

Dear Gamer,

In response to the questioning look that you may have given this book when you first saw it, yes, this is another volume in the ongoing series of Enemies books for Champions, the Superhero Role-Playing Game. and yet, we hope this is more than just "another Enemies book." It is said that heroism is defined by the difficulty of the obstacles that must be overcome; in the case of superheroes this means the quality of the opposition. We've tried to make the villains in Villainy Unbound suitable for true heroes, not by presenting them as mere statistics, fodder for the "Bank Robbery of the Week" scenarios, but by giving them interesting personalities and unusual motivations. These aren't just generic villains; they are adversaries in epic tales and catalysts for conflicts that will not soon be forgotten.

Role-Playing Games, like comic books, should tell a story. The villains in Villainy Unbound are designed to fit into your stories and enhance your campaign. When you read through this book, we want you to be able to look at each character, group, or organization and come up with at least one scenario that uses each entry (sometimes, we cheat and offer hints). Some of these scenarios may not be appropriate for your gaming group (the Crimefighters Union Local 234 vs. the Norse Gods would be something of a mismatch), but most of them should.

Please feel free to make any changes you feel are necessary to fit these villains into your campaign setting. Use these villains -- there is nothing sadder than an unwanted bad guy.

During the long gap between the publication of the last Enemies volume and the writing of this book (Enemies: the International File has yet to appear as I write this), the world of comics has changed greatly. Comic books have grown up, characterizations have become more sophisticated, and the use of adult themes, once taboo, are now accepted. While Villainy Unbound is not meant to be filled with gratuitous sex and violence, we hope that you will find that we've grown up a bit too, and hopefully the "growing up" process will make these characters more interesting.

Finally we realize that however nifty these villains are, there are just some things you must do yourself. Homegrown villains are almost always the most fun (I said almost always, Foxbat...). To assist you, we've included an essay on how to create interesting villains for your campaign. That way, the villainy need not end between now and the next Enemies release. And after all, without villainy, what sort of superheroes would there be? It's our hope that when you've looked through Villainy Unbound, you'll think that this is more than just another Enemies book. Be creative...

Happy Gaming,



Scott Bennie