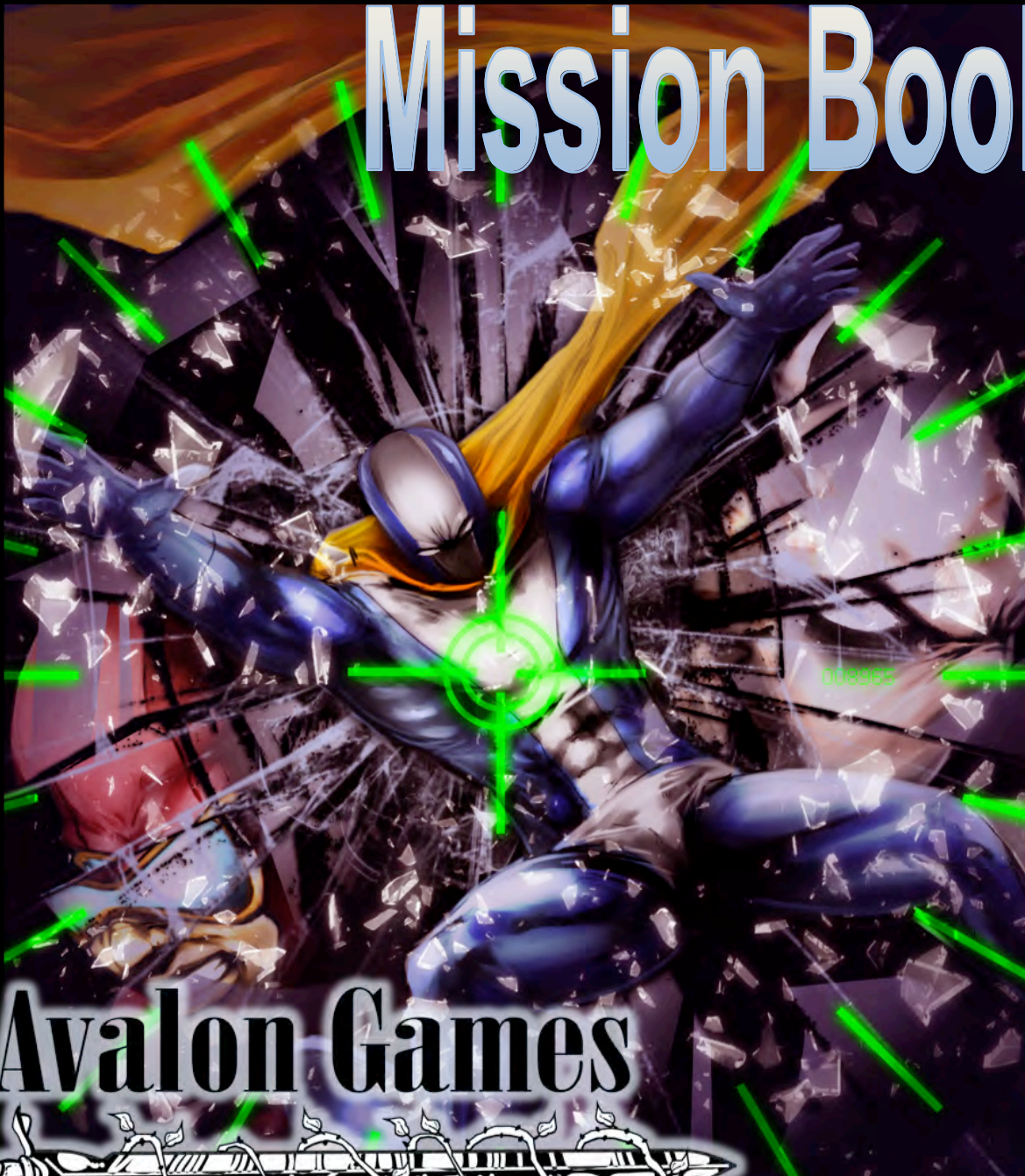


Comic Book Adventures

Mission Book 5



Avalon Games



Where Fun Happens



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Underworld Adventures and Old Heroes

This series of adventures and missions is for the Avalon solo super hero system. This is a series of missions for 5th to 7th level characters, and can be used to get your game started or continue the story from the previous mission books.

The missions 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 for justice and the safety of the common man has taken you all over the world and even to other worlds. Now you deal with threats to all of mankind, not little crimes but world shaking threats.

Your horizons have surely broaden since your days patrolling the streets.

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 ongoing 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 Adventure 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:
Run Down District.



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:
Masters of Terror Threat #1.
Masters of Terror Threat #2, May only be taken if Masters of Terror Threat #1 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:
Monster Hunters.



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:
My Old Heroes are all Gone. May only be taken after the Event Elections and You are Marked For Death has taken place.



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:
Man Without a Name. May only be taken if Old Time Vengeance has been completed and before the Event Elections





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:

Hang Um' High.



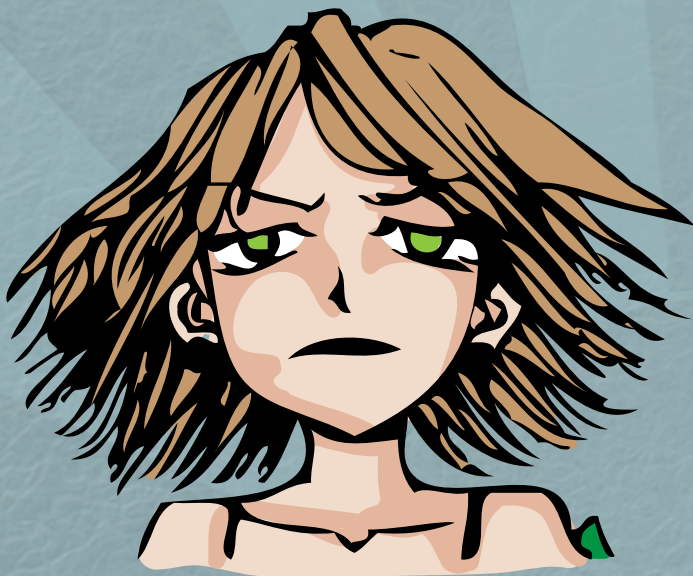
Commissioner Van Dike

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:

Methuselah Chamber. May only be taken if Man Without a Name has been completed and before the Event Elections



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:

Masters of Terror Threat #3, May only be taken if Masters of Terror Threat #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:

New Star Gate.



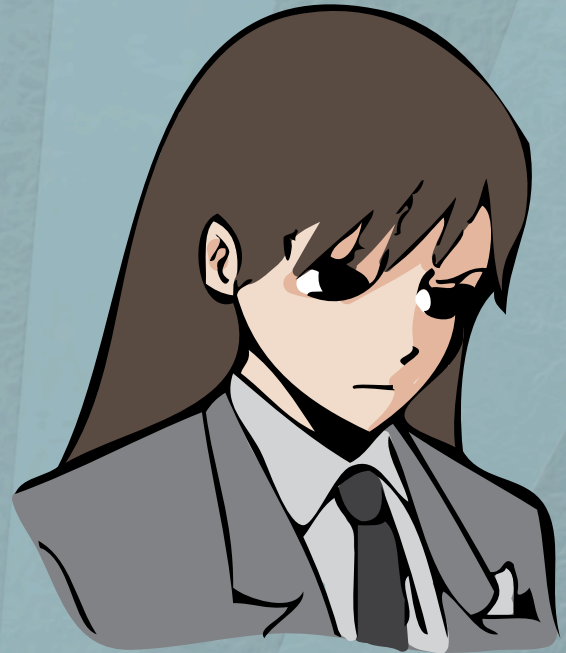
CEO of Unicom, Mr. Franks

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:

Overmind's Secret Base, May only be taken if New Star Gate and Alien Arrest 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 Summit.





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:
Sewer Hunters.



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:
Inner Earth, May only be taken if I Need Something Special 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:
I Need Something Special.

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:

Old Time Vengeance, May only be taken if My Old Heroes are all Gone 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:

Alien Arrest.



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:

Marked for Death. May only be taken if Run Down District has been completed and the Event Elections has taken place with Van Dike losing and you were public in your support of Mayor Hamilton. (Viper Ninjas)



Crime Unlimited Monthly Meeting Place

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

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

Available Missions:

Your Death has been Paid For, May only be taken if Run Down District has been completed and the Event Elections has taken place with Van Dike losing and you were not public in your support of Mayor Hamilton. (Crime Unlimited Monthly Meeting Place)



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:

Final Contract, May only be taken if Run Down District has been completed and the Event Elections has taken place with Van Dike winning and you were public in your support of Mayor Hamilton. (Mob Boss Franco)



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:

The Nutty Man Will Have His Day, May only be taken if Hang Um' High has been competed first.



Ace of Spades

Terrorist, spy and now a super villain, 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:

Masters of Terror Threat #4, May only be taken if Masters of Terror Threat #3 has been completed.

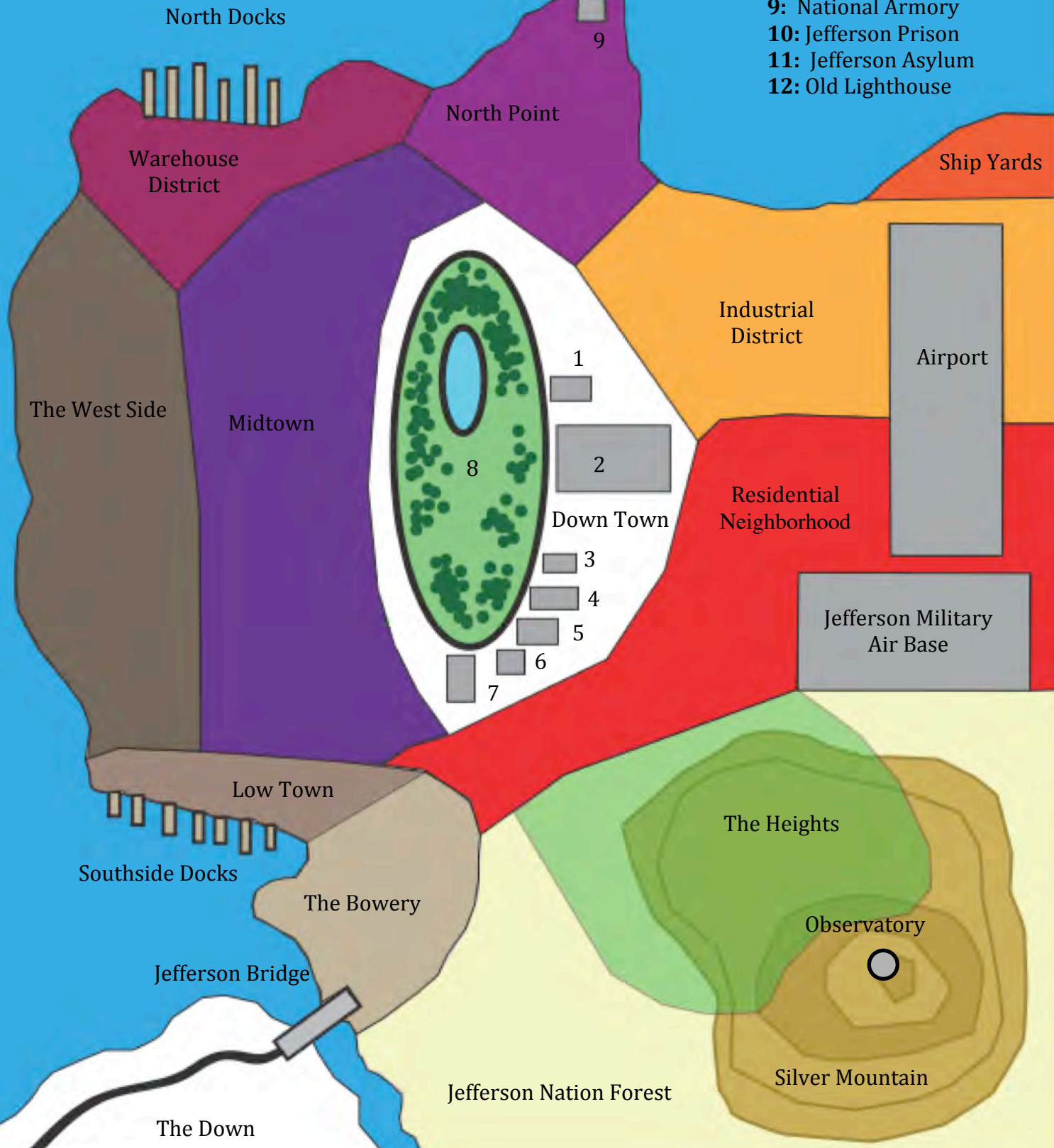


Hero City

North

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- 11: Jefferson Asylum
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Alien Arrest

Agent Kelly looks you over like you were some sort of bug that just crawled out from under the rug.

“I understand you have been harboring an alien,” She accuses you, “One that is a threat to this world. Lady Blue is what you call her, from what I understand,” The agent says as she looks for your reaction.

You can lie to her and say you have never seen nor know about this alien she is looking for. If you take this tactic make a Bluff skill check Vs. DC 20. If you are successful (Gain 25 Exp.) you are able to lie your way out of helping the agent and buy a bit of time.

You can tell her you know of the alien, but not where she is located at this time. To pull off this lie make a Sense Motive skill check at DC 18. If you are successful (Gain 25 Exp.) you are able to buy a bit of time before the agent is able to locate your friend.

You can tell her you know all about Lady Blue and also where she is, but that you will not help in the witchhunt the agent is conducting. Make an Intimidation skill check Vs. DC 20 to bully the agent in to backing down. If you are successful (Gain 25 Exp.) you buy some time as she goes to look for some other way of tracking down your friend.

You can tell her that you know of the alien. She is your friend and you will take the agent to meet her, but you will not help in harming her in any way nor allow the agent to arrest her without a real good reason. Make a Diplomacy skill check Vs. DC 19. If you are successful (Gain 25 Exp.) Agent Kelly agrees to your terms.

If you fail any of these skill check the agent threatens you with arrest and censor should you attempt to block her investigation or if you aid the alien in avoiding arrest. Make a Sense Motive skill check Vs. DC 24. If you are successful (Gain 25 Exp.) you sense that she is up to more then just finding and arresting Lady Blue. What she is planning though is not clear. If you fail the skill test you suspect nothing. Regardless, she learns of Lady Blue's location and heads off to arrest her.

If you have avoided leading Agent Kelly to Lady Blue then you have time to warn your friend. You of course find her at Star Labs with Updike working on the Star Gate. Lady Blue has no clue who agent Kelly is or why she wants to arrest her, but Lady Blue is more then willing to submit to the arrest if it will help in some way.

You try to explain that agent Kelly and the organization she works for are not about helping people, but controlling them.

She understands and will go into hiding if you think it best. Updike says he knows a place where she can go that is safe from the government.

If you have been unable to keep Kelly from finding Lady Blue then a few moments after you arrive to warn Lady Blue, Agent Kelly arrives with a full tactical squad of field agents, ready for a fight.

Set up a battle in a lab or open space.

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



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

If you are defeated by Kelly and her troopers they take Lady Blue and disappear.

If you are able to defeat her then Lady Blue is able to escape capture while you hold Kelly and her troopers captive. Once she is away you release the agent and tell her she should go look for alien threats somewhere else. Kelly warns you that this is far from over and she will return and see that you and your allies are all placed under arrest.

Results:

End the issue here and gain 1,000 Exp. and +1 to your 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 5th to 7th 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
The Blur
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Queen of Hearts
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.



Elections

(An Event on issue 5)

It's that time once again, the city is holding its local elections for several important positions, with the office of Mayor the most heated. Currently Mayor Hamilton leads his opponent Police Commissioner Van Dike, but the race is very close and anything can turn the tide.

As the day to vote come closer you have to make a hard choice. Who will see that your city remains safe, Hamilton or Van Dike? You know that Van Dike is corrupt, but cannot prove it as of yet. On the other hand Van Dike's conspiracy has been conducted right under the nose of Hamilton, and has been ongoing for years. It is clear that Hamilton is not the right man for the office.

To make thing even more difficult, your relations with the police and Hamilton are an important part of your job of keeping the city safe. Van Dike has made it clear that if you stand in his way he will make life very difficult for you. See mission book #4 for details.



If you have played through mission book #4 and were involved in the trail of Master Mind then you had to make a choice then as well: support Van Dike and lie on the witness stand, or oppose him. If you aided him and lied then he holds this perjury over your head and has made it clear he will expose you if he loses the election.

On the other hand if you did not go along with Van Dike and his plans, you are already on his enemies list and he will use his position as the new mayor to drive you out of the city or have you arrested.

As the day to vote arrives you watch the news as the votes are counted. It is very close.

Roll 1D20. On a roll of 1-9 Van Dike wins the elections and becomes the new Mayor. On a result of 10 -20 Hamilton remains in office.

You can modify the elections as follows.

Make a public announcement supporting Hamilton. +3 to the roll.

Make a public announcement supporting Van Dike. -3 to the roll.

Release what evidence you have on Van Dike's corruption. +5 to the roll.

If Hamilton wins the election, Van Dike resigns his position in protest and disappears from sight.

If Van Dike wins the election he declares you and all super heroes criminals and issues arrest warrants for all of the super heroes in the city. Reduce your Reputation by -3.

Make note of the election results for future mission effects.

Final Contract

Mob Boss Franco smiles as you stand in his den. “I’m glad you came to me about this. Shows we have built up a trust between the two of us.”

You tell him there is no trust.

“Well, I want to think differently, so I will tell ya who wants you dead,” The mob boss says. It is clear he is enjoying every moment of this meeting between the two of you.

“Course if ya thought it through you would figure it out yourself. Ya been a bug in his ear for a while now,” Franco says.

Van Dike's name comes to you.

“Yep,” Franco continues to gloat, “That corrupt bastard even makes me look small time. Seems he really hates you. You will never be able to prove it though. I can, however, help out, call off the dogs if ya want, give you time to bring the man down.”

Why, you ask, would he be willing to do you such a favor?

“Because we are building trust remember, and I like ya. Ya got style.”

The assassination attempts end that night, giving you time to gather the evidence you will need to bring Van Dike down.

Results:

End the issue here and gain 500 Exp. and +1 to your Mob rank.

Iron Knight



Gang Summit

Father Thomas and Rafael both thank you for stopping by. The second gang summit has already begun, but everyone stops what they are doing to watch you walk in. Everyone is hoping no crazy vigilante super heroes will crash the summit this time around but everyone is also sure you will confront any damager should it appear.

“It's a fine thing young Mr. Rafael has set up,” Father Thomas smiles as he walks the two of you into the church. “This young man has single handily stopped most of the gang wars in town,” Father Thomas beams, proud of the young man next to him.

“Could not have done it with the two of you,” Says Rafael.

You of course understand that Rafael has his own motives for these summits. If he can keep things calm then he can quietly take over all the gang activity in the Bowery and make himself king of Low Town all in one masterful ploy. You have been supporting him so far because it has kept the peace and crime is down. You will though have to make a choice sooner or later. Continue your support of this young master crime boss in the making and keep the peace, or eventually bring him down before he becomes too powerful.

Rafael smiles at you as you stand there watching him work the room and continue to grow his support and power over these thugs and gang members.

Results:

End the issue here and gain 500 Exp. Increase your Reputation and Street Thug ranks by one each.



Hang Um' High

The judge is not pleased. "I told you Mr. Smith, you will not be allowed to bring this evidence into my court room," She says with a nasty tone in her voice.

"But you honor," The lawyer pleads, "If I cannot have this evidence entered into the record, this so called "Hero" will get off scot free, my case just falls apart."

"Too bad then," Offers Judge Turner, "I will then have to dismiss this case out of hand then," She says as she calls the case closed and in your favor.

It was a landmark case for superheroes in the city. If a citizen is hurt while you try to save the city, are you liable?

That was the basic premise of Mr. Smith's client, a man named Albert Nutty. Mr. Nutty was on his lunch break from a small accounting firm located in the downtown district when you stopped the Hood and his gang from robbing the bank. In the battle with the villain there was an explosion and Mr. Nutty was hurt when you saved his life. He then tried to sue you for his pain and suffering.

If he had been successful, well it would have put a real damper on the super hero activities of those few brazen citizen of this city.

"I will have my day, hero!" Nutty yells as he is escorted out of the courtroom. "We'll see that you pay, and pay dearly!"

Course if you had a dime for every time you have heard that you would be a rich hero.

Results:

End the issue here and Gain 500 Exp. and +1 to your Reputation.

The Pugilist



I Need Something Special

The doctor thanks you for coming by. "Look, normally I try to not get involved in all the weird super hero stuff that goes on around this city, but in this case I could use your help."

What can you do, you ask the doctor.

"Well I have this kid," Lucas says. "He is real sick and there is nothing medicine can do to save his life."

While you have super powers there is nothing you can do for the child you tell him.

"Ya I get that, but you know people, other super heroes and villains. Maybe one of them can help?"

You think it over for moment and then it comes to you. You tell the doctor that you do know someone that might be able to help, but you will have to take a trip to ask them, so it might take a few days.

"Then hurry," The doctor tells you, "Because this kid does not have a lot of time left."

A few hours later you are deep into the tunnels under the city, heading for Proudtooth's village and the many people of the sewer realm. You think there might be a member of the outcast mutants that has the power to heal the hurt and ill. She, like all of the mutants in that community, is strange looking, with withering tentacles for hair and very long fingers, but you think she might help.

Reaching Proudtooth's village your friend welcomes you and offers you a hot meal as you discuss your plan. "Ya, I know the mutant you are talking about," Proudtooth offers. "She is called Mother Light by the other mutants, but I'm not sure they will let you take her away. Mother Light is their most prized citizen. I don't think the mutant's leader, Eve, will let her just up and leave."

It is worth the try though, you ask?

"Sure, don't hurt to ask I guess."

A few more hours go by as you and Proudtooth venture even deeper into the sewer tunnels until you reach the outcast mutant's community. These mutants live in shacks lying all about the old tunnels walls, a few making their homes in the dry passages and runoff tunnels.

Eve greets the two of you as you arrive but frowns at your proposal. "I don't think we can allow Mother Light to venture out of our protection. She is a very valuable member of our community. Can you not bring the child here?" She asks finally.

No you tell her, the boy is far too weak to be moved. His only hope is the mutant power of Mother Light.

"Then I will travel with you to the surface world," Mother Light says as she walks up.

There is a heated argument among the mutants at this point but Mother Light has made her choice and the others will not stop her. Eve makes it quite clear that you are responsible for her safety, and should anything happen to her, she will make sure you pay the price.

You rush Mother Light up to the clinic where she is taken in hand by Doctor Lucas. The two work on the boy. Mother Light's mutant power allows her to rejuvenate cells and thus heal wounds and illness at the source, and with amazing speed and little pain. Within hours the boy is fully healed.

Seeing the others in the clinic that need her help, Mother Light heals the broken arm of a young girl, cures several cases of the flu, and helps a man grow his hair back.

She is tired after all the effort and Lucas shows her a small bed in a room to the back. "She will be fine, let's just let her rest." Lucas offers. You leave for a time to see to other matters but return soon enough to find the two hard at work healing new patients to the clinic and bringing hope and wellness to a whole new crop of people.

You tell them that after they have finished with these new patients Mother Light will have to return home. They both agree, but by the time she is done she is once more drained and must rest.

I Need Something Special

You use the time once more to deal with an old investigation and leave for a short time.

Upon you return you find the clinic empty, Mother Light gone and Lucas unconscious on the floor.

You get Doctor Lucas on his feet and he tells you that a few rather large men with guns came to the clinic after it was closed, forced Mother Light into a car and drove off. Lucas tried to stop them, "but they knocked me out."

Now you are in trouble...

A successful Knowledge (Local) Vs. DC 18 will allow you to discover that the mutant has been taken by Don Malconie (Gain 25 Exp.). Fail the skill check and you will have to find some other way to seek her out.

If you failed the Knowledge (Local) skill check you can try to find out on the street who took her. Make an Intimidation skill check Vs. DC 20 to find out the word on the street. If you are successful (Gain 25 Exp.) you find out that the old mob boss Don Malconie has taken her hostage.

If you failed this skill check there is one last chance to find Mother Light. Make a successful investigation skill check Vs. DC 25 to find out clues to her whereabouts. If you are successful (Gain 25 Exp.) you find out that Don Malconie is very ill, and may be a prime suspect in the mutant's kidnapping. If you fail this skill check the mutant is gone and you are in deep trouble with the mutant outcasts.

If you were successful on any of these skill checks you find out that Don Malconie is very ill, dying of cancer. You think he is just being eaten alive by his evil soul. Either way the old man is near death and seems to have heard about the miracle of Mother Light's ability. As is his way, Don Malconie just took what he wanted instead of asking.

You head over to Don Malconie's estate in the Heights and see the place is a virtual fortress, with armed guards everywhere, security cameras, and state of the art alarm systems.

You can try to sneak into the place, just barge on in, or try to bluff your way in.

If you try to sneak in make the following skill checks, in the order given.

Stealth Vs. DC 18

Disable Device Vs. DC 19

Sleight of Hand Vs. DC 20

Gain 25 Exp. per successful skill check.

If you just barge on in make the following skill checks, in the order given.

Intimidation Vs. DC 20

Power Activation Vs. DC 19

Diplomacy vs. DC 22

Gain 25 Exp. per successful skill check.

If you try to bluff your way in then make the following skill checks, in the given order.

Disguise Vs. DC 16

Bluff Vs. DC 18

Sense Motive Vs. DC 20

Gain 25 Exp. per successful skill check.

If you fail any of the skill checks, you may re-roll but at a +2 to the DC. Fail a skill check twice and you fail to get into the compound unmolested.

Should you fail to get into the compound covertly, you are confronted by several well-armed thugs.



Mobster Thugs (X10)

Human, Medium

CR: 3

Exp. Award: 800

Init: +1

AC: 15

Hps: 23

Base Attack: +3

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

Melee: Punch +2 (1D3)

Range: Assault Rifle +3 (1D8, Burst fire)

Skills: Intimidation +3

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

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

If you defeat the thugs you are able to enter the house and seek out Mother Light.

She is being held captive by Don Malconie and refuses to heal him. When you arrive the two are at a stale mate. She will not heal the old mobster and he will not release her.

You of course solve the problem by taking her away as Don Malconie dies of his evil nature.

Some time later you deliver Mother Light back to her people.

Results:

End the issue here and gain 1,000 exp. Increase your Do Gooder rank by +1.

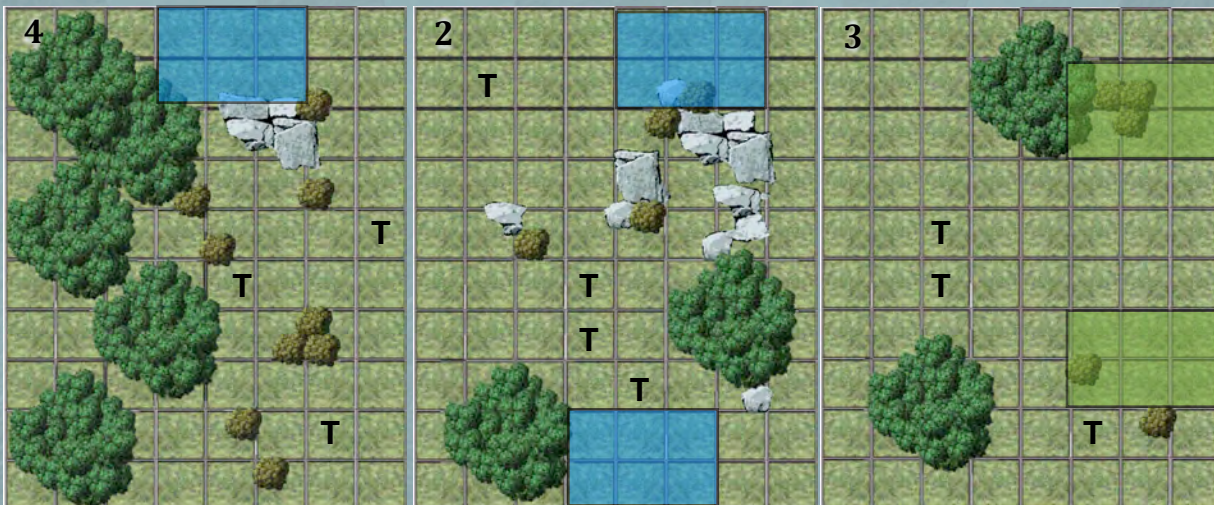
If you were unable to rescue Mother Light, she is never heard of again, as Don Malconie will never let her go and sells her service to those in dire need and with the money to pay.

You are never welcome in the sewer realms again and may not take further mission which involve the Parliament of the Sewers.

T - Mob Thugs

Heroes can start in one of the green shaded areas.

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



Inner Earth

With some time and planning you and Proudtooth set off to discover the strange lands where the attackers of the sewer people are coming from.

With directions given to you by Sewer Joe you two makes your plans and head off.

With Proudtooth at your side it takes you many days of looking but you finally comes upon a series of deep caves and passage, natural in their make.

“These are new to me,” Says Proudtooth, “I have never been this deep before.”

Just then the two of you are attacked. A band of savage cave men comes at you in the dark. Cavemen, you think. Will the wonders of the world never cease to surprise you?

Morlock Grunt (x20)

CR: 1

Exp. Award: 400

Init: +3

AC: 11

Hps: 13

Base Attack: +4

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

Melee: Large club +5 (1D8 +3)

Powers: None

Class Features: Unarmed Strike

Feats: Weapon Focus (Club), Power Attack, Cleave, Furious Focus, Improved Initiative

Skills: Handle Animal +4, Survival +5

Special: Animal Skin (Armor 1)

Strategy: Charge



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)

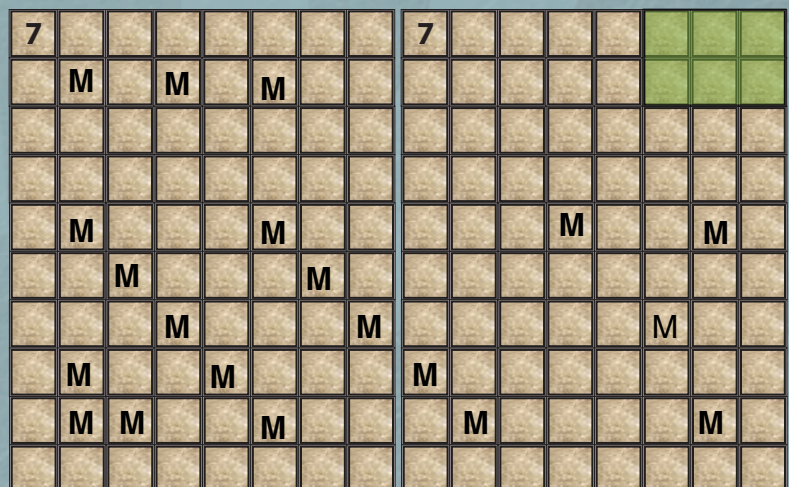
Other Gear: The Great Shiny Thing (Invisibility (Major Item) 5)

Strategy: Boxer

(For more on the Inner Earth see Heroes Weekly Vol 1 Issue #12)

M - Morlock

Heroes can start in the green shaded area.





Jungles

Sunless Sea

Swamps

Great Plains

Inner Earth

Pterrán's City

Tunnel to the
Upper World

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

If you defeat the cavemen, they flee down the passage and you pursue. Soon enough you enter massive cavern, filled with dinosaurs, forests and lakes. A whole world under the earth. A world lost in time.

The two of you have a choice. You can just head off into the tall grass plains below or pick a direction either to the left of right.

If you head straight in then go to part 2.

If you head off to the right then go to part 3.

If you head off to the left then go to part 4.

Part 2

The grass grows taller and taller the deeper into the cavern you go and soon you are close to becoming lost. Make a Survival skill check Vs. DC 20 to remain orientated to the exit passage. If you are successful (Gain 25 Exp.) you remain sure of your location. If you failed the skill check you become lost and confused.

If you remain orientated then you may continue on deeper into the wilds. Go to part five.

If you are lost then continue on to part six.

Part 3

Heading off to the right you enter a deep forest and tall ferns, trees, and palms. The undergrowth is thick and you soon become disorientated. Make a Survival skill check Vs. DC 24 to remain orientated to the exit passage. If you are successful (Gain 25 Exp.) you remain sure of your location. If you failed the skill check you become lost and confused as to where you are in relation to the exit.

If you remain orientated then you may continue on deeper into the wilds. Go to part seven.

If you are lost then continue on to part six.

Part 4

You head off the to the left and soon enter a brush filled plains. You have no trouble keeping your bearings though, and soon see a city off in the distance near the head of vast lake. You can of course head off to the city or continue on deeper into the cavern.

If you head off to the city then go to part eight.

If you keep going deeper into the cavern then go to part nine.

Part 5

Soon enough you reach the end of the tall grass plains and come upon a cultivated area of long vegetable gardens and pens filled with a strange pig-like animals. This is all surrounding a city of stone surrounded by a tall wall. Tending the crops and animals are creatures like caveman, brutish and large, but intelligent. They shy away from you though and will not speak to you or approach you in any way.

You can either turn back at this point, or continue on towards the city. If you turn back then go to part ten.

If you continue towards the city then go to part eight.

Part 6

You are attacked by a large snake as it slithers though the undergrowth.

Giant Snake

CR: 5

Exp. Award: 1,600

Init: +3

AC: 15

Hps: 59

Base Attack: +5

Fort: +5 **Reflex:** +7 **Will:** +3

Melee: Bite +7 (1d6+5)

Special: Constriction (1D68+10)

Feats: Skill Focus (Perception) Toughness

Skills: Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11

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

If you defeat the serpent you can continue on. Soon enough you come to a plains filled with herds of mammoths and other prehistoric animals, as well as the predators that hunt them

You can continue on or turn back to the caverns exit and leave. If you continue on then go to part eight. If you turn back go to part ten.

Part 7

Crossing the plains takes a few days and as you go deeper you see a dense jungle ahead. You are not equipped to explore this deep into the strange lands so you have to turn back.

As you make your way back towards the exit tunnel you are confronted by a band of caveman hunters. They waste little time and attack.

Morlock Grunt (x10)

CR: 1

Exp. Award: 400

Init: +3

AC: 11

Hps: 13

Base Attack: +4

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

Melee: Large club +5 (1D8 +3)

Powers: None

Class Features: Unarmed Strike

Feats: Weapon Focus (Club), Power Attack, Cleave, Furious Focus, Improved Initiative

Skills: Handle Animal +4, Survival +5

Special: Animal Skin (Armor 1)

Strategy: Charge

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

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

If you defeat them, they flee allowing you to follow. A few days later you see a city at the head of a vast lake, the city surrounded by a massive wall.

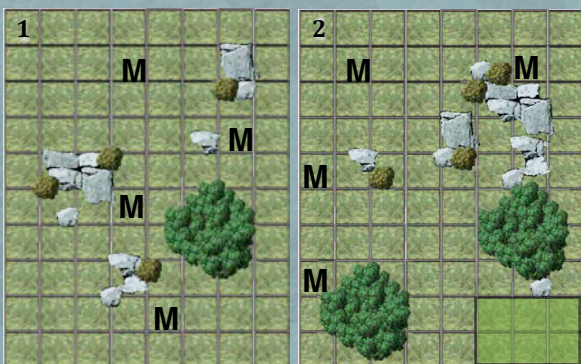
Soon enough you reach the end of the tall grass plains and come upon a cultivated area of long vegetable gardens and pens filled with a strange pig-like animals. This is all surrounding a city of stone surrounded by a tall wall. Tending the crops and animals are creatures like caveman, brutish and large, but intelligent. They shy away from you though and will not speak to you or approach you in any way.

You can either turn back at this point, or continue on towards the city. If you turn back then go to part ten.

If you continue towards the city then go to part eight.

M - Morlock

Heroes can start in the green shaded area.



Part 8

As you approach the city you are met by a band of the Morlock, but this time they are lead by a strange lizard like creature that is clearly in charge. In raspy voice that is hard to understand you figure out that the lizard creature is welcoming you to the city. He leads you into the city and tells you his name is Pree'Ssss'khee. Within the city you see wonders to behold. Massive dinosaurs used as pack animals and tall spire towers where the lizard people live, the windows acting as doors as the lizard folk fly between towers. All about the city the Morlock people toil, building and working as servants for the lizard people.

Pree'Ssss'khee tells you that she will take you to the tower of the council and there your fate will be determined. If you are found to be enemies, then you will be killed and eaten. If you are friends then you will be made welcome.

At the tower of the council you are asked to wait outside while the council speaks to themselves about your arrival. While the doors are closed you can tell the debate about you is heated, one side thinking you are enemies and spies. This side, lead by someone named T'Ssss'kk'sa demands your death. The other side asks for peace and friendly relations with you and the animal you call friend (Proudtooth), this faction being lead by Pree'Ssss'khee. Eventually you are asked to enter the chamber and to speak on your actions.

You can tell then the truth of what you are here for or lie. If you tell the truth then continue below. If you try to lie make a Bluff skill check Vs. DC 18. If you are successful (Gain 25 Exp.) you are able to bluff your way through the meeting and keep most of what you are up to secret from these people.

Make a Diplomacy skill check Vs. DC 20. If you are successful see below and gain 25 Exp. If you fail the skill check also see below.

Use the chart below to find the results of the interview.

If you entered into a battle with the Morlocks while in the cavern, either with the hunting band or the guards then reduce your -5 to the total.

If you were successful with the Diplomacy skill check add to your total by +3

If you were unsuccessful with the Diplomacy skill check reduce your total points by -3.

If you tried to lie to the council about your quest and were successful add +2 to your total points.

If you tried to lie to the council about your quest and failed the skill check, reduce your total by -5.

If you were truthful to the council about your quest then add +5 to your total points.

Total you points and compare the total to the chart below.

-1 or fewer Points: You are found to be spies and the council has their guards attack. You must fight your way free of the city and flee the cavern. Go to part twelve.

0 Points: You are found to be untruthful and must fight to the death in the arena to prove your truthful nature. Go to part eleven.

1-4 Points: The council is not pleased that you have come to their lands but will not kill you. They ask you to leave and have your escorted out of their underground realm.

5 or more Points: During the interview it come clear that the Morlocks have been used to attack the people of the sewers and that this was a plot by T'Ssss'kk'sa to take power within the council by declaring war with the upper world.

Pree'Ssss'khee



Part 9

Crossing the plains takes a few days, and as you go deeper you see a dense swamp ahead. You are not equipped to explore this deep into the strange lands so you have to turn back.

As you make your way back towards the exit tunnel you are confronted by a band of caveman like hunters. They waste little time and attack.

Morlock Grunt (x10)

CR: 1

Exp. Award: 400

Init: +3

AC: 11

Hps: 13

Base Attack: +4

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

Melee: Large club +5 (1D8 +3)

Powers: None

Class Features: Unarmed Strike

Feats: Weapon Focus (Club), Power Attack, Cleave, Furious Focus, Improved Initiative

Skills: Handle Animal +4, Survival +5

Special: Animal Skin (Armor 1)

Strategy: Charge

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

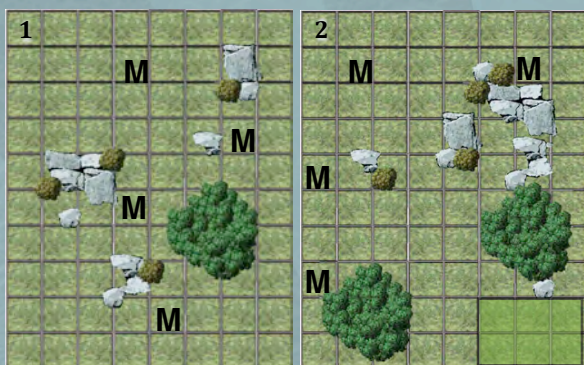
If you are defeated by the grunts you can spend a hero point to save the day.

If you defeat them they flee allowing you to follow them. A few days later you see a city at the head of a vast lake, the city surrounded by a tall wall.

Soon enough you reach the end of the tall grass plains and come upon a cultivated area of long vegetable gardens and pens filled with a strange pig-like animals. This is all surrounding a city of stone surrounded by a tall wall. Tending the crops and animals are creatures like caveman, brutish and large, but intelligent. They shy away from you though and will not speak to you or approach you in any way.

You can either turn back at this point, or continue on towards the city. If you turn back then go to part ten.

If you continue towards the city then go to part eight.



M - Morlock

Heroes can start in the green shaded area.

Part 10

You have spent many days in this strange land and it is time to turn back. Heading out you are attacked by a large war band also heading to the exit. There are too many to fight and so you rush ahead of them trying to reach the exit before they trap you here forever.

Use the Rural on foot chase charts but add +2 to all the DCs listed. If you are able to reach the end of the chase then you reach the cavern exit first and are able to seal the exit with explosive you brought along just for this event.

The explosion racks the passage you are in and seals the exit for good, forever sealing the lost lands of the Inner earth away. End the issue here.

If you are unable to escape the war band they drag you off to the city tied up and in chains. There in the city you are thrown into a large arena to fight for your life. Go to part eleven.

Part 11

You are led to a large arena to fight for your life. It is made clear that if you win the battle you will be escorted out of the inner earth and never to return or you will be killed on sight. If you lose, well then you are food for the gods. As you stand there the gate opens on the other side of the arena and out walks a dinosaur, a Tyrannosaurus Rex with huge teeth.



Tyrannosaurus

Dinosaur, Huge

CR: 9

Exp. Award: 6,400

Init: +5

AC: 21

Hps: 153

Base Attack: +13

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

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

(See Pathfinder Bestiary for details on all dinosaurs)

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

If you defeat the beast you are cheered by the crowds and then escorted out of the city and the inner earth, taken to the cavern's exit and told never to return.

Deeper into the passage you set off explosive you have been carrying, explosive you planned for in case you needed to seal the way back to the upper sewers. You can feel the explosion and know that the people of the sewers are safe now; it will take ages for the odd people of the inner earth to dig their way out. End the issue here.

Part 12

You are forced to flee the city and have to fight your way back to the exit from the inner earth. Use the Rural on foot chase charts but add +3 to all the DCs listed. If you are able to reach the end of the chase then you reach the cavern exit first and are able to seal the exit with explosive you brought along just for this event.

The explosion racks the passage you are in and seals the exit for good, forever sealing the lost lands of the inner earth away. End the issue here.

If you are unable to escape the war band they drag you off to the city tied up and in chains. There in the city you are thrown into a large arena to fight for your life. Go to part eleven.

Results:

End the issue here and gain 5,000 Exp. Increase your Reputation and Street Thug ranks by +1 each.

Man Without a Name

Your investigation into the murder of Truman Steel and the mystery of the Methuselah Chamber has come to a stand still. While you can connect the two together and Truman's involvement in the conspiracy, you cannot yet prove it with hard evidence.

One of the mysteries still to be solved is who was the man you rescued from the old The League of Amazing People base. So far two members of the League of Amazing People are dead and connected to the mystery. Maybe the rest of the League can offer you answers.

As it stands Truman is dead, murdered, and Kgosi dead from a heart attack after assassins tried to kill him. That leaves Jonathan Dimelot the hunter, Dash Mayday the pilot and the shadowy figure called Eidolon. You know that Dash Mayday disappeared many years ago, rumored to have returned to his otherworld kingdom, while the mysterious Eidolon has not been seen for decades. That leaves you with Jonathan Dimelot, who turned to adventure story writing and African adventure movies, making him rather rich. He lives in California now, on a big ranch where he keeps rescued circus animals and old zoo rejects.

A few days later you are standing in the front room of a huge mansion in the sunny heat of Southern California, the Dimelot ranch sprawling for miles around you. All about you are the heads of stuffed animals and big game trophies. Strange that a man that had dedicated his elder years to preserving endangered animals has all of these stuffed heads hanging about.

"Killed that lion back in '32," Says a voice from behind you. "Thing damn near killed me as it rushed out from behind a stand of willows and tall grass."

You turn to see the elder Dimelot walking into the room, a large elephant gun in his hands. As he walks past you he looks you over and then hangs the gun on a display rack on the wall.

"Back in my day we did not dress all up in flashy cloths and costumes. We just fought the bad guys in a good pair of pants and any old shirt," He comments as he turns to face you.

Different times, you say, calls for different types of heroes.

"Guess so," he smiles with a wild grin. "So what can I do for such a famous super hero?"

You tell him about Truman and Kgosi's deaths.

"Yes I heard they both had passed on," He says with some sadness in his voice. "Guess that leaves me the last man standing. They were good friends," He says as he pours himself a whisky and hands one to you. "To old friends," he says as a toast.

"So you are here about their deaths?" Dimelot asks as he sits down in a plush chair by the window.

Yes, you say. You have questions about Truman and what he was up to concerning the Methuselah Chamber.

"So he went ahead and did it anyways," Dimelot says with a bit of anger in his voice. "I told him a man should live his life and then pass on, but he had other ideas."

So you knew, you ask, about the project?

"Well, sort of," Dimelot replies. "He approached me years ago with a hair brained idea to live forever. He had worked up some crazy way to prolong a man's life forever but did not have the money to make it work. He wanted me to invest my whole estate into it."

But you did not invest you ask?

"Nope, like I said, a man has his time and then dies, that's the way of the world."

But he did find investors?

"Yup," Says the elderly man as he shifts in his chair. "I heard he found someone to back him. That though was years ago. You think Truman and Kgosi were killed because of this immortality scheme of his?"

Yes, you say, but why you do not know, nor can you prove any of it.

"Well then you should talk to Eidolon, Truman kept asking about Eidolon and if I knew where he was."

“Could be, that guy was spooky as hell,” Says Dimelot.
“Always gave me the creeps.”

Dimelot shows you an old photo of the League members without their masks, all standing around a brick building. “That's Eidolon in his dark hat and coat,” Says Dimelot as he points out the man in the photo.

You thank Dimelot for his help but as you turn to go you pull out a photo of the mysterious man you found imprisoned in the sphere on the island of the League.

“That's Eidolon,” Says Dimelot with some surprise. Just then a bullet hole appears in the widow near Dimelot's head, the bullet passing through the old man. He is instantly killed.

Leaping to the window you search for the assassin, but see nothing. A high-powered rifle was used, and the killer, if they were a good marksmen, could be a mile or more away. You will never be able to find them.

You turn to look at the photo Dimelot showed you as you call the police. You recognize the brick building; it's located in the Bowery, an old run down factory.

Part 2

A few days later you are back in the city after answering all the police's question in California. It is clear they did not want you back. Seems they have plenty of their own super heroes and don't want any from your city causing trouble.

You arrange to meet with Councilwoman Fredric at her home. She and her daughter have been taking care of the man you found in Florida. In the time you have been investigating the death of Truman, Fredric and her daughter Jill have been making the nameless man welcome and seeing to his needs. Jill has taken quite a liking to the man.

When you get to the Fredric's house you ask to speak the “Adam” as Jill has been calling him. Alone with Adam you show him the photo of the league back in their prime and ask him if he remembers anything. Surprised to see himself in the photo Adam still cannot remember anything before you found him in the glass sphere.

“This photo,” Adam gasps. “If correct, that would make me well over 120 years old!”

Yes, you say, that might be why Truman was using you, something about you allowed Truman to distill a drug that could turn men young again.

“Then why was he murdered?” Asks Adam

That is the question you say.

“I want to help out,” Adam tells you.

Then you can, you tell him, tonight, when you two go to the abandon factory in the bowery.

Part 3

The two of you stand outside the old factory as the moon rises. Records show it belongs the Steel family estate, which does not surprise you.

“I feel like I have been here before.” Adam says.

You have if the photo is correct, you say, 80 years ago.

The two of you can try to sneak into the factory, or just barge on in. From the looks of it the place has long been abandoned.

If you try to sneak in make a Stealth skill check Vs. DC 15. If you are successful (Gain 25 Exp.) you sneak the building and gain surprise on those inside. If you failed the skill check you fail to sneak in and instead are surprised by those inside.

If you just barge in make an Intimidation skill check Vs. DC 18 to impress those you find inside. If you are successful (Gain 25 Exp.) then those inside are caught off guard and you gain a round of surprise. If you fail the skill check you fail to impress anyone and those inside react as normal.

Inside you find a small lab where the liquid shipped in from Florida is being synthesized into the hormone. There are several guards, all well armed, and a few scientists. Also inside, supervising the whole affair, is Van Dike.

Guards (X20)

Human, Medium

CR: 1

Exp. Award: 400

Init: +1

AC: 15

Hps: 10

Base Attack: +2

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

Melee: Billy club +2 (1D6)

Range: Pistol +2 (1D6)

Skills: Intimidation +2

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

Adam

Strange Visitor, Combat Expert 4th

Exp. Award: 1,200

Init: +2

AC: 23

Hps: 37

Base Attack: +4

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

Melee: Fist +9 (1d6+5)

Powers: Super Str (x3)

Class Features: Unarmed Strike, Bravery, Combat Style, Maneuver Training

Feats: Evasion, Power Attack, Cleave, Great Cleave, Cleaving Finish, Combat Reflexes, Dodge, Improved Bull Rush

Skills: Climb +8, Drive +9, Intimidate +8, Survival +7

Special: Armor (Armor 5)

Strategy: Boxer

If you are defeated by the guards then you can spend a hero point to avoid that fate.

If you defeat the guards the scientist runs away leaving you alone with the truck. Van Dike also escapes, but before he does he takes the only vile of the new hormone formula that is ready.

G - Guard

Heroes can start in one of the green shaded areas.

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

You are able to question the scientists who tell you everything. The hormone which is used as a catalyst for the process was taken from the blood and fluids generate by Eidolon, who is effectively immortal himself after exposure to strange chemicals used in the first world war (See Heroes Weekly Vol 2 Issue #8 for details). Truman rendered Eidolon unconscious and encased him in the sphere to drain his immortality fluids and then hoped to use the hormone synthesized from that process to regenerate his health and youth. All that remained was to construct a special chamber where the patient would lie while the hormone and other special radiations were combined to create rejuvenation. Effective as long as the patient continued to receive treatments over and over, all patients could turn back the hands of time on their bodies and live forever.

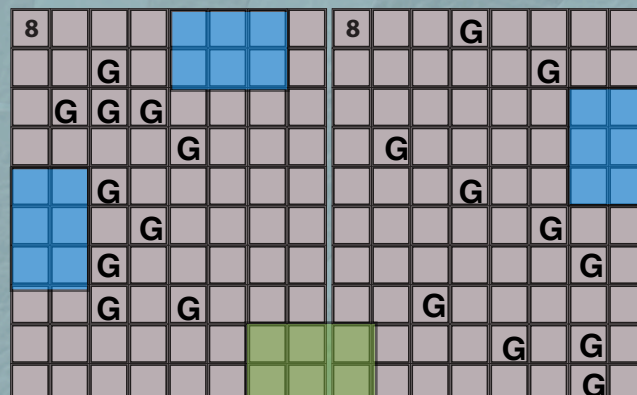
Truman, however, did not have the money needed to create the hormone or the chamber, and so sought out allies. He found one in Van Dike. Van Dike, alongside his rich friends and partners, siphoned the needed funds from the city and used them to complete the research. With Eidolon now released from his prison, the one and only dose of the hormone now lies in Van Dike's hands.

Interrogation of the scientist leads you to believe that the Methuselah Chamber itself lies in a hidden lab under the Van Dike brownstone in the downtown district of the city. That is no doubt where he has fled.

Results:

Do not end the issue here, but proceed to the next mission, The Methuselah Chamber. Retain all lost hit points and wounds you may have received in the battle with the guards.

Gain 2,000 Exp. and +1 to your Vigilante rank.



Marked for Death

You did not even see the first ninja as he came at you from out of the shadows. Now they are all over you. They have you at a disadvantage here on the rooftops of the city, but if you can reach an open space, you will force them to come at you in the open, instead of from the shadows.

It's a race, and if you lose this race you are dead.

Use the chase charts for on foot over the rooftops. After you have landed on a space, conduct the check as normal and then roll on the chart below.

Roll 1D6:

- 1:** One ninja comes at you from the shadows with surprise for one round.
- 2:** Two ninjas wait for you, conduct the battle as normal.
- 3:** Three ninjas wait for you, conduct the battle as normal.
- 4:** Safe for now.
- 5:** 1D3 ninjas come at you, conduct the battle as normal.
- 6:** Two ninjas come at you from the shadows with surprise for one round.

After you have completed the current battle, continue on with the chase. Retain any wounds and damage you have received from previous battles.

Once you reach the end of the chase chart, you will be in an open park, near a children's playground. There you will face six more ninjas.



Viper Ninjas

Green Ninja

Acrobat Lvl 4

Human, Medium

CR: 4

Exp. Award: 1,200

Init: +5

AC: 20

Hps: 32

Base Attack: +3

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

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

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

Powers: Super Attribute (Dexterity) 1

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

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

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

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

Strategy: Sneak

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

Reward:

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

Gain 3,000 Exp. (You and your allies) +1 to the Viper Ninja's Rank.



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 5th to 7th 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
The Blur
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Queen of Hearts
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.



Masters of Terror Threat #1

The Mayor thanks you for coming by on such short notice. He is clearly upset and worried about something so you ask what is wrong.

“We received this message this morning from someone calling himself Ace of Spades,” The Mayor explains.

You watch the tape and see Ace of Spades walk into the frame holding a small green vial of some unknown liquid.

“Good day Mayor,” The master terrorist begins. “I am Ace of Spades and what I hold in my hands is the most powerful explosive known to man.” He lift up the vial for you to see. “I have had my agents place ten such vials along with a detonation system and timer in various places about the city. You will wire 100 million dollars to the account listed below before midnight tonight or I will activate the bombs and blow your fair city all to hell,” smiles the terrorist. “You have a nice day now,” Ace closes as the tape ends.

“As you can see we are in a real pickle here,” Says the Mayor as the police commissioner Van Dike enters the office.

“I thought I told you we could handle this without some super hero meddling,” Says Van Dike with a sneer.

“Regardless, Mr. Van Dike,” Offers the Mayor with a bit of venom in his voice, “I am still mayor of this city and until the election I will make whatever decision I think best to the city and its people. The super heroes of this city have proven themselves time and time again and I will have them help out if they can.”

“Just remember this is all on you then,” Says Van Dike as he leaves, “And once the elections are over I will be the new Mayor and you can be sure I will have you and all your super hero friends thrown in jail for endangering this city and its fair folk.”

“God, I hate that man,” Says the Mayor. “Now he is running against me in the next election and is sure to use this against me and you.” Offers the Mayor as he sits down. “Have you found any new evidence against him and his corrupt allies?”

You have not but assure the Mayor you are still looking.

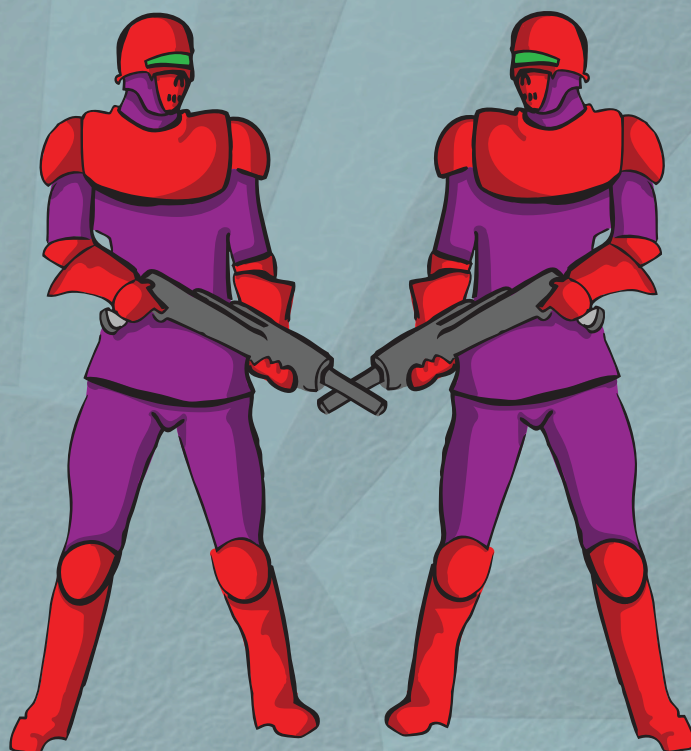
“Well in the meantime we have to deal with this Ace of Spades,” Explains the Mayor, “Can you and your friends stop this before midnight? Otherwise I will have to pay him.”

You can try you tell the mayor as you leave to go and try to save the city once more.

There are ten devices hidden in and about the city. Each section of the city will have to be searched and the device found, all before midnight, some six hours away.

You must first reach a new section of the city, which is to be searched. Multiple heroes can move to a new section of the city together. Note that you start in the Downtown District so you don't have to count travel time to this district.

Each section of the city can be searched by one or more heroes. In each section of the city listed below one or more heroes can each make a single skill check for those listed here and at the indicated difficulty. If you are successful you have found the bomb.



Sections of the city to be searched:

The Bowery
Down Town
The Heights
The Industrial District
Low Town
Midtown
North Point
The Residential District
The Warehouse District
The West Side

Skill checks to find the bombs:

Investigation Vs. DC
Knowledge (Local) Vs. DC
Some Power that might be usable Vs. DC

If you fail a skill check, a new check must be made to locate the hidden bomb in that section of the city.

Once a bomb has been found it can be deactivated with little effort.

Use the chart below to find out how long it takes you to find all the bombs and if you were able to do so in time.

Per section of the city moved into: +1
Per attempt to find a bomb in a single section of the city: +1

Count up the total points earned and compare them to the chart below.

Points Earned: Results:

25 or less: Located all bombs and deactivated them, the city is saved.

28 to 30: Located all of the bombs but one explodes before you could deactivate it. The hero(s) involved the last skill check all take 10D10 hits of damage.

31 to 34: Failed to locate two of the bombs. The hero(s) involved the last two skill check all take 10D10 hits of damage.

35 - 40: Failed to locate three of the bombs. The hero(s) involved the last three skill check all take 10D10 hits of damage.

40 or more: Failed to locate four of the bombs. The hero(s) involved the last four skill check all take 10D10 hits of damage.

Results:

End the issue here. If you stopped all the bombs you earn 3,000 Exp. and +3 to your Reputation.

If you failed to stop one of the bombs you earn 2,000 Exp.

If you failed to stop two of the bombs you earn 1,000 Exp. and reduce your Reputation by -1.

If you failed to stop four or more bombs you earn 500 Exp. and reduce your Reputation by -3.

Add the +1 to the Master of Terror's rank.



Terror Trooper

Masters of Terror Threat #2

You stand in an office near the mayor's office wait for your meeting.

If Mayor Hamilton won the election then go to part two.

If Van Dike won the election then go to part three.

Part 2

You wait a little while and then stand as the Mayor enters the small side office. "Sorry to keep you waiting," The Mayor offers with a short hand shake. "Been one of those weeks with the election and all," The Mayor explains as he takes a seat. "Sorry we have to meet here but my office is being redecorated." He smiles. "The perks of being re-elected, I get a nice new office."

As waste of tax dollars you think.

"Anyways this morning we got yet another video tape from that madmen Ace of Spades. He asked for you to be here when was is played." The Mayor puts the videotape into the player.

A few moments later Ace of Spades appears on the T.V. "Good day to all of you," The master terrorist says with a nasty smile. "I hope you are all well?"

You are already thinking this is going to lead to something bad.

"Yesterday," Ace continues, "My agents filled the city reservoir with a mutagenic chemical which should be taking effect soon. Everyone that has drunk the city water will soon begin to fill ill, then become deadly sick. A few days later they will die a terrible death as their organs begin to fail." As Ace of Spade talks, a woman being injected with the chemical is shown behind him. As the time passes woman becomes ill, then dies a terrible, painful death.

"We of course have the antidote, but it will cost the city 100 million dollars," Ace offers. "But, the money will have to be delivered by our heroes here," He explains again with the same nasty smile. "Midnight at the statue of city founder, John Jefferson, in the middle of the city park."

The tape then goes blank.

"Damn," Says the Mayor as he pales. "I just had a drink out of the water fountain outside." Go to part four.

Part 3

You wait a little while and then stand as the Mayor enters the small side office. "Sorry to keep you waiting," The Mayor offers with a short hand shake. "Been one of those weeks with the election and all," The Mayor explains as he takes a seat. "Sorry we have to meet here but my office is being redecorated." He smiles, painfully. "Van Dike is already getting ready to take over."

As waste of tax dollars you think, but to the victor goes the spoils.

"Anyways this morning we got yet another video tape from that madmen Ace of Spades. He asked for you to be here when it is played," Says the Mayor as he puts the videotape into the player.

Just then Van Dike bursts into the office. "I should be informed of such a meeting if it concerns my city," The man yells.

"You are not mayor yet!" Yells back Hamilton.

"And I refuse to allow this vigilante to be involved in this affair," Continues Van Dike.

"It does not matter what you want! The instructions that came with the video tape state that our hero here is to watch the tape as it is first played," Explains Hamilton as he puts the tape into the machine and pushes play.

A few moments later Ace of Spades appears on the T.V. "Good day to all of you," The master terrorist says with a nasty smile. "I hope you are all well?"

You are already thinking this is going to lead to something bad.

“Yesterday,” Ace continues, “My agents filled the city reservoir with a mutagenic chemical which should be taking effect soon. Everyone that has drunk the city water will soon begin to fill ill, then become deadly sick. A few days later they will die a terrible death as their organs begin to fail.” As Ace of Spades talks, a woman being injected with the chemical is shown behind him. As the time passes woman becomes ill, then dies a terrible, painful death.

“We of course have the antidote, but it will cost the city 100 million dollars,” Ace offers. “But, the money will have to be delivered by our heroes here,” He explains again with the same nasty smile. “Midnight at the statue of city founder, John Jefferson, in the middle of the city park.”

The tape then goes blank.

Van Dike rushes out of the office yelling for his police escort. Says he and his police force will deal with this and if you interfere he will have you shot on sight.”

This will make things more difficult. Go to part five.

Part 4

If is a clear night and the moon is high in the dark skies. You stand near the statue of its founder, an old bronze that has more pigeon poo on it then should be allowed. Shame, you think to yourself, Jefferson was a brave man and a hero in his own right.

Soon enough Ace of Spades walks out into the light cast by the streetlight next to the statue and places a briefcase on the ground before him.

“Glad you could make it hero,” He says. “You and your like have been a thorn in the side of my organization, so as payment we plan to kill you,” He grins.

What about the money you ask?

“We don't really need it, that was just to make sure you would show up,” The terrorist tells you, “We of course will take it anyways once I have killed you.”

Ace of Spades

Human, Combat Expert 10

CR: 10

Exp. Award: 9,600

Init: +3

AC: 3

Hps: 65

Base Attack: +10 / +5

Fort: +9 **Reflex:** +10 **Will:** +5

Melee: Unarmed Strike +12 / +7 (1d10+3)

Ranged: Laser Pistol +13 / +8 (5d6)

Powers: All Converted to Feats

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, Evasion, Improved Evasion, Die Hard, Skill Focus (Bluff), Skill Focus (Survival), Vital Strike, Improved Grapple, Improved Disarm, Disarm, Spring Attack, Improved Overrun, Improved Trip

Skills: Bluff +9, Intimidate +9, Survival +9, Stealth +10

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



Master of Terror Threat #2

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: Sharp Shooter

If you are defeat by the terrorists you can spend a hero point as normal.

If you defeat the masters of terror then you capture them all and the cure for the poison.

A few days later everyone in the city is given the cure and all are safe.

Results:

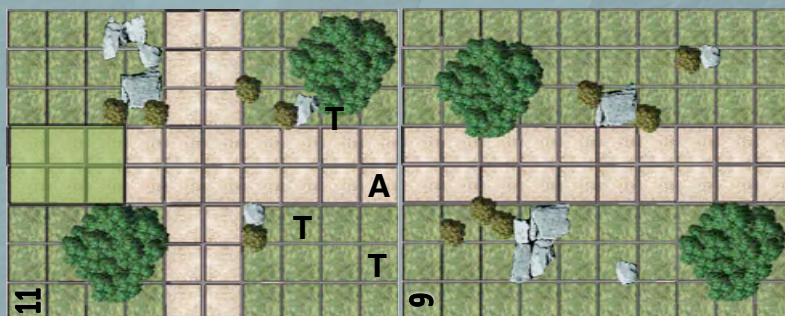
End the issue here and gain 2,500 Exp. Increase your Reputation and Law and Order ranks by +2 each. Add the +1 to the Master of Terror's rank.

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 5th to 7th 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
The Blur
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Queen of Hearts
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 - Ace of Spades

T - Terror Trooper

Heroes can start in one of the green shaded areas.

Master of Terror Threat #2

Part 5

The police are out in force and have most of the park surrounded. Van Dike stands alongside several well-armed police officers near the statue of Jefferson. You are nearby in hiding, waiting for Ace to arrive.

Soon enough the terrorist walks out into the light with a frown on his painted face. “I was very clear Mr. Mayor elect. Our favorite hero was to deliver the money and no one else.”

"I have your money," Van Dike says, "Just hand over the cure and we can call it a night."

“Well, no that is not going to happen,” Ace of Spades says with some bile in his voice. “I said I was going to deal with my favorite super hero and no one else. Now I will have to kill you and destroy the antidote for your disrespect.”

The enraged Van Dike orders his men to arrest Ace. This is when all hell breaks loose.

Ace of Spade, alongside his troopers attack the police as well as you and your super hero allies if any are present. The police attack the terrorist, as well as you and the other super heroes, but with less interest. Roll a single 1D6 each turn for each police officer involved in the battle. If the roll is a 5 or 6, then the police officer attacks the closest superhero. Otherwise they attack a terrorist instead.

Ace of Spades

Human, Combat Expert 10

CR: 10

Exp. Award: 9,600

Init: +3

AC: 3

Hps: 65

Base Attack: +10 / +5

Fort: +9 Reflex: +10 Will: +5

Melee: Unarmed Strike +12 / +7 (1d10+3)

Ranged: Laser Pistol +13 / +8 (5d6)

Powers: All Converted to Feats

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

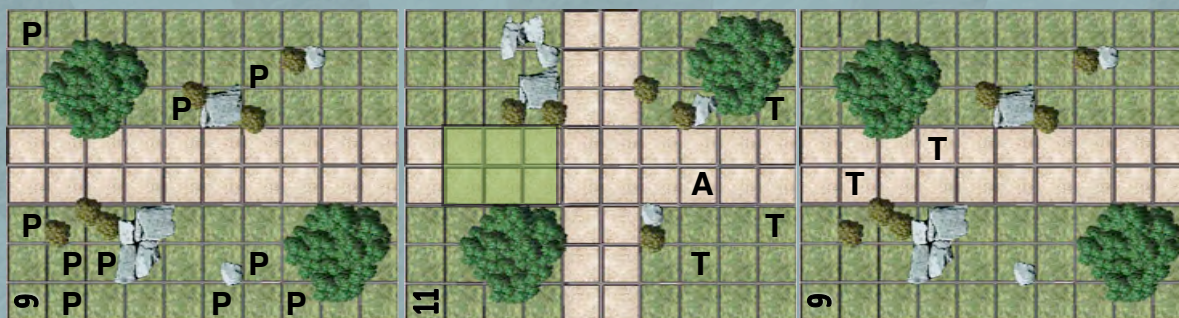
Feats: Skill Focus (Stealth), Skill Focus (Intimidate), Utility Belt, Well Equipped, Combat Reflexes, Dodge, Step Up, Power Attack, Furious Focus Finish, Improved Cleaving Finish, Reflexes, Combat Patrol, Endurance, Evasion, Improved Evasion, Die Hard, Skill Focus (Bluff), Skill Focus (Survival), Vital Strike, Improved Grapple, Improved Disarm, Disarm, Spring Attack, Improved Overrun, Improved Trip

Skills: Bluff +9, Intimidate +9, Survival +9, Stealth +10

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



A - Ace of Spades

T - Terror Trooper

P - Police

Heroes can start in one of the green shaded areas.

Master Terrorists (x5 plus x3 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: Sharp Shooter

If you are defeat by the bad guys you can spend a hero point as normal.

If you defeat the masters of terror then you capture them all and the cure for the poison. In all the confusion Van Dike runs off with the antidote in a brief case left by Ace of Spades.

A few days later everyone in the city is given the cure and all are safe.

Results:

End the issue here and gain 2,500 Exp. Increase your Reputation rank by +1 each.

Van Dike takes all the cheers and good press for saving the city and never mentions you and your hero allies.

Add the +1 to the Master of Terror's rank.

Police Officers (x10)

Human, Medium

CR: 1

Exp. Award: 400

Init: +1

AC: 15

Hps: 10

Base Attack: +2

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

Melee: Billy club +2 (1D6)

Range: Pistol +2 (1D6)

Skills: Intimidation +2

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 5th to 7th 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
The Blur
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Queen of Hearts
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.

Masters of Terror

Threat #3

Kelly takes a sip of her trendy coffee drink and smiles at you. "So I hear that you saved everyone in the city once more."

Just trying to do you part you explain. Where did you hear about the events, you ask, with the Masters of Terror?

"I have my sources," She smiles once more, this time like a cat with a new toy. "Care to fill me in on the details?"

If Mayor Hamilton won the election then go to part two.

If Van Dike won the election then go to part three.

Part 2

You briefly explain that Mayor Hamilton asked you to help out with the newest threat from Ace of Spades and his terrorist organization. You then tell her what took place and that she should push that the city is safe from this madman and his thugs.

You can try to get her to write all about you and your hero allies. This will of course improve your reputation and help make you the darling of the city. If you do this then make a Bluff skill check Vs. DC 15. If you are successful (Gain 25 Exp.) you increase your Reputation by +3. If you fail though she sees through your self-promotion and leaves out a lot of what you tell her, so that in the end the story that appears in the paper is rather bland where you are concerned.

You can try to get her to write about how the city is safer now that you and your hero allies have shown up. This will bring a sense of safety to a lot of the cities people. Make an Intimidate skill check Vs. DC 15. If you are successful (Gain 25 Exp.) you are able to talk her into writing an article that reflects your views on superheroes and the city's need for caped heroes and masked vigilantes. This increases your Law and Order rank by +3. If you fail she leaves out most of this and writes a very bland article about the event itself.

You can try to get her to write an article about how you and the other heroes of the city have brought a sense of community to the population. Make a Diplomacy skill check vs. DC 15. If you are successful she writes and article that highlights your views on citizenship and service. Increase your Do Gooder rank by +3. If you fail the skill check she just writes about the event and nothing more.

Results:

End the issue here and gain 500 Exp.

Add the +1 to the Master of Terror's rank.

Part 3

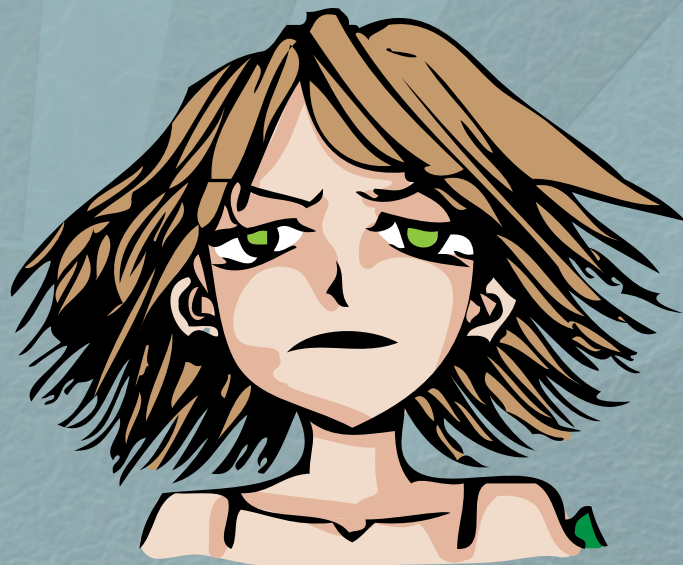
You tell her about the police raid and Van Dike's interference in the events. This makes him look rather poor in light of his own self-promotion after the raid.

You can try to makes Van Dike seem a self possessed egomaniac whose action threaten everyone in the city. Make a Bluff skill check Vs. DC 15. If you are successful Kelly writes a full article that blasts Van Dike and makes him look to be a coward and self obsessed. A full investigation is then called by the city council and other agencies in the city government, making Van Dike's first days in office difficult and embattled. If you failed the skill check she just writes what she can prove and nothing more.

Results:

End the issue here and gain 500 Exp.

Add the +1 to the Master of Terror's rank.



Masters of Terror Threat #4

“Glad you came to see me,” Says Ace of Spade as he sits across from you, a glass partition between the two of you. He has no face paint on and looks like a normal person. Hard to tell he is a mad killer from his normal appearance.

You ask what he wants.

“Right to business,” He smiles. “I like that about you, no wasted time spent on pleasantries.”

You sit silently waiting.

“OK,” He says as he leans back. “I asked you here to tell you that a real danger is coming, a danger I can help you defeat.”

You continue to sit silently.

“Don't believe me,” He says as he spreads his hands. “I understand, what with our history and all. Believe me in this though, the city is ripe for an invasion. An alien invasion.”

And how, you ask, does you know this?

“I'm a master spy and terrorist, I know all sorts of things,” He explains. “Now I can help with the perpetration to fight this invasion, all you have to do is ask.”

You stand to walk away.

“Come on,” He pleads with mock worry, “If you don't use me and my skills, be sure someone else will.”

Better to sleep with scorpions, you think, then work with this madman.

Results:

End the issue here and gain 500 Exp.

Terror Trooper



The Methuselah Chamber

You enter the brownstone owned by Van Dike along side Adam. Inside you see the place is a mess, as if he returned home in a hurry. As you two stand there you both can hear a low hum coming from the basement.

Heading down you see an open door in the basement wall, which when closed would be near impossible to detect. Left open though, Van Dike has all but invited you into the secret lab under his home.

As you climb down the long flight of stairs you two come into a hidden lab, one well equipped and at the back wall a large glass chamber set with a single chair. Inside Van Dike sits, the hormone already being injected into his arm and the radiation flooding the chamber. With a smile of triumph Van Dike gloats. "You are too late hero. I have taken the only dose of the drug and now will be the only man to live forever."

A short time later the chamber opens and out walks Van Dike, a man changed. Were once he was a middle-aged man, out of shape and balding, here stands a giant, one well built, strong and healthy. "Now you see before you a god!" Van Dike rages. He takes a canister and crushes it in his bare hands.

"Now you will pay for you continued interference with your life." With that Van Dike rushes to the attack.

After the sixth round the mutation has taken its course and Van Dike expands into a huge ball of flesh and limbs, then explodes. Anyone in the battle that remains must make a Reflex save vs. DC 15 for 1/3 damage of 10d6.

The lab starts to burn and the roof then falls in. You have no choice but run for your life.



Van Dike

Mutant, Brick 5th

CR: 5

Exp. Award: 1,600

Init: +0

AC: 22

Hps: 69

Base Attack: +3

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

Melee: Fist +8 (1d8+5)

Special Defense: DR 6 / -

Powers: Increased Str (X2), Increased Con 1, Invulnerability 3

Class Features: Basher, Crusher

Feats: Unarmed Strike, Endurance, Diehard, Improved Overrun

Skills: Intimidation +8, Knowledge (City Government) +5, Profession (Politician) +5

Special: Armored Suit (+12 Ac)

Strategy: Charge

After the third round of combat Van Dike begins to mutant, his flesh rolling and growing, his face becoming a mask of rage and flowing flesh.

Mutant Van Dike

CR: 10

Exp. Award: 9,600

Init: +3

AC: 20

Hps: 100

Base Attack: +7 / +2

Fort: +12 **Reflex:** +3 **Will:** +5

Melee: Clubbing Fist +14 (1d10 +7)

Special Defense: DR 6 / -

Powers: Increased Str (X4), Increased Con 1, Invulnerability 3

Class Features: Basher, Crusher, Power Stomp, Second Wind

Feats: Unarmed Strike, Endurance, Diehard, Improved Overrun, Improved Grapple, Improved Bull Rush

Skills: Intimidation +10, Knowledge (City Government) +5, Profession (Politician) +5, Survival +5

Special: Armored Suit (+12 Ac)

Strategy: Charge

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 5th to 7th 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
The Blur
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Queen of Hearts
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.



Results:

End the issue here and gain 5,000 Exp. and +1 to your Vigilante rank.

Epilog:

After the adventure Adam tells you his story as he is just now remembering. He and Truman were friends back when they shared adventures, Truman a master of science and Adam a spirit of vengeance. Adam tells you that he died in the First World War, betrayed by a friend. His spirit was given the task of seeking vengeance on earth and he returned as a wraith, an unloving spirit that walked the earth seeking to right wrongs and punish those guilty of any crime.

Each time he was killed in this un-ending battle he returned, less a man and more a thing of hate. He lost part of himself each time he returned. Meanwhile his friends aged and grew old. Truman had a hard time excepting this end and sought to make himself immortal. Seeing that Adam was unchanged all these years Truman hatched a plot to siphoned the mystic energies of Adam's wraith form and use it to syntheses a drug, one that would keep Truman alive forever. Truman tricked Adam into entering the specially made container, a sphere which trapped his spirit and siphoned his energies.

All these years Adam has been used as a tool for experimentation. In the years he was gone though a new spirit of vengeance arose, and took his place. Now that he is free, Adam is a human being once more, a normal man who can now live a normal life.

He thanks you for saving him and allowing him to live a normal life, one where he and Jill can marry and raise a family.

Monster Hunters

Congressman Gill stands as you enter his office. “Glad you could come on down to Washington on such a short notice,” He offers. Sitting across from the Congressman is an Air Force General.

Seeing the General, you ask what is the trouble that requires your involvement.

“Sharp as always,” Says the Congressman,” That's why I like ya so much.”

“You are correct of course,” Says the General without introducing himself, “We do have a problem and the Congressman here thinks you might be able to deal with it for us.”

“Ya see,” Continues Gill, “We sort of, well, we lost an alien,” He offers a bit embarrassed.

Lost, you ask?

“The creature escaped,” Explains the General, “A secure facility in the deserts of New Mexico. It has been on the loose for two days now and, we fear, it may well be headed to a populated section of the state.”

I assume, you ask, the creature is dangerous?

“Very!” Says the Congressman.

“We can have you on site within a few hours if we leave now,” Offers the General as he stands. “The longer we wait, the bigger the chance people, civilians, will died.”

A few hours later you are standing in the desert heat of the southwest, the dust rising as a storm brews.

“We lost track of the thing two days ago, but it was heading east, toward Albuquerque. If it reaches the city,” Offers the General as he stands next to you, “We cannot begin to count the causality it might generate in a populated area.”

What, you ask, can the general tell you about the creature.

“We found it in the wreckage of a downed space ship a few weeks back. We have no idea what it is or where it came from,” The general explains.

You of course captured it, you observe, and started to probe the alien?

“Well we had to find out what it was,” Offers the General.

Men like this turn your stomach as you set off to track the alien, and try to prevent it killing anyone, or if possible, the Air Force from killing the Alien.

Make one of the following skill checks:

Survival Vs. DC 20 to track the creature.

Perception Vs .DC 20 to spot any clues where it might be.

A Power Activation Vs. DC 12 to use a relevant power.

If you are successful on the skill check (Gain 25 Exp.) you are able to track the creature to its current location. Go to part two of this mission.

If you fail the skill check you come up with nothing, and need to go to part three of this mission.

Part 2

You have been able to locate the alien, which has stopped at a small, concealed water hole a few miles from the city. You have to make some choices at this point.

You can barge on in and just try to take the alien down.

Try to sneak around and observe the alien a bit to see what it is doing.

Try to communicate with the alien in some way and find out what it is and where it's from.

If you try to sneak about then make a Stealth skill check Vs. DC 23. If you are successful (Gain 25 Exp.) you see that the creature tries to eat plants and drink some water but rejects both as nasty tasting. It is clear the creature will stave if it is not returned to it own world or some sort of palatable food is found.

If you fail the Stealth skill check the creature hears you and flees into the night. Return to part one of this mission and try to locate the alien in some other manner then the one you first picked.

If you try to communicate with the creature you approach slowly as not to frighten the Alien. With a few hand gestures and simple words you try to show that you are here to help the alien. Make a Sense Motive skill check Vs. DC 25. If you are successful (Gain 25 Exp.) you find that the creature is intelligent and only wants to go home. You could use the Star Gate to find the alien a way home. Go to part four of this mission.

If you failed the Sense Motive skill check the creature becomes frightened and flees into the night. Return to part one of this mission and try to locate the alien in some other manner then the one you first picked.

If you just barge on in the alien screams in terror and attacks.

Alien Creature

Visitor Brick 5 Combat Expert 5

CR: 10

Exp. Award: 9,600

Init: +4

AC: 31

Hps: 106

Base Attack: +8

Fort: +12 **Reflex:** +6 **Will:** +6

Special Defense: Energy X Resistance DR 24 /-

Melee: Unarmed Strike +13 (1d8+14)

Powers: Super Attribute (Strength) 1, Super Attribute (Dexterity) 1, Immunity (Vacuum, High Pressure, Endure Elements, Radiation) 4, Regeneration 2, Super Speed 2, Super Leap 1

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

Feats: Dodge, Mobility, Spring Attack, Jaguar Pounce, Improved Initiative, Combat Reflexes, Combat Patrol, Combat Expertise, Iron Will, Skill Focus (Stealth), Weapon Focus (Unarmed Strike)

Skills: Perception +12, Stealth +20, Survival +15

Special: Armored Carapace (Armor 8, Resist Energy (Energy X) 2)

Strategy: Charge

If you are defeated by the creature it then turns and walks away, as you have nothing to feed it.

If you are able to defeat the creature it falls unconscious and you can call the military to come pick it up.

If you wish once the military has the creature you can offer to escort it back to the city and the Star Gate at Star Labs. Make a Diplomacy skill check Vs. DC 20. If you are successful (Gain 25 Exp.) you are able to talk the general into the plan and he makes the arraignments. If you fail the skill check he thinks you are mad and takes the creature away for further study.

Either way end the mission here.

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 5th to 7th 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
The Blur
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Queen of Hearts
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.

Part 3

Unable to find the alien before it reaches a populated area a report comes in that a monster is rampaging on the outskirts of the closest city and you now have to rush to defeat the creature before anyone gets hurt.

Once you arrive you see that the military has blocked off the streets and is now waiting for you to battle the alien.

Alien Creature

Visitor Brick 5 Combat Expert 5

CR: 10

Exp. Award: 9,600

Init: +4

AC: 31

Hps: 106

Base Attack: +8

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Special Defense: Energy X Resistance DR 24 /-

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

Feats: Dodge, Mobility, Spring Attack, Jaguar Pounce, Improved Initiative, Combat Reflexes, Combat Patrol, Combat Expertise, Iron Will, Skill Focus (Stealth), Weapon Focus (Unarmed Strike)

Skills: Perception +12, Stealth +20, Survival +15

Special: Armored Carapace (Armor 8, Resist Energy (Energy X) 2)

Strategy: Charge

(You can find out more on this creature in heroes Weekly Vol 4 Issue #2)

Set up a street battle for this encounter.



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 5th to 7th 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
The Blur
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Queen of Hearts
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 creature it then turns and walks away, as you have nothing to feed it. It takes some time and a lot of deaths and property damage but in the end the military is able to kill the alien.

If you are able to defeat the creature it falls unconscious and you can call the military to come pick it up.

If you wish once the military has the creatures you can offer to escort it back to the city and the Star Gate at Star Labs. Make a Diplomacy skill check vs. DC 20. If you are successful (Gain 25 Exp.) you are bale to talk the general into the plan and he makes the arraignments. If you fail the skill check he thinks you are mad and takes the creature away for further study.

Either way end the mission here.

Part 4

A few days later the alien is starving and hard to control but you have it now in the lab before the Star Gate and a passage to the alien's home world. With a gentle push you lead the creature into the gate and home.

Results:

End the issue here and gain 1,000 Exp. Add +1 to your Reputation rank. Also gain one Hero Point.

If you were unable to stop the alien and the military had to step in, reduce your Reputation by -3.

If you were able to get the alien to the Star Gate and home gain 2,000 Exp. and +1 to your Do Gooder rank.



My Old Heroes are all Gone

During your many adventures you have encountered several super powered heroes and vigilantes. None though have been as impressive as your first meeting with one of your own heroes, Truman Steel the Science Detective.

You first encountered Truman a while back when you were investigating a series of bank robberies, which used a strange electrical device to open the bank vault after it had been locked down for the night. You traced the device to Truman and discovered that it was one of his many inventions. You at first thought Truman was behind the robberies but later found that an assistant of his had stolen the device out of storage and used it to commit the crimes. Since that meeting you have visited Truman at his estate out in the Heights to listened to his many stories and adventures as a member of the League of Amazing People.

The League of Amazing People was created before the rise of the superhuman, a precursor to the modern superhero team. The League of Amazing People performed much the same role as superhero teams, and they did so without the amazing powers of those who they would inspire. If not for this team of explorers and adventurers the modern concept of a superhero may never have germinated. (See heroes Weekly Vol 2 issue number 8)

Arriving for your weekly visit with Truman you find the elderly man dead in his wheelchair, a strange, wavy knife thrust into his chest.

You call the police and then start your own investigation until Lieutenant Wilds arrives to take a report and conduct the polices' own investigation. Wilds apologies when he arrives as he tells you that the commissioner has orders that you and all super heroes are to not interfere with police affairs and investigation. You are to be barred from the crime scene. He has his officers escort you out of the house and the estate.

It's a good thing you had a good look around before the police arrived.

Make an Investigation skill check Vs. DC 20. If you are successful (Gain 25 Exp.) you find some clues. If you failed the skill check you find nothing, and all hopes that you might discover who killed your friend are dashed. You could of course sneak back into the house after the police have left and look some more. If this is the case make a Stealth skill check Vs. DC 15 to enter the house undetected. If you are successful (Gain 25 Exp.) you enter the house without any one noticing. If you fail the skill check the police chase you off for good.

Once you have entered the house you can make a new Investigation skill check Vs. DC 25. If you are successful (Gain 25 Exp.) you find some clues. If you failed the skill check once more you have failed your old friend and find nothing. End the mission here.

If you were successful on either Investigation skill check you find that the knife was a ceremonial dagger from a native tribe out of central Africa.

Make a Perception skill check at this time Vs. DC 25. If you are successful (Gain 25 Exp.) you notice a small pinprick on Truman's neck. If you failed the skill check you see nothing.

The pinprick was clearly from a hypodermic needle, so it might be that Truman was killed with some sort of drug or poison. A simple blood test would tell you what, if anything, was injected into the man.

Make a Heal skill test Vs. DC 12 to draw the blood. If you are successful (Gain 25 Exp.) you gain a sample of Truman's blood. If you failed the skill test you cannot draw the blood and fail to follow this possible lead.

If you were able to get a blood sample then later that night you are able to analyze the sample. Make a Sleight of Hand skill test Vs. DC 18 to analyze the blood for any drugs or poison. If you are successful (Gain 25 Exp.) you find that a strange synthetic growth hormone was injected into Truman and this massive dose is what killed him. The dagger to the chest was delivered some hours after the drug had already killed your friend.

If you failed the Sleight of Hand skill test you are unable to identify the drug and come up empty handed.

Refer to the various skill checks called for up to this point and total the points awarded.

Were Successful with the first Investigation skill check called for: +5

You failed the first Investigation skill check but were successful on the second one once you reentered the house: +3

You were successful on the Perception check to discover the pinprick: +3

You were able to analyze the blood sample with the Sleight of Hand skill test: +3

Total Point Results:

1-5: Go to part two of this mission.

6-8: Go to part three of this mission.

9 or more: Go to part four of this mission.

Part 2

Checking up on the dagger you find that the tribe it belongs to is the same tribe that Truman's long time friend and ally, Kgosi, King of the Lions came from. Could Truman's friend Kgosi have killed him? The man has an apartment on the West Side, so you head on over there to ask a few questions.

As you arrive you hear a struggle within and a yell. Bursting into the apartment you find three dead men on the floor, and another struggling with an older African American man. You leap in to aid the older man who you assume is Kgosi. As you rush in the elder man rips the throat out of his attacker with a clawed glove shaped like a lion's paw.

"Thanks for trying to aid me, but Kgosi can deal with scum like these assassins even as an old man." He then grasps his chest and falls into an open chair at the table behind him. It is clear the man is having a massive heart attack and is about to die.

"Please, tell me you are here to stop them..." He gasps through the pain as death begins to roll over him.

You ask what is going on and why he killed his friend Truman?

"I did not kill Truman," Kgosi struggles to say, "He was already dead when I arrived to confront him. I stabbed him with my dagger as a sign of respect and to give his a weapon to hunt with in the spirit world. It is a sign of respect with my people."

What do you mean you were going to confront Truman, you ask, about what?

"Methuselah..." Is all he is able to say before he dies.

That's a name you gave heard before. (See Mission Book 4 for details)

Searching the apartment you find that Kgosi had just earlier that day bought a plane ticket to Florida and then chartered a plane for the private island the Steel family owned off the coast. There seems to be more going on here than just a simple murder of an old hero. Go to part five of this mission.

Part 3

Tracing the drug in Truman's system has proven impossible, so you have to look for more clues elsewhere. The dagger, which was used to stab Truman, was driven in well after Truman had died. Tracing the dagger is simple enough as it is the same type used by an African tribe, a tribe that Truman's long time friend and ally, Kgosi belonged to.

You happen to have Kgosi phone number, which Truman gave you, in case there was an emergency, so you give the man a call.

He answers and is not surprised at the news that Truman is dead. "Yes I know about my friend's death," He says over the phone, "It might be best if you come over to my apartment so we can speak." He then hangs up without another word.

As you arrive you hear a struggle within and a yell. Bursting into the apartment you find three dead men on the floor, and another struggling with an older African American man. You leap in to aid the older man who you assume is Kgosi. As you rush in the elder man rips the throat out of his attacker with a clawed glove shaped like a lion's paw.

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Part 4

Your tests show that Truman was killed by a strange synthetic growth hormone, and odd weapon to use to kill a man. Still you have to follow the clues where they lead and this clue leads you to a drug firm called Steel Drugs, a company owned by Truman's family.

You arrive at the company's offices later that night to have a look around. You can of course sneak in or just barge in. If you sneak in make a Stealth skill test Vs. DC 18. If you are successful (Gain 25 Exp.) you are able to sneak passed the rather extensive security systems, more then would normally be needed for such a small company office and warehouse. You will have surprise once you enter the building.

If you failed the Stealth skill check you fail to bypass the security system and the alarms go off. No surprise now.

If you just barge on in the alarm sounds and those inside scramble about. Make an Intimidation skill check Vs. DC 18 to bully those inside to surrender. If you are successful (gain 25 Exp.) those inside will lose their first round actions.

If you failed the Intimidation skill check conduct the battle as normal.

Inside you find that the warehouse is full of guards and workmen, unloading a truck with single case of a drug called X-life.

Guards (X20)

Human, Medium

CR: 1

Exp. Award: 400

Init: +1

AC: 15

Hps: 10

Base Attack: +2

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

Melee: Billy club +2 (1D6)

Range: Pistol +2 (1D6)

Skills: Intimidation +2

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

If you are defeated by the guards then you can spend a hero point to avoid that fate.

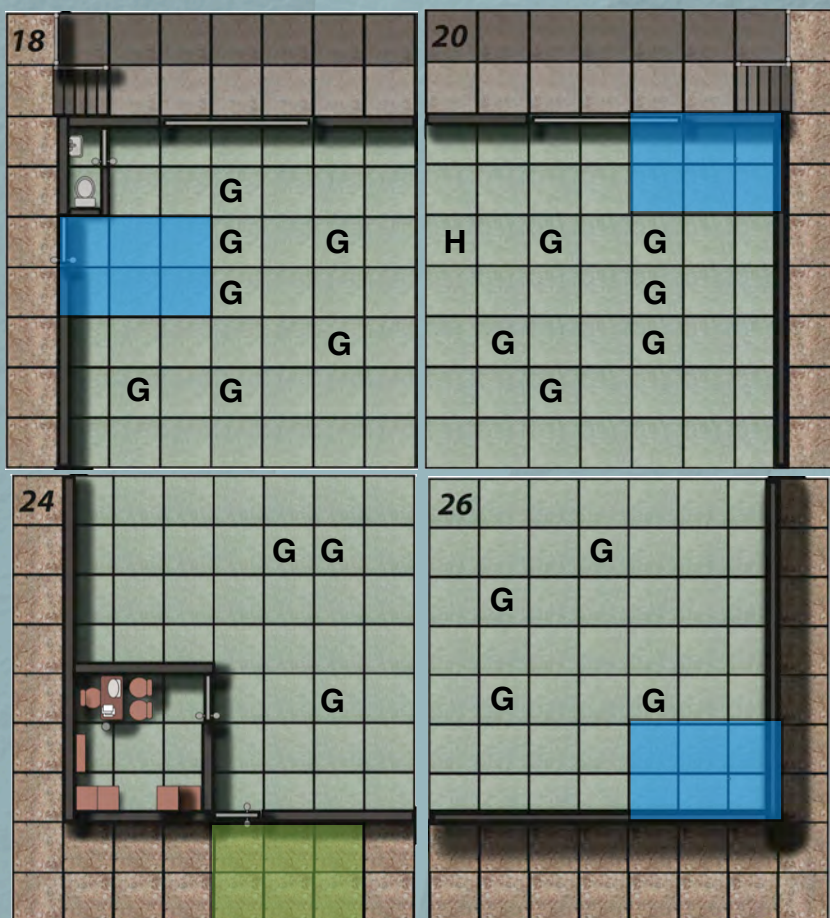
If you defeat the guards the workmen run away leaving you alone with the truck.

Inside the truck you find a single case of the drug marked X-life. A quick check shows it is the same synthetic growth hormone use to kill Truman. The shipping label on the case states it was to be shipped from a private island off the coast of Florida, an island owned by the Steel family. Go to part five of this mission.

G - Guards

Heroes may start from the green area shown.

if you sneaked in then you may start from one of the blue shaded areas.



Part 5

To find out what is going on you have to travel to an island off the coast of Florida, one that the League was based out of and owned by the Steel family. The base is hidden in the hollowed out top of the tallest mountain on the island. Private jets are needed to shuttle people to and from the island. As the years have passed by this mountain base has been used less and less. In the past decade or so it has been all but abandoned.

It takes a bit of time to arrive at the island but you make it and as you step off of the boat plane on to an old dock you are attacked by a pride of lions.

Lions (x3)

CR: 3

Exp. Award: 800

Init: +7

AC: 15

Hps: 32

Base Attack: +3

Fort: +6 **Reflex:** +7 **Will:** +12

Melee: Bite +7 (1d8+5 plus Grab), 2 Claws +7 (1d4+5)

Special Attack: Pounce, rake 92 Claws 7 (1d4+5)

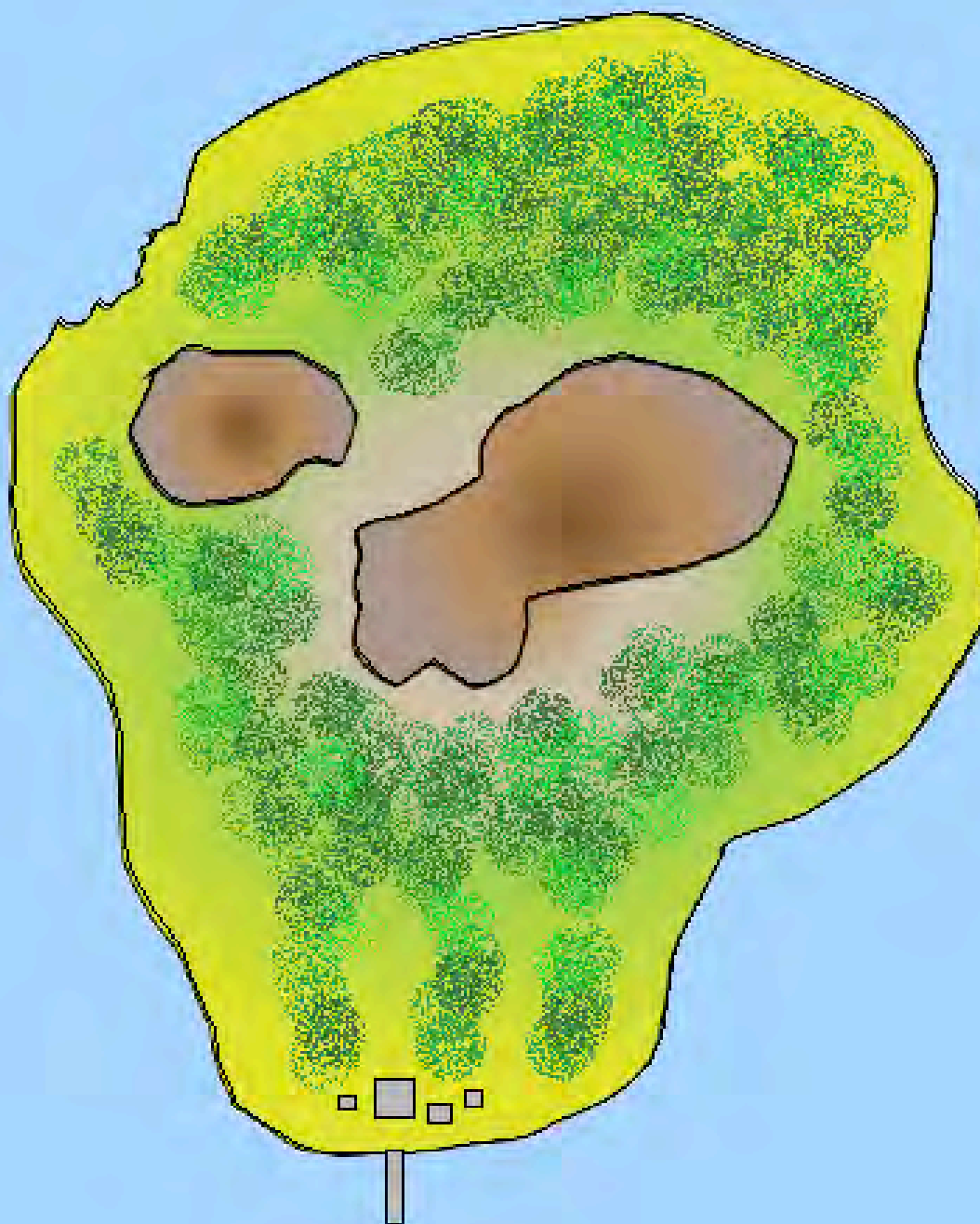
Feats: Improved Initiative, Run, Skill Focus (Perception)

Skills: Acrobatic +11, Perception +9, Stealth +8 (+16 in undergrowth)

Strategy: Charge

If you are defeated by the lions you can spend a hero point to avoid being eaten alive. If you defeat the lions you are able to proceed on into the dense woods that lie at the mountains base.

Skull Isle



Walking through the woods you are able to make a single Perception skill test vs. DC 20 to spot the security camera which are tracking your progress. If you are successful (Gain 25 Exp.) you are able to avoid these cameras and may continue on unobserved. If you failed the skill test you are watched the whole way up the mountain.

At the mountains peak you enter a small cave and find the hidden base, just like Truman described. Trophies of the League's many adventures line the passage into the cave, a stuffed dinosaur from their time in the inner earth, a space ship they used to travel to Mars, and even a broken robot from one of their many battle with Doctor Mechanical. As you enter the base itself you see that is it not all that run down, and surprisingly well kept. This is in direct contradiction to what you were told you would find here.

If you were able to avoid the security cameras then you may sneak on in without any trouble. If though you were unable to sneak past the cameras then you are soon meet with the guard of the base, an old robot, but one that is still very deadly.

Old Robot

Construct, Large

CR: 8

Exp. Award: 4,800

Init: +1

AC: 20

Hps: 100

Base Attack: +4

Fort: +10 **Reflex:** +1 **Will:** -

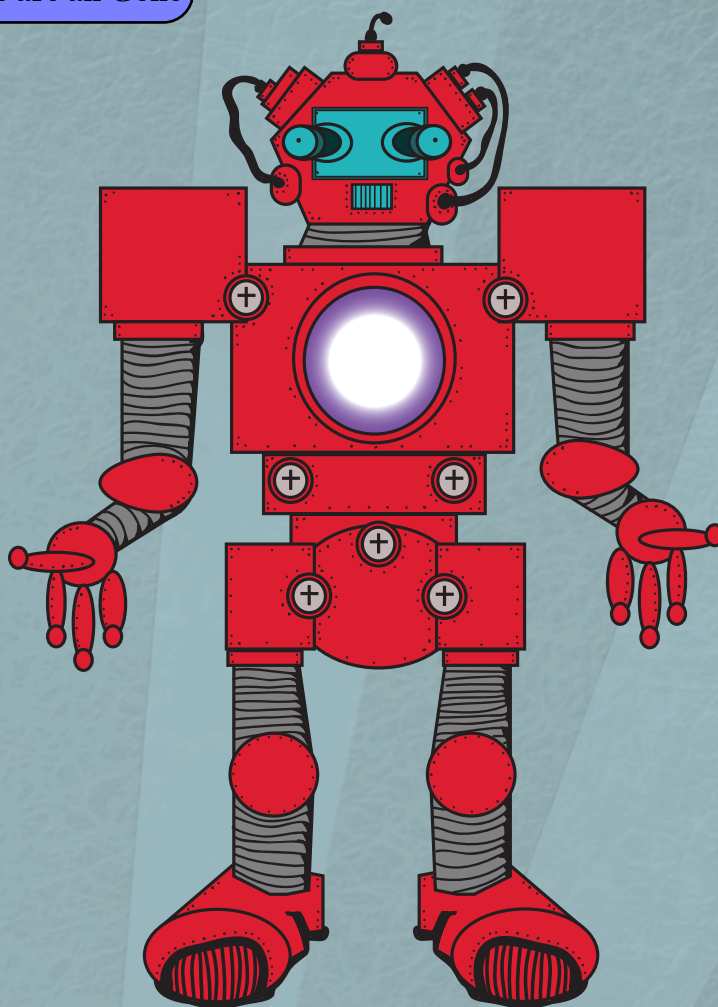
Melee: Clubbing Fist +6 (1D8)

Range: Electrical Gun +4 (1D6)

Strategy: Charge

If you are defeated by the robot you may spend a Hero point to avoid the fate.

If you defeat the robot guard you may carry on into the base.



Inside you find several chambers and rooms, all unused and filled with old equipment and computer banks. Further into the base you find an old hanger and here you discover a bizarre scene. In the middle of the hanger is a large glass sphere and inside, floating in blue liquid is a man. Protruding from the sphere are several tubes and wires, old and odd shaped, as if there were set up in the fifties. Most of the equipment and computers in the hanger are from that time period.

Standing around the man are several robots, all of different design and shape, but all working at different tasks. Some are draining the blue liquid from the sphere and into small bottles, while others are placing the bottles into boxes and getting them ready for shipment. On the boxes is a shipping label for Steel Drugs.

As long as you do nothing to stop the robots from their task or try to release the man held in the sphere, the robots will leave you alone. If you though try to stop the robots' work or free the man the robots will turns and attack in mass.

Robots (X10)

Construct, Medium

CR: 2

Exp. Award: 600

Init: +0

AC: 16

Hps: 20

Base Attack: +2

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

Melee: Clubbing Fist, claws or other appendages +4 (1D6)

Strategy: Charge

If you are defeated by the robots they then leave you alone and go about their work. They will though attack if you try to interfere again.

If you defeat the robots you may free the man from the sphere. It takes a bit of time to drain the sphere and get him free, but once you do so he wakes up soon enough, dazed and rather confused. He is unable to speak and can barely walk, and it is clear he has no clue who he is or where he is, let alone how he got here.

You will have to take him back to the city and find him a place to stay. Maybe Councilwoman Fredric and her daughter Jill can help out.

A few cases are also found, each with a shipping label to Steel Drug's lab back home in the city.

Results:

End the issue here and gain 2,000 Exp. Increase your vigilante rank by +1.

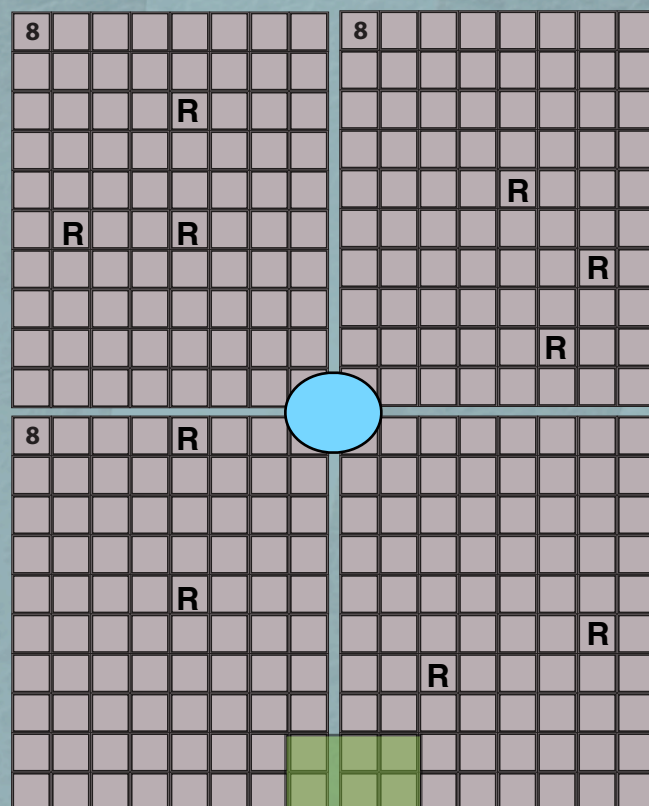
If you were able to go to part 2 first, then gain 200 Exp.

If you were able to go to part 3 first, then gain 500 Exp.

If you were able to go to part 4 first, then gain 1,000 Exp.

You have yet to solve the murder of Truman, and have only uncovered more questions than answers. It is clear though that this all has something to do with the Methuselah chamber, Van Dike, and a wider conspiracy within the heart of your city.

Gain a Hero Point.



R - Robots

Heroes may start from the green area shown.



New Star Gate

“What do you think?” Asks Updike as he shows you his new Star Gate.

You still think it's a bad idea you say.

“But this time I have added a new feature. Now we can see what's on the other side before we step into the gate,” Updike offers as he turns the gate on.

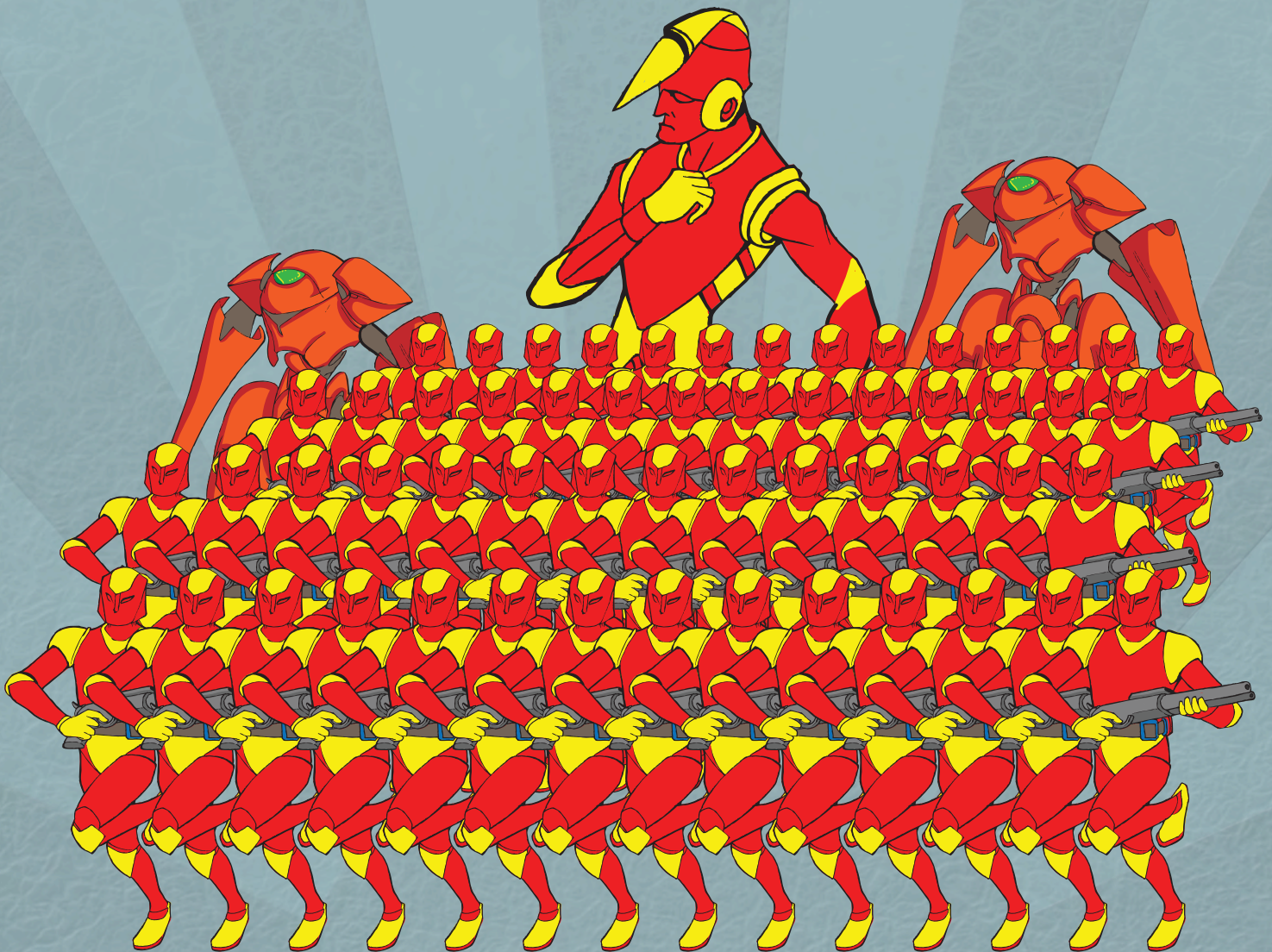
You both look at a monitor as the gate is activated. “I am using the same coordinate we used when you rescued Mr. Franks and his team.” Updike explains.

“Oh my!” He says as the two of you watch the massive army of alien warriors preparing for an invasion. The alien tanks, weapons and soldiers are countless as they spread across the alien desert.

Told you it was a bad idea you say as you switch off the monitor.

Results:

Gain 500 Exp. You of course have to warn the government that the threaten invasion by the Overmind is getting ready and may well soon launched.



The Nutty Man Will Have His Day

“Next we have a fine laser, suitable for burning holes in bank vaults or a super hero if one should show up at the wrong time.” Offered the Crime Unlimited auctioneer.

“We will start the bidding at 200 thousand dollars. I see a bid from the Goblin; do I see a bid for 250 thousand? Yes the man with the thick glasses, I see your bid, do I have a bid for three? Three from the short man with the chain saw for a hand, now three fifty from the Hood, do I hear four? Four from the man with the glasses, do I have five? Four going once, four going twice, last call for four hundred thousand to the man with the glasses, and sold.”

The man with the thick glasses smiles to himself, this was the last thing he needed to get his revenge. Soon the super hero would feel pain. It took his whole insurance payoff, but he had the tools wreak vengeance on his enemy.

A few days later you are on patrol, something you have not had the time to do in a while, not with all the crazy adventures you have had of late. It feels good to patrol the city and see that it is safe, at least for tonight. Just then a blast of laser energy flashes past your head.

“That was just a warning hero,” Laughs some crazy man in a piecemeal battle suit of different components leftover from several powered battle suits and criminal gear. “Now I will see you dead!”

Nutty

Human, Energy Projector 3rd

CR: 3

Exp. Award: 800

Init: +4

AC: 16

Hps: 18

Base Attack: +1

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

Melee: Fist +1 (1d3)

Ranged: Energy Blast +2 (2d6)

Powers: Energy Blast 2

Class Features: Sense Energy (All types)

Feats: Improved Initiative, Run, Skill Focus (Power Activation), Skill Focus, Knowledge (Science)

Skills: Power Activation +4, Profession (Scientist) +2, Perception +2, Knowledge (Science) +7

Gear: Armored Costume (+6 Ac)

Strategy: Sharp Shooter

If you are defeated by Nutty then you may spend a hero point to save the day.

If you defeat Nutty you of course take him to the police.

Results:

End the issue here and gain 500 Exp. and +1 to your Reputation.



Old Time Vengeance

You have sworn that you will bring to justice the killers of your friend Truman Steel. The case has led you down some strange roads and all the way to a half forgotten island.

Now the clues have led you to stand outside the labs of Steel Drugs. Whatever is going on is taking place here and you mean to find out just what is going on and why Truman had to die.

You may either sneak into the lab, barge on in and try to fool those inside and come up with a disguise.

If you try to sneak in you will need to make a Stealth skill check Vs. DC 22 as the security is rather high for this small lab. If you are successful (Gain 25 Exp.) you are able to sneak on in and see what's going on and gain a free round of surprise on the guards. If you failed the skill check you set off the alarms and will be found out soon enough.

If you just barge on in make an Intimidation skill check Vs. DC 18 to bully those inside. If you are successful (gain 25 Exp.) you are able to impress those inside and gain a free round of combat on the guards. If you fail the skill check those inside could care less about who you are and you enter combat as normal.

If you try to get in by using a disguise, then make a Disguise skill check Vs. DC 18. If you are successful you are able to pose as an executive for the company and get on in with little effort. You will thus gain two rounds of surprise on those inside. If you fail the skill check they discover your subterfuge and you lose all element of surprise.

Inside you find a few lab technicians and 10 guards, all are with assault rifles.

G - Guards

Heroes can start in the green shaded area.

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Guards (x10)

Human, Medium

CR: 1

Exp. Award: 400

Init: +1

AC: 15

Hps: 10

Base Attack: +2

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

Melee: Billy club +2 (1D6)

Range: Assault Rifle +2 (1D8, Burst Fire)

Skills: Intimidation +2

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

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

If you defeat the guards you find that the lab is working on the liquid that was being pumped out of the sphere that held the unnamed man. This liquid is being synthesized into the growth hormone you discovered which killed Truman.

A check around allows you to find several reports on the drug, all signed by Truman himself. Seems he was the lead designer of the drug and its curative effects. The drug, along side the use of some chamber or device would lead to cell regeneration and age reversal. A preverbal fountain of youth. All of this cost a huge sum of money, money Truman did not have enough of. It seems he turn turned to a group of rich political and corporate backers, all lead by Van Dike. It seems though that the drug is not yet ready and kills those exposed to it instead of curing them.

All of this is damning and good evidence to Van Dike's crimes, but it proves nothing without hard evidence, and to find that you must find the Methuselah Chamber.

You hand over all you findings to Detective Bruce as he is holding all the evidence to Van Dike's crimes.

Results:

End the issue here and gain 1,000 Exp. and +1 to your Law and Order rank.

Overmind's Secret Base

Franks smiles as you walk into his office. "I am glad you agreed to come," He says as he walks you over to a nice chair and offers you a seat. "I know we seems to get off on the wrong foot, but this time we have a common goal."

What goal is that you ask?

"Well stopping this Overmind from invading our world of course," He tells you with a broad smile.

Just how, you ask, does he plan to do that? You have already informed the authorities of the impending invasion.

"Well when we were being held prisoner on that alien world," He explains, "We were able to get a copy of the signal used by the aliens to direct their gravity vehicles. We have detracted that very signal here on Earth."

And where is this signal?

"We have tracked it to an unpopulated portion of the Jefferson Nation Forest," He offers, "Near Silver Mountain."

And you want me to check it out you ask?

"You are the most qualified I think," He answers.

A receiver in your hand built by Frank's scientist, you head off into the forest looking for the alien signal and the hidden alien base.

It does not take you long with the aid of the tracking device to find the aliens. They have landed their spacecraft in the middle of a glade and covered it with branches from the near by trees. All around the spaceship are odd alien devices and aliens warriors working to build something.

Too bad Lady Blue is not here, she would be able to tell you what these aliens were up to.

Well no sense is just sitting here and watching them, best go break up their little party.

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 (x1 per hero)

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 that the device they were working on was going to be used to send out a homing signal, so the Overmind's forces could open their own star gate on earth and invade en mass.

Results:

End the issue here and gain 3,000 Exp. and +1 to your Reputation. Gain a hero point.

A - Alien s

D - Drone

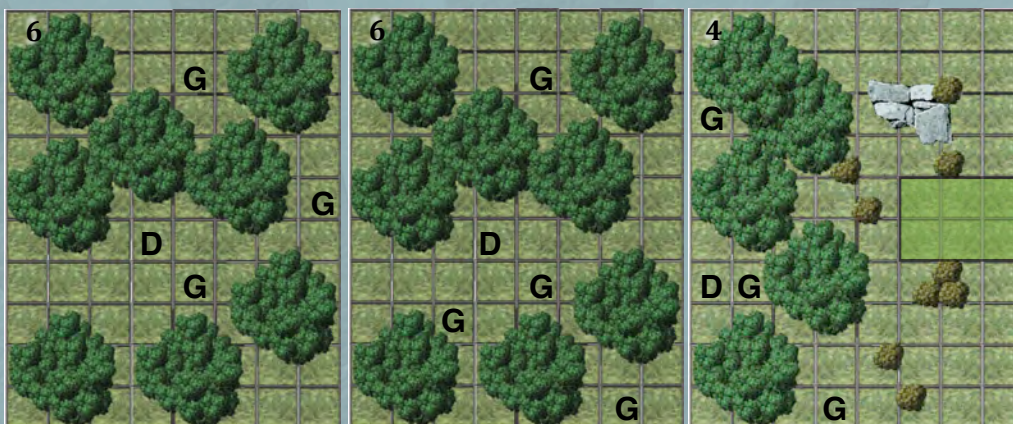
Heroes can start in the green shaded area.

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 5th to 7th 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
The Blur
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Queen of Hearts
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.



Run Down District

She smiles as you enter the hospital room.

You ask how she is doing.

“Well as can be expected after having my legs taken away by corrupt cops,” She smiles wanly with half a smile.

You promise her that you will bring Van Dike and his conspirators down, but it will take time.

“Yes, I know, but in the mean time I have a plan to hit them where it will hurt the most,” She offers with a sneer.

What, you ask, is the plan?

“Well I think,” She offer, “We should redirect the money they are stealing and put it to good use. There are several charities and projects in need of funds, so lets play Robin Hood and steal from the corrupt and give it to the poor.” She then hands you the account numbers and a list of organizations and government programs to transfer the funds to. “I cannot do it from this hospital bed, but you could.”

How you ask?

“You will need to sneak into the City Treasurer's office,” She explains, “And enter the transfers from there. This will drain the money from Van Dike's accounts and add the funds to the accounts I have listed for you.”

This will escalate, you observe, the conflict between Van Dike and the two of you. It could lead to them trying to kill you again.

“I'm willing to take that chance,” She offers, “If it brings that corrupt bastard down.”

It takes you a few days to make plans but you are ready now. You will of course have to think of a way into the city building after hours to complete the lengthy transfer by using the city's computers located in the Treasurer's offices.

Make a Disable Device skill check Vs. DC 16 to disable the alarm so you can sneak into the building. If you are successful on the Disable Device skill check (Gain 25 Exp.) you are able to deactivate the alarm for a short period of time. If you failed the skill check see below.

Once you have deactivated the alarms you can sneak on in. Make a Stealth skill check Vs. DC 16, or DC 20 if you failed the to disarm the alarms. If you are successful on the Stealth skill check (Gain 25 Exp.) you are able to move past the guards and clean up crews. If you failed the skill check you are confronted by a guard and must try to talk your way out of having him sound the alarm. If you failed the Stealth skill check then make a Bluff skill check Vs. DC 20 to talk your way out of the mess. If you are successful (Gain 25 Exp.) the guard you find is a great fan and will look the other way while you do your business. If you fail the Bluff skill check you are forced to flee. End the mission here and the issue.

Once into the office you will have to get into the computers and transfer the funds. This takes a bit of time but you are able to get it all transferred, leaving Van Dikes many hidden accounts now completed drained of funds.

Results:

End the issue here and gain 500 Exp.



Sewer Hunters

Proudtooth thanks you for coming down into his underground realm. “We need your help,” He says as he shakes your hand and walks you into the Parliament's meeting hall. There you see the other strange members of the Parliament of the sewers, strange mutants, intelligent bugs, and albino alligators among others.

“We thank you for your assistance in this matter,” Begins the current chairmen of the Parliament, Eve of the outcast mutants. “We have been under attack for the last few months, attacked by a unknown enemy from deep within the earth.”

Proudtooth continues, “They are a strange reptile people with even stranger human-like warriors and servants, bestial men, savage in their nature. At first they just attacked our outlying settlements, but then they became bold and attacked one of our main villages just a few days ago.”

You as a group have a lot of power, you observe, why have you not fought back?

“We have,” Eve offers, “But our numbers are small, and while we might have powerful members within our community, they are few in number.”

What, you ask, do you need me to do?

“Find out who these strange enemies are and where they live,” Requests Proudtooth. “If we can locate their home, maybe we can block their access to our tunnels and passages.”

What, if any, evidence or clues do you have you ask them.

“Only a few scrapes of fur the savage servants wear and a few leaves dropped by their reptile masters,” Proudtooth says as he shows you the items.

You look over the few clues and come to a single conclusion. These invaders come from the same place that Sewer Joe discovered a few months back. The fern in your hand is a match to the one Joe held when you found him deep in the tunnels under the city (See Mission book 4 for details).

It takes you a few days to find Sewer Joe, but you finally find him near the docks, fishing with a homemade fishing pole.

“Never going down there again I tell ya,” He says when you ask about his adventure in the deep sewer tunnels. “Got nothing but monsters living down there.”

It takes a bit of efforts but you finally get some information out of him. The directions he more or less took to reach the “Wild Under Lands,” As he call it. With this last bit of information, you should be able to located the place Joe discovered.

Results:

End the issue here and gain 500 Exp. and +1 Street Thug rank.



Your Death Has Been Paid For

Word on the street is that someone with deep pockets wants you dead. Nothing new there of course, but this time your enemies have hired out assassins from Crime Unlimited to do the job.

You show up at the organization's newest meeting place, an ice cream shop on the west side. You always knew that ice cream could make you fat, but dead, that's taking things to an extreme.

As you walk in those inside become very nervous, while the ice cream bar server reaches down below the counter to pull out a machine gun.

You tell her to take it easy, you are here just to deliver a message. Call off the assassin or you will be forced to deal with them in your own way.

A few days later the first assassin comes at you. You do not even see the first knife as it flies by your head, but the second and third you are able to dodge, but just barely. Make an Acrobatics skill check Vs. DC 20 to avoid the thrown knives as the assassin tries to pin you to the wall. If you are able to dodge out of the way (Gain 25 Exp.) you can try to spot the assassin before the next attack. If you failed the skill check take 2D6 damage.

Next you try to spot the assassin, so make a Perception skill check Vs. DC 20. If you are successful (Gain 25 Exp.) you are able to spy out the killer. If you failed the skill check take 2D6 damage and try again to spot the killer. Continue until you are either dead or you finally spot the attacker. The Perception DC will remain the same for all checks attempted.

Once you have spotted the killer you can rush them and put an end to the attack. Make a Climb skill check vs. DC 18 to reach the killer in time. If you are successful you take the assassin down and end the attack. Gain 25 Exp. If you failed the skill check take 2D6 damage and try again. Continue to try to reach the attacker; suffering 2D6 damage each time you fail the Climb skill check.

A few days later the next attack comes. You may heal up to half the damage you took from the knives.

The second attempt on your life comes from a high-powered rifle on the rooftops while you are on the street talking to one of your many contacts. The first bullet hits home, doing 1D12 damage.

You must reach cover before the second shot, so make a Sleight of Hand skill check to dodge and weave your way to safety. The DC for this skill check is 20. If you are successful you gain cover and 25 Exp. If you failed the skill check you are unable to reach cover and are hit with a second bullet, taking another 1D12 damage. Continue to make the Sleight of Hand skill check at the same DC until you reach safety. Each time you fail the skill check take another 1D12 damage.

This is of course getting out of hand, so you head for the Ice cream shop only to find it closed. Just then you see the bomb set to go off in the flowerpot next to the door. You can try to disarm the bomb before it explodes, and thus save a lot of lives, as there are many apartments in the building before you.

Make a Disarm Device skill check Vs. DC 18 to deactivate the bomb. If you are successful you gain 25 Exp. Fail the skill check and the bomb goes off. You may make a Reflex save Vs. DC 18 for half the damage from 3D10.

The only way you are going to be able to stop these attacks is to find out who hired the killers to put you down.

Results:

End the issue here and gain 1,000 Exp. Add +1 to your Mob rank.



Mission Trees

Run Down District

Monster Hunters

Gang Summit

Alien Arrest

Hang Um' High

I Need Something Special

The Nutty Man

Masters of Terror Threat #1

Masters of Terror Threat #2

Masters of Terror Threat #3

Masters of Terror Threat #4

My Old Heroes are all Gone

Old Time Vengeance

Man Without a Name

Methuselah Chamber

Marked for Death

Your Death has Been Paid For

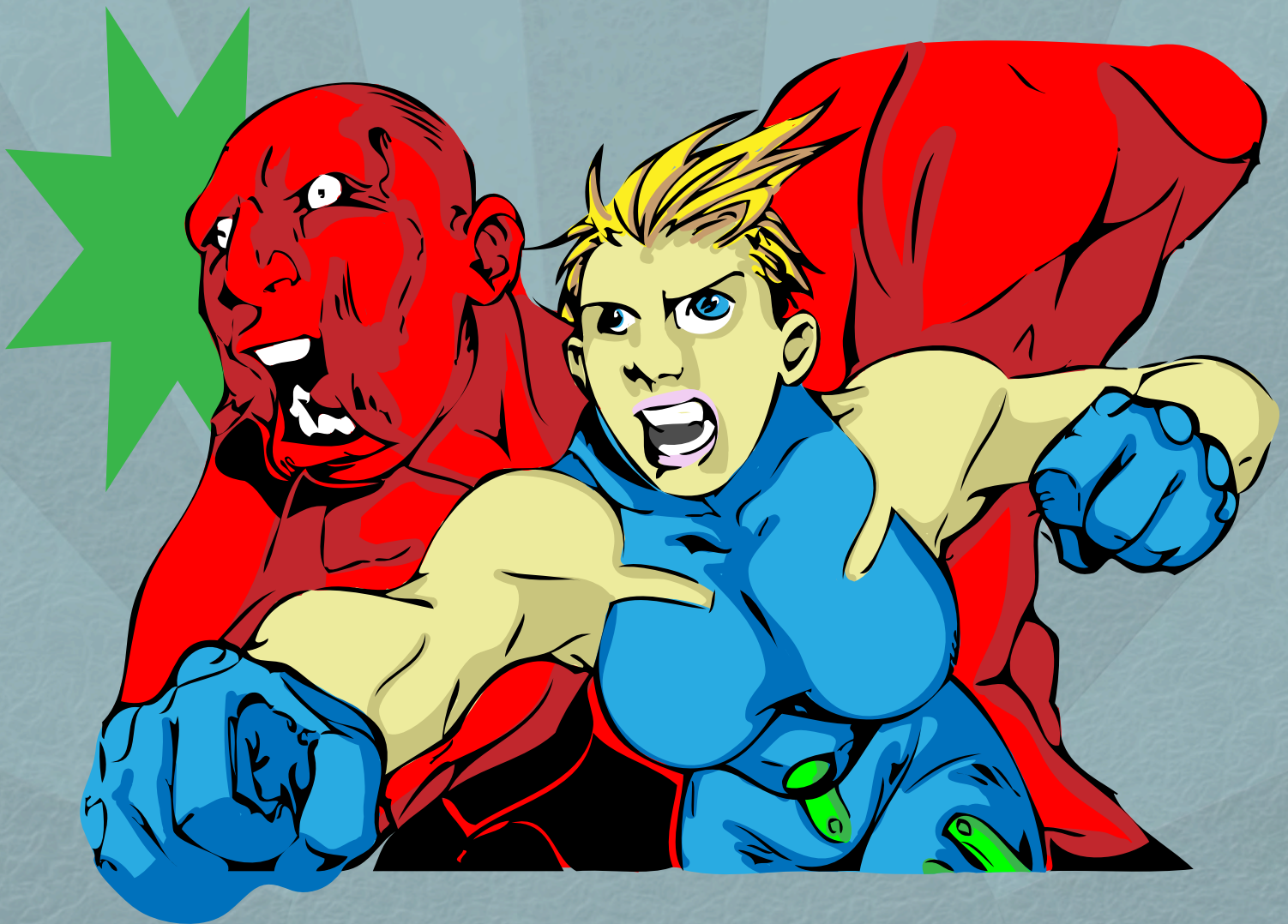
Final Contract

New Star Gate

Overmind's Secret Base

Sewer Hunters

Inner Earth



The Blur

Super Human 6th

Enhanced Human, Medium

CR: 6

Exp. Award: 2,400

Init: +4

AC: 14

Hps: 40

Base Attack: +4

Fort: +6 **Reflex:** +9 **Will:** +4

Melee: Fist +4 (1D6)

Str 10 (+0), **Dex** 18 (+4), **Con** 12 (+1), **Int** 12 (+1), **Wis** 13 (+2), **Chr** 12 (+1)

Powers: Super Speed 8

Class Features: Skilled Use

Feats: Evasion, Skill Focus (Power Activation), Flurry of Blows, Unarmed Strike

Skills: Power Activation +13, Bluff +4, Perception +7

Special: Battle Suit (+6 Ac), Protection Goggles, Speed Booster System (Super Speed 2)

Special: Strategy: Charge



Queen of Hearts

Detective 2nd, Combat Expert 4th

Human, Medium

CR: 6

Exp. Award: 2,400

Init: +7

AC: 23

Hps: 14

Base Attack: +4

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

Melee: Fist +5 (1D6+1)

Ranged: Power Staff +7 (3d6)

Str 12 (+1), **Dex** 16 (+3), **Con** 14 (+2), **Int** 15 (+3), **Wis** 15 (+2), **Chr** 16 (+3)

Powers: All converted to feats

Class Features: Broad Knowledge, Home City, Gear, Contacts, Quarry, Bravery, Combat Training, Unarmed Strike

Feats: Skill Focus (Investigation), Skill Focus (Profession), Lair, Connection (Spies), Wealthy, Vastly Wealthy, Martial Artist, Improved Grapple, Improved Trip, Improved Initiative, Blind Fighting, Spring Attack

Skills: Bluff, +5, Disable Device +5, Drive +4, Escape Artist +5, Investigation +3, Profession (Spy) +4, Survival +3, Perception +4, Sense Motive +4, Stealth +15, Power Activation +4, Sleight of Hand +4, Perform +4

Special: Power Staff (Energy Blast 3, Force Field 1), Battle Suit (+10 Ac, +8 Stealth), Smoke Bomb, Super Car, Super Plane

Special: Strategy: Sneak



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