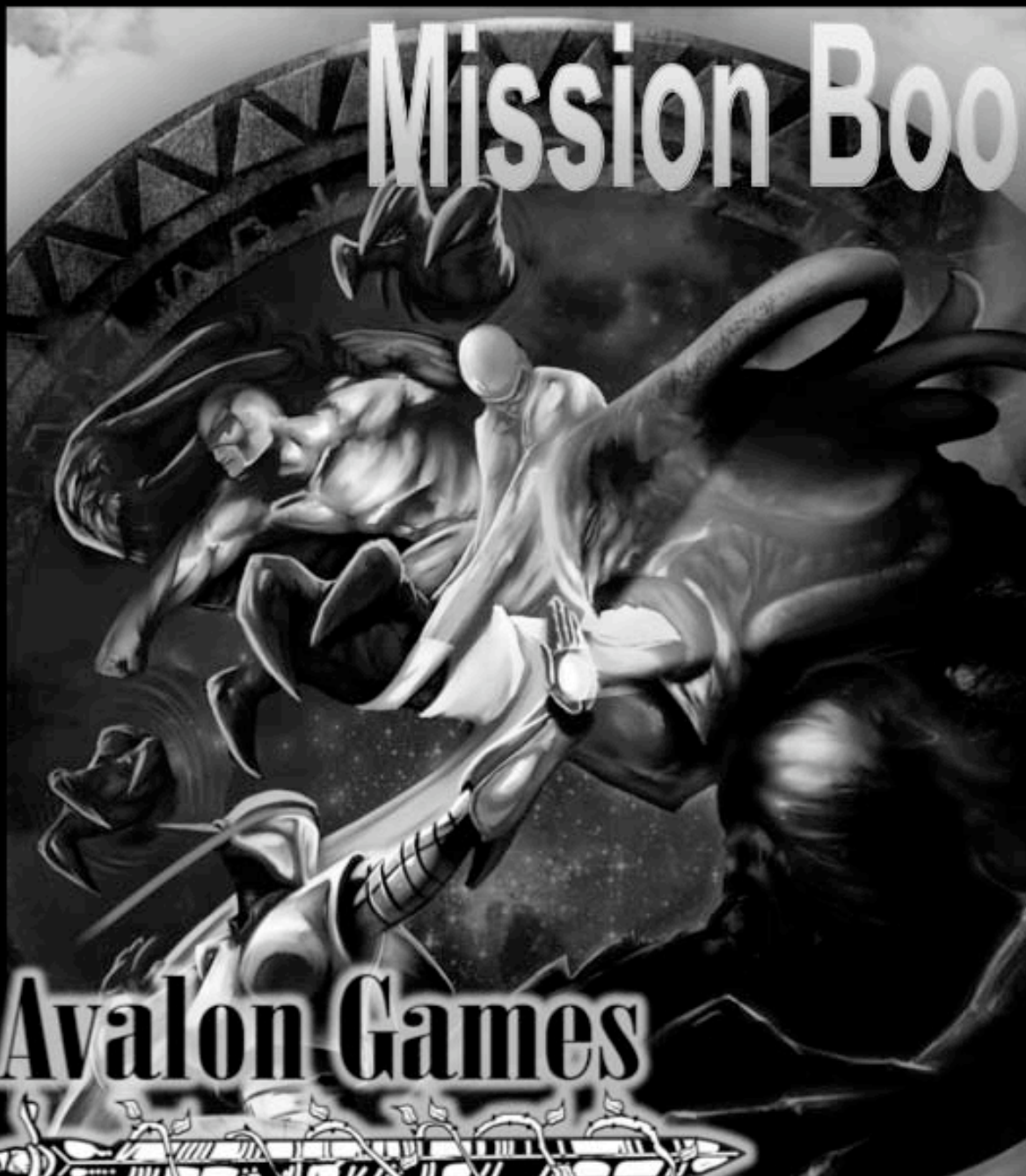


Comic Book Adventures

Mission Book 4



Avalon Games



Where Fun Happens



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High Crimes and Super Villains

This series of adventures and missions are for the Avalon solo super hero system. This is a series of missions for 4th to 6th level characters, and can be used to get your game started or continue the story from the previous mission books.

The missions used here will link to the those found in the previous mission books 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 continue your career as a super hero.

Getting Started

Your quest to make the city safe has been successful, but only up to a point. Street crime is down but the rise of the super villain has made it just as dangerous as in the old days. Now, instead of being afraid to walk the streets because you might get mugged, the people of the city are fearful they might get caught up in a super battle between a hero and some crazy super villain.

Still your adventures have now often taken you out of the city completely. There are greater dangers out there and only people like you and your super powered friends can save the world from these threats.

Mission Notes

If you don't have the listed ally or contact you may not take missions 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 +2

Contacts and Informants

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

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 into 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:

City Funds? #1.

City Funds? #2, May only be taken if City Funds? #1 has been completed.

Mayor Hamilton

Mayor of the city, Hamilton is a political animal through and through. He is willing to do whatever is necessary to stay in power and has been known to cut corner to get the job done. Ultimately, however, he has the city's best interest at heart.

To know Mayor Hamilton you need a Reputation rank of 10 or more.

Available Missions:

City Funds? #3, May only be taken if City Funds? #2 has been completed.

Congressman Gill

The good Congressman has held power in Washington for ages it seems, and has a hand in many pies. While the city is just one that falls in his district, he still holds the town as his hometown and keeps an eye on things.

To know Congressman Gill you need a Reputation rank of 16 or more.

Available Missions:

Urban Myth

Lieutenant Wilds

Usually a by the book lawman, Wilds does though know 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. With all these caped crusaders running around his job seems twice as hard.

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

Available Missions:

Home Invasion #1.

Detective Samuel

Murder and crime fill his day and flowers and tulips his night. Samuel is called in when the department needs a case solved and fast. His skills as a detective are well defined and his ability to see through the maze of clues are wonder to watch.

To know Samuel you need a Law and Order rank of 10 or more.

Available Missions:

Home Invasion #2, May only be taken if Home Invasion #1 has been completed.

Judge Turner

Called the hanging judge, Turner is a tough woman that takes no lip and sees that her caseload is well filled with murderers and criminals of the worst type. She has begun a crusade against super villains and the heroes that seems to bring them in all the time. Vigilantes are criminals as far as she is concerned.

To know Judge Turner you need a Law and Order rank of 21 or more.

Available Missions:

Master Mind's Trail #2. May only be taken if Master Mind's Trail #1 has been completed.

Master Mind's Trail #3, May only be taken if Master Mind's Trail #2 has been completed.

Commissioner Van Dike

Chief of the police in the city and beholden only to the mayor himself, the commissioner is tough man that knows his department is full of corrupt cops, but, as he says, he has to work with what he's got, not what he wishes he has.

To know Van Dike you need a Law and Order rank of 26 or more.

Available Missions:

Master Mind's Trail #1, May only be taken if Safe House has been completed.

News Reporter Kelly

Investigative reporter for the Star city news, Kelley 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:

Home Invasion #3, May only be taken if Home Invasion #2 has been completed.

Star Labs Scientist Updike

Updike is a scientific geek, lost in his own world of mathematics, gadgets, and odd things. He is a true scientific genius and seeks to understand all the wonders of the universe. His labs at Star Labs are filled with odd bits of space junk and left over experiments.

To know Updike you need a Go Gooder rank of 11 or more.

Available Missions:

Star Gate #1.

Star Gate #2, May only be taken if Star Gate #1 and an Alien rank of 4 or higher have both been completed.

CEO of Unicom, Mr. Franks

Unicom is an international corporation that has its hands in all sorts of high tech gear, products and innovations. The company seeks to bring technology to the masses and make a high profit at the same time. The company's CEO, Mr. Franks is a mysterious man, little seen and seldom heard from.

To know Mr. Franks you need a Go Gooder rank of 21 or more.

Available Missions:

Star Gate #3, May only be taken if Star Gate #2 has been completed.

Rafael

A gang member and long time thug, Rafael is a hard core gangbanger, but he knows that he is a little fish in a much bigger pond. Still he has his ear to the street and knows what's going on.

To know Rafael you need a Street Thug rank of 10 or more.

Available Missions:

Gang War.

Sewer Joe

An old homeless man that has made his home in the sewers, he sees everything it seems but seldom talks to anyone.

To know Sewer Joe you need a Street Thug rank of 16 or more.

Available Missions:

Missing, May only be taken if Urban Myth been completed.

Parliament of the Sewers

The Parliament of the Sewers is an organization made up of representative from the various communities that live in the sewers beneath the city. While it has little power outside of its sphere of influence, the parliament has a great deal of power within the sewers themselves. The Parliament of the Sewers allows the disparate communities within the sewers coordinate enough to maintain their fragile existence.

To know the Parliament of the Sewers you need a Street Thug rank of 36 or more.

Available Missions:

Help us Remain Hidden. May only be taken if Strange Patient has been completed.

Doctor Lucas

Some folks call him a quack, some a failed medical student. Whatever his history, "The Doc" will heal anyone that needs his services, no questions asked. He keeps a quiet office in the Southside of town.

To know Doctor Lucas you need a Vigilante rank of 7 or more.

Available Missions:

Strange Patient. May only be taken if Urban Myth has been completed.

Detective Bruce

A tough man, Bruce cares for little. As far as he is concerned the city is a sewer and the people that live here are just rats. He has seen too much blood, death, and terrible things to change his mind.

To know Detective Bruce you need a Vigilante rank of 10 or more.

Available Missions:

City Funds? #4. May only be taken if City Funds #3 has been completed.

Powers Division Agent Kelly

A typical Power Division field agent. She was identified as a mutant by the organization when she was attending high school and was immediately recruited after she graduated. Having experienced anti-mutant prejudice all her life, Kelly feels a strong loyalty to Power Division, which is the only place she ever truly found acceptance.

To know Agent Kelly you need a Vigilante rank of 21 or more.

Available Missions:

Cover-Up. May only be taken if Help us Remain Hidden has been completed.

Viper Ninjas

Viper Corp. (Shinja Batsu) is the American branch of a corporate ninja clan. Originating as a ninja clan in ancient Japan, the Viper Clan has kept pace with the times and is now a multinational corporation. Although Viper Corp. maintains many legitimate holdings through which to launder money, its primary source of income is still corporate espionage and assassinations. When giant mega corporations need illegal acts performed off the books, Viper Corp. is there to perform them quickly and professionally.

To the Viper Ninjas you need a Vigilante rank of 31 or more.

Available Missions:

Cape Hunters #1, May only be taken if Master Mind's Trail #3 has been completed.

Mob Boss Franco

Boss of the Devinci Mob Family, he has been in the game his whole life. Even so, these damn super types are changing the game way too fast for him to like it.

To know Mob Boss Franco you need a Mob rank of 10 or more.

Available Missions:

Safe House.

Mob Hit, May only be taken if Safe House has been completed.

Crime Unlimited Fence

One of many fences for the criminal operation, this fence can get his hands on just about anything. For a price, that is.

To know Crime Unlimited Fence you need a Mob rank of 21 or more.

Available Missions:

Up For Sell, May only be taken if Mob Hit has been completed.

Ace of Spades

Terrorist, spy and now a super villain, the Ace of Spades is a mad man, but one that has his own vision of the future and one that knows a lot of secrets.

To know Ace of Spades you need a Mob rank of 31 or more.

Available Missions:

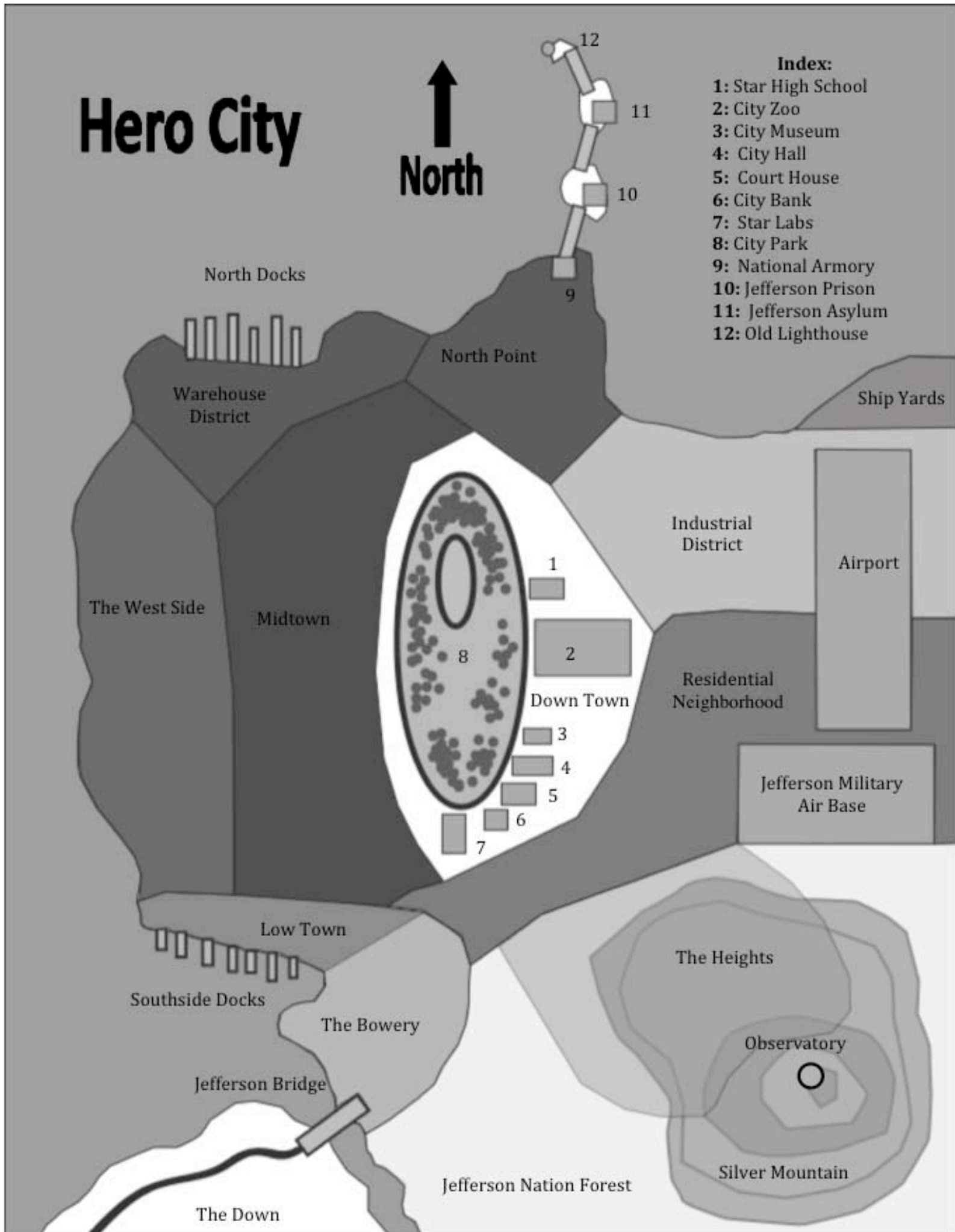
Cape Hunters #2. May only be taken if Master Mind's Trail #3 has been completed.

Hero City

↑
North

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Cape Hunters #1

Part 1

As you try to relax after the day's events at the trail of Master Mind a ninja steps out of the shadows.

Green in costume, you have faced these ninjas before, Viper Ninjas. As you rise to defend yourself and look for more of the ninjas the lone ninja in sight raises his gloved hand in a sign of peace.

“We have no desire to kill you, not yet at least, that time though will come,” He offers. “No, I have been sent to warn you. There is a contract out for your death, to be carried out tonight.”

By whom you ask?

“That I cannot tell you, but you will no doubt find out who your hidden foe is soon enough,” The Ninja tells you as he walks toward the door to leave.

Why, you ask, warn me?

“As I said, your death is for us to bring upon you, not some other assassin. No, you will die at the hands of a Viper Ninja, and no other,” He says as he leaves.

Some friends, you think, you can live without.

Part 2

You hear a loud gun shot and the window to the room blows out as the bullet slams into you. You take 1D12 damage from the high-powered rifle bullet that just hit you.

If you are still alive, you roll over on the floor just in time to see a figure dash away along the rooftop of the building across the street.

Conduct a rooftop chase if you can fly or have some other ability to get across the street within a few rounds and offer chase. If you have no such ability or power then the assassin gets away.

If you are able to give chase then conduct a rooftop chase. If you unable to catch the assassin then you will have to give up and tend your wounds, ready for another attempt on your life.

If you are able to catch the assassin, then conduct a battle between yourself and Rinnegato Rosso.

Rinnegato Rosso

Enhanced Human Brick 4 Combat Expert 5

CR: 9

Exp. Award: 6,400

Init: +9

AC: 17

Hps: 113

Base Attack: +14

Fort: +14 **Reflex:** +4 **Will:** +4

DR 2/-

Melee: Unarmed Strike +13 (1d8+5)

Powers: Attribute (Strength) 1 (1 PP), Super Attribute (Constitution) 1 (1 PP), Super Leap 1 (1 PP), Super Speed 1 (1 PP), Wall-Crawling 3 (3 PP), Invulnerable 2 (2 PP)

Class Features: New Power x2, Combat Feat, Unarmed Combat, Bravery, Combat Style)

Feats: Utility Belt, Weapon Focus (Unarmed Strike), Power Attack, Cleave, Great Cleave, Furious Focus, Improved Overrun, Elephant Stomp, Greater Overrun, Improved Initiative, Cleaving Finish, Improved Cleaving Finish, Reflexes, Combat Patrol, Endurance

Skills: Climb +18, Linguistics +1, Survival +11

Special: Armored Costume (Armor 3);

Other Gear: Glue Grenades (Entanglement (Major Item) 6), Small Hidden Tracer, Small Gas Mask, Night Vision Goggles

Strategy: Sneak

If you are defeated by the assassin he flees into the night.

If you defeat the assassin you can question him. Make an Intimidation skill check Vs. DC 15. If you are unsuccessful he says nothing and you will have to just hand him over to the cops. If you are able to get him to talk (Gain 25 Exp.) he tells you that he was hired by the Ace of Spades, a well-known international terrorist and criminal. A price of ten million dollars has been put on your head if you are dead by tomorrow before you return to the witness stand at Master Mind's Trial.

Results:

End the issue here and gain 1,500 Exp. Increase your Vigilante rank by +1.

Retain any damage you have taken and continue with this mission tree and Master Mind's Trail #3 mission.

Gain one Hero Point.

Cape Hunters #2

Part 1

Now that you have completed your testimony at the trial for Master Mind you can relax a bit. Whatever reason the assassins had to try to kill you is now over. You have given your testimony and there is nothing more you can do to alter the case for or against the villain.

Just then a woman walks up to you and draws a sword.

“Hum, it is a shame I cannot collect the full reward for your head, but half of ten million is better than no money at all,” She says as she attacks.

Damn, and here you thought you were safe for a while.

Conduct this battle on the sidewalk outside the courthouse, so there will be plenty of reporters and people standing around watching as you defend yourself.

La Chasseuse

Human Detective 5 Acrobat 4

CR: 9

Exp. Award: 6.400

Init: +9

AC: 24

Hps: 48

Base Attack: +5

Fort: +3 **Reflex:** +15 **Will:** +6

Melee: Dragoon Sword +7 (4d6+1)

Powers: Super Attribute (Dexterity) 1

Class Features: Broad Knowledge, Home City (Paris), Anticipate Foe, Swift Pursuit, Quarry, Evasion, Opportunist, Unarmed Strike, High Jump, Fast Stealth, Uncanny Dodge

Feats: Utility Belt, Weapon Focus (Unarmed Strike), Power Attack, Cleave, Great Cleave, Furious Focus, Improved Overrun, Elephant Stomp, Greater Overrun, Improved Initiative, Cleaving Finish, Improved Cleaving Finish, Reflexes, Combat Patrol, Endurance

Skills: Acrobatics +12, Bluff +14, Climb +13, Disguise +14, Escape Artist +17, Intimidate +9, Knowledge (Supers) +13, Linguistics +7, Perception +13, Sense Motive +13, Stealth +20

Special: Napoleonic Dragoon Sword (Natural Weapon (Major Item) 6), Armored Costume (Armor 4);

Other Gear: Bola (Entanglement (Major Item) 8), Medkit (Healing (Major Item) 3), Night Vision Telescopic Goggles

Strategy: Sneak

If you are defeated by the assassin you can of course spend a Hero point to save the day.

If you defeat her you can try to get her to talk. Make a Bluff, Diplomacy or Intimidation Skill Check Vs. DC 18. If you are successful (Gain 25 Exp.) you get her to tell you where Ace of Spades is hiding. If you are unsuccessful she says nothing and all you can do is hand her over to the cops.

Part 2

If you were able to get La Chasseuse to talk then you already know where Ace of Spades is hiding. If you could not get her to talk then you will have to find him all on your own.

Pick one of the following...

You can try to use your spies and agents on the street to find out where Ace of Spades is located. Make a Diplomacy skill check Vs. DC 20 to seek out the information. If you are successful (Gain 25 Exp.) and you find through word of mouth where is he currently located.

You can try to comb the streets, beating up thugs and asking questions some folks don't want to answer. Make a Knowledge (Local) to seek out the safe house's location. The DC for this skill check is 18. If you are successful (Gain 25 Exp.) you discover its locations.

If you find the location of the safe house then you can try to pay the terrorist a visit. The safe house is set up in the back of a small flower shop on the west side of town. It is a front for the terrorists' organization known as the Masters of Terror.

Inside you will find several of the terrorists hanging out, acting as flower shop workers.

Master Terrorists (x3 plus x2 per hero ally)

Combat Expert 4

CR: 4

Exp. Award: 1,200

Init: +4

AC: 19

Hps: 37

Base Attack: +4

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

Melee: Unarmed Strike +5 (1d8+1)

Ranged: Laser Pistol +8 (5d6)

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 Finish, Improved Cleaving Finish, Reflexes, Combat Patrol, Endurance
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: 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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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

Once these thugs are defeated, you can enter the hidden lair of the Masters of Terror and confront Ace of Spades himself.

Deeper in the lair you find the master terrorist sitting in a nice leather chair waiting for you to arrive. He smiles like a viper and asks what he can do for you?

Tell me who has been trying to kill me and why?

“Well that's simple,” The villain answers. “The local law enforcement, some of the city's political figures and a few rich corporate leaders. Seems you have disturbed the natural order of things in the city. Master Mind kept all of these people rich and in power. Without him around there is no more ill gotten riches to spread around and these self important people now find it hard to make ends meet without their illegal gains. They have asked me to hire assassins to put an end to you and the other heroes of this city.”

So they used you, you ask, and your organization as a middle man for hiring assassins?

“That's a service we are proud to offer,” The terrorist explains with a smile. “Now if you will excuse me, I do have other matters to deal with today.” With that his chair swings around and rockets off into a hidden passage, gone before you can even start to react.

Results:

End the issue here and gain 2,000 Exp. Seems you have some hidden enemies within the power structure of the city.

Gain one Hero Point.

City Funds?

Councilwoman Fredric thanks you for stopping by. You ask about her daughter and the Councilwoman tells you she is doing well in rehab and will be out soon, ready to start a new life. She thanks you once again for helping her save her daughter (See Mission Book 3).

“Anyway,” She starts as she sits down at her desk, “The reason I asked you here today is I think someone at city hall is stealing money from the city's general funds.”

Not a new story you reply, political figures have been feeding at the city tax trough for ages and will always do so.

“Yes,” She continues, “But this is not some elected official taking a few dollars and spending it in inappropriate ways, we are talking tens of millions of tax dollars, maybe even hundreds of millions.”

That is quite a bit of money, you say, more than any one city official could steal undetected.

“Yes, my feelings as well,” Fredric replies. “I think I might have stumbled upon a vast conspiracy by several high placed officials to rob this city blind.”

Have you told anyone else of your suspicions?

“No, just you,” She says with a worried look. “You are the only one I trust.”

You agree to look into it and see just where the clues lead you.

Taking what little evidence she was able to offer, you begin your investigation into the corruption outlined by the Councilwoman. After a few days of looking over the evidence you reach the uneasy conclusion that not only was she right that hundreds of millions of dollars are gone, and that this would have to involve several top level elected officials, but that the money was not stolen outright, but used for some hidden project. Something called the Methuselah Chamber.

What the Methuselah Chamber is you have no clue, but you begin your investigation to find out.

You can perform any or all of the following investigations based on the results of your skill checks.

First you search the city records for more clues as to who might be involved. Make a Appraisal skill check to seek out the information buried in the city records. The DC for this skill check is 20. If you are successful (Gain 25 Exp.) you find that the funds have been transferred from numerous accounts and bonds. A little bit here and a little bit there is never missed and has been covered up with false accounting and missing records. These funds though have added up over the years to a vast amount of money, but even this would not account for all the funds that have gone missing.

If you failed the Appraisal skill check your search goes no further. You are unable to continue the investigation, and will have to tell the Councilwoman to forget all about it for her own safety. End the mission here as well as this mission tree.

If you were successful with the Appraisal skill check then you can continue the investigation by trying to find the other funds. This will require you to enter the city treasury office and get your hands on locked files in the Controller's office safe. Make a Stealth skill check Vs. DC 15 to enter the office undetected. If you are successful (Gain 25 Exp.) you can try to open the safe by making a Disable Device skill check Vs. DC 18. If you are successful with the Disable Device skill check (Gain 25 Exp.) you are able to open the safe and look at confidential records which show that much of the money has been taken as bribes and kickbacks from corporate interests.

It would seem that the corruption also involves many in the private sector. If though you failed either of the skill checks (Stealth or Disable Device) you come up empty handed and will have to seek more information elsewhere. End the mission here but you may continue with the mission tree.

If you were able to enter the office and break open the safe your next step is clear, infiltrate several of the corporate offices and see what you can find there. Make a Disguise skill check Vs. DC 18 to enter one of several corporate offices un-noticed. If you are successful with the Disguise skill check (gain 25 Exp.) you then find you must bluff your way into seeing company records and balance sheets. Make a Bluff skill check Vs. DC 18 to get a look at the files. If you are successful with the Bluff skill check (Gain 25 Exp.) you find that the conspiracy reaches all the way to the police commissioner's office itself and the commissioner himself is deeply involved.

If you are unable to get into the offices or to bluff your way into seeing the files, you come up empty handed and have to end your investigation here. You may though continue with the mission tree.

Results:

Gain 500 Exp if you were able to find out what funds where taken and how.

Gain 500 Exp. if you were able to break into the tax offices and find the information needed.

Gain 500 Exp. if you were able to gain access to the corporate files.

City Funds? #2

Part 1

Your investigation into the lost and hidden city funds continues as you gather more and more evidence as to what is going on and who is involved. You set up a meeting with Councilwoman Fredric to tell her what you have found out so far and to ask a few questions.

You wait in the park near the playground as you see the Councilwoman walk up. She smiles and starts to waves to you as her chest explode from the bullet holes. She falls to the ground as you rush up to her, looking for the assassin. All you can see are children running to the mothers and frantic people rushing about. The Councilwoman is alive but barely, and you need to get her to a hospital fast if you are to save her life.

Later that day the doctors tell you she is alive, but will be in serious condition for some time and she will never walk again.

Whoever is behind her attempted assassination must have found out she was on to their conspiracy and tried to stop her from finding out the truth. You swear though that you will bring these shadowy figures to justice, for her and the city you protect.

Seeking out the spot where the assassin waited in ambush you try to look for clues.

Make an Investigation skill check Vs. DC 20 to seek out clues. If you are successful with the Investigation skill check (Gain 25 Exp.) you find a single bullet casing and some shoe prints near a tree behind the playground. It would have taken an expert marksman to have made the shot that brought the Councilwoman down, but not impossible.

If you fail the Investigation skill check you find nothing of note and the trail for the assassin goes cold. Continue to part two of this mission.

With the bullet casing in hand you can check for prints. Make a second Investigation skill check Vs. DC 20 to find a clear set of prints on the casing. If you are successful with the Investigation skill check (Gain 25 Exp.) you find a clear set of prints, enough to track down the assassin. If you fail the skill check you are unable to find any evidence of use and must end the investigation here. You may move on to part two of this mission.

The print leads you to an ex-police officer, Ted Malinskie, a retired officer with a checkered past. He was a corrupt cop, working for the mob as much as for the police department, but he made it to retirement and now acts as a private investigator.

You pay the man a visit at his home later that night only to find him dead, a single gunshot wound to the head. It has been made to look like a suicide but you are sure he was murdered. Whoever is responsible is covering their trail well.

Part 2

You think the Councilwoman might have had more evidence to show you and so you head over to her office, but it has been rifled through and anything of importance taken. Once more you are one step behind your foes. Taking the investigation to her house you enter and search for a safe or some place where she would have hidden any new evidence. The house has also been rifled through, the safe broken open and its contents taken. Still there has to be something these hidden enemies have missed.

Make a Perception skill checks Vs. DC 18. If you are successful with the Perception skill checks (Gain 25 Exp.) you find a photo of the Councilwoman and her daughter. Behind the photo is a small envelope with your name on it. Inside you find a single piece of paper with the name of the Mayor on it and the words "Trust him." Maybe she found a new ally in this fight.

If you were unable to find the photo you run into a dead end and must end the mission here, justice un-served for the Councilwoman.

Results:

End the issue here and the mission and gain 1,500 Exp.

If you found the envelope with the mayor's name then you may go to part 2 of the mission City Funds? #3. Also add 500 Exp. to your award.

If you were unable to find the envelope then go to part 3 of the mission City Funds? #3.

City Funds? #3

Part 1

You stand overlooking city hall, deep in thought as to what to do about the conspiracy to rob the city and the murders that are going to extremes to try and cover it all up. Your leads have all gone cold.

You will have to take a chance and seek out a new ally, that or try to flush out your enemies in some way. Maybe you should take your case to the Mayor. Either he is involved, or he could prove to be a well-needed ally.

Part 2

You stand over the mayor as he sleeps. With a slight tap you wake the man from a deep sleep. Fear and confusion rush across his face as he spies you in the deep shadows of his bedroom. “What an outrage! What do you want?”

Justice you say.

Grabbing the man while he is trying to put on a robe over his pajamas, you lead him into the study and sit him down at his desk, a large folder filled with evidence you and Councilwoman Fredric have gathered on the stolen funds.

Looking at the files the Mayor pales and looks up at you as he sits back. “I have had suspicions, but never any proof. The police commissioner is behind it all, I'm sure, but I cannot prove it.”

Then you will have to find that proof you say.

The Mayor offers to keep the evidence you have shown him safe and ready to take down Commissioner Van Dike when the time is right.

Part 3

Stepping into the Mayors office through the window you catch the man by surprise.

“What is the meaning of this?” He asks in a huff.

You tell the mayor that you have been watching him for a few days and are convinced that he is not involved.

“Involved in what?” He asks, still put out by your appearance.

You hand him a large folder filled with evidence you and Councilwoman Fredric have gathered on the stolen funds.

Looking at the files the Mayor pales and then looks up at you as he sits back. “I have had suspicions, but never any proof. The police commissioner is behind it all, I'm sure, but I cannot prove it.”

Then you will have to find that proof you say.

The Mayor offers to keep the evidence you have shown him safe and ready to take down Commissioner Van Dike when the time is right.

Results:

End the issue and the mission here and gain 1,500 Exp. If you started this mission with part two then add another 500 Exp. to your award. You may continue the mission tree with City Funds? #4

City Funds? #4

You hand over the folder with all the evidence you have been able to gather. Detective Bruce thanks you but tells you it won't be enough, "Not near enough to take down the Commissioner himself," The Detective says.

Enough, you say, to keep an eye on him and see what he is up to.

"I agree," Replies the detective as you leave. Sometimes justice must be delayed, but it never has to be forgotten. You will see Commissioner Van Dike brought down.

Results:

End the issue here and gain 1,500 exp. and one Hero Point.

Cover-Up

Fearing that the sewer folk might be in danger and that their secret is no longer safe, you make your way back into the sewers and to warn them of the danger which may be coming to their homes and village.

Proudtooth agrees that you may be right and that you must appear before the full council of the Parliament to warn all the people of the sewers of the danger. A few days later you stand in a marble chamber deep under the city before a raised table where sit and stand several odd and strange people. Besides Proudtooth and Eve, there is a huge white alligator, a man made of bugs and a moving pile of garbage.

The members of parliament asks you several questions and they argue about what needs to be done. Some says they must fight if the surface invaders dare to come into the deep tunnels while others says they should all flee. Just as the debate starts to grow heated a messenger arrives with news that a large group of well-armed surface worlders have been spotted in the deep tunnels and are headed towards the rat people's village.

Seems the debate is over. You and Proudtooth rush back to his village just as Agent Kelly and her men arrive on the other side of the village. Rat people rush about in fear as you and Proudtooth move to intercept Kelly and her armed men.

As you approach Agent Kelly warns you that since you have lied and have been deceptive about what is going on in these sewers, you are under arrest. The people of the village she says, "Are also under the authority of Powers Division and will be moved out of their village and relocated to a government facility for 'Study.'"

You of course cannot allow her to take these gentle people away to be poked and dissected by government scientist. She leaves you little choice.

Set up a battle using whatever battle tile you see fit.

Agent Kelly

Mutant Brick 4

CR: 4

Exp. Award: 1,200

Init: +10

AC: 19

Hps: 54

Base Attack: +3

Fort: +9 **Reflex:** +5 **Will:** +3

Defensive Abilities: DR 2/-

Melee: Unarmed Strike +9 (1d3+6)

Powers: Super Attribute (Strength) 1, Super Attribute (Constitution) 1, Super Speed 2

Class Features: Built Tough, Never Surrender

Feats: Power Attack, Improved Unarmed Strike, Furious Focus, Improved Initiative

Skills: Climb +13, Investigate +4

Gear: Power Division Uniform (Armor 3);

Other Gear: Communication Link

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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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

Power Division Troopers

(x3 Plus x1 per extra hero ally present)

Combat Expert 4

CR: 4

Exp. Award: 1,200

Init: +4

AC: 19

Hps: 37

Base Attack: +4

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

Melee: Unarmed Strike +5 (1d8+1)

Ranged: Laser Pistol +8 (5d6)

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 Finish, Improved Cleaving Finish, Reflexes, Combat Patrol, Endurance
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: Sneak

Proudtooth

Acrobat 5

CR: 5

Exp. Award: 1,600

Init: +5

AC: 20

Hps: 29

Base Attack: +3

Fort: +1 **Reflex:** +9 **Will:** +2

Melee: The Sword of the Rat +6 (3d6+2)

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

Class Features: Evasion, Fast Stealth, Unarmed Strike, High Jump, Hard to Hit, Uncanny Dodge, Flurry of Blows, Damn Hard to Hit

Feats: Dodge, Mobility, Weapon Focus (Sword of the Rat), Skill Focus (Bluff), Skill Focus (Stealth)

Skills: Acrobatics +13, Bluff +12, Perception +9, Sleight of Hand +13, Stealth +13

Gear: The Sword of the Rat (Natural Weapon (Major Item) 5);

Other Gear: The Great Shiny Thing (Invisibility (Major Item) 5)

Strategy: Boxer

There will be two such troopers per hero involved in the battle.

If you are defeated by Kelly and her troopers you can of course spend a hero point to change the outcome.

If you defeat her then the Parliament have one of the outcast mutants wipe the memory of what Kelly and her troopers found in the sewers, replacing the memories with false one of a dark, smell sewer with nothing of interest within the tunnels.

Results:

End the issue here and gain 2,000 Exp. and +1 to your Do Gooder rank. Also gain one Hero Point.

See Heroes Weekly Vol 4, Issue #8 for full details on the Parliament of the Sewers)

Gang War

The streets of Low Town have been a war zone for several weeks now, competing gangs trying to take control of what little there is to have in the slums of the city. Most of the warriors in these gangs are little more than teenagers and kids, fighting tooth and nail for scrapes.

"I'm tell ya, it gotta stop or them fools will just kill each other off," Complains Rafael, a street thug himself, but one with an eye to the future. "Some of them don't care no how if they kill everyone around them. Little kids are dying in this turf war."

Yes, it does have to stop you say, but even with all your power you cannot do it alone.

"Ya, so that's why I set up a meeting between the two rival gangs, over at the old church. You being there will keep them from trying to do anything stupid," Rafael explains.

And what, you ask, does he get out of it?

"Hey I may be a street punk, but I ain't going to be one my whole life. I got plans," He offers with a smile.

Such as you ask?

"I'm going to take over Low Town some day, turn it into something clean and good, but under my control," He explains with some confidence. "You help me out and I can cut you in on the deal. The two of us could be unstoppable."

You pass on the offer, but you are not too sure, the kid just might pull it off. Course if he does he will have to deal with you should he turn into another mobster.

Later on that night you stand near the back of the church as Father Thomas and Rafael try to get the two gangs to end their war. Things are a bit tense at first but the gang leaders take your presence as a reassurance that nothing bad would happen to them while you were at the meeting.

Just then an explosion rocks the church and smoke and noise fill the room. Most of the people within are knocked senseless by the explosion, but a few are able to see through the smoke as two large figures walk into the wrecked church.

"See, I told ya Technocrantz, the heads of the two gangs are here," Says one of the figures walking out of the smoke, a man cased in green high tech armor. "So you were right, that doesn't make up for the hundred other times you are wrong, Killdenstern," smiles the second figure, a man encased in blue high tech armor.

Killdenstern grabs one of the gang members and breaks the young man's neck with a slight twist. "Let kill these thugs fast and go get a pizza." He says with ease after killing someone.

"What about the priest?" asks Technocrantz, picking up Father Thomas. "Hey if he wants to hang out with the street trash then he gets taken out with that trash," Answers Killdenstern as he grabs up a struggling Rafael.

Seems these to vigilantes have super powers and mean to clean up the streets, but unlike you they are just as mean and vicious as the criminals they are trying to stop.

You step out of the shadows and let the two know you will not allow them to harm Father Thomas or Rafael.

"Ya got to be kidding me, right here, right now, our idol!" Howls Killdenstern as he drops Rafael. "Man its about time we got to meet ya, we have been trying to get in touch with ya for a while now," Says Technocrantz as he continues to hold Father Thomas in his grip, almost forgetting he is holding a man's life in his carless hands. "We want to join forces and clean up the city with ya," Offers Technocrantz.

You refuse their offer outright. You are not a killer like these two. They are no better then murderers themselves you say.

“Well aren't you all high and mighty,” Sneers Technocrantz. “We take your lead and become super heroes and you spit in our faces.” He howls. “Then maybe,” Killdenstern says as he crouches into a combat stance, “We will just take you out with the trash here and becomes the new guardians of this town.”

With that the two vigilantes attack.

Technocrantz

Enhanced Human, Brick 4

CR: 4

Exp. Award: 1,200

Init: +6

AC: 20

Hps: 46

Base Attack: +3

Fort: +7 **Reflex:** +3 **Will:** +0

Melee: Unarmed Strike +8 (1D4 +9)

Powers: Super Attribute (Strength) 1, Density Control (Increase) (Always On) 2, Super Leap 1

Class Features: Built Tough, Power Punch

Feats: Combat Expertise, Improved Dirty Trick, Power Attack, Improved Initiative **Skills:** Climb +12, Intimidate +7, Perception +3, Stealth +6, Survival +6

Combat Gear: Armored Jumpsuit (Armor 4)

Strategy: Charge

Killdenstern

Mutant Combat Exert 4

CR: 4

Exp. Award: 1,200

Init: +13

AC: 24

Hps: 33

Base Attack: +4

Fort: +5 **Reflex:** +7 **Will:** 2

Melee: Unarmed Strike +7 (1D3+8)

Powers: Super Attribute (Dexterity) 1, Super Speed 1, Super Leap 1, Duplication 3

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

Feats: Dodge, Mobility, Spring Attack, Power Ranks. Attack, Cleave, Furious Focus, Improved Initiative

Skills: Power Activation +8, Stealth +9

Combat Gear: Armored Coat (Armor 4)

Strategy: Boxer

If you are defeated by these two you can spend a hero point to save the day.

Once they are defeated the two flee into the night, you are unable to follow, as you have to see to the wounded. Word does get around though that you saved the leaders of the gangs and so the war ends out of respect to you and what you have done. Maybe the peace will last more then a few weeks this time.

Results:

Gain 1,000 Exp. and +1 to your Reputation and Street Thug.

(See heroes Weekly Vol 2, issue #17 for full details on these two “Super Heroes”)

T - Technocrantz

K - Killdenstern

G - Gang Members

Heroes start in the green shaded area

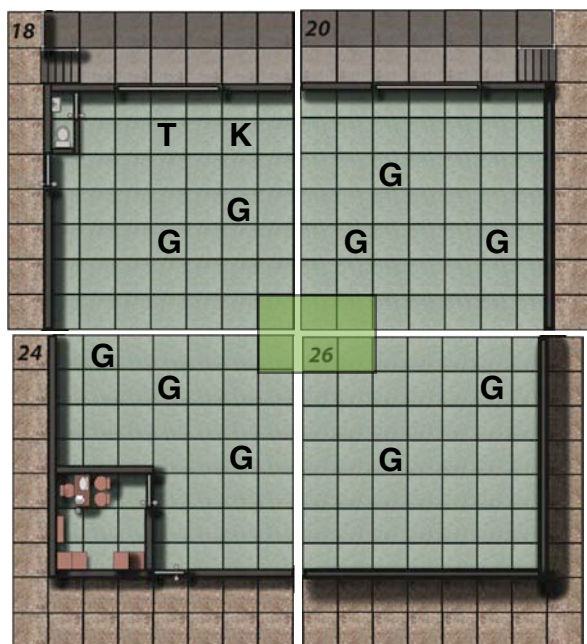
At the start of each round gang members will move 2 squares in a random direction

1-2: Up

3-4: Down

5: Right

6: Left



Help Us Remain Hidden

Out of the blue you get a call from Congressman Gill. He tells you that a secret government organization called Powers Division has taken an interest in your investigation of the white alligator you found in the sewers a few weeks back.

He asks that you meet one of their agents and give her a full report of what you found in the sewers below the city.

You try to explain that you found nothing of real interest, trying to avoid the meeting all together as this might jeopardize your promise to the people of the sewers that you would keep their secret safe. The Congressman will have nothing of it though and insists that you meet the agent as soon as possible.

What a pickle.

A few hours later you are sitting in a small office in a small unassuming building on the west side of the city. Before you sit a small woman in a black suit and dark glasses. She does not seem to be impressed by you or your exploits, and is a bit rude and cold.

“So tell me again what you did and did not find in these smelly sewers,” She asks, looking at you over her glasses.

Once more you go over how the Congress man asked you to investigate the sewers for giant alligators, and in fact you found one, living off the rats in the tunnels.

“But you found nothing else, no odd little rat people or any thing else of interest?” She asks more directly this time.

It is clear she is fishing to find out what you know of the people of the sewers, and that she knows more then she is letting on.

At this point you have three options. Try to misdirect her away from the people of the sewers, lie outright about them, or tell her the truth and then try to convince her that these special people need to be left alone.

If you try to misdirect her, then make a Sense Motive skill check Vs. DC 18. If you are successful on the Sense Motive skill check (Gain 25 Exp.) you seem to have fooled her into thinking that the alligator was just a one time issue and that there are no other dangers in the sewers, especially mythical rat people.

If you fail the skill check she is more than able of seeing through your ruse and does not buy a word of what you are telling her.

If you try to lie outright about what you found in the sewers, then make a Bluff skill check Vs. DC 20. If you are successful on the Bluff skill check (Gain 25 Exp.) you are able to bully and lie your way out of telling her anything of real use. The people of the sewers are safe for the time being.

If you failed the Bluff skill check she is unimpressed with you and your lies and ends the meeting then and there.

If you tell her the truth and then hope to convince her that the people of the sewers need to be left alone, make a Diplomacy skill check Vs. DC 22. If you are successful on the Diplomacy skill check (Gain 25 Exp.) you are able to help her see that it would be safer for the people of the sewers and the city as a whole if the secret you carry was to remain a secret.

If you failed the Diplomacy skill check, the agents thanks you for the time and agrees that she will look no further into this investigation. You though are not so sure she is telling the truth.

Results:

End the issue here and gain 1,000 Exp. and +1 to your Do Gooder Rank.

If you were able to keep the sewer folks existence from the Agent then gain an additional 500 Exp.

Home Invasion #1

Lieutenant Wilds looks you over as you step out of the shadows. "I wish you would just walk up to me like a normal person," He grumbles.

Part of your charm you tell him.

"Hump," is all he responds with. "Look I got a weird case, and as I figure you like weird, you can look into it for me," He says as he hands you the case folder.

Inside you see the crime scene photos of the dead body, surrounded by melted candles and odd bits of bone, feathers and books.

"Ya, I know, looks like some sort of witchcraft or something," Offers Wilds, "Like I said, just up your alley."

Later that day you walk into the apartment of the late Walter Pierce, a well-known book dealer and, it would appear, occultist.

Looking about you cannot find any cause of death, the autopsy showed he was in good health but he may have just had a heart attack.

You may make a Perception skill check Vs. DC 20 at this point to find any clues. If you fail, you find nothing of note. If you are successful you see that there are deep claw marks near the door, as if something tried to get out.

Make an Investigation skill check to see if more clues are lying about Vs. DC 25. If you fail you find nothing of note. If you are successful with the Investigation skill check you find a small crumpled up bit of paper, as if torn from an old page from an old book.

Some sort of word in a strange language as far as you can figure out is drawn on the paper.

With a bit of effort you might even be able to pronounce the word.

If you try to say the word then go to part 2 of this mission, otherwise end the mission here with the crime unsolved.

Part 2

With some effort you say the word out loud. Nothing though happens as you stand there holding your breath. Magic my butt you muse.

You will have to look somewhere for answers to this mystery if you hope to solve the murder of Mr. Pierce.

Much later that night as you get ready for bed you hear a deep throated grow coming from the shadows and then out steps a half formed nightmare. A creature like a huge dog but with no skin and torn flesh. As you back away you can hear the word, the magical word of summoning you spoke out loud in Pierce's apartment, as if the sound of the word has hung in the air around you.

The beast then attacks, lunging at you and meaning to rip out your throat.

Shadow Hound

Magical Beast

CR: 6

Exp. Award: 2.400

Init: +6

AC: 22

Hps: 87

Base Attack: +6

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

Melee: Bite +10 (1d6+5)

Powers: None

Feats: Skill Focus (Stealth), Skill Focus (Intimidate), Dodge, Power Attack

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

Strategy: Sneak

If you are defeated by the creature you can spend a hero point as normal.

If you defeat the creature as it falls to the ground it fades away into a dark mist.

Results:

End the issue here and gain 1,500 Exp.

Home Invasion #2

“Look, I got three more cases just like it,” Says Detective Samuel. “Now I know Wilds called you in on the first one so I figure you already have a vested interest in these other three as well.”

That you do, you tell him, leaving out that a demon dog that attacked you the other night.

“So you will look into these as well?” Detective Samuel asks.

Yes you say taking the case files with you.

Three more murders, each like the Pierce case, each dead of a heart attack, each alone and involved with the occult in someway or another. Each seems to have been trying to perform the same ritual or spell, but it is plain they each failed to complete the ceremony in time. The demon dog killing each of them before they could finish whatever it was they were trying to accomplish.

It is clear that all four of the murdered people knew each other so a simple check of Mr. Pierce's phone records shows he called each of the dead people several times over the last week. But there is one more phone number he called a lot, a Ms. Elizabeth Campbell.

Campbell is a collage student at the university so you head over to her dorm room to interview her.

As you are about to knock on the door you hear a growl and a soft cry for help. Busting in the door you see a young woman cowering in the corner and another of the demon dogs, hell it might even be the same one you fought off the other night, standing over the young girl ready to rip her to bits.

You of course charge on in to save the day.

Shadow Hound

Magical Beast

CR: 6

Exp. Award: 2,400

Init: +6

AC: 22

Hps: 87

Base Attack: +6

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

Melee: Bite +10 (1d6+5)

Powers: None

Feats: Skill Focus (Stealth), Skill Focus (Intimidate), Dodge, Power Attack

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

Strategy: Sneak

If you are defeated by the creature you can spend a hero point as normal.

If you defeat the creature it falls to the ground and fades away into a dark mist.

Ms. Campbell thanks you for saving her life, but “It will just keep coming back until it takes my soul or I defeat its master.”

Who is the beast's master you ask?

“A dark wizard named John Cage,” She tells you. “Our coven of white witches have been in struggle with him for several years now. He has gotten his hands on a dark book of magic in the last few weeks and attacked us with these shadow hounds every night.”

You ask if she knows where this Mr. Cage is located.

“Yes, in his mansion up on the hill,” She offers.

Wait here you tell her. I will bring this Mr. Cage down.

Later you stand outside the Cage estate up in the Heights.

You can try to sneak onto the estate without notice or just barge on in. If you try to sneak on in make a Stealth skill check Vs. DC 18. If you fail you are detected and will gain no surprise. If you are successful (Gain 25 Exp.) you are able to sneak onto the estate and make your way up towards the mansion.

If you barge on in you see no one as you make your way up towards the mansion, but any hope of surprise is also gone.

At the mansion you once more must make another choice. Sneak on in or continue to make your way without a care to stealth. If you were successful with the Stealth skill check to sneak onto the estate, make a second Stealth skill check Vs. DC 18. If you fail the Stealth skill check or had failed the first attempt to sneak onto the estate, then you are detected and gain no surprise. If you are successful on the Stealth skill check (Gain 25 Exp.) you remain hidden from sight and are able to move about the mansion undetected.

Once more barging in seems to bring no immediate retaliation or unwanted welcome.

Looking about the mansion you find that there is a deep basement consisting of several dark chambers, each filled with odd statues and old furniture. Near the back is a solid oak door.

You can try to bash the door down (it has a hardness of 6 and 20 Hit Points) or attempt to pick the lock, which requires a Disable Device skill check Vs. DC 15. If you fail the Disable Device skill check then you have no other choice but to break the door down. If on the other hand you are successful with the Disable Device skill check (Gain 25 exp.) you are able to open the door.

If you have retained the element of surprise and were able to pick the door's lock then you retain your ability to surprise the enemy within. If you failed any of the Stealth skill checks or the Disable Device skill check then you have lost the element of surprise and the master mage within is waiting for you. If you have surprise then the only person in the room is Cage himself. If you lost the element of surprise then there will be Cage and one Shadow hound per hero.

Cage

Human, Energy Manipulator 8

CR: 8

Exp. Award: 4,800

Init: +6

AC: 22

Hps: 87

Base Attack: +6

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

Melee: Bite +10 (1d6+5)

Powers: None

Feats: Skill Focus (Stealth), Skill Focus (Intimidate), Dodge, Power Attack

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

Strategy: Sharp Shooter

Shadow Hounds (One per hero)

Magical Beast

CR: 6

Exp. Award: 2,400

Init: +6

AC: 22

Hps: 87

Base Attack: +6

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

Melee: Bite +10 (1d6+5)

Powers: None

Feats: Skill Focus (Stealth), Skill Focus (Intimidate), Dodge, Power Attack

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

Strategy: Sneak

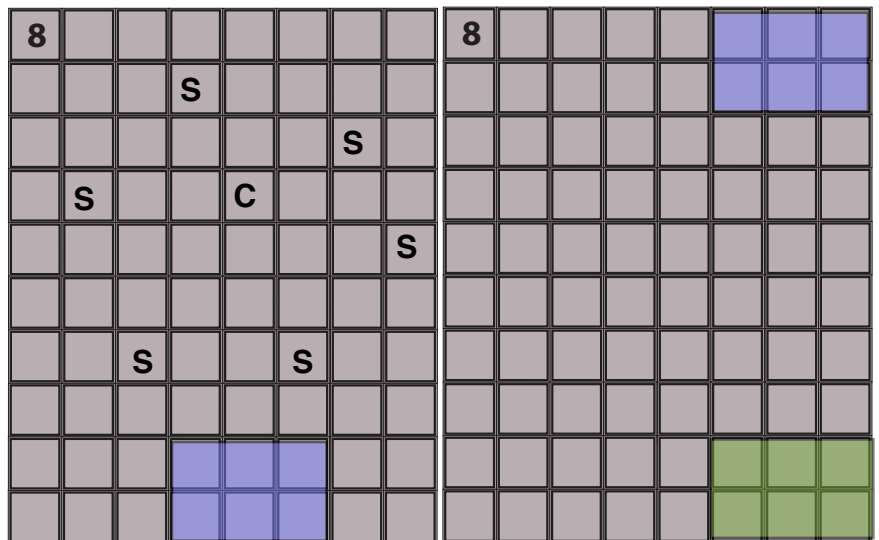
If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 4th to 6th level.

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.

All Star
 Bethany the Witch
 Blast Star
 Bounce
 Iron Knight
 Maxx
 Night Owl
 Lady Blue
 Paladin
 The Pugilist
 Sky Queen
 Sphinx
 Stonecold
 White Tiger

C - Cage
S - Shadow Hound

If the heroes were able to sneak in then they may start in either of the blue shaded areas.



Home Invasion #3

“I understand you solved the Pierce murder?” Asked Kelly as she approaches you on the street. “Care to make a comment?”

No, you say, trying to move past her.

“Come on,” She calls after you. “If half the stuff I hear about you is true it would send my readers screaming for the hills,” She yells as she catches up to you.

Then, you tell her, it would be best not to print what she hears.

“The public has a right to know,” She offers. “Like for instance, I hear that Cage was not the true mastermind behind the murders of Pierce and his little group of witches.”

You stop and turn on her.

“Yep, thought that would get your attention.” She smiles. “Now you give me something to print and I will tell you what I know,” She offers as a bargain.

You tell her of the investigation and what you found out, but not too many details so it will not scare the public. The people of this city do not need to know anything about shadow hounds and dead magicians.

“Good, that will do well for my piece on the magical underground of the city,” She says. “Going to be a real eye opener for the people of this city.”

What do you know about Cage and his activities you ask?

“Well not much to be honest,” She says a little meekly now. “I did though find out that he has a partner in an import business, a Mr. Shadow is his name. No one has ever seen the man, but it is rumored that he has an office in the upper floor of the warehouse they owned. Used the place to store their antique and imported goodies.”

And you think, you ask, this Mr. Shadow was the true mastermind behind the crimes?

“Well, from what I was able to gather Cage did not jump unless Mr. Shadow said to,” Kelly answers.

Then you just might have to pay this Mr. Shadows a visit, you muse, as you walk away from the reporter.

A few days later after investigating more about this Mr. Shadow you find that he is an Englishman, here in the states on a long term visa, but has no criminal record, no financial records with his name on them, no any other records that you can find about his past before he arrived in the city a few years back.

All the records on the import business were in Cage's name, with nothing about Shadow anywhere in the records.

From here you have some choices to make.

You can try to pose as an antiques buyer and see if you can get an appointment to meet this Mr. Shadow. If you try this then go to part two of this mission.

Act as a lawyer for Mr. Cage seeking an interview with his partner Mr. Shadow. If you try this then go to part three of this mission.

Try to sneak in and find out what you can. If you try this then go to part four of this mission.

Or just barge on in and try to bully Shadow into a confession. If you try this then go to part five of this mission.

Part 2

You think that a bit of undercover work might be best in this case and so you dress up and fake some credentials as an important antiques buyer. You will first need to make a Disguise skill check Vs. DC 15 to work up what you will look like. If you fail the skill check for the Disguise it is not all that convincing and anyone in the know will recognize you. End this part of the mission and go to one of the other options open to you in part one.

If you are successful with the Disguise skill check then you must then come up with some fake credentials and history. Make a Sleight of Hand skill check Vs. DC 20. If you fail, the Sleight of Hand skill check the documents are just not what they need to be and will not fool anyone. End this part of the mission and go to one of the other options open to you in part one.

If you are successful on the Sleight of Hand skill check you have the look and the documents to back it all up and are ready to pull off your subterfuge.

Entering the warehouse's outer office you tell the secretary that you are looking for a rare vase from the Ming dynasty and you have heard that Mr. Cage has just such a vase in his collection of goods for sell.

The secretary tells you that Mr. Cage is unavailable right now. You need to get her to inform Mr. Shadow that you want to see him instead, so you play it up some more. Make a Diplomacy skill check to get her to offer you an appointment with her boss. The DC for this skill check is 14. If you fail she just brushes you off and your attempt to enter the warehouse has failed. End this part of the mission and go to one of the other options open to you in part one.

If you are successful with the Diplomacy skill check (Gain 25 Exp.) she sets up a time the next day for you to come by and look at the vase.

The next day you show up and she leads you into the warehouse where she shows you the vase in question. You play off looking it over, but say you have some questions on its authenticity and would like to speak to Mr. Shadow in person. Once more make a Bluff skill check Vs. DC 18 to get her to go along with your request. If you fail she refuses to allow you to meet her boss, as he is "Out of town right now."

Anything else will be of little use and you have failed to get close to this Mr. Shadow. End this part of the mission and go to one of the other options open to you in part one.

If you are successful with the Bluff skill check (Gain 25 Exp.) she tells you to wait here and leaves. An hour later she returns and asks you to follow her upstairs. Go to part six of this mission.

Part 3

You pose as the lawyer for Mr. Cage and try to get an interview with Mr. Shadow. You first make a call as your own secretary to set the mood and then call once more as the lawyer, a Mr. Smith of Smith and Sons legal offices.

The secretary at the warehouse answers both calls and at first tells you that Mr. Shadow is not available to an interview, but with the second call she seems a bit more open. Make an Intimidation skill check Vs. DC 15 to scare her into making the appointment. If you fail the skill check she refuses to be bullied by you and hangs up. End this part of the mission and go to one of the other options open to you in part one.

If you are successful on the Intimidation skill check she tells you she will make the appointment right away and have you come to the warehouse the next day.

The next day you show up dressed in a suit and carrying a briefcase, trying to look like a lawyer. The secretary offers you coffee as you wait and then leads you up the stairs to meet Mr. Shadow.

Make a Sense Motive skill check Vs. DC 20. If you fail the Sense Motive skill check as you reach the top of the stairs you see a man, also dressed in a nice suit waiting for you. He tells you he is Mr. Cage's real lawyer and that you are a fraud. He then tells you to leave or he will be forced to call the authorities. End this part of the mission and go to one of the other options open to you in part one.

If you were successful with the Sense Motive skill check (Gain 25 Exp.) as you reach the top of the stairs the secretary leads you down the hall to Mr. Shadow's office. Go to part six of this mission.

Part 4

You seek out the warehouse and try to sneak in. Make a Stealth skill check Vs. DC 22. If you fail you trip a magical alarm and will gain no surprise. Making your way down the hall you see the door to Mr. Shadow's office.

If you failed the skill check you will have no surprise when you encounter Mr. Shadow. Go to Part six of this Mission.

If you were successful with the Stealth skill check (Gain 25 Exp.) you enter the office and have surprise on the man inside. Go to part seven of this Mission.

Part 5

Your reputation and personal charisma is more than enough these days to get you into places, so you just show up to the warehouse and ask to see Mr. Shadow. The secretary is a nice young lady and obviously impressed with you. Still, it is her job to keep people out of Mr. Shadow's office, so she is resistant to allowing you up the stairs. Make an Intimidation skill check Vs. DC13 to get her to allow you up stairs. If you fail the skill check your ego is a bit bruised and you are forced to leave. End this part of the mission and go to one of the other options open to you in part one.

If the Intimidation skill check is successful, then she takes you right away up stairs to see her boss. Go to Part six of this Mission.

Part 6

As you enter the office it is sparse, set with a simple chair and a small table, no desk or other furniture is present. Sitting in the chair is a small man, with odd features, a bit pinched in the face and set with overly long ears. His eyes though are bright and full of power and strength.

“Welcome,” He says, remaining seated. “What is it I can do for you?”

If you entered the office in disguise, or as Cage's lawyer Mr. Shadow blows you off right away. “Please do not insult me with your petty lies, I know who you are, that simple super hero that goes about trying to save the city all the time,” Mr. Shadow muses.

If you barged on in then Mr. Shadow waits for you reply to the question. Either way you ask him about Cage and his activities, and what the two of them are up to.

“Well I sent Cage to kill Pierce and the others of his circle,” Offers Mr. Shadow. “They were getting in the way of my master plans and I just had to remove them from the game.” As he says this he begins to grow huge taking a new form as a great dragon.

Go to Part 8.

Part 7

Sneaking into the office you see a man sleeping in a chair by a small table. There is nothing else in the room. As you start to move inside the man opens his eyes and smiles. “Seems I have a super hero in my lair.” He says.

You tell him you are here to get answers to what Cage was up to.

“Well I sent Cage to kill Pierce and the others of his circle,” Offers Mr. Shadow. “They were getting in the way of my master plans and I just had to remove them from the game.” As he says this he begins to grow huge taking a new form as a great dragon.

If you had surprise you will retain that surprise for the first round of the battle.

Go to Part 8.

Part 8

With a roar the man turns into a dragon and begins to breath fire about the office.

Mr. Shadow

Magical Beast, Adult Red Dragon

CR: 14

Exp. Award: 38,400

Init: +4

AC: 29

Hps: 212

Base Attack: +17

Fort: +16 **Reflex:** +10 **Will:** +15

Melee: Bite +25 (2D8+15)

2 Claws +25 (2d6+10)

Wings +23 (1D8+5)

Tail Slap +23 (1d6+15)

Ranged: Breath Weapons (fire) (12d10)

Powers: N/A

Feats: Cleave, Greater Vital Strike, Improved Initiative, Improved iron Will, Improved Vital Strike, iron Will, Multiattack, Power Attack, Vital Strike

Skills: Appraise +23, Bluff +23, Fly +12, Intimidation +23, Knowledge (Arcane) +23, Perception +23, Sense Motive +23, Spell Craft +23, Stealth +12

Strategy: Boxer

(See Adult Red Dragon in the Pathfinder Bestiary book)

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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
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 dragon then you may spend a hero point to save yourself. If you defeat the dragon he curses and then begins to fade. "My master will see to it that you pay for this interference in our plans."

Results:

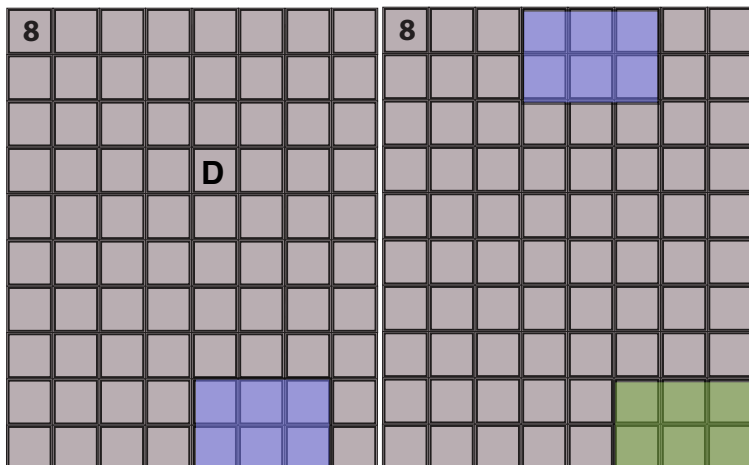
End the issue here and gain 500 Exp. if you never got into see Mr. Shadow your Reputation rank.

End the issue here and gain 2,000 Exp. if you battled the dragon, as well as gain +1 to your Reputation.

D - Dragon

Heroes may enter the battle from the green shaded area.

If the heroes were able to sneak in then they may start in either of the blue shaded areas.



Hounds on the Loose

(An Event on Issue 10)

You hear on the news that strange dog-like creatures are attacking people in the park. Rushing to the scene you see several shadow hounds chasing folks about the park and several other thin warriors, much like Aragon the Huntsman, gathered about a strange looking device.

“Hail warriors of this world,” One calls to you and your allies. “The elf king Der Erlking has declared that this realm of yours is to be punished for your interference in his plans. This city will be devoured by a flock of dragons when we complete the ritual of opening.”

Well that makes it clear what you and your friends have to do, now doesn't it?

Elven Warriors (x10)

Strange Visitor, Combat Expert 3

CR: 3

Exp. Award: 800

Init: +7

AC: 16

Hps: 20

Base Attack: +3

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

Melee: Spear +6 (1D8)

Ranged: Longbow +8 (1D6)

Powers: Super Leap 1, Super Attribute (Dexterity) 1, Regeneration 1, Beast Control 1, Super Senses 1

Class Features: Bravery, Combat Style (Weapon Mastery), Maneuver Training

Feats: Dodge, Improved Initiative, Point Blank Shot, Skill Focus (Stealth), Weapon Finesse

Skills: Handle Animal +8, Stealth +8, Survival +7

Strategy: Sharp Shooter

Set up a battle in a part.

If you are defeated you can spend a hero point to avoid the fate.

If you win the battle the elves disappear in puffs of smoke as they are defeated, sent back to their magical realm.

Results:

End the issue here and gain 1,000 Exp and +1 to your Reputation and Do Gooder ranks.

Gain a Hero Point as well.

Shadow Hounds (One per hero)

Magical Beast

CR: 6

Exp. Award: 2,400

Init: +6

AC: 22

Hps: 87

Base Attack: +6

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

Melee: Bite +10 (1d6+5)

Powers: None

Feats: Skill Focus (Stealth), Skill Focus (Intimidate), Dodge, Power Attack

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

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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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

Huntsman

(An Event on issue 15)

As you look over the city you can almost hear its heart beat in the still night air. It has been a quiet patrol and you are just about to call it quits when you hear a deep grow from behind you. Turning you see a tall, thin man with long ears and sharp features. Held in one hand is a long silver tipped spear and in the other two leashes holding two shadow hounds.

“I am Aragon the Huntsman of Avalon,” Says the strange man. “And my master has asked me to bring him your head. When lord Der Erlking asks for something, I am more than happy to deliver.” With that he releases his hounds and they rush you, hot for your blood.

There is no way you can stand against two hounds and the strange man alone, so you leap off the roof top and allow them to give chase while you call for backup. Use the rooftop chase with the hounds and the huntsman chasing you across the city skyline. As they follow, you send out a distress call which will be answered by up to four allies who will be waiting for you at the end point of the chase chart. If you can remain safe long enough then you and your allies can turn the tables on this foe and stand up to him and his hounds.

If at any point you are caught by the hounds, they deliver 1D6 hits of damage to you before you are able to escape once more and continue the chase.

Aragon the Huntsman

Strange Visitor, Combat Expert 7

CR: 7

Exp. Award: 3,200

Init: +3

AC: 25

Hps: 55

Base Attack: +7 / +2

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

Melee: Spear +11 / +6 (1D8+4)

Powers: Super Str, Con and Dex

Class Features: Bravery, Combat Training, Evasion, Unarmed Strike

Feats: Weapon Focus (Spear), Back Swing, Weapon Specialization, Power Attack, Cleave, Sunder, Improved Sunder

Skills: Climb +3, Intimidate +3, Power Activation +3, Survival +4, Stealth +6

Gear: Magic Spear (+3 to Hit, +3 Damage), Returns to Caster, Magic Armor (+6 Ac)

Strategy: Sneak

Shadow Hounds (x2)

Magical Beast

CR: 6

Exp. Award: 2,400

Init: +6

AC: 22

Hps: 87

Base Attack: +6

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

Melee: Bite +10 (1d6+5)

Powers: None

Feats: Skill Focus (Stealth), Skill Focus (Intimidate),
Dodge, Power Attack

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

Strategy: Sneak

If you are defeated by the huntsman, then you may spend a hero point to avoid the defeat. If you win he curses you and tells you he and more of his king's warriors will return. He then shifts out of this dimension and disappears.

Results:

End the issue and gain 1.000 Exp and +1 Reputation.

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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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

Master Mind's Trail #1

You shake the hand of the police commissioner as he stands to greet you in his office.

“Glad to finally meet you, I'm sort of a fan,” He smiles as he sits back down behind his desk.

You ask why he called you into his office.

“Well that's just it,” He offers as he rubs his chin. “We, well I and some other well placed people in the city and federal government, we want to bring Master Mind into the fold so to speak.”

You look at the man as if he is insane. You tell him that Master Mind is mad and willing to do anything to achieve his goal of world domination, that's why you brought him in, to face justice for his crimes. That's why he is going to start his trail tomorrow.

“Yes, we of course know this, but with him properly restrained, well the creature, it's hard to call him a man, he has not been one for some time,” Van Dike offers, “Well he is a genius after all, and he could jump start several projects with just a little bit of his brain power applied to them.”

And what do these upstanding citizens want, you ask?

“Well just tone down your testimony a little bit,” Van Dike asks. “They don't call Judge Turner the hanging judge for nothing. A life sentence for the villain would be fine, but a death sentence, well it would be more difficult to get him assigned to certain projects with that hanging over his head, I mean, um, brain.”

And, you ask, if you do not play ball?

“That would be unfortunate,” Van Dike smiles. “We have allowed you to work your super hero act in the city so far without any interference, but should I care to make things difficult. I could have you arrested and charge with several counts of assault, breaking and entering, and other unseemly crimes.”

At this point you can either accept his offer or turn him down.

If you accept then you will need to make a note of your position when you testify the next day at the trail. If you turn him down then also make a note of this event for future reference.

End the issue here, but you may continue with the mission tree.

Results:

End the issue here and gain 1,000 Exp. If you accept the commissioner's offer then decrease your Do Gooder by -1 rank but increase your Law and Order rank by +1 as he makes life with the police much easier. If you refuse, increase your Do Gooder rank by +1 but decrease your decrease your Law and Order rank by -1 as he starts to make things in the police department more difficult for you.

Master Mind's Trail #2

The Assistant D.A who will be handling your part of the testimony in the trail warns you once more, “Do be careful, Judge Turner does not play around and she hates you super heroes almost as much as she hate super villains.”

“Remember, we have almost nothing to tie Master Mind to his many crimes, nothing other then your testimony,” The D.A explains.

Later on that day you walk into the courtroom when your name is called and take the stand. Inside the room you see the Judge in her chair behind her bench and the two tables in front for the defense and D.A. In the corner in a specially made containment cell floats Master Mind.

As you take the witness chair next to the judge, the defense attorney once more objects to you being allowed to wear your costume in court.

If you have a Public ID then the point is more or less moot and after a few well-placed barbs by both sides the Judge allows you to be in your costume, but she warns you that this is not a circus and she will not tolerate any monkey business.

Add +1 to your Reputation.

If you have a Secret ID, the defense drives home the point that the accused has the right to face his accuser, and that a mask infringes on Master Mind's rights. The D.A. argues that you have to protect your identity for the safety of you and your loved ones and it would be no different from an undercover cop whose identity is cancelled for his or her safety.

In the end the judge allows you to keep your secret safe.

Add +1 to your Private Life rank.

After some back and forth you are asked a series of questions concerning your role in capturing of Master Mind and about his many crimes, which you have uncovered. This drags on for hours. Lunch is called and you are released for an hour break.

Outside the mob of reporters swarms you. You of course have been told to remain silent about your testimony while you remain on the witness stand and so cannot answer most of their questions.

You can stick around and answer some of the questions posed to you, which you are allowed to answer. This will increase your Reputation by +1. If you make a Bluff skill check Vs. DC 15 you can increase your either your Law and Order or Do Gooder rank by +1 (Also gain 25 Exp.) If you fail the skill check you cannot increase these ranks.

You could of course beg off with a polite wave and no comment statement. Make a Diplomacy Skill Check against DC 15. If you are successful (Gain 25 Exp.) you gain +1 Law and Order rank. If you fail the skill check then you must reduce your Reputation rank by -1.

You could of course just glare at the reports and leave to eat your lunch and return in time to testify after the break. In this case reduce your Reputation by -1 but increase your Vigilante rank by +2.

After the break you return to the witness stand and continue to offer evidence against Master Mind. The day ends with the D.A. resting his case and the next day you will have to face Master Mind's lawyer.

End the Issue here but you may continue with the mission tree if you like next issue.

Results:

End the issue here and gain 1,000 Exp.

Immediately go to Cape Hunter #1 mission. If you do not have a Vigilante rank high enough to conduct this mission, then see the mission in question and conduct part two of the mission only.

Master Mind's Trail #3

You are still stiff and sore from the fight last night (See Cape Hunters), but the sunlight of the new day brings new energy and opportunities. You are not sure who is trying to kill you, but it is clear that they do not want you to continue to testify in the trial of Master Mind.

You head to the back entrance to the courthouse hoping to throw off any assassins but see as you approach two possible dangers ahead. An old bag lady near the back door and a pair of garbage men loading a garbage truck. You are sure one or all three are assassins.

You can try to sneak past these possible foes with a successful stealth skill check Vs. DC 20. If you are successful (Gain 25 Exp.) you sneak into the courthouse by another means.

You can try to enter the building in disguise. Make a successful Disguise skill check Vs. DC 18. If you are successful (Gain 25 Exp.) and you are able to walk right past the assassins with little effort.

You can use a power that will get you past the assassins. Make a Power Activation skill check Vs. DC 15. If you are successful (Gain 25 Exp.) you soar, teleport or by some other means enter the building and bypass the assassins.

Fail any of these attempts or if you just want to brawl with the assassins then as you approach the buildings door the two garbage men attack with hidden machine guns. The bag lady though is just that, a crazy old lady, and she's in the way of the assassins' bullets. You will have to protect the old lady from harm and still defeat the assassins if possible.

Assassins (x2)

Human Thug 2

CR: 1

Exp. Award: 400

Init: +2

AC: 18

Hps: 19

Base Attack: +1

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

Melee: Unarmed Strike +1 (1d3+1)

Ranged: Machine Gun +2 (Burst Fire 1D6)

Powers: None

Class Features: Gang Up

Feats: Well Equipped, Burst Fire, Point Blank Shot, Precise Shot

Skills: Appraise +5, Bluff +4, Stealth +6

Strategy: Sharp Shooter

If you defeat the assassins they can only tell you that they heard there was a bounty on your head and wanted to collect.

Later on at the trial you are once more on the witness stand but this time the lawyer for the defense stands before you and is asking the questions.

His questions are drawn along the lines of catching you in a lie or trying to confuse you as to what you saw or said happened. Much of the questioning tries to paint Master Mind as a victim of a vigilantes and his unfortunate condition caused by mismanagement by governmental scientists and their failure to provide adequate safeguards from radiation and unsanctioned scientific experiments.

If you have made a deal with Van Dike then make a Bluff Skill Check Vs. DC 16 to tone down your previous testimony and to make Master Mind look less dangerous than he is.

If you are successful (Gain 25 Exp.) you are able to make it look like Master Mind is more a victim of the government than a criminal. The judge does not like it but the trick works and the lawyer closes his cross-examination of you soon afterwards.

If you did not play ball with Van Dike, then the lawyer is hard on you and continues to ask questions and pose arguments that you are more to blame than Master Mind, and that you might even be in collusion with the police commissioner to railroad Master Mind for crimes he did not commit so the government can use the poor man's great inventive mind for weapons and technology research.

Make a Diplomacy Skill Check Vs. DC 18 to keep your calm and testimony accurate and convincing. If you are successful (Gain 25 Exp.) Then the judge and jury listen to you with well-received attention. If you failed the skill check they are not as convinced that Master Mind is as guilty as you and other pose.

So ends the second day of your testimony.

Results:

End the issue here and gain 1,000 Exp.

Immediately go to Cape Hunter #2 mission. If you do not have a Mob rank high enough to conduct this mission, then see the mission in question and conduct part one of the mission only.

Master Mind's Trail #4

As you sit in the courtroom waiting for the verdict the tension in the room is quite high. With the assassination attempts on your life, the publicity of the trail itself and the subject of the trail, Master Mind himself, everyone in the city is waiting to see what happens. Can the justice system deal with a super villain of Master Mind's caliber, or will it fail. Can the prisons even keep him locked up if he is found guilty? A lot of questions and it all comes down to this single moment.

Roll 1D20 and add your Chr. modifier to the roll and well as any other modifiers shown below which apply.

You struck a deal with Commissioner Van Dike: +2

You did not strike a deal with Commissioner Van Dike: +0

You Reputation is 20 or higher: +1

Your Law and Order rank is 20 or higher: +1

Your Do Gooder rank is 25 or higher: +1

You Vigilante rank is 25 or higher: -1

You Mob rank is 20 or higher: -1

A roll of 13+ and Master Mind is found guilty, otherwise the case falls apart at the last moment and he is found not guilty due to a lack of real evidence other than your testimony, which the jury did find credible. The master villain goes free.

If the roll is 18 or higher then Master Mind is not only found guilty, but given the death sentence. If found guilty, but the roll was only 13 to 17, then he is sentenced to several life terms in prison.

Results:

End the issue here.

If Master Mind is found guilty, gain 2,000 Exp.
and +1 to both your Reputation and Law and
Order ranks.

If the villain is found not guilty, gain 1,500 Exp.
and add reduce your Reputation and Law and
Order ranks by -1.

Regardless of the outcome gain one Hero Point.

Missing

While you explored the sewers for the congressman's monster gator, you also encountered many of the city's homeless, who often make their homes in the upper tunnels near the main runoff lines. Here they can find a dry place most of the year to sleep, out of the cold and weather.

Most are skittish and will not talk to you let alone let you get close to them. One among them though has been willing to speak to you, but only if you bring a ham sandwich. His name is Sewer Joe.

“Light on the mustard, super hero,” He always tells you.

Word is out that Sewer Joe is missing and has not been seen in the tunnels for several weeks now. Normally this would not be of much concern, he has been known to take off from time to time on some exploration of the tunnels under the city.

None the less, you become somewhat concerned and set off to find the man, ham sandwich in hand in case you find him.

You may make one of several skill checks to try and locate Sewer Joe.

A Survival skill check Vs. DC 18 to track him down.

A Perception skill check Vs. DC 20 to spot clues to where he was planning to go.

An Investigation skill check Vs. DC 23 to find clues to his whereabouts.

Gain 25 Exp. if you are successful on any of these skill checks.

If you fail one of the skill checks then you may try one of the others offered, but at a +2 to the DC. If all three are failed then you find no clues to his location and have to hope he is fine and will return on his own.

If you are successful on any one of the skill checks you see that he made plans to seek out the deepest tunnels under the city, and to explore where no one has gone before.

If you wish you can go after him, but the track will be dangerous and time consuming. It may take you weeks of exploring the tunnels to find his trail and even then you might miss him outright in the dark and gloom.

If you take up the trail then you will miss any of the events set forth in this mission book, which have yet to be encountered.

Make a successful series of skill checks as follows to be able to track the old man.

Survival Vs. DC 18

Perception Vs. DC 18

Sense Motive Vs. DC 20

Disable Device Vs. DC 20

Climb Vs. DC 23

If you failed any of these skill checks then your journey has been blocked along the way and the mission to find Sewer Joe has failed.

If you are successful on all of these skill checks (Gain 125 Exp.) you make it to the deepest tunnels in the system, which then turn into natural caves, and passages, which lead even deeper.

Make a second series of skill checks as follows.

Climb Vs. DC 18

Survival Vs. DC 20

Climb Vs. DC 22

If you failed any of these skill checks then your journey has been blocked along the way and the mission to find Sewer Joe has failed.

If you are successful on all of these skill checks (Gain 75 Exp.) you make it deep into the natural passages and eventually find Joe, his leg broken and almost dead. He has been lying here for several days now, no water or food and near death. You of course have saved his life.

You are able to get the poor man out of the passages and into the daylight, but it takes a lot of time and effort. Along the way he is in and out of conciseness, babbling about an under world of lost time. Clutched though in his hand is a strange fern like leaf. How and where he found the plant in these lifeless tunnels is anyone guess.

Results:

End the issue.

If you went after Joe but failed to find him then gain 500 Exp.

If you found Joe and saved his life then gain 1,000 Exp. and +1 to your Reputation and Do Gooder ranks.

Mob Hit

Word on the street is that there has been a contract put out for the life of mob boss Franco. Now normally this man no longer being a presence in the city would be a good thing, but you cannot stand by and allow a man, even an evil man like Franco, too be assassinated.

You can just warn Franco of the assassins after him and leave it at that, or you can try to catch the killers before they kill Franco.

If you warn him his people thanks you in a cold tone and that is the last you hear about it. A few weeks later Franco is still alive and running the underworld of the city so he and his men must have taken care of the matter in their own way. End the mission here.

If on the other hand you want to take matters into your own hands you must first find out who is going to try to kill him and also the when's and where's of it all.

Make a series of skill checks as follows. If you fail one you must end the mission then and there as you run into a dead end and cannot find more information.

Investigation Vs. DC 18 to get the basic information you need to find out what is going on.

Sense Motive Vs. DC 20 to interrogate a few thugs and lowlifes to gather more information.

Knowledge (Local) Vs. DC 22 to find the location of the assassins and where they plan to do the job.

If you are successful on all of these skill checks gain 75 Exp.

When you have completed the series of skill checks you find out that the Mutant Mob is back in town and wants to take over the criminal element of the city. To do this they must first get rid of the current mob boss in charge, Franco.

You have tracked down the mob to this safe house in Low Town and can now either go in and take them out or wait until they attempt the assassination so there is no question as to their guilt.

Seeking the hideout of the Mutant Mob you locate their lair in an old warehouse in the Low Town. Soon enough you are there, ready to take these thugs down. If you wait until the hit is being made then you find them on a rooftop and can engage them there.

You may sneak in or just go ahead and burst in. If you sneak on in then make a Stealth skill check Vs. DC 18.

If you fail the thugs hear you and you lose surprise. If you are successful (Gain 25 Exp.) you are able to sneak on in and catch thugs by surprise.

If you burst in make an Intimidation skill check Vs. DC 18. If you are successful (Gain 25 Exp.) you take the thugs by surprise and cower them a bit, gaining a full round of action before they may react. If you fail the skill check then conduct the fight as normal.

The Boss

Human, Medium

Brick, Lvl 6

CR: 6

Exp. Award: 2,400

Init: +0

AC: 20

Hps: 90

Base Attack: +4

Fort: +12 **Reflex:** +2 **Will:** +2

Melee: Oversized Fists +8 (1d4+4)

Ranged: Death Stare +4 (2d6, DC 15 Fortitude save or target gains a negative level)

Powers: Super Attribute (Constitution) 1, Super Attribute (Strength) 1, Energy Ray (Energy Drain) 2, Natural Weapon 1

Class Features: Built Tough, Never Surrender

Feats: Power Attack, Cleave, Furious Focus, Improved Overrun, Elephant Stomp

Skills: Diplomacy +9, Intimidate +12, Linguistics +3, Power Activation +9, Profession (Gangster) +8

Special: Armored Business Suit (Armor 5);

Other Gear: Personal Cloaking Device (Invisibility (Major Item) 5), Jetpack (Flight (Major Item) 6), Healing Tank (Healing 5), Computer Glasses (Super Senses (Minor Item) 2)

Strategy: Charge

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 (x5 plus x2 per hero)

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)

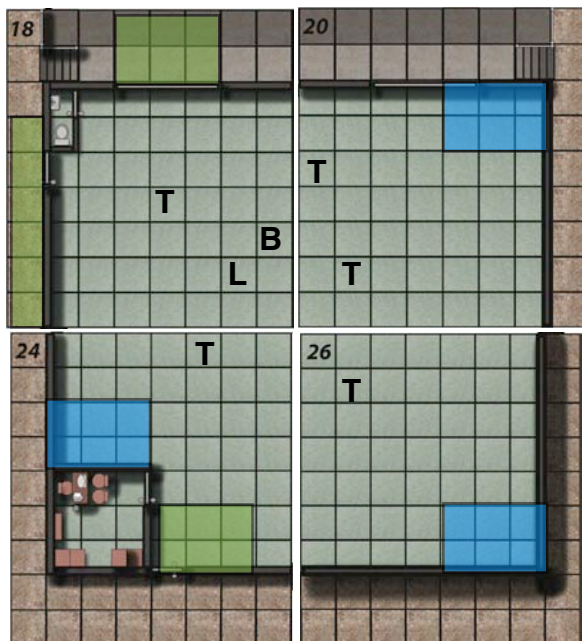
If you are defeated by the mob you may spend a Hero point as normal.

If you defeat them then end the mission here.

Rewards:

End the issue here and gain 1,000 Exp. (you and your allies), and either a +1 Reputation, +1 to your Law and Order rank or a +1 to your Mob rank.

You also gain a Hero Point.



B - Boss

L - Lefty

T- Thugs (Add more thugs as needed)

Heroes start in one of the green shaded areas.

If they are able to sneak in then the heroes may start in on 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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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

Safe House

You arrive at the restaurant the message indicated. As you step inside you are confronted by two large thugs in nice suits. They eye you up and down, a clear sneer on their faces. Any other time you would wipe the place up with their faces, but you have other fish to fry tonight.

“Let um' on in,” Says Franco.

You walk over to the mob boss's table and take a seat. “Ya want something to eat?” The mobster asks. “Ya do eat don't ya?”

Only, you say, when you are not sitting across from garbage.

“Hump,” Franco smiles, “Guess there ain't no love lost between the two of us. But I am a man that pays his debts,” Franco continues as he eats his diner.

You don't owe me anything you tell him.

“Ya but I do, you saved me from that ghost the Wraith and I mean to make good on that debt,” Franco says. “I might know where you could find that monster called Master Mind.”

And, you ask, you are going to just tell me where that master villain is?

“Yep, then me and you is square,” Franco offers.

The deal leaves a bad taste in your mouth, but the chance of bringing in Maser Mind makes the foul meal worth swallowing.

The next night you are standing outside a small Chinese market, closed for several years by the look of it. The alley behind the market is filled with crates and boxes, all of them piled high. Franco said the entrance to the hidden lair was somewhere in this pile of garbage.

You may look around for the entrance, or be even more cautious and look for hidden traps and alarms.

If you look around the entrance then make a Perception Skill Check Vs. DC 20. If you fail you may of course try again. If you are successful (Gain 25 Exp.) then you find the door under a specially made trap door that lifts a whole section of garbage revealing a ramp leading down into the darkness below.

Keep track of the amount of time you spend searching for the trap. Each attempt to find the door adds +1 to the time track. Keep an accurate record of the total amount to time spent on this mission.

If you spent some time looking for traps and alarms, then make a Perception Skill Check Vs. DC 16. If you are successful (Gain 25 Exp.) you do find an alarm system, which you can try to deactivate. Make a Disable Device Skill Check Vs. DC 16. Again if you are successful (Gain 25 Exp.) you are able to disarm the alarm and may enter the safe house after you find the entrance.

Each attempt to find the alarm or to deactivate it adds one to the time track. If you failed either of these skill checks or did not bother to look for the alarms then add +2 to the time track as a modifier.

Time Track Records

Per attempt used to find the entrance +1

Per attempt used to find the alarm +1

Per attempt used to deactivate the alarm +1

Failed to find / deactivate or even look for the alarm +2

Once the entrance has been found you may enter a long, dimly lit passage under the market, which leads deeper into the hidden lair.

You may look around for more traps and alarms, or just move on in and hope to reach the villain before he can react to your arrival.

If you look around for the passage then make a Perception Skill Check Vs. DC 18. If you fail you may of course try again. If you are successful (Gain 25 Exp.) then you find a death trap, which fires a laser down the length of the passage. If you have discovered the trap then you may deactivate the trap with a successful Disable Device Skill Check Vs. DC 18. If you are successful (Gain 25 Exp.) and may now travel down the passage unharmed. If you failed the skill check or did no bother to even look you and any allies take 2D6 damage from the laser's blast.

Once again keep track of the time you spend on this activities and add it to your time track. If you failed to find the trap or did not look for it add +3 to your time track.

Time Track Records

Per attempt used to find the trap +1

Per attempt used to deactivate the trap +1

Failed to find / deactivate or even look for the trap +3

Once you reach the end of the passage it opens up into a large lair equipped with a lab and partially built robots of all sorts.

Look at the time track chart below to find the reaction by Master Mind as you enter his lair.

Time Track

5-6: You catch the villain by surprise and gain a free round of attacks on him.

8-10: You find the villain ready for you but not yet fully prepared. Roll initiative as normal and start the battle.

11-12: The villain is ready for you and has activated his defense robots, which will join him in the battle.

13+: You find the lair empty, the villain having more then enough time to flee.

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 Foe, 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

Robot (One per Hero present)

Construct, Medium

CR: 4

Exp. Award: 1,200

Init: +4

AC: 20

Hps: 20

Base Attack: +1

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

Melee: Tentacles +1 (1D6)

Powers: Entanglement 3

Skills: Perception +4

Strategy: Charge

If you are defeated the evil brain lets you live for some odd reason and just laughs at you as he floats away. If you are able to defeat the brain then you have captured the most wanted criminal in the city.

Results:

End the issue here and gain 4,000 Exp. (For you and your allies)

Add +2 to your Reputation and +2 to your Law and Order ranks.

Gain a Hero Point.

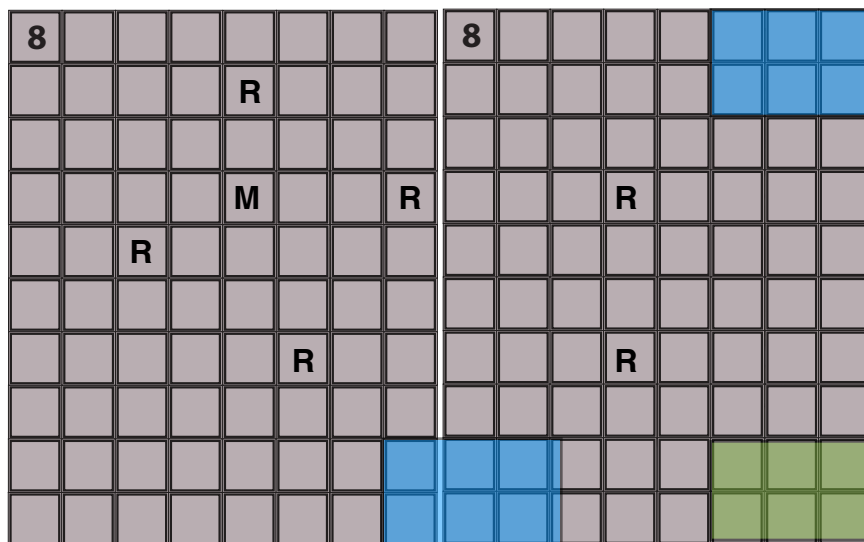
If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 4th to 6th level.

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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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

Robot



M - Master Mind

R - Robots

Heroes may enter the battle from the green shaded area.

If they are able to sneak in then the heroes may start in on of the blue shaded areas.

Star Gate #1

Ted Updike thanks you as you walk into his office at Star Labs. Besides him is your old friend Lady Blue.

"I just want to say before we begin, I'm a huge fan," Updike offers as he pulls out a small pad and a pen. "You would mind giving me an autograph?"

You smile at the request and sign the pad for him.

"My friend, we have asked you here," offers Lady Blue, "To take a journey with me."

What sort of journey you ask?

"One into space and time I think," Explains Updike as he rolls out a blue print before you. "We have been experimenting with some of the technology you and Lady Blue here have dropped off, stuff you two have gathered up in your adventures."

"Like the ray gun we took off the streets a few months back," explains Lady Blue. (See Mission Book 3 for details)

"Well we have taken all this stuff and built a Gateway to the Stars," Beams Updike as he shows you into a large lab set with an odd shaped doorway, round and set with all sorts of wires, cables and devices. "Is it not wonderful?" Exclaims Updike.

And this will allow someone to travel into space you ask?

"Yes, but also through time, the gateway will allow a brave soul to walk from this world and enter another, all without the need for a space ship or any sort of discomfort or danger," Updike offers as he plays with a few dials and switches on the main control panel. With a whoosh and a bright blue light the inside space of the device begins to glow and the air in the room becomes charged with electricity.

And you want me to use this gateway?

"Yes, alongside me of course," Answers Lady Blue.

"We don't know where the device will take you," Explains Updike, "Or what danger you might face on the other side, so Lady Blue suggested that you might be a good candidate to be the first to walk through and discover what wonders lie on the other side."

When do we start you ask?

"Now!" Offers Lady Blue as she walks you towards the gateway and a strange adventure.

If you enter the gateway you find yourself standing on a cold stone plane, the sky a dark green and a large moon hanging high in the clear skies. The air tastes like copper and you can hear a low hum coming from all about you. A few moments later Lady Blue is standing next to you.

"Well, it worked," She says.

You sound surprised you say.

"Well there was no assurance that it would function as we had planned."

That might have been something to have offered up before I stepped through you say, a bit perturbed.

"We should go back and make sure the gateway is truly a two way passage," Says Lady Blue.

Once again something you should have offered up, tell her, before we tried this. A few moments later you two are standing in the lab, Updike dancing around like some little kid, happy that the gateway has functioned properly.

"Let's try another set of coordinates," He says as he rushes over and changes the dials. With a flash the gateway darkens and then brightens once more. At first nothing happens and you and Lady Blue start to walk towards the gateway. Just as you start to walk through a strange head pops through the gateway and then out steps odd creatures. It stands there and sniffs around then turn its head and howls an unearthly cry. Before you know it, a whole pack of the creatures begin to step through, rushing at you and the two others in the lab.

“Shut it down,” Calls Lady Blue as she begins to defend herself and the man behind her, Updike struggling to shut the gateway down.

Creatures (x5 plus one per hero)

Alien Creature, Medium

CR: 3

Exp. Award: 800

Init: +6

AC: 22

Hps: 24

Base Attack: +3

Fort: +12 **Reflex:** +5 **Will:** +1

Melee: Bite +5 (1d6)

Powers: Super Speed 2

Class Features: Built Tough, Never Surrender

Feats: Power Attack, Improved Initiative

Skills: Climb +10, Survival +3

Strategy: Charge

If the alien animals defeat you may spend a hero point as normal.

If you defeat the creatures, you open the gateway once more and throw the unconscious animals into the opening and shut it just as fast.

Results:

End the issue here and gain 1,000 Exp. and +1 Reputation.

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 4th to 6th level.

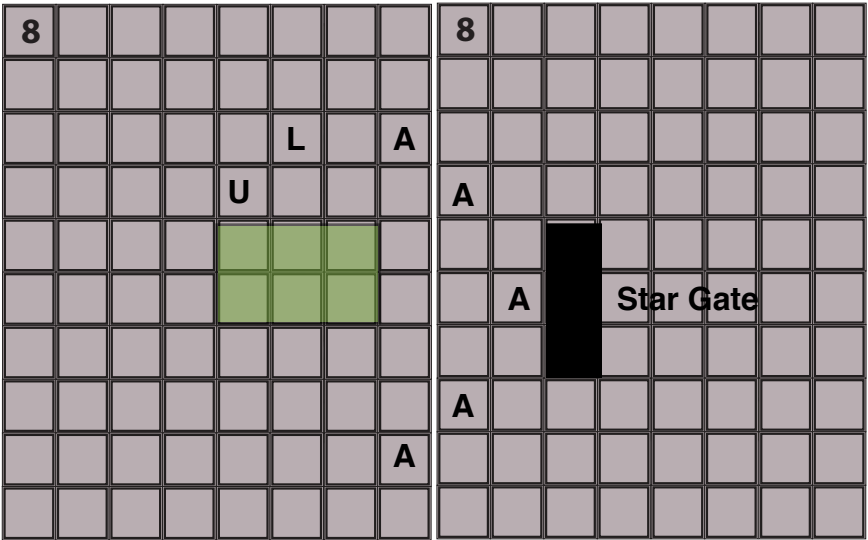
If you don't have any hero allies, or need more (You can have up to three this event), then add any of the following.

- All Star
- Bethany the Witch
- Blast Star
- Bounce
- Iron Knight
- Maxx
- Night Owl
- Paladin
- The Pugilist
- Sky Queen
- Sphinx
- Stonecold
- White Tiger

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

- A- Alien**
L - Lady Blue
U - Updike

Heroes may enter the battle from the green shaded area.



Star Gate #2

Uptide offers an apology once more as you walk into his lab. “Really I am so sorry about the last time we tried the gateway. I never thought something would just enter the doorway from the other side. If you and Lady Blue had not been here, well I would be dead and the city would be over run with those creatures.”

You are sure it will work correctly this time you ask.

“Yep,” He offers with a bright smile. “We added a safeguard or two to make sure that nothing from the other side can open the gateway without our knowing it and being able to close the gate before it enters and passes into Earth.”

“And of course we have you here if anything goes wrong,” Says Lady Blue as she enters the lab behind you.

“Shall we begin?” Asks Uptide.

You and Lady Blue find yourself in dense air forest, the plants all bright purple and the air hot and smelling of water and mold.

“Seems we have walked into an alien jungle,” Muses Lady Blue as she looks around.

Lets hope the alien Mosquitoes are not the size of a bus you offer with a smile. “Bad for you,” offers Lady Blue as she walks into the jungle. “I have no blood to suck, so no worries about bus sized bugs.”

As you move through the strange jungle you see sights that are a wonder. Plants that whistle a pleasing song, odd bird-like creatures that swing about the limbs of the tall trees like monkeys.

“This world is truly full of life,” Muses Lady Blue as she holds up a flower the size of dinner plate.

Just then you hear a drum beat and odd chanting. Moving forward under cover of the foliage the two of you come upon a tall stone pyramid, similar to ones found in Central and South America. At the top stands a fish like man dressed in feathers and gold. All about him on the ground are more of the fish men, all armed with long spears and blowguns. At the top of the structure the priest (you assume he is some sort of religious figure) stands over a beautiful woman, apparently a human, whose face is turned away from you. The priest holds a long dagger over the woman and it looks like he will sacrifice her to some alien jungle god.

“Do we stop them?” Whispers Lady Blue.

If you try to stop the religious rite then have your heroes attack the aliens and the high priest. Set up a battlefield you like and fight the encounter.

High Priest

Mutant Brick 4

CR: 4

Exp. Award: 1,200

Init: +10

AC: 19

Hps: 44

Base Attack: +3

Fort: +9 **Reflex:** +5 **Will:** +3

Defensive Abilities: DR 2/-

Melee: Unarmed Strike +9 (1d3+6)

Powers: Super Attribute (Strength) 1, Super Attribute (Constitution) 1, Super Leap 2

Class Features: Built Tough, Never Surrender

Feats: Power Attack, Improved Unarmed Strike, Furious Focus, Improved Initiative

Skills: Intimidation +5, Survival +5

Strategy: Boxer

Villagers (x20 plus x2 per hero)

Agent Kelly

Mutant Brick 1

CR: 1

Exp. Award: 400

Init: +1

AC: 15

Hps: 12

Base Attack: +0

Fort: +3 **Reflex:** +2 **Will:** +0

Melee: Unarmed Strike +2 (1d3+2)

Powers: Super Attribute (Strength) 1, Super Speed 1

Class Features: Built Tough

Feats: Power Attack, Improved Unarmed Strike

Skills: Climb +3, Survival +1

Strategy: Gang Up

If you are defeated by the aliens then you may spend a hero point to avoid this outcome.

If you defeat the aliens they flee the temple, leaving the woman behind. As you approach her she turns and you see that she might have the body of a human woman, but her face is that of a frog like creatures. With a gulp and a cry she flees the temple into the jungle.

“Not what I expected either,” Shrugs Lady Blue.

The two of you hear the sound of many fish men returning to the temple and think it best to leave before you get into another fight with them.

The two of you head to the gateway and home.

Results:

End the issue here and gain 1,000 Exp.

If you tried to save the frog woman then increase your Do Gooder rank by +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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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

Star Gate #3

You stand in the office of Mr. Franks, CEO of Unicorn International. "I am glad you could attend this meeting," Says the man.

Standing next to you is Ted Updike and Lady Blue. "I just want to thank each of you for perfecting this technology," Franks continues, "I am sure it will mean a new age for the human race when we bring it into full production."

What do you mean, you ask, by full production?

"Well surely," He offers, "you have thought through the potential this gateway can offer us. Why the alien technology and plant life alone can mean billions for the company. The possible advances in science and popular product distributions could make Unicorn the most profitable company in the history of the world."

"And you the richest man in the history of the world," Muses Lady Blue.

"Well, yes, my personal wealth will of course rise as the stock in the company increases," Franks explains.

You try to explain the danger of the gateway and what might be waiting on the other side should explorers run into hostile or dangerous aliens.

"I am fully aware of the danger," Franks explains, "And from now on all use of the gateway will be monitored and a fully armed response team will be ready to deal with any dangers that might be experienced on either side of the gateway."

You are becoming more and more uncomfortable with Mr. Franks and his plans and let him know.

"So then," He asks, "You will no longer be offering your services to this endeavor?"

Yes, you tell him, as you leave.

A few days later Updike calls you, frantic with panic. He tells you that Lady Blue, Mr. Franks and a whole exploration team have gone missing. He explains that they all entered the Star Gate last night but never returned.

You tell the man to calm down and that you will be right over.

Updike tells you when you arrive that Mr. Frank and Lady Blue, along with ten well-armed members of his exploration team entered the gateway around 8:00 that night and have not yet returned. They have been gone a good 18 hours, well past the time they were scheduled to be back. "I am sure they have run into trouble," Updike sighs.

Stepping into the gateway you walk out onto a dead world of sand and stone. The hot sun high overhead is extremely hot, and you will not survive long without shelter. Looking about you try to see where the previous exploration team went or what might have befallen them.

Make a Survival skill check Vs. DC 20 to find some tracks in the shifting sands. If you are successful on the Survival skill check (Gain 25 Exp.) you find a set of tracks and a direction to explore. Go to part 3.

If you failed the Survival skill check and you just have to trust in fate and hope you set off in the right direction. Pick a number between one and four and then roll 1D4. If you rolled the number you had picked then you have set off in the right direction. Go to Part 3. Otherwise you are headed off in the wrong direction and may not ever find them before you are forced to return to the gate to seek reprieve from the un-ending heat. Go to part 2.

Part 2

Seeking out the explorers is proving impossible in this heat and endless and just as you decided to turn back you hear a low hum coming from over the dunes. Just then a strange aircraft comes zooming over the dunes and almost runs you down. Turning in a slow arc it comes back your way, strange laser fire hitting the sand before you.

Alien Flyer

CR: 8

Exp. Award: 4,800

Init: +10

AC: 25

Hps: 90

Base Attack: +5

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

Melee: None

Range: Laser Guns +5 (4D6)

Powers: Fly 5

Class Features: None

Feats: None

Skills: Fly +5

F - Alien Flyer

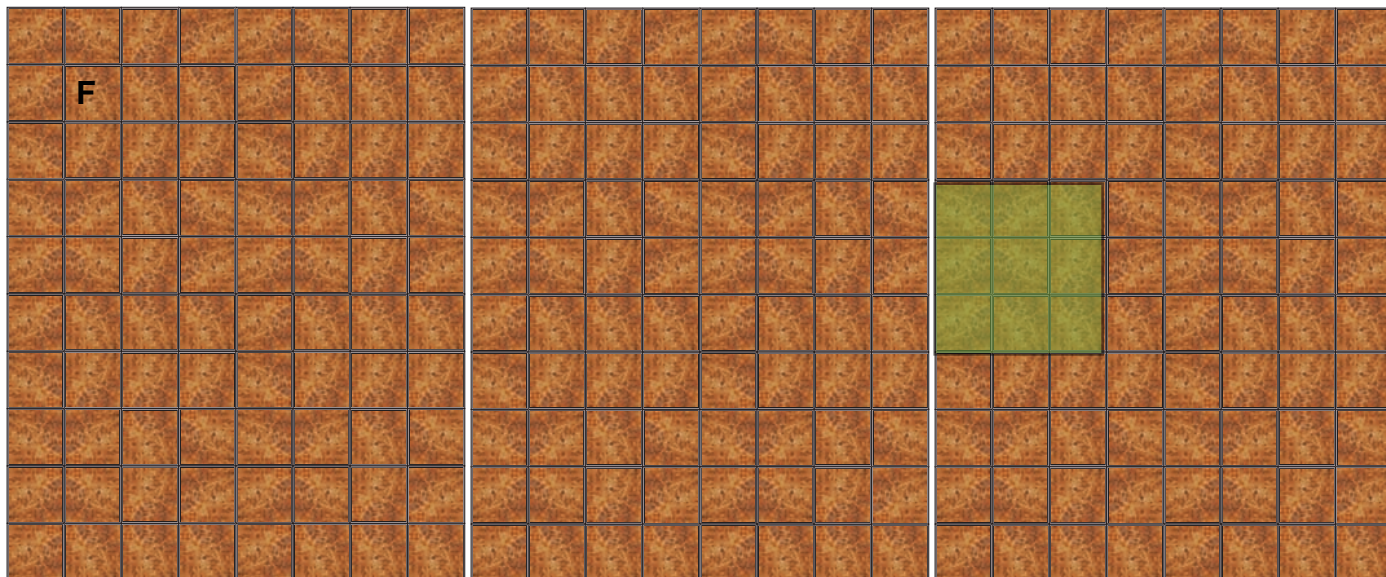
Heroes start in the green shaded area

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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Paladin
The Pugilist
Sky Queen
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 flyer, then you may spend a Hero Point to avoid this fate.

If you defeat the alien flyer, you find two pilots inside, alien warriors of some sort. It is possible that they have captured your lost friends and if you can find some way to pilot the craft, you might be able to locate the aliens' base of operation.

Make a Disable Device skill check Vs. DC 20 to discover how to operate the flyer. If you are successful with the Disable Device skill check (Gain 25 Exp.) you are able to figure out its basic operations, you may try to fly it back to its base of operations as shown on the view screen. Go to Part 3.

If you failed the Disable Device skill check you cannot figure the vehicle out, but you do see a blinking light on the view screen, which might be the flyers base of operations. It is some ways off and you will have to face the dangers of the desert to get there.

Make a Fortitude Save Vs. DC 20. If you fail the Fortitude save you suffer 1D6 damage from the heat and long trek to the base. Make this save three more time with the same results. When you have made the final save you reach the bases outer perimeter. Go to Part 3.

Reaching the aliens' base you see a low dome out in the middle of nowhere, several of the odd flyers sitting outside a main door.

You may at this point sneak into the base or just barge on in. If you try to sneak make a Stealth skill check Vs. DC 25. If you are successful on the Stealth skill check (Gain 25 Exp.) you make it to the hatchway.

If you just barge on it you gain no surprise but you may make an Intimidation skill check Vs. DC 20 to make the aliens' think you are very powerful. If you are successful on the Intimidation skill check (Gain 25 Exp.) you reach the front hatchway without the aliens firing on you.

Fail either the Stealth or Intimidation skill check and the aliens inside fire on you with their lasers. You are subject to three attacks by the laser defenses. Each attack has a base attack of +5 and does 1D8 damage.

Once you reach the front hatch you must try to open the door. You can either try to hack the system with a Disable Device skill check Vs. DC 20, or try to rip the door open. The door has a hardness of 8 and 20 hit points. If you are successful on the Disable Device skill check (Gain 25 Exp.) then you successfully sneak up on the hatch and may enter without the aliens inside knowing you are there. Otherwise they are in the entry hallway with their lasers guns ready to fire.

Aliens (x6 plus x2 per hero)

Strange Visitor Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 20

Hps: 20

Base Attack: +2

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

Melee: Unarmed Strike +1 (1d3)

Range: Blaster Gun (3D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Blaster Gun)

Skills: Intimidate +2, Knowledge (Science) +1, Perception +1

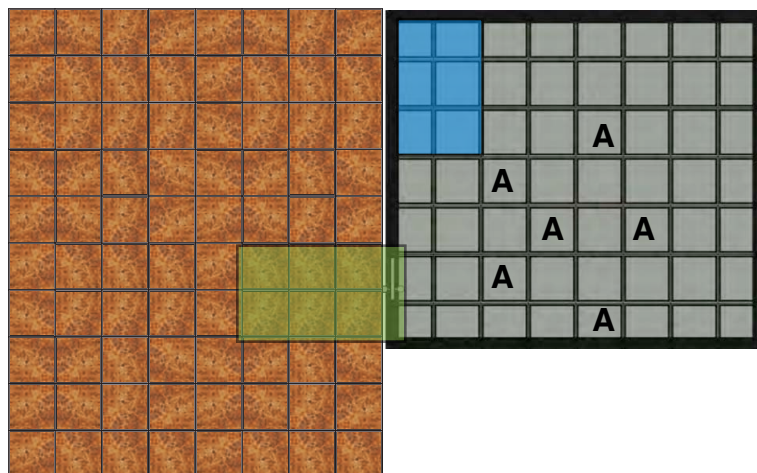
Gear: Blaster Gun, Combat Armor

Strategy: Sharp Shooter

A - Aliens

Heroes start in the green shaded area

If the heroes sneak in then they may start in the blue shaded area.



If you beat the aliens up, or were successful in sneaking in you may continue down the hall to the first chamber you come to.

If you sneaked into the dome, then you find ten of the aliens here at rest. You can open the door and attack with a round of surprise. If you had to fight the aliens in the hallway then the room is empty.

Aliens (x10 plus x2 per hero)
Strange Visitor Assault Trooper 2
CR: 2
Exp. Award: 600
Init: +1
AC: 20
Hps: 20
Base Attack: +2
Fort: +2 **Reflex:** +1 **Will:** +0
Melee: Unarmed Strike +1 (1d3)
Range: Blaster Gun (3D6)

Powers: None
Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender
Feats: Weapon Focus (Blaster Gun)
Skills: Intimidate +2, Knowledge (Science) +1, Perception +1
Gear: Blaster Gun, Combat Armor
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 4th to 6th 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.

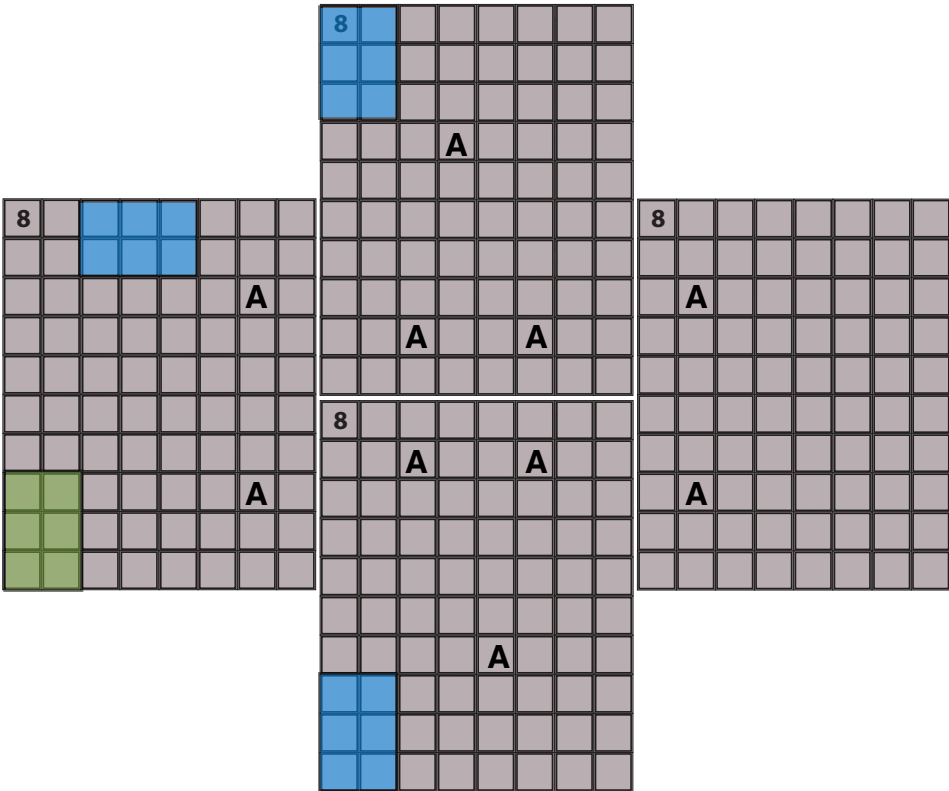
- All Star
- Bethany the Witch
- Blast Star
- Bounce
- Iron Knight
- Maxx
- Night Owl
- Paladin
- The Pugilist
- Sky Queen
- Sphinx
- Stonecold
- White Tiger

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

A - Aliens

Heroes may enter the battle from the green shaded area.

If the heroes sneak in then they may start in the blue shaded areas.



If you are defeated by the aliens you may spend a Hero Point to avoid this fate.

From here you can follow another passage deeper into the alien base. The alarms are going off now and the aliens know you are here.

Entering the next chamber you find five aliens, all armed and ready to fight.

Aliens (x5 plus x2 per hero)

Strange Visitor Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 20

Hps: 20

Base Attack: +2

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

Melee: Unarmed Strike +1 (1d3)

Range: Blaster Gun (3D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Blaster Gun)

Skills: Intimidate +2, Knowledge (Science) +1, Perception +1

Gear: Blaster Gun, Combat Armor

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 4th to 6th 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.

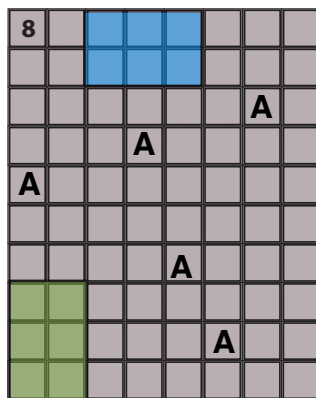
All Star
Bethany the Witch
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Night Owl
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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

A - Aliens

Heroes may enter the battle from the green shaded area.

If the heroes sneak in then they may start in the blue shaded area.



If you are defeated by the aliens you may spend a Hero Point to avoid this fate.

Inside you find Lady Blue, partially dismantled. You can spend time trying to put her back together, or explore deeper into the alien base. If you stay to help out your friend then you may make a Disable Device skill check Vs. DC 25. If you fail the skill check you are unable to put her back together and will have to take the parts back to Updike for further technical help.

If you are successful (Gain 25 Exp.) she is able to walk but will not help out in any of the battles to come, until she gets more help from Updike. She does though tell you that there are several battle drones in the base and if you continue deeper into the base you are sure to be attacked by these drones.

If you leave now you can see Lady Blue safe back on Earth but the alien base will be abandoned if you return to try and rescue Franks and his people.

If on the other hand you continue on, expect more struggles with the aliens and drones.

Part 3

If you have decided to continue deeper into the base you come once more to a closed door. As you open it several laser beams pass over your head as the aliens inside fire at you. As you rush in the two drones and the three alien warriors engage you fully in battle

Aliens (x3 plus x2 per hero)
Strange Visitor Assault Trooper 2
CR: 2
Exp. Award: 600
Init: +1
AC: 20
Hps: 20
Base Attack: +2
Fort: +2 **Reflex:** +1 **Will:** +0
Melee: Unarmed Strike +1 (1d3)
Range: Blaster Gun (3D6)

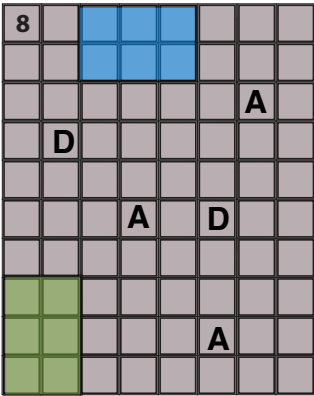
Powers: None
Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender
Feats: Weapon Focus (Blaster Gun)
Skills: Intimidate +2, Knowledge (Science) +1, Perception +1
Gear: Blaster Gun, Combat Armor
Strategy: Sharp Shooter

Drone Warriors (x2)
Construct, Large
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

A - Aliens
D - Drones

Heroes may enter the battle from the green shaded area.

If the heroes sneak in then they may start in the blue 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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
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 aliens you may spend a Hero Point to avoid this fate.

Once more you have defeated the aliens and look around you to see all of Franks' people held in some sort of energy prison cells. It takes you but a moment to figure out how to turn off the energy walls. The men, all ten of them, are hurt and exhausted. There is no way you can care for them and try to get them back to the gateway without some sort of transportation.

If you arrived at the base without the use of the alien flyer you will have to make a hard choice. Leave these men here to their fate, take three of them with you, or finally try to battle all the remaining aliens and hope you find some sort of transport.

If you have taken the flyer to this base then you can pile all the men into it when you are ready to leave.

Part 4

If you plan to fight the remaining aliens then the final battle takes place in the hanger. There you confront ten more alien and two more drones.

Aliens (x10 plus x2 per hero)

Strange Visitor Assault Trooper 2

CR: 2

Exp. Award: 600

Init: +1

AC: 20

Hps: 20

Base Attack: +2

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

Melee: Unarmed Strike +1 (1d3)

Range: Blaster Gun (3D6)

Powers: None

Class Features: Blood Makes the Grass Grow, No Retreat, No Surrender

Feats: Weapon Focus (Blaster Gun)

Skills: Intimidate +2, Knowledge (Science) +1, Perception +1

Gear: Blaster Gun, Combat Armor

Strategy: Sharp Shooter

Drones Warriors (x2)

Construct, Large

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 aliens you may spend a Hero Point to avoid this fate.

If you defeat these aliens you find Franks unconscious in a transport tube, being loaded into an alien space ship. It takes you a few moments to figure out how to get him out of the tube, and once you do he remains unconscious until you get him back home to Earth.

Results:

End the issue here and gain 2,000 Exp and +1 to your Reputation and Alien Ranks.

If you save Lady Blue then gain another 500 Exp.

If you save three of the team members then gain 250 Exp.

If you save all of the team members, then gain 500 Exp.

If you saved Franks then gain 1,000 Exp.

Epilogue:

Lady Blue tells you after you get her put back together that she remembers now who she is. She was sent to Earth to warn the people of this planet that the terrible warlord known as the Over Mind is coming, and his alien invasion is sure to destroy the Earth and enslave its people.

A - Aliens

D - Drones

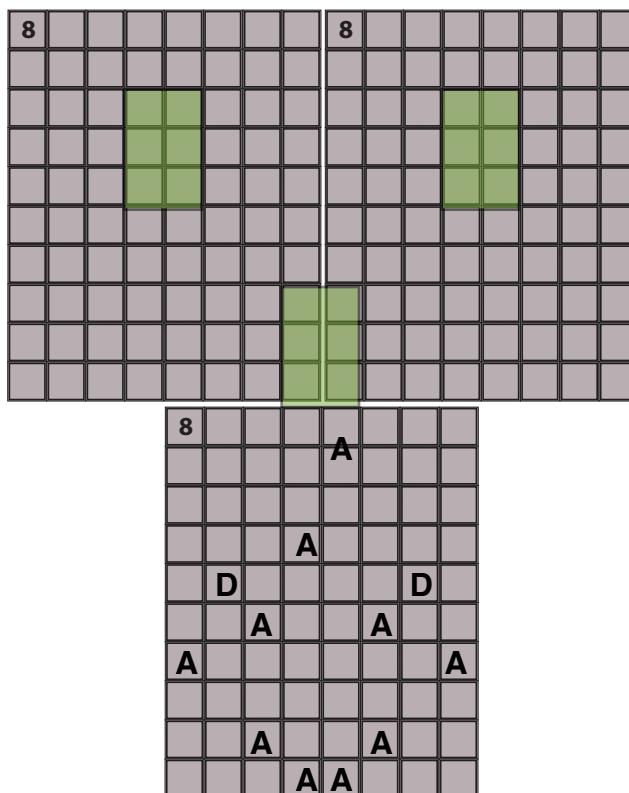
Heroes may enter the battle from the green shaded areas.

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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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



Strange Patient

Part 1

You walk into the clinic looking for Doctor Lucas where you find him handing out flu vaccinations to small children whose parents are unable to afford the injections themselves.

“Hello, glad you could come by,” Offers Doctor Lucas. “Let me finish this up and then I can show you why I asked you to come down.”

You try to comfort the many children in the waiting room. All of them are in awe at a super hero standing with them. You tell them you are here for your flu shot, and they need to be brave so you won't get scared.

Dr. Lucas finally asks you to follow him down a hallway and into a private examination room. Lying in the bed before you is a small animal creature, part rat and part man.

“I found him in an alley behind the clinic, all beat up and almost dead,” Lucas offers as he checks the creature's vital signs.

Any clue who or what he is you ask.

“Nope, but he can talk and was wearing a baseball cap and shorts when I found him,” Explains the doctor.

Why, you ask, did the doctor call you in? He seems to have aided the creature and it will recover for its wounds.

“Ya, he will live, but I have no clue where to send him,” Lucas explains. “Does he have a home, a family that is missing him?”

And, you ask, you want me to find out?

“Would you? I would hate to save his life and then turn him over to the government so they can dissect him.”

You agree that would be unfortunate.

A few moments later you are standing in the back of the clinic, looking around the alley where Lucas found the rat-man.

Make a Perception skill check Vs. DC 19. If you are successful with the Perception skill check (Gain 25 Exp.) you find that a trail of dried blood leading from where the rat-man was found to a sewer grate nearby. It is clear that the rat-man crawled up out of the city sewers. Could that be his home?

If you failed the skill check you find nothing of note and are unable to aid the doctor and his strange patient. End the mission here and the mission tree.

Delving deep into the city sewers once more you try to track the rat-man's movement in the dark, dank tunnels. Make a Survival skill check Vs. DC 20 skill check to track the rat-man's passage. If you are successful with the Survival skill check (Gain 25 Exp.) you find that the trail leads deep into the maze of tunnels and deep underground. The way grows difficult though. Go to part two of this mission.

If you failed the Survival skill check you wander about for some time, but find nothing. Returning to the clinic you look over the few possession the rat-man had on him when he was found. Make an Investigation skill check Vs. DC 22. If you are successful on the Investigation skill check (Gain 25 exp.) you find some mold on the pants that grows deep underground and so the rat-man must have come from the deepest tunnels in the sewer system. Go to part two of this mission.

If you fail the Investigation skill check you find nothing of use and have failed the creature. End the mission here and the mission tree.

If you find the trail or the mold you head into the sewers, then make a Climb skill check Vs. DC 15 to make your way deeper into the sewer's oldest tunnels and passages. Here you find that new passages have been dug, all leading deeper still into the earth.

Part 2

Deeper into the tunnels you travel until you come to a rough formed cave. Within you find a collection of huts and homes made from cast off trash, cardboard, rusting sheet metal, old bricks and other debris in use. All about you, you see a community of rat like people. All are small, and similar to the rat-man in the clinic. As you walk into the tunnels, a gang of the rat-men rush up with crude weapons, spears and clubs for the most part, again all made from trash and cast off junk.

In high squeaking voices they surround you, demanding to know who you are and why you have invaded their home.

You tell them that you have found one of their people, hurt. A friend of yours has healed the little fellow and you will return him when he is able to be moved.

With caution the rat people allow you to enter their village and speak with you about their home and underground world. You find that the rat-man recovering in the clinic is called Proudtooth. He is the village's hero and protector. He was lost to the village a few days ago when he went hunting. They are relieved that he is not dead and will wait for his return as you have promised.

As you spend some time with the gentle folk of this village you find that they are not the only people to live in the deep sewers under the city. There are several different communities all living together, in an unsteady peace. Besides the rat-men there is a community of mutants, alligators and other even stranger things. All belong to a single governing entity, called the Parliament of the Sewers.

After some time you take your leave and return to the world above. A few days later you are able to escort Proudtooth back home to his people. There you are met by a representative of the Parliament of the Sewers, a mutant woman named Eve of the Outcast Mutants. After some hard questions she is satisfied that you are an honest and trustworthy person and asks that you give an oath never to tell of the secret of the people of the sewers. You agree that they may live their lives here in secret and return home, a hero now in the city above and in the community below.

Results:

Gain 2,000 Exp. and +1 to you Do Gooder rank.

Up For Sell

Word on the street is that Crime Unlimited has gotten the location to one of Master Mind's hidden lairs here in the city. They mean to sell the location to the highest bidder. What that mad brain has hidden in this lair is anyone's guess, but you can be sure it will be used to harm the people of the city and you must stop the auction.

You can go about this in one of two ways. Simply find out where the auction is going to be located and then break it up before the sale can go through, or try to infiltrate the auction and buy or steal the location of the hidden lair, thus preventing anyone else from getting their hands on it.

If you mean to break up the action then go to part 2 of this mission. If you mean to infiltrate the auction then go to part 3.

Part 2

You think it best to stop the auction, arrest everyone there if possible and then seek out the lair on your own and either destroy the lair or hand it over to the authorities.

To do this you will have to make a series of skill checks to find the time and location of the auction. If you fail any of these skill checks you run into a dead end and must end the mission with a failure to stop Crime Unlimited from selling the information.

Knowledge (Local) Vs. DC 15 to find some thugs to bully around and get information.

Intimidation Vs. DC 18 to bully those thugs into giving you the information you seek.

Sense Motive Vs. DC 20 to get the time and date of the auction.

If you are successful on all three skill checks gain 75 Exp.

Once you have the time and location you can either sneak into the building or just barge on in. If you fail either you gain no surprise, but if you are successful on either (Gain 25 Exp.) you are able to get in and also get the drop on all the criminals in the room. Either way you must make the skill check in question (Stealth or Intimidation) Vs. DC 18.

Once in you find the room, it is filled with lowlives and agents of terrorist and crime bosses from all over the world. Also in the room are the following Super villains.

The Burning Claws

Burning Claws

Acrobat Lvl 4

Human, Medium

CR: 4

Exp. Award: 1,200

Init: +4

AC: 19

Hps: 22

Base Attack: +3

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

Melee: Claws +4 (4D6, Fire)

Powers: Regeneration 1

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

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

Skills: Acrobatics +13

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

Strategy: Charge

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

Green Hood

Combat Exert Lvl 5

Human, Medium

CR: 5

Exp. Award: 1,600

Init: +4

AC: 18

Hps: 52

Base Attack: +5

Fort: +5 **Reflex:** +3 **Will:** +1

Melee: Fist +8 (1D8 +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, and Throw Anything, Stunning Fist, Spring Attack

Skills: Intimidation +2, Climb +4, Stealth +2

Special: Combat Suit (+6 AC), Invisibility Generator (Lvl 2, Minor Item)

Strategy: Boxer

Thugs (two per hero)

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: Machine Gun +2 (1D6)

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

Feats: Endurance, Improved Initiative, Burst Attack

Skills: Intimidation +2, Stealth +2

Special: Combat Suit (+2 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 4th to 6th 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.

- All Star
- Bethany the Witch
- Blast Star
- Bounce
- Iron Knight
- Maxx
- Night Owl
- Lady Blue
- Paladin
- The Pugilist
- Sky Queen
- Sphinx
- Stonecold
- White Tiger

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

If you defeat the thugs and villains you are able to gather the information on the hidden lair and then deal with it before it becomes a danger to the city and its people.

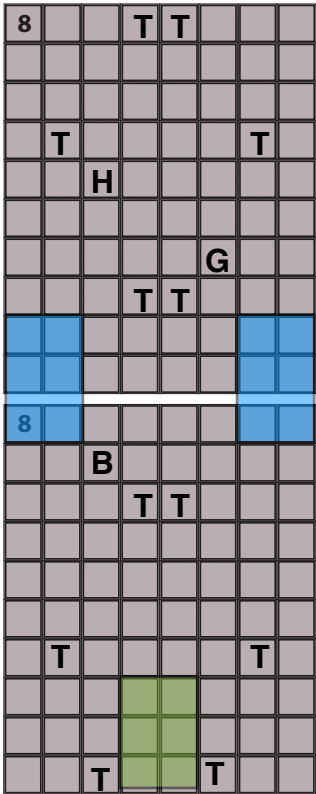
Results:

Gain 1,500 Exp. and +1 to your Reputation and Law and Order ranks.

- B - Burning Claws**
- G - Goblin**
- H - Green Hood**
- T - Thugs**

Heroes may enter the battle from the green shaded area.

If the heroes sneak in then they may start in the blue shaded areas.



Part 3

You think it best to stop the auction by infiltrating it and then stealing the information before the auction is completed. You then may seek out the lair on your own and either destroy the lair or hand it over to the authorities.

To do this you will have to make a series of skill checks to find the time and location of the auction and then try to get in unnoticed. If you fail any of these skill checks you run into a dead end and must end the mission with a failure to stop Crime Unlimited from selling the information.

Knowledge (Local) Vs. DC 15 to find some thugs to bully around and get information.
Disguise Vs. DC 18 to hide who you are and get in.

If you are successful on all two skill checks gain 50 Exp.

Once you have the time and location you must talk your way in using a Sense Motive skill check Vs. DC 19. If you fail they will not allow you in and so you will have to try to sneak in through a back door. If you are successful (Gain 25 Exp.) you are able to talk your way in and head off to find the safe.

If you failed the Sense Motive skill check you have to sneak in, which will require a Stealth skill check Vs. DC 25. If you fail you set off the alarms and the auction ends with everyone taking off. End the mission here. If you are successful (Gain 25 Exp.) you are able to get in undetected and can proceed.

Once you have gotten into the building you have to locate the safe. Make a Perception skill check Vs. DC 20 to find the hidden safe. Fail and you cannot find the safe and will have to wait until the auction is over to get the information you seek. If you are successful with the Perception skill check (Gain 25 Exp.) you can try to open the safe.

Make a Disable Device skill check Vs. DC 20. If you fail you cannot open the safe and will have to wait until the auction is over to get the information. If you are successful with the Disable Device skill check (Gain 25 Exp.) you open the safe, get the information and are out of the building before they even know what hit them. End the mission here.

If at any point you failed a skill check you have to wait until the auction is over to get the information. This will require you to reveal yourself to the crowd of thugs and villains.

The Burning Claws

Burning Claws

Acrobat Lvl 4

Human, Medium

CR: 4

Exp. Award: 1,200

Init: +4

AC: 19

Hps: 22

Base Attack: +3

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

Melee: Claws +4 (4D6, Fire)

Powers: Regeneration 1

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

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

Skills: Acrobatics +13

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

Strategy: Charge

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

Green Hood

Combat Exert Lvl 5

Human, Medium

CR: 5

Exp. Award: 1,600

Init: +4

AC: 18

Hps: 52

Base Attack: +5

Fort: +5 **Reflex:** +3 **Will:** +1

Melee: Fist +8 (1D8 +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, and Throw Anything, Stunning Fist, Spring Attack

Skills: Intimidation +2, Climb +4, Stealth +2

Special: Combat Suit (+6 AC), Invisibility Generator (Lvl 2, Minor Item)

Strategy: Boxer

Thugs (two per hero)

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: Machine Gun +2 (1D6)

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

Feats: Endurance, Improved Initiative, Burst Attack

Skills: Intimidation +2, Stealth +2

Special: Combat Suit (+2 AC)

Strategy: Sharp Shooter

If you defeat the thugs and villains then you are able to gather the information on the hidden lair and then deal with it before it becomes a danger to the city and its people.

Results:

Gain 1,500 Exp. and +1 to your Reputation and Law and Order ranks.

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 4th to 6th 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.

All Star
Bethany the Witch
Blast Star
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
The Pugilist
Sky Queen
Sphinx
Stonecold
White Tiger

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

Urban Myth

You wait outside the office of congressman Gill, an important man in Washington and also well respected within the local city government. If all goes well this man could become a powerful ally in your war against crime and in-justice within your city.

The door opens after a short while and you are invited in. The Congressman is sitting in a comfortable looking couch and stands to shake your hand.

“It's quite an honor to meet you,” Says the Congressman as he sits back down next to you. “I have to admit, I'm sort of a fan of you and your work.”

You thank him for his kind words, but also make it clear there is much more that needs to be done before the city is safe.

“I could not agree more,” Says Gill as he relaxes. “In fact, that is sort of why I asked to meet with you today.” Gill then hands you a photo. On it is a picture of a huge alligator, but something is odd about the beast, as it seems to be wearing a vest and tie. The creature is clearly dead.

“I'm sure you have heard of the urban myth that giant gators live in the sewers of the city,” Gill asks with a smile.

Of course you have, the story goes that a kid received a pet alligator but when the creatures bit the boy his mother flushed the alligator down the toilet, where it then washed up in the dark sewers of the city, to grow huge, living on rats and other unfortunate victims.

“Well it may not be such an urban myth after all,” Gill explains. “This creature was found dead near a sewer entrance over by the outtake pipes in the downs. Reports and an autopsy show the creature is a mutated version of a normal alligator, but this one shows a larger brain and dexterous fingers.”

You look more closely at the photo.

“I don't want to sound mad,” Gill continues, “But I think there is a community of mutant, intelligent gators, hidden in our city's very bowels.”

And you want me to investigate, you ask, this myth and see what, if any of it is true?

“You are more than qualified.” Offers Gill. “Considering your gifts and abilities. I cannot think of anyone else more ready to face whatever dangers wait in those tunnels.”

A few days later you are descending into the dark of the sewers below the city, not sure what you will find.

Pick one of the following...

If you have a Survival skill rank of 5 or higher then go to part 2 of this mission.

If you have an Investigation skill rank of 6 or higher then you may go to part 3 of this mission.

If you have a Handle Animal skill rank of 7 or higher then go to part 4 of this mission.

If you have none of these skills at these ranks then end the mission here as you discover little to nothing. You may, however, continue with the mission tree.

Part 2

You spend several days in these endless tunnels and discover that they even go deeper than you thought. Make a Knowledge (Local) skill check Vs. DC 16 to map out the local tunnels and discover the entrance to deeper tunnels yet unexplored by you or possibly by (Gain 25 Exp.) and continue to part 5 of this mission. If you failed the Knowledge (Local) skill check you find that you are becoming confused by the maze. These tunnels and passage generate and will need to find other means to explore this dark, smelly realm. End the mission here.

Results:

Gain 500 Exp. and continue with the mission if able.

Part 3

As you explore the dark passages and tunnels of the city sewers it becomes clear that there are not nearly as many rats and vermin as there should be. Make a Perception skill check Vs. DC 15. If you are successful (Gain 25 Exp.) you find that many of the rats' nests have been disturbed and the rats eaten. Something is keeping the rat population down. Continue with your exploration of these sewers and go to part 5 of this mission.

If you fail the Perception skill check, then you really find nothing of note and conclude that all of this is just some hoax, the myth is just that, and a myth. End the mission here.

Results:

Gain 500 Exp. and continue with the mission if able.

Part 4

As you explore the dark passages of the sewers you figure that the alligators, if there are any, will need a place to nest and rest. Such a place might be located near the city's water main, where there are many ledges where a creature could build a nest. Make a Climb skill check Vs. DC 18. If you are successful with the Climb skill check (Gain 25 Exp.) you discover that there are several such nests, but all are empty. Continue with this mission with part 5.

If you fail the climb skill check you discover nothing and find the tunnels empty of animals other than a few rats here and there. End the mission here.

Results:

Gain 500 Exp. and continue with the mission if able.

Part 5

Seeking out deeper parts of the sewers you discover a large nest of rats, which have been eaten and torn apart. As you stoop to pick up one of the mangled rats to see what killed it you hear a roar behind you. Out of the tunnels charges a huge bone-white alligator.

Mutant Gator

Mutant Animal

CR: 5

Exp. Award: 1,600

Init: +2

AC: 21

Hps: 45

Base Attack: +5

Fort: +6 **Reflex:** 31 **Will:** +2

Melee: Bite +10 (2d6+4)

Powers: Super Attribute (Strength), Multiple Limbs (Legs) 2, Natural Weapon 4

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

Feats: Skill Focus (Swim), Dodge, Mobility, Spring Attack, Weapon Focus (Bite), Combat Reflexes, Power Attack, Furious Focus

Skills: Swim +15

Strategy: Sharp Shooter

If you are defeated by the alligator you may of course send a hero point to turn the tide of the battle.

If you defeat the creature is lays stunned in the dank water. It's too big to carry out of the sewers, so unless you have a camera to take pictures, you will just have to leave the beast here.

Results:

If you are unable to bring back some sort of evidence about the mutant gator, you have nothing to show for your efforts and can only warn the Congressman and the city that the beast, and possibly other live in the sewers below your very feet.

Gain 2,000 Exp. and +1 to your Reputation.

City Funds?
City Funds? #2
City Funds? #3
City Funds? #4

Home Invasion #1
Home Invasion #2
Home Invasion #3

Huntsman
Hounds on the Loose

Star Gate #1
Star Gate #2
Star Gate #3

Master Mind's Trail #1
Master Mind's Trail #2
Master Mind's Trail #3
Master Mind's Trail #4

Safe House
Cape Hunters #1
Cape Hunters #2

Mob Hit

Up For Sell

Gang War

Missing

Cover Up

Help Us Remain Hidden

Urban Myth

Strange Patient

Blast Star

Energy Manipulator 5th
Enhanced Human, Medium

CR: 5

Exp. Award: 1,600

Init: +2

AC: 20

Hps: 35

Base Attack: +2

Fort: +2 **Reflex:** +4 **Will:** +3

Melee: Fist +2 (1D3)

Ranged: Blast +4 (3D6)

Str 10 (+0), **Dex** 14 (+2), **Con** 12 (+1), **Int** 15 (+3), **Wis** 13 (+2), **Chr** 12 (+1)

Powers: Energy Blast 3, Fly 1

Class Features: Destroyer, Disaster Zone, DR 1

Feats: Skill Focus (Power Activation), Skill Focus (Science), Skill Focus (Craft Device)

Skills: Power Activation +6, Knowledge (Science) +8, Sense Motive +4, Swim +1, Survival +3, Craft (Science Devices) +9, Perception +5

Special: Containment Armor (+8 Ac), Protected sight

Special: Strategy: Sharp Shooter

The Pugilist

Combat Expert 5th
Human, Medium

CR: 5

Exp. Award: 1,600

Init: +6

AC: 22

Hps: 52

Base Attack: +5

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

Melee: Fist +9 (1D8+5)

Str 16 (+3), **Dex** 14 (+2), **Con** 16 (+3), **Int** 12 (+1), **Wis** 13 (+2), **Chr** 12 (+1)

Powers: Super Str x2, Super Dex, Super Con x2

Class Features: Unarmed Strike, Combat Feats (x3), Bravery, Combat Training

Feats: Unarmed Strike, Power Attack, Improved Initiative, Improved Disarm, Improved Bull Rush, Vital Strike, Improved Vital Strike, Improved Grapple

Skills: Perception +4, Intimidate +4, Survival +3, Climb +3, Sense Motive +4, Swim +3

Special: Combat Suit (+10 Ac), Protection of sight goggles, Hard Gloves (+2 Damage, +2 To hit)

Special: Strategy: Boxer