

Diamante's



A FREE V&V
ACTION PLAYSET

BY:
DAVE WOODRUM &
STACY SMITH!

Authentic Old
World Dining

DIAMANTE'S

A



ACTION MAP LOCATION

WRITERS: STACY SMITH AND DAVE WOODRUM
GRAPHICS AND MAPS: DAVE WOODRUM
TECHNICAL SUPPORT: DAVID HARMER
EDITOR-IN-CHIEF: SCOTT B. BIZAR



*P.O. BOX 1082-D
GILBERT, AZ 85234*

orders@fantasygamesunlimited.net

TABLE OF CONTENTS

CONTENTS:	PAGE:	CONTENTS:	PAGE:
Editor's Introduction	4	Employee Game Stats	15
Introduction	4	3.3 Guests Of The Establishment	16
1. Background History	5	Notable Restaurant Guests	16
2. The Map Locations	5	Random Restaurant Guests	17
2.1 Ground Level	5	Restaurant Guest Stats	17
Ground Level Map (GM Copy)	6	Notable Casino Guests	18
2.2 Cellar Level	9	Random Casino Guests	18
Cellar Level Map (GM Copy)	10	Casino Guest Stats	19
3. People	14	4. Game Bonus: Traps	19
3.1 Picking The Perfect Boss	14	Trap Stats	19
3.2 Employees	14	Trap Descriptions	20
Notable Restaurant Employees	14	Menu	21
Notable Casino Employees	15	Ground Level Map (Player's Copy)	25
Other Employees	15	Cellar Level Map (Player's Copy)	26

U.S. Copyright Notice

Copyright 2010 David L. Woodrum Jr. and Stacy Smith.

All rights to this book are reserved. No part of the book may be used or reproduced in any manner whatsoever without permission, except in the case of brief quotations embodied in critical articles or reviews.

Cover and interior graphics are copyright 2010 David L. Woodrum Jr.

For Information contact Fantasy Games Unlimited Inc., P.O. Box 1082-D, Gilbert, AZ 85234.

Any resemblance to persons living, dead, or undead is purely coincidental.



Editor's Introduction:

Though Dave Woodrum and Stacy Smith have now been producing adventure locales for V&V for a while, this one is a bit different. Dave likes to use the term "playset," which actually made sense to me with the same childhood memories, though mine were of Marx toy soldier sets as opposed to action figures.

Diamante's is quite a bit bigger than their previous projects and is also a bit more flexible. GMs who prefer can use only the main level, which is a posh restaurant. They have the option to add the basement level casino if they like the idea, or even include the idea that the entire set-up is run by a crime boss.

Finally, the plans even include a crime planning area complete with jail cells and interrogation room. This final area can either be used or left out, at the choice of the GM. If a virtual criminal headquarters is desired, this area can provide everything needed.

Dave and Stacy have even included the menu and wine list to make Diamante's come alive and be that much more real, regardless of how much of the playset you choose to use in your campaign. The posh restaurant is so complete that you might even use it to represent more than one location where one is simply what it seems (a classy and expensive restaurant), and another is the entire package including casino and crime headquarters.

Scott B. Bizar, Editor

Introduction:

Welcome back, oh gentle readers! With the fourth release of the V&V internet freebies, we decided to take a slightly different route and toy around with the concept of a "role playing game playset". This is something that I've been thinking about adding to the role playing experience for the last few years, but never really had the chance to give much of a serious thought. My idea for role playing game playsets came from the days of my youth when it was possible to purchase dozens of different toy playsets for a wide array of action figures. Such toys provided a colorful location and a few extra accessories, you supplied the action figures and the plots from your own imagination. I personally wanted to see a potential experiment like that for V&V, where we supplied the location and a few extras, and the GM and players provided the adventure plots and the main characters. Unlike a typical adventure module, the "playset" setting would be built with the intention that it could be reused in the campaign over and over again. The playset would also be different than the regular action maps that we offer in the sense that it would be more geared towards the ownership and general use of a super powered character (or characters).

Diamantes is the first of such planned playsets for V&V and may be a bit different than some (but not all) of the other playsets to come in the sense that it also offers the seemingly mundane business setting that is to found with the typical action maps. Although we plan to release more of these playset settings in the future, it is important to note that they will not be replacing the action maps. In fact, unless various needs or interests sway us otherwise, we are currently considering the prospect of keeping this 3 to 1 ratio trend that we have now. In other words, for every three (or so) action maps you see released, you can also expect to see one playset setting map released as well.

So what is Diamantes? Imagine a posh, jazzy night spot that features elegant live entertainment and gourmet old world cuisine. This is the sort of place where people go to see and to be seen and to look extremely casual and unconcerned that they just ordered a \$200 bottle of wine. Imagine that tucked away below this restaurant there's an illegal casino, run by the same owner as the restaurant, where a mixture of the city's wealthy and corrupt come out to play. Now imagine that just beyond the walls of this casino there's an underground base of operations that caters to the needs of the criminal mind that controls all that is Diamantes.

So just who is the boss? The boss can be any villain you like. It can be one that is supplied by an existing V&V product, a pre-existing character of your own design in your campaign, or perhaps even a brand new criminal threat that you may be planning to unleash on the unsuspecting heroes. The choice is yours.

Enjoy!

Dave Woodrum
FGU Designer/Writer

1. Background History:

The following background history is purely optional. Although the information has been kept fairly generic, the GM naturally has the choice to use or not to use this background in their own V&V campaign setting. The main focus of importance regarding Diamantes is that the establishment serves as both a cover business and base of operations for a major villain in your own campaign.

Located in one of the city's wealthier districts, Diamante's opened its doors in 1957 and quickly established itself as the place to go. With its elegant atmosphere, superb cuisine and a prime location, affluent locals, visiting business people and even the occasional celebrity were known to make a weekly visit to the restaurant.

The original owner was Paul Raghetti, and he kept the restaurant in the family for decades. However, it eventually passed into the hands of his granddaughter, Antonia, who had a thriving medical practice and no desire to continue the business. She put the restaurant and property up for sale, and had a number of prospective buyers within a week.

One of these was the current owner and the boss of criminal operations, who took a tour with Antonia and was quite impressed. Even more to his/her interest, though, was the massive basement. Hidden from the upper floor, accessible only by a secret elevator and stairwell, it originally served as both a wine cellar and cheese cave. But the boss saw other prospects for this space, and was determined to become the new owner at any cost.

Only one other buyer offered up a similar sum for the restaurant, and after he mysteriously withdrew his bid, the boss became the new proprietor. Deciding to leave the name the same for advertising/business purposes, the happy owner set about making a few important changes...

2. The Map Locations:

2.1 Ground Level:

The following information details the ground level map of the establishment.

A. Main Parking Lot: The main parking lot is a rather large affair, larger than is immediately featured on the map. Although there are a few tricked out custom jobs on this lot, most of the customer vehicles parked are of the medium to high end luxury vehicles. The restaurant caters to finer tastes after all, and the rides that one can find in the parking lot showcase this fact. A hired security guard in an unmarked vehicle makes a regular patrol of this lot.

B. Heat Pumps: Several heat pumps line the western exterior wall of the restaurant. Anyone with a bit of knowledge regarding such environment controlling systems will probably be rather curious why so many of these devices are up and running. In truth, the total number of heat pumps serves both the restaurant level as well as the secret areas below.

C. Decorative Fountain: This fountain area is accented with soft mood lighting and small sculptures. Despite the intentions to keep things on a

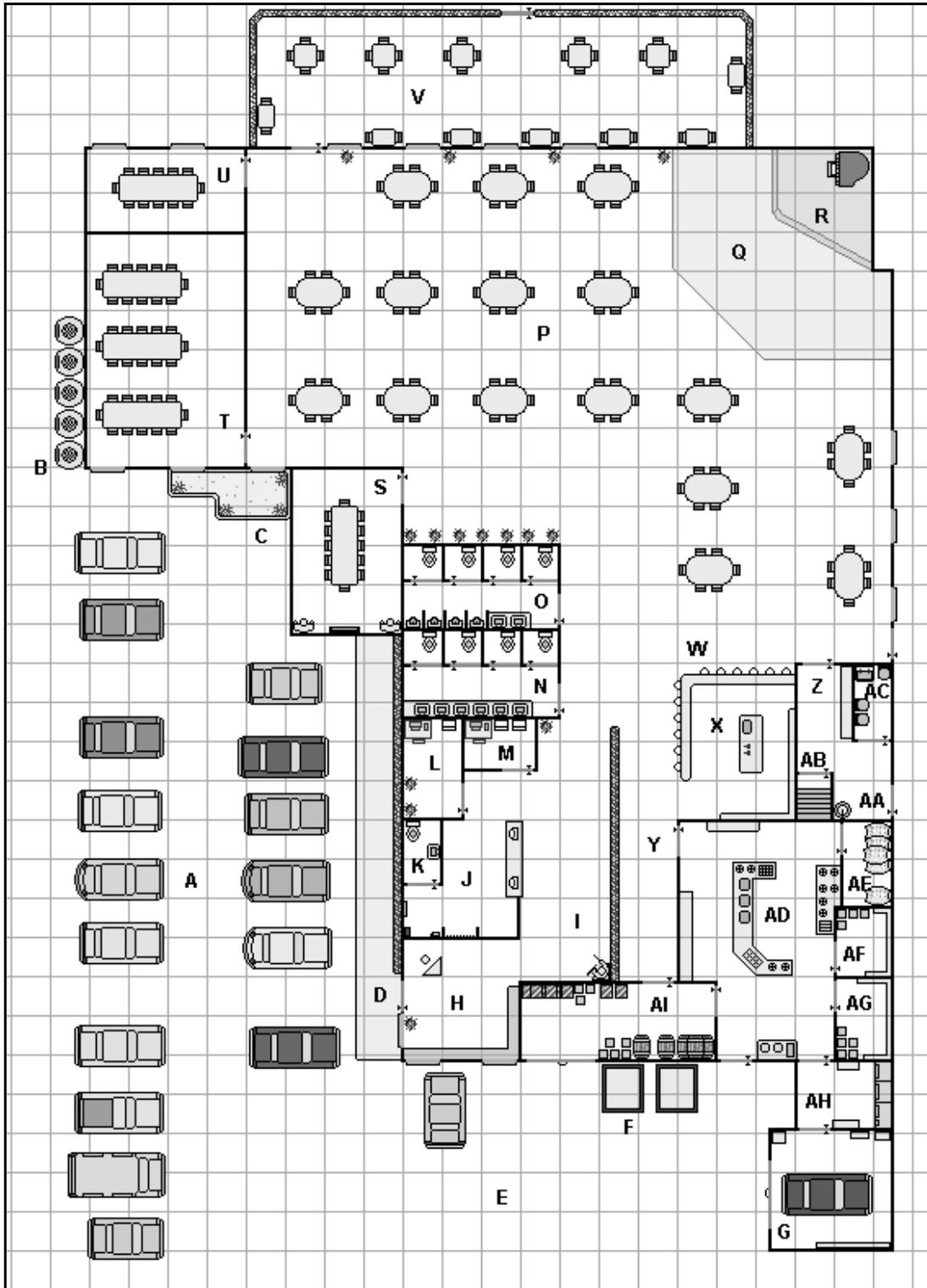
classy, elegant level, it has been the regular habit of many guests to turn the fountain into a wishing well by tossing bits of their loose change into the water. The staff gave up on discouraging this after awhile, and now the bottom of the fountain is filled with thousands of coins.

D. Restaurant Main Entrance: The main entrance of the restaurant is usually a rather active place, with patrons hovering about the decorative flowerbeds while discussing business on their cell phones. Discreetly planted speakers drone out a variety of classics, including Frank Sinatra, Miles Davis, Perry Como, and Art Pepper. An on duty bouncer can sometimes be found here, particularly on weekends and summer nights where the customer traffic is a bit heavier in quantity.

E. Employee Parking Area: This open space serves an employee parking area as well as an auxiliary parking space for customers.

F. Dumpsters: A twin set of dumpsters rest against the southern part of the restaurant. These dumpsters are typically half full of a variety of restaurant throw outs. Despite the security's attempts to keep rabble off the premises, it's not entirely uncommon to find one or two of the local area homeless rummaging about for food scraps.

DIAMANTE'S: GROUND LEVEL MAP (GM COPY)



G. Private Garage: This private garage is used for the parking of the vehicle(s) belonging to the primary owner of the establishment. In addition to parking space the garage features a variety of basic tools and automotive care supplies.

H. Entrance Lobby: This plush looking entry area features leather seats, an enhanced speaker system that feeds in programmed music, and a reception booth where an attendant confirms the reservation of guests and assigns tables.

I. Entry Hall: This section connects to the entrance lobby, the cashier's area, and the main portion of the restaurant. A stone, life sized statue of a gladiator sits in the corner of a dividing wall. Exotic flowers grow from well-tended beds that rest on the dividing wall.

J. Cashier's Area: In addition to providing proper room for the cash registers, this area also serves as a general employee area. Behind the register bar there are several coat racks and an employee time clock. Underneath the bar is a panic button. Unlike most panic buttons, however, this device notifies several employed thugs located throughout the building rather than the local police.

K. Employee Restroom: This small restroom is rather sparse in design. A plain ceramic toilet is located here along with a sink, mirror, trashcan, and paper towel dispenser. A sign reminds employees to always wash their hands.

L. Owner's Office: This large office area features a pc workstation sitting on a desk as well as a small personal radio and a filing cabinet. A couple of tropical plants sit along the western wall. A rather inquiring (snooping) individual may notice that this area doesn't appear to get much foot traffic. In fact, despite its comfortable spacious size it doesn't appear that the owner of the restaurant uses this office very much at all. Perhaps this area is mostly just for looks?

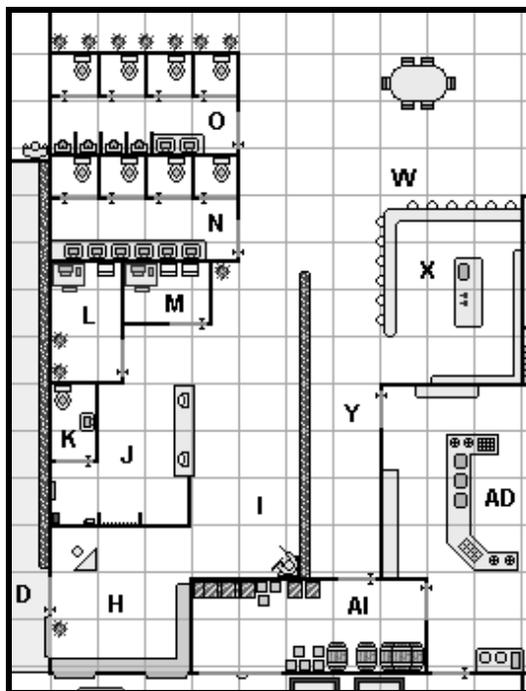
M. Restaurant Manager's Office: This is the office

of the restaurant manager. It is a busy, cluttered place with a pc workstation resting in the center of a cluttered desk. Next to the desk are a couple of filing cabinets. On top of these cabinets is a small personal radio and an old coffee maker. The office shows obvious signs of heavy foot traffic and daily use.

N. Men's Room: This lavish men's room features multiple stalls, lighted mirrors above the sinks, fresh towels, and an attendant on duty.

O. Women's Room: This lavish women's room features multiple stalls, lighted mirrors above the sinks, fresh towels, and an attendant on duty.

P. Main Seating Area: The restaurant tables are an elegant affair, offering a romantic feel accented by the soft glow of candlelight and rich cloths of red velvet. Waiters and waitresses scurry about as they attend to the culinary desires of the guests.



A WHOLE WORLD OF POSSIBLE LOCATIONS!

At Fantasy Games Unlimited we are very excited to offer you these fine map locations for your V&V gaming experience. There is a whole world (and beyond) of possible location types to cover and we are often not sure exactly which sort of place to detail next. What would you like to see? A warehouse? A roadside motel? A secret lab? A miniature golf course? A moon base? You name it, and we just may be able to map it out for you! Send your comments and location suggestions to us at orders@fantasygamesunlimited.net or to the author Dave Woodrum at woodrumworks@yahoo.com. Be sure to include V&V Map Location Idea in your email subject line.

Q. Dance Floor: The dance floor is bathed in an ambiance of soft light. Its not uncommon to find a few of the guests taking advantage of the dance floor and the live entertainment on busier evenings.

R. Performance Stage: This raised performance stage is bathed in a soft glow of light and features a grand piano and microphone stand. Sound speakers are built into the wall of the stage, facing the dance floor. During busier evenings one can expect to find an entertainer or two gracing the stage with their presence. Usually these performers are pianists, crooners, or jazz musicians.

S. Conference Dining Area: This private dining area is equipped with a large wide screen monitor connected to a pc workstation. On display on both sides of the monitor are two suits of armor. Sometimes local businesses will rent out this dining area for the purpose of holding special luncheon meetings.

T. Private Banquet Area: This large, private section of the restaurant is typical reserved for special occasions. Local businesses will often reserve this large room for the purpose of holding employee holiday parties.

U. Private Dining Area: This small private dining area is typically rented out to local businesses interested in holding a conference luncheon.

V. Outdoor Dining Area: This outdoor area offers dining in an attractive patio like setting. The dining area is enclosed and decorated with an array of flowers and exotic plants.

W. Bar Seating Area: Several leather upholstered bar stools surround a wet bar constructed from polished hardwood and brass. On most evenings it is not uncommon to find at least half the bar stools occupied by patrons.

X. Wet Bar: A well stocked wet bar serves the alcohol consumption interests of the restaurant. In addition to pouring drinks for the patrons on the bar stools (Area W), the bartenders working here also mix up drinks for the customers in the main dining area (Area P). During busier parts of the evening it is common to find a bouncer stationed behind the bar.

Y. Spacious Hall: The waiters, waitresses, and other staff primarily use this wide hallway.

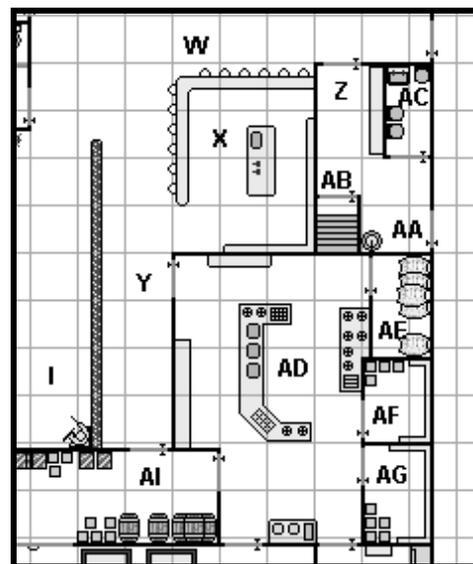
Z. Side Room: This side room serves many purposes. For some, it is a discreet entrance in and out of the restaurant through the backdoor (area AA). Many of these individuals often need entry into the establishment only to work their way into the casino below (steps at Area AB). On a more practical aspect, this room offers access to the janitor's closet (Area AC), storage racks full of extra china, and the restaurant's hot water heater.

AA: Back Entrance/Exit: This back door serves as a discreet entrance and exit for individuals that wish to keep a low profile. One or two bouncers stay at this immediate area during operating hours.

AB: Entry To Lower Level: This lit, velvet lined stairwell leads down to the areas below the restaurant. Although the legal claim is that steps simply lead down to the wine cellars and storage areas, there are many guests of the establishment that know better.

AC: Janitor's Closet: This basic janitor's closet offers a deep utility sink, mop buckets, and other cleaning supplies.

AD: Kitchen: This large, spacious area is where the magic happens. The restaurant features a state of the art commercial kitchen that allows the chef and crew to prepare several items at once. It's fairly typical to witness the kitchen staff scurrying about as they prepare an assortment of meals.



AE: Dry Storage: This storage room contains a wide array of dry goods, ranging from sacks of flour to pasta to sealed bottles of extra virgin olive oil.

AF: Cold Storage: This room is essentially a walk in refrigerator. A variety of typical non-frozen, perishable items are stored here.

AG: Walk In Freezer: This room is essentially a walk in freezer. A variety of frozen meats and other foodstuffs are stored here.

AH: Scully Room: This room is equipped with industrial sized dishwashers and a clothing washer/dryer combo. There are racks full of supplies and extra china and silverware. The scully room also serves as private passage from the garage (Area G) to the inside of the restaurant.

AI: Storage Room: This area serves as an additional area of storage and supply for the restaurant. A variety of old barrels, crates, and containers litter the room.

2.2 Cellar Level:

The following information details the lower level areas. In the interest of concealing evidence of the activities below, it should be noted that the boss has taken considerable measures to soundproof all activities of the lower level.

AJ: Entry Level Into Cellar: The steps from above (Area) lead down into this open, mostly empty room. A bouncer is likely to be here on duty during regular hours of operation.

AK: Wine Cellar: Perhaps the most innocent of areas in the underground domain, this cellar is well stocked with a wide variety of wines. Some of the wines in the cellar are of vintage stock, ranging in price of \$200 or more per bottle.

AL: Entry Into Casino: A welcoming attendant is located at this entry into the casino area. Behind the assistant is a long coat rack that contains an assortment of outer garments belonging to the casino patrons. An armed bouncer is also located in this area.

AM: Chip Cash In/Out: This heavily trafficked area is where the casino patrons go to convert their cash into chips and vice versa. An armed bouncer remains here at all times and the cash-

iers (Area AN) are positioned behind a pane of bulletproof glass.

AN: Chip Cashier: The cashier's area is a serious affair where two or three workers are busy with the exchange of currency and gambling chips. Behind the protective bulletproof glass one can find a cashier's table featuring an exchange station and a desktop pc workstation. This area also offers immediate entry into the cash vault (AO).

AO: Cash Vault: The cash vault is protected thick steel door that is electronically locked. The exact contents inside the vault as well as the total value of such contents is purely up to the GM's desires.

AP: Gambling Area: This gambling area is the original part of the casino. Although these slots and tables show the wears of heavy use and foot traffic, they remain popular favorites amongst many of the casino patrons.

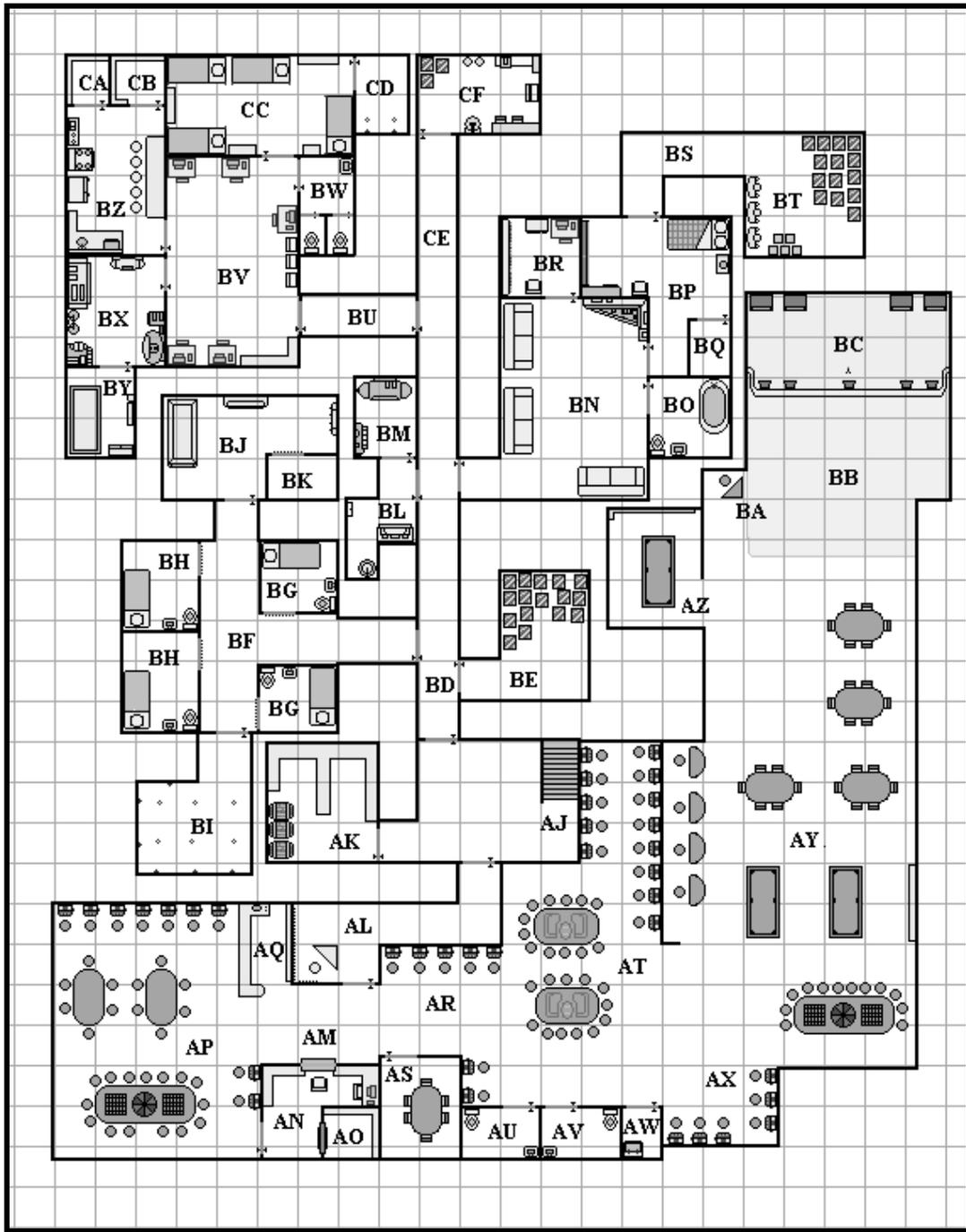
AQ: Casino Bar: This bar is very similar to the one upstairs (Areas W and X). The main difference between this bar and the one upstairs is the lack of concern for general rules and regulations. As long as the patrons cause no trouble then they are allowed to consume to complete intoxication.

AR: Slots/Open Area: This area serves as a general passage between the two wings of the casino as well as a slots station. There is a heavy degree of foot traffic through here, and as such the slots are not the most popular amongst patrons that prefer a bit of quiet and privacy.

AS: Private Gambling Table: This room features a private gambling table that is reserved for the boss and an exclusive circle of friends, patrons, and associates. This table is also sometimes reserved for high stakes games at the permission of the boss.

AT: Craps/Slot Floor: This area offers a variety of slots machines as well as two craps tables. While the popularity of the slots in this area is hit or miss, the craps tables are especially popular.

AU: Men's Restroom: The walls of this restroom features framed black and white photos of famous Chicago mobsters from the Depression era. This restroom features a toilet, sink, illuminated mirror, and a warm air powered hand dryer.



DIAMANTE'S: CELLAR LEVEL (GM'S COPY)

AV: Women's Restroom: The walls of this restroom features framed black and white photos of notorious brothel madams from the early part of the 20th century. This restroom features a toilet, sink, illuminated mirror, and a warm air powered hand dryer.

AW: Janitor's Closet: This janitor's closet offers the basic cleaning supplies as well as deep utility sink and a couple of rolling mop buckets.

AX: Slots: Although certainly not the only slot machines in the casino, the slots in this corner seem to be some of the most popular. Worn areas in the carpet near the machines lend evidence to the popularity of these machines.

AY: Casino Floor: This large, spacious area is the most recent expansion of the casino's gambling interests. In this area one can find poker tables, blackjack dealers, billards, and a roulette table.

AZ: Private Billards Table: This billards table is reserved for the use of special patrons and for high stakes games.

BA: Concert Stage Attendant: The attendant at this area serves as a station manager for the concert stage and the dance floor. The primary job of the attendant is to oversee the security of this area as well as to make sure that there are no technical difficulties.

BB: Dance Floor: This dance floor offers adequate space for the casino guests to fully enjoy the live entertainment.

BC: Concert Stage: While the performance stage of the restaurant above caters to the interests of jazz, lounge, and swing, the performers that grace this concert stage tend to be a bit harder and more modern in musical style. Feel free, however, to represent any musical tastes that you wish when it comes to the performers on this stage.

BD: Primary Hallway: This long hallway connects the cellar entrance to the more sinister aspects of the underground level. At the GM's choice of preferences, this area may be armed with lethal traps and/or other security devices.

BE: Storage Room: This dark, dusty room contains a variety of crates and boxes. Depending on the exact identity of the boss and the GM's prefer-

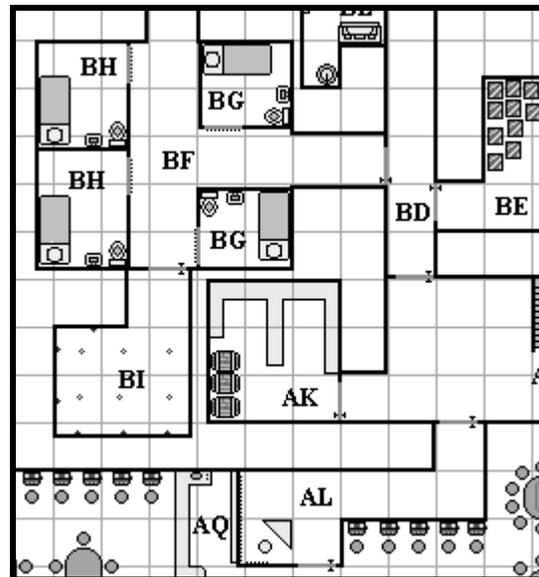
ences, the contents of the crates and containers in this room could be anything, from imported coffee beans to stashed narcotics.

BF: Prison Cell Hall: This chamber houses four prison cells. The boss added this area to the underground level for very obvious reasons. At the GM's preference, an armed guard or robotic entity may be here on duty.

BG: Small Prison Cells: These smaller prison cells are a bit more neglected than the two larger cells in the prison hall. Although intended for single occupants, the boss has no problem with stuffing a few captured prisoners into each of these cells, especially when the boss wants to make the captives feel as miserable as possible. These cells are equipped with a steel toilet and sink, a sleep slab, and a thin blanket and small foam pillow.

BH: Larger Prison Cells: These two larger prison cells are usually reserved for single occupants that the boss is hoping to "win over" with a bit of kindness and hospitality. Although equipped in much the same way as the two smaller cells (Areas BG), these cells have thicker blankets and more comfortable pillows.

BI: Prison Shower Area: Every so often the prisoners of the holding cell areas are escorted into this walk in shower area for the purpose of receiving a nice shower, compliments of the mercy and generosity of the boss.



BJ: Interrogation Chamber: This grisly chamber is equipped with all sorts of devices of torture. The boss uses this chamber to for the purposes of adding a bit emphasis to persuasion or to act out a bit of revenge.

BK: Interrogation Cell: This small, barren cell is used to temporarily detain an individual awaiting further interrogation and/or torture.

BL: Utility Room: This winding, S shaped utility room contains the most basic needs of the cellar level, including a hot water heater and a fuse box.

BM: Power Room: This room connects to the utility room and houses strange looking, high tech energy production devices. Depending on the desires of the GM and the basic storyline of the boss, this equipment may or may not be in working order. Likewise, the power devices may either be the inventions of the boss or equipment that has been stolen.

BN: Apartment Lounge: This cozy den is the largest room of the boss's personal apartment quarters. Leather couches surround a massive entertainment center that is equipped with a massive wide screen monitor and theater quality speakers.

BO: Bathroom: The bathroom of the boss's apartment quarters features a tub/shower unit, sink, lit mirror, and toilet.

BP: Boss Quarters: This private chamber is spacious and well furnished. A large, comfortable bed sits at the corner of the L shaped room and faces a huge flat screen monitor. Hooked up to the monitor one will find a desktop pc and a home theater system. The boss also has a gaming console system tucked away along with a few controllers and a few dozen games. A small table with lamp and remote control sits next to the bed. This table has a small drawer that could contain anything appropriate for the boss (GM's decision on this). Next to the monitor and equipment is a chest of drawers and a leather upholstered chair for reading. Sitting on top of the chest of drawers are several books and a rack of compact discs containing an assortment of music.

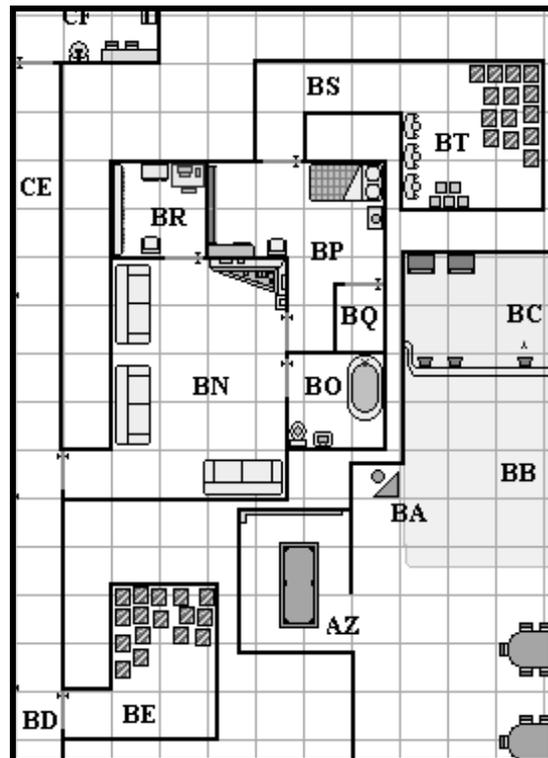
BQ: Walk In Closet: This walk in closet contains a manner of clothing for the boss. Depending on the exact boss's typical mode of dress, this closet may or may not have an extra costume or two. The GM should also feel free to add anything else

to this closet that they would find needed or intriguing.

BR: Private Office: Unlike the assumed office of the boss upstairs (Area L), this office appears to be regularly used. In addition to the pc workstation, personal stereo system, and the storage cabinets, there is a huge, wall-sized bookshelf full of books covering a wide range of different topics and interests. Accompanying this bookshelf is a cozy, leather bound chair with a quilt that is soft and thick.

The storage cabinets in this office contain a wide range of things, from business related paperwork to compact discs to software and spare computer accessories. If GM so desires there could also be a great deal of incriminating evidence tucked away in these cabinets (as well as stored on the computer).

BS: Hall To Treasure Room: This narrow hallway is likely to be armed with deadly traps and/or feature various means of security. The GM is encouraged to dream up a manner of security devices and defenses that is most appropriate for the flavor of the boss villain. It should be noted that these traps should be just as advanced, if not more, than the other traps and devices elsewhere and such measures should be intended to be bypassed and/or disarmed by the boss only.



BT: Treasure Room: This storage area contains a variety of treasures, trophies, and stored wealth that the boss jealously calls his own. Also mixed into the array of such items could be a variety of weapons, equipment, and valuable commodities (such as rare minerals or illicit substances). The exact items in this room should be tailored to suit the tastes, interests, pursuits, and overall wealth of the main boss.

BU: Hallway: This hallway serves as a protected entry into the “war room”. It is extremely likely that this area is trapped and/or equipped with a measure of security devices.

BV: War Room: This large room houses several pc workstations, a few filing cabinets, and a long, I shaped storage rack full of firearms, ammunition, and/or assorted weapons. This area is the intellectual heart of the operations, a place where the strategies and technical details of crime are carried out. As the door connecting this room to the hallway (Area BU) is reinforced and is equipped with a durable, high tech locking device, this room can also serve as a “panic room” of sorts, allowing its occupants to bide a bit of time and utilize the technology to make a few needed emergency contacts to the outside world.

BW: Restroom: This restroom area comes complete with lit mirror, sink, and two stalls each featuring a toilet. There is also a warm air hand dryer next to the sink as well as a small trashcan. Though this restroom is plain in design, it is kept neat and tidy.

BX: Tech Room: Various strange looking high tech devices fill up this room. Depending on the exact nature, abilities, and resources of the main boss, the technological devices in this room may or may not be operational. Likewise, such bizarre instruments may be the results of invention or they may simply be stolen property.

BY: Med Room: This medical room is equipped with enough supplies and instruments to provide anything from basic first aid to minor forms of emergency surgery.

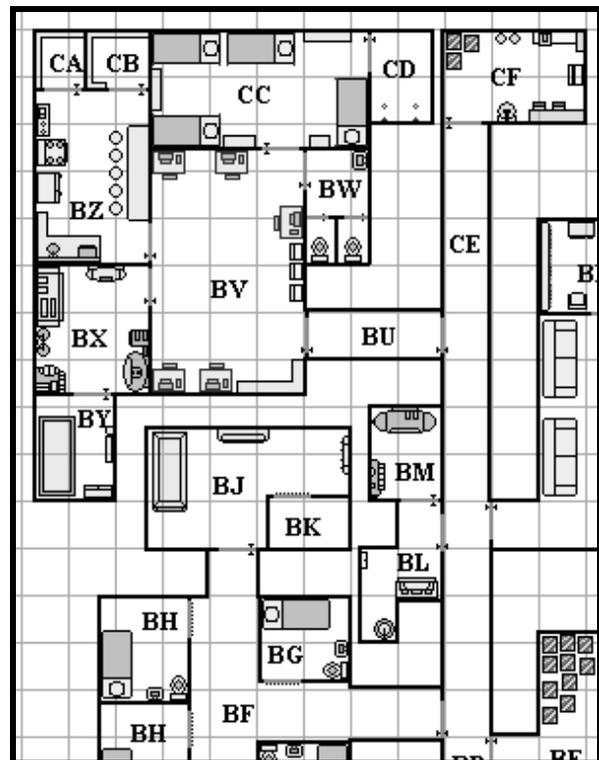
BZ: Crew Kitchen: This kitchen is well stocked with a standard array of appliances, including a dishwasher, microwave, stove, refrigerator, toaster oven, and coffee maker. This kitchen comes in especially handy when the crew is locked away in the war room or required to stay

around the clock for various measures. If the boss has regular “live in” staff (see Area CC) then these individuals will obviously use this kitchen on a regular basis.

CA: Walk In Cooler: This walk in cooler contains a decent sized stock of refrigerated foodstuffs and chilled drinks.

CB: Walk In Freezer: A wide variety of frozen foodstuffs can be found in this walk in freezer.

CC: Crew Cabin: This basic, militant style living quarters offers enough bunk style beds to sleep a total of eight occupants. There are cabinets containing a manner of clothing and basic supplies in this area. Should the GM wish, the boss could have a regular set of crew-members that live in this area on a regular basis. These henchmen could either be super powered teammates or regular non-super powered humans. Such individuals will keep their main possessions in this cabin area and pretty much share this area and the surrounding rooms (particularly areas BV, BW, BZ, CA, CB, and CD) their home.



CD: Shower Room: The occupants of the crew cabinet (Area CC) make use of this shower room. There are a few showerheads here along with pump dispensers containing a basic body and scalp shower gel.

CE: Hallway Stretch: Although the shop room is the last thing at the end of this long hallway, the boss still might find it useful to add a trap or other

security measure to this section.

CF: Shop Room: This cluttered shop room contains a variety of tools and basic supplies. The contents and use of this shop room may be as innocent or illicit as the GM wishes. Likewise, the possible objects made or repaired in this shop could range from antique furniture to handguns.

3. PEOPLE:

What would a place like Diamantes be without people? It would be an empty, dull place! For all of the fancy wonder that the location provides, both upstairs and down, the inhabitants are the true focus of importance in the end. This section details all the individuals that make Diamantes a happening sort of place, from the main boss to the most trivial of guests.

3.1 PICKING THE PERFECT BOSS:

Rather than present an accompanying villain to serve as “the boss”, this playset location is much more useful when it becomes the property of a pre-existing villain in your V&V campaign. From the characters presented in past V&V books to the endless scores of homemade villains, there are plenty of baddies already around that need a seemingly innocent business front and a base of operations. Not all villains are the same, however, and thus the set up and style of Diamantes is likely to work better with some types of villains than with others. When deciding on a perfect boss to run this sophisticated yet criminal operation, it is good to consider the fact that the villain most likely to run a place such as Diamantes is most likely to be wealthy, charming, and yield a sense of refined taste. Likewise, the possible presence of advanced technology in the basement hideout suggests that the villain should have some degree of access to powerful devices or at least the scientists that can build or repair such things.

3.2 EMPLOYEES:

Diamantes is well stocked with a wide variety of employees. Although most of the employees are mere faces in the crowd, a few stand out above the rest. These are the notable employees. The following text contains the information for the more notable employees of both the restaurant and the casino.

Notable Restaurant Employees

Caitlin Blue, Lounge Singer: Caitlin is a gorgeous college student who has been using her sultry voice at Diamante’s for the past six months. She took the lounge gig to make extra money as she goes to medical school. She is somewhat of a mystery to the other employees, as she never talks about her family, love life or past. Since she became the singer at Diamante’s, business has seen an increase. She has many admirers, and is always polite and sweet to the guests while remaining professional. Offstage Caitlin is quiet, almost shy. If you get her on a subject she loves, however, like medicine, she opens up and is excited and talkative. (Staff 6)

Raffaele “Ratso” Moretti, Manager: Although utterly lacking in professional skills, Ratso enjoys a top management position at Diamantes. Unlike the other competent, business savvy managers, it is not Ratso’s duty to handle the daily tasks of running the restaurant. Ratso is basically a groveling henchman for the boss that serves as a monitor of the restaurant operations. When things get a bit out of hand, it’s Ratso’s job to scramble down to the casino and round up the heavies. (Staff 4)

Rex Simmons, Bartender: Though this forty-something year old likes to joke that his name should really be T-Rex, the bartender is an easy-going, friendly guy with a heart of gold. He always has a warm smile and a sympathetic ear, which makes him a favorite of many of the regulars. Rex will dispense advice as easily as he makes a martini, and more than one customer has found themselves telling him their troubles. Rex gave up working in the corporate world years ago, preferring something more relaxing that would allow him to interact one-on-one with people while still earning a decent living. If the amount of bills in the tip vase is any indication, he has succeeded. (Staff 5)

Vincent "Vince" Vazzio, Lounge Singer: Born Anthony Vicedomini, Vince changed his name in his late twenties, determined he would be the next Frank Sinatra. Sadly, fortune didn't smile on Vince quite as much as it did Frank, and he's spent the past twenty-five years trying, and failing, to get into the big time. Still, he's a very charismatic figure with a good voice and engaging personality. The downside of this is that he knows it, and if given half the chance will tell one story after another about how he "almost" made it. Anyone who wants Vince to give it a rest would be advised to buy him a double and make a hasty retreat. (Staff 8)

Notable Casino Employees

Marco Giavanetti, Head Bouncer: Picture the biggest, baddest looking bouncer you can imagine. Multiply that by two, and you'll have Marco. Marco takes his responsibility, and power, very seriously. As the head bouncer, he has near final say over whether someone stays or goes. Only the boss is over him on matters of forgiveness or eviction. And if you want Marco's "forgiveness," you'd better be prepared to shell out some "apology" money fast. This isn't to say that he'll put up with just anything for money, get caught cheating, too disorderly, too mean or too fresh with the wrong girl and you'll be out the door no matter how many hundreds you offer. But in other, smaller matters, he's been known to let things slide. (Staff 4)

Lisa LeVeau, Blackjack Dealer: As exotic as her name, Lisa has been the blackjack dealer since she was eighteen. She came to the city looking for excitement, adventure and wealthy men who

liked spending money freely. Lisa has a lot of street smarts and has flattered more than one casino regular into buying her something shiny or helping her pay a bill. She's careful to be discreet. The boss knows about her little "side ventures" but she does her job well and draws a crowd, so she's overlooked. Not happy with working for someone else, even in a place as great as the casino, she is saving up to start her own salon. (Staff 3)

Chou Kung, AKA "DJ Divine," Electronic DJ/ Performer: Chou, or D2 as his friends call him, has the distinction of being one of the few Asian electronic DJ's in the city. Prior to the casino he had been working freelance, but the boss got the buzz about him and went to see him. One show was all it took. The boss made Chou an offer he couldn't refuse. Of all the casino employees, he is the most polite and reserved, he talks even less than Caitlin Blue. Chou does have one weakness though: technology. He's obsessed with having the newest and best of everything, and the boss knows it and keeps him happy because DJ Divine packs the house when he performs. (Staff 2)

Other Employees:

Although a few of the more notable employees have been detailed, there are naturally many more individuals working for the establishment. As the GM you should feel free to add in any variety of employee that you wish as needed, whether such an employee be a waitress, casino worker, bouncer, chef, etc. Feel free to use the employee game stats provided below as desired/ needed.

Employee Game Stats:

Staff 1 Level: 1 Hits: 5 Power: 41 Agility: 9 Move: 31 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: nothing
 Staff 2 Level: 1 Hits: 6 Power: 43 Agility: 13 Move: 34 Dmg Mod: 1 Accuracy: 1 HTH:1d3 Wpn: pistol
 Staff 3 Level: 1 Hits: 5 Power: 44 Agility: 11 Move: 34 Dmg Mod: 0 Accuracy: 0 HTH:1d6 Wpn: knife
 Staff 4 Level: 1 Hits: 8 Power: 48 Agility: 14 Move: 35 Dmg Mod: 1 Accuracy: 1 HTH:1d6 Wpn: knife/pistol
 Staff 5 Level: 1 Hits: 6 Power: 47 Agility: 14 Move: 38 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: nothing
 Staff 6 Level: 1 Hits: 4 Power: 42 Agility: 8 Move: 29 Dmg Mod: 0 Accuracy:-2 HTH:1d3 Wpn: nothing
 Staff 7 Level: 1 Hits: 4 Power: 43 Agility: 13 Move: 32 Dmg Mod: 1 Accuracy: 1 HTH:1d3 Wpn: pistol
 Staff 8 Level: 1 Hits: 6 Power: 46 Agility: 13 Move: 36 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: nothing
 Staff 9 Level: 1 Hits: 9 Power: 47 Agility: 7 Move: 30 Dmg Mod: 0 Accuracy:-2 HTH:1d6 Wpn: club
 Staff 10 Level: 1 Hits: 5 Power: 46 Agility: 9 Move: 35 Dmg Mod: 0 Accuracy: 0 HTH:1d8 Wpn: nothing
 Staff 11 Level: 1 Hits: 11 Power: 47 Agility: 14 Move: 35 Dmg Mod: 1 Accuracy: 1 HTH:1d6 Wpn: nothing
 Staff 12 Level: 1 Hits: 6 Power: 42 Agility: 8 Move: 32 Dmg Mod: 0 Accuracy:-2 HTH:1d6 Wpn: nothing
 Staff 13 Level: 1 Hits: 19 Power: 61 Agility: 17 Move: 46 Dmg Mod: 1 Accuracy: 2 HTH:1d8 Wpn: knife
 Staff 14 Level: 1 Hits: 20 Power: 56 Agility: 18 Move: 51 Dmg Mod: 1 Accuracy: 3 HTH:1d8 Wpn: club
 Staff 15 Level: 1 Hits: 17 Power: 60 Agility: 14 Move: 43 Dmg Mod: 0 Accuracy: 1 HTH:1d6 Wpn: nothing

3.3 GUESTS OF THE ESTABLISHMENT:

The following notes contain a variety of details about both the notable and the not so notable guests of Diamantes. Details are provided for the guests of both the upper and lower levels.

Notable Restaurant Guests:

Brian Felder, Technician/Loner: Brian started showing up at Diamantes about a year ago. A quiet, unassuming man in his early 30's, Brian seems to be utterly lacking in any element of spontaneity. Like clockwork, this gentleman calls in his reservations for Wednesday and Friday evenings at 7:00pm, always shows up around 10 minutes early, usually sits at a lonely table a good distance away from the evening entertainment, and always orders the same meal. Mr. Felder says very little, stays to himself, and always tips the exact same amount, regardless of consistency or quality of service. On the surface, Brian could perhaps be the most plain and boring of customers to ever dine at Diamantes.

What most people don't realize, however, is that on a hidden, national level, Brian Felder is probably the most important of individuals in the whole place. Brian is a high paid, top secret weapons technology and artificial intelligence expert that has clearances that would make a five star general drool with envy. In fact, Brian is so important to the nation's secret weapons program that he also has casual, entry at will access to the holy grail of all conspiracy theories; Area 51. Decked in his typical brown plaid dress shirt, khaki pants, and brown plastic framed eyeglasses, Brian resembles nothing more than a meek, mild mannered loner that's coming in for a bachelor's meal after a typical 9 to 5 day at the office. (Customer Stats 10)

George Caldwell, Washed Up Actor: Back around 25 years ago, George was a man with a plan. A popularly used extra and small bit role actor in

low budget gore flicks and disaster movies, George was working on a promising future in Hollywood. An affair with a director's wife changed all that, however, and Caldwell soon found himself more or less blackballed from the film industry. George has spent the rest of his life working petty odd jobs as he holds out for a return to his once promising career. George regularly eats at Diamantes in an effort to see and be seen. (Customer Stats 13)

Jeremy Elswick, Entrepreneur/Politician: Jeremy is in his early fifties. Although he looks like "old money," he actually did not make his fortune until he started his own image consulting business nearly a decade ago. He is president of the local chamber of commerce and his wife, Evelyn, is the treasurer. They are very active socially as well as politically, and are often seen at Diamante's, especially on Saturday nights. What most people do not see are Jeremy's after hours "consultations." There was a rumor going around a while back that even the owner of Diamante's was a client of Jeremy's, but, of course, you can't believe rumors. (Customer Stats 6)

Wilma Cartright, Socialite: If you can't say anything nice then go sit by Wilma. This southern belle always seems to know who is doing what. A tragic accident fifteen years earlier left Wilma both widowed and wealthy, and now she is content to have one social engagement after another. She is intelligent, funny and friendly; some would say a little too friendly. She is very active in charity work both local and national, and a strong supporter of local arts. She is also known to "accidentally" tell things about people she dislikes, and there is a long list of people she dislikes. A few well-chosen words from Wilma can start wheels turning in the high social circles, and drama is what she loves most. (Customer Stats 14)

ROUND UP SOME FRIENDS AND GET READY FOR SOME ACTION...



Coming soon for Villains & Vigilantes... Citizen Report. V&V's upcoming new release, Citizen Report, offers a whole new array of weapons, gangs, vehicles, businesses, super hero related organizations, and so much more! Stay tuned for this hot new release from your friends at Fantasy Games Unlimited!

Random Restaurant Guests:

The restaurant level features a random selection of dining guests. If you are having a bit of trouble stocking the tables on the fly then feel free to pull out your percentage dice and consult the below chart. Each customer type also has a specific set of accompanying game stats, such as (Customer 5).

01 to 02	Activist (Customer 5)	51 to 52	Hustler (Customer 5)
03 to 04	Actor/Actress (Customer 8)	53 to 54	Insurance Agent (Customer 10)
05 to 06	Artist (Customer 1)	55 to 56	International Spy (Customer 12)
07 to 08	Astrologer (Customer 3)	57 to 58	Inventor (Customer 1)
09 to 10	Athlete (Customer 4)	59 to 60	Investor (Customer 1)
11 to 12	Author (Customer 6)	61 to 62	Journalist (Customer 9)
13 to 14	Automotive Dealer (Customer 4)	63 to 64	Judge (Customer 14)
15 to 16	Banker (Customer 4)	65 to 66	Lawyer (Customer 13)
17 to 18	Bounty Hunter (Customer 12)	67 to 68	Military Officer (Customer 4)
19 to 20	Businessman (Customer 7)	69 to 70	Mistress/Madam (Customer 14)
21 to 22	Celebrity (Customer 3)	71 to 72	Model (Customer 14)
23 to 24	City Worker (Customer 8)	73 to 74	Musician (Customer 5)
25 to 26	College Student (Customer 11)	75 to 76	Newscaster (Customer 11)
27 to 28	Comedian (Customer 4)	77 to 78	Playboy (Customer 14)
29 to 30	Debutante (Customer 6)	79 to 80	Politician (Customer 13)
31 to 32	Dentist (Customer 8)	81 to 82	Professor (Customer 15)
33 to 34	Doctor (Customer 6)	83 to 84	Researcher (Customer 3)
35 to 36	Drug Dealer (Customer 12)	85 to 86	Scientist (Customer 3)
37 to 38	Elderly Citizen (Customer 2)	87 to 88	Small Child (Customer 2)
39 to 40	Factory Owner (Customer 11)	89 to 90	Socialite (Customer 8)
41 to 42	Fashion Designer (Customer 4)	91 to 92	Stock Broker (Customer 7)
43 to 44	Food Critic (Customer 11)	93 to 94	Teenager (Customer 7)
45 to 46	Gambler (Customer 5)	95 to 96	Tourist (Customer 7)
47 to 48	Government Official (Customer 4)	97 to 98	Undercover Officer (Customer 12)
49 to 50	Heiress (Customer 5)	99 to 00	Wiseguy (Customer 12)

Restaurant Guest Stats:

Customer 1 Level: 1 Hits: 4 Power: 35 Agility: 9 Move: 30 Dmg Mod:-1 Accuracy: 0 HTH:1d6 Wpn: nothing
 Customer 2 Level: 1 Hits: 2 Power: 31 Agility: 13 Move: 24 Dmg Mod: 0 Accuracy: 1 HTH:1d3 Wpn: nothing
 Customer 3 Level: 1 Hits: 4 Power: 45 Agility: 11 Move: 32 Dmg Mod: 0 Accuracy: 0 HTH:1d3 Wpn: nothing
 Customer 4 Level: 1 Hits: 10 Power: 53 Agility: 12 Move: 41 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: nothing
 Customer 5 Level: 1 Hits: 9 Power: 49 Agility: 13 Move: 37 Dmg Mod: 1 Accuracy: 1 HTH:1d6 Wpn: knife
 Customer 6 Level: 1 Hits: 4 Power: 42 Agility: 13 Move: 33 Dmg Mod: 1 Accuracy: 1 HTH:1d3 Wpn: nothing
 Customer 7 Level: 1 Hits: 6 Power: 44 Agility: 8 Move: 30 Dmg Mod: 0 Accuracy:-2 HTH:1d4 Wpn: nothing
 Customer 8 Level: 1 Hits: 5 Power: 46 Agility: 9 Move: 33 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: nothing
 Customer 9 Level: 1 Hits: 7 Power: 47 Agility: 11 Move: 36 Dmg Mod: 0 Accuracy: 0 HTH:1d6 Wpn: nothing
 Customer 10 Level: 1 Hits: 6 Power: 42 Agility: 14 Move: 32 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: nothing
 Customer 11 Level: 1 Hits: 8 Power: 48 Agility: 9 Move: 34 Dmg Mod: 0 Accuracy: 0 HTH:1d6 Wpn: nothing
 Customer 12 Level: 1 Hits: 4 Power: 44 Agility: 12 Move: 30 Dmg Mod: 1 Accuracy: 1 HTH:1d3 Wpn: pistol/knife
 Customer 13 Level: 1 Hits: 5 Power: 44 Agility: 8 Move: 35 Dmg Mod: 0 Accuracy:-2 HTH:1d6 Wpn: nothing
 Customer 14 Level: 1 Hits: 3 Power: 40 Agility: 9 Move: 26 Dmg Mod: 0 Accuracy: 0 HTH:1d3 Wpn: nothing
 Customer 15 Level: 1 Hits: 3 Power: 45 Agility: 11 Move: 31 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: nothing

Notable Casino Guests

Edward "Eddie" Van Hutton, Playboy Gambler: Eddie's family is rich, which leaves him with lots of free time not filled up with pesky things like a job or responsibility. Indeed, Eddie's only "responsibilities" seem to be how much money he can win or lose and how many beautiful women he can seduce. He has been thrown out twice, but is one of the few people who have been forgiven by the boss and allowed to come back. Of course, the new slot machines Eddie bought the casino might have helped. He is witty, charming and attentive unless he's had too much to drink. When intoxicated he can be childish and moody. Marco is under orders to keep an eye on him. (Guest 9)

Vivian Shore, Madam: Vivian has been compared to Elizabeth Taylor in terms of beauty, and it's fitting. She runs an escort service/brothel, and the casino is one of the main places where she collects new clients. Many visiting businessmen, not to mention many locals, have been customers. Vivian's girls always make them feel welcome and special, while picking up bits of information they pass on to her. Vivian, in turn, keeps the boss in the know on the things she learns, making it a profitable relationship for them both. Vivian knows a lot of secrets, and that makes her dangerous. But she is very careful, because she never wants to cross the line from being "dangerous" to being "in danger." (Guest 13)

Random Casino Guests:

The casino features a random selection of guests. If you are having a bit of trouble stocking this area on the fly then feel free to pull out your percentage dice and consult the below chart. Each guest type also has a specific set of accompanying game stats, such as (Guest 4).

01 to 02	Actor/Actress (Guest 12)	51 to 52	Information Broker (Guest 15)
03 to 04	Arms Dealer (Guest 13)	53 to 54	Insurance Salesman (Guest 5)
05 to 06	Art Collector (Guest 12)	55 to 56	Investor (Guest)
07 to 08	Artist (Guest 12)	57 to 58	Junkie (Guest 14)
09 to 10	Bodyguard (Guest 2)	59 to 60	Loan Shark (Guest 15)
11 to 12	Bookie (Guest 14)	61 to 62	Madam (Guest 15)
13 to 14	Bounty Hunter (Guest 8)	63 to 64	Military Officer (Guest 8)
15 to 16	Burglar (Guest 14)	65 to 66	Millionaire (Guest 5)
17 to 18	Businessman (Guest 3)	67 to 68	Mob Boss (Guest 13)
19 to 20	Card Shark (Guest 1)	69 to 70	Mob Enforcer (Guest 3)
21 to 22	Chauffeur (Guest 3)	71 to 72	Model (Guest 5)
23 to 24	Cocaine Addict (Guest 4)	73 to 74	Money Launderer (Guest 3)
25 to 26	Comedian (Guest 7)	75 to 76	Musician/Singer (Guest 7)
27 to 28	Con Artist (Guest 4)	77 to 78	Pawnbroker (Guest 13)
29 to 30	Corporate Executive (Guest 10)	79 to 80	Pimp (Guest 3)
31 to 32	Corrupt Cop (Guest 3)	81 to 82	Playboy (Guest 9)
33 to 34	Corrupt Politician (Guest 4)	83 to 84	Pool Shark (Guest 6)
35 to 36	Drug Dealer (Guest 4)	85 to 86	Professional Athlete (Guest 3)
37 to 38	Drunk (Guest 9)	87 to 88	Prostitute (Guest 6)
39 to 40	Fashion Designer (Guest 5)	89 to 90	Scientist (Guest 12)
41 to 42	Gangsta (Guest 8)	91 to 92	Snitch (Guest 14)
43 to 44	Gun Moll (Guest 2)	93 to 94	Socialite (Guest 5)
45 to 46	Hacker (Guest 2)	95 to 96	Stock Broker (Guest 7)
47 to 48	Hustler (Guest 11)	97 to 98	Undercover Officer (Guest 2)
49 to 50	Importer (Guest 5)	99 to 00	Wiseguy (Guest 3)

Casino Guest Stats:

Guest 1 Level: 1 Hits: 4 Power: 41 Agility: 10 Move: 31 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: knife
 Guest 2 Level: 1 Hits: 5 Power: 52 Agility: 14 Move: 35 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: pistol
 Guest 3 Level: 1 Hits: 9 Power: 48 Agility: 12 Move: 33 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: pistol
 Guest 4 Level: 1 Hits: 5 Power: 47 Agility: 13 Move: 31 Dmg Mod: 1 Accuracy: 1 HTH:1d3 Wpn: pistol
 Guest 5 Level: 1 Hits: 4 Power: 40 Agility: 9 Move: 29 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: nothing
 Guest 6 Level: 1 Hits: 5 Power: 46 Agility: 9 Move: 32 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: knife
 Guest 7 Level: 1 Hits: 8 Power: 53 Agility: 12 Move: 36 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: nothing
 Guest 8 Level: 1 Hits: 9 Power: 51 Agility: 12 Move: 34 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: pistol
 Guest 9 Level: 1 Hits: 6 Power: 46 Agility: 11 Move: 36 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: nothing
 Guest 10 Level: 1 Hits: 5 Power: 43 Agility: 14 Move: 31 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: nothing
 Guest 11 Level: 1 Hits: 8 Power: 46 Agility: 9 Move: 34 Dmg Mod: 0 Accuracy: 0 HTH:1d6 Wpn: knife/pistol
 Guest 12 Level: 1 Hits: 4 Power: 43 Agility: 11 Move: 32 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: nothing
 Guest 13 Level: 1 Hits: 6 Power: 44 Agility: 9 Move: 31 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: knife/pistol
 Guest 14 Level: 1 Hits: 8 Power: 49 Agility: 13 Move: 35 Dmg Mod: 1 Accuracy: 1 HTH:1d6 Wpn: knife
 Guest 15 Level: 1 Hits: 5 Power: 45 Agility: 8 Move: 34 Dmg Mod: 0 Accuracy:-2 HTH:1d6 Wpn: pistol/knife

4. Game Bonus: Traps

Although super powered characters spend most of their time busting their way into strongholds by use of fist or fighting each other directly, traps offer a potential danger when a hero must strategically navigate their way through enemy territory. Whether dodging the bullets of a turret gun or resisting the effects of a diabolical supernatural device, traps offer a unique challenge from time to time. When incorporating traps into the V&V game, there are a couple important factors to consider. The first is that a trap should be treated in a way like a limited opponent of sorts. The traps in this book are provided in a manner to mimic certain powers or the use of weapons as though such weapons were in the hands of an opponent (although typically a mindless, immobile opponent). A factor that makes the trap different than an opponent is that the trap's hit points are handled in a manner that is more similar to that of a vehicle's. Unlike a vehicle, however, traps are more compact and are typically built with stronger metals. As such, a trap's total hit points (to demolish the trap) is equal to 1/10th the trap's physical weight. To disable the trap requires the infliction

of 1/4th the total amount of the trap's hit points (rounded up).

A second factor to remember is that trap's should normally be used sparingly by the GM. Although the characters might have to sneak around the lairs of their enemies every so often, the GM should be careful not to let the presence of trap infested lairs allow the V&V experience to be transformed into little more than another role playing dungeon crawl. The author of this product has added traps to help enhance the excitement of infiltrating the headquarters of the crime boss, not to become a central focus of the game. The heroes should be far more concerned with the challenges that they will face when fighting a villain, and not so much the concerns of disabling a few mechanical surprises.

In this particular villainous lair there are several parts of the underground lair that suggest the presence of heightened security through the use of traps. While the GM should feel free to make up any sort of trap that they wish, the following traps are provided as suggestions.

Trap:	Type:	Attack/ Damage Equip:	Hit Points (Disable/ De- molish):	Range:	Ammo:	Trap Ability Stats:	Additional Notes:
Curse Blast	Magic	Power Blast (1d20)	1/2	5 inches	5 rounds	Str=5, End=5	N/A
Freeze Ray	Tech	Ice Powers (1d12)	2/5	4 inches	5 rounds	Str=10, End=10	N/A
Magno Wave	Tech	Magnetic Pow- ers (1d12)	5/20	10 inches	3 rounds	Level=5, Str=10	Mag cap.= 2500 pounds
Paralysis Gun	Tech	Paralysis Ray (knock out)	1/2	4 inches	3 rounds	End=2	N/A
Robotic Gun	Mundane	HTH+3 (1d8 damage)	1/4	20 inches	10 rounds	Agi=2	N/A
Screaming Mask	Magic	Emotion Con- trol (fear)	1/2	1 inch	5 rounds	Cha= 20	See description for effect

Curse Blast: The curse blast trap is generated from a compact magical device, quite often an engraved idol or a mysterious glowing crystal. Odd effects such as colorful lights, strange noises, or a general sense of dread accompanies this mystical blast of energy. Although the trap device that delivers the curse blast is usually not hidden, the exact nature of the object may not be immediately known, thus requiring a sense danger check.

Freeze Ray: A technological wonder, the freeze ray delivers a blast of cold that is the equivalent to ice powers. Depending on the whim of its creator, the freeze ray may or may not be a hidden trap.

Magno Wave: This high tech device delivers a powerful magnetic blast that's capable of knocking back objects weighing more than a ton. The mango wave trap is usually not hidden.

Paralysis Gun: The paralysis gun is a high tech

instrument that can knock out most intruders. Although capable of providing a significant punch, the paralysis gun is usually fairly compact in size and is considered to be a hidden trap.

Robotic Gun: This is a standard modified rifle that has been fixed to a robotic turret. The robotic gun is usually not hidden.

Screaming Mask: Never a hidden trap, the screaming mask has a haunting, formidable appearance. Usually mounted on a door or a wall, the supernaturally powered mask contorts its expression whenever an unwanted intruder starts to come to close. A few seconds later a fear inducing howl erupts from the mask, causing anyone too close to the mask's range to potentially become panicked. Affected characters act as though they are under the emotional control of the mask. Usually this mask is programmed to order affected intruders to immediately flee the area.



NEED MORE V&V? WE'VE GOT V&V!

Hey Villains & Vigilantes fans, the fun doesn't stop with the rulebook and the freebies. Check out all of our V&V related products at www.fantasygamesunlimited.net. Just click on the shop section to find all the great commercial Villains & Vigilantes products currently available.

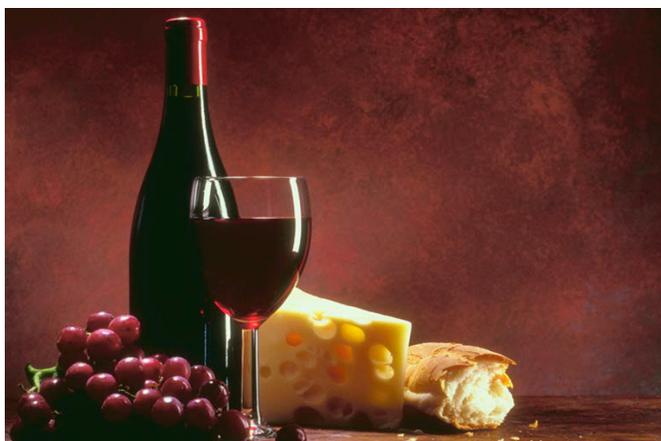
Have desire to see something in the V&V line that's not currently out? Just drop our publisher a note at orders@fantasygamesunlimited.net. We have lots of items in the works right now... both old and new. Keep checking back, you'll never know what new things might pop up from time to time.

Diamante's

Menu

Appetizers

Pan Seared Crab Cake with lemon zest remoulade and herbed risotto	\$17.00
Four Cheese and Tomato Pizza gouda, mozzarella, asiago and feta with fresh roma tomatoes	\$12.00
Smoked Salmon capers, harvest crisps, dill cream	\$14.00
Foie Gras baby greens, spicy corn cake	\$20.00
Cheese Plate artisan cheeses, sesame crackers, seasonal fruit	\$11.00
Steak Tartar aged chopped tenderloin with Dijon mustard seasoning and toast points	\$14.00
Mushroom Salad wild mushrooms, arugula, goat cheese and toasted almonds	\$11.00
Mediterranean Dip pinenut hummus, toasted baguettes topped with olives and feta	\$12.00



AUTHENTIC OLD WORLD CUISINE
MADE TO PERFECTION.

Its Diamante's policy to bring you the finest in old world dining. Our chefs have a combined experience of over 50 years and have traveled throughout Italy and the rest of Europe in an effort to realize that perfect meal.

We stand behind our reputation. If your meal is not absolute perfection then let us know, we promise to make it right.

Diamante's

Menu

Entrees

Grilled New York Strip peppercorn sauce, broccoli with almonds, parmesan mashed potatoes	\$25.00
Blackened Tuna tortilla strips and three bean and corn salsa	\$22.00
Herbed Roast Rack of Lamb butternut squash, green beans with pearl onions	\$32.00
Cracked Pepper Roasted Chicken Breast red and yellow peppers, olive oil and tomato sauce	\$20.00
Shrimp Alfredo white wine and garlic over angel hair pasta	\$18.00
Beef Wellington sautéed asparagus, crispy thyme potatoes	\$34.00
Veal Parmesan lightly breaded, goat's milk mozzarella and crushed tomato sauce	\$20.00
Grilled BBQ Chicken Breast caramelized onions, pepper jack cheese, applewood bacon	\$18.00
Sautéed Duck Breast brown sugar glaze, butternut squash, brussel sprouts	\$28.00
Crab Cakes remoulade, spinach and mushrooms, potato croquette	\$25.00
Pasta Primavera market vegetables, olive oil, garlic and asiago cheese	\$16.00
Roast Vegetable Plate local vegetables, wild rice pilaf	\$16.00

Diamante's

Menu

Desserts

Crème Brule fresh vanilla beans, topped with blackberries	\$9.00
Chocolate Lava Cake devil's food mousse, dark chocolate pieces	\$8.00
Strawberry Cheesecake cheddar graham crust, whipped cream	\$9.00
Boston Cream Pie Vanilla cream filling, red raspberry glaze	\$8.00
Cinnamon Apple Tart caramel sauce, brown sugar ice cream	\$10.00
Wild Fig Pudding vanilla bourbon sauce	\$10.00



Diamante's

Menu

WINE LIST

WHITE WINES

Scaranto Pinot Grigio, 2007	\$40
Vicolo Pinot Grigio, 2006	\$45
Bogetta Vinaia, 2003	\$35
Riesling, Rudi Wiest, 2005	\$35
Riesling, Nikolaihof, Wachau, 2007	\$90
DuMol, Russian River, 2005	\$85
Pahlmeyer, Napa, 2006	\$105
Château d' Yquem "Y," Bordeaux Supérieur, 2002	\$210
Conundrum, California, 2008	\$60
Conundrum, Caymus, 2004	\$75
Domaine Serene, "Clos de la Soleil," Willamette Valley, 2001	\$125
Hirsch Vineyards, Sonoma Coast, 2002	\$180

RED WINES

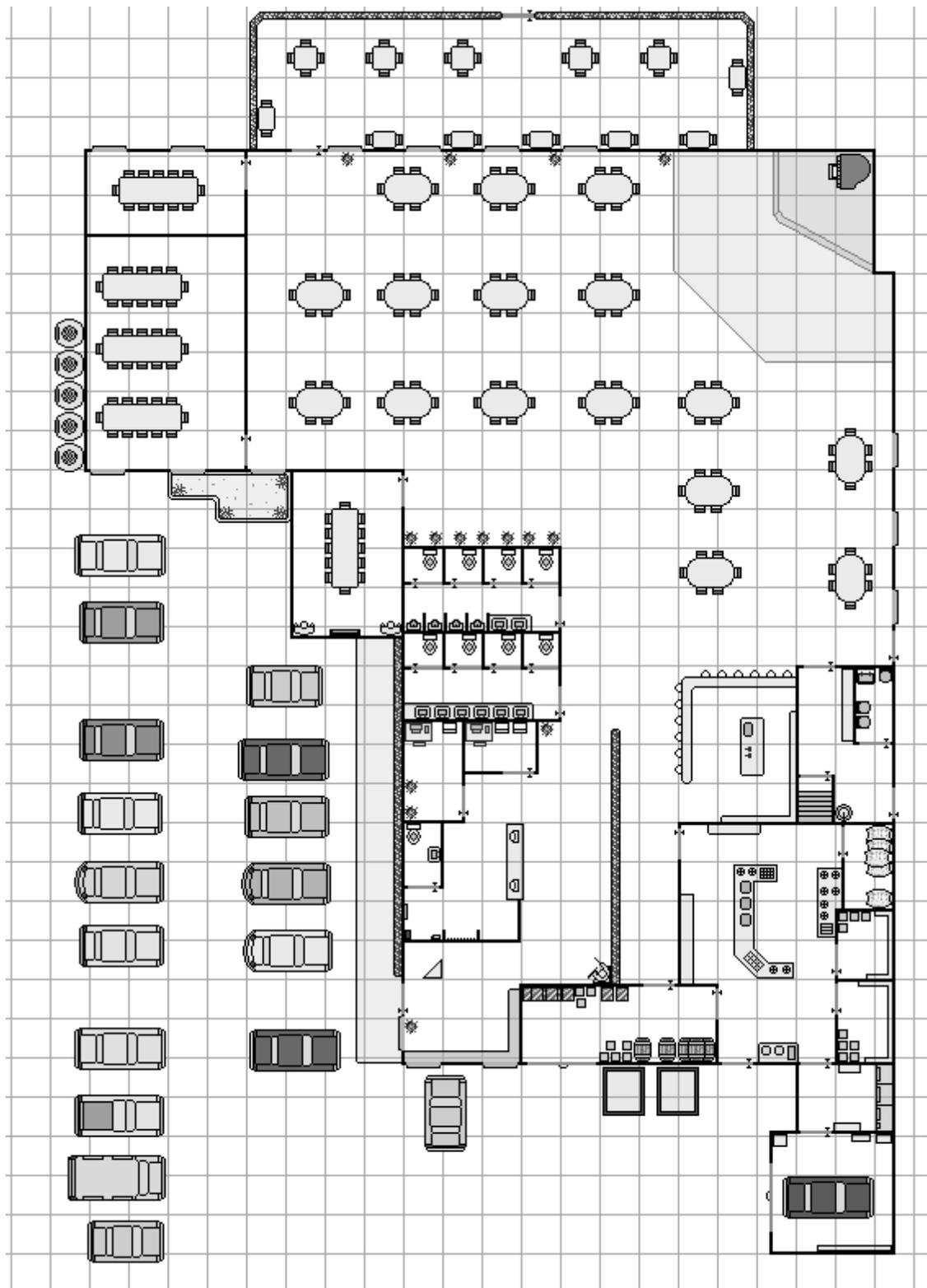
Domaine Serene, "Grace Vineyard," Willamette Valley, 2003	\$220
Vigorello, San Felice Tuscany, 2002	\$100
Graves, Chateau Graveyron, 2002	\$40
Merlot, Stonestreet, California, 2000	\$50
Kooyong "Ferrous," Mornington Peninsula, 2005	\$75
Châteauneuf-du-Pape, Château, Gardine "Génération," 2006	\$125
Arcadian "Sleepy Hollow," Pinot Noir, 2005	\$80
Caparzo Rosso di Montalcino, Tuscany, 2004	\$90
Cabernet Sauvignon, Silver Oak, Napa Valley, 2000	\$150
Cabernet Sauvignon, J. Lohr, Paso Robles, 2003	\$45
Shiraz, Barossa Valley Estates "Spires," 2001	\$40
Pinot Noir, Saintsbury, Carneros, 2002	\$60



Curious About That Perfect Wine To Compliment Your Meal? Just Ask Our On Staff Sommelier.

Diamante's strives to provide our dining guests with the finest meal experience possible. Regardless of the efforts of our chef, no meal is perfect unless you have chosen the right variety of wine to compliment the courses. Not sure what wine is best with what? Just ask our on staff sommelier.

DIAMANTE'S: GROUND LEVEL (PLAYER'S COPY)



DIAMANTE'S CELLAR LEVEL (PLAYER'S COPY)

