

# 13 Shades of Darkness



A supernatural supervillain sourcebook

by James Thomson



plain  
brown  
wrapper  
games

# Thirteen Shades of Darkness



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## Introduction

Like most people, you've probably asked yourself "How can I get my hands on more nightmarish supernatural evil?" Well look no further! Thirteen Shades of Darkness contains stats and background information for thirteen occult supervillains, ranging in power from minor annoyances to dark and malignant gods.

Each of our thirteen villains offers a slightly different take on the genre; a shade of darkness all its own. They range in tone from lighthearted to unspeakable (while a few of them are both). Some are traditional supervillains whose powers derive from the occult—thieves, killers and murderous megalomaniacs who use the dark arts to pursue traditional supervillain goals, while some are much worse things.

Each comes with at least two adventure outlines, for twenty-nine adventures in total. All the blood-curdling horror you could possibly want, and perhaps just a little bit more!

## Using This Book

The villains in this book are arranged by PL, from the least to the most powerful. There is no official "Campaign World" or setting, no "Plain Brown Universe" that you have to try and shoehorn your

campaign into. The various characters do sometimes make reference to one another in their origins and adventures, but this is just for the sake of convenience. Feel free to substitute any evil wizard for Reverend Strange, feel free to substitute any evil god for the Saturday Man or the King in Tatters. You could adopt any one of these villains into your campaign or some of them or all of them. In every case, we have tried hard to keep any of them from distorting the shape of your game-universe—even the real world-eaters. After all, the whole point of this book is to make the GM's life simpler, not more complicated.

It's actually easier to do this with a book of mystical villains, since magic is a sideline for most superhero campaigns; an odd corner of the campaign universe that runs on a slightly different track. Rather than fill in any of the big background elements of your world, I've tried to give you a handful of things lurking in that shadowy corner of the game where magic happens.

Following the same philosophy, we have no new feats, powers or rules to introduce. Nor do any of the characters in this book use any of the variant rules that have been introduced in other volumes. All you will need to make use of this book is a copy of the core M&M rules.

# #\$&\*@!! The Cusswad Man



**Real Name:** Merle C. Murrell  
**PL:** 8

*“Gimmie that #\$\$%^&!! ice cream cone, kid! Yer Granny is a @#&%&!!!”*

**Str:** 10 (+0) **Dex:** 16 **Con:** 14 **Int:** 8  
**Wis:** 8 **Cha:** 20  
**Initiative:** +3 **Attack Bonus** (Melee): +8 **Attack Bonus** (Ranged): +11 **Defense:** +20/+16  
**Speed:** 30  
**Damage Save:** +4 **Fortitude Save:** +2 **Reflexes Save:** +3  
**Willpower Save:** +1

**Skills:** Bluff +5, Intimidate +10, Knowledge (cusswords) +8

**Feats:** All-Out Attack, Dodge, Startle, Toughness

**Powers:** Mind Control +8 (Extra: Mental Protection, Improved Duration; Flaw: only works on people who fail to resist his Intimidate skill; Cost: 3pts), Super-Charisma +8 (Flaw: Only Applies to Intimidate skill; Cost 1pt), Super-Skill (Intimidate) +8

**Weaknesses:** Quirk (Loathsome and vile--alienates anyone who comes into contact with him even briefly, even if this puts him at a serious disadvantage)

**Background:** Vulgar and crude, lacking any kind of social skills, he's too dumb to be a nerd and too weird to be a redneck. He's a little like the worst, smelliest parts of both.

The Cusswad Man has been blessed (or cursed) with the ability to project negative emotions into other people's minds. He can't do love or bliss, just things like fear, pain, anger and nausea. It only works when he speaks, and only on people who can hear him. Whether this represents some kind of limitation on the power itself or whether he's just never figured out how to use it properly, we leave to the GM. He's never tried using his power while keeping his mouth shut, or projecting less negative emotions, nor is he ever likely to think of trying.

The Cusswad Man mostly uses his paranormal talent to intimidate people into giving him what he wants, screaming threats and filthy insults until they capitulate. His insults make no sense, but are often hilariously obscene. If you're uncomfortable swearing at your players, or if you think they would be uncomfortable with it, try putting "bleep" noises in the place of his cusswords—that may make it even funnier.

In person he is truly vile. Inappropriate and irresponsible, stupid, angry and mean, he flails around like an unwashed, drunken Jim Carrey, telling witless jokes and getting too physical with people. He smells bad.

Neither #\$\$%^&!! himself nor anyone else seems to know where he got his powers. He can only remember about the last five years of his life. Not because his brain has been erased, but because he's really stupid. He was a foster child—he's pretty sure, and was traded around a lot from family to family (in Arkansas, although

#\$%\*@!! doesn't know the state's name and couldn't find it on a map). He thinks adults must have done some awful stuff to him as a kid, because he hates everybody, but he can't actually remember anything before his mid-adolescence. The first he can clearly recall (just after he dropped out of high school) he already had his powers, although back then they weren't as strong and he only seemed to be able to use them when people picked on him hard enough to get him really mad. Now he can use them whenever he pleases, which is a lot better. He can just barely read, so he must have been to First Grade at some point, he thinks.

The truth is that he bargained for his powers with the Devil at the crossroads. One day he skipped school to go spit on cars from an overpass. Actually he did that on a lot of days, but this particular day was special. Overpasses are funny places—crossroads where the roads don't actually meet. Strange things happen on overpasses.

A gentleman who called himself "Nick Slick" approached the future Cusswad Man (then a mere Cusswad Boy) and offered him one wish, whatever he wanted. Merle's reply was so garbled that it was hard for even Nick Slick to distangle it, but it seemed to be something like "I @#\$%! want for ever-#%&-body to do what I @!#\$\*!! say!"

His wish was granted, and then he yelled "Now gimme them @!#\$\*%!! shoes!!!"

Old Nick Slick laughed and gave Merle his shoes. The Cusswad man has walked in the Devil's loafers ever since.

### **Using the Cusswad Man in Your**

**Campaign:** It hasn't occurred to #\*\$%@!! that he could use his powers to influence politics, take over a multinational corporation or date a pop star. Instead he wanders around at random, stealing food and video game money, getting people to give him their beer. It might cross his mind to rob a bank now and again, but he rarely thinks in such exalted terms.

Nobody's idea of an honorable fighter, the Cusswad Man is nonetheless too dumb to be a coward and will fight on long after things are hopeless (he doesn't much

mind going to jail—or at least can't think that far ahead). He'll attack anyone, no matter what the odds. While he won't exactly take hostages, he'll do his best to clutter up the battlefield with mind-controlled innocents and he has absolutely no compunctions about putting them in harm's way.

#\$%\*@!! has no friends but doesn't seem to care. Perhaps some other villain might make the mistake of teaming up with him, but they'll soon regret it—he's a hopelessly disloyal and irresponsible partner.

### **Adventures With #\*\$%@!! The Cusswad Man 1) Beyond Wall-Mart, Beyond Paradise**

#\$%\*@!! Is stumbling around at random, when he accidentally staggers into the "Beyond Paradise Golf Resort and Spa". He has a lot of fun there, ordering waiters to bring him drinks and telling golfers to yank their pants down, but after a few days he gets bored and moves on. This is longer than he normally stays in one place and it attracts more attention from the authorities.

Some very strange police reports start reaching the PCs. The first cops who were sent to the scene never returned or reported in (#\*\$%@!! ordered them to "Do the Magdalena Hagdalina Whookachauka Waukachauka Oka-Moka-Poka Was Her Name dance" and they're still doing it now.) They send another squad car to scout things out before sending in a SWAT team.

The cops in the second car report that there is no security on the gate and there are signs that the whole compound has broken down into chaos.

Unfortunately for everyone, some crooked police officers notify a bunch of thieves called the "Tricky Dick Clique" (they all wear Richard Nixon masks) that this would be a perfect time to rob the place. #\*\$%@!! becomes restless and leaves the resort before the Tricky Dick Clique shows up. The SWAT team arrives late, thanks to some delaying from a corrupt superior who is in on the scam.

The PCs show up either just before the SWAT team or just after. The thieves won't want to surrender and will use the bewildered guests as hostages and cover, fighting a running battle with the PCs and