

Comic Book Adventures

Mission Book 2

Avalon Games



Where Fun Happens

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Getting Started	Page 3
Contacts and Informants	Page 4
City Map	Page 12
Bad Politics #1	Page 13
Bad Politics #2	Page 20
Bank Job	Page 23
Book of Shadows Again!	Page 25
Crime Master #1	Page 27
Crime Master #2	Page 30
Crime Master #3	Page 32
Crime Master #4	Page 35
Day of the Demon (An Event)	Page 38
Dead Killers #1	Page 40
Dead Killers #2	Page 42
Dinos in the Park (an Event)	Page 46
Fallen Flowers	Page 49
Fund Raiser	Page 52
Have You Seen My Mummy #1	Page 55
Have You Seen My Mummy #2	Page 58
Help	Page 61
Hoetep's Mummy	Page 62
Jewelry Heist	Page 64
Kidnapping	Page 67
Mob Hit	Page 70
Mob Hit #1	Page 72
Mob Hit #2	Page 73
Murder for Hire #1	Page 75
Murder for Hire #2	Page 77
New Playground	Page 79
Odd Device #1	Page 80
Odd Device #2	Page 81
Odd Device #3	Page 82
Superhero Night	Page 84
The Shadow	Page 85
Unnamed Body	Page 87
Wraith's Revenge	Page 88
Mission Trees	Page 90
NPC Heroes	Page 91

Hero's Pride

This series of adventures and missions are for the Avalon solo super hero system. This is an introductory series of missions for 2nd to 4th level characters, and can be used to get your game started or continue the story from both the core system's mini-missions and the 1st series of missions. The missions used here will link to the those found in the Mini and 1st mission book (Hero's Pride) so you can continue your story and character's history with little interruption.

So put on your mask and fling your cape over your shoulder, and start your career as a super hero.

Getting Started

The streets are safer now that you have started your patrols. The criminal element knows you are watching them and they are laying low. The mob is not too happy with you disrupting their operations and there are rumor that they are going to make an example of you.

In the meantime other super heroes have started to make their appearance, so it seems you have started a trend. Maybe with enough super powered heroes all of you can make the city a great place to live in.

Unfortunately, as more heroes appear, so to do more super villains. The two seem to go hand in hand, a ying and yang sort of thing. You saw on T.V. the other night a debate about the rise of the super hero and whether it has brought about the rise of the super villain. What came first, the hero or the villain? You don't have an answer to this question, you only know you must protect the city and the people that call it home.

Mission Notes

If you don't have the listed ally or contact you may not take 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.

The Adventure's Modifier is +1

Contacts and Informants

Use the following contacts and informants to find available missions and adventures open for play with this mission 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, 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 Device #1

Help!, May only be taken if Odd Device #2 has been completed.

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:

Unnamed Body.

Captain Franks

Captain Franks is in charge of the fifth Ward station, which covers the Bowery and Low Town. It's a rough area of the city, old and run down, now left behind by the bright towers of the city center, where all the rich businessmen and social-ites live and work. He is an honest cop, but he knows a lot of the men and woman on his force are not honest and in the pocket of the Mob.

To know Franks you need a Reputation rank of 5 or more.

Available Missions:

Murder for Hire #1, May only be taken if Fallen Flowers has been completed.

Murder for Hire #2, May only be taken if Murder for Hire #1 has been completed.

Councilwoman Fredric

Her political base is the low south side, which covers the Bowery, Low Town and the South Docks. While not as rich or influential as the other city council member, she is faithful to her belief that the Southside can be brought back from its run down state and made to be a place where families can raise their children without fear of gang violence and Mob influence.

To know Councilwoman Fredric you need a Reputation rank of 8 or more.

Available Missions:

Bad Politics #1, May only be taken if Murder for Hire #2 has been completed.

Bad Politics #2, May only be taken if Bad Politics #1 has been completed.

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:

Jewelry Heist.

Bank Job, May only be taken if Jewelry Heist has been completed.

Sergeant Kerns

Kerns is a 20-year man and looking to make it just 10 more years to retire. He has grown used to the corruption within the police department, but knows someday it will get better, maybe.

To know Sergeant Kerns you need a Law and Order ranks of 1 or more.

Available Missions:

Crime Master #1, May only be taken if Jewelry Heist has been completed.

Crime Master #2, May only be taken if Crime Master #1 and Bank Job have both been completed.

Lieutenant Wilds

A by-the-book lawman, he knows how to turn his eyes away when the book just won't get the job done. Wilds has seen it all that is until super heroes showed up. Now it seems his job is twice as hard.

To know Wilds you need a Law and Order rank of 7 or more.

Available Missions:

Crime Master #3, May only be taken if Crime Master #2 has been completed.

Crime Master #4, May only be taken if Crime Master #3 has been completed.

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, seemly 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 addict that beg him for food.

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

Available Missions:

Fund Raiser.

New Playground, May only be taken if Fundrasier has been completed

Museum Director Gideon

A scholar and historian, Gideon is an old man, 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 fund raiser 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:

Hoetep's Mummy.

Book of Shadows Again!, May only be taken if Dead Killers #1 has been completed.

Doctor Clark

A good medical doctor, he works the late shift most nights at the emergency room down at St. Mary hospital. It's not as glorious as the T.V. shows make it seem, but he is proud of the work he does. He though has seen some strange things in his few years here, real strange stuff.

To know Doctor Clark you need a Do Gooder rank of 4 or more.

Available Missions:

Have You Seen My Mummy #2, May only be taken if Have You Seen My Mummy #1 has been completed.

Socialite Madam Sheppard

Self described queen of the Bowery, she raises money all the time for soup kitchens, drug rehab clinics and after school programs. Still she never seems to be able to do enough for the poor and unfortunate within the city.

To know Madam Sheppard you need a Go Gooder rank of 6 or more.

Available Missions:

Superhero Night.

News Reporter Kelly

Investigative report for the Star City News, she is a tough-minded reporter always getting into trouble and always getting her story. She has made the super hero scene her beat these days and reports on all the supers and their villain foes.

To know Kelly you need a Go Gooder of rank 8 or more.

Available Missions:

Have You Seen My Mummy #1, May only be taken if Hoetep's Mummy has been completed.

Little Tom

A tough kid from the tough streets, he spends his days spray painting 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:

Dead Killers #1.

Tianna

A cheap hooker and stripper at the Blue Ball Club, she is an angel at heart but as tough as they get on the outside. She hates her life but has no choice, it's this or the life of a junkie, or worse, a junkie and a Mob whore.

To know Tianna you need a Street Thug rank of 3 or more.

Available Missions:

Dead Killers #2. May only be taken if Dead Killers #1 has been completed.

Bruce

A thug and two bit hood, he has spent his whole life on the streets and knows nothing else. He is a brute, a bully and small time thief.

To know Bruce you need a Street Thug rank of 3 or more.

Available Missions:

The Shadow, May only be taken if Dead Killers #2 has been completed.

Debbie Joe

Debbie Joe is a country girl who moved to the city when some slick guy came to town and won her heart. A drug addict and a derelict, he left her high and dry a few years after. It took some time to get her life together and then to buy the pawnshop she runs. She is a fence for most of the thugs around the area, and knows everyone it seems.

To know Debbie Joe you need a Street Thug rank of 8 or more.

Available Missions:

Odd Device #2, May only be taken if Odd Device #1 has been completed.

Officer Lockwood

The sewer he works in makes him sick. The drug addicts, the pimps and the gangs all need to be washed away, the city could use a good rain to wash it all clean. He might be a cop, and a good one as far as he is concerned, but the scum he has to deal with makes him ill.

To know Officer Lockwood you need a Vigilante rank of 4 or more.

Available Missions:

Kidnapping.

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:

Mob Hit.

Fallen Flowers, May only be taken if Unnamed Body has been completed.

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:

Mob Job.

Under Boss Joey

A made man, and life long member of the mob, Joey has ambitions to be a boss some day, to run his own crew and make the big bucks. If he can just survive the mob wars, the other mobsters ambition of his own greed and he might even be successful and becomes a boss.

To know Under Boss Joey you need a Mob rank of 5 or more.

Available Missions:

Mob Job #2, May only be taken if Mob Job #1, has been completed.

Crime Unlimited Monthly Meeting Place

This is not a person but a place, one of the many meeting places for the crime unlimited organization. Most months it's a bar or nightclub, but it can also be a sandwich stand or an old warehouse. Each month it changes and only those with the know will ever know where it is on any given month.

To know where Crime Unlimited Monthly Meeting Place is you need a Mob rank of 7 or more.

Available Missions:

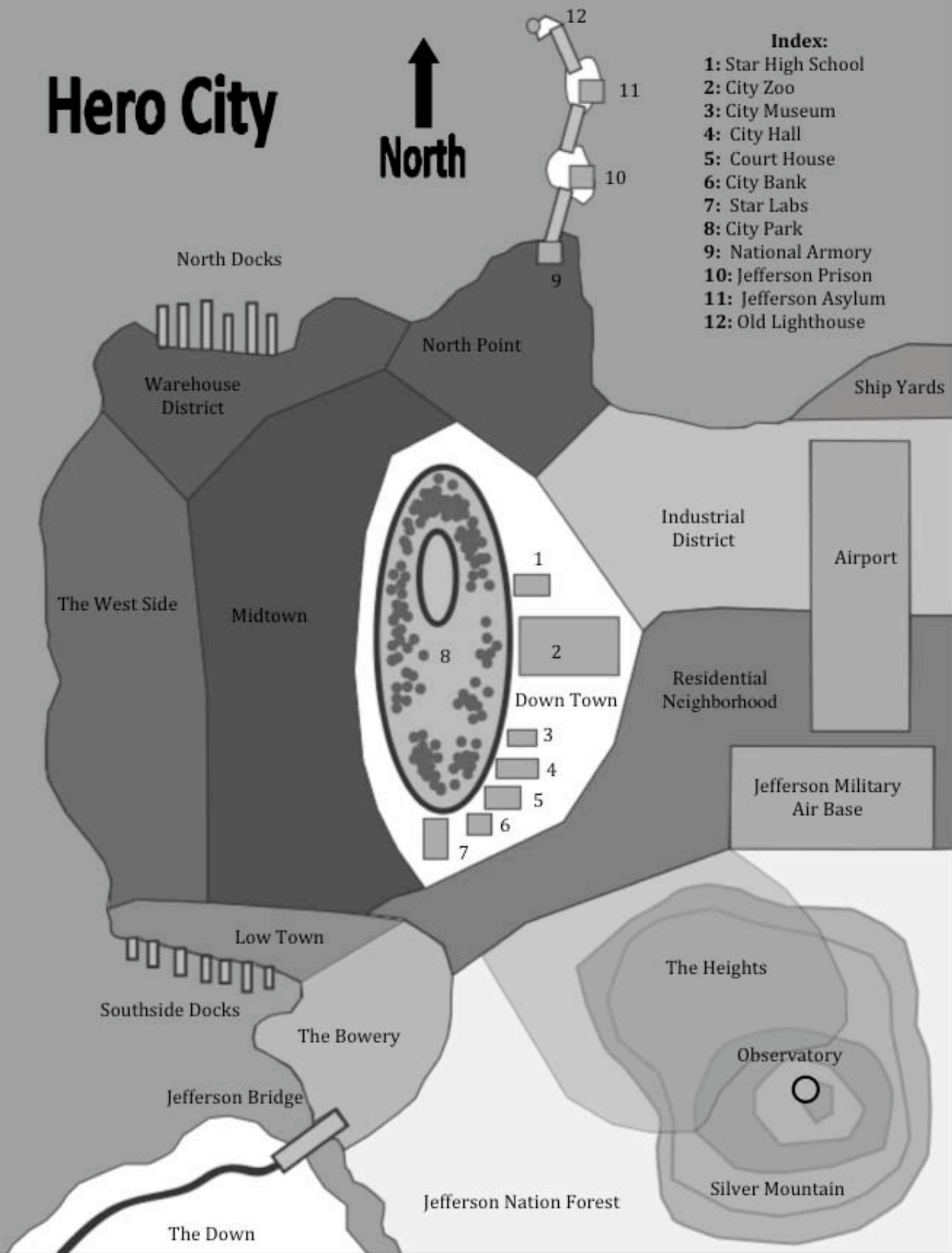
Odd Device #3, May only be taken if Help!, has been completed.

Hero City



Index:

- 1: Star High School
- 2: City Zoo
- 3: City Museum
- 4: City Hall
- 5: Court House
- 6: City Bank
- 7: Star Labs
- 8: City Park
- 9: National Armory
- 10: Jefferson Prison
- 11: Jefferson Asylum
- 12: Old Lighthouse



Bad Politics #1

“Thank you for coming to see me,” Councilwoman Fredric says as she stands to shake your hand. “You can be trusted so I am going to ask for your help.” Her office at city hall is not nearly as well appointed as Andersen's was, but it's comfortable and bright, the windows letting the sunlight shine in.

“I have spent my whole life trying to clean this city up, the corruption has been so deep it has been quite the task let me tell you,” She continues as she sits back down behind her desk. “Andersen though, he was always a nice man, always helping out, doing the right thing. I thought of him as both a friend and ally on the city council. I just can't believe he was involved in this mess.”

You reassure her the evidence against him is solid.

“He killed that poor young girl because she had evidence he was on the payroll of some shadowy corporation?” Councilwoman Fredric asks.

You show her the evidence you have gathered after the battle with the Green Ninjas in Anderson's office. It is very clear that he was being paid by a corporation called Mind Wave Inc. You think this is only the tip of a much broader corruption which may weave its way throughout the whole city.

“Amazing,” Fredric ponders. “You must reach the bottom of this, find everyone involved and bring them to justice. Especially whoever is behind these payments, and what they were paying for.

“Can I trust that you will do the right thing?” She asks of you.

Of course you will do it, that's what you have set out to do from the start, protecting this city from its own greed and corruption.

You have several options to pursue:

Seek out more information on Andersen himself and his contacts (Option #1).

Seek out more information on this Mind Wave Inc. and see how they are involved (Option #2).

Seek out more on the Ninjas' involvement in the murders, maybe see if you can find out who hired them and why (Option #3).

Option #1:

Thinking that Andersen is your best chance to finding out what is going on, you seek out all the information you can on the man.

Make the following skill checks at the indicated difficulty level. If you fail a skill check you may re-roll but at +4 to the DC. Fail a second time and you run into a dead end. If you are successful on a skill roll gain 25 Exp. and continue to the next skill roll listed.

Investigation, DC 15 (To seek out the man's past and background)

Concentration, DC 17, (To dig through all the records, bank statements, etc.)

Computer Use, DC 19 (To see what more you can find on the man)

Sense Motive, DC 21 (To understand what you have found)

If you are successful on the Investigation skill check you find that Andersen's past is sketchy at best. It seems that he has a normal history back to about 10 years ago, when he just appears, almost out of nowhere. Beyond that it's all shadowy and potentially fabricated. His hometown is a fiction, no such place exist. He has a degree in public affair from the local university, but no one ever seems to remember him going to the school. He had no friends, no family, and no living relatives, not even a pet.

If you are successful on the Concentration skill check you dig deep into his records. He was paid a monthly salary, as all city officials are, but he seems to have spent very little of it. His town house was already paid for before he was elected to his position, his utilities and the like are fully paid for, but he never seems to have spent any money on entertainment, clothing, food, or vacations.

If you are successful on the Computer Use skill check you find that almost all of his personal records are forgeries, all made up. Everything about his past, his birth records, his family photos, everything up to the point where he moves to the city and runs for office. Who was this guy?

Heading over to his townhouse you can, if you made the Sense Motive skill check, you find that while the place is lived in, its not. There is no soap scum in the tub, no food in the refrigerator, no clothing in the dresser drawers.

Make a Perception skill check at this point at DC 20. If you fail you are caught by surprise. If you are successful (Gain 25 Exp.) you notice a hidden door in the living room walls opens and out walks Anderson. The side of his face is opened up, revealing a tangle of electric wires and cords.

It's all clear now, he was a robot the whole time.

Andersen

Construct, Medium

CR: 10

Exp. Award: 9,600

Init: +4

AC: 25

Hps: 100

Base Attack: +5

Fort: +10 **Reflex:** +5 **Will:** +0

Melee: First +5 (1D8+5)

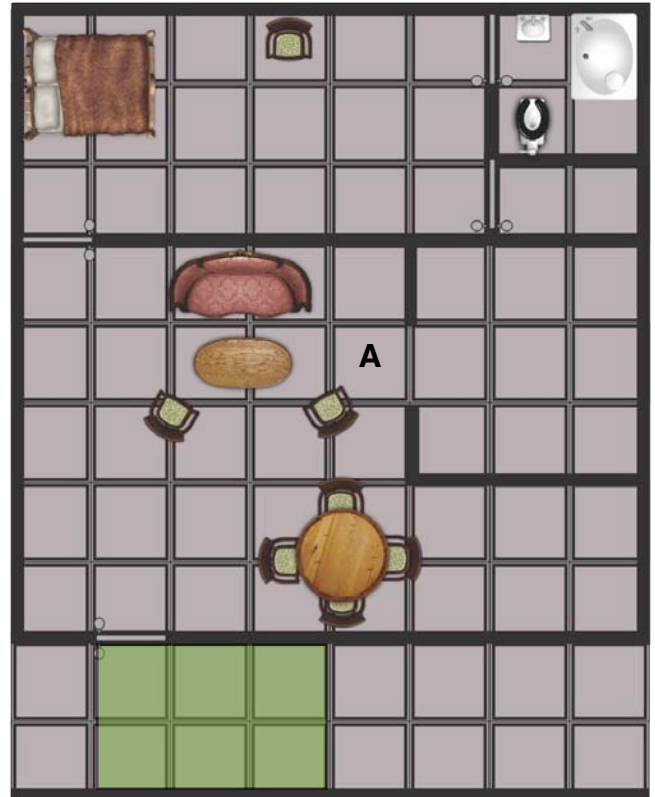
Range: Laser Gun +5 (4D6, Reflex save for 1/2)

Powers: Flight 10

Feats: Power Attack

Skills: Flight +10, Perception +10

Strategy: Boxer



A - Andersen

Heroes start in the green shaded hallway outside the townhouse

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you are defeated you may spend a Hero Point as normal.

If you defeat the robot it falls to the ground in a pile of smoke and broken parts. Looking about the apartment you find a safe. Make a Disable Device skill check Vs. DC 20 to open it, or use a super power or strength to pry it open (needs at least Strength of 20 or more). If you fail the check you cannot get inside.

If you are able to open the safe (Gain 25 Exp.) you find a collection of names. All are important political figures, government employees, corporate executives, and scientists. Could be a list of who is on the payroll of this corrupt operation.

Also inside are blue prints of the Andersen robot, with a hand written note at the bottom, "He is not real!" written in Yumi's handwriting. This evidence is what the girl had on Andersen. She found out he was a robot, and that was why she was killed.

Checking one of the robot's fingers, you see that the long metal rod that makes up the finger, would be a perfect fit for the hole that was made in Yumi's head. The Andersen robot killed her. Well, one mystery solved.

Reward:

End the issue here, or you may take on one of the other options from this mission.

Gain 500 Exp. (You can your allies) +1 Reputation.

Option #2:

Thinking that investigating Mind Wave Inc. is your best chance to finding out what is going on, you seek out all the information you can on the company.

Make the following skill checks at the indicated difficulty level. If you fail a skill check you may re-roll but at +4 to the DC. Fail a second time and you run into a dead end. If you are successful on a skill roll gain 25 Exp. and continue to the next skill roll listed.

Investigation, DC 15 (To research the company)

Appraise, DC 17 (To dig into its financial records and dealing)

Disguise, DC 19 (To take a tour of the company's headquarters)

Computer Use, DC 21 (To find the true purpose of the company)

If you are successful on the investigation skill check (Gain 25 Exp.) you begin to look into this Mind Wave company. Seems it is mostly involved with development of computer software, dealing with robotics and the software needed to operate industrial robots.

It is interesting though that the company itself seems to have no employees, or any sort of human resources department.

If you are successful with the Appraise skill check (Gain 25 Exp.) you find that on paper the company is a Fortune 500 corporation, but when you look deeper they never seem to have sold any of their software, nor do they seem to ever make any kind of profits.

An accountant's name does come up, a Walter Nedding.

If you are successful with the Disguise skill check (Gain 25 Exp.) you find that there is no company located at the address you have found. It's an empty lot in Midtown. Damn, you had made up a great disguise too.

If you are successful with the Computer Use skill check (Gain 25 Exp.) you go looking for the only other clue you have, Walter Nedding. He is easy to find, a mouse of a man, with thick glasses. As he steps out of his office building you confront him. He then turns to run, fleeing across the street into traffic.

Use the Street chase on foot chase charts to catch Walter.

If you fail to catch him he disappears into the crowds and is lost to you.

If you catch him he turns to you, a strange buzz sound coming out of his mouth as he explodes. All characters within 20' must make a Reflex save to take half damage from the 6D6 explosion.

Walker was a robot. Now that it is gone your clues just dried up. In the remains of the robot's brief case are a few burned papers. On the papers are columns of two letters and then a dollar figure. Could be the amount people were paid in bribes, with the letters abbreviation for their names. If you just had a list of the names.

Reward:

End the issue here, or you may take on one of the other options from this mission.

Gain 500 Exp. (You and your allies) +1 Reputation.

Option #3:

You seek out the Ninjas that have been involved in this whole mess. If you can find them maybe you can figure out who is behind all of this.

Make the following skill checks at the indicated difficulty level. If you fail a skill check you may re-roll but at +4 to the DC. Fail a second time and you run into a dead end. If you are successful on a skill roll gain 25 Exp. and continue to the next skill roll listed.

Knowledge (Supers), DC 15 (To research the Ninjas)

Perception, DC 17 (To do a stake out of their offices)

Linguistics, DC 19 (To translate some documents from Japanese into English)

Diplomacy, DC 21 (To speak to the company's Chief Information Officer)

If you are successful on the Knowledge (Supers) skill check (Gain 25 Exp.) you find that the ninjas are part of a large organization of traditional ninjas out of Japan. They have in recent years set up corporate offices in most major cities to facilitate their operations and to find new clients. Most of their work is corporate and Mob based assassinations, but corporate theft and spying are also high on the list of tasks they offer.

If you are successful on the Perception skill check (Gain 25 Exp) you stake out their corporate offices. It is a high-rise office building, with most of the office space rented out to legitimate clients. The top five floors though are reserved for the Viper Corporation, the front for the Green Ninjas.

If you are successful on the Linguistics skill check (Gain 25 Exp.) you find that they have been hired by Mind Wave Inc. to provide security and asset protection.

If you are successful with the Diplomacy skill check you are able to speak to the COI of the Viper Corporation, a woman named Amanda Woods. She tells you very little other than several companies have hired them over the years, and that Mind Wave Inc. is a client of theirs. She in a causal way makes it clear that she would rather you dropped your investigation and leave things be, otherwise the city might need a new super hero or two.

If you failed the Diplomacy skill check you still have the interview with Amanda Woods, the company's COI. She makes it clear that the Viper Corporation has nothing to tell you.

As you leave the office you are attacked by a group of ninjas in the lobby below.

Green Ninja (x10)

Acrobat Lvl 4

Human, Medium

CR: 4

Exp. Award: 1,200

Init: +5

AC: 20

Hps: 32

Base Attack: +3

Fort: +3 **Reflex:** +11 **Will:** +3

Melee: Unarmed Strike +5 (1D3+7)

Ranged: Throwing Stars +8 (1D6+2)

Powers: Super Attribute (Dexterity) 1

Class Features: Evasion, Fast Stealth, Unarmed Strike, High Jump, Surprise Attacks, Uncanny Dodge

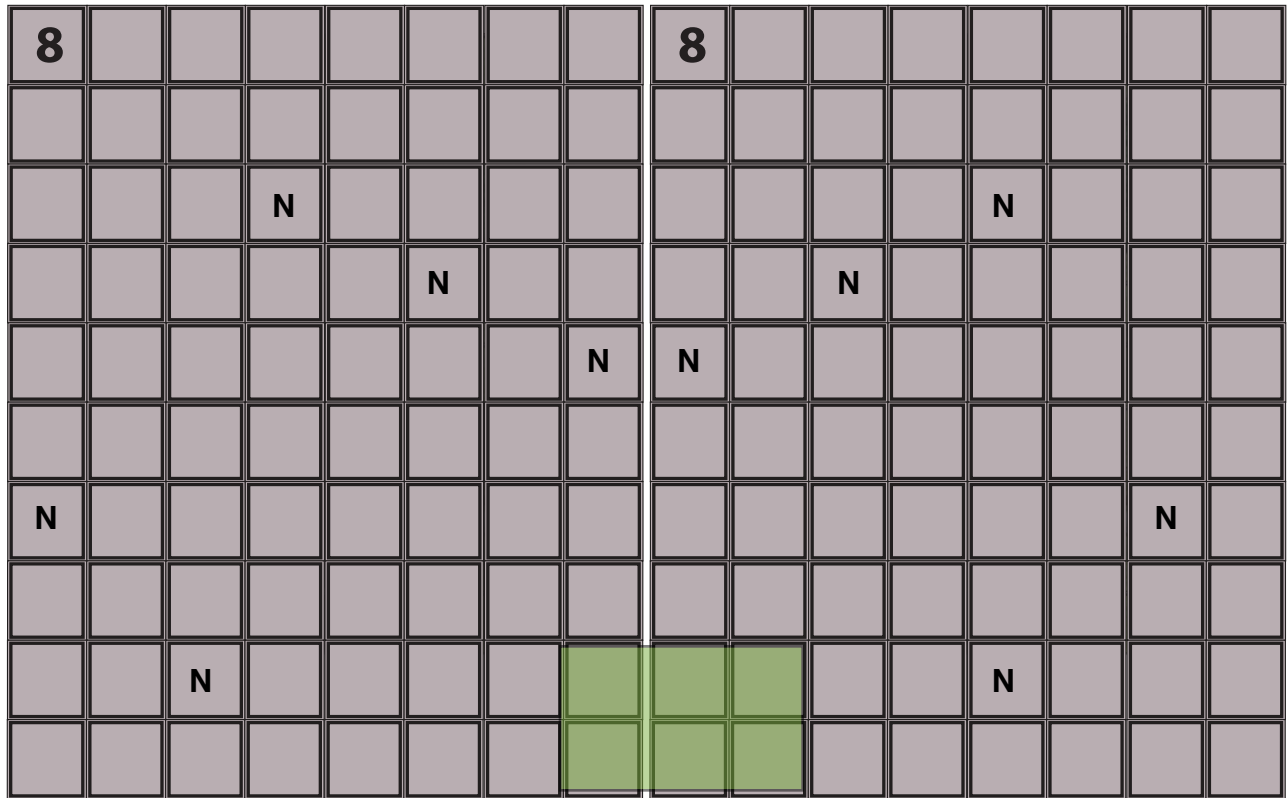
Feats: Skill Focus (Stealth), Dodge, Combat Expertise, Stealthy, Lightning Reflexes, Agile Maneuvers, Improved Dirty Trick

Skills: Acrobatics +12, Climb +15, Escape Artist +14, Investigate +4, Linguistics +2, Perception +9, Stealth +14

Special: Grappling Gun (Wall-Crawling (Major Item) 3), Smoke Bombs (Generate Elemental Materials (Smoke, Major Item) 3)

Strategy: Sneak

(See Hero Weekly Vol 1, Issue #16 for details on the Green Ninjas)



N - Ninjas

Heroes start in the green shaded area

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you are defeated by the Ninjas, you may spend a Hero point as normal.

If you defeat the Ninjas they are taken away by the police, but you gather no new information, except that it is clear that Viper Corporation is the front for the Green Ninjas.

Reward:

End the issue here, or you may take on one of the other options from this mission.

Gain 500 Exp. (You can your allies) +1 to the Green Ninja's Rank.

Bad Politics #2

“My God, this can't be true,” Exclaims Councilwoman Fredric as she looks over the list of possible corrupt city officials. “If this is true then this Mind Wave Inc. has infiltrated most if not all the city's important offices, not included the corporate and scientific corruption listed here. Its so widespread! It must have taken years to accomplish all this, that and a fortune in bribes,” She explains once more, dazed by the damage this information has done to her sense of normalcy.

You assure her that the information is accurate, but you still have not found the reason or the person behind it all.

“You must find out, and soon. I cannot take this public without solid proof,” She says placing the lists in her safe.

The only tie to all of these crimes are robots, a lot of them. Every important figure involved has been a robot, that or a ninjas. You have ruled out the Green Ninjas as the ones behind all of this. They are hired muscle, used to clean up the Andersen mess.

No, it is someone else. Someone that used robots to do their dirty work.

Make a Craft skill check Vs. DC 18. If you fail you will have to seek out further evidence some other way. End the issue here.

If you are successful (Gain 25 Exp.) you discover that the some of the electronics used to make the Andersen and Nedding robots were also used to make the robots that Master Mind created to attack the city (See Master Mind's Threat event in Mission Book 1).

It is clear to you that Master Mind is behind all of this, the robots that attacked the city, the robots used for the Andersen deception, all of it tracks back to Mater Mind.

Now, how though do you prove it and find this vile criminal?

The Green Ninja's were unfortunately paid though another dummy corporation, so there are no new clue there, every time you try to track the money it just ends up being another dummy company or holding off shore. No there has to be a way to find this criminal.

Make a Craft skill check Vs. DC 20. If you fail the skill check you can go no further until more evidence and clues come your way. End the issue here.

If you are successful on the Craft skill check (Gain 25 Exp.) you think there may be a way. Each of the robots was controlled from an outside source, drawing its power and source codes by way of a carrier wave. If you could create a tracking device that identified this carrier wave, you could trace it to the wave's point of origin.

Make a Disable Device skill check Vs. DC 17 to get one of the power cells out of one of Master Minds old robots. If you fail the skill check then your DC for the next Craft skill check will be at +4. If you are successful with the Disable Device skill check (Gain 25 Exp) you are about to get hold of one of the power cells and maybe use it when making the locating device.

Make a Concentration skill check Vs. DC 15. If you fail, the task is far too difficult for you and will take some time. End the issue here, and try again next issue. If you are able to then pass the skill check, return here for future information on the mission.

If you are successful on the Concentration skill check (Gain 25 Exp.) you are able to spend the time and effort needed to design the locating device.

Make a Craft skill check Vs. DC 20 to build the device. If you fail you are just unable to build the damn thing. It was a good idea, but just beyond you. End the issue here.

If you are successful on the Craft skill check (Gain 25 Exp.) you are able to build the device and now can try to locate the source of the robot's power and code signal.

Moving about the city with your device you are able to track the source of the signal to a small warehouse in the shipyards. There you find the signal is the strongest and find its source.

You may try to sneak into the warehouse or just burst on in.

If you try to sneak in then make a Stealth skill check Vs. DC 20. If you fail you are spotted on sensors and gain no surprise. If you are successful on the Stealth skill, check (Gain 25 Exp.) you are able to sneak in and may take a free round of combat.

If you just burst in go right to combat.

Inside the warehouse you find a small factory and lab. Robots of all different designed and various stages on contraction are being made, one even of Councilwoman Fredric. She is the next to be replaced it seems.

Working at a control panel is an old looking creature. It appears to be floating in the air, a bodiless brain.

“Well, it is about time you found my lair.” The voice you hear in your head is cold and calculating, evil and petty all at the same time.

“I m Master Mind” The brain offers as it floats over to the middle of the warehouse.

The battle now begins.



Master Mind

Detective Lvl 6, Super Villain Lvl 4

Human, Medium

CR: 10

Exp. Award: 9,600

Init: +4

AC: 15

Hps: 57

Base Attack: +6 / +1

Fort: +5 **Reflex:** +7 **Will:** +6

Melee: None

Ranged: Mind Beam +12 (2d6+1)

Special Attacks: Mind Darts (1d4 damage)

Powers: Psychic Powers 3 (Mind Darts (Energy X), Telepathy, Telekinesis), Super Intelligence x3

Class Features: Broad Knowledge, Home City, Anticipate Fate, Contacts, Bonus Feat x5, Gear, Escape, Jail Break, Tough As Nails, Just Plain Mean

Feats: x11 Lair, Improved Lair, Improved Initiative, Skill Focus (Knowledge (Science)), Skill Focus (Knowledge (Computers)), Skill Focus (Knowledge (Engineering)), Skill Focus (Knowledge (Supers)), Blind-Fight, Combat Expertise, Desperate Battler, Dodge, Mobility

Skills: Bluff +10, Concentration +12, Diplomacy +10, Investigate +24, Knowledge (Science) +30, Knowledge (Engineering) +30, Knowledge (Computers) +30, Knowledge (History) +24, Knowledge (Supers) +28, Linguistics +17, Perception +12, Sense Motive +12

Special: Psionic Amplifier Implants (Psychic Powers +7), Thought Projector Implant (Force Field Manipulation +10), TK Field Booster Implant (Flight 2), Mind Focusing Crystal Implant (Energy Ray 2);

Other Gear Recovery Tank (Healing 10); Lair A.I., Super Computer, Well Hidden, Lab, Medical Lab, Quarters, Prison Cell, Automated Defenses (Lethal)

Strategy: Sharp Shooter

(Note that this is a lesser version of the character as shown in the core book)

M - Master Mind

Heroes may enter from any of the green areas shown. If they are successful with a stealth skill check they may start the encounter from any of the blue shaded areas.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you are defeated by Master Mind you may spend a Hero Point as normal.

If you defeat the brain it explodes at the last moment, all characters with 20' taking 6D6 damage (Save for 1/2 with a Reflex save Vs. DC 15)

Once again the Brain has tricked you with a robot double. This time though you have seen its true form, a mutant brain.

Looking about you find plenty of evidence about the bribes and corruption the brain has been engaged in over the last three decades. All this time it has been building a network of spies, corrupt officials and lackeys to control the city and the people that live here.

Reward:

Gain 1,000 Exp. (For you and your allies) and +1 Reputation. Add a +1 to Master Mind's rank if you have him already, or add him at rank 1.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

Bank Job

You are on patrol when you hear the shrill of sirens and cops cars fly by. Trouble is afoot.

When you arrive you see that the villain called the Goblin, now in a strange armored suit, is standing in front to the Third City Bank, police car in one hand and a large bag of money in the other.

After ducking another car being thrown, Officer Kennedy yells at you, "Well be a super hero and stop him!"

With a laugh of disdain the Goblin throws another car at the cops and then activates a set of jet boots, taking off into the skies.

If you have a super power that allows flight, teleportation or super leap you may use the Flying Chase charts to try and catch the villain.

If you have a super vehicle you may use the Street or Car Chase charts to try to follow the villain. You will not catch him but you may be able to follow him close enough to see where he lands.

If you have another super power that allows movement you may make a Street Chase, On Foot to try to follow him. You though must add +3 to all the DC's involved in the chase. This again will not allow you to catch him, but will allow you to find out where he lands.

If you are able to catch the villain then conduct a battle using a random battleground.

If you are able to see where he lands but unable to keep up by completing the chase chart, then you find he has arrived at a warehouse near the North Docks. You may then rush on in and confront him or sneak in and try to surprise him. Either way, make either an Intimidation or Stealth skill check Vs. DC 20. If you fail either skill check he is not caught off guard and the fight is conducted as normal. If you are successful on the skill check you gain a round of surprise on the villain.

If you were unable to complete the chase charts then the villain gets away. End the issue here and reduce your Reputation by -1.

G - Goblin

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

The Goblin

Human, Large

Brick Lvl 6

CR: 6

Exp. Award: 2,400

Init: +0

AC: 25

Hps: 64

Base Attack: +4

Fort: +7 **Reflex:** +2 **Will:** +2

Melee: Fist +12 (1D3+9)

Powers: Super Attribute (Str, 30)

Class Features: Basher

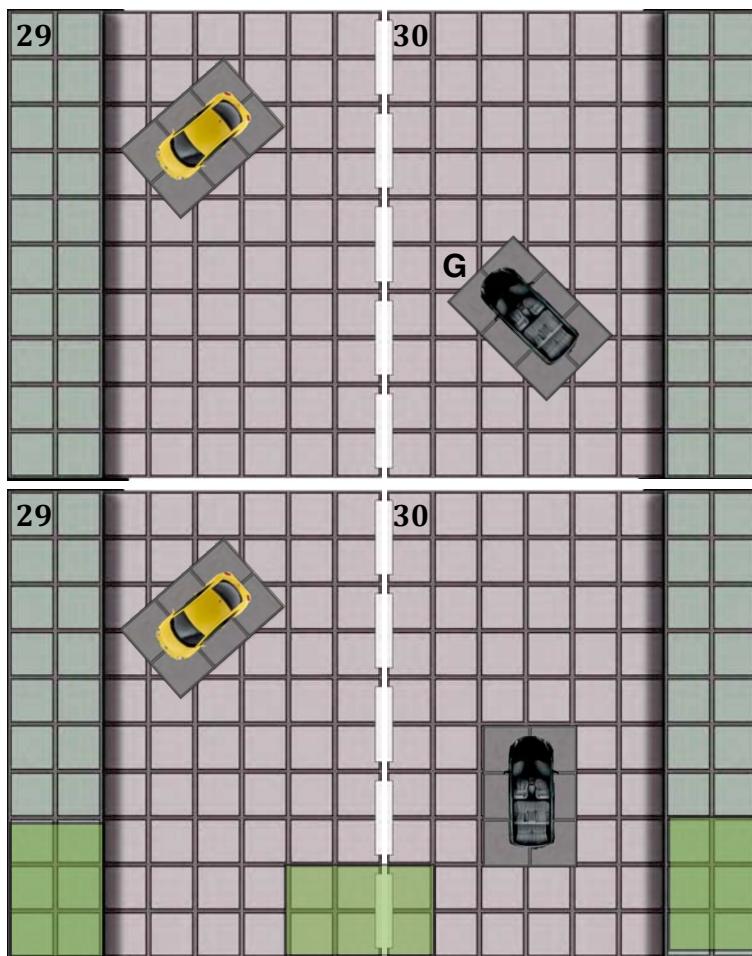
Feats: Cleave, Endurance, Over Sized Throw, Power Attack, Die Hard

Skills: Intimidation +3, Flight +4

Special: Armored Costume (Minor Item, Armor 5, Flight 2)

Special: Boxer

(See the core book's Mini-Mission Book for details on the Goblin)



If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you're defeated by the Goblin you may spend a Hero Point as normal.

If you defeat the villain you can turn him into the police. You ask where he got the new armored suit, but all he will say is “The Crime Master.”

Rewards:

Gain 800 Exp. (For you and your allies) and +1 Reputation. Add a +11 to the Goblin's rank. End the issue here.

Book of Shadows Again!

“Thank goodness you are here!” Exclaims Museum Director Gideon.

You have to suppress a smile; the poor man is always overwrought and worried.

“It's happened again!” The small man with thick glasses cries, throwing his hands up in the air.

What's happened again you ask?

“Why that old book has been stolen once more. It's like some sort of epidemic or something, every few weeks another one of our rare, ancient items turns up stolen. Thank goodness you are here to catch the thieves,” Gideon offers as he pats you on the shoulder.

What's gone missing this time you ask?

“Why the very Book of Shadow that was stolen a few months back, that ancient text of black magic, or so the old tales say. Its quite valuable and very rare, we have the only known copy,” He says with some pride, puffing all up. Then he deflates. “Well, we used to at least.”

Any idea who took it you ask?

“Why yes, but you have to see for yourself,” He answers. A few minutes later you are in his office watching the videotape of the crime. You watch as a headless man walks into the museum, right up to the book's display case and breaks it in, taking the book and then leaving.

You assure the nervous man next to you that you are now on the case and will have the book back in no time at all.

The next night you are on a stakeout at the Jefferson Bridge, sure that your headless villain will pass by at some point in the night. Sure enough the headless biker roars past on his way out of the city. You may either try to stop him here on the bridge or follow him out of the city.

If you try to stop him on the bridge, make a Reflex save Vs. DC 18 to be able to react in time to get in front of the biker and block his way.

If you fail the save he races by and you miss your chance. End the issue here, but you may try again on another night.

If you are able to block his path on the bridge then it goes to a fight once more.

If you try to follow him out of the city conduct a Rural Chase. If you fail you lose him in the Downs somewhere. End the issue but you may try again the next night.

If you are successful in following him out of the city (Gain 25 Exp.) you find he comes to a stop at an old barn in the Downs. There he gets off his bike and goes into the barn, only to come back out a few minute later, a package in hand, ready to ride on.

Regardless of where the fight takes place the biker will not allow you to stop him from his task.

Use whatever battle tile you think are needed for the fight.

Headless Kevin

Combat Exert Lvl 2, Brick Lvl 1

Undead, Medium

CR: 3

Exp. Award: 800

Init: +3

AC: 16

Hps: 32

Base Attack: +2

Fort: +6 **Reflex:** +3 **Will:** +0

Melee: Fist +8 (1D6 +8)

Powers: Super Attribute (Strength) 2, Super Attribute (Dexterity) 1, Super Leap 1, Regeneration 1 and Deflection 1

Class Features: Unarmed Strike, Bravery, Combat Style (Martial Artist), Power Punch

Feats: Power Attack, Furious Focus, Weapon Focus (Unarmed Strike), Dodge

Skills: Intimidate +5

Special: Patched Leather Jacket (Armor 1), Hard Head Patch (Density Control (Increase) 1);

Other Gear Motorcycle

Strategy: Boxer

(See Heroes Weekly Vol 3, Issue #12 for details on the Dead Killers)

If you are defeated by the headless biker you wake up in the street, alive but with no biker in sight. End the issue and the mission here. You may though continue with the mission tree.

If you defeat the biker, then his body falls to the ground, lifeless. You take the body to the Morgue, but they are of little help. The next night the body once again is gone, as if it just got up and walked out all on its own.

Searching the body you find an address out in the Downs, written on an old piece of paper (you of course ask yourself how does a headless biker read the address written on the paper, go figure).

If you stopped him at the barn you find that in the package was a large bottle of blood, cow blood you guess from the moos off in the pasture. Why would a headless biker need cow blood?

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

Further testing shows the blood to be human in origin. Hmm, ever more creepy.

Rewards:

End the issue here and gain 500 Exp (You and your allies).

Crime Master #1

Sergeant Kerns looks at you with some disdain. "When are you going to deal with this Crime Master guy? He has been supplying the other super thugs with high tech gear that's making my life difficult."

You tell him that you have heard the name but have gained little evidence as to who he is or about his operation.

"Well, maybe you should make it a priority," Kerns says as he walks off.

Maybe you will.

You may proceed with one of three options for discovering more about this Crime Master.

Search the city's criminal element and see what they know.

Interview the super criminals that were caught using the high tech gear supplied by the Crime Master.

Investigate the gear that was found on the super villains. Maybe it can lead to some clues.

Option #1:

Taking your search to the street, you begin to ask questions of the city's criminals and thugs.

Make the following skill checks at the indicated difficulty. If you are successful with a skill check, then gain 25 Exp. and continue to the next skill check until all have been completed. If you fail a skill check you may try it again but at a +4 to the difficulty number. Fail a second time and your investigation runs into a dead end. End the issue at that point although you may return to this mission and try another option.

Knowledge (Local), DC 16 (Seek out a few thugs and asks some question)

Intimidation, DC 18 (To ask some friendly questions of the thugs you have found)

Knowledge (Supers), DC 20 (To know where you can find the super villain called the Hammer)

After a few well placed punches and slaps you are able to gather that this Crime Master showed up a few weeks back offering high tech gear for criminals to use, gear that might give them the edge against super heroes.

Of the super villains that have been buying Crime Master's equipment is a well known but minor super villain, the Hammer.

Asking about you find the Hammer's hang out and lair is a small mechanic's shop over in the industrial district of the city.

Heading on over you find the shop.

You can of course just go on in and ask some questions, or try to sneak in and see what's going on. Either way make a skill check Vs. DC 15 with an Intimidation or Stealth skill check. If you fail either you are unable to gain surprise. If you are successful (Gain 25 Exp.) then you either sneak in or impress the villain enough that you gain a round of free actions before the combat begins.

The Hammer

Human, Medium

Brick Lvl 2

CR: 2

Exp. Award: 600

Init: +0

AC: 16

Hps: 26

Base Attack: +1

Fort: +6 **Reflex:** +0 **Will:** +1

Melee: Hammer +6 (3D6+5)

Powers: Super Attribute (Str and Con) 1

Class Features: Basher

Feats: Utility Belt, Well Equipped, Power Attack, Furious Focus

Skills: Climb +10, Intimidate +5, Knowledge (Engineering) +5, Knowledge (Science) +5

Special: The Hammer Suit (Armor 3, Natural Weapon 5)

Special: Charge

(See Character Book 4 for details on the Hammer)

If you are defeated by the Hammer (Shame on you) you can spend a Hero Point as always.

If you defeat the villain he is more then willing to talk. Seems he found the Crime Master through a man named Jones and paid a small fortune to get his suit upgraded with a nuclear power unit and some other add-ons.

After taking the Hammer to jail you can start looking into the new lead with this Mr. Jones.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

Rewards:

Gain 500 Exp (For you and your allies) and end the issue here or continue with another one of the option this mission offers.

Option #2:

Heading over to Jefferson prison you ask to see the Goblin. Still wearing the green goblin masks (it seems it won't come off) the man called the goblins is still huge and super strong. Until the city can build a containment cell that will hold him they are giving him mood-dampening drugs to keep him calm. This unfortunately also makes him even less coherent than his normal rage induced madness. The Goblin is going to be of no help to you.

Off to the next criminal. You sit in front to the Green Hood, a thin plate of glass between the two of you.

“So what ya want?” The Hood asks.

You explain the dangers that such high tech gear pose for the citizens of the city, and how the Green Hood, without his hood, should tell you what you need to know about this Crime Master so that the city will be a safer place for everyone.

After laughing the Green Hoods has a counter offer.
“Ask the D.A. to reduce my sentence and I will tell ya all I know.”

If you have a Reputation or Law and Order rank of 10 or higher, you can ask the D.A to see you, and then make the proposal that the Green Hood has offered.

You could of course just tell the Green Hood to piss off and leave, let the bum rot in jail, you can find the Crime Master all on your own. End the issue here but you may continue with the other options from this mission.

If you do go to the D.A and push the deal, then make a Diplomacy skill check Vs. DC 20 to talk him into the plea deal. If you are unsuccessful the D.A. just won't go for it and you will have to find another way to find the Crime Master. End the issue here you may continue with the other options from this mission.

If you are successful on the Diplomacy skill check (Gain 25 Exp.) and take the offer back to the Green Hood.

You tell the thug that the D.A will give off time from the conviction, but only if the Hood pleads guilty and tells you where the Crime Master can be found.

The Green Hood smiles and agrees.

He tells you that the Crime Master has an agent, a go-between-man that sets up the deals and takes the payment. You can find this Mr. Jones over at the Good Time Café in Mid Town.

Rewards:

Gain 500 Exp (For you and your allies) and end the issue here or continue with another one of the option this mission offers.

Option #3:

Investigation the gear that was found on the super villains requires that you spend some time deconstructing the gear.

Make a Craft skill check Vs. DC 20. If you fail the skill roll you have no clue how this stuff works and gain no new information. End the issue here but you may continue with the other options from this mission.

If you are successful of the Craft skill check (Gain 25 Exp.) you take the gear apart and start trying to figure out who made it or some clues as to who or where the Crime Master is.

Make a Disable Device skill check Vs. DC 20. If you fail you gain no clues and run into another dead end. End the issue here but you may continue with the other options from this mission.

If you are successful on the Disable Device skill check (Gain 25 Exp.) you find a manufacturer's tag on one of the components. Tracing the part you find that one of these parts was sold a few weeks back to one Dr. Eegheart. The good Doctor has a lab at the University, so you head on over to ask some question.

Dr. Eegheart's office and lab is a clutter of odds and end, half build devices and what nots. When you ask him your question he clams up, but it is clear he knows more then he is saying. You can of course try to convince the man that working for the Crime Master is a bad career choice and ask him the questions once more.

Make a Bluff, Diplomacy, or Intimidation check. Each is Vs. DC 15. If you fail the man's fear of the Crime Mater is greater then his fear of jail and he says nothing. End the issue here but you may continue with the other options from this mission.

If you are successful on the skill check then he tells you that he does not know who the Crime Master is, he just makes things for a man named Jones. Jones, he thinks, is an agent for this Crime Mater.

You can turn the doctor into the police (+1 Law and Order rank), kill him for being a criminals himself (+1 Vigilante rank), or warn him of his ways and turn him lose (+1 Do Gooder rank)

Rewards:

Gain 500 Exp (For you and your allies) and end the issue here or continue with another one of the option this mission offers.

Crime Master #2

“Still haven't found this Crime Master yet?” Asks Kerns as he sips his coffee.

You tell him you have some leads to follow up.

“So you will catch him soon I take it?” The police sergeant asks.

Yes you reply. When did Sergeant Kern's turn into your mother you think to yourself as you walk away.

All your current leads direct you to a lawyer named Jones. His office is Downtown so off you head to the high rise center of the city.

As you enter the lobby of the building where Jones's office is you see the man step out of the elevator and head outside.

You can confront him here in the lobby or try to follow him.

If you confront the man then he stops to ask who you are. When you tell him you know of his connection with the Crime Master, he smiles. “Good, no more being small,” He says. Jones then starts to rip out of his clothing, growing huge, purple and mean.

You have seen this before when you battled the purple mutants created by the bad drugs cooked up by Doctor Mutation (See Bad Junk and Mutant Rampage in book one).

“I am the only one I know of that could handle the mutant drugs crafted by that madman Doctor Mutation. His drugs allowed me to become my true self,” Growls the purple monster in front of you.

“My boss Crime Master said you would be stopping by and I was to give you this message.” Jones says as he stands to his full height, “Crime always pays,” He bellows and then attacks.

Mutant Jones

Human, Large

Brick Lvl 5

CR: 5

Exp. Award: 1,600

Init: +0

AC: 15

Hps: 55

Base Attack: +3

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

Melee: Fist +13 (1D3+10)

Powers: Super Attribute (Str 30) x5

Class Features: Basher and Crusher

Feats: Cleave, Power Attack, Throw Anything, Improved Grapple, Improved Bull Rush

Skills: Intimidate +8, Profession (Lawyer) +2

Special: Armored Suit (5)

Special: Boxer

Use whatever battle tiles you may need to build the battlefield.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you are defeated by the mutant, he leaves you lying in the ruined lobby.

If you defeat the mutant he tells you that Crime Master can be found in an old mill over in the Industrial district of the city. You then cart him off to jail.

If on the other hand you follow the man, he gets into a cab and takes off. You will have to conduct a Car Chase in the Streets. If you catch him you follow him to an old office building in the Industrial district.

He enters the building. You can of course either follow him inside and make a scene or sneak around a bit to see what you can find. Either way make either an Intimidation or Stealth skill check Vs, DC 15. If you fail the skill check you are unable to impress the man or fail to sneak very well. Either way you do not gain a round of surprise. If you are successful on the skill check (Gain 25 Exp.), you gain a round of surprise and may enter combat.

When confronted the man he is alone and asks who you are. When you tell him you know of his connection with the Crime Master, he smiles. "Good, no more being small," he says. Jones then starts to rip out of his clothing, growing huge, purple and mean.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

You have seen this before when you battled the purple mutant created by the bad drugs cooked up by Doctor Mutation (See Bad Junk and Mutant Rampage in book one).

"I am the only one I know of that could handle the mutant drugs crafted by that madman Doctor Mutation. His drugs allowed me to become my true self," Growls the purple monster in front of you.

"My boss Crime Master said you would be stopping by and I was to give you this message," Jones says as he stands to his full height. "Crime always pays." He bellows and then attacks.

Mutant Jones

Human, Large

Brick Lvl 5

CR: 5

Exp. Award: 1,600

Init: +0

AC: 15

Hps: 55

Base Attack: +3

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

Melee: Fist +13 (1D3+10)

Powers: Super Attribute (Str 30) x5

Class Features: Basher and Crusher

Feats: Cleave, Power Attack, Throw Anything, Improved Grapple, Improved Bull Rush

Skills: Intimidate +8, Profession (Lawyer) +2

Special: Armored Suit (5)

Special: Boxer

If you are defeated by the mutant, he leaves you lying in the ruined lobby.

If you defeat the mutant he tells you that Crime Mater can be found in an old mill over in the Industrial district of the city. You then cart him off to jail.

Rewards:

End the issue and gain 500 Exp. (For you and your allies) and add +1 to your Reputation. Add Mr. Jones to your list of villain enemies at rank 1.

Crime Master #3

Lieutenant Wilds stands outside the police station looking you over. “The Captain holds you in high regards, as do a lot of the cops on the force,” He says as you walk up, “Me, I could care less what you wear in public, as long as you are helping to keep the streets clean.”

“This Crime Master though, this guy is making waves and you need to bring him in. Me and my boys, we can't deal with these super villain so you will have to.” With that he turns away and walks off.

You plan to do just that.

A few hours later you are outside the old mill by the shipyards. The place is old, mostly run down and in disrepair. Good place for a hideout you guess, that's where you are always finding these super villains, in old factories and warehouses.

If you head on in your find the place empty, but then, as you are about to go you spy a strangely dressed man walk into the mill. He has not spotted you and heads off deeper into the building. At a ruined wall he pushes a loose brick and the whole wall opens up to show a large room beyond.

Taking your turn at the brick you open the hidden door and head on in. Inside is a bright passage and a chamber beyond. Heading down you see a group of men, all dressed in the same strange outfits and an armored man in the middle talking to them.

You can at this point try to sneak about to get a better position, or just barge on in and show off your new cape.

Either way make an Intimidation or Stealth skill check Vs. DC 18. If you are successful (Gain 25 Exp.) on either you gain a round of free action with surprise. If you fail either skill check you are not so impressive or fail to sneak all that well and lose the opportunity to get them by surprise.

As the battle begins you see that Crime Master waits until he can attack from a position of advantage, otherwise he will remain out of the fight as long as he can.

Crime Master

Super Human Lvl 3, Super Scientist Lvl 3

Human, Medium

CR: 6

Exp. Award: 2,400

Init: +4

AC: 22

Hps: 50

Base Attack: +2

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

Melee: Fist +2 (2D6)

Range: Ray Gun +2 (3D6)

Powers: Flight 2

Class Features: Power Proficient, Jury-Rig, Scientific Gadgets, High Performance

Feats: Improved Initiative, Power Attack, Dodge

Skills: Knowledge (Science) +4, Profession (Criminal) +4, Fly +2

Special: Armor 4, Teporter 4 (One use only), Ray Gun (Energy Blast 3), Energy Glove (Energy Blast 2, On range), Energy Goggles (Improved Sight)

Strategy: Sneak

Henchmen (x10)

Combat Exert Lvl 2

Human, Medium

CR: 2

Exp. Award: 600

Init: +4

AC: 12

Hps: 18

Base Attack: +2

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

Melee: Fist +2 (1D3 +2)

Class Features: Look good for the Boss, Sneak Attack 1D6

Feats: Endurance, Improved Initiative, Power Attack

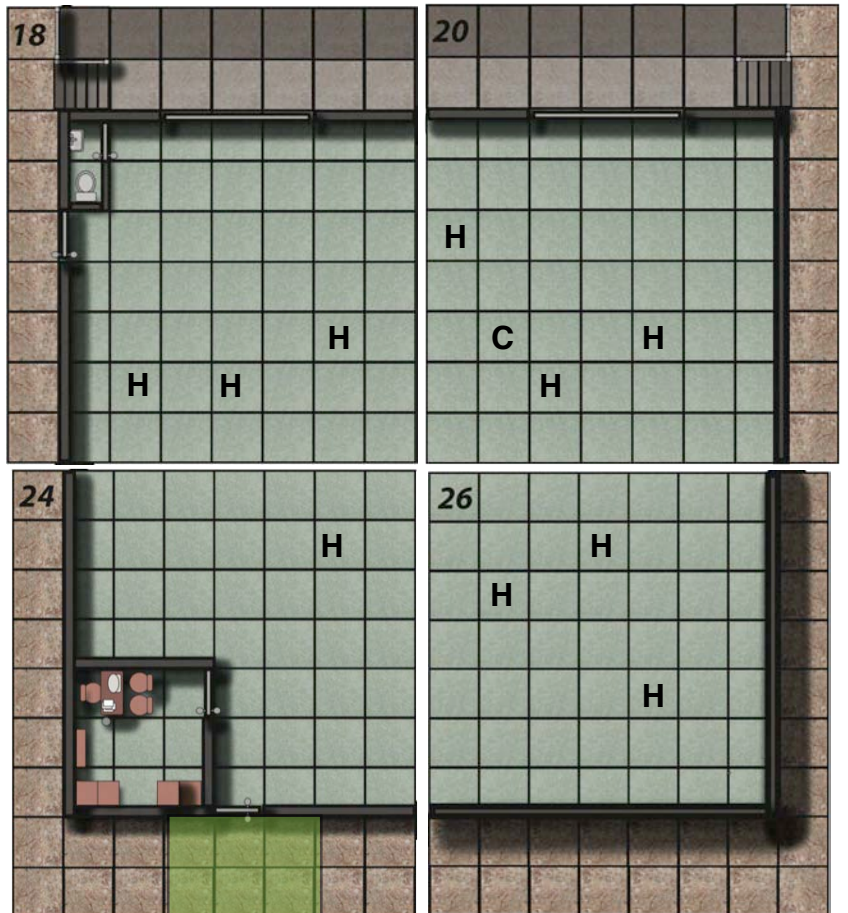
Skills: Intimidation +2, Stealth +2

Special: Combat Suit (+2 AC)

Strategy: Sneak

C - Crime Master
H - Henchmen

Heroes may start from the green area shown



If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you are defeated by the Crime Master you find yourself tied to a rope over a pit filled with acid, the Crime Master before you with his thugs. "So you would try to stop me from becoming the greatest criminal in the world. Well you have failed and now must face the price for your failure, boiled down to soap in acid," The madman laughs as he walks away, activating a leave that starts the rope descending into the pit. "Farewell super fool," The Crime Master laughs as he and his thugs leaves you to your fate.

You may make an Escape Artist skill check Vs. DC 15 to get out of the ropes and save the day before you are boiled away (Gain 25 Exp. if you are successful). Fail the skill check and it was a short career as a super hero it seems.

If you defeat the Crime Master and his henchmen, then you can take them in to the authorities. Just as you are gathering them all up the Crime Master vanishes in a puff of smoke, some sort of teleportation device having been activated.

Looking around you find all sorts of high tech gear and gadgets which were to be sold to super villains all over the country. Good thing you stopped the madman now or things could have gotten real bad.

Rewards:

If you defeated the Crime Master but then he got away gain 1,000 Exp. (For you and your allies) and +1 Reputation.

If you where defeated by the madman but then escaped, you gain 250 Exp. (For you and your allies)

Crime Master #4

“You captured his henchmen, but failed to bring in their boss,” Says Lieutenant Wilds as you stand there. “Now he has gone and helped a bunch of super villains escaped Jefferson Prison, villains you have helped to captured over the last few months.”

“Good luck, I'm sure all of them as looking for some payback.” Lieutenant Wilds says as he turns to walk away.

You have kept an eye out for any of the villains you have confronted over the last few months, but none of them have shown up. Maybe they are afraid of you and your power. Just then there is an explosion and you are thrown across the rooftops you were patrolling.

“Time for us to see you pay for getting in the way of our plans,” says the Green Hood as he leaps over the rooftop and lands a few feet in front of you. Behind him you see the Goblin, and the Burning Claws clambers onto the roof. Then Crime Master flies in.

Well seems that gangs all here. Better that way, now you don't have to chase after the mall one at a time.

Burning Claws

Acrobat Lvl 3

Human, Medium

CR: 3

Exp. Award: 800

Init: +4

AC: 17

Hps: 16

Base Attack: +2

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

Melee: Claws +3 (4D6, Fire)

Powers: Regeneration 1

Class Features: Evasion, Unarmed Strike, Flurry of Blows, Hard to Hit, High Jump, and Opportunist

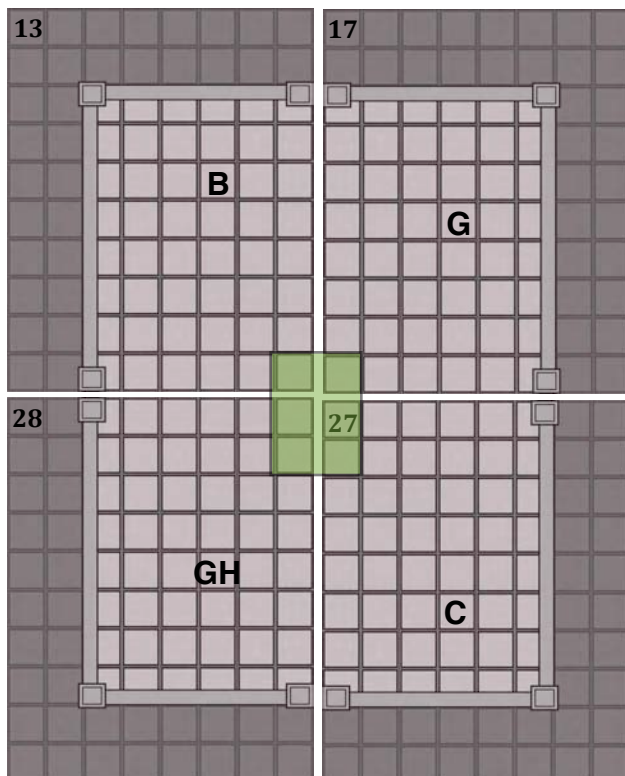
Feats: Dodge, Improved Initiative, Disorienting Maneuver, Iron Will, and Weapon Focus

Skills: Acrobatics +12

Special: Burning Claws (Energy Ray 4) Minor Item, Armored Suit (1)

Strategy: Charge

(See the core book's Mini-Adventure for details on the Burning Claws)



B - Burning Claw

GH - Green Hood

C - Crime Master

G - Goblin

Heroes start in the green shaded area

Crime Master

Super Human Lvl 3, Super Scientist Lvl 3

Human, Medium

CR: 6

Exp. Award: 2,400

Init: +4

AC: 22

Hps: 50

Base Attack: +2

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

Melee: Fist +2 (2D6)

Range: Ray Gun +2 (3D6)

Powers: Flight 2

Class Features: Power Proficient, Jury-Rig, Scientific Gadgets, High Performance

Feats: Improved Initiative, Power Attack, Dodge

Skills: Knowledge (Science) +4, Profession (Criminal) +4, Fly +2

Special: Armor 4, Teporter 4 (One use only), Ray Gun (Energy Blast 3), Energy Glove (Energy Blast 2, On range), Energy Goggles (Improved Sight)

Strategy: Sneak

The Goblin

Human, Large

Brick Lvl 6

CR: 6

Exp. Award: 2,400

Init: +0

AC: 25

Hps: 64

Base Attack: +4

Fort: +7 **Reflex:** +2 **Will:** +2

Melee: Fist +12 (1D3+9)

Powers: Super Attribute (Str, 30)

Class Features: Basher

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

Skills: Intimidation +3, Flight +4

Special: Armored Costume (Minor Item, Armor 5, Flight 2)

Special: Boxer

(See the core book's Mini-Missions for details on the Burning Claws)

Green Hood

Combat Exert Lvl 3

Human, Medium

CR: 3

Exp. Award: 800

Init: +4

AC: 16

Hps: 32

Base Attack: +3

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

Melee: Fist +6 (1D6 +6)

Powers: Increased Attribute (Str +6)

Class Features: Combat Feat x2 (Throw Anything, Diehard), Unarmed Strike, Bravery, Combat Style (Hand-to-Hand), Combat Training

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

Skills: Intimidation +2, Climb +4

Special: Combat Suit (+4 AC), Invisibility Generator (Lvl 2, Minor Item)

Strategy: Boxer

(See the core book's Mini-Missions for details on the Burning Claws)

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you are defeated you may spend a Hero Point as normal.

If you defeat the villains they all go the jail this time and you have once more brought justice to the street of the city.

Rewards:

End the issue here and gain 1,000 Exp. (For you and you allies) and +1 Reputation.

Gain one Hero Point and each ally that battled with you in any of these missions from this mission tree gains a +1 ally rank.

Day of the Fire Demon

(An Event On Issue 8)

Reports come in of a giant fire monster rampaging about the city grabs your attention. Sounds liker a job for a super hero.

Racing off you come upon a scene of chaos. The police are trying to put the monster out with water from a fire truck but this is only making the beast angrier. As you watch it grows taller, now a good 20' in height. Fireballs fling from its hands and the fire truck bursts into flames.

As people race by you in panic, some few turns to you as they race by, "You're a super hero, go do something super."

Fire Demon

Energy Manipulator, Lvl 6

Outsider, Large

CR: 6

Exp. Award: 2,400

Init: +0

AC: 16

Hps: 40

Base Attack: +3

Fort: +2 **Reflex:** +5 **Will:** +6

Melee: Unarmed Strike +2 (136 Fire)

Ranged: Fire Bolt (5d4+1, DC 16 Reflex save for half damage)

Powers: Energy Ray 5, Fire Immunity DR 10/-, Regeneration 10

Class Features: Energy Sense (Fire), Energy Amplification (Fire Bolt)

Feats: Iron Will

Skills: Intimidation +10

Special: None

Strategy: Sharp Shooter

D - Demon

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

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

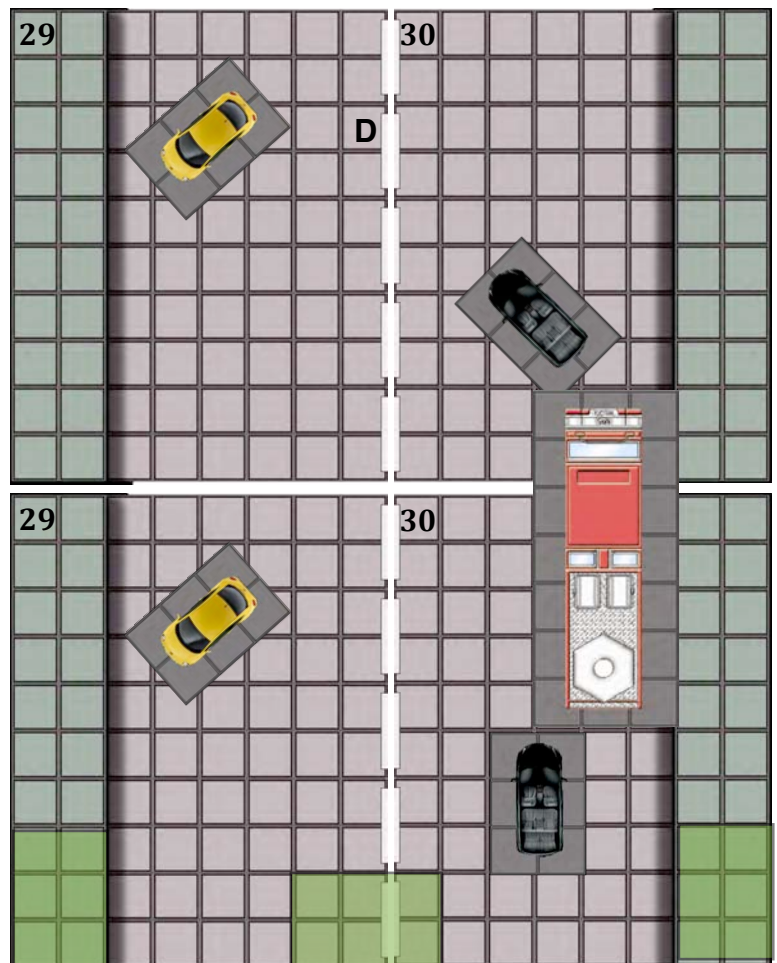
Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.



Note that the Fire demon will retain its regeneration ability as long as the Elemental Lord wizards continue their chant. Should they be defeated the fire Demon will disappear.

The heroes may make a Perception skill check Vs. DC 20 to discover the hidden Elemental Lord wizards.

Elemental Lord (x3)

Human, Medium

Energy Manipulator Lvl 5

CR: 5

Exp. Award: 1,600

Init: +4

AC: 16

Hps: 24

Base Attack: +2

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

Melee: Punch +1 (1D3-1)

Range: Arcane Blast (4D4, 20 ft Dia, DC 15 Reflex for 1/2)

Powers: Arcane 4 (Arcane Blast, Arcane Projection, Arcane Endurance, Arcane Travel)

Class Features: Destroyer (Arcane Blast), Disaster Zone (Arcane Blast), DR 1/Energy

Feats: Skill Focus (Power Activation), Combat Expertise, Power Augmentation, Iron Will, Stoic, Improved Initiative, Desperate Battler

Skills: Concentration +9, Intimidate +9, Investigate +8, Knowledge (Arcane) +8, Linguistics +8, Perception +9, Power Activation +12

Special: Robes of Protection (Armor 3), Amulet of Wound Closure (Regeneration 2);

Strategy: Sharp Shooter

Notes: He will try to flee if dropped below 1/2 Hit Points or the Minion is defeated.

If you are defeated by the monster or wizards then you can spend a Hero Point.

If you defeat them all, the Fire Demon disappears and the Elemental Wizards can be taken into custody. Seems they meant to punish the city for all the times you have foiled their dark plots and plans.

Rewards:

Gain 1,000 Ep. (You and your allies) and +1 to your Reputation and +1 to either your Law and Order, Do Gooder or Vigilante rank.

You also gain a Hero Point.

Dead Killers #1

Little Tom looked up at you, a bit of hero worship in his eyes. “Ya I saw some strange stuff the other night. Well don't think I'm crazy or anything but I saw a motorcycle rider. Thing is, he didn't have no head,” He continues.

No head you ask?

“Ya, biker type guy, all leather and jeans, but no head. Was kind of scary to be honest,” Little Tom says with a shiver. “Down around the Jefferson Bridge,” Tom says as his Mom calls him to come in for the night.

“See ya,” He calls as he runs off.

Headless biker, well that's a new one you think.

A few nights later you are on patrol. Things are quiet so you head off to the Southside of Low Town to see if anything is amiss in the poorest part of town. As you approach the bridge you hear the roar of a motorcycle, a big one at that. Sure enough racing down the street, heading for the bridge is a biker, and he has no head.

You may try to chase after the headless rider if you wish. Make a Street Car Chase. If you fail to catch the biker you need to end the issue here, and the mission. No further mission on this mission tree may be taken.

If you catch the biker (Gain 25 Exp.) he, you assume it's a he, pulls over and revs his biker's motor, then charges you.

Use a few street tiles for this battle

Headless Kevin

Combat Exert Lvl 2, Brick Lvl 1

Undead, Medium

CR: 3

Exp. Award: 800

Init: +3

AC: 16

Hps: 32

Base Attack: +2

Fort: +6 **Reflex:** +3 **Will:** +0

Melee: Fist +8 (1D6 +8)

Powers: Super Attribute (Strength) 2, Super Attribute (Dexterity) 1, Super Leap 1, Regeneration 1 and Deflection 1

Class Features: Unarmed Strike, Bravery, Combat Style (Martial Artist), Power Punch

Feats: Power Attack, Furious Focus, Weapon Focus (Unarmed Strike), Dodge

Skills: Intimidate +5

Special: Patched Leather Jacket (Armor 1), Hard Head Patch (Density Control (Increase) 1);

Other Gear Motorcycle

Strategy: Boxer

(See Heroes Weekly Vol 3, Issue #12 for details on the Dead Killers)

If you are defeated by the headless biker you wake up in the street, alive but no biker in sight. End the issue and the mission here. You may though continue with the mission tree.

If you defeat the biker, then his body falls to the ground, lifeless. You take the body to the morgue, but they are of little help. The next night the body is gone, as if it just got up and walked out all on its own.

Rewards:

End the issue here and gain 500 Exp (You and your allies). Add the Dead Killers to your list of villain enemies at rank 1.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

Dead Killers #2

Tianna squeaks when you rise up behind her, out of the shadows. "Don't do that, I'm jumpy enough as it is!" She cries out of anger and relief.

You ask why she has called for you.

"Well some girls on the street have gone missing," She starts, "They was partying with some rough bikers a few nights ago and no one has seen them since."

You ask what bikers?

"Some crew of thugs mostly, real low life's. Calls themselves the Lords of Darkness," she answers, "I bet though they all sleep with a night light on."

Know where these bikers can be found you ask?

"Sure, in the morgue, they were all found dead the other dead, drained of their blood I hear," She answers with shiver. "I know a bunch of cheap hookers is not high on the cop's list of things to do, so I thought you could go find the girls," Tianna asks, her big eyes looking up at you.

You agree to look into it.

Dead bikers drained of their blood and missing call girls. It might all be tied into your headless biker and his own blood issues. You had planned to stakeout the morgue tonight and follow your headless biker when he rises off the cold metal slab, but now you will make it a point to know what's this strange corpse is up to.

Some hours later you watch as the headless biker walks out of the back door of the city morgue, another biker rolls up, this one ridden by a pale man in leather and jeans. The headless rider hops on the back of the bike and the two roars off into the night, you hot on their tail.

Conduct a City Street Car Chase to follow the dead bikers out of the city. If you fail the roll you may try to find the address written on the paper you found (See Book of Shadows Mission). If you did not find the paper then end the issue here, but you may continue with the mission tree.

If you are able to follow them out of the city (Gain 25 Exp.) you follow them out into the down to an old farmhouse. There you see several bikes parked outside, loud music coming from inside the house.

You can try to sneak about to see what's going on, or you can just barge right on in. Either way make an Intimidation or Stealth skill check Vs. DC 18. If you fail you are not that impressive or fail to sneak very well. You lose the chance to gain surprise. If you are successful on the skill check (Gain 25 Exp.) and gain a round of surprise.

Inside you find the whole gang of vampire bikers and their undead allies.

Lancaster King

Combat Exert Lvl 3

Undead, Medium

CR: 3

Exp. Award: 800

Init: +8

AC: 17

Hps: 29

Base Attack: +3

Fort: +5 **Reflex:** +5 **Will:** +3

Melee: Fist +9 (1D6 +5)

Powers: Super Attribute (Strength) 2, Super Attribute (Dexterity) 1, Super Leap 1 and Regeneration 1

Class Features: Unarmed Strike, Bravery, Combat Style (Martial Artist), Combat Training

Feats: Dodge, Improved Initiative, Power Attack, Furious Focus, Weapon Focus (Unarmed Strike)

Skills: Intimidate +7, Survival +8

Special: Patched Leather Jacket (Armor 1), Wizard-slayer Patch (Immunity 1 (Magic));

Other Gear Motorcycle

Strategy: Boxer

(See Heroes Weekly Vol 3, Issue #12 for details on the Dead Killers)

Ramhotep

Brick Lvl 3

Undead, Medium

CR: 3

Exp. Award: 800

Init: +0

AC: 12

Hps: 36

Base Attack: +2

Fort: +8 **Reflex:** +1 **Will:** +4

Melee: Fist +8 (1D6 +8)

Special Attacks: Entangling Bandages (DC 11 Reflex save or Entangled)

Powers: Super Attribute (Strength) 2, Immunity 2 (Aging, Homeostasis) and Entanglement 1 (1 PP)

Class Features: Built Tough

Feats: Power Attack, Furious Focus, Great Fortitude

Skills: Climb +11, Intimidate +5, Survival +9

Special: Patched Leather Jacket (Armor 1), Invincible Killer Patch (Deflection 1);

Other Gear Motorcycle

Strategy: Charge

Puzzleface

Combat Exert Lvl 2, Acrobat Lvl 1

Undead, Medium

CR: 3

Exp. Award: 800

Init: +10

AC: 19

Hps: 27

Base Attack: +2

Fort: +5 **Reflex:** +8 **Will:** +1

Melee: Fist +3 (1D6 +3)

Powers: Super Attribute (Strength) 1, Super Attribute (Dexterity) 2, Super Leap 1, Regeneration 1 and Empathy 1

Class Features: Unarmed Strike, Bravery, Combat Style (Martial Artist), Evasion, Fast Stealth

Feats: Dodge, Combat Reflexes, Improved Initiative, Skill Focus (Stealth)

Skills: Intimidate +6, Stealth +11, Survival +7

Special: Patched Leather Jacket (Armor 1), Ghostman Patch (Density Control (Decrease) 1), -1 Wizardslayer Patch (Immunity 1 (Magic));

Other Gear Motorcycle

Strategy: Sneak

The Wretched Thing

Energy Manipulator Lvl 3

Undead, Medium

CR: 3

Exp. Award: 800

Init: +1

AC: 14

Hps: 21

Base Attack: +1

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

Melee: Fist +5 (1D3 +4)

Special Attacks: Arcane Blast (3d4, 20 ft. diameter, DC 10 Reflex save for half)

Powers: Immunity 1 (Aging), Arcane 3 (Arcane Travel +0, Arcane Bonds +2, Arcane Blast +4) and Super Attribute (Strength) 1

Class Features: Energy Sense (Magic)

Feats: Dodge, Iron Will, Skill Focus (Power Activation)

Skills: Intimidate +4, Power Activation +10, Stealth +4, Survival +4

Special: Patched Leather Jacket (Armor 1), Invincible Killer Patch (Deflection 1)

Other Gear Motorcycle

Strategy: Sharp Shooter

Headless Kevin

Combat Exert Lvl 2, Brick Lvl 1

Undead, Medium

CR: 3

Exp. Award: 800

Init: +3

AC: 16

Hps: 32

Base Attack: +2

Fort: +6 **Reflex:** +3 **Will:** +0

Melee: Fist +8 (1D6 +8)

Powers: Super Attribute (Strength) 2, Super Attribute (Dexterity) 1, Super Leap 1, Regeneration 1 and Deflection 1

Class Features: Unarmed Strike, Bravery, Combat Style (Martial Artist), Power Punch

Feats: Power Attack, Furious Focus, Weapon Focus (Unarmed Strike), Dodge

Skills: Intimidate +5

Special: Patched Leather Jacket (Armor 1), Hard Head Patch (Density Control (Increase) 1);

Other Gear Motorcycle

Strategy: Boxer

Hellicycle

Combat Exert Lvl 2, Super Human Lvl 2

Construct, Medium

CR: 3

Exp. Award: 1,200

Init: +3

AC: 18

Hps: 31

Base Attack: +3

Fort: +8 Reflex: +6 Will: +1

Melee: Slam +5 (1D6 +2)

Powers: Inorganic Shapeshifter 5 (Motorcycle, Car Exhaust, Motor Oil, Car Jack, Grave Dust)

Class Features: Computer Port, Immunity (Disease, Aging, Poisons, Death Effects), No Air Requirements, No Healing, Recovery Systems, Limited Battery Life, Unarmed Strike, Bravery, Combat Style (Martial Artist)

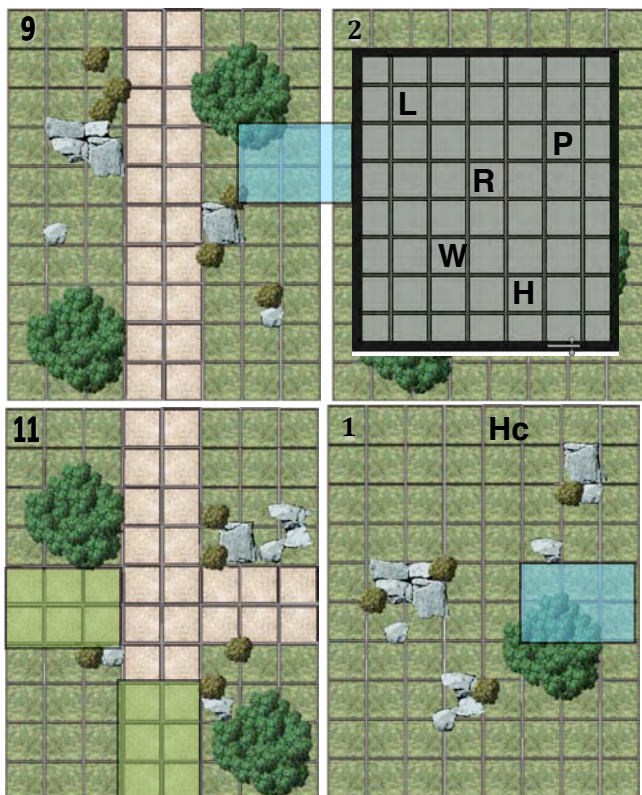
Feats: Dodge, Mobility, Power Attack, Furious Focus

Skills: Drive +10, Survival +8

Special: Armored Finish (Armor 2), Ghostman Patch (Density Control (Decrease) 1)

Strategy: Charge

(See Heroes Weekly Vol 3, Issue #12 for details on the Dead Killers)



L - Lancaster
P - Puzzleface
H - Headless Kevin
Hc - Hellicycle
R - Ramshotep
W - The Wretch

If the heroes make a successful stealth skill check they may enter the battlefield on one of the blue shaded areas

Heroes may enter from any of the green areas shown.

If you are defeated by the Dead Killers you may spend a Hero Point as normal.

If you defeat them then you find that they all drop dead when defeated. Looking around you see that the call girls are all tied up in the back room, in various states of being drained and turned into vampire biker girls for the crew.

You make a Healing skill check Vs. DC 20 to see if you can reverse the vampire effect on the women. Fail and they all die to rise again. If you are successful then you halt the effects and all recover in a few months (Gain 25 Exp.)

You can take them all in to the authorities, but the cops will have a difficult time dealing with them. You have little other choices though as they seem nearly indestructible. Sunlight only makes them fall into coma after burning up to a crisp, and the old stack in the heart does not seem to work.

You find in the back room the Professor's stolen book, but why these vampires wanted it is unclear. You are not sure they can even read.

Rewards:

Gain 1,000 Exp. (For you and your allies) and a +1 Supernatural and +1 Do Gooder ranks.

Dinos in the Park (An Event on Issue 14)

Reports are coming in from all over the city of dinosaurs rampaging about and eating people, pets, and cars. Looks like you have work to do.

There seem to be reports coming in from each district of the city (Ten in total). Figure out where you are when the report comes in.

Movement in the City

If you are on foot it takes 20 rounds to move from one section of the city to another adjacent section.

If you have a super car, or some other vehicles, it will take 10 rounds to move from one section of the city to another adjacent section, traffic and flying news helicopters get in the way as you race about the city.

If you have a movement power of some sorts (Eh, Flight, teleportation, super speed, whatever), then based upon the total power levels of that power you can move from one section of the city to another adjacent section as follows.

Power Levels	Rounds to move to new section of city
1-3:	10
4-6:	7
7-9:	5
10:	2

After you arrive in the new section of the city you may attack the dinosaurs in that section. You of course do not have to move at all in the section of the city you started at as the dinosaurs come to you.

When you arrive in a new section of the city roll to see what type of dinosaur is present.

Roll 1D20: Dinosaur Type

1-5:	Stegosaurus
6-10:	Pteranodon
11-13:	Triceratops
14-16:	Raptors (x5)
17-20:	Tyrannosaurus

Stegosaurus

Dinosaur, Huge

CR: 7

Exp. Award: 3,200

Init: +6

AC: 22

Hps: 90

Base Attack: +9

Fort: +13 **Reflex:** +10 **Will:** +5

Melee: Tail +16 (4D6+12, Trip)

Pteranodon

Dinosaur, Large

CR: 3

Exp. Award: 1,600

Init: +8

AC: 16

Hps: 32

Base Attack: +3

Fort: +6 **Reflex:** +8 **Will:** +3

Melee: Bite +5 (2D6+4)

Special: Fly 50'

Triceratops

Dinosaur, Huge

CR: 8

Exp. Award: 4,800

Init: -1

AC: 21

Hps: 119

Base Attack: +10

Fort: +15 **Reflex:** +8 **Will:** +5

Melee: Gore +17 (2D10+12)

Raptors (x5)

Dinosaur, Large

CR: 3

Exp. Award: 1,600

Init: +4

AC: 16

Hps: 24

Base Attack: +2

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

Melee: Bite +3 (1D6)

Tyrannosaurus

Dinosaur, Huge

CR: 9

Exp. Award: 6,400

Init: +5

AC: 21

Hps: 153

Base Attack: +13

Fort: +15 **Reflex:** +12 **Will:** +10

Melee: Bite +20 (4D6+22/ 19-20 Grab)

(See Pathfinder Bestiary for details on all dinosaurs)

It becomes clear that these dinosaurs all have some sort of strange device strapped to their backs. Make a Perception skill check Vs. DC 15. If you fail the skill check you are too busy trying not to be eaten by the dinosaurs to pay much attention. If you are successful (Gain 25 Exp.) on the skill check you see that the device is just like the odd teleportation device you used to rescue Lou, Debbie and Lady Blue. Seems the person that bought all of them has used them to create some sort of time displacement device. (See Odd Device Mission Tree)

You may at this point make a Craft skill check Vs. DC 15. If you fail nothing comes to mind. If you are successful (Gain 25 Exp.) on the skill check you figure that if you remove the device the dinosaur might be returned to its own time. From that point on, any character fighting a dinosaur may make a Disable Device skill check Vs. DC 15 to deactivate the time device and send the device and the dinosaur through a time window back to his home time frame (Gain 25 Exp. per device disabled).

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

Rewards:

Gain 1,000 Exp. (For you and your allies). Gain one Hero Point.

Also see the chart below to figure added benefits for completing this event.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

Count the total number of rounds it takes to defeat the dinosaurs, in all sections of the city. Compare that number to the chart below.

Total Rounds needed to defeat the Dinosaurs	Reputation Bonus	Do Gooder Bonus
Less than 20	+5	+3
30	+4	+2
35	+3	+1
40	+2	+1
45	+1	+1
50	+1	+0
55	+1	+0
60	+0	+0
70	+0	+0
80	+0	+0
90	-1	+0
100	-2	-1
101+	-4	-2

Additional Notes:

Investigation of the event leads you to believe that Master Mind may have been behind the whole vent. Was he punishing the city for the uncovering of all the androids he had in place within the city government. Or maybe he was testing the city's heroes once more. You cannot prove that he was behind it and may never know the full story.

Set up the battle tiles as needed to create a park.

Fallen Flowers

“Hey, just because you are a super hero doesn't mean you can come around here all the time and threaten me, I got rights!” Bruno cries as you kick the chair out from under him. He hits the ground hard in front of his thug friends, all of whom know better then to do anything about it.

“I should sue man!” Bruno complains as he stands up, “Police brutality or something,” He offers. You tell him you are not a cop. “Ya, I know, that just makes it all the worst,” He says as you push him into the alley for private talk.

If you have gathered up information on the dead woman begin a part of the Purple Dragons then play out Option #1.

If you only found out about the Purple Bar and Lounge, then go to Option #2.

Option #1

“So what ya want that you got to treat me like that in front of my friends,” Asks Bruno as he pulls out a smoke. You ask him about the Purple Dragons.

“Bunch of ninja want-ta-bes you ask me,” Bruno tells you. “They run some small drugs, girls, little stuff like that. Got a place over in the Bowery, something called the Purple Balls Are Us Bar or the like,” He says with a smile. You correct him with the real name of the bar. “Well if ya knew that already why you beating me up for?” He complains once more.

Because you need more information you tell him. Why would they kill one of their girls? You ask.

“Humph, could be any number of reasons, she know something she was not suppose to know, talked to someone she was not suppose to talk to or did something she was not suppose to do,” Bruno answers.

Guess you will just have to go ask the thugs over that the Purple Bar you say.

“Ya, go beat someone else up for a change, ya making me look bad,” Bruno calls after you.

Option #2

“So what ya want you got to treat me like that in front of my friends,” Asks Bruno as he pulls out a smoke. You ask him about the Purple bar and Lounge.

“That place? Bad beer and bad Japanese thugs,” Bruno says with a smile. You can see he knows more so you try to make him tell you everything.

Make an Intimidation skill check Vs. DC 12. If you fail then he clams up. If you are successful (Gain 25 Exp.) he tells you that the bar is home to a Yakuza gang, all of which think they are ninjas or something.

You stand outside the bar. It's nothing special to look at, but then most places in the Bowery are nothing special to look at.

You can either sneak in and see what you find or bust on in and be more direct in your approach.

If you sneak in then make a Stealth skill check Vs. DC 20. If you fail then you are spotted and must go into the combat, having lost the element of surprise.

If you are successful (Gain 25 Exp.) you sneak in and find the lay out of the place as well as where the thugs are hanging out. You gain a round of surprise if the Stealth skill check was successful.

If you burst on in then make an Intimidation skill check Vs. DC 16. If you are successful (Gain 25 Exp.) the thugs inside are taken aback by your power and authority, and you gain a round of free actions. If you fail then they could care less what you call yourself, they are just going to kill you.

If you found out that the thugs are Ninja in training from Bruno then these Ninja gain no surprise on you. If you did not find this out then you lose a round of action as you are taken aback by the swords they all pull out. Your surprise from a successful Stealth or intimidation skill roll will cancel their surprise for being ninjas out and the combat will start as normal.

Ninja Wanna-be Thugs (x15)

Combat Expert Lvl 1
Human, Medium
CR: 1
Exp. Award: 400
Init: +4
AC: 14
Hps: 10
Base Attack: +1
Fort: +2 **Reflex:** +0 **Will:** +0
Melee: Sword +2 (1D8)

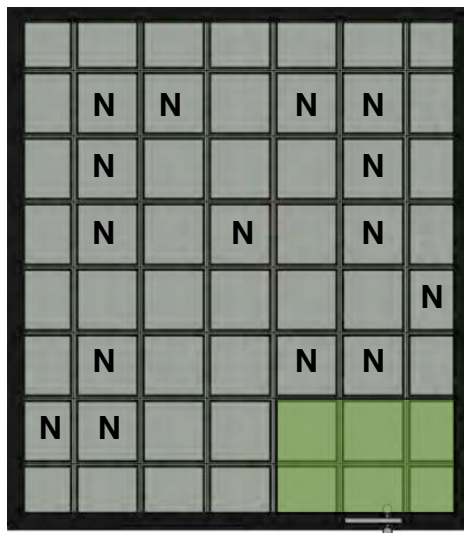
Powers: Super Leap
Class Features: Unarmed Strike, Combat Feat
Feats: Improved Initiative, Power Attack, Cleave, Weapon Focus
Skills: Stealth +4, Acrobatics +4
Special: Ninja Smoke Bomb (Darkness 20', 1D3 rounds)
One use only
Strategy: Sneak

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.



N- Ninja in training

Heroes may enter from any of the green areas shown.

If you are defeated you may spend a Hero Point as normal.

If you defeat the Ninjas you can ask a few questions. While most will not speak, or are even able to, you do find one that tells you that the dead girl's name was Yumi, but they did not kill her. She disappeared a few nights ago, after not coming back to the bar from a "Date" with a client, a rich guy that comes around once and a while looking for Asian girls to have some fun with. He did not kill her though, the Ninjas tells you, they already asked him in not so nice a way.

You ask if he knows anything else. "Ya, she was heard telling one of the other girls that she had found her ticket out of this life and was going to cash it in real soon," The man says as you drop him to the floor.

What ticket you ask. He though has no answer, as he does not know. "Ask the girls down stairs," He says.

You may of course ask the girls what they know, and or talk to the man that may have been the last to see Yumi.

If you talk to the girls they are very timid and shy, and say little. Make a Diplomacy skill check Vs. DC 20 to get them to talk.

If you fail the skill check they are just too fearful of their Yakuza bosses to talk.

If you are successful (Gain 25 Exp.) one of them tells you that Yumi had gained some information on one of her "Clients" and that she was going to use that information get out of this bar and from under the Yakuza's control.

If you go to ask the man who last saw Yumi, you find that his name is Dupree, a small man, very feminine in manner.

Make a Sense Motive skill check Vs. DC 15. If you fail you may continue with the interview.

If you are successful (Gain 25 Exp.) it is clear that Dupree is a homosexual and thus was not hiring Yumi for himself.

During the interview Dupree tells you that he would hire the girls for some adult fun and then drive them back to the bar, that's all knows. He last saw Yumi outside the bar where he left her. He rubs a dark bruise on his cheek where the Yakuza hit him to get the same answer.

You may make a Sense Motive skill check at this point Vs. DC 20. If you fail it seems he is telling the truth (unless you have already determined that he was not hiring the girls for himself).

If you are successful (Gain 25 Exp.) it is clear he is lying as to why he hired the girls and what he was doing with them. It is clear to you that he was picking up the girls and delivering them to someone else. You ask who?

The man then breaks down and says he brings the girls to Mr. Andersen, yes, that Mr. Andersen, the city councilman. He is not lying though about bringing the girl back to the bar though, she was alive when he left her there the other night.

Rewards:

You and your allies gain 250 Exp. and a +1 to your Mob rank.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

End Issue here.

Fund Raiser

Father Thomas beams with delight at the crowd which showed up to his small fundraiser.

“I can not thank you enough for helping me with this little fair,” The priest says as he stands next to you. “The money we raise today will go a long way to feeding the homeless and providing some needed care for our small children which gather here each day before and after school.”

You are more than happy to help out you say. Besides, you might be a hero in a cape and mask, but the real hero is the man next to you, dedicating his life to helping the unfortunate of this city.

“I’m sure half the people here today came to get a glimpse of you and your costume,” Father Thomas says.

Not all heroes wear a costume and a mask you tell him.

“We all wear a mask my friend,” He tells you as he walks off.

Just then there is a roar and then screams of terror and panic from the other side of the fair. Soon enough a crowd of people come stampeding your way, trying to avoid the exploding pumpkin bombs.

“Who said you could have a celebration and not invite me and my friends,” Laughs Jack-o-Lantern as he leaps in front of you, the rest of his mad crew of villains not far behind.

You will have to be careful in this battle as there are kids and civilians all over the place.

Trixie Treat

Acrobat Lvl 3

Human, Medium

CR: 3

Exp. Award: 800

Init: +4

AC: 17

Hps: 25

Base Attack: +2

Fort: +3 **Reflex:** +7 **Will:** +2

Melee: Kick +6 (1D3 +5)

Ranged: Pumpkin Bomb +6 (5d6, 25 ft. radius)

Powers: Super Leap 1

Class Features: Evasion, Opportunist, Unarmed Strike, High Jump, Brake Fall

Feats: Dodge, Mobility, Weapon Finesse, Utility Belt, Combat Reflexes, Agile Maneuvers

Skills: Acrobatics +10, Bluff +8, Climb +6, Linguistics +1, Perception +7, Power Activation +5, Sleight of Hand +9

Special: Belt of Pumpkin Bombs (Energy Ray (Fire, Area of Effect, Major Item, Minor Limited Use) 5), Leather Jacket (Armor 1);

Other Gear Hypersonic Bat Call (Summon Animals (Major Item) 4)

Strategy: Charge

Jack-o-Lantern

Super Human Lvl 2 Combat Expert Lvl 2

Mutant, Medium, CN

CR: 4

Exp. Award: 1,200

Init: +3

AC: 16

Hps: 25

Base Attack: +3

Fort: +7 **Reflex:** +6 **Will:** -1

Melee: Unarmed Strike +7 (1d6+4)

Ranged: Pumpkin Bomb +6 (5d6, 25 ft. radius)

Powers: Control Elemental Forces (Darkness, Blindness, Duration, Wall) 3

Class Features: Unarmed Strike, Bravery, Combat Style (Martial Artist)

Feats: Dodge, Combat Expertise, Improved Dirty Trick, Blind-Fight

Skills: Intimidate +10, Perception +4, Power Activation +6, Stealth +5

Special: Belt of Pumpkin Bombs (Energy Ray (Fire, Area of Effect, Major Item, Minor Limited Use) 5)

Leather Jacket (Armor 1)

Strategy: Charge

Trick and Treat

Brick Lvl 1

Human, Medium

CR: 1

Exp. Award: 400

Init: +0

AC: 13

Hps: 15

Base Attack: +0

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

Melee: Fist +3 (1D3 +2)

Powers: Super Leap 1

Class Features: Hard Headed

Feats: Power Attack, Weapon Focus (Unarmed Strike), Blind-Fight, Dodge

Skills: Climb +6, Intimidate +3

Special: Leather Jacket (Armor 1)

Strategy: Charge

(See the core book for details of the Halloween Gang)

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

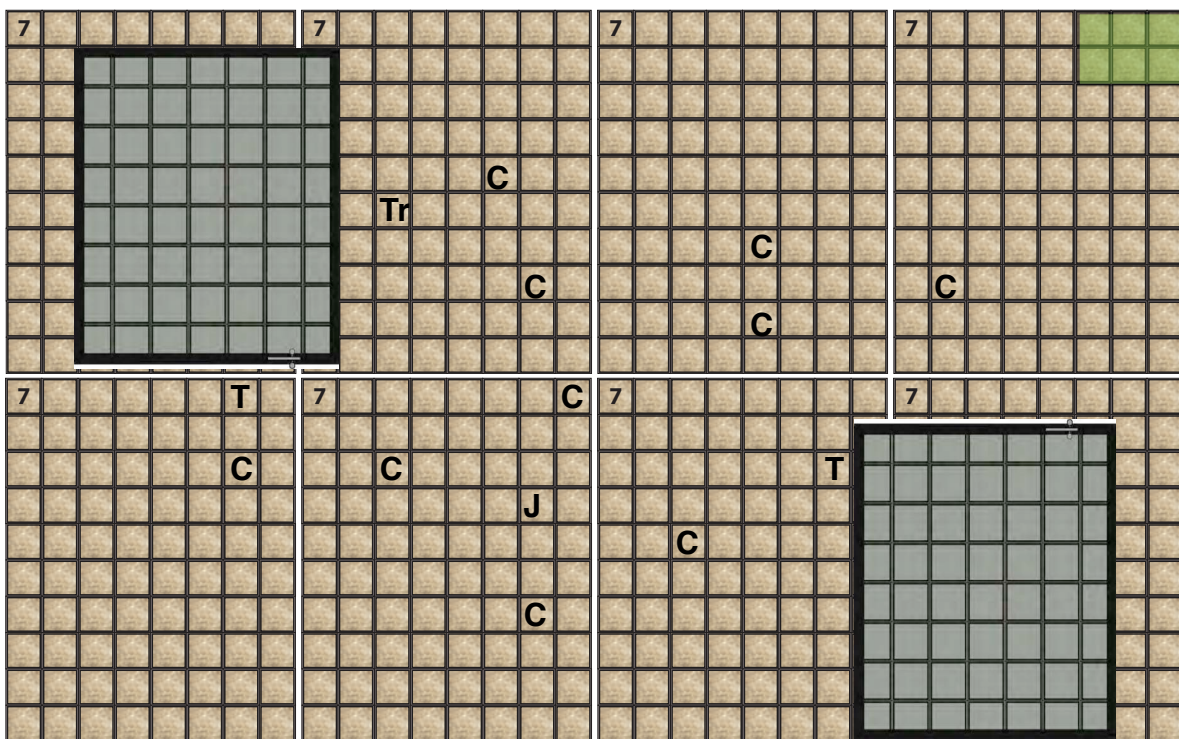
If you are defeated they leave you laying on the ground as they drive off, laughing at you.

If you defeat them they go down laughing their heads off. Later the authorities arrive and cart them all off, still laughing about the whole thing. You will have to talk to someone in charge about upgrading Jefferson Prison, every time you catch these madmen they just escape a few days or weeks later.

Rewards:

Gain 500 Exp. (For you and your allies) and either a +1 to your Reputation, Do Gooder or Vigilante rank. End the issue here.

Increase the Halloween gangs rank by +1.



T - Trick or Treat
Tr - Trixie Treat
J - Jack-o-Lantern
C - Civilians

Heroes may start from the green area shown

At the start of each round a Civilians
will move to a new square. Roll 1D6
1-2: Three squares towards the closest hero.
3-4: Three Squares away from the closest villain
5-6: Three squares towards the nearest edge of the battlefield.

Have You Seen My Mummy #1

The janitor sweeps up the mummy dust and drops it into the trashcan, the last of the rags, old bones, and dust now cleaned up. He heard that the mummies came to life and had a battle with a super hero. "Humph," he says under his breath, "I never get to see the good stuff."

As he leaves an old glow rises from the trash can, a swirl of dust and rags rolling up into the air to form into a figure, one wrapped in old bandages and rags.

"Look if you just give me an interview, I will leave you alone," Says Jill Kelly as she taps you on the chest with her pen. "The people of this city want to know more about you and your super hero friends," She says as she pushes her glasses back up on her face. "The people have a right to know who their heroes are after all."

You tell her right now you have work to do, and that maybe later in the week she can have an interview.

This slows her down for but a moment, "Well, at least tell me what you are working on right now. Maybe the stolen Egyptian jewelry from collection of Mr. Luckard?"

What stolen jewelry you ask?

"Well maybe I know something you don't," The reporter winks. "You give me that interview right now and I will tell you what I know about the jewel," She offers as a bargain.

A few hours later you have tried to answer what questions you could without revealing too much.

If you have a Public ID then increase both your Reputation and Do Gooder ranks by +1 as her story makes you look rather good and heroic. If you have a Secret ID then increase your Reputation and Vigilante ranks by +1 each as her story makes you seems mysterious and a bit dangerous. Either way increase the ranks of all your villains by +1 as they read the article and get steamed at your growing fame.

After the interview you ask your own questions. Kelly tells you that the other night the rick collector, Alfred Luckard, was found dead in his bedroom, the safe in his wall ripped open. "The only thing missing was an old parchment written in hieroglyphics," She says. "Thousands of dollars in cash and fine jewelry untouched."

Was there anything else odd about the crime scene you ask?

"Ya," she says with an odd look on her face, "They found a bunch of dust and old rags littered about thee place."

Like from a mummy, you think to yourself.

"Well the main attraction was the mummy of Hoetep himself," Gideon tells you as he sits at his desk. "It was said that old Hoetep was a sorcerer and could raise the dead, that he even had the power to return from death himself."

Well he sure was walking the other night you say.

"Yes he was, that is until you turned him into dust!" Gideon says a bit miffed. "I am sure I said not to destroy those mummies, they were priceless. But you went right ahead and turned them into nothing but dust and rags. Had to throw the whole lot in the trash," Gideon laments. "A shame really, they were so well preserved."

You promise to try harder next time you are attacked by mummies.

You then ask Gideon about this scroll that was stolen for the collection of Mr. Luckard.

“Yes a shame really, he was such a good friend to the museum,” Gideon offers. “He was here that very night you battled Hoetep and his mummy bodyguards.”

Luckard was here that night you ask?

“Oh yes, he was quite a collector of Egyptian artifacts. Tried to buy the Hoetep's mummy himself, but the museum was able to out bid him.”

Just how badly did Luckard want that mummy you ask?

“Well he was rather insistent that we allow him to examine it once we brought it to the museum,” Gideon offers. “Still, that was not unheard of, he was a rabid collector and fan of the period.”

This scroll that was stolen from his safe, do you now anything about it you ask?

“Why yes, it's the Scroll of Life, said to be able to bring the dead back from the afterlife,” Gideon tells you.

So Luckard had a scroll that was said to be able to bring the dead back to life and was here the night a bunch of dead mummies rose up and attacked everyone.

“I see the connection,” Gideon muses, “If I was you I would go talk to Mrs. Carla Hempart,” Gideon tells you. “She would know more about the scroll then I would.”

As you knock on the door to Mrs. Hempart's apartment in the Downtown district of the city you hear a muffled scream.

As you rush in you see an elder lady in the grip of a mummy as other mummies rip the apartment the bits. You sure have seen these mummies before, but how they have returned after you turned them to dust is a question for later, right now you need to save a citizen of the city.

Mummy (x4)

Undead Lvl 5

Human, Medium

CR: 5

Exp. Award: 1,600

Init: +0

AC: 20

Hps: 60

Base Attack: +6

Fort: +4 **Reflex:** +2 **Will:** +8

Melee: Slam +14 (1D8+10)

Feats: Power Attack, Toughness, Skill Focus (Perception), Weapon Focus

Skills: Perception +16, Stealth +11

Strategy: Boxer

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

At some point Hoetep's mummy will leap off the balcony and race off, while the remaining mummies fight on.

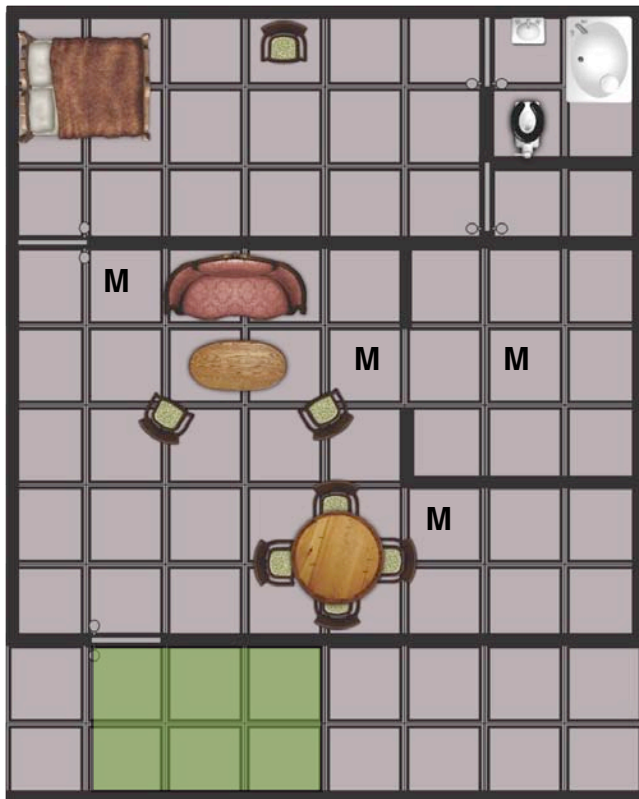
If you are defeated you may spend a Hero Point as normal.

If you defeat them they all fall to the ground in a puff of dust and rags. This time you collect the remains and hand them over to Professor Gideon who will lock them up.

Rewards:

Gain 500 Exp. (For you and your allies).

End the issue here.



M - Mummy

Heroes start in the green shaded hallway outside the townhouse

Have You Seen My Mummy #2

Doctor Clark thanks you as you walk into the hospital. "I'm glad you showed up, thought you might be interested in this," He says.

You ask what he has in mind.

"Well I was working the late shift last night and this huge man walks in, well sort of shuffles in more like it," The doctor begins. "I take one look at him and know something is up. He's all dressed up like a Mummy, you know, bandages and dried up flesh type mummy."

The Doctor takes a moment to calm down. "Well he shuffles in and I can see his leg is broken, so I go up to him to help out, but he just pushes me away, like I'm a small baby he's that strong. Goes over to the supply cabinet, takes out a split and ties it on," Explains the doctor. "Out he goes after that, less a shuffle now and more a limp but he's more mobile."

You ask if the Mummy said anything.

"Nope, but I assume a walking real life mummy is sort of your thing, so I called as soon as I got a chance."

You thank the doctor and head off to find Hoetep.

You think on it a while and ask yourself if you were a Mummy where would you go in the city. It then dawns on you, the old amusement park over on North Point. When you were battling the Halloween gang (See Crimes' Up #3 in Mission Book #1) you saw an old ride, the Pharaoh's Pyramid. Might be just the thing to draw a Mummy in.

Sometime later you are outside the amusement park. Sure enough across, the park lie an old foam and wood pyramid. Used to be a ride, but now it might be home to a real mummy.

Entering the ride you walk across the tracks of the ride only to jump when a mummy leaps out at you from the darkness. Damn, it's a fake mummy, part of the ride. You had better be on your toes in here you think. A bit deeper into the ride you see a light and hear a chanting. Racing ahead you spy the mummy cloaked in a green cloud of smoke, a strange smell in the room. As you watch the Mummy turns into a man as he reads from an old scroll. Seems that Hoetep has come back to life.

As you walk into the room, the man turns and calls out in an old language. Mummies that were part of the ride starts to enter the room from all sides.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

Mummy (x10)

Undead Lvl 2

Human, Medium

CR: 2

Exp. Award: 600

Init: +0

AC: 12

Hps: 15

Base Attack: +2

Fort: +2 **Reflex:** +1 **Will:** +4

Melee: Slam +4 (1D8)

Feats: Power Attack, Toughness, Skill Focus (Perception), Weapon Focus

Skills: Perception +4, Stealth +3

Strategy: Boxer

8								8								
			M			M			M			M				
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M = Mummy

H = Hoetep

Heroes may enter the battle from the green shaded area

Hoetep

Energy manipulator, Lvl 6

Human, Medium

CR: 6

Exp. Award: 2,400

Init: +2

AC: 20

Hps: 36

Base Attack: +3

Fort: +2 **Reflex:** +5 **Will:** +6

Melee: Fist +3 (1D3)

Range: Energy Bolt +6 (6D4 +6)

Powers: Arcane 6 (Arcane Bolt, Arcane Bonds, Arcane Shield, Arcane Travels, Arcane Flight, Arcane Gate)

Class Feats: Energy Absorption (Magic), Energy Amplification (Energy Bolt), DR 2/-

Feats: Iron Will, Skill Focus (Knowledge (Arcane), Skill Focus (Power Activation), Weapon Focus (Energy Bolt)

Skills: Knowledge (Arcane) +6, Perception +4, Survival +2

Strategy: Sharp Shooter

At some point Hoetep will race off, while the remaining mummies fight on.

If you are defeated you may spend a Hero Point as normal.

If you defeat them they all fall to the ground in a puff of dust and rags. This time you collect the remains and hand them over to Professor Gideon who will lock them up.

Rewards:

Gain 1,000 Exp. (For you and your allies). End the issue here. Add +1 to your Supernatural rank.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

Help!

Standing there you look at the bits of metal laying smoking at your feet. What a fool you were, you should have never have let Lady Blue touch the device, she may have had some sort of connection to the thing and that's what made it explode.

Just then you hear a voice, coming from the remains of the box, a small speaker like section still working it seems.

“Can anyone hear me?” The voice asks. You are not sure but that sounds like Lou!

“Listen I don't have a lot of time, the robot lady and Debbie are okay, they are with me, but we can't stay here too long as them aliens will be back at any moment,” Lou says. "If anyone can hear me we need help! Find the other devices and use them to bring us home. Please help!” you hear Lou plead as the device finally shorts out completely and burns up.

They're alive at least, but for how long you don't know. You need to find the man who took the rest of the devices from under the peer. That and fast.

Make a Knowledge (Local) skill check Vs. DC 18 to seek out information on the street to who this man was and where he can be found.

If you fail the skill check the case goes cold and Lou, Debbie and Lady Blue are lost. A few days later on they all reappear, no memory of where they have been or what has happened to them. Safe but a mystery for sure.

If you are successful with the Knowledge (Local) skill check (Gain 25 Exp.) you find out that the man in question has no name but is known to sell high tech devices and gear. He normally can be found at the monthly hang out of Crime Unlimited.

Hoetep's Mummy

“If they had told me that I would be overseeing yet another fundraiser, I would have chosen another career,” Says Museum Director Gideon with a smile.

The elder professor had invited you to the fundraiser both to thank you for all the help you have given him of late and as a way to boost attendance. Some folks might show up to see a bunch of old mummies, but to see mummies and a real life super hero, well that's a whole other bag of fun.

As Gideon makes his way about the museum shaking hands and smooth talking donors, you try to remain on the fringe of the crowd. People keep coming up to you to get a picture taken or to thank you for the fine work you are doing keeping the city safe. If they only knew the true face of their city and the dark things that take place here...

Just then you hear a scream and once more know it was no accident that you were here tonight. Trouble follows you like a cloud of ill luck, but you are always ready for the unexpected and the danger that comes with being a hero.

Leaping forward you see the mummies that are on display begin to walk out of their sarcophaguses.

Well this is a new one you think to yourself, Gideon yelling at you from the other side of the museum, “Don't hurt them, they are priceless!”

Now just how does he think you are going to stop these walking corpses without stomping them into dust and rags?

You will have to guard the people as they flee the museum while also trying to defeat the mummies.

Mummy (x4)

Undead Lvl 2

Human, Medium

CR: 2

Exp. Award: 600

Init: +0

AC: 12

Hps: 15

Base Attack: +2

Fort: +2 **Reflex:** +1 **Will:** +4

Melee: Slam +4 (1D8)

Feats: Power Attack, Toughness, Skill Focus (Perception), Weapon Focus

Skills: Perception +4, Stealth +3

Strategy: Boxer

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

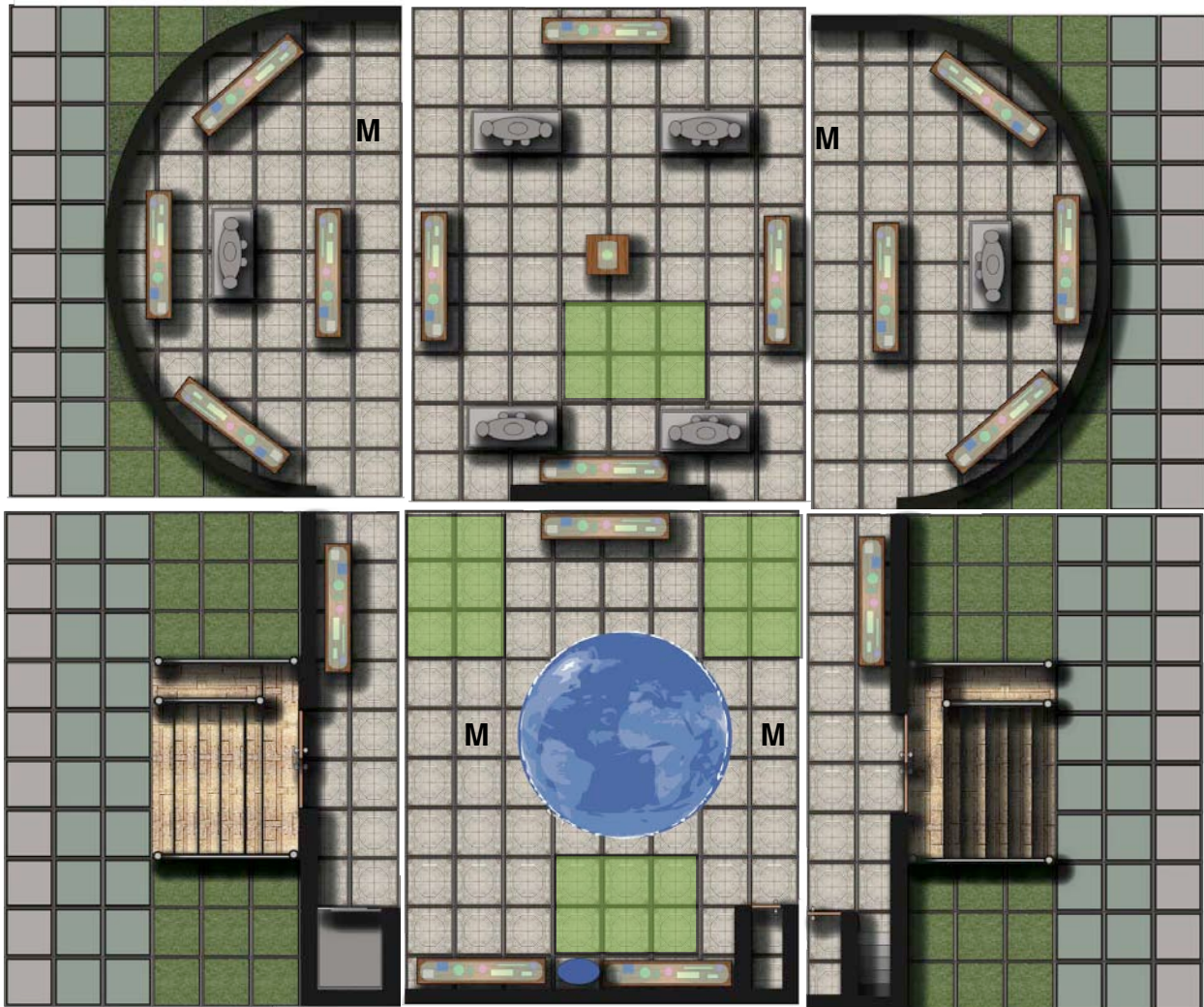
If you are defeated you may spend a Hero Point as normal.

If you defeat them they all fall to the ground in a puff of dust and rags. Try as you might its to difficult defeating the walking dead without leaving them dismembered.

Rewards:

Gain 500 Exp. (For you and your allies) and either a +1 to your Reputation, Do Gooder or Law and Order rank.

End the issue here.



M - Mummy

Heroes may start from the green areas shown

Jewelry Heist

Officer Kennedy stands next to you in front of the Edward's Gems and Jewels, a small jewelry store near the Southside of Midtown.

“Just got assigned here and this is the first job I pick up, some small time jewelry store robbery,” Officer Kennedy tells you as you look the place over. “Normally I would not have called,” You know Kennedy's views on super heroes, they are less than bugs, but better the super villains. “I watched the store's video recording of the robbery and thought you might like this case,” He finishes.

He then escorts you inside to look at the video which shows the store after it has closed up for the day. Nothing seems to be out of the norm until you see one of the glass display cases smash in, as it by itself, then another and another. Jewels are scooped up and disappear in plain sight, just vanishing into thin air.

“See what I mean,” Says Kennedy, “Strange stuff, so I figure it was a job for strange folk like you to solve.”

You don't smile at the joke but agree that it seems bit odd.

You can make a Perception skill check to see what more you can spy out from the store's condition after the robbery. The DC for this check is 15.

If you fail the Perception skill roll you find nothing else out besides the norm. You will have to look for clues elsewhere. If though you are successful on the Perception skill check (Gain 25 Exp.) you find a bit of green leather torn and hanging from one of the display cases. Seems that whoever committed the robbery left a bit of evidence behind.

You may then make an Investigation skill check to identify the green leather. Make a skill check Vs. DC 18. If you fail the Investigation skill check you cannot identify the cloth and will have to seek other clues. If you are successful on the Investigation skill check (Gain 25 Exp.) you see that it is the same green leather that the super villain called the Hood uses for his costume.

If you have yet to discover that the Hood is behind the crime then you may use your Knowledge (Local) Vs. DC 18 to see if anyone is trying to fence the gems and jewelry that was stolen. If you fail the Knowledge skill roll you once more come to a dead end and must end the issue here. You may, however, continue with the mission tree.

If you are successful on the Knowledge skill check (Gain 25 Exp.) you hear that the super villain called the Hood has been trying to sell a large amount of stolen gems and jewels.

If you already know the Hood is behind the robbery or you discover that he is trying to sell the ill-gotten gems, then you can try to track him down. Make Knowledge (Supers) skill check Vs. DC 18.

If you fail the Knowledge skill roll you cannot locate the villain and will have to report what you know and then end the issue. You may, however, continue with the mission tree.

If you are successful in locating the Hood (Gain 25 Exp.) you may go get him and try to turn him into the authorities.

You find that he has a hide out in an old factory over in the Bowery. Sure enough he is there with his crew of henchmen.

You may try to take him out with a brave confrontation, or sneak upon him and do so by surprise. Make either an Intimidation or a Stealth skill check, both Vs. DC 20. If either is failed you gain no surprise and conduct the combat as normal. If you are successful with either skill check (Gain 25 Exp.) you gain a round of surprise as the villains are caught off guard.

Green Hood

Combat Exert Lvl 3

Human, Medium

CR: 3

Exp. Award: 800

Init: +4

AC: 16

Hps: 32

Base Attack: +3

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

Melee: Fist +6 (1D6 +6)

Powers: Increased Attribute (Str +6)

Class Features: Combat Feat x2 (Throw Anything, Diehard), Unarmed Strike, Bravery, Combat Style (Hand-to-Hand), Combat Training

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

Skills: Intimidation +2, Climb +4

Special: Combat Suit (+4 AC), Invisibility Generator (Lvl 2, Minor Item)

Strategy: Boxer

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

Henchmen (x10)

Combat Exert Lvl 2

Human, Medium

CR: 2

Exp. Award: 600

Init: +4

AC: 12

Hps: 18

Base Attack: +2

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

Melee: Fist +2 (1D3 +2)

Ranged: Machinegun +1 (1D6, Burst)

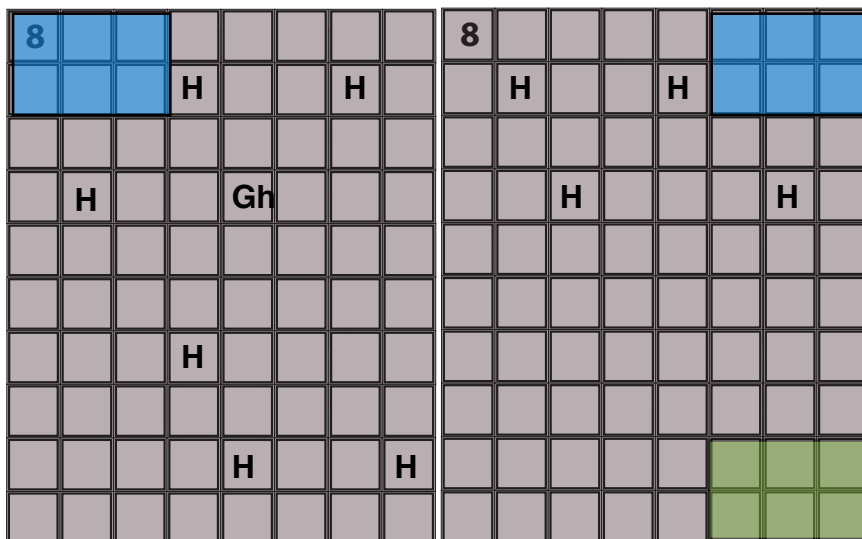
Class Features: Look good for the Boss, Sneak Attack 1D6

Feats: Endurance, Improved Initiative, Power Attack

Skills: Intimidation +2, Stealth +2

Special: Combat Suit (+2 AC)

Strategy: Sneak



Gh - Green Hood

H - Henchman

Heroes may enter the battle from the green shaded area. If you made a successful Stealth skill check you can enter from one of the blue shaded areas.

If you are defeated by the Hood you may spend a Hero Point as normal.

If you defeat the Hood he gives up with little effort after you beat him up. He knows he has a good lawyer after all and will be out in a few days.

You though can't figure out how he has been able to turn invisible. With some pride he shows you his new toy, an invisibility generator. Asked where he got it he just smiles and says "A gift from the Crime Master."

Reward:

End the issue and gain 800 Exp. (For you and your allies). Also gain either a +1 to your Reputation, Law and Order or Vigilante rank. You may also increase the Hoods rank as a villain by +1.

Kidnapping

Officer Lockwood puffs on his cigar as you approach him. He had left a message for you to see him right away, so you took the time to find him. He's not the most pleasant man to be around. But he's a good cop, one of the few on the force you fear.

"I figure you might be looking for something to do besides beating up super villains," The officer says as you walk up. "Ya know there are real people out here in the city, real crimes needing to be solved?" He asked with raised eyebrow.

You agree that there is much to do and little time in the day to do it all.

"Well I got a real case for ya, it involved murder, kidnapping, and other nasty real life crimes. No robots or killer clowns I'm afraid, so you might not be interested." He offers.

You ask what the case is about, avoiding being baited by the man.

"Well this small time hood, a mob man named Frank Decappo, he went and got himself killed the other week. Some mob hit or the like. I could care less to be honest, them Mobsters can all kill each other off as far as I'm concerned," Lockwood's observes. "Still it seems old Frank had the goods on his old crew, lots of evidence that could put the whole lot away for a long time. Kept it in case he needed it, insurance sort of.

He continues on after taking another long draw on his smelly cigar. "Seems his crew found out about the evidence and went looking for it. His wife didn't have it, but knew where it was, so the thugs took the couple's little girl as their own insurance. 'Deliver the packet of evidence and they would let the girl go.' The wife, she's related to my own wife, third cousin or something. Well they all come to me looking for help. Told her, ya should not have married a mob guy, but that ain't what she wants to hear." He laughs.

"So I figure it this way. I take these punks the evidence, hand it over and they give me the girl. You then take them punks down and we take the whole lot into custody."

You agree that it would work, and a lot of good can come of it. The girl's safety is all-important though. Lockwood agrees and tells you to be on the Low Town Docks at midnight tomorrow.

Its cold tonight, and fog is rolling in heavy off the ocean. Lockwood is late but so are the mobsters. You have been here a few hours just incase something was being set up ahead of time. Never hurts to be safe and well prepared.

Just about then a car rolls up, Lockwood stepping out with a large package in his arms.

He waits a bit, nervous it seems as he steps from one foot to the next. Just then a boat rolls up to the docks and out jumps a single man, well dressed and oiled hair. "Ya got the package?" He calls for the docks. Lockwood shows the package and steps forward. "You have the girl?" He calls back.

"Throw the package over here and we will let the girl go," Calls the mobster. Lockwood tosses the package at the feet of the mob man. Just then two huge men step off the boat and walk toward Lockwood. You have seen these two before; they work for the Mutant Mob. Lockwood did not say these were the mobsters you would be dealing with. Lefty with his chainsaw arm steps onto the dock next.

"Sorry copper, we got other plans then giving you the girl," Left calls out. "We do have some cement shoes for ya though."

Time to take action.

Lefty

Human, Small

Combat Expert Lvl 4

CR: 4

Exp. Award: 1,200

Init: +2

AC: 23

Hps: 37

Base Attack: +14

Fort: +6 **Reflex:** +3 **Will:** +1

Melee: Chainsaw Arm +10 (1D8+ 6, DC 14 Fortitude save or target bleeds for 3 damage/round)

Powers: Natural Weapon (Bleeding, Minor Item) 3

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

Special: 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

Mutant Thugs (x6)

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 +1 (1D3 +1)

Powers: Super Attribute (Strength), Natural Weapon 1

Class Features: Power Punch

Feats: Improved Unarmed Strike, Power Attack

Skills: Intimidate +3, Survival +4

Special: Leather Jacket (Armor 1)

Strategy: Charge

(See core book for details on the Mutant Mob)

Officer Lockwood

Human, Medium

CR: 1

Exp. Award: 400

Init: +1

AC: 15

Hps: 10

Base Attack: +2

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

Melee: Billy club +2 (1D6)

Range: Pistol +2 (1D6)

Skills: Intimidation +2

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you are defeated by the mob you may spend a Hero point as normal.

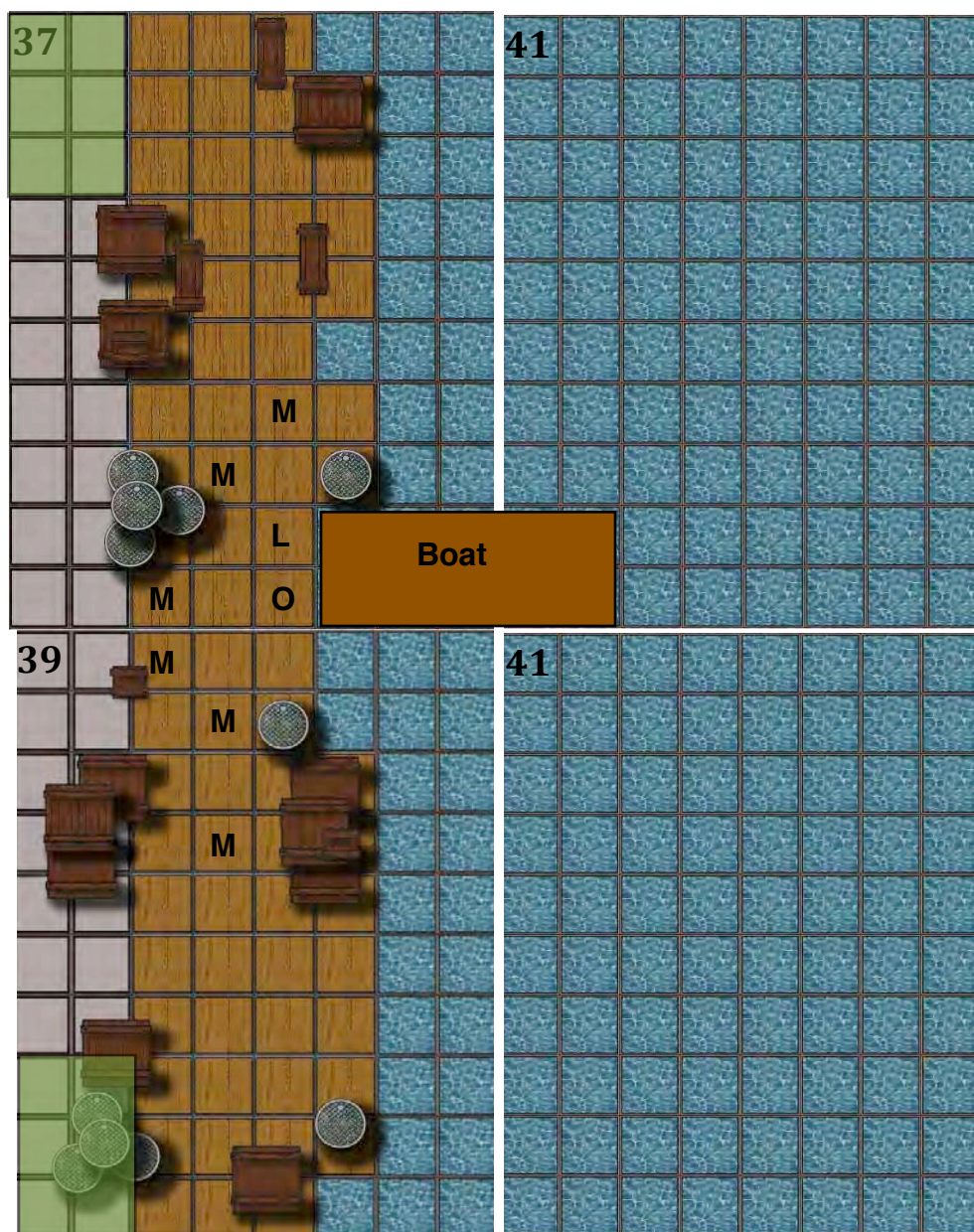
If you defeat the mob you find the girl tied up on the boat.

Rewards:

End the issue here and gain 500 Exp. (You and your allies), and either a +1 Reputation, Law and Order, Mob or Vigilante rank.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

Add +1 to the Mutant Mob rank.



L - Lefty
M - Mutant Thug
O - Officer Lockwood

Heroes may enter the battle from the green shaded area.

Mob Hit

Bruno rubbed his jaw where you hit him. "I'm telling ya, ain't nothing going on right now, the streets are quiet!"

You knew this but figured the mob thug needed to know you were around, otherwise he might forget all about you and your mission to clean up the city. As you walk away he hear him mumble something under his breath, but that's not unusual. This sort of thug always has a threat to make, but never has the gut to carry it out

The night is cold, but quiet, just how you like it. The city seems safer now that you and your allies have been cleaning up the place, rooting out corruption and making the mob crews pay for their crimes.

Out of the corner of your eye you catch movement on the rooftop behind you, that sixth sense going off like a siren that warns you of danger.

Make a Perception skill check Vs. DC 18. If you fail you are caught by surprise.

If you are successful on the skill check you spy the attack just in time and are not caught off guard. Conduct the combat as normal.

With silent death your attacker launches himself out of the shadows, the deadly attacks already in motion.

Dark Assassin

Combat Expert Lvl 3, Acrobat Lvl 2

Human, Medium

CR: 5

Exp. Award: 1,600

Init: +10

AC: 20

Hps: 40

Base Attack: +4

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

Melee: Sword +5 (3D6)

Range: Pistol +6 (1D6)

Powers: Super Dex 2, Darkness Generation 20'D.

Class Features: Evasion, Gear, Unarmed Strike, Bonus Feat (Skill Focus, Stealth), Hard to Hit, Bravery, Combat Style (Sword), Combat Training

Feats: Improved Initiative, Power Attack, Weapon Focus, Cleave, Overhand Chop

Skills: Stealth +12, Profession (Poisons) +4

Special: Bullet Proof Vest (+2 AC), Electro Sword (Energy Ray, no range 3D6)

Strategy: Sneak

If you are defeated by the Dark Assassin, you may spend a Hero Point as normal.

If you defeat the assassin you can take him into the authorities. He does say that, "Others will compete the contract on your life, so your days are few, super hero."

If would appear that a hit has been put out on your life.

After you deal with the assassin you head back to talk to Bruno. Seems his threat of getting back at you was less a boast and more the truth. Best to see if he knows more. After beating the thing up a few times he spills the beans. It seems that the Mob bosses are tired of your activities and want you and your like out of the way. To make this happen they have hired a cabal of assassins to kill off all the super heroes in the city.

Roll once for each of your Hero allies on the chart below.

Roll 1D20

Hero's Level: Results of Assassination Attempt:

- 1-2:** Roll 1D20: 1-8: Slain 9-18: Hurt but alive 19-20: Unhurt
- 3-4:** Roll 1D20: 1-6: Slain 7-15: Hurt but alive 16-20: Unhurt
- 5-6:** Roll 1D20: 1-4: Slain 5-12: Hurt but alive 13-20: Unhurt
- 7+:** Roll 1D20: 1-2: Slain 3-10: Hurt but alive 11-20: Unhurt

If a hero is slain then remove them from your list of allies.
If they are unhurt but alive they survive the assassin's attempt on their life, but will be unavailable for the rest of this adventure.
(Gains 500 Exp.)

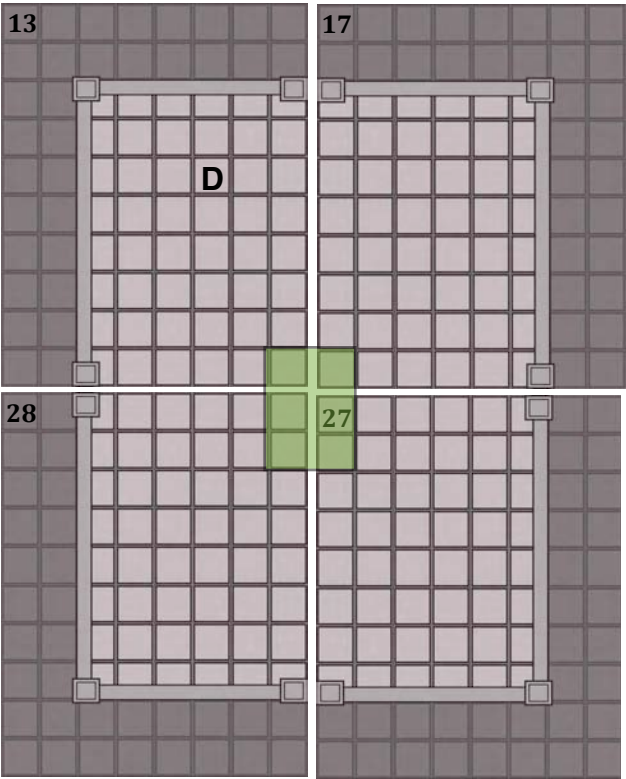
If they are unhurt then they defeated their assassin and remain alive and active. (Gains 1,000 Exp.)

Rewards:

End the issue here and gain 500 Exp. (For you only, you allies gain the Exp. listed above)

Add +1 to your Mob rank and another + 1 to either your Reputation, Law and Order or Vigilante rank.

Note that the Dark Assassin may be added to your list of villains at rank 1



D - Dark Assassin

Heroes start in the green shaded area

Mob Job #1

Max cringes behind his counter top, sure you mean to hit him. The stories Bruno has told of your questioning technique are quite brutal and Max is sacred.

“Look, just don't hit me O.K!” Max pleads. “I'll tell ya whatever you want to know, just don't hit me.”

You have but one question to ask, who hired the assassins?

“The bosses did, all of them chipped in I hear, they wanted you super types out of the way once and for good,” He tells you.

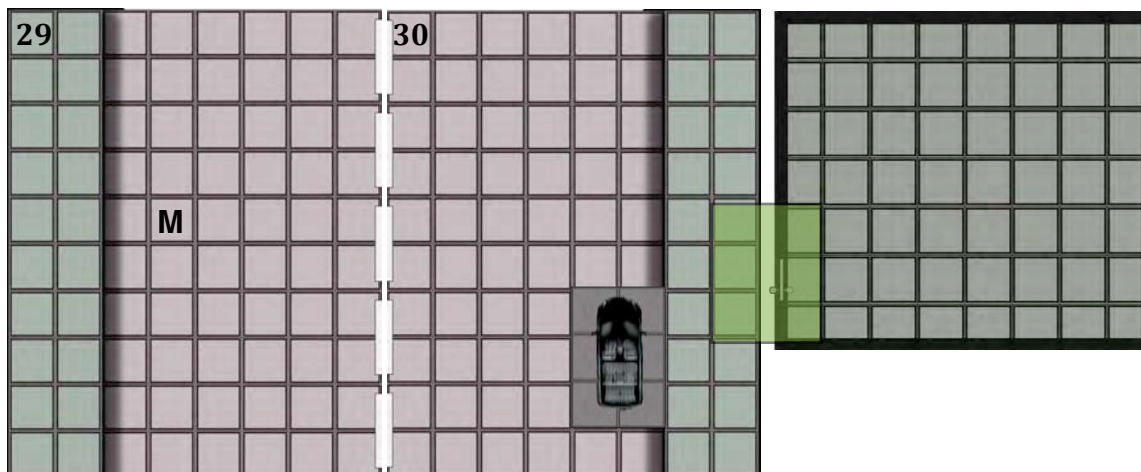
Are there more assassins? You ask.

“Don't know, but if there are you best be ready, the bosses hired some of the best in the world,” Max says.

It is clear that Max knows little more so you will just have to ask your questions of a bigger fish in the Mob pond. As you step out of the pawnshop bullets fly around you, hitting the wall and door. Be it luck or fate you are unharmed as the huge armored villain across the street reload the machinegun built into his arm.

M - Mechkanco-Killer

Heroes start in the green shaded area



Mechkanco-Killer

Combat Expert Lvl 3, Brick Lvl 2

Human, Large

CR: 5

Exp. Award: 1,600

Init: +0

AC: 22

Hps: 54

Base Attack: +7

Fort: +6 **Reflex:** +1 **Will:** +5

Melee: Armored Fist +4 (1D6+2)

Range: Machine Gun +3 (2D6)

Powers: Armor 2, Super Str 1

Class Features: Built Tough DR 2/-, Unarmed Strike, Bravery, Combat Style (Weapon), Combat Training

Feats: Weapon Focus (Machine Gun), Iron Will, Burst Fire, Throw Anything, Power Attack

Skills: Intimidation +8

Special: Armored Suit (Energy Ray 2 (Machine Gun), Flight 1, Armor 2)

Strategy: Sharp Shooter

If you are defeated by the assassin then you may spend a Hero point as normal.

If you defeat the villain then you can take him to jail. Other heroes report attacks on them as well, but most are able to defeat their assassins.

Rewards:

End the issue here and gain 500 Exp. (For you and your allies)

Add +1 to your Mob rank and another + 1 to either your Reputation, Law and Order or Vigilante rank.

Note that the Mechkanco-Killer may be added to your list of villains at rank 1.

Mob Job #2

Joey is less scared of you than the lesser mobsters in his crew. "Look I don't have anything to tell you, the bosses hired some hard hitter to take out your super duds. I got nothing to do with it, beyond my pay grade and all," The thug tells you, "Now you can beat me up all ya want it won't change nothing, you super types is all dead, your bodies just don't know it yet," He smiles with a nasty look.

We will see about that you tell him.

Just then you get a distress call from one of your allies. They are in need of help. You rush off to aid your friend.

Arriving at the old warehouse on the Low Town Docks it sure looks like an ambush as other super heroes arrive, all with the same distress call.

Well if it's an ambush, then time to ambush the assassin.

Inside you find the place empty of course, but as you step inside several men in red uniforms step out of the shadow, high tech guns aimed at you and the other super heroes.

The fight's on!

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

Masters of Terror Terrorist (x8)

Combat Expert Lvl 4

Human, Medium

CR: 4

Exp. Award: 1,200

Init: +4

AC: 19

Hps: 37

Base Attack: +4

Fort: +6 **Reflex:** +5 **Will:** +3

Melee: Fist +8 (1D8+1)

Range: Laser Pistol +8 (3D6)

Powers: Super Attribute (Dexterity) 1, Super Leap 1, Super Senses 1

Class Features: Unarmed Strike, Bravery, Combat Style (Martial Artist), Maneuver Training

Feats: Skill Focus (Stealth), Skill Focus (Intimidate), Utility Belt, Well Equipped, Combat Reflexes, Dodge, Step Up, Power Attack, Furious Focus

Skills: Bluff +4, Intimidate +10, Survival +8, Stealth +11

Special: Laser Pistol (Energy Ray (Major Item) 5), Armored Jumpsuit (Armor 2); Other Gear Medkit (Healing (Major Item) 4), Explosive Charge (Energy Ray (Explosion, Minor Time Delay, Major Item) 7), Radiotelepathy Implant (Psychic Powers 1), Holo-Disguise Kit (Mimic (Major Item) 3)

Strategy: Sharp Shooter

(See Heroes Weekly Vol 2, Issue #12 for full details)

If you are defeated by the terrorist you may spend a Hero point as normal.

If you defeat the assassin you can take them in to the authorities.

Rewards:

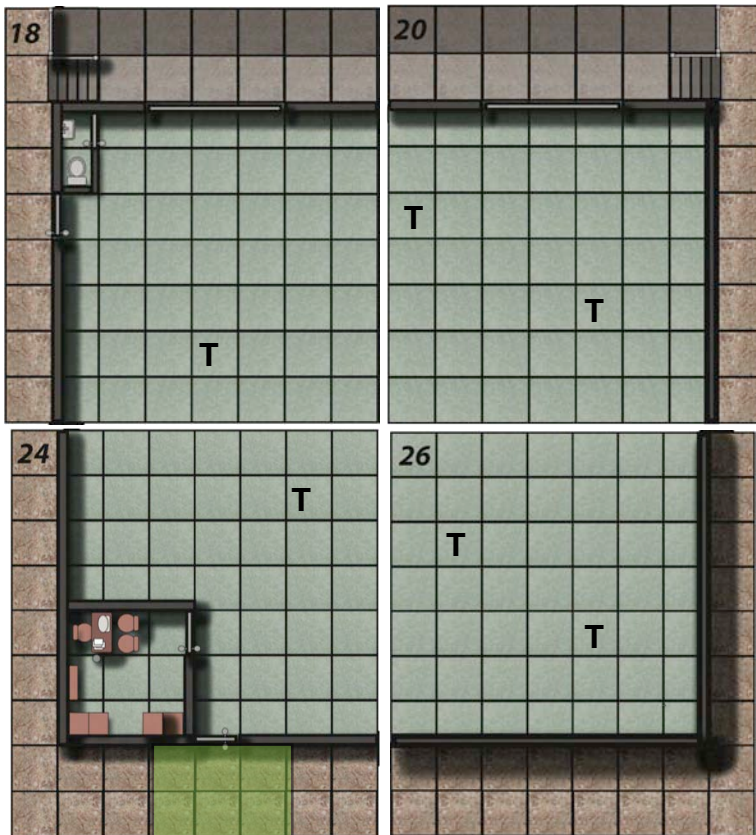
End the issue here and gain 1,000 Exp. (For you and your allies)

Add +1 to your Mob rank and another + 1 to either your Reputation, Law and Order or Vigilante rank.

Note that the Masters of Terror may be added to your list of villains at rank 1.

Gain one Hero Point.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.



T- Master of Terror

Heroes start in the green shaded area

Murder for Hire #1

Captain Franks stands outside the Blue Bar and Lounge as you arrive. "I hear you were here a few days ago," He asks as you walk up to the captain of the Fifth Ward.

You tell him you are investigating the murder of a young woman. She worked here.

"Any leads you care to share?" He asks, knowing full well you won't tell him even if you did have any leads. "Well, whatever questions you might have wanted to ask the crew inside, you will have to get a Medium to ask for you, they are all dead," Franks says.

Everyone you ask.

"Yep, all the thugs, the women, hell whoever did this even killed all the customers inside."

Mob hit you ask. "Doesn't look that like it, everyone was killed with a bladed weapon. Forensic guy inside says they might have all been killed with a sword," Franks says as he escorts you inside. You see the place covered in blood, the walls and ceiling splashed with it, the floors small pools of red.

"What a mess." Frank says.

You look at the bodies piles like cords of wood in the corner. Seems most of the customers tried to flee out the back door, only to be caught in a mass and butchered where they stood.

The people that ran this place might have been criminals, but they did not deserve this sort of justice you think to yourself.

You take your leave, thinking that Mr. Dupree might have more to tell you.

Arriving at Dupree's apartment in Midtown you find the door open.

Make a Perception skill check Vs. DC 20.

If you fail you sense nothing inside the apartment and can enter without danger.

If you are successful on the Perception skill check (Gain 25 Exp.) you sense someone inside the apartment.

You may either try to sneak in yourself or burst in and take whoever is inside by surprise.

If you try to sneak in make a Stealth skill check Vs. DC 20. If you fail you stumble on your way in and give up the element of surprise.

If you are successful (Gain 25 Exp.) you sneak in and gain a round of surprise.

If you burst in make a Survival skill check Vs. DC 20.

If you fail you do not see the trip wire as you barge in and fall to the ground, the foe taking you both flat footed and by surprise.

If you are successful on the Survival skill check (Gain 25 Exp) you leap over the trip wire at the last moment and take the foe within by surprise.

Inside you find a Green Ninja, leafing through some papers, Dupree dead on the floor next to him.

Green Ninja (x5)

Acrobat Lvl 4

Human, Medium

CR: 4

Exp. Award: 1,200

Init: +5

AC: 20

Hps: 32

Base Attack: +3

Fort: +3 **Reflex:** +11 **Will:** +3

Melee: Unarmed Strike +5 (1D3+7)

Ranged: Throwing Stars +8 (1D6+2)

Powers: Super Attribute (Dexterity) 1

Class Features: Evasion, Fast Stealth, Unarmed Strike,

High Jump, Surprise Attacks, Uncanny Dodge

Feats: Skill Focus (Stealth), Dodge, Combat Expertise, Stealthy, Lightning Reflexes, Agile Maneuvers, Improved Dirty Trick

Skills: Acrobatics +12, Climb +15, Escape Artist +14, Investigate +4, Linguistics +2, Perception +9, Stealth +14

Special: Grappling Gun (Wall-Crawling (Major Item) 3), Smoke Bombs (Generate Elemental Materials (Smoke, Major Item) 3)

Strategy: Sneak

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Paladin

Sphinx

Stonecold

White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

As the fight begins four more Green Ninjas step out of the walls, hidden in the shadows. This fight just got real.

If you are defeated you may spend a Hero Point as normal.

If you defeat the Ninjas, they all escape at the last moment, throwing smoke bombs and leaping out the windows to disappear.

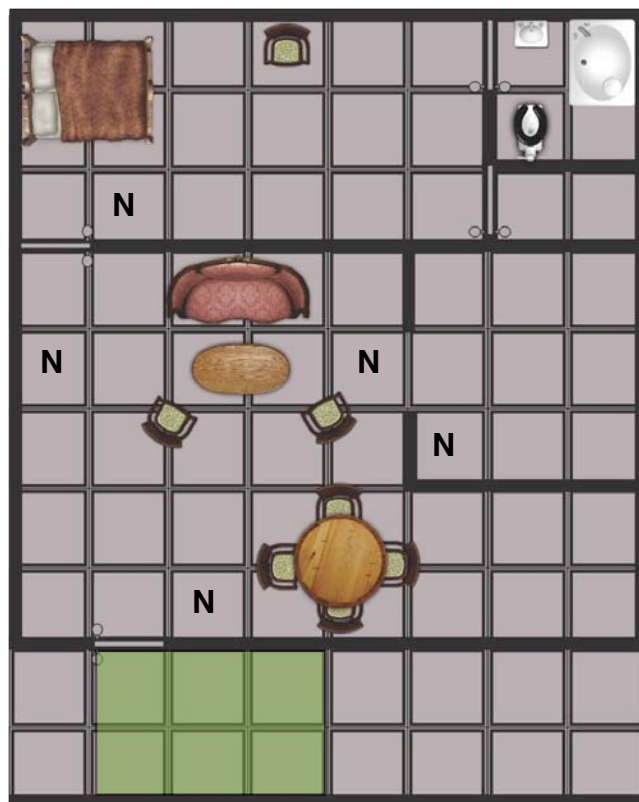
With Dupree dead it is clear someone is cleaning up loose ends. The only other name connected to all of this is Councilman Anderson.

Rewards:

Do not end the issue here, your heroes **MUST**, if able, proceed to the Murder For Hire #2 mission. They may not heal, although you may bring in more allies if needed, when called for.

Gain (You and your allies) 400 Exp.

You may add the Green Ninja's to your list of villain enemies at rank 1.



N - Ninja

Heroes start in the green shaded hallway outside the townhouse

Murder for Hire #2

It seems that councilman Andersen may be in danger. You call Captain Franks to tell him of the danger. He agrees that the councilman's life is in jeopardy and will send over some officers to city hall right away. In the meantime you patch up your wounds as best you can and head downtown.

When you arrive at city hall it is dark, the place closed down for the day. Entering the building you see three policemen dead on the floor, Captain Franks nearby, alive but out cold.

You may be too late already.

Heading up stairs you race down the hall to Andersen's office only to find him sitting behind his desk.

“Can I help you? He asks. You tell him that Ninjas are out to kill him, which sounds strange as it comes out of your mouth, but it's the truth.

“Damn, I had hoped to put this to bed already, but I guess I will have to deal with you as well,” Andersen says with some confidence in his voice.

Just then ten ninjas step out of the shadows and attack.

Have each character in your group may a Perception skill check at DC 20. If they fail they are caught by surprise and lose the first round of combat. If they are successful on the skill check (Gain 25 Exp.) they are not surprised and may act as normal.

N - Ninja
A - Andersen

Heroes start in the green shaded hallway outside the townhouse

Green Ninja (x10)

Acrobat Lvl 4

Human, Medium

CR: 4

Exp. Award: 1,200

Init: +5

AC: 20

Hps: 32

Base Attack: +3

Fort: +3 **Reflex:** +11 **Will:** +3

Melee: Unarmed Strike +5 (1D3+7)

Ranged: Throwing Stars +8 (1D6+2)

Powers: Super Attribute (Dexterity) 1

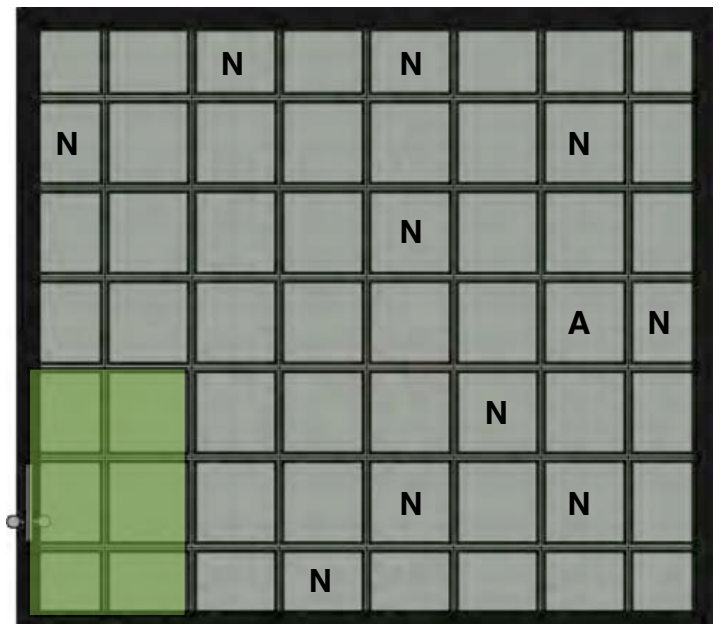
Class Features: Evasion, Fast Stealth, Unarmed Strike, High Jump, Surprise Attacks, Uncanny Dodge

Feats: Skill Focus (Stealth), Dodge, Combat Expertise, Stealthy, Lightning Reflexes, Agile Maneuvers, Improved Dirty Trick

Skills: Acrobatics +12, Climb +15, Escape Artist +14, Investigate +4, Linguistics +2, Perception +9, Stealth +14

Special: Grappling Gun (Wall-Crawling (Major Item) 3), Smoke Bombs (Generate Elemental Materials (Smoke, Major Item) 3)

Strategy: Sneak



If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you were hurt in the last battle (See Murders For Hire #1) each character may heal 1D4 Hit Points of damage, or make a Heal skill check Vs. the correct DC said character can heal 1D10 Hit Points (Roll once for each character hurt). If you or anyone in the group has a healing power or device, it may be used before the battle begins. Otherwise whatever damage the characters had at the end of Murder for Hire #1 mission carries over into this mission.

If you are defeated you may spend a Hero Point as normal.

If you defeat the Ninja's they are taken in by the cops.

It would seem that Andersen was involved the whole time. After the battle you see that he has escaped and fled the building. Justice will be served, but it will have to wait.

Rewards:

End the issue here and gain (You and your allies) 1,000 Exp.

Gain a Hero Point and +1 Reputation. You may also add +1 to either your Law and Order, Do Gooder or Mob rank, which ever you chose.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

New Playground

Father Thomas' face is bright with joy at the sight of the new playground equipment you have arranged to be delivered to the vacant lot across from the old church.

"I cannot thank you enough for this," Father Thomas says through his smile, "The children have been so sad since their old playground equipment was destroyed in that battle you had with the super villains (See Fund Raiser for details).

"Look the kids are already helping out, cleaning up the weeds and junk from the lot," Father Thomas observes. Just then there is an explosion, a cry of pain and a small cloud of bright green smoke.

Rushing over you see that one of the kids has by accident found an unexploded pumpkin bomb left over from your battle with Jack-O-Lantern. The kid is laying on the ground, in agony, half his small leg missing, the blood bright and red flowing out of him.

"My God!" cries the priest next to you, "We have to do something!" He pleads.

The boy is bleeding out in front of you and will be dead long before an ambulance could arrive. His only hope is you. If you can get the child to the near by hospital, and soon, he might live.

The child has 10 rounds to live. You can spend time trying to slow the blood loss with a Healing skill check, which will give you more time. But if you fail the skill check it is almost certain he will die. You could instead try to rush him to the hospital as fast as you can, but 10 rounds is a very short time frame to get him there. Of course, this is all moot if you have a healing super power.

If you make a Healing skill check, the DC is 18 and will take 1D4 round to complete. If you fail, reduce the time allowed to reach the hospital by 1D4 rounds. If you are successful, you may add 1D10 rounds to what you have left (reduce the 10 rounds by 1D4 and then add 1D10 rounds).

If you race off make a Chase, City Streets using whatever means you have available, on foot, by vehicles or in flight. Either way if you can reach the end chase chart before the time runs out the child is safe and will live. Fail and the kid dies in your arms.

Rewards:

Gain 250 Exp (For you and your allies) and +1 Reputation and Do Gooder should the child live. Fail the mission and the child dies and you lose -1D4 Reputation.

Odd Device #1

You look at what's left of the cab, half of the car is just gone, as if someone had scooped it right up and walked away with the old yellow Taxicab. Eyewitnesses report that Lou was sitting in his cab eating a sandwich like he always does at that time of day, when there was a flash of light and a low hum. Next thing anyone can say for sure was half the cab had disappeared, Lou along with it.

Lou has been a good friend and an even better informant, letting you know what's going on in the streets. You don't believe half his stories of old time super heroes, but those stories were a part of his gruff charm. Something has happened to your friend and you mean to find out what.

You can perform one or more of the following to find out more information.

Investigation skill check Vs. DC 18 (To find more evidence and forensic clues)

Diplomacy skill check Vs. DC 15 (To interview more witnesses)

Knowledge (Local) skill check Vs. DC 14 (To seek out information on the street to what Lou was up to)

If you fail any of the skill checks you may conduct another skill check from those listed. A skill check may be attempted only once.

If you are successful on the Investigation skill check (Gain 25 Exp.) you discover that there is a bit of background radiation, a radiation with a signature similar to the one given off by Lady Blue.

If you are successful on the Diplomacy skill check (Gain 25 Exp.) your interview of witnesses says that Lou was playing around with an odd device, which sat on his lap. He pushed a button and that's when he disappeared in a flash of light.

If you are successful on the Knowledge (Local) skill check (Gain 25 Exp.) you hear that Lou had found an odd device a few days ago near the Low Town Docks, one of several that washed up under the pier.

If you have a rank of one or more with Lady Blue you can have her take a look at the crime scene. She tells you that as before, she does not remember much about her life before she appeared on this world, but the mention of an odd device does make her hopeful that there is more information to her past out there. She is more than happy to help find Lou.

Rewards:

Gain 200 Exp. (For you and your allies). You may continue the issue from here, but only if you move to the next mission in this mission tree.

Odd Device #2

Debbie Joe waves at you as you step into her pawnshop. “Glad you could come over. I hear you have been looking into Lou's disappearance and that some odd device might be the cause.”

You confirm that you are on the case and hope to find Lou soon, it having been over a day now that he has been gone.

“Well when I heard you were looking for a collection of odd devices I thought you might like to look at this one. Its broken, but is it what you were looking for,” She asks showing you a strange blue metal box with a bright red button on one side. The other side is crushed in, the device clearly broken and useless.

Blue Lady, if she is with you, gasps when she sees the device. “I am not sure, but this is a part of my past, I have seen this sort of device before,” She tells you. “What it does I have no clue, but I do remember seeing one before,” She offers, touching the device and looking it over.

Where did you find this one you ask Debbie Joe?

“Bought it off a kid the other day. He said it was part of a collection of odd boxes down by the docks,” Debbie Joe replies. “The kid says that all of them were taken by a man in a nice suit, but that this one was left behind as it was broken.”

Just then there is a low hum and a flash of light.

You may make a Reflex save Vs. DC 15 to leap away from the device before it completes its activation. If you are successful (Gain 25 Exp.) you watch as Lady Blue and Debbie disappear in a blue light, Debbie screaming as she dissolves before you eyes. The device then explodes and vanishes in a spray of sparks and hot metal.

If you failed the reflex save you are caught in the blast of the device's destruction and take 4D6 hits points of damage.

Regardless, two more friends are now gone.

Rewards:

Gain 200 Exp. (For you and your allies). You may continue the issue from here, but only if you move to the next mission in this mission tree. You may heal up to half of any damage you have received from this mission.

Odd Device #3

You step into the seedy bar and grill over in the Industrial district of the city and know right away you are not welcome. The small crowd of people in the bar look you over and go back to their whispered conversations while a large man in a nice business suit walks up to you. "Sorry, we don't allow your type in here," He says putting a palm on your chest to stop you.

Just as you are getting ready to hand the man his arm back you hear the woman behind the bar say, "Its OK Tim, let them in."

Walking over to the woman you ask if a man with no name that sells high tech gear is around. She points to a man in the back sitting at a booth by himself. "No trouble in here, otherwise you won't be allowed back in, understand!" She tells you.

Walking over you sit down across from the man. He is taken by surprise though and starts to get up to leave when you tell him to sit back down. You ask about the odd devices he found under the peer.

"What about them!" He asks.

You say you need one.

"Well they are for sell," He says with a smile, "I got one left," He informs you.

You can offer to buy the device, which will cost you three resource points. You could of course just tell him to give you one, but he won't do that without some persuasion on your part.

If you buy the device he takes the cash and hands you the odd device, this one fully functional. (These resource points are lost for good)

If you try to Intimidate, Bluff or Bargain with him, then make either a Bluff, Diplomacy or Intimidation skill check Vs. DC 20. If you fail the skill check he will not budge from his offer to sell the device and the price he has set.

If you are successful on the skill check (Gain 25 Exp.) he will give you the device, but only in return for a favor to be asked for in the future. You hate to be held hostage to this scum, but there seems to be no other course of action.

After the bright flash of light you find yourself on a cold metal floor, in a bluish metal room. Surrounding you are four battle droids, just like the ones' you and Lady Blue fought the night you first meet.

Alien Drone (X4)

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

If you are defeated by the drones then you may spend a Hero Point always, but you may not have other heroes arrive to save the day.

If you defeat the drones you may move out of the room. You find yourself on a crashed spaceship of alien origins, the ship having crashed on the Moon.

Further in you find Lady Blue, Lou, and Debbie holed up in a storeroom as more drones try to capture them. You come upon the battle behind the Drones and so have the jump on them. Note that this is still a part of the same scene and issue so you have not yet healed from the last battle with the drones and retain any hit point losses you suffered in that first battle.

Alien Drone (X6)
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

If you are defeated by the drones then you may spend a Hero Point always, but you may not have other heroes arrive to save the day.

If you defeat the last of the drones Lady Blue thanks you for coming to her and the other's aid. She remembers more now of her life before she meet you. This was her ship; it was attacked by an advanced scout patrol of the Overmind. She had a mission to warn the Earth that the Overmind is on his way and means to conquer the Earth. Lady Blue does not though remember who the Overmind is or who she worked for and why she was sent alone to warn Earth of its pending danger.

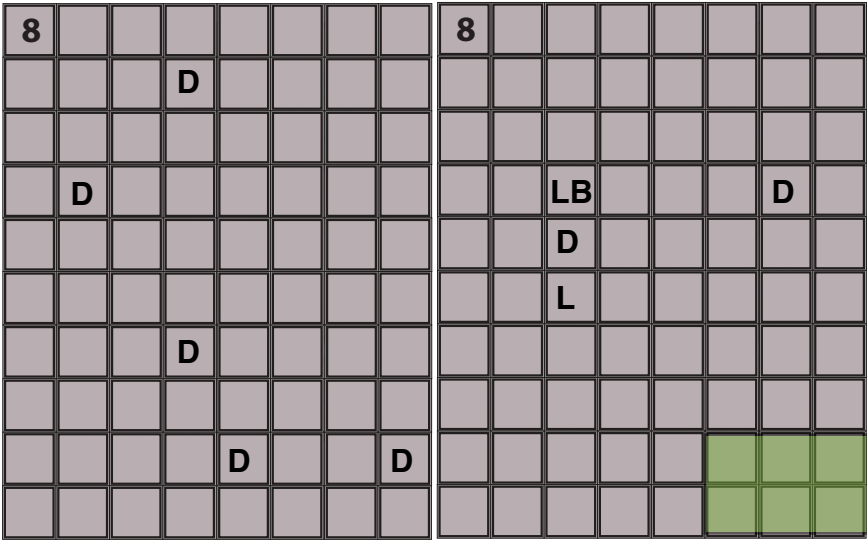
She does though remember how to use the Teleportation device and can get everyone home. Lou's was damaged when he arrived and the one that Lady Blue and Debbie used was destroyed with its final use. The one you received from the Crime Unlimited Fence though is undamaged and still usable. With a simple push of the button Lady Blue sends all of you home.

“My Cab!” Lou calls out when the old man sees what's left of his Taxicab. “I'm sure we can get you a new one,” Debbie Joe tells him with a smile.

Lady Blue determines that she will remain in control of the teleportation device for now, but does thank each of you for helping her rediscovering her mission and purpose.

Rewards:
Gain 500 Exp. (Fort you and your allies). End the issue here. Add +1 to your Alien rank and +1 to both your Reputation and Do Gooder ranks.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.



D - Alien Drones
LB - Lady Blue
L - Lou
Db - Debbie

Heroes may enter the battle from the green shaded area.

Superhero Night

Madam Sheppard just beams when you arrive at the fundraiser she has set up. "Darling you are on time and in costume," She laughs as she rushes up to you and kisses you lightly on the cheek. "I'm sure you will be a great hit," She continues without a breath, "My best friend, Hilda Van Horn, will just die when she sees that I have a real live super hero here at my charity event. It will be in all the papers and social columns."

You are not too sure about this. Father Thomas asked if you would make an appearance, the socialite lady before you is one of his few donors and he owes her much. As a favor to the old priest you agreed to make a short appearance.

"Come with me my dear, I have so much for you to do," She says as she drags you off into the crowd of people, small children's running all over the place in super hero costumes. As you look about you realize that almost everyone is dressed up like a super hero, fanciful costumes all over the place.

"These are all pretenders of course, you are the only real super hero here," Madam Sheppard offers, "I have though set up several events to allow you to shine my dear and to raise money for the unfortunates of our fair city."

Madam Sheppard explains that she has set up several events that will allow you to display your super powers and heroic skills. Each will allow those in attendance to offer rewards if you accomplish the task. "The better you do my dear, the more money they will give to my charity," Madam Sheppard tells you.

"Come on, let us have some fun," She says as she drags you off to the first event.

"The first event will challenge your strength. I hear you are quite strong," She says as she leads you over to an old fashion mallet and bell game. "It's rather simple, hit the mallet on this petal, and the weight will fly up and hit the bell," Madam Sheppard explains.

Make a base attack against AC 10. For every point of damage done the weight will fly up. At set points rewards have been set (In Resource Points) which will be donated to charity by those at the fundraiser.

Damage Done:	Resource Points Donated:
1-4:	0
5-8:	1
9-15:	2
16-18:	3
19-20:	4
21+:	5

The crowd raves at your abilities and the fun presented to them tonight. "Darling, you were wonderful," Madam Sheppard beams, "Now on to a true test of your abilities," She offers as she leads you over to a climbing wall with dummies hanging out of fake windows. Red streamer flutter from fans behind the wall.

"A fire has broken out and you must save as many of these poor unfortunates as you can." Says the socialite, "Off you go my dear, save the dummies." Like a trained monkey to leap into action.

Make a Climb skill check Vs. DC 12 each round. It takes three rounds to reach a window where a dummy is laying half out. Take the dummy and climb back down as fast as you can. (It takes three rounds to climb back down or one to fall / jump) There are five dummies in total and you have 25 rounds to save them all. For each dummy you save the crowds will donate 1 Resource points for a total of up to five.

Note that if you have a super power like flight then a single round can be spent reaching a dummy, and acrobatics can be used to reduce the time as well.

"The last test will be of your bravery my dear," Madam Sheppard says. You must dance with each of these fine people. (Men if you are female, and make if you are male)

Rewards:

Gain 200 Exp (For you and your allies) and +1 Reputation for every 3 resource points you generate in donations you gain a + to your Do Gooder rank.

The Shadow

“Look I told ya, I don't know!” Cries Bruce after you hit him again.

You sure you ask?

“Ya I'm sure!” Bruce replies covering his face once more so you won't hit him again.

Bruce is a low life thug, but he is good for information about what's going on in the street. Since your run in with the Dead Killers you have been asking around to find out more on them. The undead bikers are all being held in high security in Jefferson Prison, but you are sure they will break out soon enough. Until then the Authorities are trying to figure out a way to keep them locked up.

Bruce does have one bit of information for you. “I hear some guy named Philips was looking for those bikers the other day. The word is he is looking for some old book they had.”

Sure enough, just as you had feared. You think to yourself as you walk up to the museum, the alarm going off inside, this Philips character would return to the museum after the Dead Killers failed to hold on to the book.

Running inside you see three guard down and a man in a business suit casting a magical spell on the display case holding the Book of Shadows.

Your day seems to not be over until you have a fight with a super villain.

Shadow Wizard

Energy Manipulator, Lvl 6

Human, Medium

CR: 6

Exp. Award: 2,400

Init: +4

AC: 16

Hps: 34

Base Attack: +3

Fort: +2 **Reflex:** +5 **Will:** +6

Melee: Unarmed Strike +2 (1D3-1)

Ranged: Arcane Bolt (5d4+1, DC 16 Reflex save for half damage)

Powers: Arcane 5 (Arcane Bolt +8, Arcane Hand +2, Arcane Shield +0, Arcane Travel +4, Arcane Projection +6)

Class Features: Energy Sense (Magic), Energy Amplification (Arcane Bolt), DR 2/Energy

Feats: Iron Will, Scholar, Stoic, Combat Expertise, Improved Initiative, Skill Focus (Knowledge (Arcane)), Skill Focus (Power Activation)

Skills: Bluff +7, Concentration +11, Diplomacy +7, Knowledge (Arcane) +15, Knowledge (History) +13, Perception +11, Power Activation +14, Stealth +6

Special: Armored Business Suit (Armor 2), Amulet of Protection (Deflection (Major Item) 6)

Strategy: Sharp Shooter

(See Heroes Weekly Vol 1, Issue #24 for details on the Shadow)

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you are defeated by the wizard you are left on the museum floor.

End the issue here and reduce your Do Gooder and Reputation both by -1.

If you defeat the wizard he disappears in a puff of smoke.

Who he was or why he wanted the book may never be known.

Rewards:

End the issue here and gain 500 Exp. (For you and your allies) and +1 Reputation.

Any hero allies may add +1 to their rank if they were involved in any of the missions from this mission tree.



S - Shadow Wizard

Heroes may start from the green areas shown

Unnamed Body

“Thanks for coming on such short notice,” Officer McCann says as he shakes your hand in gratitude. “We just fished the body out of the water,” he offers as he walks over to the edge of the docks with you. Before you in a net is the dead body of a woman.

“I haven't called the detectives yet, figure I'd give you the first look at any evidences there is, although after a long time in the water there won't be much evidence to find,” The policeman standing next to you says.

Before you lies a young woman, mid twenties, Asian, good looking once, before the fish ate out her eyes. A single hole in the back of her head says she was executed by a gun, her hands still tied behind her back.

“Mob hit you think?” asks McCann, “This looks like their style.” He calls in the body to the detectives on duty. “It will take them fat bums an hour or more to get here so take your time,” McCann says as he turns to talk to another policeman near by.

You may make an Investigation skill check at DC 20 to find any remaining evidence.

If you fail the Investigation skill check you may make a Perception skill check at DC 23.

If you were successful on the Investigation skill check (Gain 25 Exp.) you find little physical evidence other than it was not a gun shot that killed her, but rather some sort of spike or sharp rod which was slammed into her head. She was dead when she hit the water, as there is no water in her lungs. She has a small tattoo on her left butt cheek, a small purple butterfly with a Ying and Yang symbol under it in black ink.

If you failed the Perception skill check you find nothing of note and tell McCann you can't help out much here, and that the detectives might find something instead. End the issue here and the mission tree.

If you were successful on the Perception skill check (Gain 25 Exp.) you see that clutched in her small fist is a match book with the name, The Purple Bar and Lounge printed on it.

Rewards:

Gain 100 Exp (For you and your allies)

Continue with this issue if you were successful on either skill check. Otherwise end the issue here.

If you were successful on the Investigation skill check you may make a Linguistics skill check Vs. DC 18 to identify the tattoo.

If you fail the Investigation skill check then make a Knowledge (Local) skill check Vs. DC 20 to remember that there is a bar in the Bowery called the Purple Butterfly. (Gain 25 Exp. if you were successful on the Knowledge skill check) Maybe that has something to do with her tattoo.

If you fail either the Knowledge or Investigation the skill checks you must end the issue here, but may continue on with the mission tree.

If you are successful on the second Investigation skill check (Gain 25 Exp.) you find that the tattoo is a mark that identifies the young woman as the property of the Japanese's syndicate called the Purple Dragons, a small time group of Yakuza here in the city. They own a bar called the Purple Bar and Lounge over in the Bowery where they run strippers, drugs, and prostitutes.

End the issue here. You may though continue with the mission tree.

Wraith's Revenge

(An Event on Issue 19)

You wake up to a figure in your bedroom. With a swift thrust the figure sets the blade of a large scythe under your chin, the edge ready to take your head off.

“I told you your time would come,” Says the figure in a whisper, “That time is coming hero.” With that a bolt of lighting brighten the room and you see the Wraith standing before your bed, her deadly scythe in hand. Then the thunder hits and she is gone.

Just who is this woman and why does she want you dead?

“I asked you to come over,” says Captain Franks as he walks you into his apartment. “Normally I don't mix work with my personal life,” He explains, “But in this case I think you are involved as well.”

You ask what is bothering him.

“The unrestful dead I think,” He says.

You raise an eyebrow.

“Look you know I'm a leave headed sort of guy, not much rattles me,” He explains, “But since that Wraith woman attacked me a few weeks back (See Night of the Wraith in Adventure Book #), I got to looking into stuff.” Franks sits down, it is obvious that he is upset and maybe a bit scared. “Since that attack I have been looking into things,” He continues. “Don't think I'm mad or anything, but I think the Wraith is my dead ex-wife, Maribel Muldoon.”

You do not say so but you had come to the same conclusion. She was the only one connected to all the murders the Wraith committed. Problem is you know for certain that the woman is dead.

You tell Franks you will look into it.

The grave has been disturbed, that much is clear, but it is also still occupied, the body of Maribel Muldoon in her coffin. Maybe you where wrong, maybe this is not a supernatural event, but something more mundane. Maybe someone close to Muldoon has taken up her cause as their own. Who though?

As you turn to leave the rain starts to fall and the lighting begins to flash across the skies. A sure sign the Wraith is on her way. Like clockwork the lighting flashes and the Wraith is standing before you.

Pointing her scythe at the grave stone she says, “This woman is dead, only her vengeance now remains.”

You point out that you and Franks did not have anything to do with Maribel Muldoon's death.

“No! Had you not interfered, she would have brought the true criminals to justice,” The Wraith rages at you, “had you not stepped in she would be alive today.” With that she attacks.

Set up a few park like battle tiles for this encounter.

The Wraith

Super Human, Lvl 6

Outsider, Medium

CR: 6

Exp. Award: 2,400

Init: +6

AC: 20

Hps: 36

Base Attack: +4

Fort: +5 **Reflex:** +5 **Will:** +2

Melee: Scythe +5 (3D6, Fort Save for 1/2 damage)

Powers: Density Control (Decrease, Damage reduction 4/energy) 2, Teleportation 3 (Up to 500'), Invulnerability 2 (DR 4 / magic)

Class Features: New Power

Feats: Cleave, Power Attack, Weapon Focus (Scythe), Improved Initiative

Skills: Stealth +8, Knowledge (Arcane) +4

Special: Scythe (3D6, Energy Ray, No range, Deflection 2, Minor Item), Ruby of Rain (Weather Control 3)

Strategy: Sneak

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, 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.

Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Paladin
Sphinx
Stonecold
White Tiger

Any ally you don't already have may be added to your ally list at rank 1.

If you are defeated by the Wraith you may send a Hero Point as normal.

If you defeat her she turns to ash and dust.

Whoever she was she is gone and no clues remains as to where she has gone.

Rewards:

End the issue here and gain (You and your allies) 450 Exp. Add +1 to the Wraith's villain rank.

Jewelry Heist
Bank Job

Hoetep's Mummy
Have You Seen
My Mummy #1
Have You Seen
My Mummy #2

Fund Raiser

New Playground

Superhero Night

Kidnapping

Crime Master #1
Crime Master #2
Crime Master #3
Crime Master #4

Odd Device #1
Odd Device #2
Help!
Odd Device #3

Unnamed Body
Fallen Flowers
Murder for Hire #1
Murder for Hire #2

Events

Day of the Fire Demon
Dinos in the Park
The Wraith's Revenge

Bad Politics #1
Bad Politics #2

Mob Hit
Mob Job
Mob Job #2

Dead Killers #1
Book of Shadows Again!
Dead Killers #2
The Shadow

Iron Knight

Brick 1st, Energy Manipulator 2nd

Enhanced Human, Medium

CR: 3

Exp. Award: 800

Init: +1

AC: 15

Hps: 21

Base Attack: +1

Fort: +3 **Reflex:** +4 **Will:** +2

Melee: Fist +8 (1D3+5)

Ranged: Energy Blast +4 (1D6)

Str 12 / 19 (+1 / +5), **Dex** 12 (+1), **Con** 12 (+1), **Int** 15 (+3), **Wis** 13 (+2), **Chr** 14 (+2)

Powers: Armor 2, Energy Blast 1, Str Boost 2

Class Features: Built Tough (2Dr), Destroyer

Feats: Power Attack,

Skills: Power Activation +4, Craft (Armor) +3, Perception +4, Knowledge (Science) +3, Survival +3, Swim +6

Special: Flight Jets (Fly 1), Combat Computer (+2 to hit), Forcefield (+2 Armor)

Special: Strategy: Sharp Shooter

Night Owl

Detective 1st, Acrobat 1st, Super Human 1st

Human, Medium

CR: 3

Exp. Award: 800

Init: +2

AC: 16

Hps: 18

Base Attack: +0

Fort: +3 **Reflex:** +10 **Will:** +2

Melee: Fist +1 (1D4+3)

Str 12 (+1), **Dex** 18 (+4), **Con** 12 (+1), **Int** 12 (+1), **Wis** 14 (+2), **Chr** 14 (+2)

Powers: Fly 2

Class Features: Evasion, Hard to Hit, Gear x2, Broad Knowledge, Home City, Contacts

Feats: Skill Focus (Fly), Skill Focus (Investigation), Martial Arts, Dodge

Skills: Power Activation +4, Fly +7, Investigation +5, Perception +4, Sense Motive +3

Special: Battle Suit (+2 AC), Night Goggles (Dark Sight), Claws +2 Damage)

Strategy: Sneak