

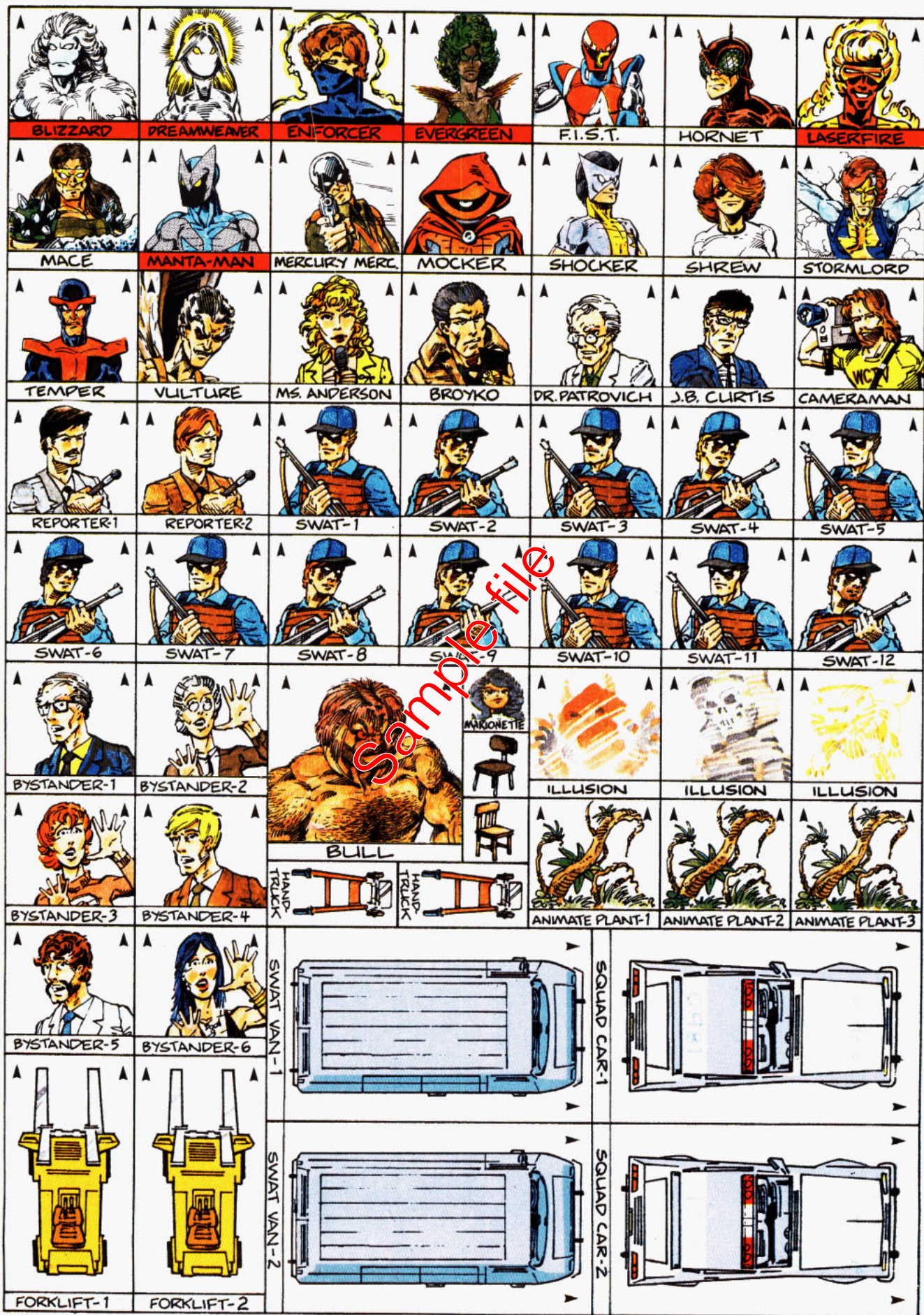
CRISIS AT CRUSADER CITADEL

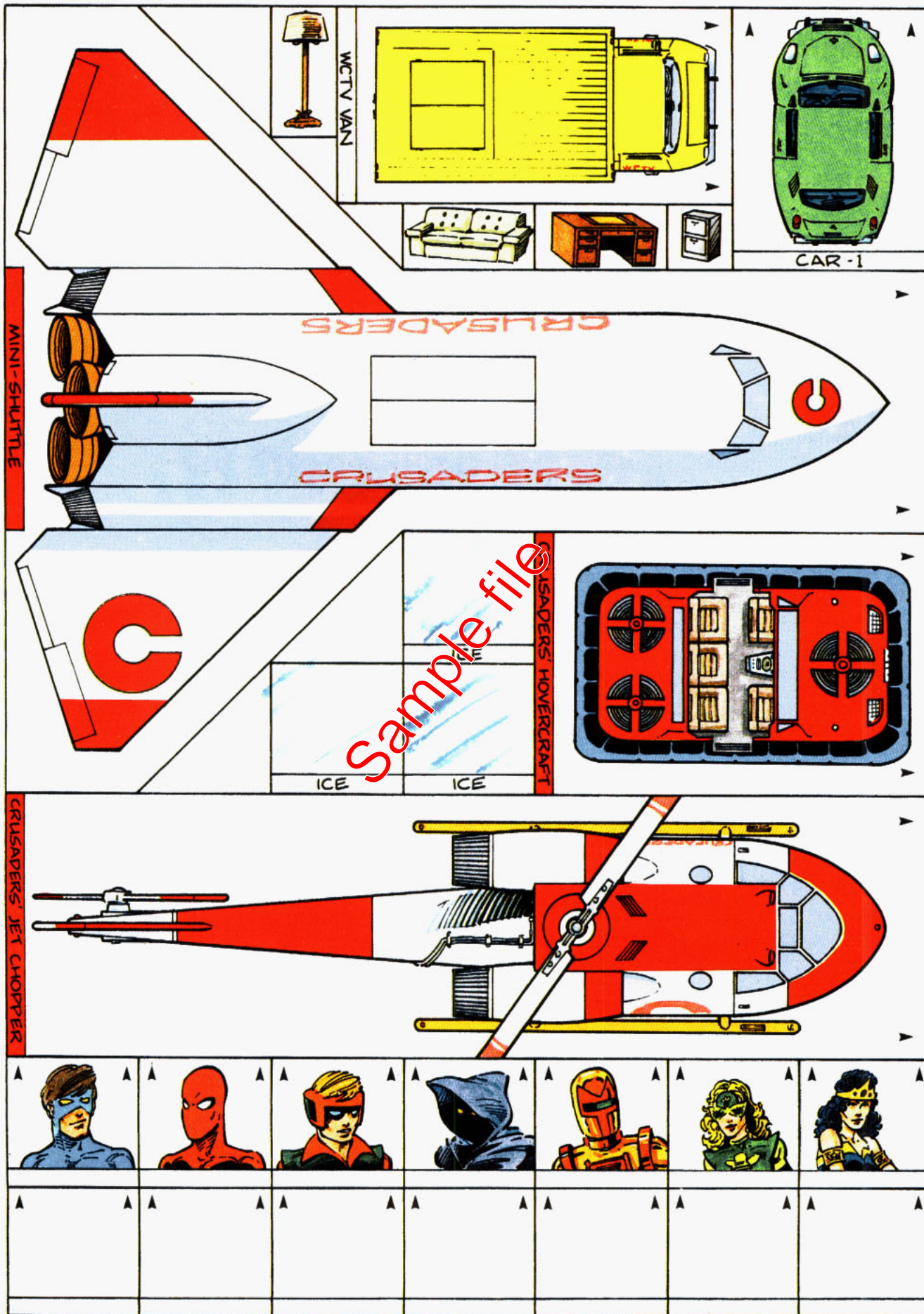


DON'TCHA JUST
HATE US?



BOB WELLER
ACTION
MAN





CRISIS AT
CRUSADER
CITADEL

A
VILLAINS
AND
VIGILANTES
ADVENTURE

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PREFACE

Crisis at Crusader Citadel is an introductory adventure for use with **Villains & Vigilantes**. As such, the intent is to present a complete, easy-to-follow and instructional scenario. This adventure is not designed to be particularly well suited for use in existing campaigns or with veteran players, though with a little thought, the GM can certainly adapt it for that purpose. The events herein are set to occur in a fictitious location, involving characters whom the GM need not feel obliged to incorporate into his own campaign. The players may either create characters for use in this adventure only or they may use characters they intend to keep for use in a campaign, but in the latter case the events herein should be considered to have never occurred (i.e. no Experience or Charisma will be gained).

The GM should read through the entire contents before preparing to play. No matter how complete any adventure may be there always exists the possibility of player activities violating the foreseen boundaries of a scenario/adventure. Therefore, the GM must be as familiar as is possible with the adventure in question in order to be prepared if he must expand the scenario's parameters to suit the actions of the players.

Crisis at Crusader Citadel is intended for gamemasters only; players should stop reading at this point.

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