

Comic Book Adventures

Mini-Mission Book



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A Hero is Born

This series of adventures and missions is meant to give you a taste of what to expect in one of the system's full-blown adventures. This is an introductory series of missions for 1st level characters, and can be used to get your game started. The missions used here will link into the first major adventure book (Street Justice) so you can continue your story and character's history with little interruption.

So It's time to put on your mask, and fling your cape over your shoulder, and start your career as a super hero.

Getting Started

You have read the stories of the masked adventurers of the 20's and 30's, and now take your cue from these brave men and women. It's a new century and that's calls for a new type of hero. Putting together a costume of your own, you set out to make a name for yourself as a super hero, to bring light to the darkness, justice to the unjust, and safety to those in danger.

You are the first super hero in a long time to make an appearance, so many people are not sure what to make think of you as you patrol the streets. The authorities are a bit hesitant to accept a criminal as you hand them over for justice. It may take some time for the world to remember what a super hero was, but you will be a beacon for others and soon the skies will be filled with heroes.

Mission Notes

If you do not have the listed ally or contact, you may not take a mission from that contact. You must also meet all listed prerequisites to take on the missions listed.

Once a mission has been completed, you may gain any benefits listed for its completion.

Only one mission may ever be taken at a time and only one per issue may be completed.

If a result of an event on the Patrol Roll states that you may continue with the issue, you may either take on a mission, if one has yet to be taken on, or you may work on an on going investigation.

Contacts and Informants

Use the following contacts and informants to find available missions and adventures open for play with this Adventure Book.

Lou the Cab Driver

Lou is an old- time cabbie, one of the few left in the city that owns and runs his own cab. He has been around forever; some say he was once an informant for the masked vigilante known as, the Shade, back in the 40's. Now he just sits around in his cab when things are slow, watching.

To know Lou you need a Reputation rank of 1 or more.

Available Missions:

Odd Things Happening Around Here.

Office McCann

Police officer McCann is a tough cop, taking no gruff from any one, but he is also an honest cop one of the few it would seem. He patrols the streets around the Bowery and Low Town by the old docks, where all the thugs and street punks gather. He has his hands full down in that part of town, so he lets a lot of the little crimes go as long as the punks around know that he will not stand for killing and robbing old ladies.

To know Office McCann you need a Reputation rank of 3 or more.

Available Missions:

Car Theft Ring #1.

Car Theft Ring #2, May only be taken if Car Theft Ring #1 is first completed.

Chop Shop.

Officer Kennedy

A tough cop, he patrols the Old Docks and Low Town most days. While a good cop, he knows a lot of bad ones and hates the job because of it. All he can do is keep his own nose clean and turn a blind eye to what's going on. If he only had a few allies in the department, or outside the department, then he could do something.

To know Officer Kennedy you need a Law and Order ranks of 1 or more.

Available Missions:

The Dark Ones #1.

Father Thomas

Father Thomas runs a soup kitchen down in the slums of Low Town. The church of St. Jude where he works is run down, seemingly forgotten by the Church authorities. Still, he does what he can for the poor, the unclean children that live in the streets, and the drug addicts that beg him for food.

To know Father Thomas you need a Do Gooder rank of 1 or more.

Available Missions:

Missing Kids.

Case of Paul Walker

Museum Director Gideon

A scholar and historian, Gideon is an old man, as ancient as his collection of antiquities housed within his museum. He is always seeking some new item to add to the collection or holding a fundraiser to keep the city's museum open and relevant.

To know Museum Director Gideon you need a Do Gooder ranks of 3 or more.

Available Missions:

Book of Shadows, May only be taken if The Dark Ones #2 is first completed.

Little Tom

A tough kid from the tough streets, he spends his days spray paint walls and dodging street gangs. He keeps a close eye on everything but never rats anyone out.

To know Little Tom you need a Street Thug rank of 1 or more.

Available Missions:

The Dark Ones #2, May only be taken if The Dark Ones #1 is first completed.

Neighborhood Watch Member, John

John started the Watch a few years ago when he was mugged one to many times. Now he and a few friends walk the streets at night, keeping an eye on things and when the opportunity comes up, beating up a few of the street trash they can find.

To know John you need a Vigilante rank of 1 or more.

Available Missions:

The Dark Ones #3, May only be taken if The Dark Ones #2 and The Book of Shadows are first completed.

Bruno

Low-level Mob muscle, he is dumb as a board and big as a barn. Bruno knows little and cares less, as long as his boss pays him on time and well.

To know Bruno you need a Mob rank of 1 or more.

Available Missions:

Shipment Coming In #1.

Max

A midlevel fence and made man, Max has been in the mob for some time now and knows what's what:, take care of yourself first and the Mob second. He keeps himself out of the mix for the most part, does his job, and makes sure the Boss is happy.

To know Max you need a Mob rank of 3 or more.

Available Missions:

Shipment Coming In #2, May only be taken if Shipment Coming In #1 is first completed.

Missions and Adventures

General Gaming Information

If you don't not have the listed ally or contact you may not take mission from that contact. You must also meat all listed prerequisites to take on the missions listed.

Once a mission has been completed you may gain any benefits listed form its completion.

Only one mission may ever be taken at a time and only one per issue may be completed.

If a result of an event on the patrol roll states that you may continue with the issue you ay either take on a mission, if one has yet to be taken on, or you may work on an on going investigation.

Hero City

North
↑

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- 1: Star High School
- 2: City Zoo
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- 10: Jefferson Prison
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North Docks

Warehouse District

North Point

Ship Yards

The West Side

Midtown

Industrial District

Airport

Down Town

Residential Neighborhood

Jefferson Military Air Base

Low Town

The Heights

Southside Docks

The Bowery

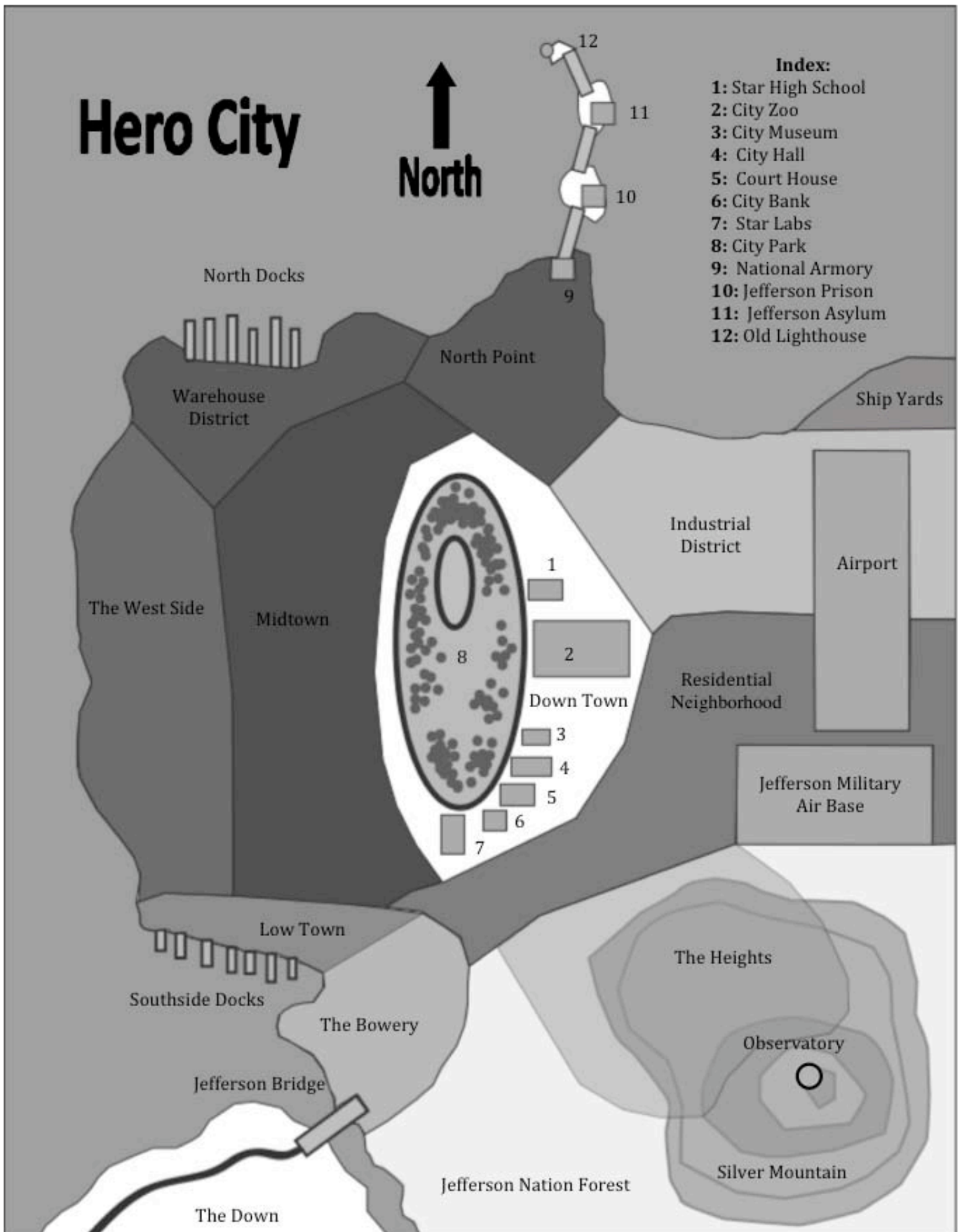
Observatory

Jefferson Bridge

Jefferson Nation Forest

Silver Mountain

The Down



Book of Shadows

Talking during a conversation with Bethany the Witch, she tells you that the creatures are called Dark Ones and are minor demons from another dimension. They have escaped their prison somehow, but just how she does not know. She sensed their presence in the city and has been seeking them out, trying to destroy their corporeal bodies, and thus sending them back to their own dimension.

She knows of someone that might be of help, the director of the city's museum, Professor Gideon.

After a few hours, the two of you stand in Gideon's office at the museum. The man is small, frail, and he wears large, thick glasses, but also seems quite smart and sure of himself.

“Well, I don't approve of the dress code you young people wear these days, but I guess I am a man of a different time. The suit and tie were in vogue when I was a young man, not capes and masks.” The man settles back and hears your tale.

“You say these Dark One's you are seeking are demons? Hrumph, I don't believe in such things..., but we do have a book here in the museum, and old, rare text, that is said to have a spell that summons demons.”

Taking you to the locked room where the book is safely stored, the old man is shocked to find the case that held the book is empty.

“I don't understand, only I and Miss. Weberly have a key to this room!”

You may make a Perception skill check to see if the door was opened by some means other than a key. The DC for the skill check is 18.

If you fail you discover nothing out of the norm.

If you are successful, (Gain 25 Exp.), you find that the door has not been tampered with, and it is clear that a key was used. A successful Disable Device skill check Vs. DC 18 will confirm this observation. (Gain 25 Exp. if successful). If Gideon does not have the book, then it must be Miss. Weberly who has taken it.

“I can't believe she would be involved in stealing the book, she seems to be such an honest woman. Then again, she has only worked here a few weeks...” Gideon admits.

Rewards:

You (And your ally) gain 100 Exp. for the mission.

Notes: You may heal any damage at the end of this mission and may continue the issue on to the next mission. If you end the issue here, though the adventure ends here and no other missions in this series may be taken up.

Car Theft Ring #1

“Look I don't get the whole mask and cape thing you got going, ask me, you're a nutcase and should get some medical treatment. I can't deny you got some abilities, though, and I can use that right now.”

“My Granddad was a cop back in the old days and he used to tell me about the superheroes, like the Shade, and the Silver Siren, so I guess I get you.”

“Been a rash of high-end car thefts Uptown. Normally I could care less about them rich folks and their expensive cars, but I think the gang responsible for these car heists is a local band of thugs, and something this big could mean that if we find the goods on them we can bring them and their boss down for good. “Course, that would take finding them and figuring where their hide out is. They got to have a chopping shop set up somewhere where they carving up the cars and selling the parts online.”

With that bit of information, you head Uptown and look for a good place to stake out, one where the thieves have been hitting a lot of cars over the last few weeks. Thieves are lazy and if they find a good place to steal cars from, they will just keep coming back to that spot until it runs dry of things to steal.

Sure enough, a few nights of staking out a high-end garage Uptown lets you spot a young man who looks out of place for the area. You are not trying to profile the guy, but a he has a bright-green hair and a tattoo that says “Born To Steal Cars.” You figure he might be a good candidate for who you are looking for. Sure enough a few minutes later, he speeds out of the garage in a bright red Porsche and speeds off. If you act fast, you can catch him and see what he has to say.

Conduct a Street Chase Event. The red Porsche will speed along just ahead of you, but should you lose them in traffic and you fail your rolls you will lose them in the confusion of cars.

Results:

If you lose the red Porsche in the crowd of cars, then end the issue and gain 20 Exp. You may pick up this event in another issue and can consider it uncompleted at this time.

If you catch the fleeing car, then you may interrogate the thief for information.

Make an Intimidation skill check Vs. DC 12.

If you fail the skill check, the thief clams up and will not talk. You can then either let him go or turn him in to the cops. (+1 Law and Order rank). End the issue and try again next time you are able to continue the mission.

If you are successful with the Interrogation skill check (Gain 25 Exp.), then the punk tells you that he only steals the cars and delivers them to a garage in the Bowery, that's all he knows. “The guy there, his name is Bruce, pays him for each car he brings in. Bruce has a list of what he wants each week and all he does (the car thief) is grab the cars and drive them on over to Bruce.”

Reward:

Gain 50 Exp. and you may then either let the punk (+1 Street Thug rank) go or turn him over to the cops. (+1 Law and Order rank).

If you completed the mission, you gain 200 Exp.

Notes: End the issue at this point.

Car Theft Ring #2

“Hum, not too bad,” Officer McCann murmurs when you bring him the news about the car thieves and the man named Bruce. “I know the garage where Bruce works at, a respectable place as far as I always could tell, owned by an old man named Smithy. I would not think that Smithy would be involved in this sort of thing, but you never know.”

You head off to do some snooping around Smithy's Garage. On the outside it looks like a dirty garage where auto work is done on old Junkers and worn-down trucks. Nothing odd.

Make a Stealth skill Check Vs. DC 15.

If you fail the skill check while sneaking around, a pair of junkyard dogs spots you as you sneak about and attack.

Junkyard Dogs

Animal, Medium, N

CR: 1/3

Exp. Award: 135

Init: +1

AC: 13

Hps: 6

Base Attack: +0

Fort: +4 **Reflex:** +3 **Will:** +1

Melee: Bite +2 (1D4+1)

Skills: Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (Scent +5)

Special: None

Strategy: Charge

Notes: If the battle with the dogs goes for more then three rounds, Bruce will come out to see what's going on. He will then take off when he spots you, and gets away.

If you are successful with the Stealth skill check (Gain 25 Exp.), you avoid the dogs and sneak on by. (Gain Equal to the dogs Exp.)

Inside, the garage looks dirty but nothing seems out of hand. Make another Stealth Skill check Vs. DC 15.

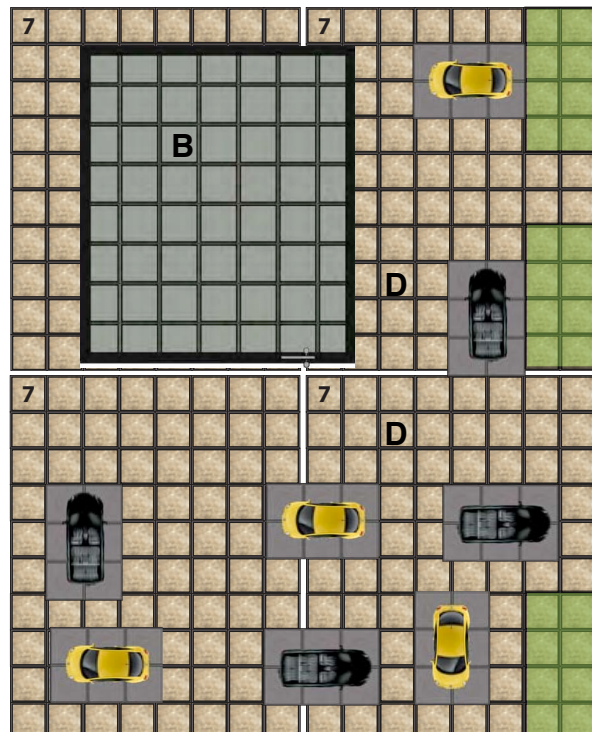
If you fail, Bruce sees you and tries to escape. Make an Escape Artist or Acrobatics skill check Vs. DC 15 to catch up to him as you dodge and jump over barrels and tool racks, otherwise, he will get away cleanly. If you are successful then gain 25 Exp.

If you catch Bruce, then he will fight.

If you are successful with the second Stealth skill check (Gain 25 Exp.), you find a hidden ramp in the back of the garage where the stolen cars are lowered down into a hidden secret chamber under the garage.

Down in this chamber you find Bruce making some notes on the cars he has in stock, several expensive cars that he is checking off his list.

Time to take Bruce down and ask some questions.



B - Bruce

D - Dog

Heroes may enter from any one of the three green areas shown

Bruce

Human, Medium, NE

Thug level 1

CR: 1

Exp. Award: 400

Init: +1

AC: 12

Hps: 8

Base Attack: +1

Fort: +1 **Reflex:** +0 **Will:** +0

Melee: Punch +1 (1D3 +1)

Skills: Intimidation +2

Special: None

Strategy: Boxer

Once you have Bruce in hand, he you can see what he knows, make an Intimidation skill check Vs. DC 16 to get him to talk.

Fail the skill check and Bruce clams up. You can turn him into the cops (+1 Law and Order rank), and end the mission without finding out any more. Gain 50 Exp.

You could instead beat the information out of him. (+1 Vigilante rank). After some blood has been drawn Bruce talks, telling you that he is just the middleman. The cars are taken at night once a month, to a chop shop on the outside of the city, in the Downs. "Some junkyard out there in the sticks. "Please, that's all I know, don't hit me no more!" Gain 50 Exp. and the mission ends as a success.

If you get Bruce to talk with a successful Intimidation skill check, (Gain 25 Exp.), Bruce tells you he is just the middle man and the real boss runs a chop shop out in the Downs, "A real dive of a place, a junkyard called Tully's." End the mission as a success and gains 75 Exp.

If you have some sort of mental mind control or telepathy that, which will allow you to dig the information out of Bruce's head, then you may use it with a successful Power Activation skill check. (Gain 25 Exp.). You will gain the same information as stated above. Gain 50 Exp.

There is no sign of Smithy in the garage or in the small apartment over the garage. He does not seem to have been here for a while; his mail is piled up on the desk.

Results:

If you completed the mission, you gain 200 Exp.

Notes: You may heal any damage at the end of this mission and then end the issue.

The Case of Paul Walker

Father Thomas has asked you to help find a missing man, Paul Walker. Seems Paul was a rich uptown man. He lived on a trust fund and gave a lot of money to Father Thomas and his cause to aid the poor.

“He was supposed to come by yesterday to drop off a donation, but never showed. I called today and his butler says he has gone missing,” Father Thomas says with some worry, “I don't care about the donation, the man is a saint and needs our help,” The priest asks.

You agree to look into the case.

Heading over to the west side of the park, you ride the elevator up to one of the city's most expensive penthouses. At the top floor you are met by an older man, Jarvis the butler. “Yes, I was going to call the police, but the letter the kidnappers left said to wait for further instructions, and not to call the authorities... or master Walker would be killed,” The butler's anguish is clear from the worry in his voice.

You ask to see the letter left by the kidnappers. It's a hand written letter from stationary found on the desk near the front door.

“Have the kidnappers contacted you with further instructions been made?” You ask.

“Yes, they just called, I am to deliver the money, ten million dollars, in cash, tonight at this address,” The butler says, handing you his hand written note of the message.

Make a Linguistics skill check Vs. Dc 18.

If you are unsuccessful, you can head off to the drop off point, which is on the North Docks.

If you are successful on the Linguistics skill check (Gain 25 Exp.), you notice that the handwriting on the kidnapper's note is the same as the message written by the butler. It is clear he is involved. You may at this point confront the butler, or let him think you are a fool and go along with his ploy.

If you confront him, he breaks down and tells you he was forced to help those despicable men. “They have my granddaughter as a hostage and told me to help them out or they would kill her. I had to let those foul men in and aid them in getting poor Master Walker out of the building,” He then tells you of the safe house they have near the North Docks.

If, on the other hand, you go along with his ploy, then head off to the drop-off point on the North Docks.

A few hours later you stand on the North Docks where you are to drop off the cash. Up ahead comes a boat, which puts in along side the docks. You are told by a masked man to first drop off the bag with the cash into the boat, and then you will be told where Walker is tied up.

If you are going along with the Butler's ploy, then you know this is all a set-up and can attack the man on the boat, taking him down with little effort. You can then ask him where Walker is being held. He spills the beans with little effort on your part, a few well-placed punches makes him sing. He gives up the warehouse where Walker is being held.

If you have no clue about the butler's betrayal, then you can either try to take out the man driving the boat before he drives off, or try to follow him in some manner.

To take him out, make an Acrobatics skill check Vs. DC 18. If you fail he drives off and you have no choice but to try to follow. If you are successful (Gain 25 Exp.), you take him down and can then ask him where Walker is being held. He spills the beans with little effort on your part, a few well-placed punches makes him sing. He gives up the warehouse where Walker is being held.

If you try to follow, or are forced to follow because your failed to capture the boat driver, make three Power Activation skill checks (Four, if you fail to capture the man driving the boat), using whatever power you have to follow the man as he drives the boat out into the waters of the harbor. (Note that if you do not have a super power to cross the water you are unable to continue with this mission.)

If you fail any of the skill checks you lose him in the night. End the issue here, as the mission is a failure. Walker is discovered dead the next day, floating in the harbor water. Reduce your Reputation -1.

If you are successful with all the skill checks (Gain 25 Exp.), you are able to keep up with him and follow him to the safe house.

Outside the warehouse you may either sneak in or burst in and make a big show of it all.

If you sneak in make a Stealth skill check Vs. DC 15.

If you are successful, you catch the thugs by surprise and may make a free round of actions before the combat begins.

If you fail the Stealth skill check, you are discovered and combat begin as normal.

If you burst in, make an Intimidation skill check Vs. DC 15. If you fail, the thugs are not all that impressed with your costume and begin combat as normal.

If you are successful with the skill check, then the thugs are taken by surprise and cowed by your threats of justice. Gain a round of surprise before the combat begins.

Thugs (x5)

Human, Medium

Thug level 1

CR: 1

Exp. Award: 400

Init: +1

AC: 12

Hps: 8

Base Attack: +1

Fort: +1 Reflex: +0 Will: +0

Melee: Punch +2 (1D3 +1)

Skills: Intimidation +2

Special: None

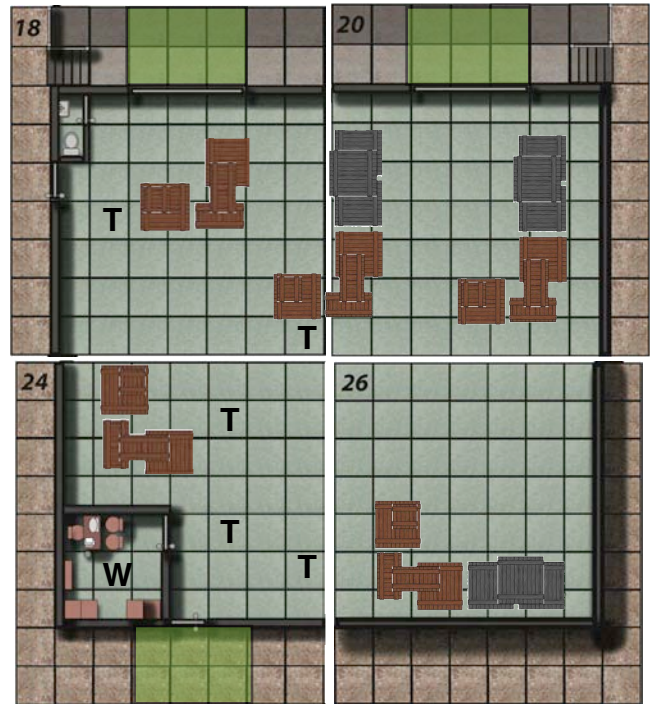
Strategy: Charge

If you are defeated by the thugs you may spend an Hero Point as normal.

If you defeat the thugs you find Walker tied up in the back.

Reward:

End the Issue here and gain 300 Exp. (For you and your allies) and +1 Reputation.



T - Thug

W - Walker and the Granddaughter

Heroes may enter from any one of the three green areas shown

You may bring in a super hero ally at this point should you want the extra help. You may either use the predesigned hero that comes with this mission or make up one up of your own. If you make one up then they need to be 1st level.

Predesigned Hero:

Paladin is a masked detective in the vein of the old masked adventurers of the 20s' and 30s'. He is also on the case of Walker's kidnapping.

Add the Paladin to your list of super-hero allies at rank 1.

Chop Shop

“Hum, Smithy is missing? And the chop shop is out in the Downs..., that's way out of my patrol area. I can turn the information into the state cops, but they will take weeks, if not months, before they go check it out.” Says officer McCann after you tell him what you found out about the car thief ring.

You, on the other hand, could look into it right away.

You find the location of the Junkyard; it sits deep in the Downs, along the riverside. The place is run down and piled high with tall stacks of junked cars, all rusting and going to waste in a sea of junk and canyons of metal.

As you look around, you may make a Perception skill check Vs. DC 15.

If you fail the skill you check you spot nothing and may move on in.

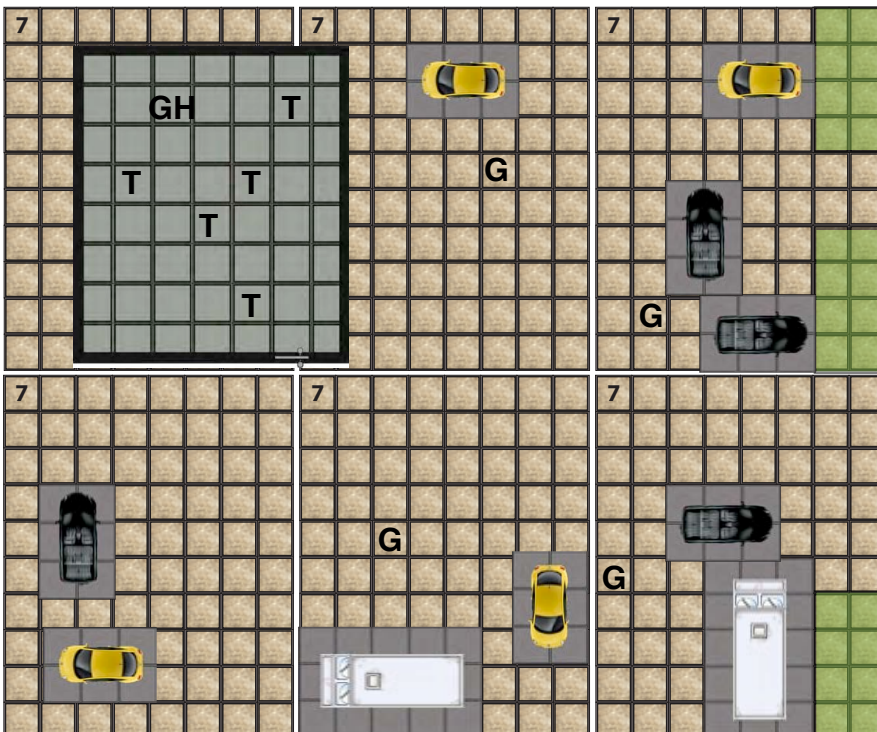
If you are successful with the skill check (Gain 25 Exp.), you spot a lookout armed with a nasty club. A few stacks of cars over you see another guard. Each guard (There seems to be four) is within shouting distance of all three of the others. You will have to either sneak by them or take out each one, one at a time, and with a single blow, or they will sound the alarm and your surprise will be lost.

If you mean to attack each guard one at a time, make a single Stealth skill check, vs. DC 14 to sneak up on a guard. Then make a single attack to take out the guard. If you drop the a guard to 0 hit points in a single round, the guard cannot sound the alarm. If thought you fail the Stealth skill check, or fail to drop the guard in one round, then they will cry out and the other three guards will run toward you, reaching you in two rounds. They will also sound the alarm for the whole yard, making it impossible for you to sneak about any further.

For each guard you successfully sneak up one gain 25 Exp.

If you take down all four guards, then you may continue to sneak about the junkyard. Otherwise, after you take down the guards out, five more men with clubs will show up ready to take your head off. Either flee and end the mission there, for the time being, or fight.

If you flee the mission and the issue as the mission is lost. When you return the place is cleared out and nothing more can be found. The mission tree ends here.



G - Guard
T - Thug
GH - Green Hood

Heroes may enter from any one of the three green areas shown

Junkyard Guards (x4)

Human, Medium, NE

Thug level 1

CR: 1

Exp. Award: 400

Init: +1

AC: 12

Hps: 8

Base Attack: +1

Fort: +1 **Reflex:** +0 **Will:** +0

Melee: Punch +2 (1D3 +1)

Skills: Intimidation +2

Special: None

Strategy: Charge

If you failed the Perception skill check to spot the guards, then continue on. If you are not trying to sneak about, then you are spotted and attacked by all four guards as they sound the alarm, and then five rounds later ten more guards will show up.

If you failed the Perception skill check, and try to sneak about, then you may make another Stealth skill check Vs. DC 18. Fail and you are spotted and must deal with the four attacking guards and then five rounds later five more will arrive armed with clubs.

If you make the Stealth skill check (Gain 25 Exp.), and you may sneak into a building at the center of the Junkyard without the guards ever seeing you.

Inside the building you find various expensive cars being broken down into parts by five men. In the corner is a tough looking thug wearing a dark green hood.

You will have to make a choice to at this point. You can confront the car thieves and try to take them all down, or flee the area and either come back with help or take the information to Officer McCann.

If you leave and come back later on with help, then see the results below...

A. If you beat up the four guards, then when you come back... There is no one at the junkyard when you arrive, and all evidence of the stolen cars is gone. End the mission and the issue. This completed the mission tree.

B. If you were able to sneak past the guards, then all is quiet and the four guards are still on duty, and the five thugs and their boss are still in the building. You may once more try attempt to sneak past the guards or take them on as detailed above.

If you mean to take the fight to them, then you may attack with a single round of surprise. All five thugs will fight you while the man in the Green Hood stands back to watch.

If you defeat the five thugs, then the man in the hood will walk over and say, "Well, it seems we have a hero in the works, I like the costume... reminds me that I should finish my own costume as well. All I have finished is the hood." He then attacks.

If you are defeated by the thugs or the Green Hooded man, then you wake up tied to an engine block near a car-crushing machine.

The man in the Green Hood stands over you and says. "Well it seems I am not the only one that likes to wear a mask, but I am the only one that will live through the night." He then turns on the crushing machine and walks away with a nasty laugh.

You may make an Escape Artist skill check to remove yourself from harm's away before you are crushed. (Gain 25 Exp.), otherwise, it was a short career as a super hero.

You may bring in a super hero ally at this point should you want the extra help. You may either use the predesigned hero that comes with this mission or make one up one of your own. If you make one up then they need to be 1st level.

Predesigned Hero:

Bounce was hired by the grand daughter of old Smithy, she wants to find out what happened to her Grandpoppy. After some investigation, Bounce has been following the clues to this Junkyard, on the same night that you have arrived. Together you make a plan to take out the thugs and the hooded man.

Add Bounce to your list of super hero allies at rank 1.

If you escape the death trap (Gain 25 Exp.), you can flee the area or try to attack the thugs once more. Reduce the number of thugs by however many you took out in the first fight and keep any damage the others may have suffered, and you and your ally may both regain 1D4+2 Hit Points, as most of the punishment you took in the last fight was light. Again, you may make a Stealth skill Check Vs. DC 15 to gain the surprise on the thugs. (Gain 25 Exp. if you are successful with the skill check).

If you flee, add the Green Hood as a super villain to your list at rank 1. When you come back, the whole operation has been cleared out and there are no clues as to who the Hood was or when where they have relocated to.

Once again, the Green Hood will stay out of the fight until you have defeated the remaining thugs. Only then will he fight you.

Results:

If you defeat the Green Hood and his men, you find old man Smithy locked up in a back room, he has been here for months as their prisoner.

Seems the Green Hood was selling the parts all around the country, but using the local mobsters to fence the cash and some of the parts. He also has had some help from cops over in the Business district, turning their backs while his men stole cars. With the evidence you have gathered you should be able to turn them in over to Officer McCann and see these corrupt cops put away along side their thuggish accomplices.

If you complete the whole mission you (and your ally if you had one) gain 500 Exp. and may increase your Reputation and Law and Order ranks by +1.

Notes: You may heal any damage at the end of this mission and then end the issue.

Green Hood

Combat Expert Lvl 1
Human, Medium, NE

CR: 1

Exp. Award: 400

Init: +4

AC: 14

Hps: 12

Base Attack: +1

Fort: +4 **Reflex:** +2 **Will:** +0

Melee: Fist +3 (1D6 +2)

Powers: Increased Attribute (Str +3)

Class Features: Combat Feat (Throw Anything),
Unarmed Strike,

Feats: Endurance, Improved Initiative, Power Attack,
Throw Anything

Skills: Intimidation +2

Special: Combat Suit (+2 AC)

Strategy: Boxer

Thugs (x5)

Human, Medium, NE

Thug level 1

CR: 1

Exp. Award: 400

Init: +1

AC: 12

Hps: 8

Base Attack: +1

Fort: +1 **Reflex:** +0 **Will:** +0

Melee: Punch +2 (1D3 +1)

Skills: Intimidation +2

Special: None

Strategy: Charge

The Dark Ones #1

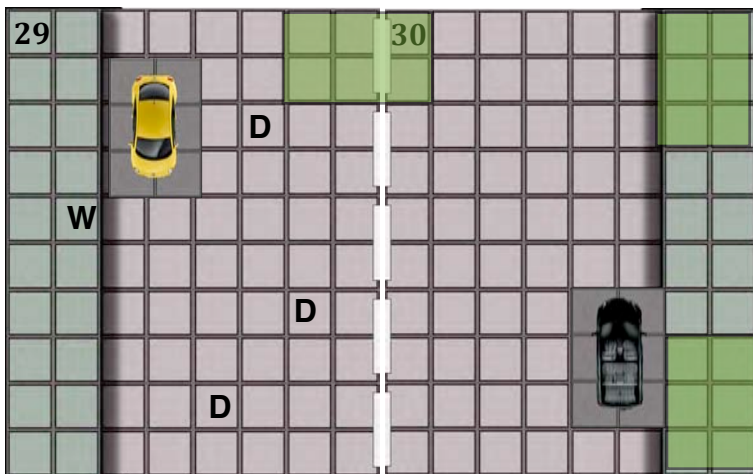
Officer Kennedy looks at you like you just crawled out from under a rock. “Look, I get the whole mask and cape thing, it really works for ya, but here's the deal, these streets are dangerous and you walking around dressed like that will just get ya killed. So do yourself and me a favor and go home.”

When it becomes clear that you mean to clean up these streets, Officer Kennedy's attitude changes. “Okay, so you are serious... well, then, check out Carter Street, some odd stuff's going on over there from what I hear.”

A few nights later you have been keeping an eye on things in the Bowery, especially near Carter Street, but nothing seems to be amiss, other then the usual muggers and drug dealers that infest this part of the city. Then you hear the scream, a woman in fear. Leaping into action you race towards the cry for help. When you arrive you find a young woman, cowering in the corner formed by an old wooden fence and the wall of an apartment building. She stands there, her purse clutched against her breast as three formless, shadowy figures slowly move towards her advancing from across the street. These things seem to drink what little light that comes from the one street lamp standing between them and the woman. It also seems colder; the night air is actually frosty even though it was a warm night earlier.

You, of course, leap into action against these shadow figures, no fear in your heart and only the thought of justice upon your mind.

There are three Dark Ones to fight.



Dark Ones (x3)

Outsiders, Medium, CE

CR: 1

Exp. Award: 400

Init: +0

AC: 15

Hps: 6

Base Attack: +1

Fort: +1 **Reflex:** +2 **Will:** +0

Melee: Cold Touch +2 (1D3, Chilled, -1 Str and Con for 1 hour)

Powers: Density Decrease 1 (Damage reduction 2/energy, weight -x1.5. Can pass through objects with 2 or less hardness. Can float 1 inch above horizontal surfaces.)

Feats: None

Skills: Stealth +3

Strategy: Sneak

After you defeat each of the shadow figures, they seem to melt into the street itself, a moan coming from their formless lips.

In the confusion of the fight, the young woman has fled.

If you are defeated by the things you may spend a Hero Point. You wake up a few hours later, chilled to the bone, the corpse of the woman laying near by.

Rewards:

You gain 200 Exp. for the mission if you defeated the Dark Ones. Otherwise, you gain nothing.

Notes: You may heal any damage at the end of this mission and end the issue. If you end the issue here however, the adventure ends here and no other mission in this series may be taken up.

D - Dark One

W - Woman

Heroes may enter from any one of the three green areas shown

The Dark Ones #2

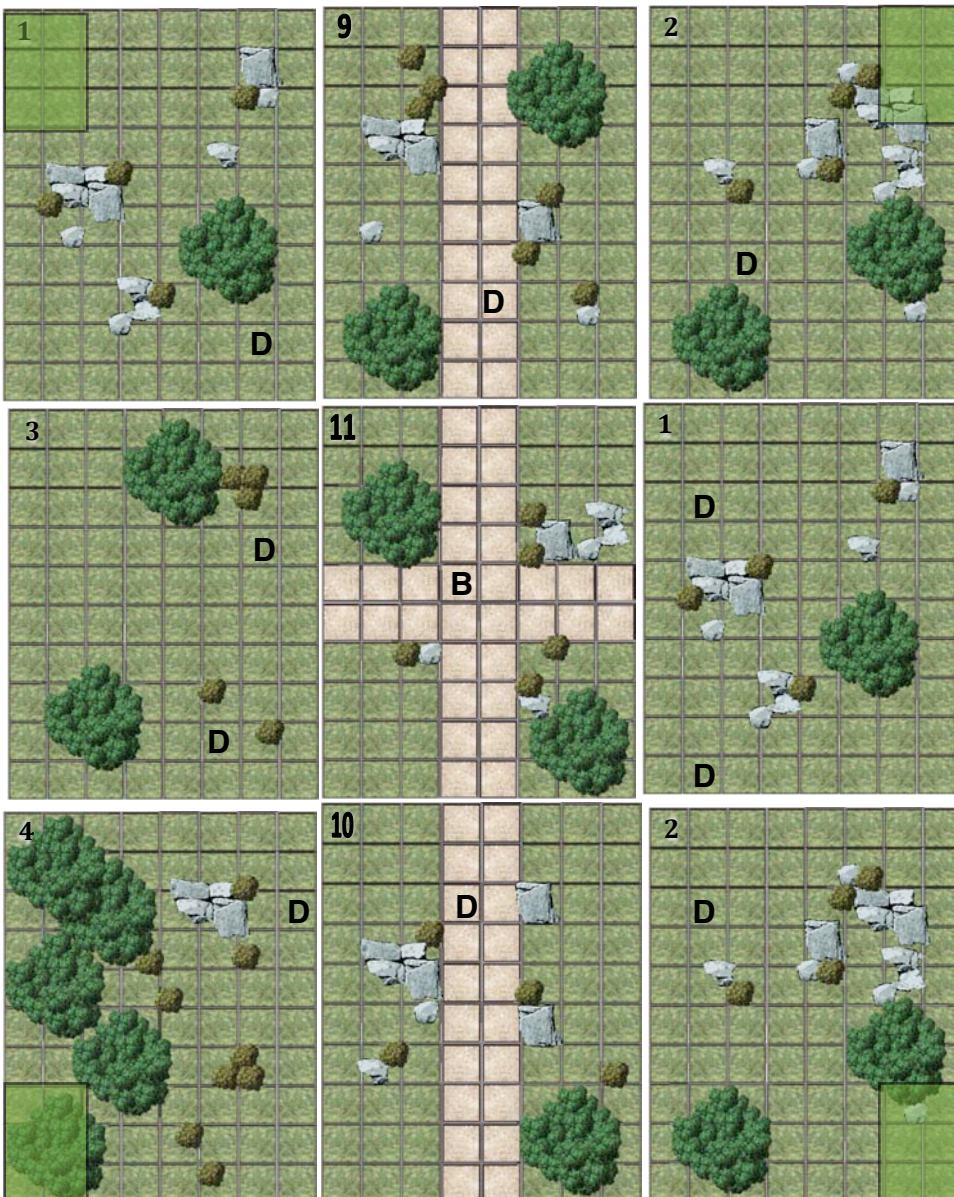
You have been keeping a close eye on things near Carter Street after the encounter with the shadow monsters a few nights ago, but all seems to be quiet once more. Taking a look down near the old park, you see a several of the shadow creatures, sliding up out of the ground, formless and dark, just like before. You can feel the temperature drops, as they appear, ten of the things this time, all surrounding the a terrified boy.

You may bring in a super hero ally at this point should you want the extra help. You may either use the predesigned hero that comes with this mission or make up one up of your own. If you make one up then they need to be 1st level.

Predesigned Hero:

Bethany the Witch has been looking for the escaped Dark Ones for weeks, and finally has found them in the seedy side of town. Now she also seems to need some help in fighting them when she runs into another super hero, you.

Add Bethany the Witch to your list of super hero allies at rank 1.



D - Dark One
B - Boy

Heroes may enter from any one of the three green areas shown

There are ten of the creatures this time around, but you have help it seems, so you leap right into the battle.

Dark Ones (x10)

Outsiders, Medium, CE

CR: 1

Exp. Award: 400

Init: +0

AC: 15

Hps: 6

Base Attack: +1

Fort: +1 **Reflex:** +2 **Will:** +0

Melee: Cold Touch +2 (1D3, Chilled, -1 Str and Con for 1 hour)

Powers: Density Decrease 1 (Damage reduction 2/energy, weight -x1.5. Can pass through objects with 2 or less hardness. Can float 1 inch above horizontal surfaces.)

Feats: None

Skills: Stealth +3

Strategy: Sneak

After you defeat each of the shadow figures they seems to melt into the street itself, a moan coming from their formless lips.

The young boy's name is Little Tom. When questioned he says he has seen the things a few times, but never this close. He thanks you for saving his life, a bit of hero worship in his young eyes.

If you are defeated by the creatures, you may spend a Hero Point. You wake up as the things turn away from you, heading towards the boy once more. As the terrified child tries to run away they grab at him. You struggle to stand, but rise you do.

Regain 1D4+2 Hit Points (Both you and your ally) and enter the fight once more. Reduce the number of Dark Ones by the number you defeated in the last battle. You may, of course, flee the area, leaving the boy to his fate, but that would be un-hero like and you lose all your Reputation.

If you are defeated a second time you fall to the ground dead, your career as a hero over before it really started.

Rewards:

You (And your ally) gain 200 Exp. for the mission.

Notes: You may heal any damage at the end of this mission and end the issue. If you where unable to defeat the shadow creatures then this mission tree ends here.

The Dark Ones #3

Taking Weberly's address from Gideon, the two of you head for the museum assistant's apartment building, which is down in the Bowery. "Odd residence for an expert on ancient books to live, down here with the poor and desperate," Comments Bethany the Witch, her upper north-side upbringing showing. You remind her that the poor and desperate are here by circumstances, not by choice.

If you say so you replies as you two arrive at the apartment building.

As you try to enter the building, a big man in camouflaged fatigues steps out of the front door, a base ball bat on at hand and a Neighborhood Watch cap pulled down on top of his large head."

"Can I help you two?" He asks, the bat held a bit higher.

"We are here to look up a Miss. Weberly, in apartment 2 C. She has some questions to answer about a theft from the city museum," You say.

"No one, lives in 2 C," The man replies bluntly. "Been vacant for a few weeks now, ever since the old man that lived there died." The man tells you. "My name is John, captain and the only member of the local Neighborhood Watch." He says this with a bit of pride.

"Look, if you two think something strange is going on around here, I can't deny it, I have seen some odd stuff of late." He says as he leads the two of you up to the second floor of the building, "So we might as well have a look in the old man's apartment, although I don't know what you are going to find, the daughter cleaned the place out a week ago."

Opening the door with his super's key, John leads the two of you into the now empty apartment. These is little to see, but Bethany the Witch wrinkles her nose. "Someone has been practicing magic here, I can smell it."

Just then, ten Dark Ones rise up out of the floors and out of the walls, attacking the two of you. John yelps and runs out the door as soon as the fight begins.

Dark Ones (x10)

Outsiders, Medium, CE

CR: 1

Exp. Award: 400

Init: +0

AC: 15

Hps: 6

Base Attack: +1

Fort: +1 **Reflex:** +2 **Will:** +0

Melee: Cold Touch +2 (1D3, Chilled, -1 Str and Con for 1 hour)

Powers: Density Decrease 1 (Damage reduction 2/energy, weight -x1.5. Can pass through objects with 2 or less hardness. Can float 1 inch above horizontal surfaces.)

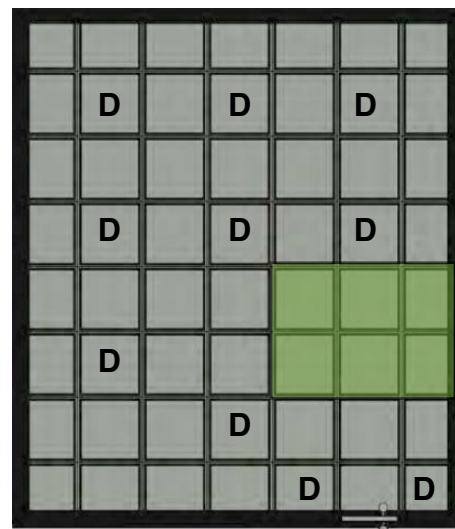
Feats: None

Skills: Stealth +3

Strategy: Sneak

D - Dark One

Heroes start from green area shown



You may bring in a super hero ally at this point should you want the extra help. You may either use the predesigned hero that comes with this mission or make up one of your own. If you make one up then they need to be 1st level.

Predesigned Hero:

Bethany the Witch has been looking for the escaped Dark Ones for weeks, and finally has found them in the seedy side of town. Now she also seems to need some help in fighting them when she runs into another super hero, you.

Add Bethany the Witch to your list of super hero allies at rank 1.

If you are defeated by the creatures, you may spend a Hero Point. You wake up as the shadows turn away from you...they must be going after Bethany. You struggle to stand, but rise you do.

Regain 1D4+2 Hit Points (Both you and your ally) and enter the fight once more. Reduce the number of Dark Ones by the number you defeated in the last battle. You may, of course, flee the area, but that would be un-hero like and you lose all your Reputation. And then end the issue and the mission tree here.

If you are defeated a second time, you fall to the ground dead, your career as a hero over before it really started.

If you win the battle, after you defeat each of the shadow figures they seem to melt into nothing when they are defeated, a moan coming from their formless lips.

“Well, that was fun,” Says Bethany the Witch with a smile.

Taking a look around, you may make a Perception skill check Vs. DC 15.

If you fail you find nothing other than a few loose pieces of paper in the back room.

If you are successful with the skill check (Gain 25 Exp.), you find a hidden latch on the wall in the back room. Make a Disable Device skill check Vs. DC 16 to open the hidden safe. (If you have Strength of 19 or more you can pry it open with your bare hands, or use some other power that will get it open. Make a Power Activation skill check to get the safe door open using a power.)

If you are unable to open the safe door you will just have to deal with the situation without what's behind the thick safe walls.

If you are successful in getting the door open (Gain 25 Exp.), you find a bunch of papers and odd drawings. Bethany the Witch says they are magical in nature and reads them to her self. She tells you after a pause that the papers reveal the old man's name was Willard, and he was a member of some cult called the Elemental Lords. It seems he left their ranks some years before and was practicing magic on his own.

“There is also a spell to banish the Dark Ones for once and for all,” Bethany confirms, “If I can just get close to the source that summoned them, the Book of Shadows, the very book that was stolen from the Museum, I can end this.”

Looking at the loose papers found on the floor you find that it is a manifest from a moving company, with an address where the furniture from the apartment was to be delivered, a small estate out of the Heights.

“I bet we find our Miss. Weberly, the book, and old man Willard's stuff all at this estate,” Offers Bethany as she heads out of the apartment.

Rewards:

You (And your ally) gain 200 Exp. for the mission and a Reputation rank of +1.

Notes: You may heal any damage at the end of this mission and may continue the issue on to the next mission. If you end the issue here, though, the adventure ends here and no other missions in this series may be taken up.

The Goblin (An Event)

Occurs on Issue #5

News comes in that some crazy madman is rampaging downtown, causing all sorts of trouble. Might be a job for you to deal with.

Once you arrive downtown you find the cops have cordoned off three blocks of Downtown, near City hall and the Courthouse. The Officer in charge tells you to stand back, "This guy is crazy and powerful." He then takes a look at you and understands that crazy is the word for the day.

You leap over the barriers and head toward the sound of cars being thrown about; sure you will find your foe there.

When you turn the corner you see a huge man, dressed in a green jump suit with big bat like ears. He has a car in one hand and is yelling about past due traffic tickets.

"You want me to pay these tickets, I will show you how will I pay these tickets!" He bellows, as he throws the car into the front door of city hall.

Best to deal with this guy fast or he might cause more damage.

If you have any hero allies you can bring one or all of them into this fight, might need them. You may of course make u to three characters of your won, but make sure they are all 1st level.

If you don't have any hero allies, or need more (You can have up to three this event), then add any of the following.

Bounce, Male Acrobat Elastic powers

Maxx, Male Brick

Tiger, Female Combat Exert

Paladin, Male Detective

Bethany the Witch, Female Energy Manipulator

Any ally you don't already have may be added to your ally list at rank 1. Any ally that you do have may add +1 to their rank.

The Goblin

Human, Large, CN

Brick Lvl 4

CR: 4

Exp. Award: 1,200

Init: +0

AC: 14

Hps: 40

Base Attack: +3

Fort: +6 **Reflex:** +1 **Will:** +1

Melee: Fist +10 (1D3+7)

Powers: Super Attribute (Str, 24)

Class Features: Basher

Feats: Cleave, Endurance, Over Sized Throw, Power Attack

Skills: Intimidation +3

Special: Armored Costume +4 AC, Str of 24

If you are defeated by the Goblin, reduce your Reputation by -2 as it is caught in T.V by new screws. You wake up though laying in the rubble of the battle as the Goblin stomps off.

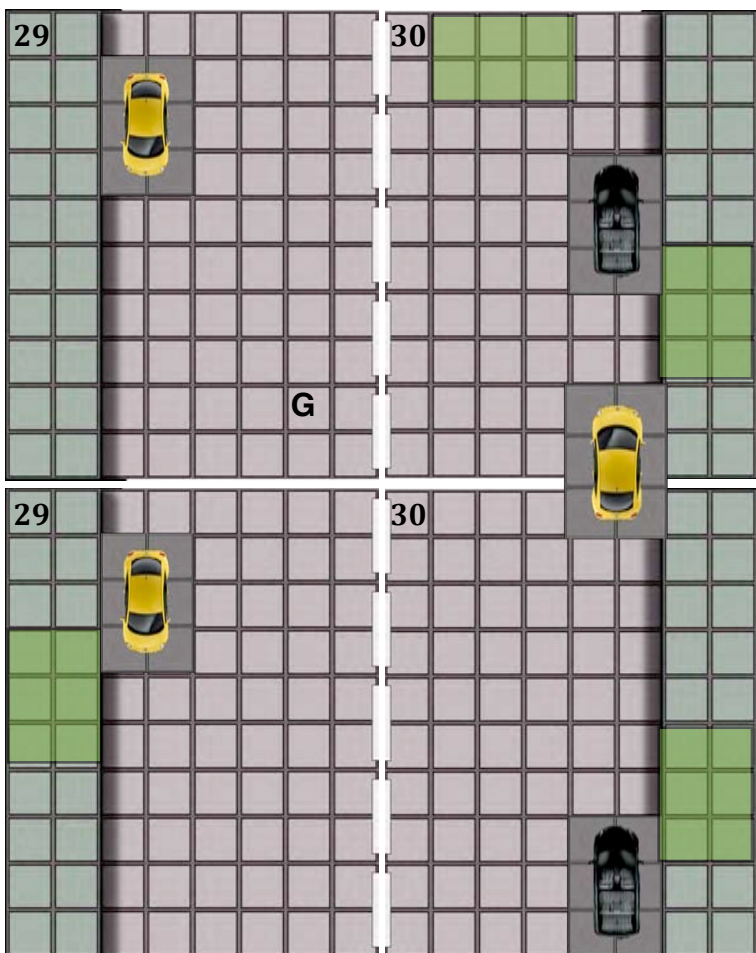
If you defeat the Goblin then you gain +2 Reputation.

Rewards:

You (And any allies) gain 200 Exp.

G - Goblin

Heroes start from any of the green areas shown



Missing Kids

“I have tried everything, but the cops won't help out and no one else seems to care.” Says Father Thomas, with some frustration in his voice. “I have heard about you and your exploits these last few weeks and thought if anyone can help it might be you.”

You assure the old priest that you will do what you can to help.

“Thank you and bless you,” Thomas offers as he pulls himself back together. “These kids around here, they have no one to look after them. Most are homeless or have a home they don't want to go to at night, and so they hang around here. I feed them and give them clothing when donations allow. Still, it's not much, but when you have nothing a little is a God send.”

With a deep breath he motions you to follow him as he continues leading you through the old church. “Three days ago, two of my little flock went missing. These two siblings, a sister, Tina, and her little brother Juan, have not shown up for three days. They are always here, bright and early every day. Their dad's long gone and their mother is a hopeless drunk, pardon my bluntness, so they come to the church each day for food and a place to be safe.”

Outside the back of the church the father priest leads you on. “Normally they play with the other children in the park across the street.” He says as he points to the small rusted playground equipment sitting in the middle of a weed cluttered vacant lot. “The Park,” the kids call it. I do not have the heart to tell them it's just a lot, used to be a liquor store until it burned down a few years ago. I got the play ground equipment for cheap from the school district as they were going to throw it away.”

Walking across the street, the two of you see a few dirty children climbing all over the rust and bare metal of the jungle gym. The Priest calls them over to talk.

“Children, this is a super hero and will help us find our lost friends,” He tells assures them.

You ask some questions but the kids are afraid of you and your mask, so it takes some time to get them to open up. Seems there is a story among the kids that a pirate buried his treasure in an old abandoned foundry near by, but all the kids are afraid to go there. “Got ghosts and such in there,” One small kid says. “Juan though said he was not afraid and left the playground, his sister chasing after him. That's three days ago.”

Seeking out the foundry, you see nothing out of hand, but it's a big place, and has a lot of places in which two little kids could get hurt or trapped in. Going in, you look for any sign of them.

Make a Perception skill check Vs. DC15.

If you fail the skill check you see nothing and move deeper into the crumbling factory; but in the end you can't find anything. Finding nothing ends the mission here, the kids never seen again.

(Gain no Exp. and end the mission; the mission ends here.)

If you are successful with the skill check (Gain 25 Exp.), you see some small tracks in the dust on the floor. Could be the two kids you are looking for.

Make a Survival skill check Vs. DC 17 to track the two kids to where they have gone.

If you fail this skill check, you can move deeper into the building, but the deeper you go the more dangerous it gets. Roll 1D20 and on a roll of 15+ one of the walls falls in on you, doing 1D10 damage, and trapping you under the bricks and rubble. If you have a super power that can get you out (Or a Strength of 19+), then use it with a successful Power Activation skill check. (Gain 25 Exp.). You may also try to make an Escape Artist skill check Vs. DC 20 to wiggle your way out of the rubble. (Gain 25 Exp. if you are successful). Fail either of these and you die there, alone and desperate. So ends your career as a super hero.

You can also spend a Hero Point to escape the rubble.

If you are able to escape the rubble or successfully track the kids, you find that they have crawled into an old boiler deep in the factory and the door has jammed shut.

You can try to make a Disable Device skill check Vs. DC 18 to get the door open, or use a super power or Strength (At least 19+) to pry open the door. Make a Power Activation skill check to accomplish this. (Gain 25 exp. if successful on either skill check.).

If you are unable to get the door open you will have to report the kids' location to the fire department and wait for them to arrive, which may take several more hours. Still, the kids will be alive.

(End the mission and the issue and gain 100 Exp.)

If you are successful and open the door, then you lead the kids to safety and back to the church and the loving arms of Father Thomas, who thanks you profusely.

Rewards:

You gain 500 Exp. for the mission and +1 Reputation.

If you make a Perform skill check Vs. DC 16, you can get the media involved and have them there when you arrive with the kids, dirty, but safe, and you the hero for all to see. If you are successful with the skill check, gain +1 Do Gooder rank.)

Notes: You may heal any damage at the end of this mission and then end the issue.

Odd Things Happening Around Here

“Look, kid, I have been around forever, was a kid myself when the Shade was at his height as a super hero, back in the day that is.” Lou tells you as he hangs out the window of his cab.

“Still, I do like your mask, makes you look like a hero so I'm going to tell you a few things. First off, don't wear underwear with your costume, leaves a panty line and that's not good for your image.” He smiles.

“OK, Okay, here we go, last night, I was driving around the lower end of the South Docks and I see this odd light coming come blazing in from out of the sky. Now this ani't the first time I have seen an alien spacecraft crash-land, so I know what I'm talking about here. You listening? Hrumph!” he grumps at you, “Ok, so, if you want some super adventure, I'd go to the South Docks and see what sort of alien horror crawled out of that space ship.”

With that Lou drives off into the night.

You, of course, head off into the night as well, towards the South Docks. A short time later you are standing on an old pier looking into the waters of the sea, trash and oil slicks riding the water below you. No alien horrors in sight, or a space ship. Seems the old man was pulling your leg. As you turn to leave, however, you hear an odd sound, sort of like a radio being tuned in.

Turning, you see a female like figure holding onto the mooring pillar under the dock where you are standing. She seems hurt, or lost, hanging on to the old rotting rope for dear life.

Helping her out of the water is a bit of a task as she is rather heavy, which does not surprise you when you get her on to the docks and see that she is a giant robot or some sort of android woman.

She looks at you with metal eyes of blue and says something in an odd language.

You may make a Sense Motive skill check vs. DC 12 to understand her basic meaning.

If you fail it's all gibberish to you. If you are successful (Gain 25 Exp.), it seems that she is thanking you for the help and her name is Ly-ddii Bluuu Bl-uuu, which sounds more like “Lady Blue” in English than any thing else, and it fits as she is made of a blue-like metal-like substance. So that's what you call her, Lady Blue.

She smiles a robot smile and says the name herself, in a slow manner to get it right.

She then jumps into a rambling speech about something important. As she seems agitated, but again you have no clue what has gotten her excited. Just about then there is a booming sounds and a blue light falls from the sky.

Recovering as you blink your eyes, there you finally see before you, hovering over the water, is a large robot like drone, a baneful robotic eye looking at the two of you standing on the docks. In a deep, great robotic voice it says something to the both of you. Lady Blue replies in a stern but fearful voice and steps behind you as if seeking protection.

Without warning the larger drone like robot before you raises an arm and a nasty looking laser cannon erupts from the metal plates. Whatever is going on, you are in the middle of it now as the drone fires.

Alien Drone

Construct, Large, N

CR: 3

Exp. Award: 800

Init: +0

AC: 16

Hps: 25

Base Attack: +2

Fort: +2 **Reflex:** +2 **Will:** +2

Melee: Tentacle +3 (1D4)

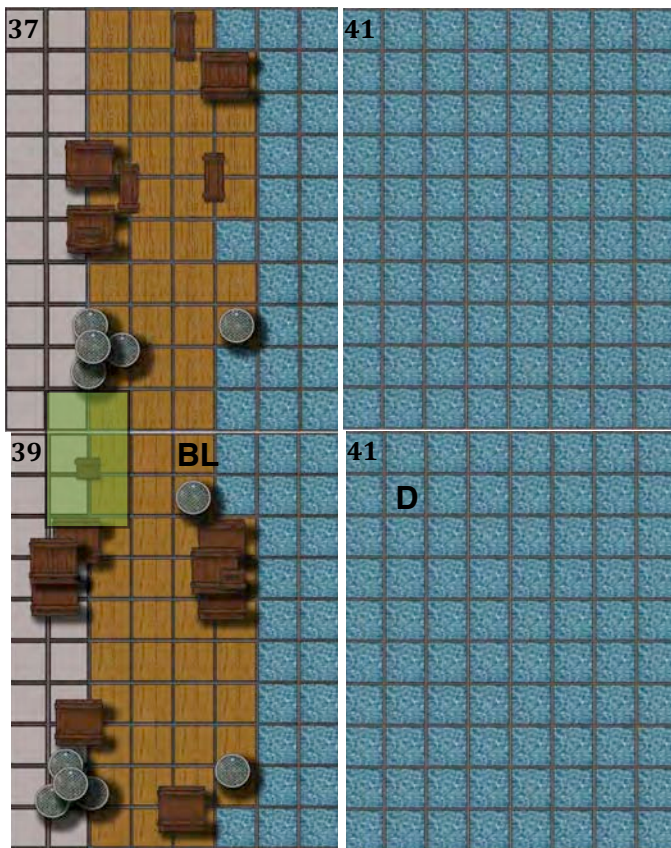
Range: Laser Cannon +2 (1D6)

Powers: Flight 2, Entanglement 2

Feats: None

Skills: Fly +2

Strategy: Sharp Shooter



D - Drone
BL - Blue Lady

Heroes start in the green area shown

You may at this point use choose Lady Blue and may add her to your list of hero allies. Together you must battle the Drone and defeat it.

Fail to defeat the Drone and you may spend a Hero Point to come to your senses as the drone grabs Lady Blue in a coil-like tentacle. You may make a desperate attack and try to save your new friend. Make a single attack against the Drone. If your score a hit, Lady Blue then attacks as well, driving her arm into the hole you just made in the Drone's armored casing. With an explosion the Drone blows up, flinging the two of you to the ground.

If you do not have a Hero Point to spend, then the last thing you see as the drone flies off into space is Lady Blue in its clutches, calling to you for help, help which that you cannot give as you perish there on the docks.

If you are able to defeat the drone, then you and Lady Blue are safe for the time being. The question then is what to do with her. If you have a public identity then it is no trouble to take her home until you two can figure things out. If you have a secret identity you may still take her home, but your secret ID is now known to her and anyone that lives with you will also know about your super-hero exploits.

You could, of course, hand her over to the authorities, but who knows what they will do to her? You could maybe take her to Star Labs. Maybe there is a scientist there that could figure out what she is saying and help out.

Rewards:

Regardless of what you do, she becomes a Rank 1 ally and the both of you gain 300 Exp. Gain a Hero Point when this mission is completed.

Notes: You may heal any damage at the end of this mission and end the issue here.

The Robot Rampage

(An Event)

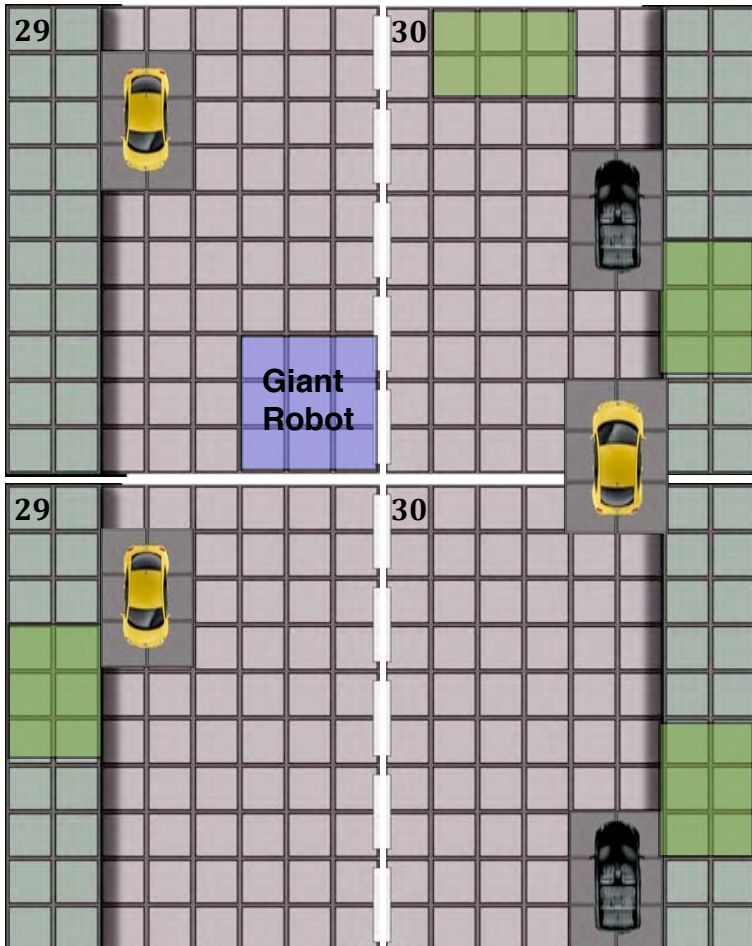
Occurs on Issue #10

A dark, misshaped figure looms over a video monitor, watching the battle between you and the Goblin. “Seems we have something new to play with.” The figure laughs in a mechanical voice. “Heroes have arrived in town, super heroes. Lets see how super they are.”

News reports are coming in that a giant robot is rampaging down by the University, the cops unable to stop its dangerous threat. Looks like a job for a super hero.

Off you race to the scene of the devastation and there you see the robot, a good 20 foot tall, ripping cars part and tossing there chases all about the place, people screaming and the police trying to get everyone out of harms way.

Best to deal with this guy fast or he might cause more damage.



Robot

Construct, Large

Energy Manipulator Lvl 4

CR: 4

Exp. Award: 1,200

Init: +0

AC: 18

Hps: 24

Base Attack: +2

Fort: +2 **Reflex:** +2 **Will:** +2

Melee: Fist +2 (1D6 +2)

Range: Energy Blast +2 (2d6, Electrical)

Powers: Large 2, Energy Blast 2 (2d6, Electrical)

Class Features: Destroyer

Feats: None

Skills: None

Special: Construct

If you are defeated by the robot, reduce your Reputation by -2 as it is caught in T.V by new screws. You wake up though laying in the rubble of the battle as the robot self-destructs for some odd reason.

If you defeat the robot then you gain +2 Reputation.

Rewards:

You (And any allies) gain 200 Exp. and a Hero Point.

If you have any hero allies you can bring one or all of them into this fight, might need them. You may of course make u to three characters of your won, but make sure they are all 1st level.

If you don't have any hero allies, or need more (You can have up to three this event), then add any of the following.

Bounce, Male Acrobat Elastic powers

Maxx, Male Brick

Tiger, Female Combat Exert

Paladin, Male Detective

Bethany the Witch, Female Energy Manipulator

Any ally you don't already have may be added to your ally list at rank 1. Any ally that you do have may add +1 to their rank.

GR - Giant Robot

Heroes start in any of the green areas shown

Shipment Coming In #1

“Look, just let me go, will ya!? I ani't no body special, I could give ya someone special, though, just let me go, okay?”

You caught this thug holding up an old lady for her social security check. Mob muscle and dumb as a board, Bruno is right, he is not all that special, and he could lead you to bigger fish.

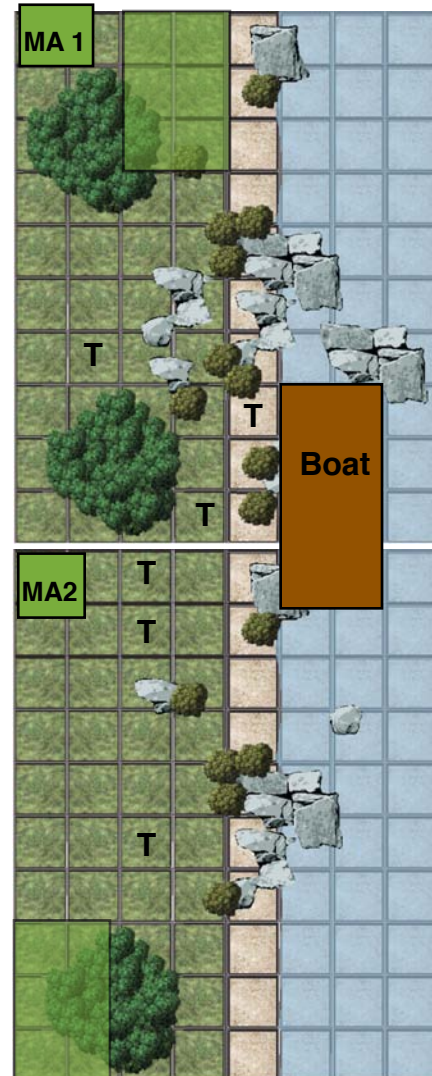
“Ya! You going to let me slip on down the road?, Cool, thanks!” He says as you turn him loose. “Look, if ya are lookin' for someone to bust, you should take a looking at this fish bait shop out on the riverside of the Downs. Tomorrow night they' is bringin' in a big shipment of stuff... you can get them all at one time.”

With that he walks off into the night, rubbing his jaw where you punched him.

The next day you are standing in a corpse of trees near the bank of the river. A small shack with the sign “Bait” over it stands before you a little ways off to the right. As you watch, a van with three men pulls up. They wait in the van until a small fishing boat rolls up the river and stops at the bait shop's small dock. Two men on the boat flash a light and the men in the van hope out, heading toward the boat.

When they meet, two of the men shake hands and an envelope, thick and, you assume, full of money, is passed to the boat captain. Meanwhile, the other four men begin to unload large wrapped bundles from the boat into the van.

Time to act.



T- Thugs

Heroes start in any of the green areas shown

If you are defeated by the mob thugs, you may spend a Hero Point to survive. After they beat you, up they dump you unconscious into the river where you wake up on the far bank a few hours after, the boat and the van long gone. End the mission and the issue then and there. End the mission tree here as well.

If you defeat the thugs, then you find that they have been smuggling in bales of illegal drugs. You of course destroy the drugs outright obviously, dumping the powder into the river to wash away. This lose will hurt this mob crew's bottom line for sure, as will having these five criminals in jail for as long time.

You can either turn these mobsters in to the authorities, gaining a +1 to your Law and Order rank.

Rewards:

Regardless of what you do, you gain 150 Exp. and a +1 Reputation.

Notes: You may heal any damage at the end of this mission and end the issues here.

You may bring in a super hero ally at this point should you want the extra help. You may either use the predesigned hero that comes with this mission or make up one up of your own. If you make one up then they need to be 1st level.

Predesigned Hero:

White Tiger was born to a mystical heritage, one that allows her to turn into the guardian beast, the White Tiger. She now uses her powers to protect the innocent and guard the weak.

Add White Tiger to your list of super hero allies at rank 1.

Shipment Coming In #2

“So you are some kind of hero, a super hero, you say? Humph, I guess that would explain the costume. Hey, it's okay, don't get all excited, I ani't making no judgments on ya, I was just saying, is all.” Max the Fence laughs nervously and says as he raises his hands in front of his face so you won't punch him.

“Look, I'm just a little fish in a big pond, you don't want me. I would not do well in jail, I have a condition.” He says as he covers his mouth and coughs extra dramatically. “I can though, give you a big fish... if you want to make a name for yourself.”

“There's this new crew of made guys, come up from the south a few months back, been making a name for themselves of late, running drugs, rackets, you name it, they are into it.” Max tells you as he leans over the glass counter in his pawnshop.

“Look, they are storing their drug in a warehouse down by the docks in Low Town. You go to this address and you will find more than enough to put these boys away for a long time.”

Later that night, you arrive at the warehouse to find it full of thugs, with and some short guy barking orders. The place is full of crates and the like, but near the back is a trap door in the floor where they stash their drug shipments. These are the same thugs you beat up a few days ago, seems they are already out of jail. These mobsters must have some connections in the police department to be walking the streets so soon after you turned them in.

Well no time to waste here, best break this operation up.

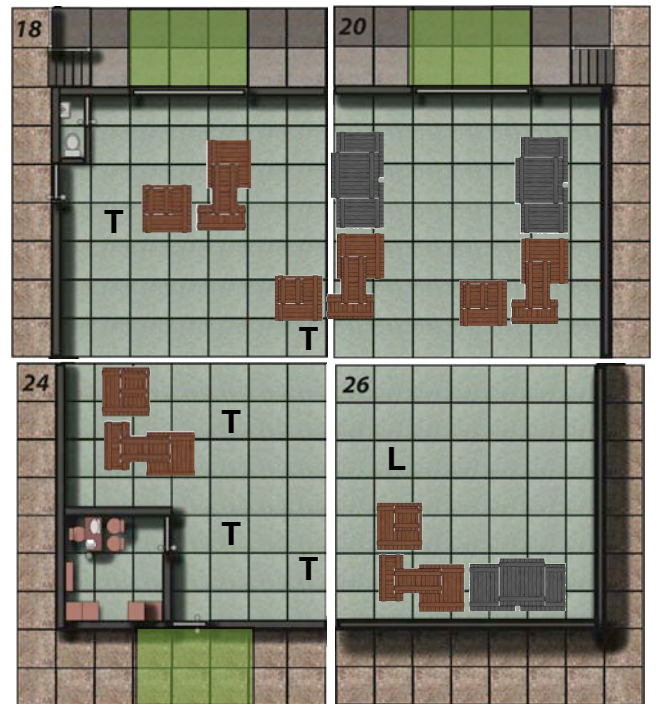
There are five thugs and Lefty from the Mutant Mafia.

You may bring in a super hero ally at this point should you want the extra help. You may either use the predesigned hero that comes with this mission or make up one up of your own. If you make one up then they need to be 1st level.

Predesigned Hero:

Maxx is a mutant, but he has not let that hold him back. He is strong and intends to use that strength to make the world a better place for everyone. To that end he has been investigating the local drug dealers and has found that one of the main supplies is a group runs operated by some hood named the “Boss”.

Add Maxx to your list of super hero allies at rank 1.



T- Thugs
L - Lefty

Heroes start in any of the green areas shown

Mob Thugs (x4)

Human, Medium, NE

Thug level 1

CR: 1**Exp. Award:** 400**Init:** +1**AC:** 12**Hps:** 8**Base Attack:** +1**Fort:** +1 **Reflex:** +0 **Will:** +0**Melee:** Punch +1 (1D3 +1)**Skills:** Intimidation +2**Special:** None**Strategy:** Charge**Lefty**

Human, Medium, LE

Combat Expert Lvl 4

CR: 4**Exp. Award:** 1,200**Init:** +2**AC:** 23**Hps:** 37**Base Attack:** +4**Fort:** +6 **Reflex:** +3 **Will:** +1**Melee:** Chainsaw Attachment +10 (1d8+6, DC 14
Fortitude save or target bleeds for 3 damage/round)**Powers:** Natural Weapon (Bleeding, Minor Item) 3 (3
PP)**Class Features:** Unarmed Strike, Bravery, Combat Style
(Weapon Mastery), Maneuver Training**Feats:** Well Equipped, Power Attack, Cleave, Great
Cleave, Cleaving Finish, Combat Reflexes, Dodge,
Weapon Focus (Chainsaw)**Skills:** Climb +8, Drive +9, Intimidate +8, Survival +7**Combat Gear** Cybernetic Left Arm (Super Attribute
(Strength) 2, Deflection 3, Wall-Crawling 1), Cyber
Armor (Armor 5)**Other Gear** Cybernetic Baboon Heart
(Regeneration 1)**Strategy:** Boxer

(See core book for details on Lefty)

If you are defeated by the mobsters then you may spend a Hero Point to survive. You (And your ally if one is there) wake up to find yourself standing on the docks, chained to blocks of cement, and the mobster Lefty stand laughs mockingly near by.

“Well, I guess we got ourselves some heroes. Well here' is what happens to heroes when Lefty is around.” He then kicks the two of you into the water of the harbor.

You may make an Escape Artist skill check vs. DC 18. If you fail the roll you can try again at +2 to the DC. Fail the second try and you drown, your career as a hero over before it really began. If you are successful (Gain 25 Exp.), you get loose from the ropes and aid your ally in his escape, both of you swimming up to the water's surface, but under the docks where the mobster cannot see you. Both of you re-gain 1D4+2 Hps, as the beating you took before was rather light in severity.

You may then take the battle to the mobsters once more, or ore or wait for a better time to deal with them. If you re-enter the fray, then reduce the number of mobsters by the number you defeated in the last fight and Lefty's Hps. by the amount he lost in the last battle.

If you wait until you are fully healed and ready to go, you must wait until the next night and start all over again, the same number of mobsters resent along with Lefty. If you are defeated again, the mobsters just shoot you in the head this time and end your career as a super hero once and for all.

If you win the first battle, or the second, then you capture the thugs and can turn them over to the cops. Doing so will increase your Reputation and Law and Order ranks by +1 each.

Maxx will not allow you to kill the mobsters, though, so that option is not open to you this mission.

Rewards:

You (and your ally) gain 500 Exp.

Notes: You may heal any damage at the end of this mission and end the issue.

Weberly's Estate

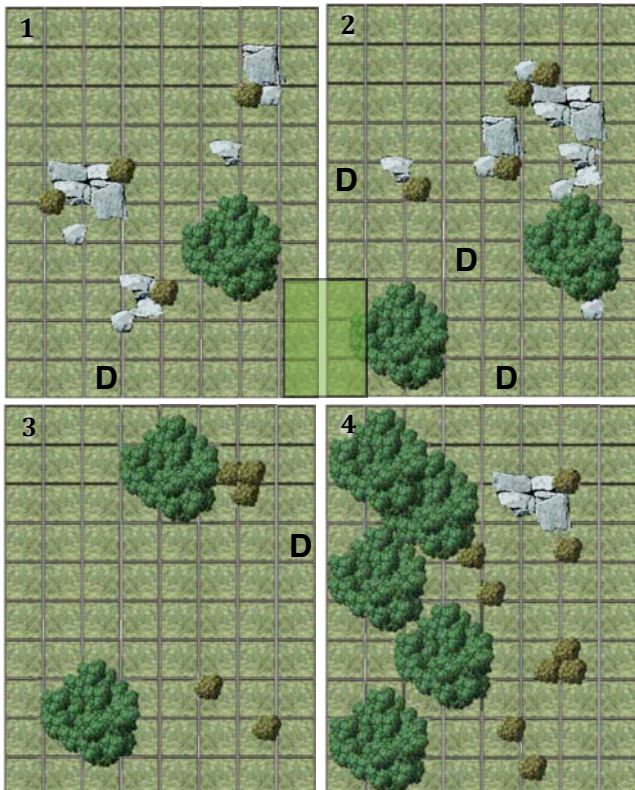
A little ways outside of the city's limits are the Heights, where the rich make their homes. Most of the places out here are small estates and grand grounds with mansions, gardens, tress, and rich surroundings, a far cry from your normal haunts.

Near Mount Silver lies the run-down Weberly Estate, a small place compared to many of the others in the area. Still, it has high walls, iron gates, and a small mansion towards the cliffs at the back of the grounds.

You can sneak on in with little effort as the place feels and looks abandoned, but after only a few feet you run into a group of Dark Ones as they seep up out of the grounds and trees around you. You call for Bethany to cast the banishing spell, but she tells you it can only be used near the source of the magic, and the Book of Shadows is no where to be seen.

“We will have to deal with these monsters the old-fashioned way.” Bethany shouts as she casts one of her Arcane Bolt spells.

There are five of the things this time around.



D - Dark One

Heroes start in the green area shown

Dark Ones (x5)

Outsiders, Medium, CE

CR: 1

Exp. Award: 400

Init: +0

AC: 15

Hps: 6

Base Attack: +1

Fort: +1 **Reflex:** +2 **Will:** +0

Melee: Cold Touch +2 (1D3, Chilled, -1 Str and Con for 1 hour)

Powers: Density Decrease 1 (Damage reduction 2/energy, weight -x1.5. Can pass through objects with 2 or less hardness. Can float 1 inch above horizontal surfaces.)

Feats: None

Skills: Stealth +3

Strategy: Sneak

If you are defeated by the creatures, you may spend a Hero Point. You wake up as the things turn away from you... and toward Bethany... You struggle to stand, but rise you do.

Regain 1D4+2 Hit Points (Both you and your ally) and enter the fight once more. Reduce the number of Dark Ones by the number you defeated in the last battle. You may, of course, flee the area, but that would be un-hero like and you lose all your Reputation. And then end the issue and the mission tree here.

If you are defeated a second time you fall to the ground dead, your career as a hero over before it really started.

If you win the battle, after you defeat each of the shadow figures they seems to melt into nothing as they are defeated, a moan coming from their formless lips.

“Well, whatever surprise we might have had is gone for sure. Weberly will know we are here,” Says Bethany with a little pouts.

It's no matter to you, as long as justice is delivered in the end.

Heading for the mansion you two enter to find the place dark, dusty, and full of cobwebs.

“No one has lived her in a long time,” Says your Witch companion.

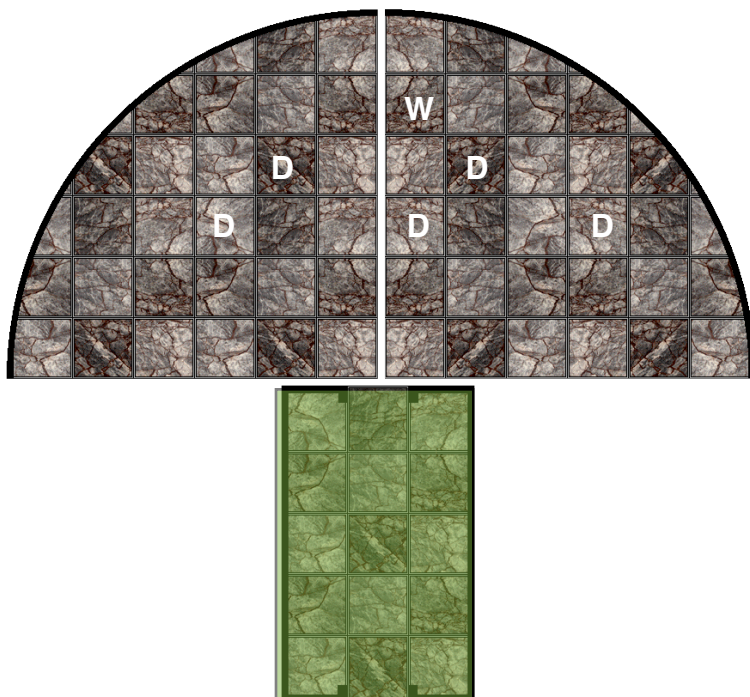
You have your doubts, though. You think you hear a low chant coming from the back of the main room, out on the balcony overlooking the cliffs and the sheer drop below.

Stepping out on to the balcony you find a middle-aged woman, her hands raised high as she chants a spell, a book before her on a stand. The book seems to be glowing with a nasty green light and the air is abnormally cold.

“Too late, my dears, I am about to summon the Demon King of the Dark Realms. With him as my slave and his Dark One warriors at my beck and call, I will conjure conquer the world,” Weberly screams with a mad glare in her eyes.

Just then more Dark Ones appear around her, and launch themselves at the two of you.

“You deal with the Dark Ones and leave Weberly to me!” Calls Bethany as she launching leaps into the air on her broom.



D - Dark One
W - Weberly

Heroes start in the green area shown

Dark Ones (x5)

Outsiders, Medium, CE

CR: 1

Exp. Award: 400

Init: +0

AC: 15

Hps: 6

Base Attack: +1

Fort: +1 **Reflex:** +2 **Will:** +0

Melee: Cold Touch +2 (1D3, Chilled, -1 Str and Con for 1 hour)

Powers: Density Decrease 1 (Damage reduction 2/energy, weight -x1.5. Can pass through objects with 2 or less hardness. Can float 1 inch above horizontal surfaces.)

Feats: None

Skills: Stealth +3

Strategy: Sneak

After you defeat each of the shadow figures, they seem to melt into nothing, a moan coming from their formless lips.

Weberly

Human, Large, CE

Energy Manipulator Lvl 2

CR: 2 **Exp. Award:** 600

Init: +0

AC: 12

Hps: 12

Base Attack: +1

Fort: +0 **Reflex:** +3 **Will:** +1

Melee: Fist +0 (1D3)

Powers: Arcane 2 (Dark Bolt (2D6, Magic), Flight)

Class Features: Energy Sense (Arcane)

Feats: Evasion, Skill Focus Knowledge (Arcane), Skill Focus (Power Activation)

Skills: Knowledge (Arcane) +5

Special: Magic Wand, Dark Bolt 4 (Arcane 4D6, (Major item))

Strategy: Sharp Shooter

You may bring in a super hero ally at this point should you want the extra help. You may either use the predesigned hero that comes with this mission or make up one up of your own. If you make one up then they need to be 1st level.

Predesigned Hero:

Bethany the Witch has been looking for the escaped Dark Ones this case for weeks, but finally has found them in the seedy part of town knows the arcane secrets for taking these entities down. Now she also seems to have some help in fighting them when she runs into another super hero, you only needs your help.

If you are unable to defeat the Dark Ones you fall to the ground and in a haze watch as see as you fall to the ground Weberly and Bethany locked face off in a magical battle of wills while a dark, clawed hand of massive size begins to rip at the air behind them, the Demon King seems to be pulling himself into the world.

You may spend a Hero Point to recover in time to watch the end of it all.

With a scream of terror Weberly is pulled into the void by the falling Demon King as the two disappear before your very eyes. Bethany falls to the ground hurt and burned, but alive.

"I stopped them, but it cost me a lot," She whispers as she passes out. You can take her home with you to recover, but if you have a secret ID identity she will now know what it is.

On the other hand, you can take her to the museum and let Gideon take care of her while she rests.

Either way your return the Book of Shadows to Gideon and call this mission a success.

If though you are defeated by the Dark Ones and have no Hero Points to save you, well it was short career as a hero, let's hope other, better-trained super heroes can stop the Demon King.

Rewards:

You (And your ally) gain 500 Exp. for the mission and you gain a Hero Point.

Add the Elemental Lords as a villain at rank 1.

End of this mission and the issue.

Bounce

Acrobat

Enhanced Human, Medium

CR: 1

Exp. Award: 400

Init: +7

AC: 17

Hps: 9

Base Attack: +0

Fort: +1 **Reflex:** +5 **Will:** +1

Melee: Fist +0 (1D3)

Str 10 (+0), **Dex** 16 (+3), **Con** 12 (+1), **Int** 10 (+0), **Wis** 12 (+1), **Chr** 10 (+0)

Powers: Plasticity (1), Entanglement (1)

Class Features: Evasion, New Power, Gear, Class Ability (Hard to Hit)

Feats: Endurance, Improved Initiative

Skills: Acrobatics +4, Bluff +1, Climb +1, Power Activation +1

Special: Combat Suit (+2 AC), IR Goggles (Can see in the dark)

Strategy: Boxer

Maxx

Brick

Enhanced Human, Medium

CR: 1

Exp. Award: 400

Init: +1

AC: 13

Hps: 15

Base Attack: +0

Fort: +5 **Reflex:** +1 **Will:** +0

Melee: Fist +5 (1D3+5)

Str 20 (+5), **Dex** 12 (+1), **Con** 16 (+3), **Int** 10 (+0), **Wis** 10 (+0), **Chr** 10 (+0)

Powers: Increased Attribute 2 (Str +6), Invulnerable 1

Class Features: Class Ability (Power Punch), New Power

Feats: Power Attack, Throw Anything

Skills: Intimidation +6, Climb +6, Swim +6

Special: Combat Suit (+2 AC)

Strategy: Boxer

White Tiger

Combat Expert

Human, Medium

CR: 1

Exp. Award: 400

Init: +2

AC: 15

Hps: 11

Base Attack: +1

Fort: +3 **Reflex:** +3 **Will:** +2

Melee: Fist +2 (1D6+1)

Str 12 (+1), **Dex** 15 (+3), **Con** 12 (+1), **Int** 12 (+1), **Wis** 12 (+1), **Chr** 14 (+2)

Powers: Enhanced Sight 1

Class Features: New Power (Enhanced Sight), Combat Feat (Cleave), Unarmed Strike

Feats: Dodge, Evasion, Endurance, Cleave

Skills: Climb +2, Intimidate +3, Survival +2

Special: Combat Suit (+2 Ac)

Strategy: Boxer

Paladin

Detective

Human, Medium

CR: 1

Exp. Award: 400

Init: +1

AC: 13

Hps: 7

Base Attack: +0

Fort: +1 **Reflex:** +1 **Will:** +1

Melee: Fist +1 (1D3+1)

Str 12 (+1), **Dex** 12 (+1), **Con** 12 (+1), **Int** 14 (+2), **Wis** 14 (+2), **Chr** 14 (+2)

Powers:

Class Features: Broad Knowledge, Home City, Class Ability (Evasion), Bonus Feat (Skill Focus), Gear

Feats: Evasion, Dodge, Skill Focus (Investigation), Martial Artist, Power Attack

Skills: Climb +4, Disable Device +2, Escape Artist +2, Investigation +6, Perception +3, Sense Motive +3

Special: Combat Suit (+2 AC), Grapple Gun (+2 to Climb), Stealth Suit (+2)

Strategy: Stealth

Bethany the Witch

Energy Manipulator

Human, Medium

CR: 1

Exp. Award: 400

Init: +2

AC: 12

Hps: 7

Base Attack: +0

Fort: +1 **Reflex:** +4 **Will:** +3

Melee: Fist +0 (1D3)

Ranged: Magic Bolt +2 (1D4)

Str 10 (+0), **Dex** 13 (+2), **Con** 12 (+1), **Int** 15 (+3), **Wis** 16 (+3), **Chr** 15 (+3)

Powers: Arcane Magic 1 (Magic Bolt)

Class Features: Class Ability (Energy Sense, Magic), New Power (Arcane Magic)

Feats: Skill Focus (Arcane Lore), Evasion, Skill Focus (Power Activation)

Skills: Concentration +4, Knowledge (Arcane) +7, Fly +2, Power Activation +7

Special: Broom (Fly 1)

Strategy: Sharp Shooter

Lady Blue

Super Human

Strange Visitor, Medium

CR: 1

Exp. Award: 400

Init: +2

AC: 16

Hps: 9

Base Attack: +0

Fort: +3 **Reflex:** +1 **Will:** +2

Melee: Fist +2 (1D3+2)

Ranged: Energy Blast +1 (1D6)

Str 14 (+2), **Dex** 12 (+1), **Con** 12 (+1), **Int** 14 (+2), **Wis** 13 (+2), **Chr** 10 (+0)

Powers: Armor 1, Energy Blast 2, Fly 1

Class Features: New Power (Armor)

Feats: Evasion

Skills: Power Activation +3, Fly +2, Perception +3

Special: Robot Skin (+2 Ac)

Strategy: Sharp Shooter