

**BAIL JUMPER****01****Criminal, Hospital, Sympathetic**

A tough thug has jumped bail. But he had a really good reason to put off returning to court: his young daughter has only days to live.

**Getting the PCs Involved:**

- The party has had run-ins with the villain before. Perhaps they even turned him in.
- The bondsman seeks someone very experienced to hunt the thug down and offers the job to the PCs.

**Encounters:**

- The PCs may look for him at his old address. He isn't there, but they find clues to some of his hideouts.
- A hideout is empty but full of traps.
- Another hideout has some of his prior co-conspirators on the lookout. They defend their turf. The henchmen let it slip he's at the hospital, but beg the PCs not to look for him yet.
- The PCs also may find a lead to the hospital by asking about his family, which points to his divorced wife's house. A relative will tell the PCs about the daughter in the hospital along with other possibilities if they are polite.
- The PCs find him holding his daughter's hand in the hospital room.

**Follow-up Adventure Ideas:**

- Do they take him in now? Make a deal with him?
- If the thug and PCs make a deal, does he honor it?

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**SIDEQUEST DECKS:****Modern Crime, Spies & Supers**

Looking for adventure ideas for a super-hero, spy, or organized crime roleplaying setting? These cards give you the perfect hooks for running your own mini-adventures in these genres! One side of each card has an adventure outline with a backstory, PC hooks, encounter possibilities, and follow-up ideas. The other side of the card is the main map for that adventure.

**Although each adventure is written for either a crime, spy, or super-hero setting, each can be easily revised for any of the other settings.** Replace the powers in a super-hero adventure with high-tech gadgets for a spy story. Add powers to the villains of a crime adventure to fit a super-hero setting or replace the powers of a super-hero story with crime tropes to fit an organized crime setting.

Use these cards to set up a hex crawl, develop a side trek on the fly, or chain some together for an entire campaign. Every card is a session's worth of excitement!

**Writing:**

Richard Crookes, Misha Handman, Tim Höregott,  
Steve Kenson, Joe Wetzel

**Cartography:**

Keith Curtis

**Editing:**

Beth Mercer, Joe Wetzel

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**NO WITNESSES****03****Criminal, Assassination, Trial**

An evil genius has hired an assassin to eliminate four former criminal associates testifying against him.

**Getting the PCs Involved:**

- The PCs have recently arrested one of these associates, and he begs for help.
- The PCs used one of these associates as an informant, and he comes to them for help.

**Encounters:**

- The PCs are interrogating the associate when he has a severe allergic reaction; they need to take quick action to save his life.
- The PCs investigate another witness, who died of an "accidental fall," and must learn about the assassin.
- The PCs arrive just as a bomb goes off in the third victim's apartment and must get bystanders and the deceased victim's surviving guards to safety.
- The PCs cross-reference the dead witnesses to discover who in the police force knows where each of them was being kept.
- The PCs track down the assassin and catch him in the act of sabotaging the final victim's escort car to crash; they must keep him from escaping.

**Follow-up Adventure Ideas:**

- The PCs are called as expert witnesses in the trial. The villain tries to discredit them and ruin their lives.
- The PCs are targeted by the assassin's friends for embarrassing and/or killing him.

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**SHORT FUSE****02****Terrorist, Bomb, Financial Gain**

A criminal broker is using hapless would-be terrorists to engineer short-selling panics and make a fortune.

**Getting the PCs Involved:**

- The PCs are called in to defuse a bomb left by one of these groups.
- The PCs are asked to investigate the aftermath of an apparent suicide bombing.

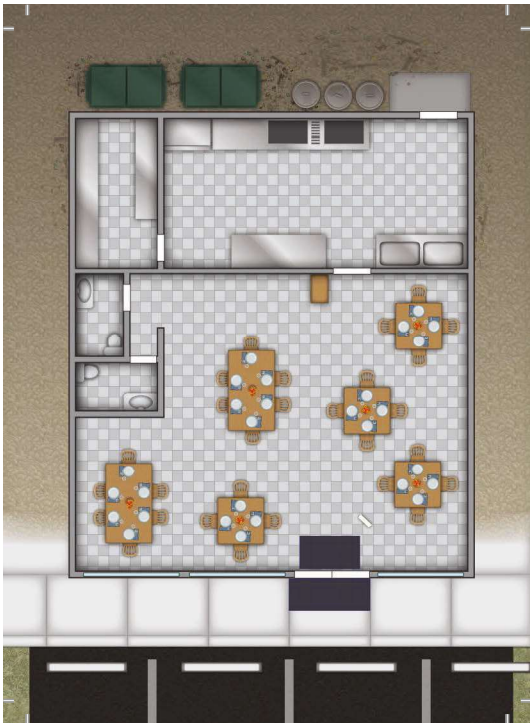
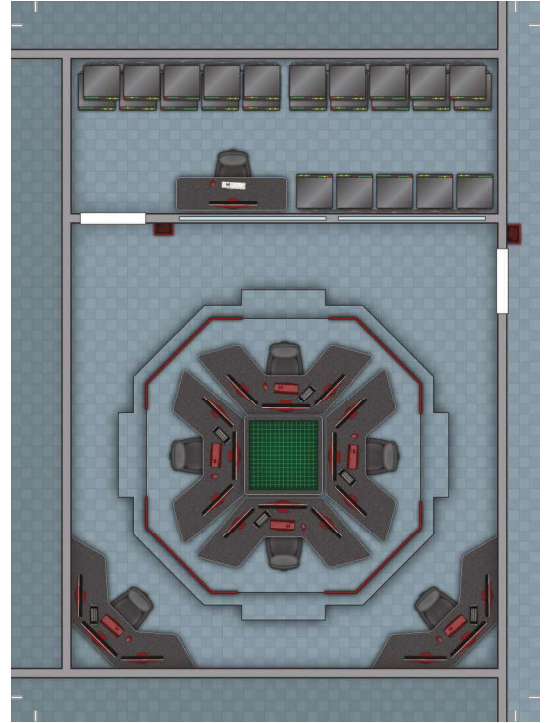
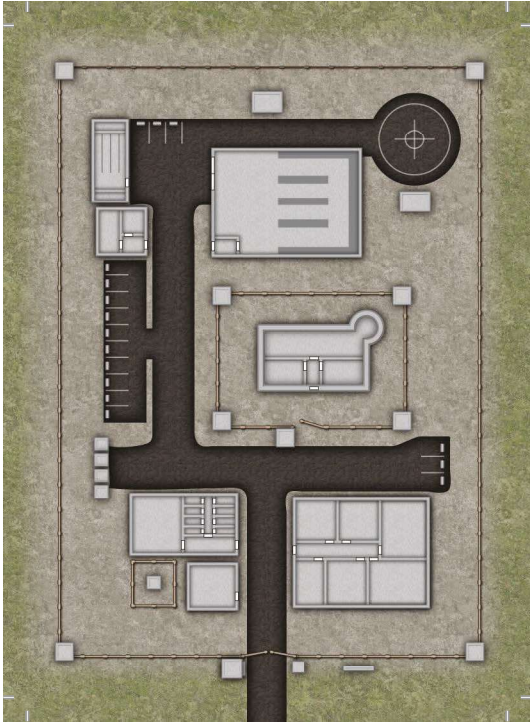
**Encounters:**

- The PCs discover evidence linking their current bomb to two other bombings, both of which left the perpetrators dead.
- Investigating the supposed terrorists and their families reveals that none of them had any bomb-making knowledge or skill; the PCs must convince them to turn over information.
- The PCs discover that every bombing so far has been preceded by a short-sell, and they arrive in time to uncover another bomb in a fourth location.
- A mercenary team is dispatched to capture the PCs, take them to a financial building, and make it look like they blew themselves up trying to set a bomb.
- The PCs corner the mastermind of the plot, but need to find proof to tie him to the bombings.

**Follow-up Adventure Ideas:**

- A copycat bomber uses the plans for the first bomb.
- A victim of one of the bombings seeks revenge against the patsies.

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## THE PERFECT CRIME

05

### Security, Crime, Prototype

The PCs are hired as bodyguards for a new product whose developer has arranged to have it destroyed in a "theft" for insurance purposes.

#### Getting the PCs Involved:

- The PCs are called in by a security officer worried that his boss isn't taking security seriously enough.
- Another group hired for security is stranded in another country, and calls the PCs to take their contract.

#### Encounters:

- The PCs are given the opportunity to lay out security plans and assign subordinates.
- An attempt is made by violent and semi-competent thieves to break into the facility while the PCs are present.
- The prototype room is on fire and the server has been wiped. The PCs are blamed by the boss and the media, and must manage the social backlash.
- The PCs must gather information about the theft from friendly employees.
- The PCs get too close, and the boss sends affiliated goons to frame them for the theft and kill them.

#### Follow-up Adventure Ideas:

- Mobsters who were betting big on the product's destruction take offense at the PCs' actions.
- An investor refuses to believe that the product was a fake, and comes after the PCs to "recover" it.

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## EMPLOYEE REVIEW

04

### Spies, Enemy From Within, Training

A dangerous thief masquerades as an overbearing government official to give the team a fake team-building and review exercise.

#### Getting the PCs Involved:

- The PCs are involved in a disaster or near-disastrous mission and better training is needed.
- Another group connected to the PCs is involved in a disaster, and new training regulations are announced.

#### Encounters:

- The PCs are tasked with plotting to break into a "secure facility" based on plans and gathered intel.
- The official tries to substantially limit the PCs' area of operations, and they must demand independence.
- An angry colonel tries to shut down the event, but that would cause the PCs to fail.
- The PCs have to actually break into the facility while the guards try to stop them.
- The PCs discover that their fake data has been swapped for real classified information, and have to pursue their supposed briefing officer.
- The thief has associates who try to delay the PCs from catching her before she can escape.

#### Follow-up Adventure Ideas:

- Something actually was stolen from the base! Who did it, and how?
- The thief offers to trade her freedom for information about who hired her. Can she be trusted?

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## BIG TOY

07

### Mastermind, Sabotage, Infiltration

A millionaire builds a nuclear rocket under his mansion. The PCs must neutralize the threat without alarming the villain or his party guests.

#### Getting the PCs Involved:

- The PCs infiltrate the party as guests.
- Using the party as a distraction, they enter the building from the sewers.

#### Encounters:

- A crucial biometric lock needs the millionaire's DNA.
- Heat-sensing cameras control the lower parts of the building, but the security guard watching the screens is not very reliable.
- The dance at midnight requires all guests to be there with their partner. Anyone missing is quickly detected.
- The millionaire built two identical hidden construction sites – one has a fake rocket and actors for scientists.
- A shortcut exists, but it leads through the chamber where the radioactive material is stored.
- One of the guards is tasked to regularly check in via radio with another guard.
- The rocket control room has multiple motion-sensing lasers that need to be carefully avoided.

#### Follow-up Adventure Ideas:

- This is but one of many nuclear construction sites the millionaire owns – all hidden around the city.
- To take revenge on the PCs, the daughter of the millionaire tries to finish his work.

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## ROAD RAGE

06

### Mafia, Assassination, Pursuit

A mob boss's money was stolen during a bus trip, and his men are going after everyone who was on the bus to find the responsible party.

#### Getting the PCs Involved:

- The PCs are asked for help by a confused bus passenger who is being stalked.
- One of the PCs was on the bus, and is targeted.

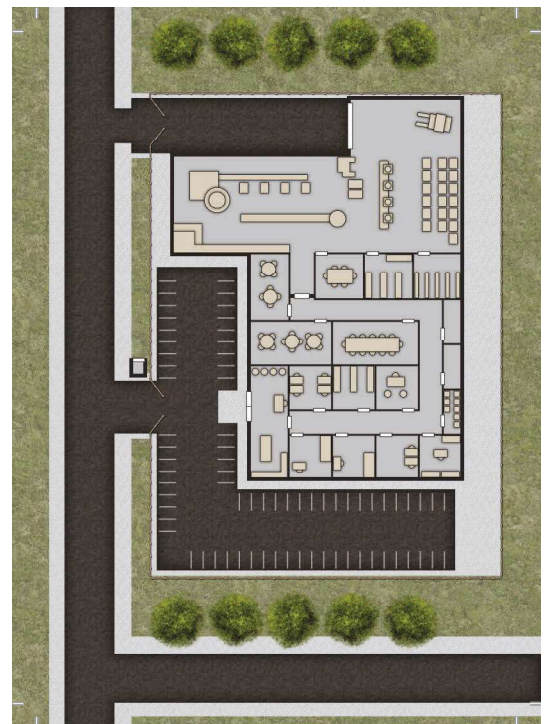
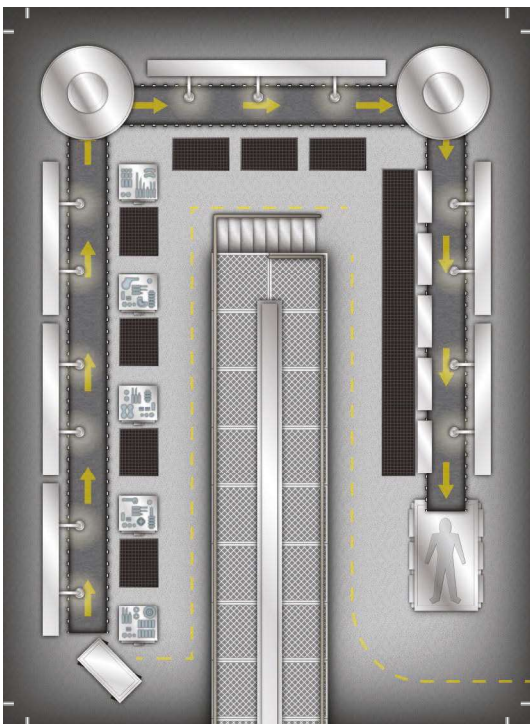
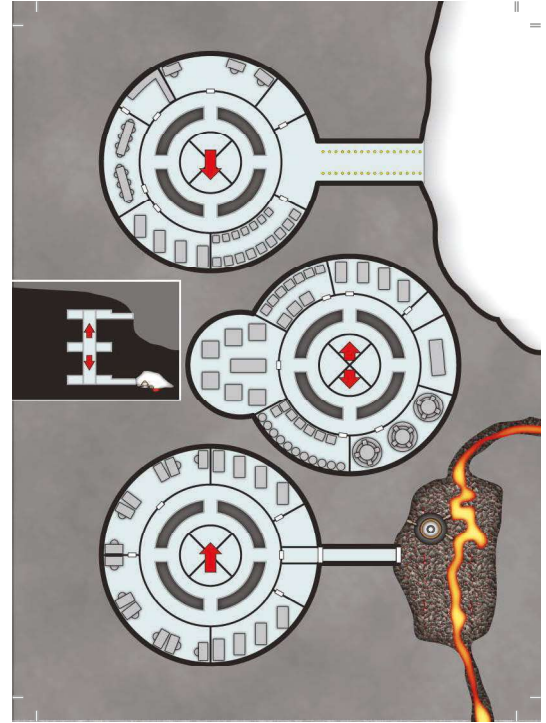
#### Encounters:

- The PCs learn about the money after fighting a mobster who is tracking them or their target.
- One target is a waiter, and the gangs target him at work just as the PCs arrive.
- Another target gets mad and wants to fight back, and the PCs have to either help him or convince him to go for shelter.
- One target is a drug smuggler who thinks both the PCs and the goons are after his drugs, and tries to kill them all.
- One target was paid to be a distraction, and knows the identity of the real thief – a rival gang member.
- The PCs have to race the mobster's goons to catch the thief and recover the money.

#### Follow-up Adventure Ideas:

- A gang war breaks out between the mob boss and other gangs that sense weakness.
- Agents of the mob boss start leaning on everyone to try and recoup their losses.

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**COLD CASE****09****Infiltration, Exotic Location, Secret Lab**

The PCs infiltrate an enemy base under the North Pole.

**Getting the PCs Involved:**

- A key scientist has been kidnapped to this base.
- Government satellites sensed a high radioactivity under the ice sheets. The PCs need to check that!

**Encounters:**

- Doctors at the military hospital have bodyguards with access to strong paralyzing toxins.
- In the employee quarters, guards never sleep.
- A stockpile of enriched uranium is stored below dangerous metal bridges, patrolled by armed guards.
- The place gets its energy from geothermics, and a huge power plant houses actual lava rivers.
- A locked vault contains all the riches amassed by this enemy over its decades-long history of crime.
- A big room has lots of futuristic weapons in stock – some of which are mere prototypes that can easily shrink, lull, shock or transform those who use them.
- At the very bowels of the complex is a secret laboratory with dozens of kidnapped scientists, forced to work on cruel technologies.

**Follow-up Adventure Ideas:**

- The boss of this organization is absent – and he is on a personal vendetta against the PCs now.
- One of the forbidden technologies ends up in the wrong hands—birthing a new super villain.

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**MISSING MOLE****08****Intel Source, Investigation, Treasure Hunt**

An important informant of the organization is missing. The PCs find she lured them by faking her kidnapping.

**Getting the PCs Involved:**

- The PCs desperately need intelligence from the informant for a current case.
- They are told to find her by the organization.

**Encounters:**

- Apartment: It looks like someone broke in. The PCs see unfinished breakfast from a bagel place and the informant's calendar shows a meeting with her sister.
- Sister: She behaves genuinely worried and points the PCs to a car dealer her sister dealt with. But when the PCs follow the sister, she stops to use a pay phone.
- Bagel Place: The staff refers the PCs to a storage place the informant rented. After the meeting, the waiter goes to a pay phone to call someone.
- Car Dealer: The PCs are attacked in the shop, the thugs having keycards to an abandoned factory.
- Pay Phone: The call is traced to an abandoned factory. They hear the informant's desperate voice.
- Storage Place: They find blueprints to an abandoned factory—and are ambushed by armed thugs!
- Factory: The PCs are ambushed when they learn the informant is really an enemy agent!

**Follow-up Adventure Ideas:**

- The informant becomes the new leader of the enemy.
- The sister feels cheated and starts a vendetta.

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**HIGH SPEED****11****Espionage, Experiments, Possible Supers**

The PCs infiltrate a factory to find out the secret to its turbo motors.

**Getting the PCs Involved:**

- An evil state buys huge amounts of the motors, so the PCs need to find out why they are so special.
- It appears that a terrible accident has occurred involving one of the motors.

**Encounters:**

- The PCs overhear a conversation of very intimidated factory workers. They are too afraid to talk to anyone about the factory's products.
- A scientific storage room stores huge amounts of a synthetic element that can incinerate and quickly become plasma when exposed to water.
- The factory has a disposal where actual human bodies are disposed of and burned in the synthetic.
- A proper test range shows the PCs what the motors are actually doing: They are worn by people to make them move while time essentially stops around them. They seem highly unstable though.
- The PCs are attacked by a super-powered soldier. After three attacks, the motor explodes.

**Follow-up Adventure Ideas:**

- Someone finishes the work on the motors and becomes known as a super heroine.
- After being discovered, the company head threatens to blow up the whole city, using the synthetic element.

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**TOTALLY NOT ROBOTS****10****Robots, Singularity, Espionage**

The PCs pose as a civilian family to find out what a newly founded rogue state is plotting.

**Getting the PCs Involved:**

- The PCs are infiltrating the rogue state on orders.
- The PCs end up in the rogue state and pretend to be civilians to avoid execution.

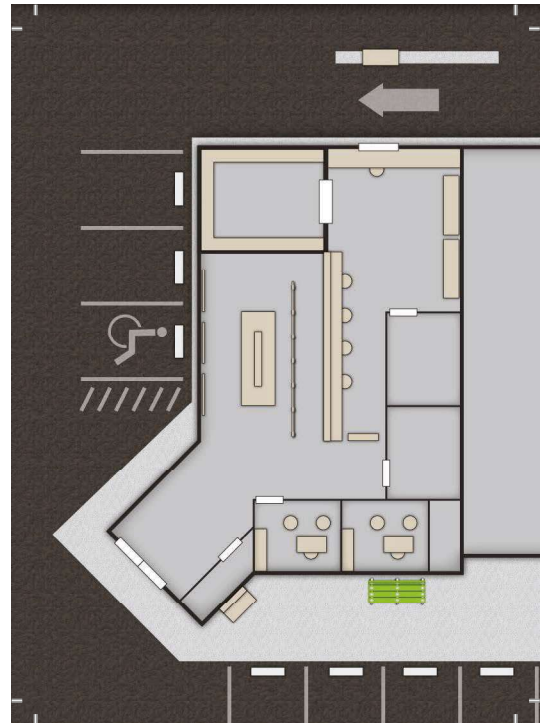
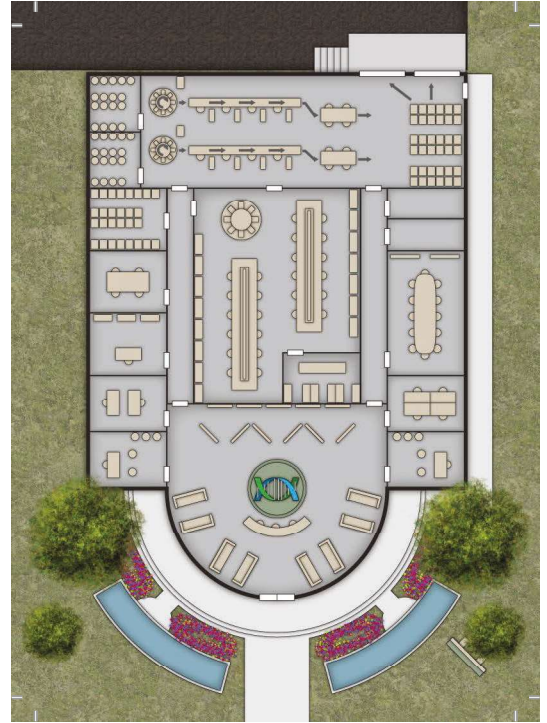
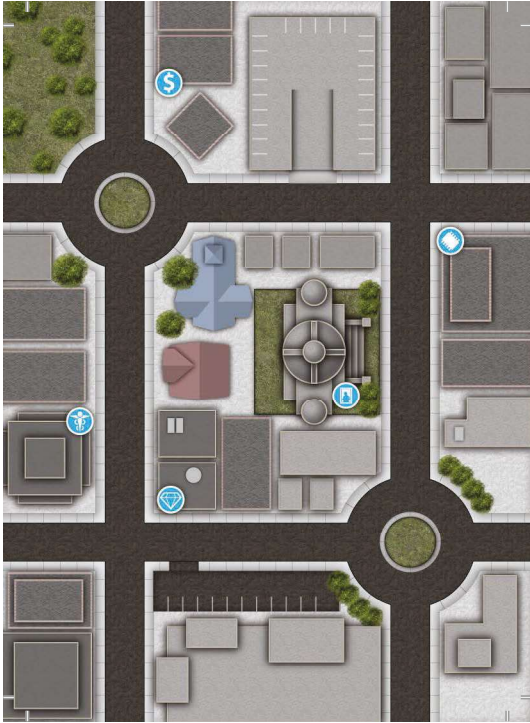
**Encounters:**

- The PCs' next door neighbor is a snitch that often appears unannounced and asks detailed questions about the PCs' former lives.
- The PCs are automatically assigned to random jobs, including sorting wires and packing plastic parts. Everything is sent to The Factory.
- Someone knocks on every door to find workers for The Factory. Pay is unusually high.
- A government official is checking the PCs' home for any suspicious items or activity.
- When shopping for groceries, the PCs meet a lot of very similarly behaving citizens, all buying the same things in the same rhythm.
- The factory produces human-like robots from human and machine parts to build the perfect army.

**Follow-up Adventure Ideas:**

- Some robots get away, developing consciousness.
- Later, someone else tries to found the same state again – are they trying to do the same thing, or is this a genuine attempt at a region's independence?

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**TOO LATE****13****Terror Attack, Drug, Antidote, Mastermind**

The PCs fail to prevent a terrorist strike that first transforms people into stone then diamond.

**Getting the PCs Involved:**

- The PCs fail to stop a major villain from escaping.
- The PCs are new in the city and witnessed the attack.

**Encounters:**

- The chemicals found on the petrified victims point to a specific pharmaceutical company. The company, however, is unwilling to cooperate.
- A Russian car spotted at the crime scene was a false alarm: They were Russian agents also trying to prevent the terrorist attack.
- After some time, the stone people transform into diamond. And one of the victims has been stolen!
- The pharma company stole the victim to experiment on it and develop an antidote. And they plan to be the sole supplier.
- The PCs are ambushed by thugs tasked to silence them. The thugs have hand-held petrification devices.
- A top shareholder of the pharma company is hiding in his abandoned diamond mine; he paid for the strike.

**Follow-up Adventure Ideas:**

- It is possible to undo the petrification, and the PCs must find someone able to do it.
- A rival villain feels challenged, so she demonstrates her scientific weapons out on the streets as well.

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**DOUBLE****12****Scientist, Clones, Investigation**

The PCs are after a scientist abducted while working on cloning. A villain wants to become immortal by having an unlimited number of clones ready.

**Getting the PCs Involved:**

- The scientist is a friend of one of the PCs.
- The PCs have caught a villain, but then see his clone out of prison.

**Encounters:**

- The laboratory of the scientist is raided. However, a pair of cloned guards stayed back to make sure no one learns about the scientist's absence.
- The PCs find the villain that kidnapped the scientist in a pretty obvious hiding spot. When they secure him, they see the actual villain flee in a helicopter.
- The villain shows up multiple times, and the PCs can never be sure which is the real one.
- The cloned villains start to commit large-scale crimes throughout the city.
- An imprisoned copy is freed by an army of like copies.
- The scientist communicates with the PCs: She built in a kill-switch for clones, triggered by a specific gas.

**Follow-up Adventure Ideas:**

- The villain also cloned the scientist to preserve her knowledge of cloning for his purposes.
- One of the clones escaped and starts another organization in a different city.

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**LIKE MAGNETS****15****Crime, Chase, Supers**

The PCs try to catch a villain who disappears after robbing several banks, only to find out it is a pair of twins, each with the power to teleport to the other.

**Getting the PCs Involved:**

- The PCs are in a bank when a robbery takes place.
- The villains write a taunting letter to the PCs, challenging them to catch them.

**Encounters:**

- Caught red-handed, one of the twins is chased across rooftops by the PCs, only to vanish after an impossible drop from a building.
- The culprit comes to the PCs to turn himself in. After spending some time in custody, he disappears.
- Wounds the PCs have dealt to the thief have mysteriously disappeared the next time they see him, with no trace of their previous conflict whatsoever.
- Running away from the PCs, the thief disappears and appears somewhere behind them, where his brother has snuck in the meantime.
- A seriously injured twin is joined by his brother to challenge the PCs to a final showdown.

**Follow-up Adventure Ideas:**

- One of the twins escapes from prison – rendering his brother free as well.
- It turns out they spent most of the stolen money for charity, and it is almost cruel to take it back.

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**CONFIDENTIAL****14****Investigation, Mole, Corruption**

An organization supervisor asks the PCs to investigate their boss for treason. In fact, this supervisor is from an enemy organization, wanting intelligence on the PCs' leaders.

**Getting the PCs Involved:**

- The PCs are contacted on an encrypted frequency to meet a supervisor in a secret location.
- After messing up a mission, the PCs are weirdly pardoned if they will do this in return.

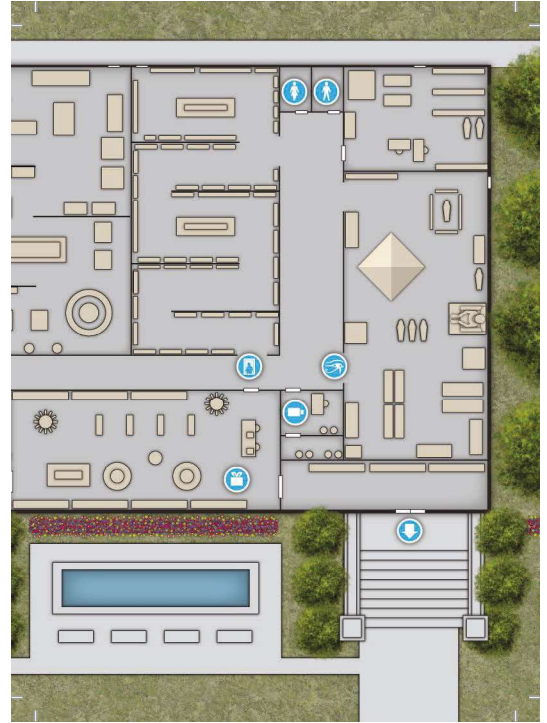
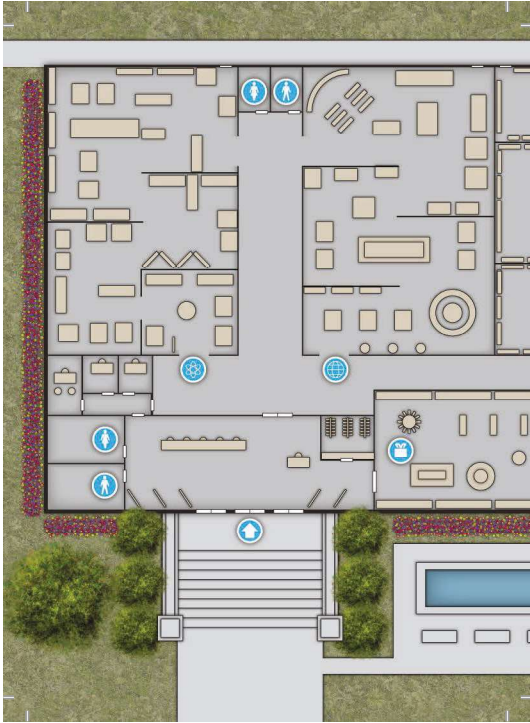
**Encounters:**

- The boss receives a secret letter. It is, however, an official letter, briefing her for an upcoming mission.
- The PCs see the boss visiting another agent in her apartment. As it turns out, the two have a love affair that is prohibited by organization policy.
- In a rented storage, the boss meets someone from the enemy organization, exchanging documents. This someone is, in fact, a mole legitimately placed in enemy ranks by the PCs' organization.
- The PCs later discover the dead body of this mole if they have told the supervisor about the meeting.
- The boss almost catches the PCs observing her.
- A true supervisor catches the PCs, and in talking to him, they discover the other supervisor is an enemy.

**Follow-up Adventure Ideas:**

- The intelligence collected by the PCs helps the enemy to plan a strike against their organization.

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**NEW EGYPT****17****Ancient Magics, Brainwashing, Museum**

A mummy shipped to a local museum turns out to be an immortal king, wanting to rebuild his empire.

**Getting the PCs Involved:**

- The PCs are asked to guard the delivery of the valuable mummy.
- A PC's relative is brainwashed by the power of the new king.

**Encounters:**

- Random strangers carry huge stone blocks that should be too heavy for them to the town square.
- Audience is held in a new stone palace on town square, where the immortal king speaks to his people, who all nod and applaud.
- The king starts to build an army with ancient weaponry. He wants them to march towards the next city.
- The PCs are confronted with a brainwashed superhero that uses all his powers to assist the new king. He tries to convince the PCs to do the same.
- Attacking the king yields no result – he is immortal, after all. His heart though is kept in a hidden cartouche, and is the key to his invincibility.

**Follow-up Adventure Ideas:**

- The king's immortality reaches further than expected – his soul still lives, looking for a new host.
- Brainwashed people have memories from ancient times that feel like they are their very own memories.

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**MUTATING MUTATIONS****16****Manifesting Powers, Uncontrollable, Alien Artifact**

All over the city, people develop super powers that eventually consume them. The powers originate from an alien artifact stored in a museum.

**Getting the PCs Involved:**

- A PC is surprised when a relative has the power to heat anything she touches within seconds, even air.
- The PCs rescue someone, only to be interrupted by a freshman superheroine that wants to help.

**Encounters:**

- An ordinary person surprises people by starting fires with her mind. She uses it to hustle on the streets.
- Everyone goes to the beach despite it being winter, as someone there is heating up air and water.
- Someone using their power overheats and explodes.
- Some people use their power for evil, melting through bank vaults and burning their enemies.
- A giant explosion occurs in the local museum. The source of it is not one of the new superheroes, but rather an alien artifact stored there that is the center of these newfound powers.
- The artifact is conscious and fights back with fiery tendrils.

**Follow-up Adventure Ideas:**

- The civilization the artifact belongs to becomes angry when it learns its heritages has been destroyed.
- One person retains her superpowers, thus learning of her alien heritage.

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**PHONE HOME****19****Alien Escape, Prevent Disaster**

A stranded alien calls for her mothership – but it seems abandoned and is crashing towards earth!

**Getting the PCs Involved:**

- The stranded alien needs the PCs' help to assemble the machinery for the call home.
- Strange sightings of a fast-approaching space vessel become publicly known, with the public expecting superheroes to do something about it.

**Encounters:**

- Parts of the approaching ship break off and crash nearby. The people need to be evacuated/protected.
- The scientists responsible for the alien's presence on earth try to recapture it to continue their experiments. They use weaponry devised from its strange physique.
- Governments plan to blow up the ship before it enters the atmosphere. The alien can tell them this will only make matters worse.
- Signs indicate that aggressive predator aliens are aboard the ship. They send some terrifying individuals down as they enter the atmosphere.
- The alien designs a device that could teleport the PCs up into the ship to try and stop it from inside. The predators are still there though.

**Follow-up Adventure Ideas:**

- The last of his kind in this part of the universe, the alien has serious problems to adapt to life on earth.

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**ON THE STRIP****18****Casino, Robbery, Super-Villain**

The card dealer, a super villain with casino-themed weaponry, robs Vegas.

**Getting the PCs Involved:**

- The PCs enjoy a boozy night in Vegas, when suddenly their casino is assaulted.
- A casino security guard asks the PCs to help her, as a new threat is in town.

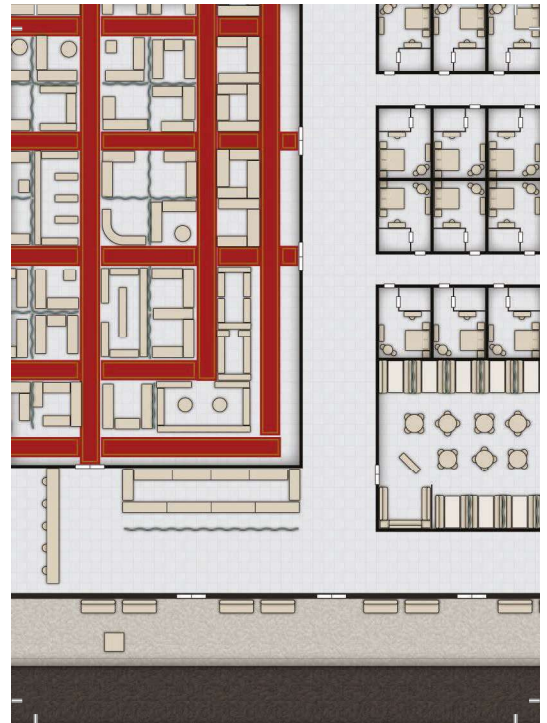
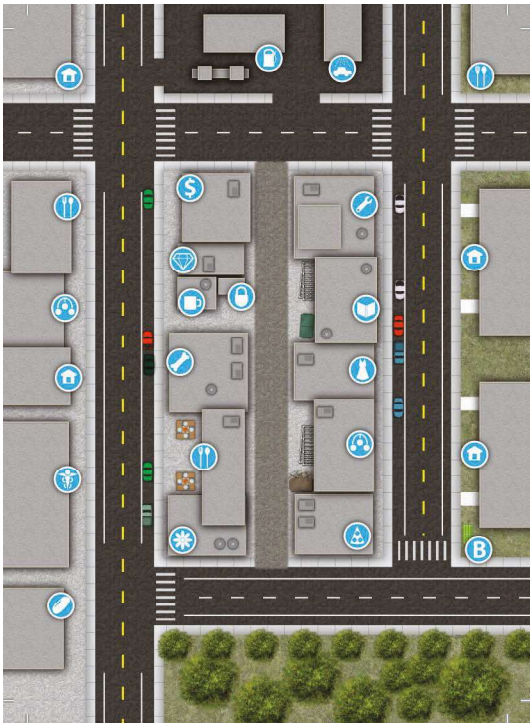
**Encounters:**

- A roulette ball jumps out of the wheel and shoots multiple people, sparing only those who bet on red 21.
- Every pair of dice that comes up with snake eyes bursts open, releasing snakes. In the ensuing chaos, the card dealer steals people's tokens.
- The card dealer shoots all heroes that attack him with a gun that randomly chooses its assortment of bullets in slot-machine style.
- A new casino appears in town, practically overnight. The card dealer offers games with the stolen token coins there—the jackpot being the powers of the PCs!
- The tokens given out at the new casino are poisoned: everyone attempting to leave the casino faints.
- In the showdown room, the PCs have to make exactly 21 steps toward the villain, otherwise he will vanish in a stream of cards that are all black jacks.

**Follow-up Adventure Ideas:**

- A PC loses his or her power – someone won the jackpot.

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**EXPERIMENT 215****21****Monster Hunt, Altered Scientist**

The PCs hunt down an escaped experimental monster, which turns out to be the transformed scientist, assessing if they will be a match for her once she turns villain.

**Getting the PCs Involved:**

- People in the streets are attacked by a mysterious monster with a torn lab coat in its mouth.
- The scientist seeks out the PCs for help.

**Encounters:**

- The PCs witness the assault of an unsuspecting couple in a dark alley. They need to balance following the attacker against helping the victims.
- A gang of mundane humans sets out to kill the beast, being absolutely no match for it.
- A hurt human turns out to be just bait the monster laid out to distract the PCs from its actual attack.
- The monster lets the PCs follow it, only to start a fight on top of a construction site's crane.
- The scientist fakes her death in her laboratory if the PCs suspect her to be the monster.
- If the monster manages to score a minor (non-lethal) victory against the PCs, the scientist reveals her true identity to them.

**Follow-up Adventure Ideas:**

- The substance that transformed the scientist ends up in a water reservoir, slowly mutating townsfolk.
- The scientist might become a major archenemy.

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**GROUNDHOG DAY****20****Sympathetic Villain, Psychic Powers**

A scientist makes a single day repeat over and over to preserve her son's last day. Only those with psychic powers notice.

**Getting the PCs Involved:**

- A PC with psychic powers notices how the same day repeats again and again.
- A superhero asks the PCs for help. She is annoyed, as this is the 11th time she has to brief the PCs.

**Encounters:**

- Whenever the day resets, all physical achievements are undone, as are all memories except those of psychic PCs. Dead people are revived.
- Another hero offers them an alien memory storage that survives the reset and helps them remember.
- Time is unbalanced throughout the city: it is faster in some areas, slower in others. The epicenter is the scientist's home.
- The scientist begs the PCs to save her son, but however she changes the situation, he will still die at the end of the day. She is not willing to stop the loop.
- The son is haunted by an alien only seen via psychic powers. It chose the boy as a host for its eggs, thus killing him. Getting rid of the alien saves his life.

**Follow-up Adventure Ideas:**

- The city is out of sync with the outside world, causing time to behave weirdly.
- Many invisible aliens are choosing hosts.

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**THE COSPLAY KILLER****23****Costumes, Mistaken Identity, Convention Hall**

A cosplayer at a convention is murdered and the killer is still at-large.

**Getting the PCs Involved:**

- The PCs might be attending the convention, as guests, regular attendees, or undercover agents.
- The victim might be wearing a costume associated with one of the PCs.

**Encounters:**

- The initial victim was killed by someone using bare hands with considerable skill, knowing how to almost instantly break the victim's neck. No fingerprints are visible, but some forensic evidence (fibers, paint traces, etc.) might point to the killer also being in costume.
- The costume the victim was wearing is a fairly popular one at the convention. Someone else wearing it is attacked, but narrowly escapes. The safe victim is able to confirm that the attacker is in costume, another popular costume at the event, in fact.
- The PCs have to search through a crowded convention hall full of people, many of them in costume, for a killer who is stalking them in turn.
- The PCs finally confront the killer, who may have another cosplayer as a hostage.

**Follow-up Adventure Ideas:**

- Was the cosplay killer "just" a serial killer or was there something more to the killing spree?

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**BREAKING A FEW EGGS****22****Crime, Gangsters, Neighborhood**

Local gangsters are threatening businesses for protection money and things are starting to get violent.

**Getting the PCs Involved:**

- The PCs frequent a threatened business or know its owner.
- The PCs are investigating (or have been asked to investigate) the increase in criminal activity.

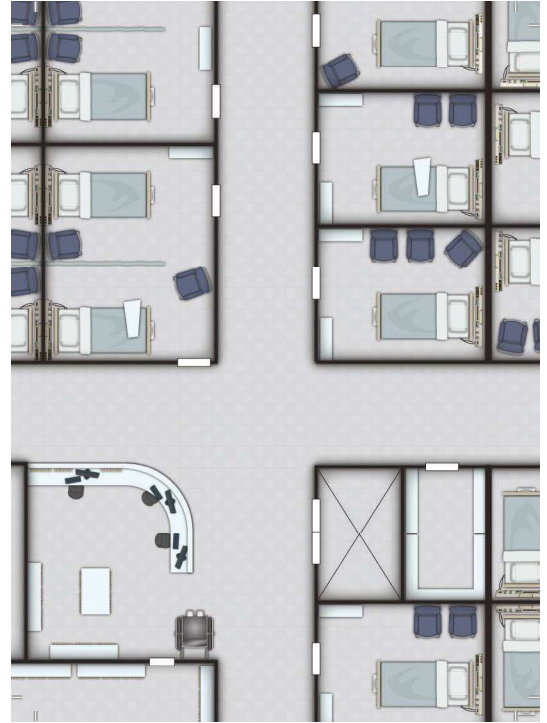
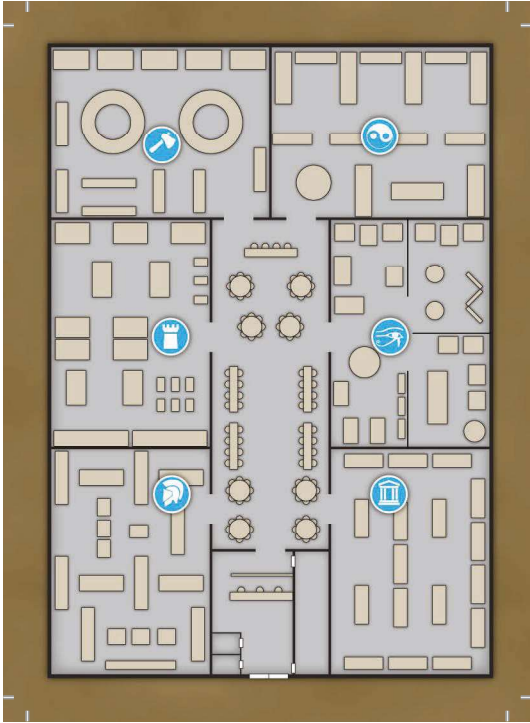
**Encounters:**

- A small group of ruffians is threatening a local business owner and the PCs have the opportunity to drive them off, but they find the victim reluctant to explain what is happening or even to talk to them.
- Another business owner disappears or ends up in the hospital and a witness (possibly a family member) tells the PCs about the protection racket.
- A group of gangsters goes into a business to bust things up and send a message to the neighborhood not to defy them. The PCs might already be on-site or hear about the incident in time to intervene.
- The head of the gang arranges a meeting with the PCs to negotiate, but it turns out to be a trap intended to eliminate them.

**Follow-up Adventure Ideas:**

- Eliminating the first gang leaves a vacuum in the neighborhood for another gang to move in, or even for a gang-war over the territory to break out.

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**DEAD DROP****25****Mystery, Cult, Tome, University**

A passerby collapses, leaving an unusual book in the PCs' hands before slipping into a coma. A fanatical cult is after the book and tries to kill the PCs to get it.

**Getting the PCs Involved:**

- The PCs happen to be on campus for whatever reason and are near the person who drops the book.

**Encounters:**

- The victim isn't carrying any identification and seems to have had it rough. The victim falls into a coma without any other apparent symptoms or injuries. The book left with the PCs is a strange occult tome of unknown origin.
- A mysterious stranger inquires about the book. If the PCs disassemble or refuse to hand it over, members of a cult later attack them.
- Cult members also go after the victim in the hospital; the PCs might arrive just as an attack occurs or hear about the victim's death.
- Research into the book turns up a series of occult rituals. One is connected to an upcoming event.
- The cult tries to lure the characters into a trap to seize the book and complete its ritual.

**Follow-up Adventure Ideas:**

- If the PCs retain the book, it might be a resource (background info, hooks) for other adventures.
- Other sects of the cult might pursue revenge.

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**DANGEROUS DIORAMA****24****History, Mystic, Possession, Museum**

The combination of ancient artifacts, an astrological conjunction, and a museum gala leads to trouble when some of the mystical artifacts possess some of the museum guests, recreating a mythical conflict!

**Getting the PCs Involved:**

- The PCs are invited to the gala, either as guests or as added security.
- The PCs are tracking one or more of the artifacts on display at the gala.

**Encounters:**

- At midnight at the museum gala, a mystic field seals off the museum from the outside world and a number of guests are possessed by mystic artifacts taking the roles of three warring sovereigns with powers of their own. Others become their lieutenants or minions.
- The factions each seize part of the museum and begin a war to eliminate each other. The PCs and non-possessed guests are caught in the middle.
- The PCs might just need to survive the night or they could have to eliminate all of the combatants. If they can remove the mystic artifacts, the possessed "sovereigns" return to normal.

**Follow-up Adventure Ideas:**

- As long as the artifacts exist, they might cause more trouble.
- The people who were possessed may experience some long-term effects.

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**THE SONS OF THE NEW DAWN****27****Terrorist Group, Briefcase Bombs, Infiltration**

The Sons of the New Dawn is an extremist group, which for years has been dwindling away to nothing. Faced with their own extinction, the Sons have decided to frame their enemies for attacks, and have secured four nuclear briefcase bombs on the black market.

**Getting the PCs Involved:**

- The PCs hear of the sale of the briefcase bombs from an underworld contact.
- The Sons attack one of the PCs, and in the aftermath one of them boasts of what is coming.

**Encounters:**

- The PCs search for leads and find that one of the Sons' commanders is performing outreach among refugees, giving them jobs as delivery people.
- The PCs find and capture him. Under interrogation they find out his charity work has been him seeking appropriate scapegoats for planned attacks. He also reveals that the bombs are at the Sons' compound.
- Scouting reveals the compound to be exceedingly well defended with heavily armed guards.
- The PCs must assault or infiltrate the compound. Once complete, they realize a bomb is missing.
- The last of the Sons is speeding towards the nearest city intent on detonating the last bomb.

**Follow-up Adventure Ideas:**

- Where did the Sons get the money for the briefcase bombs in the first place?

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**THE WAGES OF SIN****26****Crime, Vigilante, Church**

A mysterious attacker, with seemingly supernatural powers, is beating up and even killing local criminals.

**Getting the PCs Involved:**

- The Avenging Angel interrupts a conflict between the PCs and some criminals to execute the criminals before vanishing.
- One or more PCs receive omens or mystic warnings.

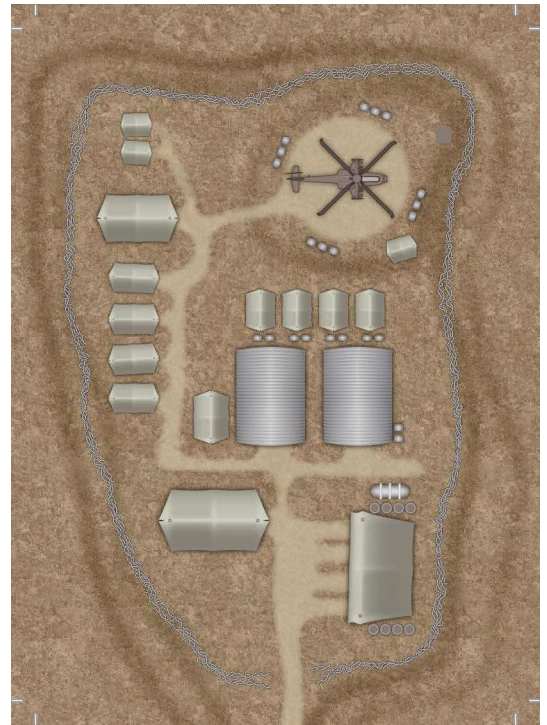
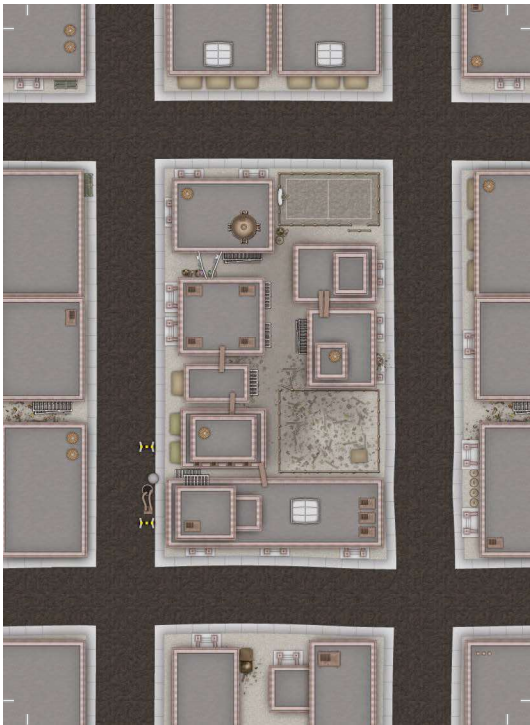
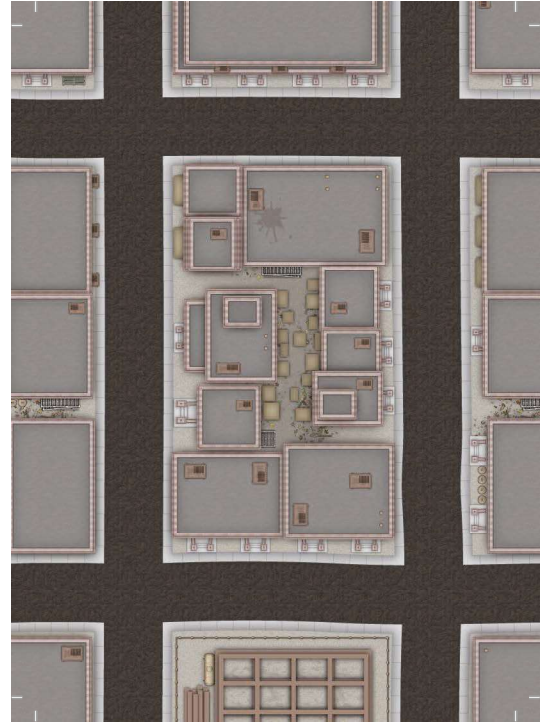
**Encounters:**

- The PCs witness a crime in progress, but a mysterious, hooded figure with a flaming sword appears and kills the criminals.
- This is part of a pattern of such incidents where an "Avenging Angel" has been fighting crime in the area.
- All of the incidents are roughly centered on St. Michael's Church, and many of the criminals' victims are congregants there.
- A young pastor at St. Michael's is secretly the Avenging Angel. Depending on the setting, he might be using high-tech for his "supernatural" powers, or he may have made a literal deal with the Devil, or he could be an agent of a "higher power."

**Follow-up Adventure Ideas:**

- A new "Avenging Angel" might find the original's power source, and the new one might or might not be "on the side of the angels."

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## PRODUCT TESTING

29

### Big Business, Human Experimentation

After several product failures, Psykonapharm needs its next drug to be a success. To test it, the company is using the homeless, but they are showing signs of mutation and some have escaped the facility!

#### Getting the PCs Involved:

- The PCs hear rumors of the beast of cardboard town, who is actually one of the mutated homeless people.
- A street contact tells them that armed medical teams have been seen in the slums searching for someone.

#### Encounters:

- Down in the slums, the PCs search for clues, but instead see a Psykonapharm snatch squad harassing the homeless looking for the lost test subjects.
- A creature erupts from the darkness in front of the PCs and rushes past them trying to escape; it is humanoid but covered in growths and tentacles.
- Chasing the creature, they find it cowering in a corner. When it hears the snatch squad coming, it explains who it is and begs the PCs to help them all escape.
- It leads them to where the other test subjects hide, and tells them of the illegal testing; as it explains, however, the snatch squad locates them.
- Psykonapharm attacks the test subject hideout. The PCs must help the mutants escape to the authorities where they can testify against the corporation

#### Follow-up Adventure Ideas:

- One of the test subjects is still unaccounted for.

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## THE DEMON DRUG

28

### Addiction, Church, Cult, Infiltration

A drug is taking the streets by storm, but some users are assailed with visions of hell. Rumors spread that the Church of the New Consecration is involved, as its members always seem nearby to induct the afflicted.

#### Getting the PCs Involved:

- One of the PC's usual contacts is now a member of the church and refuses to speak with them.
- The PCs witness someone screaming at demons.

#### Encounters:

- Checking among the down-and-out street people the PCs see a van with the symbol of the Church of the New Consecration ministering to them, passing out sandwiches and preaching their version of the gospel.
- One of the street addicts screams about demons, and the New Consecration leads the addict to the church saying that the demons will be driven off.
- After asking around, the PCs learn the drug comes from one particular dealer, who they see entering the church and then leaving with more drug supplies.
- Sneaking inside the ministry, it looks perfectly normal but the cellar seems to be the source of the drugs.
- The PCs must assault the church's drug factory, destroying the means of producing the drug and securing evidence to bring the church down.

#### Follow-up Adventure Ideas:

- The drug was created with the help of a demon; but with the church broken, it is now free of the deal.

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## ROGUE ELEMENT

31

### Coup Attempt, Rogue General

A small country has for years kept to itself and refused influence from other countries; because it was stable and peaceful no one cared. But now a rogue element in its government is starting to organize a coup, and needs to be stopped.

#### Getting the PCs Involved:

- The government hires them as deniable assets so they can defend themselves without an incident.
- A conspirator contacts them, worried about the coup.

#### Encounters:

- The PCs are to meet a contact who can give them information about the plan. When going to a meeting, they are followed. The contact refuses to help unless the tail is lost.
- The contact tells them a key general is behind the coup and he has co-opted parts of the military to help. The contact gives them info about the plan.
- Elements of the army are intending to seize an armory in the capital. Stopping the attack, or emptying the armory first would weaken the coup.
- Without the weapons the general puts his second plan in action and attempts to capture the president, seizing the palace. The PCs must rescue him!
- His plan in ruins, the general tries to escape; the PCs must stop him before he reaches his helicopter.

#### Follow-up Adventure Ideas:

- During the confusion the palace is robbed.

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## GANG WAR

30

### Intermediaries, Gangs, Scapegoats

A war between two gangs has erupted leaving many members dead and the populace in fear. Both gangs think the other started the war, but in truth a third shadowy figure is playing them off each other.

#### Getting the PCs Involved:

- They witness a street battle between the two gangs.
- The local shopkeepers ask the players to bring peace between the gangs before it ruins them.

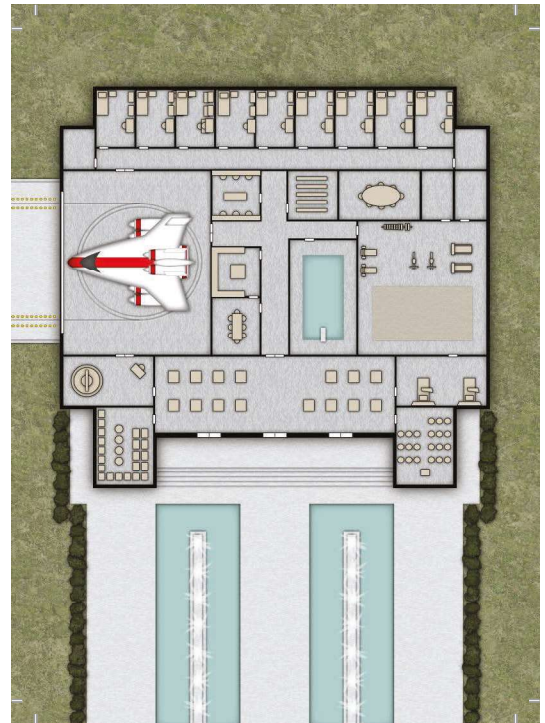
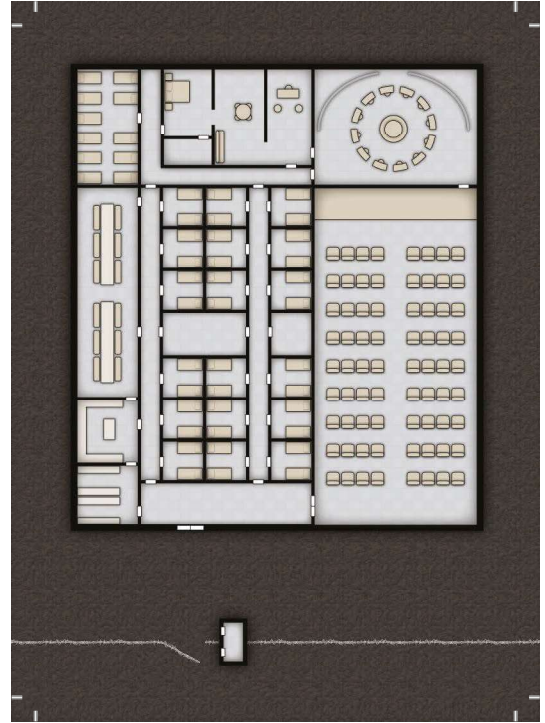
#### Encounters:

- The PCs need more information and must use their contacts to locate it. Eventually they find out the war started when each gang had a member assassinated by the other on the same night.
- To get more information, the PCs must talk to a gang member, who tells them they are getting tips from someone who knows all of the other gangs' secrets.
- As the PCs finish their meeting the other gang rushes in intent on killing their contact. Subduing the attackers is best. Under questioning the attackers reveal they were told a contact tipped them off.
- The puppet master is meeting with one gang to organize another attack. The PCs must find out where. If they could get the other gang there peacefully, they could prove he is playing both sides.

#### Follow-up Adventure Ideas:

- The puppet master's master is unhappy to have his or her plans ruined, and targets the PCs.

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## WORSHIPFUL BROTHER DOWN

33

### Cult, Infiltration, Assassination

A fringe cult has decided that Worshipful have taken over the world and has begun assassinating them. The truth however is the cult itself led by one of the Brethren is cleansing the ranks.

#### Getting the PCs Involved:

- One of the victims is a contact of the PCs who they are supposed to be meeting.
- A Brother hires them as bodyguards, but is killed before their meeting.

#### Encounters:

- Reaching the victim's house, the PCs find it open. The victim lies dead in Brethren robes. Suddenly, from the shadows, a figure in dark robes hisses a curse on the Brother and flees into the night!
- The PCs chase the assassin as it leaps with great agility from building to building trying to lose them.
- Finally the assassin enters a building—the cult's base. Inside is a trove of intelligence on the group.
- Suddenly more agile assassins attack, led by a figure in a more ornate robe. The figure flees early.
- The leader is less agile than the followers but the hideout has many secret passages to escape through. The PCs must capture them.
- The leader wears a Brethren ring, under interrogation he admits trying to clear a route to advancement.

#### Follow-up Adventure Ideas:

- Are the Brethren really trying to control the world?

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## SUBLIMINAL TERRORISM

32

### Subliminal Messages, Terror Group, Angry Mob

Threatened by the fact that the global effort against terrorism is working, a terror group has decided to make its own TV news. It uses subliminal messages turning people into sleeper agents.

#### Getting the PCs Involved:

- The PCs are involved in one of the terrorist attacks.
- The family of one of the attackers asks the PCs to prove their relatives are innocent.

#### Encounters:

- Research shows the terrorists were all fans of the new network's Outrage Hour and each attack was against a target the anchor attacked on the show.
- Watching the show, the PCs realize that subliminal messages are embedded in the show!
- The PCs locate an informant who works for the show. He confides the anchor insists on doing the final edit.
- The anchor is holding a rally nearby. However challenging him in public fails—he travels with a cadre of bodyguards and his followers are fanatical.
- The anchor becomes spooked and uses his show to target the PCs, calling them out as meddlers. People in the street start to become hostile wherever they go.
- The only way to stop the messages is to take the TV station out. The PCs must destroy the transmitter while the mind-controlled mob tries to get them.

#### Follow-up Adventure Ideas:

- The network switches to the Internet.

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## DE-POWERED

35

### Sabotaged, Alien/Paranormal Tech, Weakened

An alien/mystical device has de-powered PCs—taken away their powers or made them slower and weaker if not super-powered.

#### Getting the PCs Involved:

- The PCs have awakened an alien or paranormal intelligence during a prior adventure.
- The intelligence discovered the PCs when seeing a possible future where the PCs thwart its plans.

#### Encounters:

- The PCs feel something is different about their home base, but there is no evidence of infiltration (no locks damaged, alarm is working, etc.).
- The PCs may spot some magical/unusual energy on grainy security footage leading to the bedrooms.
- Nothing is obviously different in the area, and bug sweeping technology comes up with no results.
- The PCs feel weaker and slower if they stay in the area more than a few hours. Powers are diminished.
- Only tearing the walls apart reveals the alien/mystical device planted via means beyond our technology.
- The PCs may stay elsewhere to return to normal. If so or they find the device, the villains attack!
- If the PCs do nothing, the villains will wait, hoping someone else takes advantage of the PCs' state.

#### Follow-up Adventure Ideas:

- Can the PCs learn something (a new power or defense) from the device?

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## THE SIDEKICK

34

### Double Agent, Celebrity, Henchman

A fan of the PCs with his or her own powers asks to join the team. Actually, the "fan" is intelligence gathering.

#### Getting the PCs Involved:

- The PCs save the sidekick or the sidekick's parents.
- The sidekick starts a fan club for one of the PCs.

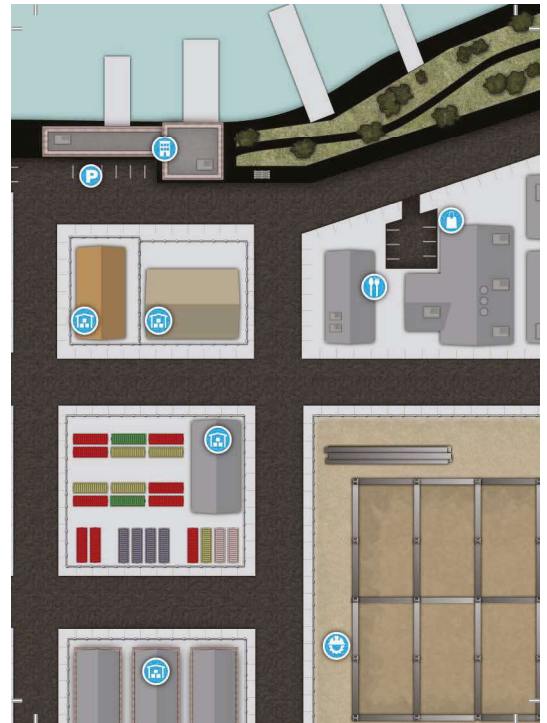
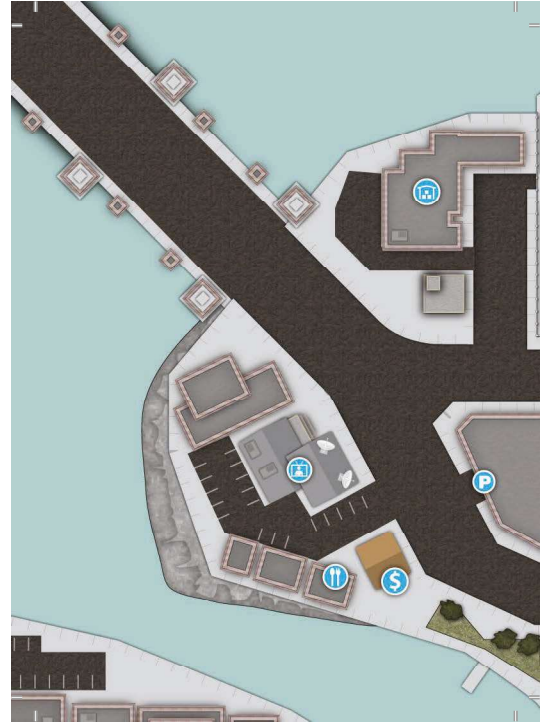
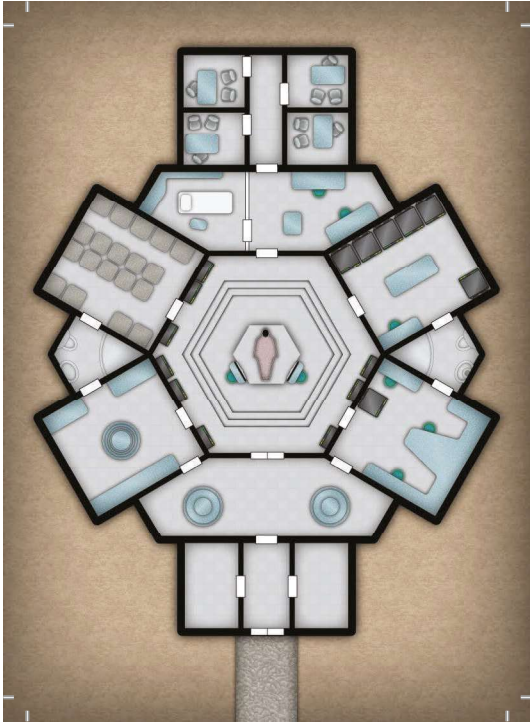
#### Encounters:

- The sidekick shows up at the PCs' base of operations offering an introduction and asking for a tour. He or she comes back every day until granted the tour.
- The sidekick demonstrates a superpower to the PCs due to some random accident. (A PC was about to fall, fails to demonstrate a power, etc.) The sidekick asks to join as a junior member.
- If allowed to join, he or she performs well on a couple missions.
- If not allowed to join, the sidekick is always showing up at different times on their missions. When the PCs are down, the sidekick steps in to help.
- Something seems odd about the sidekick. The sidekick's image shimmers or maybe a power doesn't match its description.
- If challenged, the sidekick tries to get away. If no one noticed anything unusual or did anything about it, the sidekick disappears.

#### Follow-up Adventure Ideas:

- The sidekick returns (with deep knowledge of the PCs) as part of a villain group to take down the PCs.

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**SHOWOFF****37****Publicity Stunt, Investigation, Destruction**

An artistic mega-criminal is committing grand crimes as part of a campaign of avant-garde destruction.

**Getting the PCs Involved:**

- The PCs are directly challenged by the criminal as part of the show.
- The mega-criminal broadcasts his targets to draw a crowd and the PCs hear the details.

**Encounters:**

- The criminal has set fireworks on a major bridge at midnight, which will also collapse it into the bay.
- A set of blimps drifts into town from the harbor; they trail clouds of smoke that are harmless alone, but mix into deadly toxins if allowed to cross paths!
- The criminal plants bombs at the local news station to hold the newscasters hostage and force them to read poetry in place of news.
- The criminal sets up a website that will blow up buildings based on how many hits it gets, and the PCs must disarm the buildings before curious people detonate them!
- The PCs use the evidence left behind at the scene to discover the old office building and warehouse the criminal is using for his projects, but he's rigged the place with lasers and camera-driven traps!

**Follow-up Adventure Ideas:**

- From jail, the criminal admits that he has a few projects left around. Can the PCs find them in time?

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**UPGRADE****36****New Technology, Sabotaged**

A super-villain forces an ally of the PCs to downgrade one of the PCs so they are easier to defeat.

**Getting the PCs Involved:**

- A research lab the PCs have worked with offers to upgrade the technology of a PC's weapons.
- An acquaintance/ally of the PCs offers to mystically enhance the magic or mental abilities of a PC.

**Encounters:**

- The PCs visit the lab or ally's office. The technology is upgraded in an advanced lab or the PC's magic or mental abilities increased through a hypnotic-like trance.
- The PC tests his or her abilities and all seems well.
- On their next call/mini-mission (perhaps a small-time bank robbery), the PC feels weaker and de-powered. The PCs may spot bystanders watching them intently.
- If the PCs suspect the person who did the upgrade, the bystanders (actually a super-villain team) attack.
- If the PCs go back to the lab or ally, the villains ambush the PCs while the affected PC is at his or her weakest. (The technology is completely removed, the PC is entranced, etc.)

**Follow-up Adventure Ideas:**

- Why did these villains pick the PCs?
- Who is the mastermind behind it all?

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**FRIENDLY FIRE****39****Training, Competition**

The PCs are hired to test fellow agents by tracking them and "capturing" them in a semi-friendly contest.

**Getting the PCs Involved:**

- The PCs have worked with the other agents before.
- The PCs have made a good reputation for themselves and are approached by a new group.

**Encounters:**

- The PCs are given a starting location from which to follow the new agents, and must track their movements through an old warehouse district.
- The "prey" set a series of nonfatal traps to slow the PCs down, and lead false trails to set them up.
- One member of the hunted team sacrifices himself by engaging the PCs in mock combat while his team flees.
- The PCs spot a vehicle that the hunted team is trying to find, and have the option to sabotage it or use it to bait a trap.
- One of the other agents goes a little bit overboard, and sets a trap that is actually dangerous.
- The PCs catch up to their "prey" and have to safely defeat them to "capture" them.

**Follow-up Adventure Ideas:**

- One of the other agents is frustrated at losing and starts a petty vendetta.
- Footage of the training, edited to make the PCs look foolish, is leaked online! Who did it?

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**UNDER PRESSURE****38****Blackmail, Sabotage, Investigation**

A villain is blackmailing innocent people to take part in a criminal scheme that leaves her rich and them in jail.

**Getting the PCs Involved:**

- The PCs are approached by someone more afraid of jail than of blackmail.
- The PCs stop someone from sabotaging a phone tower and learn the person is being blackmailed.

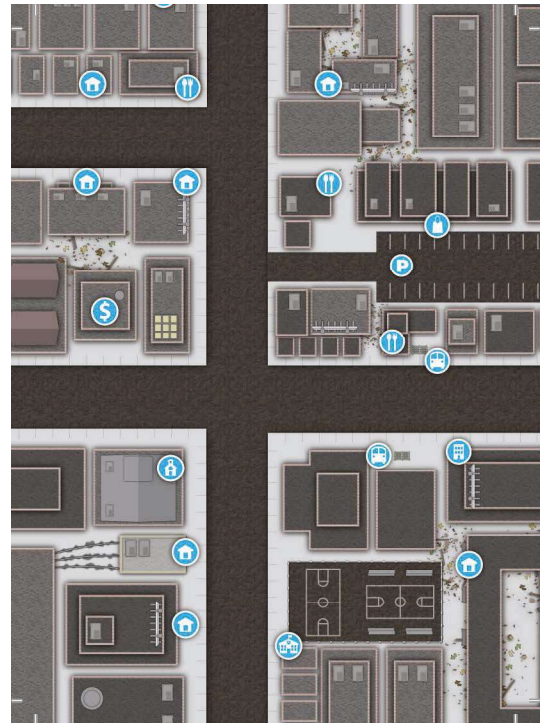
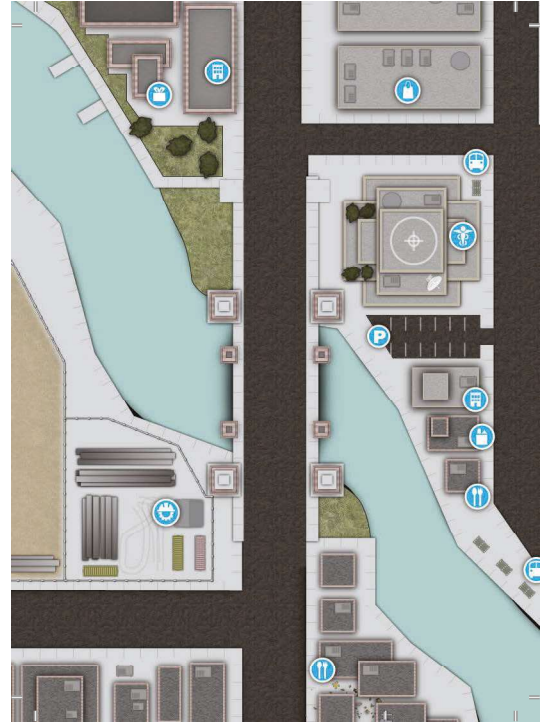
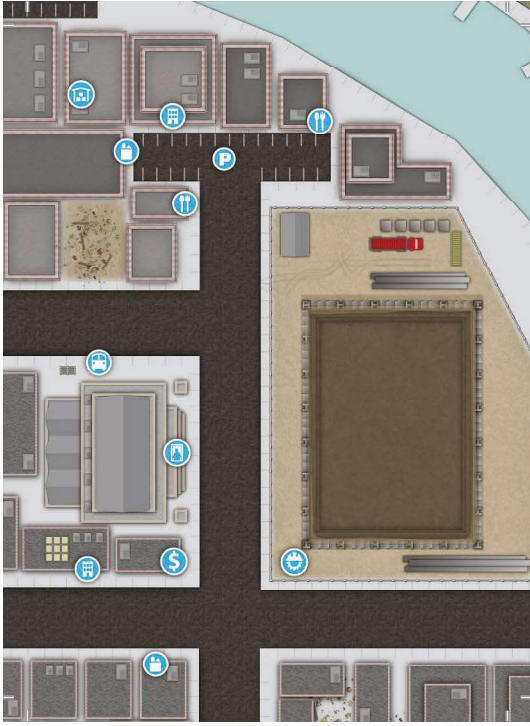
**Encounters:**

- The PCs are given a burner phone, and can track its signal to find other people being blackmailed.
- A port controller sabotages the port electrical grid before the PCs reach him, delaying shipping by days.
- A group of security guards are forced to launch a midnight raid on a shipping container, which is undefended due to it not being expected.
- A set of cab drivers have instructions to grab bags from the guards; most of them are dropping false bags at false locations, which will distract the police from the real drop-off.
- The villain arrives to claim her goods. The PCs see her.
- The PCs have to locate the villain's lair and recover her blackmail material before she can ruin the lives of all of her pawns.

**Follow-up Adventure Ideas:**

- One of the blackmailed people was secretly working with the villain, and has a new plan...

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## THE HIGHEST BIDDER

41

### Product Demonstration, Security, Guinea Pigs

The party is captured by a mechanic who wishes to use them to sell traps and security to other villains.

#### Getting the PCs Involved:

- They are defeated by an enemy or caught in a trap.
- The PCs are forced to enter a trap to save a friend.

#### Encounters:

- The PCs have to escape from a room filling with water while the Mechanic critiques their effort.
- The Mechanic unleashes a set of robot guards on the PCs one at a time, while describing how much deadlier they are in a group.
- The Mechanic deliberately gives the PCs part of an "unbreakable" code to a safe that contains a hostage. He says it will destruct if accessed incorrectly.
- The Mechanic ends the demonstration by auctioning off the ability to control the final trap that is intended to kill the PCs. They must destroy it before the auction ends!
- The PCs find a way out of the final deathtrap and confront the Mechanic in his control room.

#### Follow-up Adventure Ideas:

- The PCs run across one of the deathtraps they faced before, now in the hands of a new villain.
- The Mechanic offers testimony on earlier traps he constructed, but has demands in exchange.

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## CONSPIRACY

40

### Double Agent, Investigation

The PCs discover evidence that one or more of their allies have been bought by criminal elements, and must bring them to justice.

#### Getting the PCs Involved:

- The PCs discover payment records in the course of another investigation.
- An informant names the ally as part of his or her gang.

#### Encounters:

- The PCs track their ally, and discover him making deals with criminals under the guise of using them as informants.
- If confronted, the ally reacts with fury and demands that the PCs trust him.
- A member of the criminal group who distrusts the ally offers to trade the PCs evidence, but they will have to take out another gang member for him!
- The ally plants evidence that he is being framed and that the PCs are the ones who are corrupt.
- The media gets wind of the story. An unscrupulous reporter starts following the PCs to report on the vast web of corruption in the ally's organization.
- The corrupt ally leads the PCs and the people he worked with into a trap to get them to kill each other.

#### Follow-up Adventure Ideas:

- How many other people did the ally manage to corrupt, and what will they do now that their corruption is coming to the surface?

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## MEDDLING KIDS

43

### Investigation, (Not) Paranormal, Criminal Gang

The PCs must prove a series of apparent hauntings are really criminals using trickery to scare foes.

#### Getting the PCs Involved:

- The PCs are approached by a friend who has been threatened by strange visions.
- A desperate former rival comes to the PCs for protection from ghostly forces.

#### Encounters:

- The PCs interview a terrified and superstitious gang boss who is planning to leave town.
- The PCs research the ghosts who have been appearing, and find inconsistencies in their appearances and the circumstances of their deaths.
- A criminal's body is found on the edge of two gangs' territory, seemingly dead from a fear-induced heart attack.
- The PCs are attacked by gang members who believe that the investigations are stirring the ghosts up!
- The PCs investigate the power grid and see that someone has been hacking into it to mess with lights, but the hackers spot the PCs and try to cause power surges in their offices to shut them down.
- The PCs track the hackers back to their lair and confront the gang directly, bringing them to justice.

#### Follow-up Adventure Ideas:

- One of the hauntings didn't match the M.O. of the gang – was it a real supernatural event, or a copycat?

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## WHAT WAS YOURS IS MINE

42

### Mission Almost Finished, Theft

Just when the PCs are about to return a stolen item, another organization attempts to take it back!

#### Getting the PCs Involved:

- The PCs notice the gem, notebook, datastick, etc., is missing from a backpack, suitcase, or pocket.

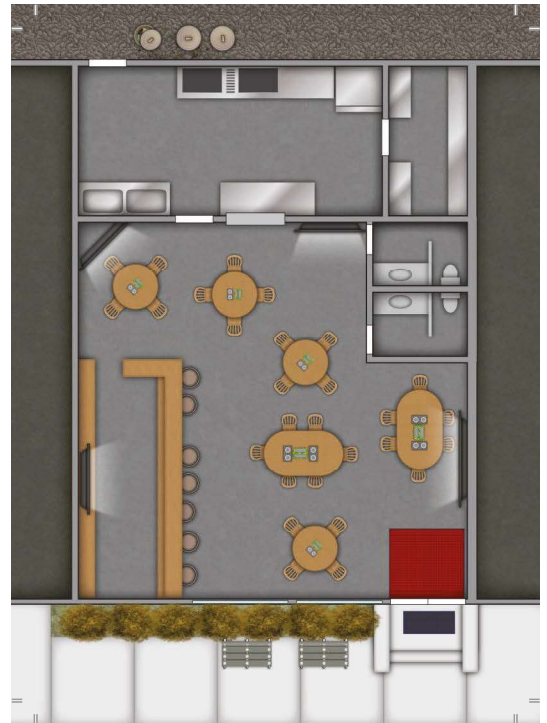
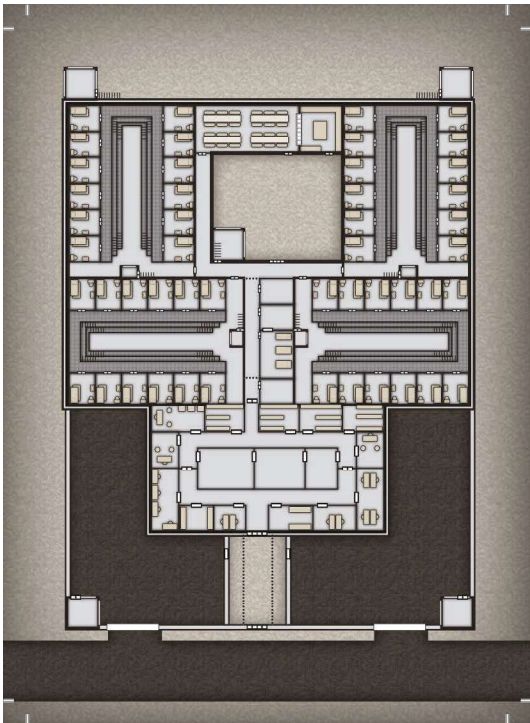
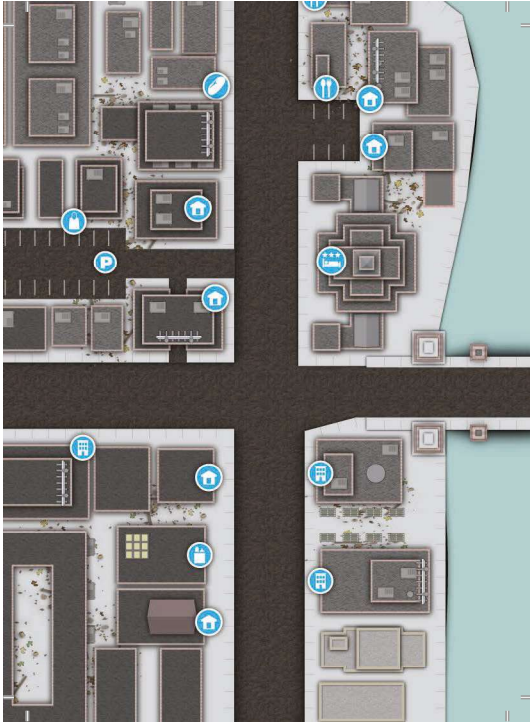
#### Encounters:

- The PCs must think back to the last time they saw the item and what has occurred since then. They'll remember a fight, but the PCs won.
- Talking to bystanders, emergency response people, or looking at video, the PCs learn the group they defeated has gone missing.
- The PCs must track down the thieves. Possible ways to find them: camera footage from a local business shows them getting in a car and the PCs can run the plates for a location; or, roughing up an informant might reveal the thieves' hideout.
- The thieves are already gone from their hideout. The PCs know who they work for, and there is one quick crossing to the thieves' home territory.
- The PCs might be able to call ahead to have authorities stall the thieves, but not engage. If so, the PCs will intercept the thieves before the other side's reinforcements arrive.

#### Follow-up Adventure Ideas:

- If the stolen item was a document or datastick, did the thieves make a copy first?

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## PETTY DEVASTATION

45

### Investigation, Small-Time Crime

A criminal is using advanced technology to accomplish petty crimes, and people are getting hurt.

#### Getting the PCs Involved:

- The PCs are called to a crime scene at a coffee shop by baffled first responders.
- The PCs see the criminal's first caper on the news.

#### Encounters:

- The criminal has stopped time around a rude barista; the PCs must figure out how to safely disarm the device holding him in stasis.
- A small army of self-replicating robots are pulling apart every car in a parking lot to make more parking spaces and lasering anyone who gets close.
- A call centre catches fire, with electrical wires bursting into flames, and the PCs have to evacuate the employees and save as much evidence of why the wires are self-igniting as possible.
- The PCs must track the criminal to his suburban home by tracing the signals his technology leaves.
- The PCs confront the criminal in his garage, and he accidentally opens a portal into space; they must stop it before the whole neighborhood is sucked away.

#### Follow-up Adventure Ideas:

- The criminal claims he found the tech in an old storage locker. Who left it, and will they want it back?
- A neighbor borrowed one of the criminal's devices, and then lost it. Where is it?

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## A HOUSE POSESSED

44

### Investigation, (Not) Paranormal, Real Estate

A two-bit crime lord/real estate developer is attempting to buy up a city block on the cheap.

#### Getting the PCs Involved:

- One PC or a close friend owns a house on the block and is seeing things move in the night.
- The city government contacts the PCs because it noticed buildings on this block are selling for 1/10th their value. It puts the PCs in touch with an owner.

#### Encounters:

- The homeowner describes strange noises heard in the night. A metal detector or careful search reveals small speakers with wi-fi in the baseboards.
- The homeowner claims to have seen items float. A suspicious van has a view of the area where it occurs.
- Lights flicker in the house at odd times.
- Pursuing the speakers with wi-fi, the PCs find they link to a computer in a nearby building. Cronies of the developer are there. If captured, they'll give him up.
- If the PCs sneak up on the van, hoodlums (including one with psychic powers) fight back and run. They too will give up the developer.
- If the PCs haven't tracked the developer, the owner gets an offer to buy the house. The developer keeps a few guards employed at his office.

#### Follow-up Adventure Ideas:

- Why this block? Is it a magic nexus? Is something buried here? Or just to build a new building?

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## TRIVIA NIGHT

47

### Friendly Contest, Set-Up

The PCs are invited to a trivia night with friends, which gets out of hand when a group of villains show up.

#### Getting the PCs Involved:

- A group of criminals the PCs arrested a while ago have allies or were recently released from jail.

#### Encounters:

- The paroled or allied villains enter the bar and try to provoke the PCs into aggression to get them thrown out.
- The trivia organizer includes an entire section of trivia about the PCs' earlier confrontation with the villains.
- One of the villains challenges one of the PCs to a drinking contest.
- Another villain uses the break between trivia rounds to try to cheat by looking at the organizer's answers.
- A completely unrelated group of drunk people start a brawl, and the villains offer to help stop it to let them finish trivia night.
- The villains offer a final challenge, with the losing team banned from drinking here anymore.

#### Follow-up Adventure Ideas:

- The villains had so much fun that they invite the PCs to another trivia night at one of their local bars, rife with crooks.
- One of the villains is arrested, and his or her alibi is that they were at trivia night! Was it a cover, or have they been framed?

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## BREAKOUT

46

### Prison, Help From Villain, Double-Cross

The PCs need the help of an inmate who has special knowledge or a unique ability.

#### Getting the PCs Involved:

- The PCs are stuck during their current quest. A letter arrives telling them a villain, if helped out of prison, will reveal the secret the PCs need.

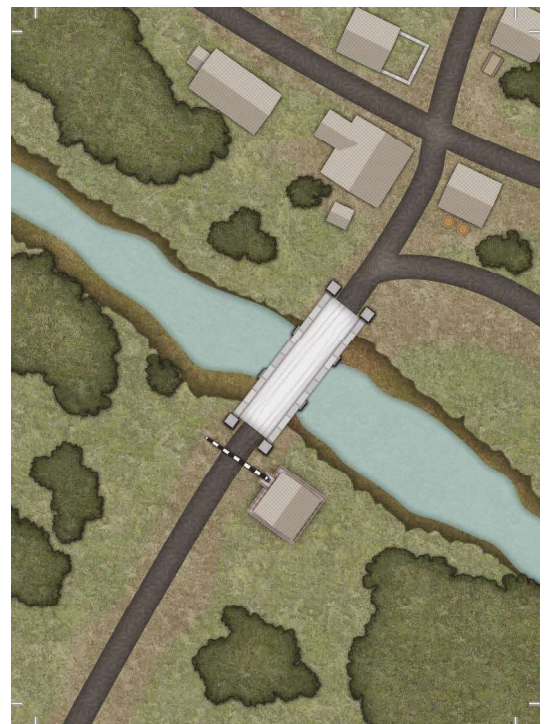
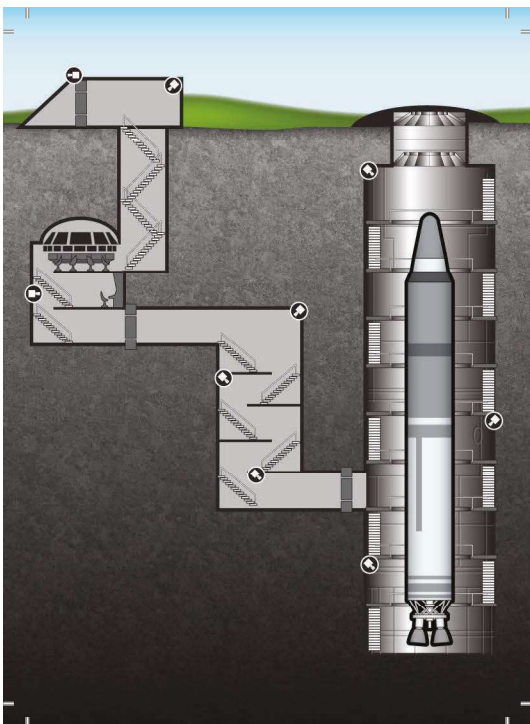
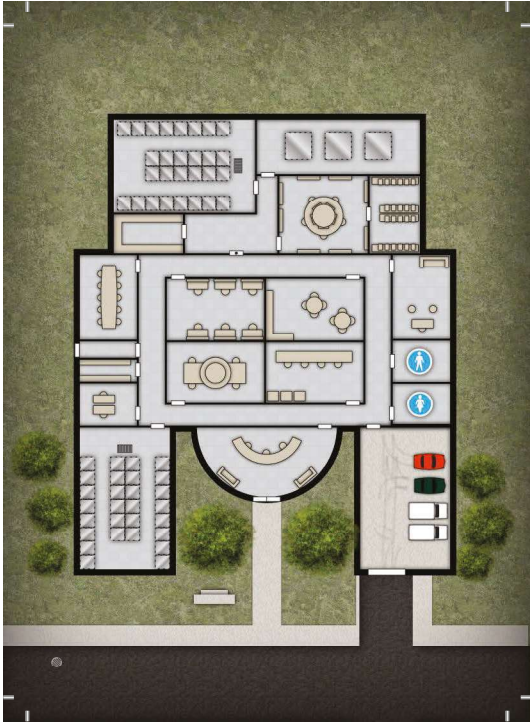
#### Encounters:

- If the PCs reason with the villain, he stonewalls. He holds firm to what he wants in exchange.
- A contact of the PCs helped build the prison and can provide plans to assist a breakout.
- The PCs can use their clout to attempt a ruse to transfer the prisoner or something like that.
- Perhaps some underworld contacts of the PCs can put them in touch with some guards who owe favors and will look the other way.
- On the other hand, the PCs could work with the warden or others in charge to create a controlled "escape" where the villain is always surrounded and recaptured once he gives up the info.
- The villain gives up the secret, then makes his true escape. He has others on the inside or outside who help. He knows of some other secret escape routes or has a special power that helps him.

#### Follow-up Adventure Ideas:

- The villain may need to be recaptured, or else he holds a special grudge against the PCs.

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## PRODUCT PLACEMENT

49

### Unconventional, Administrative Meddling

The PCs' organization signs a major sponsor, who puts restrictions on their on-the-job activities.

#### **Getting the PCs Involved:**

- Their recent fight had a lot of property damage.
- The PCs have a strong public presence.

#### **Encounters:**

- The sponsor sends a camera drone to follow the PCs and live-tweets their missions without permission.
- A determined fan of the PCs wins a contest to join them on a routine mission. They must keep him safe.
- An executive attempts to force the PCs to change their costumes to match what is marketable; the changed costumes are not combat-appropriate.
- The sponsor demands the PCs develop catchphrases or mention its product during interviews.
- The sponsor springs a live interview with a gossip magazine on the PCs.
- The sponsor asks the PCs to make bad tactical choices that are flashier or more dramatic.
- An informant the PCs use notifies them that she doesn't want to work with them anymore, because she doesn't trust their motives.
- A group of villains attacks the sponsor's headquarters to draw out the PCs.

#### **Follow-up Adventure Ideas:**

- The sponsor backs a rival team of the PCs who are more concerned with fame than efficiency.

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## INFILTRATION

48

### Capture Scientists, Shut Down Lab

The PCs discover a secret research lab and must slip in silently to avoid the owners escaping.

#### **Getting the PCs Involved:**

- The PCs have recently stopped an enemy that used experimental technology.
- The PCs have a criminal informant that could pass them information about this lab.

#### **Encounters:**

- The PCs must deal with mutated animals created by chemical leaks in the sewers.
- The PCs find maintenance workers in the sewers, and must get them out without triggering any alarms.
- The lab is protected by heavy-duty locks and automated alarms, which must be safely bypassed.
- Robotic guards are patrolling the area, but will sound an alert if destroyed.
- People are active in the garage, and the PCs must knock them out and sabotage escape vehicles.
- The PCs find the labs, and must disable the scientists inside without any of them realizing what's up and releasing dangerous viruses or creatures.
- The lab has a central control area, which has to be locked down before the chief researchers can purge their systems of evidence.

#### **Follow-up Adventure Ideas:**

- One of the lead scientists was not present when the lab was raided. Where is she?

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## IMPOSTER

51

### Extra Task, Investigation, Escape

Enemy forces attempt to slip an imposter into the PCs' organization.

#### **Getting the PCs Involved:**

- The PCs are on their way back from a hostile location, when they get a coded distress call from another agent on their side.

#### **Encounters:**

- Heading to their home territory, the PCs have passed the other agent's location but wouldn't have to backtrack too far.
- Through intermittent communication, the PCs are able to say they are nearby. But the PCs see signs that the other agent's location is being watched.
- Unless the PCs have a truly unique plan, the agent eventually must make a run for it. The enemy agents converge, but seem somewhat inept.
- The PCs do get a picture from their home base of their pickup. The likenesses match and he or she knows the codewords. However, they do misuse an idiom such as "Out of the frying pan into the stove."
- The agent also always wears gloves and seems to be avoiding people. Checking on this, the agent is avoiding people she was close with before.

#### **Follow-up Adventure Ideas:**

- The longer it takes for the PCs to realize she is an imposter, the more information she extracts.

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## 3... 2... 1...

50

### Infiltration, Hacking, Re-Patriate

An enemy intelligence agency has digitally broken into a missile silo and is testing every combination of launch code. The PCs are the closest trouble-shooter team.

#### **Getting the PCs Involved:**

- The party's handlers give them the location of the missile silo and warn the PCs that the government doesn't have complete control of the silo.
- This plot by an enemy nation was unearthed by the PCs during their most recent adventure.

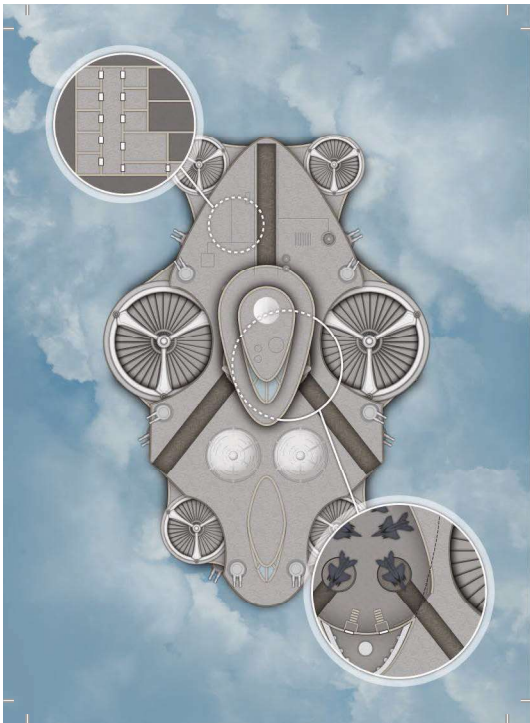
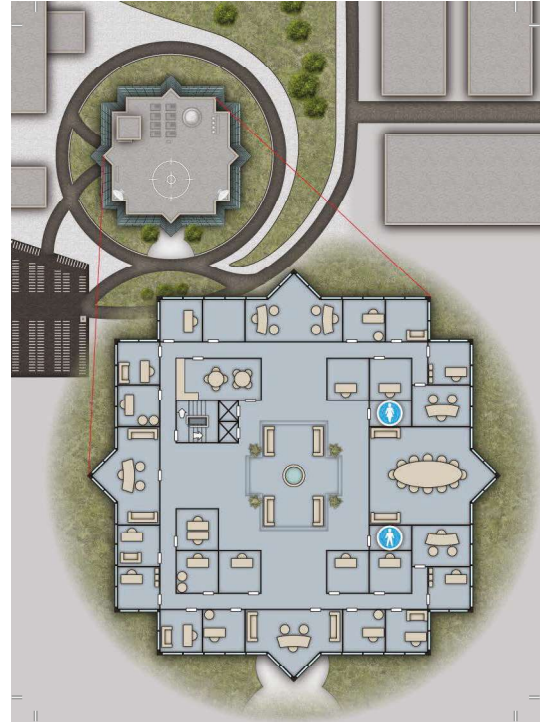
#### **Encounters:**

- The other intelligence agency is in control of the silo's defenses: the PCs make a keycard, but it doesn't work; they can't override a mobile phone dead zone; the PCs can't deactivate the electronic fence, etc.
- Once inside, the PCs see dead guards. Autonomous robots attack!
- The PCs need to hack an inner vault door. More robots attack while they attempt to break in.
- The PCs must carefully and correctly disconnect the communication wires the enemy is using. If not done correctly, the missile will launch immediately. Did the PCs take precautions against this?

#### **Follow-up Adventure Ideas:**

- Was something left behind on a server so it is easier to hack the server again?

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**FAMILY FEUD****53****Investigation, Corporate Control, Sabotage**

Two brothers are hiring criminals to seize control of their company from each other, and people are getting caught in the crossfire.

**Getting the PCs Involved:**

- The PCs are present when an attack takes place.
- An honest person in the company hires the PCs to investigate one of the early events.

**Encounters:**

- The first brother has hired fake eco-terrorists to launch an attack on company's headquarters, with the goal of injuring the security chief in the firefight.
- One of the executives of the company is blackmailed into committing fraud and then forced by the second brother to resign for it.
- A member of the board of directors is threatened by supposed terrorists and wants to go into hiding.
- The second brother has a loyal scientist steal several patents and frame one of the first brother's execs.
- An actual riot breaks out when a manager announces mass layoffs because of the damage to the company's reputation from the string of assaults.
- Both brothers hire assassins to kill the other at the same time.

**Follow-up Adventure Ideas:**

- The new owner of the company is secretly loyal to one of the arrested brothers, and tries to use its resources to free him.

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**THE PLANT****52****Infiltration, Enemy HQ, Planning**

The PCs are tasked with planting a monitoring device in an enemy's headquarters.

**Getting the PCs Involved:**

- The PCs have captured someone in the organization who will help for a lighter sentence.
- The PCs stumble on the real purpose of the building and pass the info up. This is their next task.

**Encounters:**

- The PCs go to the research division to help make specs for the device they will plant. Audio or video also? Will it send data wirelessly or will someone need to get close regularly? Encase it in something that prevents metallic detection? What about psychic detection? Each requirement increases its size.
- The worksite (framing is up, plumbing is in, electrical is underway) is under close observation. The PCs will need the help of a contact, or hack the group's list of contractors, etc., to get in without suspicion.
- The organization has some of its top people sweeping the area. The PCs may be recognized unless they take precautions. If spotted, the PCs are asked to join several agents for a talk in a trailer near the building.
- The organization is also using unconventional means (telepathy perhaps) to check on-site workers.

**Follow-up Adventure Ideas:**

- Early recordings show the PCs' own organization's headquarters is bugged.

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**INTERCEPTED****54****Capture, Escape, Overpowered**

Returning from their latest mission, the PCs' aircraft is intercepted by a much larger craft.

**Getting the PCs Involved:**

- The PCs are racing back to safe territory after stealing something from the other side.

**Encounters:**

- A ship much larger than the PCs' aircraft appears above them. An energy beam grabs hold of the PCs' jet and pulls them into a cargo bay.
- A firefight may break out as soldiers cut open the PCs' ship's door. Or the PCs may see the large force in the cargo bay and surrender. Hiding is wise, but doing so will require an amazing ability or plan.
- If captured, the PCs are taken to a holding cell. A device placed on each PC nixes special abilities.
- An attractive guard helps the PCs escape. In the middle of the night, he or she neutralizes the device and opens the bars or force shield. The PCs must quietly break out or the whole place will be on alert.
- The turncoat directs the PCs to escape pods. A firefight breaks out, and the traitor joins the escape but is hurt in the battle.

**Follow-up Adventure Ideas:**

- Did the PCs lose anything they were supposed to be bringing back from their prior mission?
- Were the enemy forces trying to place the traitor in the PCs' organization?

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