order. Heroes clearing power lines have to be careful to avoid touching live wires—direct current makes muscles go rigid, freezing victims in place until they burn to a crisp or break free.

Fallen power line is Expert [+4] damage, plus TN 9 to avoid being paralyzed and electrocuted again

- Isolated looting by opportunistic street thugs or supervillains, taking advantage of the crisis to score

quick cash. **Red Herring**—If you have a favorite ice or weather villain, consider letting him go on a brief gleeful spree in his excitement over the unexpected blizzard. He may even falsely take credit for the sudden weather, at least until the heroes pounce and beat the truth out of him.

Heroes will want to find the cause of the unnatural weather and nip it in the bud, but the immediate crisis should keep them busy and give them little time for investigation.

Part 2—Global Peril

Heroes are likely to think the unnatural weather is a local phenomena, and while they are running around dealing with the crisis they will not have much opportunity to keep up with the news. But as soon as they have things marginally under control in their own city, they are in for a rude surprise: reports of dropping temperatures are pouring in from around the globe. News flashes from around the world show snow blanketing the Eiffel Tower and the first faint flurries at the Pyramids of Giza. The southern hemisphere, where it was winter already, is being hit even harder. New temperature records are being set by the hour, with no end in sight.

Meteorology experts appearing on television are deluged with questions they cannot answer, but it is the astrophysicists who discover what is really going

Airplane Mayday (Action Shtick)

A plane is in distress, and unless it gets assistance it is going to crash. The problem could be mechanical failure in the engines or controls, ice on the wings, a lightning strike, a bomb or some other direct attack. An Airplane Mayday can be an encounter unto itself, or it could be background action in a fight sequence when a stray laser cuts into the wing of a passing jetliner.

Heroes need to intervene to get the plane on the ground safely before it is too late. The direct approach is to fly up and grab the plane, using superhuman strength to compensate for the plane's missing thrust.

Hero must first be able to catch up with the airplane (TN 9 super-scale in most cases) or affect it with a remote power. Super-scale TN required to lift planes:

- TN 11—Airliner
- TN 9—Fighter jet, Lear jet
- TN 7—Small propeller plane

If the plane is only suffering a moderate failure but can still fly somewhat (some engine or minor mechanical failure), give the hero an Upshift. If the plane is plummeting out of the sky and the hero has to scramble to even get a grip, give the hero a Downshift.

Specific kinds of damage may let the heroes save the plane in other ways. A plane that has had its hull breached by an explosion could be plugged by a magical force wall or similar creation. A hole in a wing could be fixed the same way. Fire powers can be used to carefully melt away ice build up on the wings.

De-icing wings requires an appropriate power like a fire blast. If the power is one that causes damage, hero must make a TN 9 check to melt ice without damaging the plane.

Player Handout Illustrations



Catastrophe

LIKES TO
BREAK THINGS



LIKE THIS PRICELESS
MING VASE

Jolly
Röger

LIKES TO
STEAL THINGS



LIKE THIS PROTOTYPE
OZRIUM POWER-SOURCE

REFLEX

LIKES TO
KILL THINGS



LIKE POLICE
COMMISSIONER
BORDEN

CAN YOU STOP THEM IN TIME?

**TRUTH
&
JUSTICE**

Explore your mad, beautiful ideas with **Truth and Justice**, the superhero RPG from **Atomic Sock Monkey Press**. T&J offers players amazing action, wild adventure, and uncanny speed in character creation. Grab your cape, cowl, and utility belt and take on these villains today!

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