

MARVEL SUPERHEROES™

Official Advanced Game Adventure

NIGHT MOVES

by Anthony Herring



Continuing
the GANG WARS
storyline begun
in "After
Midnight"!



Official Advanced Game Adventure

Night Moves

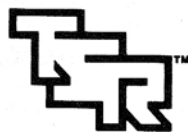
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INTRODUCTION

Hello, Marvelites! Are you ready for *Night Moves*, Part 2 of the stupendous Gang Wars Trilogy? Let's hope so!

"Trilogy?" you ask. Yes, true believers, there is a Part 1 (*After Midnight*) and a Part 3 (*Night Life*). If you missed Part 1 and don't want to buy a copy, have no fear! All three adventures are designed to be self-contained, so they may be played individually or as a series. Part 3 is coming soon. Watch for it!

Night Moves contains:

- a 64-page adventure book (you're reading it now) which details the player characters, the non-player characters, and the story itself.
- a pull-out map sheet that depicts several important locations.
- a cover that features various maps designed to help play run smoothly.

As Judge, you should read through the entire adventure book at least once before play commences. If you are an inexperienced Judge, you may also wish to review the *Marvel Super Heroes* rule books.

Night Moves is compatible with either the Basic or Advanced rules, and relies heavily on material published in the *Deluxe City Campaign Set*. However, you do not have to own the campaign set to play the Gang Wars Trilogy.

Intensity and FEATs

For those of you who own the Advanced Set, this is nothing new—you may skip it if you wish. Judges still using the Basic Set rules should read this section carefully.

In the Basic Set rules, a player has to make a green FEAT roll for his character to succeed at any action, limited only by the Judge's discretion. The idea of *Intensity* has been added in the Advanced Set rules in order to determine a) whether certain FEATs are feasible, and b) the color result needed for the FEAT to succeed.

Intensity is set as a rank (Feeble, Monstrous, and so on). Compare the requisite Ability against the Intensity to determine the color of the FEAT required for success, as follows:

- If the Intensity rank is greater than the Ability rank, only a red result is successful.
- If the two are equal, a yellow or red result succeeds.
- If the Ability rank is greater than the Intensity rank, then any colored FEAT (except white, of course) is necessary for success.
- If a FEAT does not have a stated Intensity, assume that any color result means success. Alternatively, you may declare the Intensity to be Typical.

Automatic FEATs. In order to reduce the number of dice rolls during the game, certain simple or unimportant actions can be considered automatic. If the Intensity for the action is three or more ranks lower than the hero's Ability, the FEAT is automatic—no roll is necessary.

The final decision on automatic FEATs is left to the Judge. If a simple action is crucial to the story, the Judge has every right to call for a FEAT roll. In some cases, as with the effects of poisons, a FEAT roll is required regardless of the Intensity.

Impossible FEATs. As with Automatic FEATs, the Judge must decide when a FEAT is impossible. Generally, any action with an Intensity more than one rank above the hero's Ability may be considered impossible.

If the action is important for the successful completion of the adventure, the Judge may rule that a red result achieves success for an otherwise impossible FEAT.

Karma Points

Some chapters of the adventure are followed by a section about Karma, which present suggested Karma awards and reductions. All heroes who actively participate in the events of the

chapter should split the points evenly among themselves (or add them to a Karma Pool, if the heroes have one). However, the Judge may give a larger portion of the Karma Points to characters who do most of the work.

The Premise

The Fixer and Mentallo have joined forces to form a criminal organization, with themselves as its leaders. Calling their gang the Faces of Fear, the Fixer and Mentallo decided to bring about the downfall of Hammerhead's branch of the Maggia. They stole a priceless, magical book from the Metropolitan Museum of Art, and tried to pin the crime on Hammerhead.

Now, Hammerhead wants revenge and attacks the Faces of Fear in Chinatown, where the Fixer and Mentallo have joined forces with the nefarious Si Fan organization. In exchange for the arcane book, the Si Fan promised to help the Faces of Fear in their war against the Maggia. The Si Fan plans to use the book to raise their deceased leader, the evil Fu Manchu, from the dead.

Can the heroes protect the frightened people of Chinatown, while at the same time stopping the heinous plot of the Si Fan?

Getting Started

The majority of *Night Moves* takes place on Manhattan Island. If you are a proud owner of the *Deluxe City Campaign Set*, you will find it very helpful. Nevertheless, you can run *Night Moves* without this set.

If the super heroes in your campaign did not play through Part 1, getting them involved in the gang war is no problem. Begin with Chapter 1.

If the characters survived Part 1 and are continuing the Gang Wars Trilogy, begin *Night Moves* with Chapter 3.

THE PLAYER CHARACTERS

The three adventures in the Gang Wars Trilogy are designed for use with characters of the players' own creation. However, should your players not have original characters (and they don't want to take the time to create some), allow them to choose from those described below.

Cloak

Real Name: Tyrone Johnson

F TY (6) **Health:** 76
A GD (10)
S EX (20) **Karma:** 36
E IN (40)
R TY (6) **Resources:** PR (4)
I EX (20)
P GD (10) **Popularity:** 3

KNOWN POWERS:

Gateway: With Unearthly ability, Cloak can mentally create an opening into an insubstantial, featureless, black dimension. By entering the darkness, traversing a distance, and emerging back into Earth's dimension, Cloak is able to "teleport" from one point to another on the Earth's surface. He can teleport other people or objects by engulfing them in his cloak-like body. When he does so, he can either journey with them or remain at his present location in the Earth dimension.

Distance within the darkness is different — a mile on Earth is only a short walk in the other dimension. Therefore, Cloak can teleport very quickly. To date, he has never used the dimension of darkness to teleport more than half a mile, however. Cloak suffers no disorientation when teleporting because he is able to perceive the Earth dimension while in the dimension of darkness.

Spirit Vampirism: A persistent "hunger" of Excellent Intensity constantly compels Cloak to hunt down and absorb living people into the darkness dimension. He believes the darkness feeds on the life force of his victims. Consequently, Cloak is dependent upon Dagger, who generates an abundance of life force "light." By feeding off Dagger's light, Cloak's hunger is satiated without requiring the deaths of innocent people.

Intangibility: Though his facial features appear solid, Cloak is a living shadow in vaguely humanoid form. Objects (bullets and knives, for example) pass harmlessly through him, granting him Monstrous Body Armor.

On a successful Excellent Intensity Psyche FEAT, Cloak can mentally force his body to become tangible. He also regains his tangible human form when he has absorbed an unusually large amount of life force "light." While Cloak is tangible, he is as vulnerable to injury as any normal human being. **Darkforce Generation:** Cloak possesses the ability to summon the gas-like essence of the Dark Dimension. Although he can do this anywhere within his field of vision, he likes to make the darkness boil up from beneath his cloak. The inky darkness is of Excellent Intensity and can shroud up to a volume of about 4,000 square feet (an entire warehouse). **Shadow Casting:** With Excellent ability, Cloak can nullify sources of light.

Talents: None.

Background: Plagued by a nervous stammer, Tyrone Johnson was a 17-year old runaway when he befriended another runaway named Tandy Bowen. The two of them were offered a place to stay by employees of Simon Marshall, a criminal pharmaceutical chemist who was working for the Maggia to design a synthetic drug that would be a cheap substitute for imported heroin. Marshall injected the experimental drug into Tyrone and Tandy, as well as several other captured runaways. The other subjects died, but Tyrone and Tandy survived and escaped.

Shortly thereafter, the two frightened runaways discovered that the drug had transformed them into super beings. Calling themselves Cloak and Dagger, the pair used their powers to help other young people from being harmed by drug dealers and other criminals. Cloak is very protective of Dagger, especially now that she has become blind.

Dagger

Real Name: Tandy Bowen

F PR (4) **Health:** 44
A PR (4)
S TY (6) **Karma:** 30
E RM (30)
R GD (10) **Resources:** FB (2)
I GD (10)
P GD (10) **Popularity:** 2

KNOWN POWERS:

Light Daggers: She can create and throw daggers of "living light." These glowing darts of pure life force cause systemic shock to anyone who is inherently evil. Her daggers inflict Excellent damage and can penetrate Body Armor, Force Fields, and Invulnerabilities of up to Good rank. The target must attempt an Endurance FEAT roll against Excellent Intensity. Success means a -1 CS on all of the victim's FEATs for 1-10 rounds, while failure indicates unconsciousness for 1-100 rounds and a -3 CS for all FEATs for 3 days. The daggers inflict no physical damage to non-living targets and usually ricochet off solid objects.

Dagger has developed the following Power Stunts:

- She has the Excellent ability to cure a subject of drug addiction.

- She can merge her daggers into a single "sword" that inflicts Remarkable damage and penetrates Force Fields and barriers of up to Excellent rank.

- By touching a victim, she can channel her power directly into the target without a visible display of power.

- If she wills her daggers to go to Cloak, they travel any distance to him with 100% accuracy, even if she is unaware of his location. By following such daggers, she can trace Cloak's whereabouts or the last point at which he entered the darkness dimension.

Light Generation: Dagger can create a "nova" of Remarkable Intensity light that fills up to 2 areas and stuns opponents for 1 round who fail an Endurance FEAT. It also gives attackers a -2 CS to hit her glowing form.

The intense light of Dagger's life force protects her and anyone touching her from the effects of Cloak's darkness dimension.

Weakness: Because of the philosophical and metaphysical nature of her powers, Dagger has limited effect over those who do not consider themselves evil (Dr. Doom or Fu Manchu, for instance). She cannot harm their bodies directly, although she can still use her powers against mechanical systems.

Tandy is currently blind, hence her low Fighting and Agility. Normally, both have Excellent ranks.

Talents: Tandy is a skilled dancer whose internal life force gives her enhanced agility. The combination of dancing and heightened agility grant her a unique fighting style that blends Acrobatics, Martial Arts C, and Tumbling.

Background: (see Cloak) Dagger often tries to restrain Cloak from giving in to the hunger that drives him to absorb people into the darkness dimension. By feeding him with light daggers, she uses the excess light of her life force to help satiate Cloak's hunger. Dagger is convinced that Cloak is the only person who loves her, and will not leave him even though she dislikes her life as a vigilante.

Daredevil

Real Name: Matthew Murdock

F IN (40) **Health:** 110
A IN (40)
S GD (10) **Karma:** 91
E EX (20)
R TY (6) **Resources:** PR (4)
I MN (75)
P GD (10) **Popularity:** 6

KNOWN POWERS:

Enhanced Senses: Daredevil's senses of touch, taste, hearing and smell have been enhanced to Monstrous rank. He can identify substances by taste, read print on a page by touch, or track by scent.

Overloading his senses reduces Daredevil's Enhanced Senses to Incredible rank. This occurs when Daredevil experiences excessive noise or numerous rapidly moving objects, for example.

Daredevil can use his enhanced hearing in a Power Stunt to determine if a person is lying (he listens for an erratic heartbeat) with Amazing ability. **Radar Sense:** Daredevil has developed an omnidirectional sense that operates as primitive radar. He can "see" three-dimensional images up to 3 areas away, regardless of light conditions. Rapid movements and chaotic conditions reduce this Power and his Intuition to Incredible rank. Daredevil cannot be blindsided.

Billy Club: Daredevil carries a billy club made of Incredible strength material. He may wield it or throw it for Excellent Blunt damage. Daredevil can throw it up to 1 area away and ricochet it off multiple targets or hard surfaces with a Power Stunt. By firing a line from the club to any adjacent area, Daredevil can use it to swing up to 3 areas per turn.

Blindness: Because he is blind, Daredevil is unaffected by any light-based attacks, illusions, or hypnosis.

Talents: Daredevil is a master of Acrobatics and possesses Martial Arts A, B and E. He is a Weapons Specialist with his billy club, receiving a +2 CS to hit. Although he has been disbarred, Murdock retains his legal training.

Background: One day, young Matt Murdock saw a truck about to hit a blind man. Hurling himself in front of the vehicle, Murdock was able to keep the man from being struck. However, a canister of radioactive waste the truck was carrying burst open, and Murdock was bombarded with radiation which blinded him but also heightened his other senses.

Matt Murdock later met a blind martial arts master known as Stick, who taught him how to use his augmented senses and trained him as a fighter.

In order to finance his son's college

education, Murdock's father Jack (who was a boxer past his prime) agreed to fix a fight. But because Matt watched the bout, his father could not humiliate himself in front of his son and decided not to throw the match. Jack was later gunned down in retaliation.

The grief-stricken Matt Murdock finished his studies at Columbia University, then opened a law office with his partner, Franklin "Foggy" Nelson.

Murdock was determined to bring his father's killers to justice, but he could see no legal way of doing so. Hence, he decided to adopt the guise of a costumed vigilante and called himself Daredevil. He was successful in avenging his father.

Daredevil has had numerous violent encounters with Kingpin, who robbed Murdock of the woman he loved, his fortune, and his legal standing.

Iron Fist

Real Name: Daniel Rand

F IN (40) **Health:** 100
A RM (30)
S GD (10) **Karma:** 125
E EX (20)
R GD (10) **Resources:** PR (4)
I IN (40)
P AM (75) **Popularity:** 20

KNOWN POWERS:

Chi: By focusing his spiritual energy, Iron Fist can temporarily (for 10 turns) increase his Fighting, Agility, Strength or Endurance by +1 CS. A Psyche FEAT and 1 turn are required. Afterward, his Health temporarily drops 25 points.

Iron Fist: Once per day he can use his Chi to deliver a devastating blow. A Psyche FEAT determines the damage (green = Incredible, yellow = Amazing, red = Monstrous). Afterward, an Incredible or Amazing blow causes him to temporarily lose 50 Health points, while a Monstrous blow drains Iron Fist of 50 points and knocks him unconscious for 1-10 turns as well.

Talents: Rand's aptitude with Martial Arts allows him to Slam or Stun opponents who have greater Strength

than his Endurance.

Background: When he was only nine, Daniel Rand traveled to Tibet with his father, mother, and his father's business partner, Harold Meachum. They were in search of the fabled city of K'un-Lun.

Along the way, disaster struck. Daniel slipped and fell off a treacherous mountain pass, dragging his mother and father over with him. While he and his mother landed on an ice shelf, his father dangled over the sheer precipice and called to his partner for help. Hoping to take over Rand's share of their business, Meachum instead caused him to lose his grip, and the elder Rand fell to his death.

Spurning Meachum's offer of assistance, Daniel and his mother attempted to make it back to camp on their own. As they approached a long suspension bridge, they were attacked by a pack of wolves. Daniel's mother held off the fierce predators long enough for Daniel to escape, but she was killed.

Daniel wandered alone in the frozen wilderness and was soon discovered by denizens of K'un-Lun, who took the boy to their city. He was brought before the ruler, Yu-Ti the August Personage of Jade. Yu-Ti sensed Daniel's desire for vengeance and apprenticed him to martial arts master Lei Kung and the Thunderer.

At age 19 Daniel Rand opposed the fire-breathing serpent called Shou-Lao the Undying. When he grabbed the serpent's body, Daniel received mystic emanations from the beast's dragon-shaped scar, marking where its heart had been ripped out years before. During the struggle, the scar imprinted itself on Rand's chest.

After killing the serpent, Rand plunged his hands into a brazier containing Shou-Lao's molten heart, which the creature had been guarding. Daniel's fists shone with a quasi-mystical force, and he earned the title "Iron Fist."

Returning to America, Daniel Rand became a crimefighter. He joined forces with Power Man (Luke Cage) in the Hero for Hire business.

Moon Knight

Real Name: Marc Spector

F RM (30) **Health:** 90
A EX (20)
S EX (20) **Karma:** 60
E EX (20)
R GD (10) **Resources:** RM (30)
I EX (20)
P RM (30) **Popularity:** 10

KNOWN POWERS:

Nunchakus: Moon Knight carries a pair of steel nunchakus in a holster strapped to his right calf. He inflicts Remarkable Blunt damage with them.

Scarab Darts: With a range of 3 areas, these weapons cause Good Edged Throwing damage. They are shaped like crescent moons. As a called shot, Moon Knight can use them to pin a target to a wall.

Talents: Moon Knight has acquired the skills of a Soldier, Driver and Financial specialist. He also has the weapon skills of Guns, Thrown Weapons, and Bows.

Background: After rejecting his father's scholarly way of life, Marc Spector pursued a very materialistic existence. He became a liaison to the CIA, but soon resigned to become a mercenary soldier.

As a soldier of fortune, Marc Spector worked as second-in-command to Ronald Bushman, a terrorist for hire whose face was tattooed as a death mask.

While Bushman's forces were fighting rebels in the Sudan, Spector learned that Bushman planned to loot a nearby archeological dig. This was all Spector needed to finally realize that he was fighting on the wrong side. He decided to leave Bushman that night.

Unfortunately, Dr. Peter Alraune, an American archeologist working to preserve the treasures at the site, tried to stab Bushman. Spector instinctively stopped him, and Bushman killed the archeologist. Spector warned the archeologist's daughter, Marlene, to get to safety and then challenged Bushman. Spector lost and was left in the desert to die.

Adherents of an Egyptian religion found Spector, but it was too late to

save his life. They took him before the statue of Khonshu, the Egyptian god of the moon. Miraculously, Spector's heart began beating again. In a delirium, he attributed his revival to Khonshu, and declared himself the moon's knight of vengeance.

Spector destroyed Bushman's organization in that part of the world, then returned to America. He decided to adopt the costumed identity of the Moon Knight in order to use his acquired wealth and resources to wage war against criminals.

Moon Knight joined the West Coast Avengers for a time, but has recently quit the team and returned to New York City. While with the Avengers, he lost the supernatural powers granted to him by Khonshu.

Power Man

Real Name: Luke Cage

F RM (30) **Health:** 130
A GD (10)
S IN (40) **Karma:** 36
E AM (50)
R GD (10) **Resources:** PR (4)
I EX (20)
P TY (6) **Popularity:** 18

KNOWN POWERS:

Invulnerability: Power Man has Incredible resistance to physical and energy attacks.

Regeneration: Luke has the Poor ability to heal, allowing him to gain his Endurance rank number in Health three times per day.

Talents: Luke is skilled in Martial Arts A and E, Law Enforcement, and Criminology.

Background: Luke Cage grew up on the mean streets of Harlem, often committing petty crimes with his friend, Willis Stryker. As the two matured, Cage found legitimate odd jobs, while Stryker became a professional criminal.

Cage and Stryker became rivals for the affections of Reva Connors. Unfortunately, Stryker's illicit wealth made him a more eligible suitor than Cage.

One night Stryker was badly beaten

in a mob hit. Cage arrived on the scene, and saved Stryker's life.

Cage and Reva Connors saw a lot of each other while visiting Stryker at the hospital. They developed a strong friendship.

Stryker believed Cage was trying to steal Reva away from him, and became insanely jealous. Stryker planted heroin in Cage's apartment. He tipped off the police, and Cage was arrested on drug charges.

A few days later, Reva Connors was killed in a mob hit intended for Stryker. From prison, Cage swore vengeance against his former friend for framing him and getting Reva killed.

While Cage was in prison, Dr. Noah Bernstein, a research physiologist, came to Seagate Prison to perform an experiment on volunteer prisoners. He wanted to test a chemical method of promoting human cell regeneration as an aid against disease and aging. Cage volunteered, and the doctor promised to help get him paroled at the end of the experiment.

The experiment was sabotaged by a guard, allowing it to advance to a point beyond its design. Cage's body was mutagenically enhanced, giving him superhuman strength. He used his new powers to escape from prison.

While in New York, he discovered that using his superhuman strength to thwart crime could be quite profitable. He defeated Stryker, and with the help of Iron Fist was able to clear his name. He and Iron Fist formed an organization called Heroes for Hire.

Spider-Man

Real Name: Peter Parker

F RM (30) **Health:** 160
A AM (50)
S IN (40) **Karma:** 70
E IN (40)
R EX (20) **Resources:** TY (6)
I GD (10)
P IN (40) **Popularity:** 30/6

KNOWN POWERS:

Wall-Crawling: Spider-Man can adhere to vertical and upside-down surfaces with Amazing ability.

Spider-Sense: Spider-Man possess-

es a Combat Sense of Amazing at all times. This sense warns him of potentially dangerous situations, alerting him by a mental "buzzing."

The higher the rank of the danger, the greater is the intensity of the buzzing. Spider-Man cannot be blindsided while his Spider-Sense is in effect, and may perform defensive actions if he succeeds at an Intuition FEAT roll. If this sense is denied him, his Intuition is as listed, and all Agility FEATs are at -1 CS.

Web-Shooters: From devices on his wrists, Spider-Man can fire a web-like chemical formula. The webbing has Incredible material strength the round it is fired, and hardens to Monstrous strength in the following turn. The webbing dissolves in one hour.

Spider-Man employs his webbing to restrain foes, to make swing lines (traveling 3 areas/turn), to create missiles that inflict Excellent Blunt damage (range: 3 areas), and to create shields of Monstrous material strength.

Spider-Tracer: Spider-Man carries several small homing devices shaped like spiders that are tuned to his

Spider-Sense. He can track them with Amazing accuracy up to 1 mile away.

Talents: Peter Parker is a graduate student in chemistry with a background in physics. He works as a photographer at the *Daily Bugle*.

Background: One evening Peter Parker attended a public demonstration on the safe handling of nuclear waste materials. During the exhibition, a common house spider wandered into the path of a particle beam accelerator. The spider fell on Parker's hand, and bit him.

On the way home, Peter was attacked by a gang of thugs, and found that he could toss them around like rag dolls. Dazed and confused, he ran into the path of a car, and jumped to safety by clinging to a wall. Parker quickly associated these superhuman powers with the bite from the radioactive spider.

After his Uncle Ben was slain by a burglar that Peter could have apprehended on a previous occasion, he realized that with power comes responsibility. In the costumed identity of Spider-Man, Peter Parker began to use his abilities to fight crime.



NON-PLAYER CHARACTER FACTIONS

The super heroes encounter many non-player characters (NPCs) during the adventure. For ease of reference, they have been divided into five factions (or groups):

- the Dragonlords
- the Faces of Fear
- the Maggia
- the Si Fan
- the Tiger's Claw

These groups and their typical members are described below. Statistics for individual NPCs may be found in the Non-Player Character Roster at the end of this module.

The Dragonlords

This street gang has been operating in Chinatown for several years. They sell drugs and run a protection racket on the shop owners in the area. They wear an S-shaped serpent on the back of their leather jackets.

The leader of the Dragonlords is the notorious White Dragon. He has recently given the full support of his gang to Hammerhead and the Maggia in their war against the Faces of Fear.

Typical Dragonlord

F GD (10) **Health:** 36
A GD (10)
S TY (6) **Karma:** 16
E GD (10)
R PR (4) **Resources:** PR (4)
I TY (6)
P TY (6) **Popularity:** 0

Talents: Dragonlords are trained in Martial Arts B and E.

Weaponry: They like to carry easily concealed weapons, such as switchblade knives and nunchakus.

The Faces of Fear

This gang of villains was secretly brought together by the Fixer and Mentallo. Should the fledgling organization crumble, Mentallo and the Fixer are relying on their anonymity to avoid retribution. Not even the members of the Faces of Fear have any idea who the Big Boss is.

In Part 1, Mister Fear was next in the hierarchy of the gang. Because he was captured by the heroes, Mentallo and the Fixer were forced to find another powerful individual to act as a liaison between the mysterious Big Boss (Mentallo and the Fixer) and the low-life members of the Faces of Fear. To this end, they built a replica of the cyborg called Deathlok. The Deathlok Simulacrum is a pawn of the Fixer and Mentallo.

Finally, at the lowest level of the organization are the former members of a street gang called the Batboys. They serve as a vital connection between the Faces of Fear and the streets, gathering information and breaking legs.

At one time, the Batboys operated on the Lower East Side of Manhattan near Yancy Street. They profited mainly by selling drugs. However, they were also involved in a number of crimes, from muggings to auto theft.

Currently, they have been incorporated into the Faces of Fear; they are looking forward to much bigger crimes. To disguise themselves, they wear cheap Halloween masks, like those found in any novelty store.

Typical Batboy

F TY (6) **Health:** 32
A GD (10)
S TY (6) **Karma:** 14
E GD (10)
R PR (4) **Resources:** TY (6)
I TY (6)
P PR (4) **Popularity:** 0

Talents: None.

Weaponry: The Big Boss has armed them with handguns. As the Batboys, they used to carry baseball bats.

Since opening shop on the streets of New York, the Faces of Fear have begun to terrorize merchants by forcing them to pay "protection" money. By selling drugs, they destroy families and lives as well.

Operating mainly on the Lower East Side of Manhattan and in Chinatown, the Faces of Fear are in direct conflict with the Maggia.

The Maggia

This criminal organization is the most powerful in the world. Besides having an iron grip upon most drug traffic, illicit gambling, and other prohibited activities, it also influences political officials and labor unions.

The Maggia is broken down into a hierarchy of independent groups called "families." Each family controls a specific territory. Each is forbidden to operate in another family's territory without permission.

The Hammerhead family claims most of Lower Manhattan, Greenwich Village, and the Lower East Side as its territory. The Faces of Fear have infringed upon Hammerhead's turf, which causes a terrible gang war unless the heroes can intervene.

In order to utterly defeat the Faces of Fear (and the heroes), Hammerhead has hired several super-powered criminals. They are detailed in the Non-Player Character Roster, and include Beetle, Blizzard, Constrictor and Killer Shrike. Hammerhead has also used his resources to pay for the construction of three Dreadnought robots.

Typical Maggia Thug

F GD (10) **Health:** 32
A TY (6)
S TY (6) **Karma:** 16
E GD (10)
R TY (6) **Resources:** GD (10)
I PR (4)
P TY (6) **Popularity:** 0

Talents: They are trained in Martial Arts B.

Weaponry: Wearing pin-striped suits, Hammerhead's thugs carry revolvers and brass knuckles.

Typical Maggia Technician

F TY (6) **Health:** 24
A TY (6)
S TY (6) **Karma:** 36
E TY (6)
R EX (20) **Resources:** GD (10)
I GD (10)
P TY (6) **Popularity:** 0

Talents: Technicians are specialized members of the Maggia who operate drug laboratories, design weapons, and build gadgets. They are trained in Chemistry, Computers, Electronics, Engineering, and Repair/Tinkering.

Weaponry: Technicians are seldom armed. However, they may sometimes have a newly designed weapon (such as a laser or stun pistol) in their possession which they are testing.

The Si Fan

Several years ago, the nefarious Fu Manchu built a secret criminal empire that spanned the globe. The organization is called the Si Fan. With their leader's demise, members of the Si Fan went into seclusion. They await what they call the Imperial Dawn — the day when Fu Manchu will arise from the grave.

That day may not be far off. The current leader of the Si Fan, who resides in Chinatown and is named Lee Min, has acquired the arcane book from the Faces of Fear. With it he hopes to resurrect Fu Manchu.

In return for the book, Lee Min promised to aid Mentallo and the Fixer in their war with the Maggia. The highly skilled members of the Si Fan, who are also known as the Warriors of the Imperial Dawn, have joined forces with the Faces of Fear.

Typical Si Fan Assassin

F EX (20) **Health:** 60
A EX (20)
S GD (10) **Karma:** 32
E GD (10)
R TY (6) **Resources:** PR (4)
I TY (6)
P EX (20) **Popularity:** 0

Talents: The assassins are trained to use Oriental Weapons and Martial Arts A and E.

Weaponry: They carry six shuriken (throwing stars) and a dagger concealed in their dark green tong costumes.

Mental Barrier: Every Si Fan assassin has had a Monstrous Intensity barrier placed in his mind by Lee Min. If the mental block is breached, the tong immediately dies from an embolism (blood clot).

Anyone using Mental Powers to extract information from a tong's mind realizes that a strong barrier is present. The character also knows that if he tries to penetrate the mental block and fails, the assassin will die.

Only Mental Powers of Amazing rank or better have a chance to break the barrier. Even if the mentalist is successful, the tong may attempt a Psyche FEAT roll to resist the probing.

The Tiger's Claw

In order to resist the Dragonlords, some of the angry citizens of Chinatown formed their own gang. The Tiger's Claw is devoted to peacefully

protecting the area.

The leader of the Tiger's Claw is named Wu Fong. He has outsmarted the White Dragon on numerous occasions, and is the villain's most hated rival.

Typical Tiger's Claw

F GD (10) **Health:** 36
A GD (10)
S TY (6) **Karma:** 18
E GD (10)
R TY (6) **Resources:** TY (6)
I TY (6)
P TY (6) **Popularity:** 0

Talents: Members of the Tiger's Claw are trained in Martial Arts A and C.

Weaponry: They prefer to use blunt weapons, such as baseball bats and nunchakus.



CHAPTER 1: MUSEUM PIECE STOLEN!

SUMMARY: This chapter is for heroes who did not play through Part 1, *After Midnight*. They learn about the theft of the artifact and are drawn into the adventure.

STARTING: Read the following boxed text to the players:

While flipping through your local Monday morning paper, you notice an interesting article on the front page.

"PRICELESS MUSEUM PIECE STOLEN!"

Sometime after midnight last night, a priceless book was stolen from the Metropolitan Museum of Art in New York City. Police have no suspects and are continuing their investigation.

The book, oddly titled *A Madman's Mutterings*, is several hundred years old and deals with topics pertaining to the supernatural.

Because specific details of the crime are being withheld by the authorities, the museum's curator, Mr. Maximilian Pride, refused to comment to reporters."

AFTERMATH: The theft of anything from the Met is a major media event. Not only is the crime detailed on the front page of every newspaper in the country, but it is also on national television all day Monday.

During the day, the heroes witness television interviews with celebrities of the art community, all of whom are appalled that the security of the museum has been breached. If one artifact has been taken, what is to keep the thieves from stealing other art treasures?

Be sure the players realize the theft is receiving a lot of public attention. A robbery at the Met should be enough to entice the heroes. By solving this important crime, the costumed characters can expect some good publicity (and possibly a monetary reward).

However, should they be reluctant, have each of the player characters receive a message from the curator through contacts they had established prior to the adventure. If a hero has no contacts, the curator simply places an ad in all of the major newspapers in the United States (he is a very determined man!). Assume the ads are seen by the characters.

The notes (or ads) implore the super heroes to meet with Mr. Pride at the museum five minutes prior to closing (4:55 p.m.) on Tuesday (the Met is closed on Mondays; this gives the characters one full day to travel to Manhattan, if they are in another city). A night watchman will be waiting for them at the door.

When the heroes decide to visit the Met, proceed with Chapter 2.

KARMA:

Deciding to investigate without requiring a note from the curator: +5



CHAPTER 2: THE CURATOR TELLS A TALE

SUMMARY: The heroes visit the Metropolitan Museum of Art to look for clues, either on their own initiative or at the request of the curator.

STARTING: When you are ready to begin, read the following text to the players:

It's nearly five o'clock — closing time at the Met. An elderly watchman named Harry meets you at the entrance to the museum, just as the last visitors are leaving.

Unfortunately, your guided tour is short, for your destination is nearby. Harry leads you through the Great Hall, which is currently decorated with medieval tapestries and weaponry, and into the library.

Sitting in a comfortable chair is an elderly man wearing a fine suit. He is reading today's issue of the *Daily Bugle*.

"Hello, I'm Maximilian Pride, the curator."

ENCOUNTER: Mr. Pride asks the heroes to be seated at an old oak table in the library. Although he has been asked by the police to remain silent, recent events have caused Mr. Pride to believe the police are going to need all of the help they can get. He is prepared to answer the heroes' questions, and he is willing to reveal some useful information. Some of the most important questions and answers are the following ones:

1. *How was the book stolen?* The theft took place in the library — the same room the heroes are sitting in. The book was kept in a locked case, which was smashed to bits. There were no signs of forced entry into the museum. During the robbery, alarms mysteriously malfunctioned and security cameras recorded only static.

(The truth of the matter is that the Fixer used his gadgets to scramble the museum's security systems. Then, he smashed the case with a nearby chair, took the book, and made a clean getaway.)

2. *Was anything else stolen?*

Several other valuable texts on display with the book in question were left untouched. The police found no other clues.

3. *What is the name of the book?*

The book is titled *A Madman's Mutterings*. It was written in 1690 by a man named Bartholomew Jacobs, who was burned as a witch in 1692.

Because of the fragile nature of the book, Mr. Pride has never endeavored to read it, nor has he allowed anyone else to handle it. However, he knows the writing consists of a hodgepodge of myths and speculations about the supernatural. The book is thought to be confusing and tedious to read.

The curator is aware of a legend concerning the book (which is often told during tours of the museum). According to the tale, *A Madman's Mutterings* was written in a secret code, which when deciphered, reveals how to create an assortment of gruesome monsters. Apparently, Bartholomew Jacobs was burned because he summoned such creatures from the spirit world.

Originally, Mr. Pride put little credence in the legend, considering it an amusing anecdote. He has recently changed his opinion, however.

Recent Weird Happenings. Read the following boxed text to the players:

Mr. Pride opens today's *Daily Bugle*, lays it on the table, and points to one of the headlines:

"GHOST COMES TO DINNER AT CHINATOWN RESTAURANT"

A bizarre incident occurred late last night at the China Star Restaurant in Chinatown. According to the frightened patrons, the ghost of a Chinese man floated down through the ceiling. The screaming customers fled into the street, while the phantom hungrily devoured the meals they left behind.

Arriving on the scene, police found no sign of the ravenous spirit and consider the incident to be a hoax. The owner, Mr. Eddie Wong, was unavailable for comment."

Mr. Pride explains that he believes the book has been deciphered and that more supernatural manifestations are imminent. He told the police of his fears, but they laughed at him. He begs the heroes to recover the book, "before the spirits decide to eat more than just food!"

If your players are heavily motivated by money, Mr. Pride is willing to offer up to \$50,000 for the return of the book.

Digging for More Clues. The heroes may wish to further research the history of Bartholomew Jacobs and *A Madman's Mutterings*. It is unnecessary for them to do so, however, because Mr. Pride offers to do the research himself. If he finds anything interesting, he promises to get in touch with the heroes immediately.

The curator asks the characters to leave a telephone number or an address where they can be reached. If they do not (because of secret IDs or whatever), Mr. Pride states that he will take out ads in the *Daily Bugle* in order to contact them.

AFTERMATH: Unless the heroes think of it themselves, Mr. Pride suggests that they visit Eddie Wong at the China Star Restaurant. When the heroes decide to go, turn to Chapter 4.

CHAPTER 3: DO GHOSTS GET HUNGRY?

SUMMARY: This chapter is for heroes who played *After Midnight* and are continuing the Gang Wars Trilogy. They learn that weird things are going on in Chinatown.

STARTING: In Part 1, the heroes defeated Mister Fear and several other costumed villains. They also discovered the bizarre hypnoporter machine. However, they did not recover the stolen book, nor did they find out that Mentallo and the Fixer are really the mysterious Boss.

After the characters have tied up any loose ends (and recovered lost Health), it is time to begin Part 2. Read the following to the players:

While flipping through today's *Daily Bugle*, one of the articles grabs your attention:

"GHOST COMES TO DINNER AT CHINATOWN RESTAURANT"

A bizarre incident occurred late last night at the China Star Restaurant in Chinatown. According to the frightened patrons, the ghost of a Chinese man floated down through the ceiling. The screaming customers fled into the street, while the phantom hungrily devoured the meals they left behind.

Arriving on the scene, police found no sign of the ravenous spirit and consider the incident to be a hoax. The owner, Mr. Eddie Wong, was unavailable for comment.

Is this truly a prank? Or is it the prelude to more incidents like the Monster Murders that have rocked New York over the last few weeks?"

AFTERMATH: When the heroes decide to pay Eddie Wong a visit, turn to Chapter 4.

CHAPTER 4: THE CHINA STAR

SUMMARY: The heroes receive clues from Eddie Wong and encounter some thugs working for the White Dragon.

STARTING: When their characters approach the China Star Restaurant, read the following boxed text to the players:

Chinatown always seems to be in an uproar of activity. The narrow streets are clogged with honking cars and scuttling pedestrians. Flashing neon reflects off the peoples' impassive faces. One of the signs catches your attention. In bright red letters it says "China Star Restaurant."

When you go inside, you notice there are only three customers sitting quietly by themselves. The place seems to be falling apart. The wallpaper is peeling, the carpet is torn, and several light bulbs have burnt out and never been replaced.

Suddenly, a haggard Chinese woman bursts through swinging doors at the back of the dining room. Though she appears worn to a frazzle, you cannot help but notice

the beauty of her face.

The young woman struggles to carry a large tray covered with bowls and plates of steaming food. The meal smells wonderful.

While busily passing out the food, she notices you and says, "You sit. Me get menu. Sit! Eat! Eat!" With that said, she scampers back into the kitchen.

ENCOUNTER: The heroes should take this opportunity to have an excellent meal and to patronize the Wongs with their business. By the look of the place, the restaurant has obviously fallen upon hard times.

At some point during dinner, the heroes ask to speak with Eddie Wong. Mei Li, the haggard waitress, hurries into the kitchen to get her husband. Shortly thereafter, Eddie bustles out of the back room, wiping his hands on a stained apron. Looking forlorn, he bows quickly and speaks in a sad voice, "How may I serve you?"

When the heroes mention the ghost, Eddie looks about nervously. The nearest customer gets up and hastily leaves with a frightened look on his

face. Eddie whispers, "Please! We must talk about this in private. Follow me." He leads the heroes into the kitchen.

Pick a character at random and allow him or her to attempt a Typical Intensity Intuition FEAT. If successful, the hero notices that Mr. and Mrs. Wong are the only employees, and this must be why they appear overworked and depressed.

Standing over boiling pots and clattering cutlery, Eddie Wong proceeds to answer the heroes' questions. Some of the most important questions and answers are listed below.

1. What did the ghost look like?

He was an ancient Chinese wearing green and gold robes. His mustache hung below his chin and he wore a black goatee. The spirit's finger nails were very long and frightening.

(The truth is that the apparition is the ghost of Fu Manchu, which is haunting the streets of Chinatown. The Wongs have never seen Fu Manchu and do not know the spirit's true identity.)

2. Where did the ghost come

from? He floated down through the ceiling and sat at one of the tables. The customers panicked and stampeded out the door. Eddie and Mei Li watched from the kitchen as the spirit hungrily devoured the food on the tables. While he ate, the ghost kept babbling something about the "Imperial Dawn."

3. *What else did the spirit say?* He mumbled something like, "At Pier 36 comes the Celestial China."

(Although the Wongs are unaware of it, the truth is that the *Celestial China* is a Chinese cargo ship anchored at Pier 36. It carried the body of Fu Manchu in a large crate.)

At some point during the questioning, the heroes are interrupted. Read the following aloud:

Eddie Wong is cut off in mid-sentence by the sound of breaking glass. From the dining room you hear Mrs. Wong scream, "Help! . . . Eddie!"

Rushing through the swinging doors, you find that trouble is cooking at the China Star Restaurant. Six Oriental thugs have surrounded Mrs. Wong in the doorway at the entrance. One of them has her up against the wall. Blood is streaming down her face. The thug's arm is cocked as if he is about to strike her again. Through clenched teeth the bully says, "Where's our payment, China Doll?"

It seems that all of the customers have fled.

The thugs are members of the Dragonlords gang, and wear an S-shaped serpent on the back of their leather jackets. They have been extorting protection money from the Wongs for the last several weeks. Not only do the gangsters take money, but they also scare away customers and employees. This is why the couple is having financial problems.

When the Dragonlords see the heroes, they back out the door, dragging Mei Li with them. The heroes should take the fight outside, where they can

give the hoods a good thrashing without tearing up the restaurant.

When the thugs are incapacitated, the heroes may wish to call the police. However, Eddie interjects, "Please! No police! No police! . . . Let them go."

Eddie is afraid the Dragonlords will retaliate by burning down his place—or worse. If the characters comply, the gangsters drag themselves off the floor and shuffle out the door. Looking over his shoulder, one of them curses the heroes and says, "It's the Year of the Dragon! You shall pay a high price for what you've done!"

If the heroes have the thugs arrested, one of them yells the curse given above as he is loaded into a police van. Eddie and Mei Li are obviously very frightened.

AFTERMATH: Visibly shaken, Eddie Wong continues to answer the heroes questions. From the clues he has given them, the characters should decide to visit Pier 36 along the East River. When they do, turn to Chapter 5.

KARMA:

Defeating the thugs: +15

CHAPTER 5: WHAT'S IN THE BOX?

SUMMARY: The heroes arrive at the waterfront to discover that a mysterious crate has been stolen. They must battle several Si Fan assassins.

STARTING: The action takes place on the street outside of a warehouse. Use any of the city maps included with the Advanced Set or the Basic Set. Simply pick an appropriate building to be the warehouse.

When the heroes approach Pier 36, read aloud the following boxed text:

Boats of all sizes ply up and down the gray water of the East River. The place smells like dead fish and exhaust fumes.

Ahead of you is Pier 36. A large cargo ship that is pulling away from

the dock catches your attention. On the side of it is written "CELESTIAL CHINA" in huge block letters.

If the heroes want to catch the boat, they must use a movement Power (Flight, Leaping, and so on). It is simply too tall, too fast, and too far away for a normal person to board it.

No matter what the characters decide to do, read the following:

As the ship moves farther away, your attention is drawn to other matters. From a nearby warehouse someone is yelling, "Help! . . . Police!"

Some of the player characters may still want to pursue the cargo ship, and the team may decide to split up. There

is nothing to be found on the boat, however. Because they are heroes, they should allow the ship to leave and respond to the cries for help. Anyone who boards the cargo vessel loses 5 Karma.

ENCOUNTER: Two security guards and a customs official were in the warehouse inspecting cargo unloaded from the *Celestial China*, when they were attacked by members of the Dragonlords gang. All three of them were beaten senseless. The crate holding Fu Manchu's corpse was stolen.

Oliver Crumb, the customs official, stumbled out of the warehouse and cried for the police. When the heroes come to his aid, read the following:

A man wearing a blood-stained suit is kneeling outside the warehouse. He appears to have been badly beaten. When he sees you, he stands and says, "A gang of street punks jumped us!"

The security guards remain unconscious and appear to be in need of immediate medical attention. Oliver is less seriously hurt. The heroes may ask him a few questions before the police arrive. The most important questions and answers are the following:

1. *What was stolen?* Oliver looks down at his hand and realizes that he is still clutching his clipboard. After flipping through a couple of blood-stained pages, he tells the heroes that the missing item is a crate marked "RELIGIOUS STATUETTES." It was supposed to be shipped to Mr. Lee Min at a shop in Chinatown called Oriental Antiques and Curiosities. "Why would anyone want to steal clay statues?" asks Harry.

2. *Who stole the crate?* A group of Oriental street toughs jumped out of the shadows and attacked Oliver and the guards. Everything happened so fast that Oliver did not get a good look at them. However, he does remember that they wore an S-shaped serpent on their jackets.

3. *Where did the thieves go?* Through a haze of blood and pain, Oliver watched the punks load the crate into a black van and speed off. He didn't get the license plate number.

At some point during their conversation with Oliver, the heroes are attacked by seven Si Fan assassins. Read the following to the players:

While you are talking with Oliver, several stealthy shapes suddenly emerge from hiding all around you. There are seven of them. All are wearing dark green tong costumes. They are brandishing an assortment of nasty-looking knives and swords. As one of them leaps into the air to execute a flying kick, he shouts, "WHAT HAS BECOME OF THE CELESTIAL ONE?"

The Si Fan tongs believe the heroes have something to do with the disappearance of the crate. They are willing to die to find the remains of Fu Manchu, who is also known as the Celestial One. The assassins relentlessly attack the super heroes.

During the battle, Oliver Crumb flees into the warehouse. If the heroes are losing the fight (which is unlikely), Oliver returns with a guard's pistol and opens fire on the tongs. Even though

he is a horrible shot, the Judge should allow Oliver to miraculously hit one or two assassins, in order to turn the odds in the heroes' favor.

AFTERMATH: In 20 turns, two police squad cars arrive. The heroes should hang around to make an official statement. Oliver backs up their story.

If any tongs are captured, they merely stare directly ahead, totally refusing to communicate with the heroes. Because of the Mental Barriers erected in the tongs' minds, using Mental Powers to extract information from them is virtually impossible. See the description of a "Typical Si Fan Assassin" in the Non-Player Character Factions section of this module for details.

The characters should follow Oliver's tip and investigate the shop of Oriental Antiques and Curiosities. If the heroes are injured, they may choose to take the night off before going. When they finally decide to visit the shop, turn to Chapter 6.

If for some reason the heroes miss Oliver's clue and don't think to go to the shop, proceed immediately with Chapter 7.

KARMA:

Defeating the assassins:	+ 15
Deciding not to go to Lee Min's shop:	- 5



CHAPTER 6: ORIENTAL CURIOSITIES

SUMMARY: The heroes visit Lee Min at his shop in Chinatown called Oriental Antiques and Curiosities. Here, the characters gather more clues and make a new contact.

STARTING: A map is not required. When the heroes approach the shop, read the following aloud:

At the back of a deserted alley, a metal sign swings slowly in the wind. Its rusty hinges squeak noisily. On the sign is written, "Oriental Antiques and Curiosities."

The store's one small window is cluttered with an assortment of knick-knacks — garish fake jewelry overflows from ornate boxes, a stuffed owl watches impassively, and two stuffed otters are frozen in play. Hanging above the strange menagerie is a brightly colored paper dragon. Also in the window is a smudged sign which says, "OPEN."

When you enter, a bell on the door chimes merrily. A young Chinese man is leaning over the counter watching a dilapidated television. In one hand he clutches a broom. When he sees you, he tries to stand up straight, but his back is horribly disfigured. Painfully, he motions at you, "Please, you come in. We open! . . . We open!" Embarrassed, you can't help but stare at the poor man's grotesquely humped back. His scraggly hair hangs down over his face, partially concealing his ugly visage.

From behind a bead curtain, an elderly voice calls out, "Hsih Feng! Shut up you fool and get to work." ("Hsih Feng" is pronounced "shee fung.") Hunched over his broom, the young man begins to sweep, but keeps his eye on the television program.

The mysterious voice calls to you, "I have been expecting you. Though you bring evil news, please come in."

ENCOUNTER: Behind the bead curtain, Lee Min sits on a silk cushion. Spread upon a low table before him is a deck of fortune-telling cards. With his blind eyes staring into nothingness, Min asks the heroes to be seated on

similar cushions. He informs the heroes that the cards told him they were coming to bring him evil tidings. When they tell him the crate was stolen, Min looks sad and says, "Alas! My worst fears are true."

Although he appears to be a wise and humble old man, Lee Min is really the evil mastermind behind the Si Fan's plot to raise Fu Manchu from the dead. Min hopes to use the heroes as unwitting pawns. He wants them to find the missing crate so he can send his tongs to recover it.

Lee Min answers the heroes' questions as follows:

1. *What is in the crate?* Though Min is fully aware that the shriveled corpse of Fu Manchu is in the box, he lies and tells the heroes that it contains inexpensive clay figurines of Buddha. Lee also tells them that he believes opium or some other drug was hidden in the hollow statuettes. He claims that smugglers quickly stole the crate when it arrived in the United States. "Why else would anyone go to such trouble to steal cheap statues?" he asks.

2. *Who are the smugglers?* Lee adeptly shuffles the cards and spreads them on the table. He holds up a card showing a white Chinese dragon shimmering with flames. Cryptically he says, "You must seek out one called the White Dragon, for if you do not, he will poison this city's youth with his evil drugs!"

(From his spies, Lee already knows that the White Dragon has the crate, but he doesn't know where it is. He is trying to trick the heroes into locating the White Dragon's hideout.)

3. *What do you know about a book called A Madman's Mutterings?* Once again Lee Min shuffles the deck, and once again he turns up a card depicting a white serpent wreathed in flames. "The White Dragon is also at the root of this evil!" he exclaims.

(Of course, Lee is lying again. The truth is that he has the stolen book. It was given to him by the Fixer and Mentallo as part of their deal.)

4. *Who are the green tongs?* Lee Min claims to know nothing about the assassins who attacked the heroes in Chapter 5. "Perhaps they are a rival gang of the White Dragon," he says.

(Actually, the green tongs are Si Fan assassins under Lee Min's command.)

5. *Who is the Celestial One?* When the tongs battled the heroes in Chapter 5, they demanded to know, "What has become of the Celestial One?" Lee Min once again claims ignorance stating, "Perhaps the name refers to the wise Buddha."

(In fact, Fu Manchu is commonly called the Celestial One by his followers.)

Remember that it is virtually impossible to detect Lee Min's lies because of his Mental Powers. Someone playing Daredevil may try to listen to Lee's heart in order to determine if he is lying. This automatically fails because the old man has totally mastered his bodily functions and can control his heartbeat.

After the heroes have finished speaking with Lee Min and are leaving the shop, read the following aloud:

As you pass through the bead curtain on your way out of the shop, Lee Min calls after you, "Find the White Dragon, for he is your true enemy."

Walking toward the door, you notice that Hsih Feng is very excited about something on his television. Bending his crooked back, he looks up at you, "He's gonna jump! It's only a few blocks from here, too!"

While you move closer to get a look, Hsih Feng turns up the volume. You hear the shrill voice of an excited newswoman, "It seems the man is grieving over the loss of his wife. Police specialists are on the scene, but — Oh my God!"

Looking at the television, you can't believe your eyes. Eddie Wong, the owner of the China Star Restaurant, is dangling from the ledge of a tall building.

As you rush out the door, you hear Hsih Feng shout, "That's only a few blocks east of here!"

AFTERMATH: The heroes should be hurrying to save Eddie Wong. Turn to Chapter 7.

KARMA: Promising to stop the White Dragon:

+ 5

CHAPTER 7: EDDIE TAKES A DIVE

SUMMARY: The heroes rescue Eddie Wong and learn about the fate of his wife, Mei Li.

STARTING: Using the city map included with either the Advanced Set or the Basic Set, pick any building that is between five and 10 stories tall.

If you came here directly from Chapter 5, read the following to the players:

While traveling through Chinatown, you see a large crowd on the street ahead of you. Everyone is straining their necks to look at something near the top of a nearby building. Policemen are trying to move the people back so a fire truck can approach.

Looking closer, you are amazed to see that Eddie Wong, the owner of the China Star Restaurant, is dangling from a flagpole at the top of the building. Suddenly, he loses his grip . . . and plummets toward the rock-hard sidewalk!

If you arrived at this chapter after playing through Chapter 6, read the following boxed text aloud:

Arriving on the scene, you see that a large crowd has formed on the street. Policemen are trying to move the people back so a fire truck can approach the building. There are several newscrews filming the event.

Eddie Wong is struggling to hold onto a flagpole near the top of the structure. Suddenly, he loses his grip . . . and plummets toward the rock-hard sidewalk!

ENCOUNTER: Allow the heroes a chance to save Eddie. They should be able to devise a way of stopping his fall, either by catching him or using a Power (Spider-Man makes a net with his webbing, Cloak engulfs Eddie in the darkness dimension, and so on).

If the heroes succeed, Eddie gives them a note. The authorities take Eddie to the local hospital for questioning and a routine checkup.

If the heroes fail and Eddie hits the pavement, he is critically injured. He is too badly hurt to speak, but is able to pass one of the characters a crumpled note. With sirens blaring, an ambulance takes Eddie to the nearest hospital. He does not die from his wounds.

In either case the note says, 'If you want to see your wife alive, bring

\$10,000 to the old Chiang warehouse on Canal Street at midnight. No Cops! Or she gets it!'

The note is from the White Dragon, who has received orders from Hammerhead to eliminate the heroes. By taking Eddie Wong's wife, the White Dragon believes that Eddie will seek the heroes' help. The White Dragon has set a trap for the characters with Mei Li as bait.

Unfortunately, Eddie believes Mei Li is dead and is so overcome with grief that he tried to kill himself. If the heroes manage to speak with Eddie, he tells them that he has no way of getting the money. He blames them saying, "You beat up the Dragonlords in my restaurant. They took my wife because of you!"

AFTERMATH: The heroes go to the Chiang warehouse to save Mei Li. Turn to Chapter 8.

KARMA:

Rescuing Eddie Wong:	+ 20
Failing to rescue Eddie:	- 20

POPULARITY: Because T.V. newsmen are reporting the entire episode, the heroes' Popularity is at stake.

Rescuing Eddie:	+ 2
Failing to rescue him:	- 5

CHAPTER 8: ZOOM! BANG!—FIREWORKS!

SUMMARY: The heroes fall into a trap at the Chiang warehouse.

STARTING: Using the city map included with either the Advanced Set or the Basic Set, pick any factory or warehouse to represent the abandoned Chiang warehouse. An interior map is included with this adventure.

When the heroes approach the building, read the following aloud:

Ahead of you is the old warehouse mentioned in the ransom note. The place appears deserted. The windows and doors are covered with sheets of plywood. Two big signs nailed to the building say, "KEEP OUT" and "FOR SALE."

If the heroes scout around the building, they discover that the boards covering the back door have been pried off. The door is unlocked.

A shaft of light shines through a small window in the back door. If any characters peer into the window, read the following:

Looking in the window, you see that the light comes from a single bulb hanging from the ceiling by a long black cord. Tied to a chair beneath the light is a woman who appears to be unconscious. Because she is slumped over, her hair hangs in her face making it difficult to identify her — she might be Mei Li, and she might not.

In the shadows at the fringe of the light, you can vaguely see several large crates. You see nothing else of interest.

ENCOUNTER: When the heroes enter the warehouse, anyone who succeeds at an Incredible Intensity Intuition FEAT senses that he or she is being watched. Three Dragonlords are hiding behind each crate marked with a "D" on the interior map. Killer Shrike lurks in the second-story office, which overlooks the entire floor of the warehouse.

Allow each hero who enters the area illuminated by the light bulb to attempt a Typical Intensity Intuition FEAT. Those who succeed notice that faded labels on some of the crates say "FIREWORKS." Crates containing fireworks are marked with an "F" on the interior map.

If a hero disturbs the girl in the chair (by untying her, pulling back her hair to look at her face, or whatever), her head falls off! The girl is actually a very lifelike manikin. At this moment, the thugs emerge from the shadows to battle the heroes.

After a few rounds of combat, Killer Shrike bursts through the office window. Hovering above the melee, he fires energy bolts at the heroes. As he fights, Killer Shrike taunts the characters by saying, "Ha! You fools are too late! At this moment the China Doll is taking a plunge off Pier 38!"

Killer Shrike is aware of which crates hold fireworks. If he gets in trouble, he blasts one of them in order to cause a distraction and escape. He does not care about what happens to the Dragonlords.

The Big Bang. If a crate marked with an "F" is hit by a bolt of energy (or similar attack), the fireworks inside ignite. The crate explodes, sending screaming rockets and flaring smoke bombs throughout the warehouse for 10 turns.

These are not small-time fireworks, but are those used for Fourth-of-July displays and similar events. Think of thundering *BOOMS* followed by daz-

zling spheres of sparkling lights. Get the picture?

Each burning crate emits fireworks for 10 turns. For each of those turns there is a 50% chance that a rocket from a burning crate strikes and ignites the fireworks in a non-burning crate. Thus, it is likely that a vicious chain reaction of exploding crates will ensue. **Smoke.** Anyone in the same area as an exploding crate finds himself choking within a cloud of Excellent Intensity smoke. The smoke billows into adjacent areas on the following turn, and fills the entire warehouse on the third turn.

Each round a character is in the smoke, he or she must attempt an Excellent Intensity Endurance FEAT. Those who fail suffer from smoke inhalation, reducing *all* FEAT rolls by -4 CS. Even those who succeed suffer a -2 CS to all FEATs while in the smoke-filled area.

If a character does not leave the building by the second round after failing an Endurance FEAT, he or she loses all Health and falls unconscious. The character is dying from breathing the smoke. Use either the Advanced Set or Basic Set rules for dying heroes. **Rockets.** For each of the 10 turns that a crate burns, *everyone* in the warehouse must attempt a Good Intensity Agility FEAT. Those who fail are struck by whizzing rockets, which explode for Remarkable Energy damage and flash with Amazing Intensity. The target of a rocket is blinded by the flash for 1-10 turns, unless the hero has sufficient eye protection (a special helmet or Protected Senses, for example). Blinded characters perform *all* FEATs at -4 CS for the duration of the blindness.

Fire. Every turn that fireworks are exploding, there is a 50% chance the warehouse catches fire. If so, the fire burns with Remarkable Intensity. Characters in the same area as the

flames suffer Remarkable Energy damage, those up to 1 area away take Typical damage, and anyone 2 or more areas away sustains no damage. **Putting out the Blaze.** The sprinkler system in the warehouse is not functional. Fire extinguishers are marked on the interior map with an "E." They operate with Excellent Intensity, and can extinguish a burning crate on a yellow FEAT roll or 1 area of the burning warehouse on a red FEAT result.

On the same block as the warehouse is a water tower (Incredible weight). A hero can save the building by dumping the tower's contents on the blaze. Although this quenches the flames, it also delivers Good damage to anyone in the warehouse.

Responding to the fireworks extravaganza, the fire department arrives on the scene within 5 minutes (50 turns). They immediately douse burning areas of the warehouse with their high-powered hoses, and pull unconscious victims of smoke inhalation to safety.

A Little Information. If the heroes interrogate any captured thugs, they gain no useful information. The Dragonlords are frightened of their leader and refuse to talk.

Killer Shrike says only that he is being well paid to help the Dragonlords. He does not reveal that his employer is Hammerhead.

AFTERMATH: After helping the fire department get the inferno under control, the heroes should rush to Pier 38 in order to rescue Mei Li.

KARMA:

Capturing Killer Shrike:	+30
Capturing the Dragonlords:	+15
Putting out the fire:	+30
For each area of the warehouse destroyed:	-5

CHAPTER 9: MEI LI TAKES A PLUNGE

SUMMARY: The heroes rescue Mei Li Wong from a watery grave.

STARTING: A map of Pier 38 is not required for this encounter. If you desire one, simply draw a rectangle and mark it off into four equal sections. Place a marker representing a car at one end.

The pier is 500' long (4 areas) and is 20' wide. It is constructed with wood planks of Good strength.

When the heroes approach the pier, read the following aloud:

Ahead of you, Pier 38 extends over the East River. A black sedan is parked at the end of the dock. The trunk of the car is open, and three ominous looking men wearing gray suits are struggling with something there.

Moving closer, you see that the object is a person covered in a burlap sack and wrapped with chains. As you watch helplessly, the thugs hurl the wriggling body into the river, where it lands with a loud KA-SWOOSH!

ENCOUNTER: The goons are members of Hammerhead's organization.

They are armed with pistols and do not hesitate to open fire on the heroes.

Mei Li is in the sack. The heroes have 8 rounds to retrieve her before she drowns. Finding Mei Li in the murky water requires a successful Remarkable Intensity Intuition FEAT. Each hero who searches may make one Intuition roll per round.

Some Answers. Though interrogating the three thugs results in no useful information, Mei Li is more than willing to answer the heroes' questions. A few of the most important questions are the following ones.

1. *Who are the creeps in the sedan?* She heard them talking about a boss named Hammerhead, and believes they are his men. She also overheard that Hammerhead plans to assassinate Wu Fong tomorrow night as a favor to the notorious White Dragon.

2. *Who is Wu Fong?* He is the head of a warrior society called the Tiger's Claw. They are a group of citizens trained to fight off the evil gangs that terrorize the streets of Chinatown. The White Dragon is their greatest foe.

3. *Where can we find Wu Fong?* He resides at a place in Chinatown

called the Oriental Garden. It is also the place where members of the Tiger's Claw train for combat.

Eddie and Mei Li After patiently answering the heroes' questions, Mei Li asks to be taken to her husband. Whether or not he was injured during his suicide attempt, Eddie is at the local hospital. When the characters arrive there, Eddie and Mei Li are reunited. They graciously thank the heroes for their help.

If the heroes ask, Eddie and Mei Li plan to return home until they can get enough money for plane tickets to San Francisco, where they have relatives. Their fear of the White Dragon has driven them from their home.

AFTERMATH: If the heroes decide to go to the Oriental Garden and warn Wu Fong, turn to Chapter 11. If they want to recuperate for a day first, go to Chapter 10.

KARMA:

Rescuing Mei Li:	+20
Defeating thugs:	+15
Giving Eddie and Mei Li money for plane tickets:	+10
Failing to rescue Mei Li:	-ALL

CHAPTER 10: A DAY OFF

SUMMARY: The heroes decide to either spend the day resting, searching for clues, or performing the daily routines of their civilian identities.

STARTING: Heroes with secret IDs often have day-to-day responsibilities in their civilian lives (families, jobs, and so on). Because this adventure takes place over several days, such heroes must see to their obligations between encounters. Karma awards for making and breaking commitments can be found on page 23 of the Basic Set Campaign Book, and page 37 of the Advanced Set Players' Book.

Read the following boxed text aloud:

Opening the morning issue of the *Daily Bugle*, you notice two very interesting articles. The first says: "CHINATOWN SUICIDE ATTEMPT Yesterday evening Eddie Wong,

owner of the China Star Restaurant, tried to kill himself by leaping from the top of the Snyder Building in Chinatown. Thanks to the daring efforts of [insert names of heroes], Mr. Wong was unsuccessful.

Apparently, Mr. Wong was grieving over the kidnapping of his wife, Mei Li. Once again [insert names] came to the rescue and freed Mrs. Wong from her captures. Next time you see these super heroes, give them a smile and a wave. They deserve it!"

The second article reads: "FIREWORKS IN CHINATOWN

Last night, a fire at the Chiang warehouse caused the sky over Chinatown to be illuminated by a spectacular fireworks display. With the help of [insert names], fire fighters were able to control the blaze.

Police report that the fire was the result of gang violence.

ENCOUNTER: During the time between encounters, the heroes may wish to dig for clues or consult contacts they had established prior to beginning the adventure. Any such clues or contacts are left to the creativity of the Judge.

AFTERMATH: When the heroes decide to go to the Oriental Garden, turn to Chapter 11.

POPULARITY: The heroes may be made to look good or bad, depending on their actions. Either the Basic Set rules or the Advanced Set rules may be used to determine awards and reductions of Popularity. As a general guide:

Positive media coverage:	+1
Negative media coverage:	-3

CHAPTER 11: THE ORIENTAL GARDEN

SUMMARY: The heroes warn Wu Fong that he is in danger, only to find themselves caught in a struggle between the Tiger's Claw and Hammerhead's forces.

STARTING: A map of the Oriental Garden is included with the adventure. Read the following to the players when the heroes approach the shop:

You are standing on a busy Chinatown street outside a small shop called the Oriental Garden. It is obviously a place where gardening supplies may be purchased. Beautifully sculptured bonsai trees are arranged in a large window at the front of the store.

A pretty Oriental woman is watering the dwarf trees in the window. She notices you and motions for you to come inside.

When you enter, the young woman continues her work in the window and says, "Hello. My name is Linda Fong. How may I help you?" Flashing neon signs on the street outside reflect prettily off her delicate face.

ENCOUNTER: The girl is Wu Fong's daughter. If the heroes ask to see Wu, Linda says, "I'm sorry, but father is meditating in the garden and cannot be disturbed." If the heroes tell Linda that Wu is in grave danger, she says, "Father knows of the threat. He is meditating upon the best course of action to take in order to avoid a confrontation with the White Dragon."

At this point, their conversation is rudely interrupted. Read the following aloud:

Screeching tires and screams of fright from outside bring your conversation to an abrupt halt. Linda turns to stare out the window in terror. A long black limousine is hurtling down the street. Hammerhead is leaning out the car window. In his hands he cradles a wicked-looking sub-machine gun . . . which is pointed right at Linda!

If the heroes don't do something to protect her, Linda is severely wounded as bullets crash through the window and ricochet crazily around the shop. No matter what the characters do, the limo disappears into the twisting streets and alleys of Chinatown — Hammerhead escapes.

The heroes are distracted from pursuing Hammerhead by a black van that was speeding right behind the limousine. It squeals to a stop in front of the shop. The doors fly open and four of Hammerhead's goons file out. They are armed with sub-machine guns. The *BLAM! BLAM! BLAM!* of gunfire echoes through the streets as the thugs spray the shop with bullets.

Dreadnought! While the characters fight the armed thugs on the street, allow each hero to attempt an Excellent Intensity Intuition FEAT. Those who succeed hear a *CRASH!* coming from behind the shop. They should now realize that the goons are merely a distraction.

A Dreadnought robot has broken through the rear wall of the garden. It is battling Wu Fong and nine other members of the Tiger's Claw. Wu and his allies are virtually helpless against the killer robot. For each round the heroes delay helping them, one member of the Tiger's Claw (but not Wu Fong) is killed. If Wu is the only survivor, he flees into the shop. The Dreadnought pursues him and begins to trash the store.

When the robot is reduced to zero Health, it crashes to the ground and begins to twitch and spark. With its head slumped to one side, it says in a booming voice, "SIXTY SECONDS TO SELF-DESTRUCT . . . 59 . . . 58 . . ."

The Dreadnought is a walking bomb. The heroes must either quickly dispose of the robot (dump it in the East River, hurl it into outer space, or whatever) or try to defuse the explosive device inside it.

Because the Dreadnought has been severely damaged in the battle, the characters can easily open a control panel in the thing's lower back. Inside, the heroes see a confusing knot of wires and electrical circuitry. Nestled in the middle of the electrician's night-

mare is a black box with a flashing red light. Two wires are connected to the box — a blue one and a green one. To deactivate the bomb, the blue wire must be disconnected. If the green wire is cut before the blue one, the bomb explodes. If both wires are removed at the same time, the device has a 50% chance of detonating (roll randomly). The black box cannot be taken out of the robot without first cutting the wires.

Allow anyone with the Electronics Talent or the Repair/Tinkering Talent an attempt at a Good Intensity Reason FEAT. *The Judge should make the roll in secret.* If successful, the hero realizes the blue wire must be cut first. If the roll is missed, the character has come to a wrong conclusion and thinks the green wire should be pulled or that both wires should be cut simultaneously. It is possible for the heroes to come to different conclusions, and they won't know who is correct!

If the heroes are unable to disconnect or dispose of the bomb, it detonates and hurls jagged fragments of the Dreadnought like deadly missiles. Anyone in the same area sustains Amazing Edged Attack damage. Characters in adjacent areas suffer Excellent Edged Attack damage, and anyone two or more areas away takes no damage. If the robot was inside the shop, the building collapses and inflicts Good Blunt Attack damage to those inside, in addition to any damage from the explosion.

Wu Fong. He is nearly hysterical, especially if Linda was shot or members of the Tiger's Claw were killed. After a few moments to calm down, he answers the heroes' questions as follows:

1. *Why is Hammerhead trying to kill you?* Hammerhead has allied himself with the White Dragon and the Dragonlords. Wu believes (and is correct) that Hammerhead has promised to have Wu killed as part of a bargain between the two villains.

2. *Why does the White Dragon want you dead?* Because Wu is the leader of the Tiger's Claw, an organization that tries to keep peace in Chinatown by openly opposing gangs.

The White Dragon's gang, the Dragonlords, is the largest and most cruel street gang in the area. The Tiger's Claw has thwarted them many times. But now the tables have turned.

3. *Why have Hammerhead and the White Dragon joined forces?* Wu is not certain, but believes it has something to do with a conflict between Hammerhead's Maggia family and a new gang called the Faces of Fear. Apparently, Hammerhead has sought the White Dragon's help in eliminating the Maggia's rival. All Wu knows about the Faces of Fear is that their leader is mysteriously called the Boss.

4. *Where is the White Dragon's or Hammerhead's hideout?* Wu doesn't know where either one is located.

5. *Have you heard anything about a crate of statuettes stolen from the waterfront or an arcane book taken from the Met?* Wu knows nothing about either one.

After the heroes have finished questioning him, Wu pleads with them for help saying, "We in Chinatown do not normally seek the aid of outsiders, but the White Dragon has already done so. Therefore, there is no dishonor if I ask you for assistance. Will you help us?"

Because they are supposed to be *heroes*, the characters should not refuse. If they do, remind the players that their characters will suffer serious Karma losses for doing so.

When the heroes accept, Wu asks them to patrol the streets at night in order to stop gang violence before it

escalates into a full-fledged war. He gives each of them a walkie-talkie with a 2-mile range, and says that these will allow the Tiger's Claw to get in touch with the heroes.

AFTERMATH: When the characters begin patrolling the streets, turn to Chapter 12.

KARMA:

Protecting Linda Fong:	+20
Allowing Linda to be injured:	-20
Defeating thugs:	+15
Defeating the Dreadnought:	+75
Allowing the Dreadnought to kill:	-ALL
Deactivating the bomb:	+20
Failing to dispose of the bomb:	-20
Promising to help the Tiger's Claw:	+10



CHAPTER 12: NIGHT MOVES

SUMMARY: Chapters 12 through 17 describe events that take place at night while the heroes are patrolling the streets of Chinatown. Whether more than one chapter unfolds on the same night is up to the Judge. It is suggested that each chapter occur on a separate night, allowing the heroes to recover valuable Health points between encounters.

During the day, the heroes may tend to the day-to-day responsibilities of their civilian lives. They may also dig for clues or consult contacts they had established prior to beginning the adventure. Any such clues or contacts are left to the creativity of the Judge.

STARTING: This chapter takes place on a Chinatown street. Use any city map from either the Advanced Set or the Basic Set. Choose any small shop to be the Snake House. When you are ready to begin, read the following to the players:

On your walkie-talkie you hear the excited voice of Wu Fong, "Come in [enter names of heroes]! One of the Tiger's Claw reports that a shopkeeper in the amusement arcade near the Chinatown Museum is being robbed. Please respond immediately!"

When the heroes arrive on the scene, read the following aloud:

You are on a narrow Chinatown street that forms a sleazy amusement arcade. Standing before their garish shops, jabbering vendors try to lure you inside for a look at the "dancing chicken" or the "salamander-with-three-tongues." You ignore their calls, for several citizens are

running toward you. From the fear in their eyes, you know something is wrong. "Phantom tongs!" they cry. "Phantom tongs at the Snake House!"

Up the street you see a shop with a huge snake-shaped sign on the roof. It says, "THE SNAKE HOUSE" and "MONSTERS OF THE ORIENT" in twisting snake-like letters. A smaller sign hanging above the door says, "Five Dollars for Adults, Three Dollars for Children Under 12."

Several figures wearing green tong costumes emerge from the door with glistening blades and shining shuriken. People scream and run in all directions. The tongs are followed out the door by an immense man carrying a wriggling sack over his broad shoulder. With sparkling steel armor and a glittering samurai sword, he can be only one person . . . the Silver Samurai!

ENCOUNTER: The Silver Samurai has stolen an assortment of serpents from the shop. The snakes are in the bag, and are going to be used in a ritual to raise Fu Manchu from the dead.

Because of the importance of his mission, the Silver Samurai cannot take the time to battle the heroes. He says, "I must delay killing you now. But for my honor's sake, we shall meet again!" He then teleports in a flash of light to the Si Fan hideout, leaving the tongs to deal with the heroes.

The six Si Fan assassins move to attack. When they begin to lose the fight, the tongs try to escape. If any are captured, they do not even speak to the heroes, let alone answer the characters' questions.

The Shopkeeper. When the danger has passed, the shopkeeper runs out

of the Snake House. Tears stream down his face. He rants and raves. "My children!" he cries. "My beautiful children were stolen by the samurai!"

After he has calmed down, the heroes can get some answers from the shopkeeper. A few important questions and answers are the following ones:

1. *How many children were abducted?* The characters learn that the shopkeeper's "children" are actually snakes.

2. *Why did the Silver Samurai steal snakes?* The saddened Chinese has no idea why his pets were stolen. "The fearsome samurai seemed to know exactly which of my loved ones he wanted," says the old man as he bursts into fresh tears.

3. *Did the Silver Samurai say anything?* Yes. As he pulled the snakes from their cages, he said something like, "These shall warm the dead heart of the Celestial One!"

4. *Who is the Celestial One?* The shopkeeper is not sure. "Isn't he Buddha?" mutters the old man.

5. *Where did the Silver Samurai and the tongs come from?* The samurai appeared suddenly in the middle of the room in a blinding flash of light. The tongs seemed to crawl from the shadows all around. They frightened away the tourists with their flashing blades and glaring eyes.

AFTERMATH: When you are ready to proceed with the next nighttime encounter, turn to Chapter 13.

KARMA:

Defeating the Si Fan assassins: +15

CHAPTER 13: COILS OF THE CONSTRICTOR

SUMMARY: The heroes get involved in a gang fight between the Dragonlords and the Faces of Fear.

STARTING: Use any street map for this encounter, and simply pick an appropriate building to be the movie theater and one to be the jewelry store. An interior map of the Imperial Theater is included with the adventure.

This chapter unfolds at night while the heroes are on patrol in Chinatown. When you feel the time is right, read the following to the players:

Screams of terror echo through the cool night air. Down the street, something has caused people to swarm out of a movie theater.

A taxicab screeches its brakes to avoid hitting the panicked citizens and swerves off the road! It plows over a fire hydrant and rams into the front of a jewelry store. Standing in the spray of water, greedy pedestrians begin to loot items from the display window. They are totally unaware that a huge electric sign is swinging precariously high over their heads. It was dislodged by the taxi's impact. If it falls into the growing pool of water . . .

ENCOUNTER: The long sign weighs 800 pounds (Excellent Intensity) and says "EGG ROLL EMPEROR" in flashing red lights. It is swinging 5 stories (areas) above a crowd of 10 looters.

Before the heroes take their first actions, have them roll initiative. The Judge rolls for the sign (its Intuition is Shift 0). If the heroes win, they may make an action before the sign falls. If they lose, the sparking sign breaks from the wall, pulling frayed electrical cords with it, and plummets toward the throng of looters. The heroes may still act before it hits the ground by succeeding at an Excellent Intensity Agility FEAT.

If the heroes fail to stop the sign or shield the crowd, the flickering billboard crashes into the looters. Those who are not crushed to death are electrocuted as thousands of volts arc through the cascade of water. Any heroes hit by the sign suffer Excellent Edged Attack damage and sustain Remarkable Energy damage from being in the charged water.

The Constrictor Lashes Out! He and six Dragonlords have pursued four members of the Faces of Fear into the movie theater, where they are all engaged in a fierce battle. Several frightened citizens are still inside, cowering

between the rows of seats. By the time the characters arrive, the Constrictor has already killed one thug with his deadly tentacles (no Karma loss for the heroes).

On the big screen, *Enter the Dragon* (a famous Bruce Lee martial arts movie) is playing. As Bruce Lee yells triumphantly and defeats his foes with flying kicks and bone-crushing elbow smashes, the heroes must battle their own enemies.

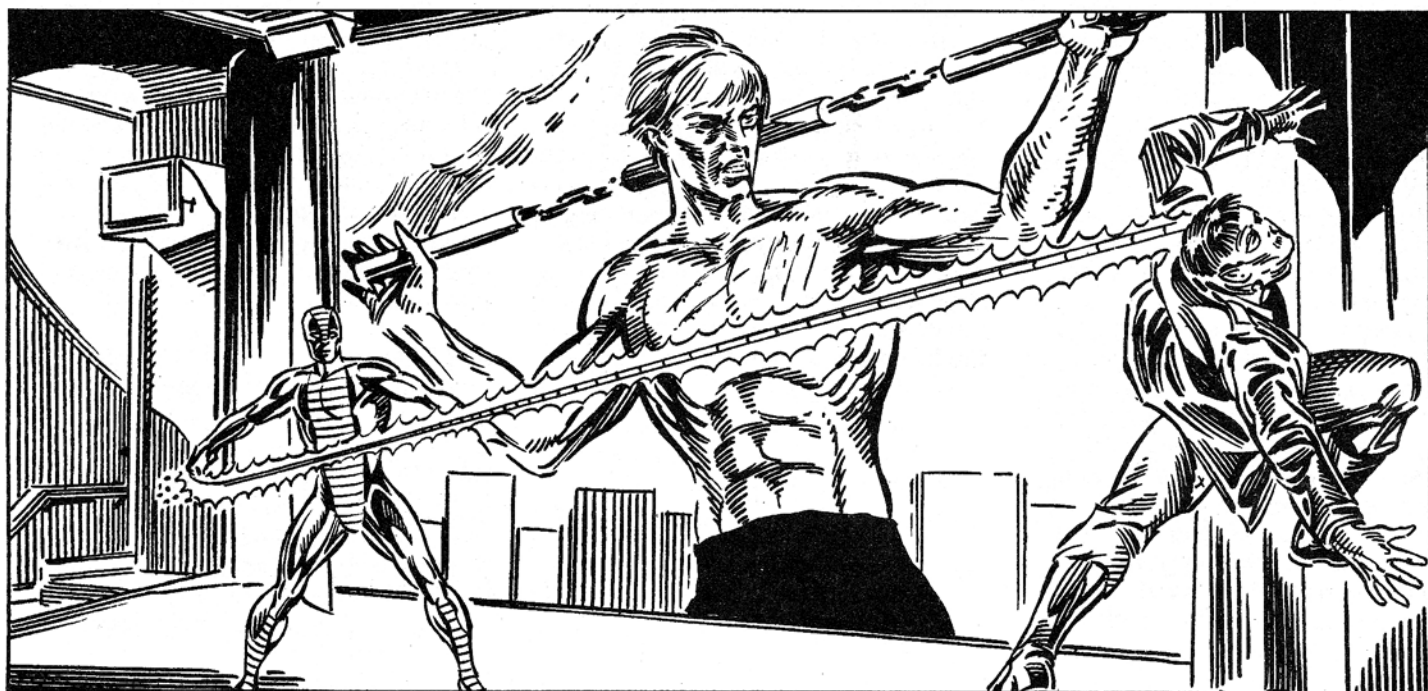
After the fight, none of the Dragonlords or the Faces of Fear will answer any of the heroes questions. They are too afraid of their bosses. The Faces of Fear consider the player characters to be their enemies, even though the heroes may have saved them from the Constrictor.

The Constrictor only admits that he is being paid to help the Dragonlords eliminate the Faces of Fear. He will not reveal who his employer is, however.

AFTERMATH: Turn to Chapter 14.

KARMA:

Rescuing the looters:	+ 100
Failing to rescue them:	- ALL
Stopping them from looting:	+ 10
Defeating the Constrictor:	+ 75
Defeating the Dragonlords:	+ 15
Defeating the Faces of Fear:	+ 15



CHAPTER 14: A CITY'S POISON

SUMMARY: The heroes stop a drug deal and discover that a new, horrible drug has been introduced to the streets of Chinatown by the Dragonlords.

STARTING: Use any city map from either the Advanced Set or the Basic Set. Choose a store to be Tong's Electronics. An interior map of the shop is not necessary.

When you are ready to proceed, read the following to the players:

It's after midnight and the narrow, twisting streets of Chinatown are still awake with a hubbub of activity. The restaurants and food stores are doing a brisk nighttime trade. Squids, crabs and clattering bucket-fuls of lobster glisten under the neon lights.

Through the throng of pedestrians you see the familiar emblem of the Dragonlords, an S-shaped serpent, on the jackets of three street punks. They quickly disappear into a dark alley.

When the heroes pursue the thugs, read the following to the players:

Looking down the alley, you see the Dragonlords speaking with a haggard young man. Money and packets of white powder are exchanged under a flickering street lamp — a drug deal is going down!

ENCOUNTER: In the Marvel Universe as in the Real World, "crack" is poison. It is an extremely addictive and often lethal derivative of another deadly drug called cocaine. Both are responsible for the useless deaths of thousands of good people each year — people who have loved ones and friends that they will never see again.

As if things aren't bad enough, the Maggia has paid a rogue scientist (known mysteriously as "the Chemist") to develop a cheaper, yet more potent, form of crack. It is being distributed by the Dragonlords. Chinatown is the "testing ground" for the new drug. Only the super heroes can put an end to this

terrible operation.

The three Dragonlords are selling crack to an addict named Harry Yoram. When they see the heroes, the thugs try to flee rather than fight. If they are captured, they refuse to answer the characters' questions.

Although he is sick and afraid, Harry Yoram speaks to the heroes if they succeed at a yellow Popularity FEAT. While the characters talk with him, Harry shakes uncontrollably and looks about nervously. Crack has nearly killed him several times and has permanently damaged his brain. The next time he uses the drug might be the last. The following are answers to the most important questions:

1. *Where do the Dragonlords get the drugs?* The rumor on the street is that they are working with the Maggia. Harry doesn't know where the Maggia gets the drugs, but he thinks they have a successful smuggling operation somewhere around Manhattan.

2. *Where is the gang's hideout?* Harry doesn't know where to find the Maggia or the Dragonlords. He has heard a rumor that they operate a crack house near the waterfront, but he doesn't know exactly where it is. (The heroes will find out in Chapter 17, and they may investigate it in Chapter 18.)

3. *Why don't you stop using the drug, Harry?* He tells the heroes that he and his brother, Luke, have tried to quit. They know that crack is killing them, but they can't stop smoking it. Once you try it, you're hooked until you die.

Harry and Luke. While the heroes are speaking with Harry Yoram, they are interrupted by cries for "Help!" and "Somebody call an ambulance!" When the characters go to investigate, read the following to the players:

On the street adjacent to the alley, a crowd has gathered in front of the window of a shop called Tong's Electronics. Pushing through the spectators, you see that a young man is lying on the sidewalk. His body writhes in agony as he suffers severe convulsions.

When Harry Yoram sees the teenager, he screams, "Luke! What's wrong with you!" Harry cradles his younger brother in his arms. Luke stops thrashing about and becomes very calm . . . too calm.

Above the two brothers in the window of the electronics store, a row of televisions blare into the night. Ominously, a newswoman says, "Drug related deaths in the Chinatown area are on the increase. Rehabilitation clinics are nearly filled to capacity. Authorities report that a new, more potent, form of crack is showing up on the streets. God help us all."

With tears streaking his grimy face, Harry clutches his dead brother in his arms and cries, "This crack is killin' us, man! You gotta do something! You gotta help us!"

Unless the heroes have the ability to raise the dead, there is nothing they can do for Luke. The characters lose no Karma for his death.

The heroes may decide to take Harry to a rehabilitation clinic. Harry refuses to go, claiming that he wants to stay with his brother. Forcing him to check-in to the hospital is futile because he can leave whenever he wants. Convincing him to go of his own free will requires a successful yellow Popularity FEAT.

AFTERMATH: When the characters are ready for the next encounter, turn to Chapter 15.

KARMA:

Capturing the Dragonlords:	+ 15
Convincing Harry to check-in to a rehabilitation clinic:	+ 20
Failing to convince him:	- 20

CHAPTER 15: BITE OF THE BEETLE

SUMMARY: The heroes must battle the Beetle and several Dragonlords.

STARTING: Use any of the city maps included with either the Advanced Set or the Basic Set. Pick any small building to be a Chinese restaurant. Because the action occurs on the street, an interior map of the eatery is not required.

This scene takes place while the heroes are patrolling Chinatown. At a suitable moment, read the following aloud:

The walkie-talkie Wu Fong gave you comes to life, "Come in [enter names of heroes]! Do you read me?"

When you answer, the familiar voice continues, "This is Wu Fong. There is a disturbance at the Misha Restaurant on Canal Street. The owner reports that street punks are using his pay phone to make drug deals. They are threatening customers. Please respond immediately!"

When the heroes arrive on the scene, read the following:

A small crowd has gathered outside the restaurant. They are watching an elderly man who is waving a broom at two rough-looking youths. From the S-shaped serpents on their jackets, you realize they are Dragonlords.

The old man says, "Get out! I have had enough of your kind!" You hear a loud *CRACK!* as he swats one of the punks across the knees with the broom handle.

Someone in the crowd screams, while others move quickly away. You see the glint of reflected neon light off metal — one of the thugs has drawn a knife!

ENCOUNTER: The crowd begins to disperse in fear, as the restaurant owner prepares to defend himself with his broom against the knife-wielding Dragonlords. Roll for initiative. If the heroes win, they may react before the old man is attacked. If they lose, the consequences are up to the Judge.

The old man's statistics are as follows:

F	PR	(4)	Health: 22
A	TY	(6)	
S	TY	(6)	Karma: 22
E	TY	(6)	
R	TY	(6)	
I	GD	(10)	
P	TY	(6)	

The two Dragonlords were using the phone to setup a fake drug deal with members of the Faces of Fear, when they were interrupted by the owner. The Dragonlords wanted to lure the Faces of Fear into a trap. Five more Dragonlords are waiting in a convertible sedan parked in a nearby alley. The Beetle is lurking on the roof of a building across the street.

When the heroes move to help the old man, the Dragonlords in the car come to the aide of their comrades, and the Beetle tries to blindside one of the characters. If things are going badly for them, the Dragonlords flee on foot or in the car, leaving the Beetle to hold off the heroes.

If they are captured, the Dragonlords answer none of the heroes' questions. They are simply too afraid of the White Dragon. The Beetle is only willing to admit that he is being employed to help the Dragonlords. He will not reveal the identity of his employer.

AFTERMATH: Turn to Chapter 16.

KARMA:

Defeating the Beetle:	+30
Defeating the Dragonlords:	+15
Allowing bystanders to be injured:	-20
Allowing the old man to be killed:	-ALL



CHAPTER 16: RUNAWAY GARBAGE

SUMMARY: The heroes must stop the Dragonlords from terrorizing a shopkeeper, while at the same time preventing a runaway garbage truck from injuring innocent bystanders.

STARTING: Use any city map from the Advanced Set or the Basic Set. Choose any small building to be a souvenir shop, preferably one close to an edge of the map — you're gonna need a lot of map space for this encounter! Place a token representing the garbage truck in front of the store. When you are ready to begin, read the following aloud:

While patrolling Chinatown, you come upon a disturbing scene. Several Dragonlords are standing atop a reeking mound of garbage in the back of a city sanitation truck. They are hurling globs of muck and entire bags of trash through the broken windows of a souvenir shop. The owner is screaming for help as the thugs pelt him with an assortment of refuse.

A crowd watches in dismay as one of the Dragonlords yells triumphantly, "See what happens to those who refuse to pay the White Dragon for protection! This could happen to you!" With that said, the thug hurls an old tire which lands on the shopkeeper's head and shoulders like a toy in a child's toss-the-ring game. The old Chinese stumbles to the ground. Laughing hysterically, the Dragonlords begin to cover him with armloads of stinking garbage.

ENCOUNTER: Four Dragonlords are on top of the truck. They already beat up the driver of the garbage truck, who is slumped over the wheel unconscious.

When the heroes arrive, the thugs pelt the characters with bottles and junked furniture (Poor Blunt Throwing damage). They then draw more lethal weapons — switchblades and nunchakus.

When the heroes board the truck to battle the Dragonlords, the vehicle lurches into motion! The unconscious driver has fallen onto the gear shift lever. His foot is jammed down on the accelerator. The massive truck ram-

pages down the crowded street.

When the truck suddenly begins moving, everyone on top of it must succeed at a Good Intensity Agility FEAT or fall off. No damage is taken by those who fall.

During the first round of its movement, the vehicle moves 2 areas down the street. Luckily, a trash can is the only victim — it smashes under the truck's huge tires with a loud *CRUNCH!* Screaming pedestrians and other automobiles are able to get out of the way.

During the second round, the truck accelerates and covers 3 more areas. Allow the heroes to act before the truck completes its movement. Place a marker representing a small car 1 area ahead of the truck's marker. Read the following to the players:

A stalled car is directly in the truck's path! As the panicked mother frantically tries to start the auto, the screams of her terrified baby echo from the back seat. They need help . . . now!

Unless the heroes stop the truck (see below) or rescue the people in the auto, the garbage truck slams into the compact car, flipping it into the window of a restaurant with a screeching *SCRASSSSH!* The mother and child are seriously injured. The runaway truck continues on its deadly course.

During the third turn of its movement, the garbage truck covers 3 more areas. Place a marker representing a newsstand 1 area ahead of the truck's marker. Read the following aloud:

The truck is half on the sidewalk and half off. Snapping off street signs like saplings, it rumbles toward a wooden newsstand. With eyes wide open, the vendor inside the stand is frozen in terror. He'll be smashed!

Unless the heroes stop it, the truck rolls through the newsstand — *SNAP! CRACK! CRUNCH!* If the heroes did not rescue him, the poor vendor's legs are smashed. He is critically injured, but an ambulance arrives in time to save his life.

After traveling 3 areas in its fourth and final turn of movement, the ram-

ping sanitation truck comes to a stop. It has covered a total of 11 areas. Exactly why the vehicle stops is up to the imagination of the Judge. Perhaps it rams into a *bigger* truck and stops. Maybe the unconscious driver moved again — this time hitting the brake instead of the accelerator. Or maybe it simply ran out of gas. It's up to you!

Stopping the Truck. The vehicle's attributes are as follows:

Control	Speed	Body	Protection
PR	TY	EX	GD

For those of you unfamiliar with the Advanced Rules, *Protection* is a new attribute for vehicles that represents the equivalent amount of Body Armor the vehicle provides those within. Thus, the garbage truck protects the driver and any passengers as if they were wearing Good Body Armor.

After it has moved for 1 turn, the heroes can try to stop the truck. They have several options:

1. *The heroes attack the vehicle.* Either the Advanced Set rules or the Basic Set rules may be used to resolve this situation.

2. *The heroes use brute force.* The characters might try to halt the truck by grabbing onto the side and holding it in place, standing in front and pushing against it, or lifting the rear axle (or the whole truck!) off the ground. In all cases the same roll is required — a successful Amazing Intensity Strength FEAT.

3. *The heroes take the wheel.* If the hero is not already on the truck, he or she must run or fly to catch up with it and jump on. The vehicle is moving at 3 areas per round. By succeeding at an Excellent Intensity Agility FEAT, a hero can open the door and climb inside the truck's cab while it is moving.

Because of the driver's unconscious body and the general mayhem of the situation, safely steering or stopping the truck requires a successful Control FEAT against the character's Agility or the vehicle's Control, whichever is less. If the roll is failed, the truck continues on its way for 1 turn, after which another Control FEAT may be attempted.

The Dragonlords. If any of the thugs are on the rampaging garbage truck, they fight to keep the heroes from ending the ride. They're having a blast!

When the police show up, the Dragonlords flee the area. If any are captured, they refuse to reveal any information about their gang or the White Dragon.

AFTERMATH: When you are ready to

proceed with the next encounter, turn to Chapter 17.

KARMA:

Stopping the truck before it causes major damage: +50
Failing to stop the truck before

it stops of its own accord: -50
Capturing the Dragonlords: +10
Rescuing the mother and baby: +20
Failing to rescue them: -20
Rescuing the newsstand vendor: +20
Failing to rescue him: -20

CHAPTER 17: ICE OF THE BLIZZARD

SUMMARY: The heroes must battle the Blizzard and the Dragonlords. They also gain a new contact.

STARTING: Use any city map included with either the Advanced Set or the Basic Set. Choose any narrow side street or alley as the location of this encounter.

It is late at night and the heroes are patrolling Chinatown. Read the following to the players:

Beneath a flickering street lamp in an otherwise dark alley, you see a lonely figure meticulously spray painting the wall of a restaurant. Though he is obviously a gang member, you do not recognize the markings on his jacket.

As you move to stop the vandal, an insane voice from the other end of the alley causes you to pause. "HA! HA! HEE! HEE! You've painted your last wall, bomber!" cackles the voice.

From out of the darkness, a stream of ice entangles the boy's legs. His spray can drops to the ground and rolls noisily into the shadows . . . stopping at the frigid feet of the notorious Blizzard!

ENCOUNTER: The young bomber ("bomber" is street slang meaning graffiti artist) is totally immobilized by the Blizzard's ensnarement attack. He curses and beats his fists on the ice, but cannot break free.

The graffiti artist is named Tak. He is armed with a knife. His statistics are as follows:

F TY (6) **Health:** 28
A GD (10)
S TY (6) **Karma:** 14
E TY (6)
R PR (4)
I TY (6)
P PR (4)

The Blizzard is not alone. Four Dragonlords are standing in the shadows behind him. Unless the heroes have made themselves obvious, the Blizzard and his thugs are unaware of them. They move forward to finish off the boy. They plan to kill him as an example to the rest of Chinatown's street gangs that the White Dragon cannot be resisted.

However, the Judge must ensure that Tak survives the encounter. He is an important contact in later chapters.

The heroes can interfere at any time. If they hesitate, the Dragonlords begin beating the helpless boy, while the Blizzard laughs hysterically.

Questions and Answers. If they are captured, the Dragonlords do not answer any of the heroes questions. They are too scared of retribution from the White Dragon. The Blizzard only states that he is being paid to help the Dragonlords. He does not reveal who his employer is.

Tak is grateful to the heroes, but is reluctant to speak with them and only wants to flee the area. If the heroes promise to let him go, Tak hastily answers their questions. The most important questions are the following ones:

1. *What gang do you belong to?*
He is a member of a gang of Hong Kong immigrants called the Kongers.
2. *Why are the Dragonlords after you?* Because he and the rest of the Kongers have recently joined forces

with the Faces of Fear in order to eliminate the Dragonlords.

3. *Where do the Faces of Fear hideout?* He does not know (and wouldn't tell if he did).

4. *Where is the Dragonlords' hideout?* He doesn't know for certain where their hideout is, but he thinks they operate a crack house near the waterfront. Tak tells the heroes that the place is under the South Street Elevated Highway near the Brooklyn Bridge.

Tak's Friends. As the heroes finish speaking with Tak, a car pulls up at the end of the alley. Inside are three more Kongers. One of them says, "Tak! We've been looking all over for you. Come on!"

Looking very nervous Tak whispers to the heroes, "Please don't let them know I spoke to you." He hurries off and joins his comrades in the car.

If the heroes keep Tak from leaving, the gangsters in the car takeoff. If the heroes stop the car, the Kongers do not fight. They do not answer any of the heroes questions and threaten to have the characters arrested for harassment. Unless the heroes arrest Tak for writing on the wall, he leaves with his "friends."

Because the Kongers saw Tak with the heroes, the young bomber is in big trouble. The player characters come to his rescue later, in Chapter 23.

AFTERMATH: When the heroes decide to wipe out the Dragonlords' crack house, go to Chapter 18.

KARMA:

Defeating the Blizzard: +50
Defeating the Dragonlords: +15
Rescuing Tak: +20
Allowing Tak to be beaten: -10

CHAPTER 18: A CRACK HOUSE CRUMBLES

SUMMARY: The heroes do the city a great service by eliminating a crack house. They also encounter the Silver Samurai.

STARTING: Use any city map and pick a small building to be the crack house. An interior map should not be necessary and has not been included. You can improvise one if need be.

When you and the players are ready to begin, read the following aloud:

Ahead of you is the house Tak told you about. The titanic Brooklyn Bridge looms overhead and spans the East River. You can hear the motors and horns of traffic moving across the immense structure.

There appears to be no one around, except a mangy dog that tips over a trash can and rummages through its putrid contents.

Startled by the sudden noise of breaking glass, the dog yelps and runs in terror as a screaming figure crashes through a second story window of the house. Tumbling end-over-end, the man lands with a *THUD!* on the remains of the dog's meal. From the serpent on his torn jacket, you know the hapless thug is a Dragonlord.

An ominous voice echoes from the shadows of the shattered window, "What have you done with the Celestial One?!" Framed by jagged shards of glass, an imposing figure emerges into the light. It's the Silver Samurai!

ENCOUNTER: The Silver Samurai and 10 Si Fan assassins were sent to the crack house to determine if the corpse of Fu Manchu is being kept here. (It is not.) After "questioning" several Dragonlords, the Silver Samurai has learned nothing and is very frustrated. From his position in the window, he immediately teleports in front of the nearest hero and initiates a fierce battle. Jumping and tumbling, the 10 tongs emerge from windows and doors in the house to fight the player characters.

The thug who landed on the sidewalk is unconscious. If a hero checks on him, the character finds that the

Dragonlord is not seriously injured and does not require immediate medical attention. Lucky for him, the mound of garbage cushioned his fall. During the confusion, he slinks away.

When the assassins begin to lose the struggle, the Silver Samurai teleports back to the Si Fan hideout. He *must* escape to be encountered in a later chapter.

The Thunder God. If the heroes are losing the fight, a hammer flies through the air and smacks into the Silver Samurai. Dazed and confused, the samurai staggers back, then teleports away. The Mighty Thor has arrived on the scene!

After the battle, Thor explains that he is searching for Iron Man and Captain America. He and the rest of the Avengers have been away on business. Upon returning to Avengers Mansion, they found Iron Man and Captain America mysteriously absent. On a hunch, Thor flee south along the East River to look for them. He saw that the player characters could use some help and stopped to give them a hand.

The Thunder God is very curious about the Silver Samurai and the tongs. After the heroes explain the situation, Thor heads off toward the crack house and says, "Perhaps the hoodlums in yonder house wouldst care for a taste of the Mighty Thor's wrath! Come, my friends . . . TO BATTLE!"

Inside the House. The old building is in a state of utter disrepair. Refuse litters the floors and clings to the walls. Surprisingly, there are no drugs to be found anywhere.

All of the Dragonlords have already escaped. However, the heroes hear a cry for help coming from the basement.

Arriving on the scene, the characters discover a strange situation. Three haggard teenagers are tied with ropes, and are lying in the cargo hold of a bizarre vehicle. The thing looks something like a van with treads instead of wheels. It has a large screw-like device attached to the front. The vehicle's function is evident from the large hole bored into the basement floor — it is obviously some sort of borer machine.

When they see the heroes, the teenagers cry in fear, "Help us, please! Before they come back!" After they are freed, the kids answer the characters' questions as follows:

1. *What are you doing here?* They were kidnapped by the Dragonlords and brought here. (Actually, they came to the house to buy drugs, and were then kidnapped.)

2. *Why were you kidnapped?* They heard the Dragonlords talking about somebody called "the Chemist" and about strange experiments. "They were gonna use us like lab rats, man!" cries one of them.

3. *Who is the Chemist?* They heard rumors that he is the guy who designed the new kind of crack that is being sold in Chinatown.

4. *Where are the Dragonlords and the Chemist?* There was a ruckus upstairs and the Dragonlords came running down into the basement. They took off down the hole in another digging machine. "There was kids like us in the back of that truck, too!" says one of them. They have never seen the Chemist.

The teenagers know very little else. When the heroes are finished with them, the kids flee from the house. If Thor entered the house with the player characters, he remains with them and encourages them to proceed down the hole.

Although it is not necessary, the characters may decide to drive the mole machine. They could just as easily climb into the hole and walk through the tunnel. However, they may drive if they wish. Figuring out how to use the mole machine is fairly difficult. A successful Excellent Intensity Reason FEAT is required. Statistics for the vehicle can be found in the next chapter.

AFTERMATH: When the characters (possibly including Thor) decide to explore the tunnel, turn to Chapter 19.

KARMA:

Capturing the tongs:	+ 15
Forcing the Silver Samurai to teleport away without Thor's help:	+ 50
Thor must come to the rescue:	- 20

CHAPTER 19: SMUGGLERS' BLUES

SUMMARY: The heroes discover a shuttle transport system that was abandoned by the Avengers. They also rescue more teenagers from the bowels of a savage borer machine.

STARTING: Either in the borer machine or on foot, the heroes travel through the tunnel beneath the crack house. They eventually emerge into a much larger tunnel. (A map of it is included with this module.) Ironically, this large tunnel was built by the Avengers. In the past, it connected Avengers Mansion with Hydro-Base, which was located nine miles south-east of Manhattan. Not too long ago, Hydro-Base was moved to New York Bay and anchored only a half mile from the Statue of Liberty. The uncharted underwater tunnel was abandoned . . . for a while.

Recently, the Maggia infiltrated the passage, right under the Avengers' noses. Because the lengthy tunnel extends beyond United States Coast Guard jurisdiction, the Maggia has been able to conduct a very successful smuggling operation. They have even constructed a laboratory in the tunnel, where the Chemist conducts horrid experiments to develop even more deadly drugs.

By docking their boats at a floating platform where the tunnel rises from the ocean, the smugglers are able to safely unload their illicit cargo. They then simply transport the drugs in shuttles to the dirt tunnel made by the borer machine. From there, the contraband is taken by borer to the crack house, located beneath the Brooklyn Bridge.

The Maggia's evil endeavors are about to come to an abrupt end, however. When you and the players are ready, read the boxed text aloud:

The dank tunnel made by the borer machine has led you beneath the East River. Without warning, you emerge into a much larger passage. Steel walls gleam in the dim light cast by glowing panels spaced along the ceiling. Looking southeast, away from Manhattan, you get the feeling that this new tunnel goes on forever.

This place is obviously some sort of transport system, for two shuttles are parked in a transparent tube on a platform in the middle of the tunnel. The tube forms a loop and runs southeast along each side of the passage. Apparently, one tube is for outgoing traffic and the other is for incoming shuttles.

Another borer vehicle is parked under the platform. There seems to be no one inside.

At one time, it appears that the shuttle tubes continued northwest, toward Manhattan. However, a metal blockade has been erected across the passage. Looking closer, you see globs of smoldering iron littering the ground — a man-sized hole has recently been melted through the barrier!

If the heroes are accompanied by Thor, read the following boxed text, in addition to that above:

Looking about the immense tunnel with eyes wide, the Mighty Thor exclaims, "Od's blood! I know this place! 'Tis the shuttle system that once connected Avengers Mansion with the Hydro-Base. But the Hydro-Base was moved to New York Bay, and this underwater passage abandoned. It seems that something sinister is afoot! And by the look of the hole melted in yonder barrier, Iron Man hast surely been here! Hurry, my friends! I fear that my fellow Avengers have stumbled upon a nest of serpents!"

Moving with great strides, Thor jumps upon the shuttle platform. "Let us ride within this airbus, and discover what evil lurks at yonder end of the tunnel!"

ENCOUNTER:

The Shuttle System. The long tunnel is known to the Avengers as the UGABS (UnderGround AirBase Shuttle). The massive tunnel casing is constructed of tempered steel (Shift Z material strength). The transparent tubes running along the inside walls of the passage are constructed of high strength plastic (Good material

strength). Because the tunnel rests on the ocean floor and could possibly bend due to seismic activity, the plastic shuttle tubes are designed to be flexible. (A crimp in the tube while you're traveling at over 200 mph can be a nasty surprise!)

Metal rings spaced along the transparent tubes produce an oscillating electromagnetic field, which causes the shuttles to float on a magnetic cushion. As a result of this power source, the cars can move at Remarkable airspeed (225 mph). Each shuttle can transport up to eight passengers.

The shuttles' statistics are as follows:

Control	Speed	Body	Protection
EX	RM	GD	TY

Battling in the Tunnel. Because of the numerous protrusions, pipes and cables lining the walls of the tunnel, damaging the walls has unpredictable (and often disastrous) results. Any time a character fires a stray missile attack, or Slams an opponent into the wall, check to see if there is a special occurrence. Roll a D100 and consult the following table.

Tunnel Combat Table

D100 Roll	Result
01-60	Nothing Special
61-70	Electrical Wiring
71-80	Magnetic Anomaly
81-90	Steam Pipe
91-00	Water Pipe

Result Descriptions

Nothing Special. There is no special result. Normal damage is caused to characters slammed into the walls, which are made of immense plates of tempered steel (Shift Z material strength).

Electrical Wiring. Inside the walls are large cables that are insulated with rubber, and conduct high voltage electricity. One of the cables has been partially severed, causing dangerous sparks of lightning to arc crazily from the walls, floor and ceiling.

Any characters within the same area as the broken cable are attacked by arcs of Incredible Intensity electricity. If the tunnel has previously been flooded by water, this can be a particu-

larly dangerous event. In this case, the electricity flows through the water, attacking everyone within 7 areas.

In either situation, the electrical attacks halt after 1-10 turns, when the cable has finally short-circuited. The loss of power renders the entire shuttle system useless.

Magnetic Anomaly. The electromagnetic rings set in the shuttle tubes are damaged. As a result, a very strong and unique magnetic field springs into existence for 1-10 turns. During this time, *all* metallic objects (whether iron, tin, or whatever) within 3 areas are attracted to the damaged area with Incredible Intensity.

In order to resist the pull, characters wearing or holding metallic objects (Iron Man or Dreadnought robots, for example) must succeed at an Incredible Intensity Strength FEAT each turn the effect persists. If a Strength FEAT is failed, the character flies through the air and crashes into the wall. Treat this event as if the character scored a Hit in a Charging Attack. The wall's material strength is Shift Z, which is equivalent to Body Armor of the same rank. You may roll again on the Tunnel Combat Table to determine if the Charge results in another disastrous event.

Steam Pipe. Running along the walls and ceiling of the tunnel are numerous steam pipes, which are part of the system designed to cool the huge generators that supply electricity to the electromagnetic coils in the shuttle tubes. One or more of them have broken and are emitting blasts of superheated air.

The steam blows in many directions. Everyone within 2 areas of the breach must attempt an Excellent Intensity Agility FEAT. All those who fail the Agility FEAT are attacked by the steam as if it were making an Energy Attack of Excellent Intensity. Characters may easily avoid the blasts of whistling air on the following turn.

Water Pipe. Thousands of gallons of cold water are part of the system designed to cool the generators that power the shuttle tubes. One of the pipes has ruptured, allowing a flood to spew into the tunnel with Incredible Intensity.

Because the water flows from multiple directions and swirls about the walls, every character within 2 areas of the breach must attempt an Incredible Intensity Agility FEAT. Success indicates the individual avoided the flood.

All those who fail the Agility FEAT are attacked by the water as if it were making a Charging Attack with Incredible Endurance. Any characters sustaining a Hit, Slam, or Stun result are caught in the flood, and are quickly swept 5 areas down the passage.

At this point (5 areas away), the stream expands across the floor of the tunnel, losing much of its force. Because it is now only one or two feet deep, characters in the water are in no danger of drowning (unless they are unconscious) and can easily regain control of their movement.

The water ceases to spew from the breach after 2-20 turns, at which point emergency valves shut off the flow. Nevertheless, the cooling system does not function properly. Each time the shuttles are used, there is a 50% chance that the generators overheat. If this occurs, the shuttles immediately stop and passengers are trapped in the shuttle tubes for 1-100 turns before emergency power kicks in.

Rupturing the Tunnel. Because the walls are Shift Z material strength, the player characters should not be able to produce attacks powerful enough to penetrate the tunnel wall, which would allow the ocean to flood the entire shuttle system. If they can, the heroes are way out of the league of the villains in this adventure, and should be facing more formidable foes — like Galactus!

The borer machines are not able to cut through the steel casing. The Maggia made a hole in the tunnel floor with a very powerful laser (which is no longer here), and then used the borers to dig a passage to the basement of the crack house.

Attack of the Borer Machine. Before the heroes board a shuttle, they are rudely interrupted. The borer parked under the platform is *not* empty. A Maggia technician (who is at the wheel), four Dragonlords, and three captive teenagers are inside. When a hero enters the same area as the

borer, the drill on the front suddenly begins turning with a loud **SCREEEEE!** The driver throws it in gear and tries to cut the heroes to ribbons.

The borer machine's stats are as follows:

Control	Speed	Body	Protection
PR	TY	RM	RM

The borer is a subterranean vehicle that allows speedy travel through the underground. If moving at Poor speed, its passage leaves a tunnel that others may follow; otherwise, it leaves churned earth. The forward screw of the borer can be used to make an Edged Attack for Incredible damage. If the heroes attack the borer, either the Advanced Set rules or the Basic Set rules for vehicle combat may be used to resolve the situation.

If the borer is rendered useless, the Dragonlords throw open the cargo doors and come out fighting. They are too stupid to think of using the teenagers as hostages. However, the Maggia technician is a bit more sly. When the Dragonlords are defeated, he holds a pistol to a terrified young girl's head, and demands to be allowed to board a shuttle. If the heroes comply, the technician climbs into the shuttle and quickly pulls the girl in after him. He slams the hatch and they hurtle down the tube with a **WHOOOSH!** Of course, the characters may pursue them in the other shuttle.

If the heroes attack the technician, he *will* try to shoot the girl. Whether or not he is successful is up to the Judge. **The Mighty Thor.** If the Thunder God did not help the heroes in the last chapter, he dramatically arrives on the scene now by ripping and enlarging the hole in the metal barrier so that he may more easily walk through. If the player characters are having trouble with the borer and its crew, Thor gives them a hand; otherwise, he arrives after the battle.

Thor explains that he is searching for Iron Man and Captain America. While performing a routine check, the two Avengers discovered an unexplainable power drain associated with the abandoned shuttle system. Cap

and Iron Man went to investigate, and failed to report-in as scheduled. Thor has gone after them to see if they are in trouble.

The Thunder God informs the heroes that the platform where they are now standing was not built by the Avengers. The shuttles are not supposed to be operational. Obviously, someone is using the tunnel for evil deeds. Thor urges the player characters to take a shuttle with him to the southeast end of the tunnel.

The Teenagers. The kids in the borer have no new information to give the player characters. For their answers to the heroes' questions, see Chapter 18.

When the battle is finished, the teenagers ask to be allowed to go back to the surface. The dirt tunnel is very dark and the kids are afraid to go alone. None of them can operate a borer vehicle.

The heroes either have to drive them, walk with them, abandon them, or bring the kids with them in a shuttle tube (which is likely to get them killed in the next chapter). The heroes gain no Karma for helping the kids leave, but they should be penalized for abandoning the teenagers or forcing them to walk up the dark tunnel alone. The exact penalty is up to the Judge.

AFTERMATH: When the heroes (including Thor) take a shuttle ride to the southeast end of the tunnel, proceed with Chapter 20.

KARMA:

Defeating the thugs:	+ 15
Freeing the teenagers:	+ 30
Allowing the teenagers to be injured:	- 30
Allowing the female hostage to be taken in the shuttle:	- 15
Allowing the female hostage to be killed:	- ALL



CHAPTER 20: AVENGERS ASSEMBLE!

SUMMARY: Accompanied by the Mighty Thor, the heroes zoom down the Avengers' old shuttle system, eventually coming to the secret laboratory of the nefarious Chemist. Here, they find Iron Man and Captain America — dead!

STARTING: A map of the secret lab is included with this adventure.

In the following boxed text, it is assumed that the heroes took the shuttle. However, it is possible they traveled on foot, in which case they have had a long walk — about nine miles! If they didn't ride the shuttle, simply alter the text to suit the situation. Read the boxed text aloud when you are ready to begin:

After hurtling along at over 200 miles per hour for only a few short minutes, the shuttle slows to a stop and the hatch opens. You are standing on a platform similar to the one you departed from.

The scene before you must surely be the fragmented memories of some forgotten nightmare. Clutched in the metallic arms of two fearsome robots are the limp bodies of Iron Man and Captain America . . . Can it be?

Suddenly, the horribly scarred face of a laughing man appears on a huge monitor above a door at the end of the tunnel. He wears mirrored sunglasses and is totally bald. With a toothy grin he mocks you, "HA! HA! You're too late, Thor. Too late, too late . . . TOO LATE! IRON MAN AND CAPTAIN AMERICA ARE DEAD!"

"Who art thou," rumbles the Thunder God, "that wouldst dare assault the Avengers?"

"I am called the Chemist," smirks the huge face, "and I have been waiting for the Avengers to meddle in my affairs. Thus, I am prepared for our meeting. And now, Thor, it is your time to DIE!"

The Chemist flicks a switch, and the Mighty Thor drops to his knees in agony. With his powerful hands clawing at his ears, the God of Thunder screams, "MY MIND IS

RIPPING ASUNDER!"

The smiling Chemist turns his reflective gaze toward you. "I was expecting the Avengers, but I had not anticipated your interference. Nevertheless, you can be dealt with . . . with a little more effort. DREAD-NOUGHTS ATTACK!"

The fierce robots drop the lifeless bodies of Captain America and Iron Man, and turn their steely eyes upon you. Writhing in anguish, Thor cries to you, "By the gods! Only thou canst save the Avengers!"

ENCOUNTER: The Dreadnoughts use every weapon at their disposal to try and eliminate the player characters. Unlike the Dreadnought encountered at the Oriental Garden (in Chapter 11), the two robots here do not contain a self-destruct mechanism.

If the heroes are about to lose the battle, allow Thor to get in a few good licks with his hammer before he falls to the ground and "dies."

Battling in the Tunnel. Refer to Chapter 19 for the effects of damage to the tunnel walls.

Can a God Die? During the battle, Thor finally loses the struggle with the forces that are attacking his mind. He slumps against the tunnel wall and stares into space with glassy eyes. To the player characters, it looks as if he has died.

In truth, however, the Thunder God and the two other Avengers have been subjected to a mental attack that slowed their bodily functions to the point where they appear to be dead.

Anyone who inspects their bodies and succeeds at a Good Intensity Intuition FEAT realizes they are in some form of trance, and are not dead . . . yet. The character who succeeds at the Intuition FEAT also knows that the Avengers are steadily weakening, and *will* die if whatever is affecting them is not switched off.

Mental Powers (such as Telepathy or Mental Probe) *can* be used by the player characters to communicate with the dying Avengers. In this case, the heroes learn firsthand that the Avengers are not dead, but are dying an excruciating death. The Avengers tell

the hero using Mental Powers that the invisible force attacking them is coming from behind the large metal door (which leads to the Chemist's lab).

Whether or not the Avengers are *really* in danger of dying is up to the Judge. No matter what the case, be sure the *players* think that the mighty avengers are near death.

A simple way to resolve the situation is to attempt an Endurance FEAT for each Avenger every turn. If the result rolled is green or better, nothing happens that round. If a roll is failed, the NPC loses an Endurance rank. If an Avenger drops below Shift 0 Endurance, he is dead.

Although they don't know it, this gives the player characters plenty of time to turnoff the Avenger-Killer Ray. Also, watching the Judge make rolls every turn should make the players very nervous!

In Pursuit of the Chemist. It is possible that the player characters did not successfully check the "corpses," and still believe the Avengers are dead. They should realize the truth, however, from what the Chemist says next.

The Chemist thinks the heroes know that the Avengers are not truly dead. Read the boxed text aloud:

The Chemist curses you before switching off the huge monitor, "Fools, before you can penetrate the outer door, my Avenger-Killer Ray will have done its work once-and-for-all, and I'll be long gone! There is nothing you can do to save the Avengers!"

The walls and outer door of the lab are made of a steel alloy (Amazing material strength). Ripping open the door requires a successful Amazing Intensity Strength FEAT.

Next to the door is an electronic control panel, which opens and closes the portal. The door can be opened by short-circuiting the control panel. This requires a successful Remarkable Intensity Reason FEAT. Allow any heroes with the Computers, Electronics, or Repair/Tinkering Talent a +1 CS on the roll.

When the heroes open the door to the lab, read the boxed text aloud:

Before you is the Chemist's personal Chamber of Horrors. Strange, exotic-colored gases and liquids bubble in glass beakers and tubes. On a worktable lies the corpse of a young girl. Her face is a frozen mask of terror.

Thin and sickly, two of the Chemist's living test subjects call out to you from their cell, "Help us! For God's sake, help us!"

The Chemist is not in the laboratory. By freeing the captives, the heroes gain some useful information. The answers to the most important questions are the following ones:

1. *Where is the Chemist?* He left in the elevator with several technicians.

2. *Where does the elevator go?* They have learned that it leads to a floating platform on the ocean's surface.

3. *Where is the device that attacked the Avengers?* The frightened captives point to a computer console on the far wall.

At this point, it is likely that the heroes will split up. Some will ride the elevator to chase the Chemist, while others will try to turnoff the Avenger-Killer Ray.

On the Platform. If you require a map of the platform, simply draw a large circle on a sheet of paper, divide it into 4 areas, and draw a small octagon in the center to represent the elevator. Place a marker at the edge of the platform to indicate the position of the boat.

Read the following to those characters who ride the elevator:

The elevator doors open with a *WHOOSH*, and you find yourselves in the middle of a thunderstorm. Lightning flashes and the whipping wind drives cold rain into your face. The platform rises and falls crazily with the lashing waves.

Looking through the chaos of the storm, you vaguely see the outlines of three men who are loading the last of several crates onto a hydro-

foil. They jump aboard and a bald man pulls back the throttle. With a shrieking laugh that rises above the howling wind, the Chemist heads off into the pouring rain.

The heroes must act fast to stop the boat. Allow each character who succeeds at an Excellent Intensity Agility FEAT to react before the boat disappears into the storm.

The hydrofoil's statistics are as follows:

Control	Speed	Body	Protection
TY	IN	TY	TY

After the first turn, the hydrofoil has moved 2 areas away from the platform, and is concealed in the rain and fog. Attempts to locate the boat by sight, hearing, or a Power should be rolled against the Incredible Intensity storm.

If the heroes capture the boat (by disabling it or whatever), the Chemist and the three Maggia technicians do not surrender without a fight. The thugs are armed with handguns, while the Chemist has an assortment of deadly items (see the Non-Player Character Roster).

The Avenger-Killer Ray. Read the boxed text to those heroes who attempt to turnoff the Avenger-Killer Ray:

A bizarre computer console takes up an entire wall of the lab. Blinking lights and flashing monitors attest that it is still functioning.

Looking closer, you notice that each of the monitors displays a small portrait and technical information about six different Avengers. You see data concerning Captain America, Iron Man, Sersi, Starfox, Thor, and the Vision. The status reports concerning Thor, Captain America, and Iron Man are overlaid with flashing red letters that say, "SYSTEM ACTIVATED."

The Maggia attained the brain wave patterns of the Avengers (not an easy task!), and used this information to design a Monstrous Intensity mind-shredding weapon. By emitting an invisible, telepathic signal, the device

can affect the following Avengers if they approach within a 3-area radius — Captain America, Iron Man, Sersi, Starfox, Thor, and the Vision.

The player characters must be careful. If they simply smash the machine or turnoff the power, the Avengers no longer continue to die, but they remain trapped in a coma. To fully revive the Avengers, the player characters must use the device to gradually restore them. This means the heroes must try to understand how the Avenger-Killer Ray works, and doing so requires a successful Remarkable Intensity Reason FEAT. Once they figure out how to use the machine, the heroes can revive the Avengers in 1-10 turns.

A Call for Help. If the heroes can't use the device, they may decide to find someone who can. They have two obvious choices — other Avengers or the Chemist.

Thor, Iron Man and Captain America are each wearing wrist communicators, which look like wristwatch-sized radio/televisions. They have an effective range of 20 miles for broadcasting, but can receive at up to 250,000 miles (from the Earth to the Moon) if the transmitter is powerful enough.

If the player characters use the communicators to contact Avengers Mansion, they discover three other Avengers on active duty — Sersi, Starfox, and the Vision. When advised of the emergency, the Avengers quickly take flight in a Quinjet. Even though there is a vicious storm brewing on the surface, the Avengers risk landing the Quinjet on the floating platform. Upon arriving, assume they successfully utilize the machine to revive the "dead" Avengers.

Remember: Unless the power is switched off, any Avengers who show up immediately succumb to the Avenger-Killer Ray.

If the Chemist and his technicians were captured, they laugh in the heroes' faces when asked to save the Avengers. The only way to get them to help (other than by using a Power, such as Mind Control) is by threatening to kill them, which is certainly not very heroic.

If the player characters have failed

miserably on all counts and it appears that the Avengers are doomed to die, or if the heroes are about to smash the machine, one of the Chemist's prisoners steps forward. She was a technician who embezzled money from the Maggia. After being caught, she was forced to be a test subject in the Chemist's brutal experiments. Out of gratitude for being freed, she helps the heroes use the Avenger-Killer Ray.

What's Going On Here? When the Avengers are revived, they graciously thank the player characters. The heroes are invited to come to Avengers Mansion in order to fully discuss the events that occurred here. For the moment, however, the Avengers want to know what the secret lab was being used for.

By asking the Chemist's former prisoners, and by simply looking around, the heroes discover that illegal drugs were being produced in the lab. The captives were forced to take the drugs as part of the Chemist's evil experiments.

Surprisingly, there is only a small quantity of drugs here. The technicians loaded most of it onto the hydrofoil before the heroes arrived. If the player characters captured the boat, they discover nearly 1,000 pounds of crack on board. By confiscating the drugs and putting a stop to the smuggling operation, the heroes have saved hundreds of lives.

AFTERMATH: When the player characters go to Avengers Mansion for a

discussion with the legendary super heroes, turn to Chapter 21.

KARMA:

Defeating the Dreadnoughts:	+ 150
Capturing the Chemist:	+ 50
Capturing the technicians:	+ 15
Using the machine to revive the Avengers without the need of outside help:	+ 60
Using the machine with the help of other Avengers or a technician:	+ 20
Confiscating (or destroying) the drugs:	+ 100
Allowing the Chemist to escape with the drugs:	-100
Allowing an Avenger (or anyone else) to die:	- ALL
Threatening to kill the Chemist or the technicians if they won't save the Avengers:	- 30



CHAPTER 21: REST AND RELAXATION?

SUMMARY: The player characters are escorted into Avengers Mansion. Here, they discuss the events that unfolded in Chapter 20, and gather some useful information concerning the growing gang war. Unfortunately, their stay is interrupted by Iron Man and Captain America — who try to kill the other Avengers!

STARTING: A map of Avengers Mansion is *not* included with this adventure because it is not necessary. The building is located on Fifth Avenue, which is a street bordering Central Park. If you desire more information about the Avengers' HQ, consult MA2, *Avengers Coast-To-Coast*.

If the characters wish, they may spend a night at the mansion in order to recuperate from their battle with the Dreadnoughts. They are assigned guest rooms by Edwin Jarvis, the butler.

If any player characters are gravely injured, they will need to find medical attention at the local hospital. The butler either calls an ambulance or drives them himself.

If the Chemist and Maggia technicians were captured, the Avengers turn them over to the police. The drugs are presented to the authorities as evidence.

On the other hand, the Avengers promise to alert the Coast Guard and begin a search for the Chemist, if he escaped in Chapter 20. Their endeavors are futile, however. The deadly drugs eventually show up on the streets of Chinatown.

When all of these details are resolved, read the boxed text aloud:

Captain America leads you into a debriefing room and says, "Please be seated. I'm ordering Thor, Iron Man, and myself to undergo complete physicals immediately, just to be sure there are no side effects from that madman's weapon.

"In the meantime, I would like for you to make a complete statement about what has happened. The Vision will record everything in his android brain.

"If you desire refreshments, just

press the red button on the wall over there and Jarvis will come to you. Thanks, folks, for everything you've done. I'll be seeing you again, soon. The Vision will greet you in just a moment."

Captain America exits the room, leaving you by yourselves. The only thing of interest in here is a copy of the *Daily Bugle*, which is laying on the table.

ENCOUNTER: The players should get the hint and have their characters take a look at the paper. When they do, read the following aloud:

While looking over the personals section of today's issue of the *Daily Bugle*, you notice an interesting ad in large type. It says, "The Bomber of C-Town has words for the dudes who broke him from the chill of the blizzard. Same place. Tomorrow at midnight."

The message is from Tak, the young graffiti artist whom the heroes saved from the Blizzard in Chapter 17. He has an important clue and wants to talk with the characters in the place where they first met him (an alley in Chinatown).

The Interrogation. After the heroes have had a chance to look at the paper, read the following text aloud:

Without warning, a ghostly figure floats down through the ceiling. You recognize the white Avenger immediately — he's the Vision!

In a perfectly monotone voice, the android says, "I am sorry if my sudden appearance has startled you. Please be seated, and we shall begin."

"Now, start at the beginning, and tell me everything that has led to your involvement with the Avengers."

The player characters have no reason not to comply with the Vision's request. They should describe their encounters in Chinatown, and conclude with the events that unfolded in the Avengers' underwater shuttle system.

At some point during the questioning, read the following boxed text aloud:

There is a knock at the door. Sersi and Starfox enter. Both of them are smiling broadly.

"We came to meet you and to listen to your story," says Sersi.

Starfox laughs aloud, "It's not everyday that someone pulls Thor's butt from the fire!"

When the player characters have finished telling their tale, they may wish to ask the Avengers some questions. A few of the subjects they might want to know about are listed below.

Of course, the player characters will likely have countless other questions for the Avengers. The information they receive is up to the Judge. If you don't have an answer for them, simply tell the players that the information is classified and cannot be revealed.

When the heroes begin asking questions, the Vision presses a button and a panel slides open in the table, revealing a computer terminal. The Vision accesses the Avengers' files and is willing to relate the following information:

1. *A Madman's Mutterings.* The only data the Avengers have concerning the book is that it was recently stolen from the Metropolitan Museum of Art.

2. *The Celestial One.* The Avengers have no information concerning anyone known as the Celestial One.

3. *The Chemist.* He is a villain who has never before been encountered by the Avengers. They have no information about him.

4. *The Faces of Fear.* They are a new gang operating on the streets of Manhattan. While committing crimes, including robbery, extortion, and selling narcotics, they wear Halloween masks. Rumors persist that a mysterious figure, known only as the Boss, is the leader of the Faces of Fear.

5. *The Maggia.* In his emotionless voice, the Vision reveals that the Maggia is a powerful, international crime cartel composed of many small-

er "families." Of importance in the Manhattan area are the Silvermane family, headed by Silvio Manfredi, the Hammerhead family, headed by the super-criminal Hammerhead, and the Nefaria family, headed by Whitney Frost.

6. *The Silver Samurai*. He is a dangerous mercenary who has been associated with the Viper, a villainess who was formerly the leader of the New York faction of HYDRA and later became the leader of the original Serpent Squad. The Silver Samurai and Viper's current activities and whereabouts are unknown.

7. *The White Dragon*. He is a master of the fighting skills of the Orient. The White Dragon can breathe fire by means of a projector in the mouthpiece of his mask.

In the past, the White Dragon was supported by the Kingpin of Crime in an attempt to consolidate and control the gangs of Chinatown, which is an area that the Kingpin has not yet developed to its fullest.

The White Dragon is currently the leader of a gang called the Dragonlords, who run a protection racket among the local shop owners. The Dragonlords have been thwarted on numerous occasions by the Tiger's Claw, a gang devoted to peacefully protecting the Chinatown area.

When the player characters are finished questioning him, the Vision gives each of them a wrist communicator. (These devices are described in Chapter 20.) He explains that the Avengers want the heroes to continue their investigation into the mounting gang war. Unfortunately, the Avengers are currently involved in a top-secret matter (which they cannot discuss with the player characters), and are unable to directly help the heroes. The communicators will allow them to keep in touch, but should only be used in dire emergencies.

Mayhem at the Mansion. For this battle, use the map of Central Park included with the *Deluxe City Campaign Set*. If you don't own the campaign set, you can use the city map that came with either the Basic Set or the Advanced Set rules. Both

maps contain a small park, which you may consider to be a portion of Central Park.

While the player characters are ending their discussion with the three Avengers, read the text that follows aloud:

Your conversation is suddenly interrupted by a tremendous *CRASH!* The noise came from another room of the mansion. Security alarms begin to blare.

The Vision calmly presses a button on the table. A panel slides open on the wall, revealing a huge monitor. On the screen you witness an unnerving spectacle — the Mighty Thor has just been thrown through the front wall of the mansion!

As you stare in shock, Thor flies like a comet over Fifth Avenue and lands in a heap in Central Park. He stands up just in time to deflect a deadly missile with his arcane mallet. You recognize the projectile immediately — it's Captain America's shield!

Sersi, Starfox, and the Vision rush from the conference room. As you hurry to follow them, Thor's cries echo over the security monitors, "By the gods! What has come over thee?! I am beset by my fellow Avengers!"

In the last chapter, the Chemist used his Avenger-Killer Ray to knockout Cap and Iron Man. In the time before Thor and the player characters arrived on the scene, the Chemist placed a hypnotic suggestion in the minds of the "dead" Avengers.

The Chemist is no fool. He realized that the Avengers could possibly be rescued before his ray had a chance to finish them off. Thus, he implanted a hypnotic suggestion in order to ensure his ultimate victory.

While Iron Man and Captain America were receiving their physical examinations, the Chemist's delayed Monstrous Intensity Mind Control was activated. At the present time, they have no will of their own and are trying to kill any super heroes they encounter.

When the characters exit the man-

sion, read the boxed text aloud:

Across the street in Central Park, you see Thor defending himself from the fierce attacks of both Captain America and Iron Man. Thor refuses to attack back. Obviously, he is afraid of hurting his friends.

Terrified and confused, citizens that were enjoying the park are now fleeing from it in a screaming mob. Unfortunately, many of them run into the busy street. Swerving to miss them, cars plow into one another. A truck jumps onto the sidewalk and rams into scaffolding that stands in front of a nearby building. Three men who were working on the structure now dangle fifty feet above the sidewalk. The scaffolding is crumbling around them. They'll fall any moment!

The Vision orders the player characters to help the endangered citizens, while he and the other Avengers hurry to put a stop to the rampages of Iron Man and Captain America. The heroes have little time for debate. A workman falls from the scaffolding each round for 3 rounds, unless the heroes save them. If allowed to fall, the workmen are seriously injured, but do not die.

Numerous traffic accidents clog Fifth Avenue. If they take the time to make a quick inspection, the player characters discover that no one is severely hurt (New Yorkers are a tough lot!).

When the player characters have rescued the citizens, allow them the opportunity to go up against Cap and Iron Man. While continuing to defend themselves, the other Avengers warn the player characters not to harm Iron Man or Captain America.

Following are a few ideas you can use to enliven the battle. You are free to ignore them if you wish.

1. *Do you have insurance?* Iron Man fires a tremendous Plasma Bolt at Thor, who blocks it by whirling his hammer to form a shield. However, the bolt is deflected into a nearby car (no passengers inside) which explodes in a fiery blast. The Excellent Intensity

fire threatens to ignite other vehicles. The player characters must quickly do something to put out the blaze.

2. *Shocking!* Captain America bounces his shield off a lamppost and strikes both Sersi and Starfox. The post bends and falls onto a car. The two passengers are unhurt, but are in great danger — electrical wires in the lamppost dance and spark across the hood of the car. Because of the vehicle's rubber tires, the passengers are in no danger of electrocution as long as they stay inside . . . but they want out. Can the player characters rescue them without taking a jolt of Excellent Intensity electricity?

3. *Take that!* Still under the effects of the Chemist's Mind Control, Captain America suddenly turns on Iron Man, and nails the shellhead with his shield. The two crazed Avengers begin a duel to the death. The heroes must act fast to keep them from killing one another.

Finishing the Fight. Allow the player characters a chance to end the battle. The best way of doing so is to capture Iron Man and Captain America by Grappling or Ensnaring them. If the player characters fail, Thor and the Vision eventually get a firm hold on the two insane Avengers.

Once Cap and Iron Man are held, Sersi (and possibly a player character) comes forward and uses her Psionic Powers to remove the Monstrous Intensity Mind Control. The two Avengers have no memory of what happened.

AFTERMATH: The Avengers are very upset about all that has occurred. They urge the player characters to put a stop to whomever was backing the Chemist.

After the heroes help the Avengers cleanup the mess at the mansion, they can recuperate for the rest of the day. When they decide to leave for their

midnight meeting with Tak in Chinatown, turn to Chapter 22.

KARMA:

For each of the workmen rescued:	+ 20
For each of them allowed to fall:	- 20
Extinguishing the burning car before it ignites other cars:	+ 20
Allowing the burning car to ignite other vehicles:	- 20
Rescuing the two passengers from the electrified car:	+ 40
Allowing them to be seriously injured:	- 40
Allowing them to be killed:	- ALL
Defeating Captain America without injuring him:	+ 50
Attacking Captain America and causing him injury:	- 60
Defeating Iron Man without injuring him:	+ 100
Attacking Iron Man and causing him injury:	- 60



CHAPTER 22: BREAKOUT!

SUMMARY: En route to their meeting with Tak, the player characters foil Hammerhead's plan to free several super villains from an armored police car.

STARTING: Use any city map for this encounter. Simply choose a street at random, and place a marker on it representing the armored car. When you and the players are ready to begin, read the boxed text aloud:

While on your way to a meeting with Tak, you are delayed by a strange event.

An armored car is moving down the street. Suddenly, a young boy bounces his big, red ball off the sidewalk and into the street. The armored car squeals its brakes, but can't avoid rolling over the ball. There is a thundering **BOOM!** and the truck flips over onto its side.

To your utter amazement, the little boy who lost the ball pulls a huge automatic pistol from beneath his grimy sweatshirt and begins blasting the front windshield of the armored car!

ENCOUNTER: The "little boy" is really a middle-aged midget wearing a child's clothing. The "big, red ball" was actually a high explosive, which the midget used to flip the truck on its side.

The midget (who prefers to be called a Little Person) is a Maggia operative. For his statistics use those given for a "Typical Maggia Thug" in the Non-Player Character Factions section of this module.

By the time the player characters subdue the "little boy," the villains in the back of the armored car have broken their restraints. The Beetle, Blizzard, and Constrictor throw open the rear doors of the truck and emerge to battle the heroes.

Prior to this incident, the three villains were in the process of being transferred to the Vault (a prison

designed for superhuman criminals). As part of their deal, Hammerhead promised to free the super-powered mercenaries if they were captured while performing evil deeds for the Maggia. Thus, the Maggia midget was sent to provide the villains with an opportunity to escape.

Because they were captured by the player characters (in Chapters 13, 15, and 17), the three super creeps hold grudges against the heroes. The Constrictor, Beetle, and Blizzard continue to attack the player characters until one side or the other is utterly defeated.

If any of the three villains were not captured by the heroes, assume the ones who escaped the player characters were later brought to justice by Shang-Chi. He is secretly operating in Chinatown, and he should remain a mystery to the player characters.

If they didn't do it themselves, the heroes might wonder who arrested the villains. They can ask the bad guys during or after the current battle. By doing so, the player characters learn only that a mysterious Chinese hero defeated the super-powered crooks in a recent fight in Chinatown (which occurred while the player characters were busy rescuing the Avengers from the Chemist).

The Cavalry Arrives. If the player characters are about to lose the fight, allow the three Guardsmen to pull themselves from the wreckage of the armored car and help the heroes. The security officers from the Vault wear armor produced by Stane International. They are highly trained professionals.

Guardsmen

F	EX (20)	Health: 70
A	EX (20)	
S	RM (30)	Karma: 18
E	RM (30)	
R	TY (6)	
I	TY (6)	
P	TY (6)	

KNOWN POWERS:

Air Supply: Their armor contains a 1-hour supply of oxygen.

Body Armor: Incredible protection against physical attacks, and Excellent versus energy attacks.

Flight: They can travel at Excellent airspeed (10 areas per round).

Pistol: Their armor has no repulsors. Instead, these men carry plasma beam pistols which inflict Excellent damage up to a range of 20 areas.

Protected Senses: The helmets grant Excellent protection to the Guardsmen's sight and hearing.

Resistance: Their armor provides them with Amazing resistance to radiation.

Questioning the Creeps. After the battle, the heroes might want to ask the super-powered goons a few questions. Other than possibly revealing the information about Shang-Chi (described above), the villains refuse to speak with the player characters.

While jumping up and down, the midget (named Bruno) curses the heroes. "Hammerhead'll kill youse mugs fer this!" he squeals. "Yer as good as dead!"

AFTERMATH: After re-capturing the villains and helping the Guardsmen stand their armored car back on its wheels, the heroes should be on their way to meet with Tak. Turn to Chapter 23.

KARMA:

Defeating the Beetle:	+ 30
Defeating the Blizzard:	+ 50
Defeating the Constrictor:	+ 75
The Guardsmen must rescue the heroes:	- 20
For each Guardsman (or bystander) who is seriously injured:	- 20

CHAPTER 23: TAK'S IN TROUBLE

SUMMARY: The heroes meet Tak, only to discover that he is a walking bomb. Tak has been ordered to kill the player characters. If he doesn't, his parents will be murdered by the Faces of Fear.

STARTING: Use the same city map that you used in Chapter 17. Refer to the same alley or side street where the player characters first encountered Tak and the Blizzard.

When you and the players are ready, read the boxed text aloud:

Even at midnight, Chinatown is a busy place. People crowd the sidewalks on mysterious errands, while delivery boys weave through the throngs on rickety bicycles, hurrying to bring delicious Chinese meals to late-night diners.

Up ahead is your destination —the dark alley where you first met Tak and battled the Blizzard.

As you approach, you are startled by the sound of a trash can falling on its side. The can spills its contents, which clatter noisily along the ground.

Someone stumbles into the light from behind the trash cans. Because his face is badly swollen, you don't recognize him at first. It's Tak, and he has been badly beaten!

Tak stops in his tracks when he sees you. "Stay back!" he yells. "I'm wired, man!" He opens his jacket and you see several sticks of dynamite strapped to his chest!

"I don't wanna die!" he cries. "But I gotta. And you're comin' with me!"

ENCOUNTER: Tak's statistics can be found in Chapter 17. However, because he was beaten up by the Faces of Fear, he now has only 14 Health instead of his normal 28.

Tak is holding the detonator in his left hand. Roll for initiative. If the player characters win, they have 1 turn to act before he presses the button. If Tak wins, he closes his eyes and activates

the detonator.

The ways in which the heroes might react are too numerous to list. They might try to knock the detonator out of his hand, for example, or attempt to talk him out of killing himself. Convincing him to give up requires a red Popularity FEAT roll.

If the heroes fail to stop Tak, read the boxed text aloud:

To your utter dismay and horror, Tak presses the button on the detonator. Sparks fly from his chest and his shirt begins to smolder, but there is no explosion.

Looking down at the smoking dynamite, Tak cries to you, "Oh God! It didn't blow. Help me, man! Get this thing off me!"

Although the dynamite didn't detonate, it *will* unless the heroes act fast. The explosives are worn in a leather harness, which the characters can quickly rip off Tak. What they do with it next is up to them.

The only way to diffuse the dynamite is to pull out the wires from each stick. There are 10 sticks in the harness. Successfully pulling out all the wires before the dynamite explodes requires an Excellent Intensity Agility FEAT.

Only one hero may make the attempt.

The player characters might try to dispose of the dynamite by sending it high into the air, teleporting it to a distant locale, or whatever. The exact moment it explodes is up to the Judge. Pick a time that seems dramatically appropriate.

If the bomb detonates, everyone (and everything) in the same area suffers Amazing Blunt Attack damage. People and things in adjacent areas sustain Excellent Blunt Attack damage.

If Tak is close enough to the explosion to take damage, he is seriously injured. His Health is zero, and he is dying. Use either the Advanced Set or Basic Set rules to resolve this.

Some Answers. After being saved by

the heroes, Tak is willing to answer their questions. Even if he was injured, he speaks with the characters before lapsing into unconsciousness. The most important questions and answers are given below.

1. *Why were you trying to blow us up?* The Faces of Fear found out that Tak spoke with the heroes (in Chapter 17). In retaliation, they beat up Tak and kidnapped his parents. The Faces of Fear swore that if Tak didn't kill the player characters, they would murder his folks.

The Faces of Fear made Tak wear a harness filled with dynamite, and told him it was the only way he could get close enough to the heroes to kill them all. "I would've committed suicide to save Mom and Pop!" he cries. "But I failed . . . and now their gonna be killed."

2. *Where are your parents being held?* Tak has learned that the Faces of Fear have a hideout at a place called the House of Madness. It is located in the amusement arcade near the Chinatown Museum on Oliver Street, and features exhibits depicting famous movie monsters. "Mom and Pop are being kept there," he says. "I'm sure of it."

3. *Who is the leader of the Faces of Fear?* Tak does not know who the Boss is. However, he did encounter the Boss's enforcer — a cyborg known as the Deathlok Simulacrum. "He's the one who strapped the harness on me," mumbles Tak.

AFTERMATH: The heroes should be hurrying to rescue Tak's parents. Turn to Chapter 24.

KARMA:

Convincing Tak not to detonate the bomb:	+20
Deactivating the bomb:	+20
Failing to safely dispose of the bomb:	-20
Allowing Tak to be gravely injured:	-20
Promising to rescue his folks:	+5

CHAPTER 24: THE FACE OF FEAR

SUMMARY: The heroes encounter a number of weird (and deadly) exhibits at the House of Madness. They must battle the Faces of Fear, including the Deathlok Simulacrum, in order to free Tak's parents.

STARTING: Use any city map and pick a large shop or warehouse to be the House of Madness. An interior map of the place is included with this module.

When the heroes approach the building, read the following to the players:

You are on a narrow Chinatown street which forms a sleazy amusement arcade. Up ahead is the Snake House — the place where you first encountered the Silver Samurai. Ironically, the House of Madness stands very close to the Snake House.

Looking closer, you see that a sign has been nailed across the doors of the House of Madness. It says, "CLOSED FOR RENOVATION" in big red letters. Although the place appears closed, you notice that there is someone in the ticket booth.

When the player characters advance to the ticket booth, read the boxed text aloud:

Peering in the ticket window, you see that the figure inside is actually a mechanical Chinese. His black hair is tied back in a long braid, and he wears a long mustache which hangs below his chin. His eyes are painted with garish pigments, and his black fingernails are several inches long.

Without warning, the mechanical Chinese suddenly comes to life. His hinged mouth mimics speech, while his hands make beckoning gestures with jerky motions. A recorded voice blares from a speaker above the ticket window, "HEE! HEE! HEE! Welcome one-and-all to the House of Madness! For those who enter, only screaming insanity and hideous death await! Take your

tickets and enter . . . but first say a prayer, for few ever leave the HOUSE OF MADNESS! HA! HA! HEE! HEE!"

With an annoying SCREEECH, the tape rewinds and a ticket for you pops out of a slot in front of the window. The "closed for renovation" sign swings to one side, and the brightly painted doors whisper open.

Each hero's name is printed on his or her ticket. Don't reveal this to the players, however, unless they specifically tell you that their characters are reading the tickets. If they do, the heroes also notice the small print. It says, "Not responsible for personal injury or death."

ENCOUNTER: The Faces of Fear know the heroes are coming and have prepared numerous traps for them. The robotic exhibits inside the arcade have been modified to attack the player characters, in order to weaken them and impede their progress toward Tak's parents. When the heroes finally discover the hideout, the villains believe the player characters will be weakened to the point where the Deathlok Simulacrum can easily defeat them.

The numbers below correspond to the numbers on the interior map of the House of Madness.

1. *Entrance.* As the heroes receive their tickets, the doors automatically swing open for them. When the characters approach the entrance, read the following aloud:

Standing in the doorway and looking in, it is very difficult to see anything. The place is extremely dark. The only illumination comes from dimly glowing tiles set in the floor, which are partially obscured by swirling tendrils of fog.

Black curtains hang from the ceiling to the floor, forming six different hallways. The glowing tiles branch out to form six paths, and each path heads off into a different curtained hallway. Which glowing path do you choose?

The hanging curtains conceal buckets of dry ice (the source of the fog) and 10-foot tall walls of plywood (Poor material strength). The heroes can easily smash through the walls if they wish, but wanton destruction of the place brings a -15 Karma penalty. If a player states that his character is going to break through a wall, inform him that there is a Karma penalty (but not how much), and allow him to change his mind.

Other than the glowing tiles, the only illumination in the place is from lights shining on the various exhibits. There is no combat penalty for the bad light conditions — the gloomy light is here simply to give the House of Madness an eerie quality.

The characters may decide to split up and take different paths. This is acceptable, and you should drop a hint to persuade them to do it. "What? You mean you're all going down the same path? Okay, if you're sure that's what you want to do." That gets them every time.

If the characters separate, they each encounter a different exhibit at virtually the same time. Thus, they should not be allowed to help each other until they have first dealt with their own exhibit.

Because of the thick curtains and blaring music (see below), it is difficult for an individual or group of heroes to know what is happening to other characters at other exhibits. When running the encounters, you may choose to separate the players. If a player's character is not involved in the action, send the player into another room or anywhere out of earshot.

When the heroes finally step onto a path, bizarre music echoes noisily throughout the place. The exotic melody blasts from hidden speakers on the ceiling (20' above). The music is here only to add more atmosphere and to make verbal communication between separated heroes impossible.

2. *Frankenstein's Monster.* When a hero approaches this exhibit, read the boxed text out loud:

As you turn a corner in the curtained passage, you find yourself transported back in time. Before you is the gruesome laboratory of the infamous Dr. Frankenstein. You notice that the curtained hallway continues past this exhibit.

Lining the old, stone walls of the lab are wooden shelves. On them rest jars filled with grotesque body parts floating in strange, multi-colored liquids. Above flickering bunsen burners, putrid gases rise from beakers filled with boiling chemical solutions.

A very lifelike figure of Dr. Frankenstein is standing next to the monster, who is strapped to an operating table. The doctor and the monster repeat the same mechanical motions over-and-over. The doctor raises and lowers a jar containing a human brain floating in a yellow fluid, while the monster lies on the table and turns its ugly head from side-to-side.

After watching them repeat their movements a couple of times, you are surprised to see that the good doctor has stopped moving and is staring right at you!

"Welcome to my grisly workshop," he says in a metallic voice. "You are just in time, for you see, this brain is no good . . . AND I THINK I'LL TAKE YOURS!"

The monster snaps its restraints and sits up on the table. To your horror, you realize that its cranium is missing. Where there should be a brain, there is only a throbbing, pink cavity!

The mechanical monster stumbles forward to attack the hero. Its statistics are as follows:

F GD (10) **Health:** 104
A PR (4)
S IN (40) **Karma:** 0
E AM (50)
R PR (4)
I Sh0
P Sh0

KNOWN POWERS:

Body Armor: The robot is made of Good strength materials, granting it the equivalent of Good Body Armor.
Huge Size: Standing over 8' tall, the monster is +1 CS to be hit.

Dr. Frankenstein does not move. He is not programmed to attack, but merely screams over-and-over, "It's alive! It's alive! It's alive!"

If a hero encounters this exhibit alone, and is rendered unconscious, he awakens to find himself strapped to the operating table. Dr. Frankenstein is busy sharpening a rusty, jagged-toothed saw nearby, in preparation for a brain transplant.

The restraints are made of tempered steel, requiring a successful Amazing Intensity Strength FEAT for the character to break free. If the hero cannot get loose, allow ample time for his friends to come to the rescue, but make the player sweat a little. Play up the situation. "Dr. Frankenstein carefully places the rusty saw against your forehead, when suddenly . . ."

In either case, Frankenstein's monster attacks once again, stopping only after it has been demolished.

3. *Howl of the Wolf.* When a hero approaches this exhibit, read the boxed text aloud:

As you turn a corner in the curtained passage, you find yourself standing within a moonlit forest. Through the trees you see that the curtained hallway continues past this exhibit.

Between you and the exit, two figures are locked in mortal combat. One of them is a slaving werewolf, while the other is an elderly man armed only with a silver-tipped cane.

As you watch their awkward movements, the werewolf slashes the old man across the face, who retaliates by beating the wolfman with his cane. The werewolf slumps to the ground. Moments later, the two resume their original positions to repeat the process.

After watching this display a couple of times, you are surprised to see that both figures are staring

right at you! The werewolf hunches down in preparation to spring at you, while the old man screams, "Beware the curse!"

The werewolf jumps to attack the hero. Its statistics are as follows:

F EX (20) **Health:** 90
A GD (10)
S EX (20) **Karma:** 0
E IN (40)
R PR (4)
I Sh0
P Sh0

KNOWN POWERS:

Body Armor: The robot is made of Good strength materials, granting it the equivalent of Good Body Armor.
Claws: The werewolf robot is equipped with razor-sharp claws and teeth which can inflict up to Excellent Edged Attack damage. The claws are of Good material strength.

While the wolfman battles the hero, the old man continues to stand in the same spot. He is not programmed to attack, but merely screams over-and-over, "Beware the curse! Beware the curse! Beware the curse!"

If you want to be especially nasty, read the following text when the hero has demolished the werewolf robot:

After defeating the werewolf, you are dismayed to see the old man stumbling through the trees toward you. He has grown fangs and claws, and his hair sure looks longer than it did a moment ago!

Use the first werewolf's statistics for the old man, unless the hero was not challenged the first time. If this is the case, increase the elderly wolfman's stats a column shift or two, in order to make things more interesting.

4. *Clowning Around.* When a hero encounters this exhibit, read the boxed text aloud:

After turning a sharp corner in the curtained passage, you find yourself in the middle of a birthday party. Streamers and balloons hang out of

the darkness above you. Two children wearing party hats are sitting around a tiny table. A huge cake, which is alight with a multitude of sparklers and candles, sits on the table. A smiling clown stands nearby. Looking behind them, you see that the curtained hallway continues past this exhibit.

Suddenly, the mechanical clown sings a song while juggling several gaily painted balls, "HI! HO! I'm Hemlock the Cloooooowwwwn, and I've brought a treat, soooooo wipe off those froooooowwwwns."

The robot children eat the cake, and quickly slump over onto the table. You now see that their faces are painted as death masks.

The clown finishes his song, "HI! HO! I'm Hemlock the Cloooooowwwwn, and you ate my treat, soooooo you're dead without a soooooouund!"

The children suddenly sit up straight once again, and the whole process repeats. After watching this display a couple of times, however, you notice that the kids have turned to stare right at you! They begin chanting, "Eat the cake! Eat the cake! Eat the cake!" The mechanical clown says, "HI! HO! YOU! WHOOOOO! I'm Hemlock the Clown, and I've got a treat for yooooouuu!"

Using an assortment of deadly tricks, the clown attacks the hero. Its statistics are as follows:

F GD (10) **Health:** 80
A RM (30)
S GD (10) **Karma:** 0
E EX (30)
R TY (6)
I Sh0
P Sh0

KNOWN POWERS:

Body Armor: The robot is made of Good strength materials, granting it the equivalent of Good Body Armor.
Juggling Balls: The clown has four balls which he can throw at a rate of 1 per turn up to a range of 3 areas. Each ball is a different color and has a different effect:

— The blue ball is a Remarkable Ensnaring missile which explodes on contact and entwines the target's body with layers of rainbow-colored streamers.

— The green ball explodes, releasing a corrosive that inflicts Remarkable damage the first turn, Good damage the second, and Poor damage the third round. Damage may be halted by washing off the corrosive.

— Upon contact, the yellow ball bursts and releases a putrid yellow gas which acts as an Incredible paralysis attack. The target must succeed at an Incredible Intensity Endurance FEAT or be knocked out for 1-10 turns.

— The red ball explodes in a fiery blast that inflicts Excellent Energy damage to the target.

Bowling Pins: The clown has three wooden pins tucked into his belt. He is adept at juggling them, and he can throw or clobber opponents with them for Good Blunt damage.

While the clown hurls his colorful projectiles, the mechanical children surge forward to attack. Chanting "Eat the cake! Eat the cake!" they throw and smear globs of gooey birthday cake on the hero.

The two robot children have the following statistics:

F TY (6) **Health:** 52
A EX (20)
S TY (6) **Karma:** 0
E EX (20)
R PR (4)
I Sh0
P Sh0

KNOWN POWERS:

Body Armor: The robots are made of Good strength materials, granting them the equivalent of Good Body Armor.

Corrosive Cake: The sticky icing on the birthday cake is exactly like the corrosive found in the clown's green ball, and has the same effect (see above). However, range is limited to 1 area.

5. **The Vampire's Embrace.** When a player character discovers this exhibit, read the boxed text aloud:

As you round a corner in the curtained passage, you find yourself standing in an ancient crypt. Two men are hunched over a casket. One of them holds a wooden stake, and the other has a large mallet. Looking past them, you notice that the curtained hallway continues beyond this exhibit.

While you watch, one man holds the stake, while the other smacks it with the hammer. They fall back, shielding their eyes, and a beautiful woman sits up in the coffin. The stake is protruding from her chest. With a hideous scream that rises above the music echoing throughout the House of Madness, the scantily dressed lady falls back into the coffin. With jerky motions, the two men move forward and the entire episode repeats.

After watching this a couple of times, you are shocked to see that the two vampire hunters are staring right at you. Speaking in unison, they say, "Beware the eyes! Beware the eyes!"

With her silk gown fluttering around her pale body, the vampire steps out of the coffin!

The vampire beckons to the hero before attacking with her eye beams. The robots statistics are as follows:

F GD (10) **Health:** 90
A EX (20)
S EX (20) **Karma:** 0
E IN (40)
R PR (4)
I Sh0
P Sh0

KNOWN POWERS:

Body Armor: The robot is made of Good strength materials, granting it the equivalent of Good Body Armor.

Eye Beams: The vampire is equipped with twin lasers in its head, which may be fired through its glassy eyes. They inflict Incredible Energy damage up to a range of 3 areas.

Claws: The vampire's blackened fingernails are razor-sharp and inflict Excellent Edged damage. They are Good material strength.

The two vampire hunters do not move. They are not programmed to attack.

6. *Graveyard Gambit*. Read the following boxed text when a hero approaches this exhibit:

Turning a sharp corner in the curtained passage, you find yourself standing in a graveyard. Among the old tombstones, two men are up to their waists in a freshly dug grave. Looking past them, you see that the curtained hallway continues beyond this exhibit.

As you watch, the men begin digging with a pick and shovel. Suddenly, one of them shrieks and they step back. A skeleton wearing a tattered shroud floats out of the grave. You notice that it is suspended by a length of glittering fishing line. After a moment, the skeleton returns to the hole and the men resume their original positions. The entire episode repeats.

After watching this a couple of times, you are surprised to see that the two grave robbers have stopped digging and are staring right at you! Speaking in unison, they say, "The dead shall walk! Beware! The dead shall walk!"

From all around, bony fingers and arms claw out of the soil. Wearing their funeral clothes, a horde of skeletons shambles toward you!

Ten mechanical skeletons descend upon the hero. Their statistics are the following:

F GD (10) **Health:** 34
A PR (4)
S GD (10) **Karma:** 0
E GD (10)
R PR (4)
I Sh0
P Sh0

KNOWN POWERS:

Body Armor: The skeletons are more fragile than the robots in other exhibits. Though they are made of Good strength materials, they only have the equivalent of Typical Body Armor.

Claws: The skeletons' fingernails are

razor-sharp, inflicting Good Edged damage. They are Good material strength.

Knockout Gas: Two of the skeletons are equipped with a canister of knockout gas. Each of them may exhale the fumes 1 time. Range is limited to the same area the skeleton is in, and the gas fills that entire area. Individuals in the gas must succeed at an Incredible Intensity Endurance FEAT or be rendered unconscious for 1- 10 turns.

During the battle, the grave robbers do not move. They are not programmed to fight.

If a hero encounters this exhibit alone, and is knocked unconscious, he awakens to find himself inside a metal coffin. The only sound is that of dirt falling on the lid — the grave robbers are burying him alive!

The casket is made of tempered steel, requiring a successful Amazing Intensity Strength FEAT to break out. If the hero cannot get free, allow ample time for his friends to come to the rescue. However, make the player believe his character is about to meet an untimely end. "The air is too thin to breathe anymore. The thumping of dirt on the coffin lid echoes the thumping of your heart. As you begin to blackout for the last time . . ." You get the idea.

In either case, the remaining skeletons lurk behind tombstones, waiting to attack whoever comes near.

7. *Wrappin' with the Mummy*. When a hero finds this exhibit, read the boxed text aloud:

When you turn a sharp corner in the curtained passage, you find yourself in an Egyptian tomb. Hieroglyphics decorate the stone walls. In front of you, an English explorer peers into an open sarcophagus. Lurking behind him with arms outstretched is the mummy. Looking beyond them, you see that the curtained hallway continues past this exhibit.

The mummy lumbers forward and grabs the Englishman in a strangle hold. After the explorer is killed, the two figures return to their original positions, and the entire

episode repeats.

Suddenly, you are shocked to see that the explorer has changed his routine. He turns to stare right at you. In a shrill voice he screams above the blaring music that fills the House of Madness, "The mummy's curse is upon you!"

The mechanical mummy moves with surprising speed and leaps to pummel the hero. It has the following stats:

F RM (30) **Health:** 110
A GD (10)
S IN (40) **Karma:** 0
E RM (30)
R RP (4)
I Sh0
P Sh0

KNOWN POWERS:

Body Armor: The robot is made of Good strength materials, granting it the equivalent of Good Body Armor.

During the battle, the English explorer does not move. He is not programmed to fight.

If a player character encounters this exhibit alone, and is knocked unconscious, he awakens to find himself lying on his back inside a stone sarcophagus. Hundreds of snakes (non-poisonous) slither over his body, while the stone coffin slowly fills with water. Removing the heavy lid or smashing out of the sarcophagus requires a successful Incredible Intensity Strength FEAT.

If the hero cannot free himself, allow time for his friends to come to the rescue. Try to make the player believe that his character is about to die. "In total darkness, the velvet touch of the wriggling snakes is about to drive you mad. The water is rising over your face. The air is too thin to breathe anyway. As you take your last desperate breath and sink below the water . . ."

In either case, the mechanical mummy lurks in the shadows, waiting to attack anyone who comes near.

8. *The Dancing Serpents*. All six of the curtained hallways exit into this last exhibit. Even if their characters

took different paths, all of the players should be present for this encounter.

Assume that heroes following different hallways arrive here at roughly the same time (within one or two turns of each other). However, it is possible that characters who encountered exhibits 2, 6, or 7 became trapped. If this is the case, the players will quickly realize that something is wrong when the missing hero does not show up at the last exhibit. They will probably go to see what has happened, and should arrive just in time to rescue the trapped character.

When the heroes have finally regrouped and all are present, read the boxed text aloud:

As you exit the curtained passage, the music which has been blaring throughout the arcade suddenly stops. You are in a large room. Empty stands of wooden bleachers loom to either side. In the floor between them is a circular pit. Protruding from the wall to your right is a huge, leering face. It resembles the mechanical Chinese you saw in the ticket booth. Its open mouth forms a tunnel. Above its head is a garish sign that says, "The Tunnel of Madness," and above that is a small, flashing sign which says, "EXIT."

From speakers on the ceiling, you hear the screech of an audio tape rewinding. A scratchy voice says, "Welcome one-and-all to the final exhibit! Please have a seat. The next show is about to begin!"

After a brief moment, the voice continues, "From the mysterious mountains of the Far East, we present for your pleasure . . . THE DANCING SERPENTS!"

Weaving and twisting, the heads of three Oriental dragons rise from the pit. They are supported by long, slender necks covered with brilliant scales. Their serpentine dance is fascinating to behold, but the way their glassy eyes stare at you is unnerving.

The dragons have no bodies. They are merely long necks and heads.

Thus, they cannot leave the pit.

After a few moments, the mechanical dragons suddenly stop moving. As if responding to some unseen signal, they lunge and attack the player characters.

The dragons' stats are as follows:

F RM (30) **Health:** 100
A EX (20)
S EX (20) **Karma:** 0
E RM (30)
R PR (4)
I Sh0
P Sh0

KNOWN POWERS:

Body Armor: The robots are made of Excellent strength materials, granting them the equivalent of Excellent Body Armor.

Bite: By extending their necks, the dragons can chomp opponents up to 2 areas away for Excellent Edged damage. Their teeth are Excellent material strength.

Breath Weapons: Each of the dragons has a different breath attack:
 — One of the dragons opens its mouth wide and fires a powerful laser built into its head. The intense beam inflicts Incredible Energy damage to a single target up to 3 areas away.

— Another can emit a sonic blast up to a range of 3 areas which affects all targets in a single area. Treat this as an Amazing Force attack upon everyone in the target area.

— The last dragon belches globs of sticky goo which act as Incredible Ensnarement attacks. Range is limited to 3 areas, and each glob affects only 1 target.

At the bottom of the pit (10(FM) down) is an immobile device that controls the dragon heads. The twisting necks of the dragons are attached to it.

If a hero looks down the pit, he may wisely decide to attack the device. This is the quickest way to defeat the dragon heads. Should the controlling mechanism be destroyed, the dragons immediately crash to the ground.

The device's stats are as follows:

F Sh0 **Health:** 30
A Sh0
S Sh0 **Karma:** 0
E RM (30)
R GD (10)
I Sh0
P Sh0

KNOWN POWERS:

Body Armor: It is protected by a metal shell, granting the machine the equivalent of Excellent Body Armor.

When the heroes have demolished the mechanical dragons, read the boxed text aloud:

The scratchy voice blares over the speakers, "And that's the end of our show, folks. Please proceed in an orderly fashion through the Tunnel of Madness and out the exit. Thank you, and come again!"

9. *The Tunnel of Madness.* At this point, the heroes have two choices: they can go back the way they came and leave through the entrance, or they can walk down the tunnel to the exit. When they proceed through the tunnel, read the boxed text aloud:

The Tunnel of Madness is aptly named. Looking down it, you see that the walls, floor and ceiling have all been painted to distort your perspective. It appears to go on forever.

Doors and mirrors of all shapes and sizes line the sloping walls. Some of the mirrors make you look very fat, while in others you appear grotesquely tall and thin.

As the heroes walk down the tunnel, multi-colored doors pop open at random. Behind each door is a mechanical clown. The clowns jump out and spray the characters with brilliant streamers before the doors snap shut and confine the robots to their little compartments once again. The clowns and their streamers are totally harmless.

Choose one of the heroes at random and tell him that he has the feeling he

is being watched. Although the heroes don't know it, the Deathlok Simulacrum is observing them from behind one of the large mirrors.

The heroes may decide to find whomever is watching them. Allow them to attempt an Excellent Intensity Intuition FEAT roll. If anyone succeeds, they discover that one of the trick mirrors is hinged. Looking through the glass, they can vaguely see glittering eyes on the other side.

Before they can react, however, the Deathlok Simulacrum attacks by pressing a button in the wall next to him. Green gas spews into the Tunnel of Madness from hidden nozzles.

Everyone in the entire passage must attempt an Incredible Intensity Endurance FEAT. Those who fail suffer a penalty of -3 CS to Fighting, Agility, Strength, and Endurance for the next 2-20 turns. If any of these attributes are reduced to Shift-0 or less, the character is also unconscious for the duration of the gas's effects. When the gas wears off, the heroes' attributes are immediately returned to normal.

The Deathlok Simulacrum and six of the Faces of Fear wait in their hideout on the other side of the mirror. The heroes will probably make a dramatic entrance by crashing through the mirror. When they do, proceed with number 10 below.

If the characters decide to wait for the gas to wear off before opening the mirror, a voice mocks them, "HA! While you fools stand there, Tak's parents are dying a slow death!" This should get them moving.

10. *The Hideout.* When the player characters enter the hideout, read the boxed text aloud:

You have entered a large workshop. Mechanical monsters in various states of repair stand solemnly along the walls.

Toward the middle of the room, a powerful-looking cyborg stares menacingly at you. He is flanked by six thugs wearing Halloween masks. "We have been expecting you," he says.

Behind them you see Tak's par-

ents lying side-by-side on a worktable. They appear to be unconscious. An industrial laser hangs down from the ceiling above them, and is tracing a red line across the table. In a moment, the searing laser with cut right across their necks!

The heroes have 2 turns before the laser kills Tak's parents. The industrial laser can be destroyed by hitting it with an attack that inflicts Excellent or better damage. The characters can also try to get the parents off the table before the laser slices them. They are not strapped down.

The Deathlok Simulacrum and the goons attack the heroes. They try to keep the characters from rescuing Tak's folks. None of the mechanical monsters in the shop are activated.

After the heroes have defeated the villains and pulled Mom and Pop from the jaws of death, they can search the workshop for clues. There are an assortment of things for them to find:

— On a table sits a pile of stolen money and jewelry. Total value of the goods is just over \$50,000. All of it was taken by the Faces of Fear in a recent jewelry store robbery. By returning it, the heroes may claim a \$5,000 reward.

— A locker contains enough assault rifles, ammunition, and grenades to outfit 20 or 30 men. These weapons were also stolen, but no reward has been offered for their return.

— Spare parts and gadgets litter the worktables. From the large number of mechanical monsters, it is obvious that the Boss is building a small army of "tin soldiers."

— A partially finished duplicate of the Deathlok Simulacrum lies on a worktable. Blueprints of the cyborg are taped on the wall nearby.

By taking the plans and studying them, the heroes discover clues that will be very valuable in the third module of the Gang Wars Trilogy, *Night Life*. For purposes of successfully completing this module, the blueprints have no value.

— On one of the tables, a character finds a memo. It says:

MEMORANDUM

TO: Deathlok Simulacrum FIX-MEN-01

RE: Project Big Bang

Tak failed to blowup those meddling fools. They will come to you. Be certain to activate the exhibits. If our toys don't kill them, be sure to do so yourself. We have faith in you. Do not fail us. We created you. We are your masters.

Signed,
Boss F.

Asking Questions. Mom and Pop have no clues for the heroes. They were kept unconscious the entire time of their captivity.

The Faces of Fear refuse to answer the heroes' questions. They have little information anyway. They do not know who the Boss is, nor where to find him.

The Deathlok Simulacrum gives them no information. If it was reduced to zero Health or otherwise captured, its circuitry automatically fuses together. The heroes cannot extract data from the cyborg's computer brain.

AFTERMATH: Because the heroes have no specific leads, they'll probably want to take a breather for the rest of the night. Turn to Chapter 25.

KARMA: Awards for demolishing the robots are only half what they would be for defeating super villains of similar power. This is because the mechanical monsters are simply mindless machines.

Defeating Frankenstein's monster:	+25
Defeating the werewolf:	+20
Defeating the clown:	+20
Defeating the birthday children:	+10
Defeating the vampire:	+20
Defeating the mummy:	+20
Defeating the skeleton horde:	+20
Defeating the dragon heads without destroying the device controlling them:	+30
Destroying the device controlling the dragon heads and quickly ending the battle:	+60

Defeating the Deathlok Simulacrum:	+ 50
Defeating the Faces of Fear:	+ 15
Rescuing Tak's parents:	+ 40
Returning the stolen money and jewelry:	+ 10

Returning the stolen weapons:	+ 10
Keeping any of the stolen items:	- 20
Requiring help to escape from any of the traps:	- 30

Wanton destruction of the building:	- 15
Allowing Tak's parents (or anyone) to be killed:	- ALL

CHAPTER 25: THE INFORMANT

SUMMARY: While taking a day off, the heroes learn that a meeting has been planned between the White Dragon and the Silver Samurai.

STARTING: After the heroes have had a day or two to recuperate, one of them (whose identity is publicly known) receives a strange phone call. If all of the player characters have secret IDs, choose one of them at random to get the call. This makes it even more mysterious because the caller obviously knows the hero's true identity.

Read the boxed text to the players:

Your telephone wakes you in the middle of the night. When you answer it, a voice with a slight British accent speaks quickly to you. "Listen carefully," he says. "The Silver Samurai is going to meet with the White Dragon tomorrow night at midnight in a warehouse near Pier 35 on the East River. If you want to stop them before it is too late, you'd better be there." Before you can say anything, the caller hangs up.

ENCOUNTER: The mysterious informant is Shang-Chi, the rebellious son of the late Fu Manchu. Disguised as the humpback named Hsih Feng, he has infiltrated his father's criminal organization, the Si Fan, in order to rescue his sister, whom they kidnapped. Shang-Chi does not yet know that his father's corpse is in the crate, or that the Si Fan plans to raise Fu Manchu from the dead.

The hero receiving the call might decide to listen for background noise, in order to get a clue as to where the call is coming from. If he does, the character hears only street traffic — automobile engines, honking horns, and cries for "Taxi!" or "Hey! Watch it, pal."

If the heroes somehow trace the call, it leads them to a pay phone on a street in Chinatown. The only interesting place nearby is Lee Min's shop called Oriental Antiques and Curiosities. The player characters were probably here in Chapter 6.

If the heroes approach the building, they find it closed. No one is inside. Breaking in is not a good idea. If they try, the characters are interrupted by a passing police officer who warns them that even super heroes can go to jail. They should get the hint and leave.

AFTERMATH: During the time prior to the secret meeting at the waterfront, the heroes may wish to dig for clues or consult contacts they had established before beginning the adventure. Any such clues or contacts are left to the creativity of the Judge.

KARMA:

Tracing the phone call:	+ 5
Trying to break into the shop:	- 20

CHAPTER 26: MIDNIGHT MEETINGS

SUMMARY: The heroes interrupt a meeting between the White Dragon and the Silver Samurai. The White Dragon and most of the Dragonlords are captured, but the Silver Samurai escapes.

STARTING: Use one of the city maps that came with either the Advanced Set or Basic Set rules, and pick any warehouse to be the location for this encounter. An interior map of the building is included with this adventure.

When you and the players are ready to begin, read the following boxed text aloud:

It's almost midnight and the streets near the waterfront are practically deserted. In the distance you can see Pier 35. Moonlight causes the waters of the East River to glisten like a silvery ribbon.

Nearby is the warehouse the mysterious informant was talking about. On the roof of the building, bright light shines out into the night from a skylight. The only other clue that something is happening inside the warehouse is the presence of two rough-looking thugs, who are leaning against the wall by the front door. While smoking cigarettes and talking, they occasionally glance up and down the street. Apparently, they have not seen you.

ENCOUNTER: The two thugs are Dragonlords. When the heroes get closer, they can see the S-shaped serpents on the goons' jackets.

By succeeding at a Typical Intensity Agility FEAT, a player character can sneak close enough to hear the Dragonlords' conversation. If a hero does so, read the boxed text to the players:

The thugs are doing more talking than guarding. You have gotten close enough to hear their conversation.

Thug #1: "Yeah! You sure are right there, man. Who'd believe that samurai dude would pay a million bucks for a corpse?"

Thug #2: "He's a real jerk all right. But I wouldn't wanna mess with him. Did you see what he did to the crack house?"

Thug #1: "Yeah. I heard them super dudes were there, too. I hope the samurai cut them real good with that shiny sword of his. If he doesn't get 'em, the Dragonlords will!"

Thug #2: "You know it, homeboy. I wish those super creeps would show up tonight. I'd show 'em a thing or two!"

The Dragonlord pulls a set of nunchakus from his back pocket and twirls them menacingly.

Thug #1: "Put those away! We're supposed to look casual. Be cool, man."

As long as the heroes keep listening, the two Dragonlords keep talking. However, they reveal no useful information. The player characters have a couple of obvious choices — jump the thugs and enter through the front door, or climb to the roof and take a look in the skylight.

The Dragonlords are armed with knives and nunchakus. If the heroes can defeat them in 1 turn, the thugs don't get a chance to alert the villains inside the warehouse. If the battle takes longer than 1 turn, the Dragonlords cry for help, which arrives on the following turn in the form of the White Dragon and 12 Dragonlords. The Silver Samurai uses this distraction to teleport away with the crate and the money (see below).

If the heroes decide to look in the skylight (there are no other windows in the entire building), read the boxed text aloud:

Looking into the warehouse from the skylight, you see that the place is obviously used to store floats for parades. The most notable of the decorations is a fabulous Oriental dragon. It hangs from ropes that are attached to the ceiling. If you opened the skylight, you could reach out and touch the ropes.

Although your view is partially blocked by the hanging dragon, you can see two groups of villains

standing about 15 feet below it. On one side is the Silver Samurai and six tongs wearing dark green outfits. Across from them are the White Dragon and 12 Dragonlords.

Sitting on the floor between the two groups is a long wooden crate. You can see part of a sticker taped to the top of the crate. The only words you can make out are "CHINA" and "RELIGIOUS."

As you watch, the samurai opens a briefcase and sits it upon the crate. The black briefcase is filled with money!

The skylight is 30(FM) above the floor of the warehouse. It has hinges and a latch, and can easily be opened by the heroes.

If the player characters open the skylight and cut the ropes, the dragon falls on the villains. It is made of paper and light wood, and causes no damage when it crashes onto the thugs.

The Silver Samurai uses this opportunity to teleport away with the crate and the briefcase. There is nothing the heroes can do to stop him. He *must* escape with the crate, which contains the corpse of Fu Manchu in a very ornate casket.

The rest of the bad guys each take 1-4 turns to break out of the paper dragon. The heroes should attack now, while the odds are in their favor.

Even though they have been betrayed, the Dragonlords and the White Dragon join forces with the Si Fan assassins to fight the heroes. The White Dragon is not a *total* idiot, and realizes that he can worry about recovering the million dollars from the double-crossing Silver Samurai after the player characters are defeated.

The Silver Samurai Escapes. The player characters might decide to watch from the skylight and delay attacking the bad guys. If they wait more than 3 turns, the heroes see the Silver Samurai and his tongs drop smoke grenades. Dense smoke conceals all of the villains. When it clears, the samurai, the assassins, the crate, and the money have all vanished. The White Dragon and the Dragonlords stand in the wisps of smoke looking

surprised and angry.

The Silver Samurai has teleported away with the crate and the briefcase. The tongs ran through the smoke and escaped out the front door.

From their vantage point on the roof, the heroes might see the running tongs. If a player specifically tells you that his character is watching for the villains to run from the warehouse, allow him to attempt a Good Intensity Intuition FEAT. If the roll is successful, the hero sees several dark shapes disappearing into the shadows. Pursuing the Si Fan assassins is futile; they escape in the sewers.

The White Dragon is angry enough to burn down the warehouse (with the heroes on the roof!). Whether he does so or not is up to the Judge. No matter what, he is not going to hang around. If the heroes want to capture him and the Dragonlords, they had better act fast.

Paper and Fire. If he is losing the battle, the White Dragon may decide to burn the parade floats as a final act of desperation. If he breathes on one, it bursts into flames and burns with Excellent Intensity. Individuals in the same area as the fire sustain Excellent Intensity damage, while those in adjacent areas suffer Poor damage. Any one 2 or more areas away takes no damage. The fire spreads at a rate of 1 area per round, igniting all floats in that area.

Anyone in the same area as a burning float finds himself choking within a cloud of Good Intensity smoke. The smoke billows into adjacent areas on the following turn, and fills the entire warehouse on the third turn.

Each round a character is in the smoke, he or she must attempt a Good Intensity Endurance FEAT. Those who fail suffer from smoke inhalation, reducing *all* FEAT rolls by -4 CS. Even those who succeed suffer a -2 CS to all FEATs while in the smoke-filled area.

If a character does not leave the building by the second round after failing an Endurance FEAT, he or she loses all Health and falls unconscious. The character is dying from breathing the smoke. Use either the Advanced

Set or Basic Set rules for dying heroes.

The sprinkler system in the warehouse *is* functional. It kicks on 3 turns after a fire is started, and extinguishes all of the flames after 3 more turns.

Fire extinguishers are marked on the interior map with an "E." They operate with Excellent Intensity and can extinguish a burning float on a yellow FEAT roll.

The fire department arrives on the scene within 5 minutes (50 turns). They immediately douse burning areas of the warehouse with their high-powered hoses, and pull unconscious victims of smoke inhalation to safety.

If a fire is started, the Si Fan assassins use the distraction to escape (if they have not already escaped). The White Dragon, on the other hand, is so enraged that he orders his cronies to keep fighting. The Dragonlords and the White Dragon battle the heroes until one side or the other wins.

The Tiger's Claw. At a dramatic moment during the battle (chosen by the Judge), Wu Fong and six members of the Tiger's Claw arrive on the scene. They help the heroes defeat the villains. The White Dragon and the Dragonlords fight until captured, but the Si Fan assassins try to escape (if they have not already done so).

Answers Revealed. Before the police arrive and arrest the White Dragon (he's wanted for numerous crimes), the heroes might want to ask him a few questions.

Allow the characters to attempt Popularity FEAT rolls. No matter what the result, however, the White Dragon curses them. "You fools," he says. "Don't you realize what's goin' down? The Silver Samurai's treachery means war. Until *they* have retribution against the samurai's boss, the streets will continue to erupt with violence. I've said too much. If I say any more, they'll kill me as a traitor."

Eying the White Dragon nervously, the Dragonlords also refuse to help the heroes. They just want to go to jail, where it's safe.

The White Dragon and his thugs are upset because they fear retribution

from the Maggia. Having lost both the crate and the million dollars, they are going to be in big trouble with Hammerhead.

The only question they will freely answer is the following one:

1. *Where is the stolen book?*

"Huh?" says the White Dragon. "You guys are nuts. I don't know what you're talkin' about." He's not lying. The White Dragon and the Dragonlords have never heard of an arcane book called *A Madman's Mutterings*.

If a hero successfully uses a Mental Probe (or whatever) to extract information from the creeps, he learns that the crate contains a coffin holding the corpse of a shriveled old Chinese. The Dragonlords don't realize the body is that of Fu Manchu, nor do they know why the Silver Samurai is willing to pay a million dollars for it. They don't even know who the samurai and the tongs are working for.

If any of the Si Fan assassins were captured, they refuse to utter even a single word. Because of the Mental Barriers erected in the tongs' minds, using Mental Powers to extract information from them is virtually impossible. See the description of a "Typical Si Fan Assassin" in the Non-Player Character Factions section of this module for details.

Wu Fong and the members of the Tiger's Claw gladly try to answer the heroes' questions:

1. *What are you doing here?* Wu received an anonymous phone call a short while ago, and was told that the heroes might need some help. "I gathered those of the Tiger's Claw who were available, and we came as quickly as possible," Wu says.

2. *What did the caller sound like?* The caller spoke in Chinese, but with a slight British accent. He refused to give his name.

3. *What is in the crate?* Wu has heard rumors that the box contains hollow clay statuettes filled with illegal drugs.

4. *What do the Silver Samurai and the green tongs have to do with all of this?* All Wu knows about the samurai is that he has a history of being a highly paid mercenary. Now,

he has either started his own gang with the tongs, or is working for someone else. Wu doesn't know which.

After answering their questions, Wu Fong praises the heroes for capturing the White Dragon and putting an end to the Dragonlords' reign of terror. Wu announces that there will be a celebration in the heroes' honor tomorrow night. "The festival will be in my own garden behind my shop," he says. "You will come, won't you?"

AFTERMATH: The heroes have a day to rest and pursue the day-to-day responsibilities of their secret identities (if they have any) before the celebration. When they arrive at Wu Fong's shop, turn to Chapter 27.

KARMA:

Capturing the White Dragon: +50
Capturing the Dragonlords: +15

Capturing the Si Fan assassins: +15
Promising to be at the celebration: +5
Putting out the fire: +30
For each area of the warehouse destroyed: -5



CHAPTER 27: A CELEBRATION

SUMMARY: The heroes are honored by the thankful citizens of Chinatown. The celebration goes without a hitch . . . until the ghost of Fu Manchu comes to crash the party.

STARTING: The festival takes place at the Oriental Garden. A map of Wu Fong's shop is included with this module (and you should have used it before in Chapter 11).

When the heroes arrive, read the boxed text to the players:

Once again you find yourselves at Wu Fong's gardening supply store called the Oriental Garden. Damage wrought by the attack of Hammerhead's goons and the Dreadnought robot is still apparent, although repair work has begun.

Wu greets you at the door and leads you into the garden behind the shop. It is hard to believe that a deadly battle took place here. The lawn and flowers are perfectly manicured. Beautiful trees are alight from the glow of paper lanterns hanging in their bows. A fountain bubbles merrily to one side. On a pedestal in the middle of the fountain stands the statue of a fierce tigress protecting her cubs.

Sitting on a table nearby are bowls and plates overflowing with food. Combined with the aroma of the flowers and trees, the Chinese cuisine smells fabulous.

Milling around the garden are about 30 people, who turn to watch your approach. You recognize several familiar faces.

Wu Fong speaks, "Everyone! May I have your attention, please. Our guests of honor have arrived!"

ENCOUNTER: Most of the citizens applaud the heroes, while others bow respectfully. The characters are shown to seats at a nearby table, where they are served an incredible assortment of Oriental dishes that were prepared by gracious restaurant owners.

The heroes recognize the following guests (if the people weren't killed in earlier chapters):

— With the capture of the White Dragon, Eddie and Mei Li Wong have come out of hiding. They are planning to reopen their restaurant.

— The owner of the Snake House, named Douglas Chin, is still upset over the loss of his children (i.e. snakes). "Now that you've caught the White Dragon," he says, "when are you going to do something about the Silver Samurai? He's the one who stole my babies!"

— In Chapter 16 the heroes rescued the owner of a gift shop, named Henry Ting, who was being harassed by garbage-throwing Dragonlords. Mr. Ting presents each of the heroes with a special gift — a silver-plated statuette of an Oriental dragon. "May the spirits of these serpents bring you strength and harmony of thought when danger is upon you," he says.

— Tak and his parents once again thank the heroes for rescuing them. Tak has quite the gang and has enrolled in the army in order to finance a college education.

— Mr. Maximilian Pride, the curator of the Metropolitan Museum of Art, is attending the celebration. "I am pleased that you have done so much good for the people of Chinatown," he says, "but I am still concerned about the missing book. It is not the artifact's monetary or historical value that concerns me, but the fact that its powers may yet be put to evil deeds. I fear that something more sinister than a gang war is brewing in Chinatown."

— Hsih Feng, the humpback from the shop called Oriental Antiques and Curiosities, bows and offers the heroes a plate of fortune cookies. Before they can open them, he slips away into the crowd and leaves the celebration. One of the characters (chosen at random) receives the following fortune:

"Rejoicing is premature, for things are worse than they seem. Be at my master's shop, which is called Oriental Antiques and Curiosities, after the celebration. Important news. "Hsih Feng"

The Ghost of Fu Manchu. After everyone has eaten, Wu Fong proceeds to honor the heroes with a short speech. The Judge should make something up, describing the characters' triumphant acts of bravery and daring-do.

At the culmination of the speech, Wu unveils a large bronze plaque. It depicts a silhouette of each of the heroes followed by their names. All of the gracious guests chipped in to buy the small monument, which will be attached to a building in Chinatown at a later date.

After presenting the plaque, Wu asks the heroes to stand. The citizens applaud them vigorously, saying "Speech! Speech!"

Allow the characters a chance to make a statement. When they have finished and the crowd is applauding them, read the boxed text aloud:

The applause is suddenly cut short by a terrifying scream. With frightened looks, everyone stumbles away from the center of the garden, where gray mists and sparkling lights are swirling into the air.

Rising through the growing cloud of glittering fog is the ghost of an evil-looking Chinese. His hair is pulled back in a single braid, and his mustache hangs far below his chin. His fingernails are long and wicked.

With a mocking laugh the ghost says, "Ha! Fools, rejoice while you may, for the rising of the Imperial Dawn draws near, and I shall live again! Let this be a taste of what awaits you."

The apparition opens its mouth wide, so wide that it is ghastly to behold. Out pours a horde of gibbering entities from the spirit world.

Screaming and crying, people are running everywhere. The laughing ghost sinks back into the ground, leaving its horrid minions to rend and slay.

There are ten entities resembling bizarre skeletal ghosts. They each have the following statistics:

F EX (20) **Health:** 60
A GD (10)
S EX (20) **Karma:** 0
E GD (10)
R TY (6)
I GD (10)
P TY (6)

KNOWN POWERS:

Body Armor: Except for their skeletal frames, the ghosts are mostly insubstantial. The parts of them that are solid have the equivalent of Good Body Armor.

Claws: Their claws are long and hook-shaped, and can inflict Excellent Edged Attack damage.

Flight: The spirits can float through the air at Poor airspeed (4 areas per round).

The skeletal ghosts swoop down upon the celebrants. The heroes have a tough job of keeping the panicked crowd from being injured by the deadly apparitions.

If a spirit is reduced to zero Health, it vanishes with a loud *POP*, leaving only a putrid cloud of smoke to mark its passage. After 10 turns all of the ghosts depart in the manner described above.

What's Going On? During the battle most of the guests run away. Those who remain try to answer the heroes' questions. They have very little information, however.

1. *Did anyone recognize the old Chinese?* No one knows that the ghost is Fu Manchu. Eddie and Mei Li recognize him, however, by saying,

"He's the same ghost who was in our restaurant!"

2. *What is the Imperial Dawn?* No one has any idea. They have never heard of it before.

AFTERMATH: After the heroes help cleanup the mess at the Oriental Garden, they should go to their meeting with Hsih Feng at Lee Min's shop. When they do, turn to Chapter 28.

KARMA:

Role-playing an acceptance speech well:	+ 5
For each of the skeletal ghosts destroyed:	+ 10
For each citizen who is seriously injured:	- 20
For each area of the garden that is damaged:	- 5



CHAPTER 28: LEE MIN'S TREACHERY

SUMMARY: While meeting with Hsih Feng, the heroes are captured by Lee Min.

STARTING: When you and the players are ready to begin, read the boxed text aloud:

As you walk down the alley toward Lee Min's shop, a grotesque figure steps out of the shadows. "It's me. Hsih Feng," he says. He did not have to say his name. From his misshapen back, it is obvious who he is.

"I must take you into my confidence," says Hsih Feng. "I need your help. I — " He is cut off in mid-sentence as the door to the shop bangs open. Standing in the doorway is the blind Chinese known to you as Lee Min. In his arms he cradles a Siamese cat, which he gently lowers to the ground. It hurries off into the darkness with a loud meow.

Lee Min scolds his servant. "Hsih Feng! You did not tell me that we have guests. Where are your manners?" Lee's glazed eyes peer in your direction and he says, "Please. I insist that you come in for tea. I would speak to you about your quest for the statuettes of Buddha."

With his head bowed, Hsih Feng hurries inside. Lee Min holds the door open and motions for you to follow.

ENCOUNTER: Once inside, Hsih Feng quietly sweeps the floor and totally ignores the heroes. Lee escorts them through a bead curtain to a low table in the back room. He motions for the characters to sit upon silk cushions near the table. Lee sits on the bare floor.

When everyone is seated, Lee Min calls out, "A good servant knows his master's wish before it is spoken, Hsih Feng. Bring tea, you fool!" He turns to the heroes and says, "I'm sorry. My servant is not only a cripple, but an imbecile as well."

When the characters begin asking questions, read the boxed text aloud:

Lee Min spreads out the cards of his deck of fortune. "I must confess," he says, "your appearance at my doorstep has caught me by surprise. For, you see, tonight is a very special night."

Lee turns up a card. On it is a brilliant sun rising above a land of utter devastation. Cities lay in ruins, melting before the sun's rays.

Speaking in a rasping whisper, Lee says, "This is the eve of the Imperial Dawn."

A loud *CRASH!* behind you causes you to turn about. Hsih Feng is lying in a pool of tea and broken crockery. He looks up and reaches out to you shouting, "No, master!"

You turn around sharply to stare at Lee Min. He is pointing a strange gadget at you that looks something like a hand-held calculator. Before you can react, Lee presses a button. Sparks dance across your skin causing your hair to stand on end. But that's not all — you can't move a muscle!

The heroes are victims of Lee's Stasis Gun. At this moment, there is nothing they can do to avoid being captured. Even powers like Spider-Man's danger sense do not warn them in time to react.

Each of the player characters is surrounded by an invisible Unearthly Intensity Force Field that causes their skin to tingle. Although they can see and hear, the heroes have very limited control over their bodies.

The heroes are in a form of suspended animation, having no need of air, food, or water. They cannot breathe; thus, they cannot speak.

The force fields also nullify the heroes' inborn or technological Powers. Each turn a character wants to use his Powers or equipment, he must first succeed at an Unearthly Intensity Psyche FEAT (for inborn Powers) or Reason FEAT (for hi-tech Powers). If the roll is failed, the Power or gadget cannot be used that turn.

The heroes are not affected by gravity, and begin floating around the shop. Lee struggles with his blindness in attempts to catch the bobbing,

weightless characters and tie them together with a length of kite string. Hsih Feng watches nearby with a look of surprise on his malformed face.

Escape Attempts. After he has rounded them up, Lee heads into the basement, towing the heroes behind him like giant balloons. At this point, the heroes have two possible means of escape (described below).

If a battle should occur in the basement, use the map of the Waterfront Warehouse (which you used in Chapter 26) to represent Lee Min's huge cellar. Consider the place to be empty — there are no floats or boxes as shown on the map.

Lee cannot use the Stasis Gun to re-capture a hero who has escaped without first freeing everyone else. This is because the device cannot maintain Force Fields on current victims while trying to capture new targets. At the Judge's option, Lee either releases all heroes for 1 turn before using the device to trap them again, or he battles any escaped heroes himself.

1. *Brute Force.* A muscular hero might try to break the invisible bonds that bind him. Doing so requires a successful Unearthly Intensity Strength FEAT (good luck!). If the roll is made, the force field momentarily becomes visible as a shimmering exoskeleton surrounding the triumphant hero. It shatters, releasing fragments of glittering energy that quickly melt into nothingness.

2. *The Silver Serpents.* Remember the statuettes given to the heroes at the celebration? If the players think of it, their characters can try to short-circuit the force fields. To do so they must first succeed at Remarkable Intensity Strength FEATs in order to take the figurines out of their pockets, belts, or whatever other part of their costumes they put them in. Once the heroes have them in their hands, they must try to touch the silver dragons together. Because the characters have virtually no control over their movement, this is more a matter of luck than anything else. If two or more heroes succeed at Incredible Intensity Intuition FEATs, they have somehow

bumped together in such a way as to bring their dragons into contact with one another. In that brief instant, the force fields disrupt with a blinding flash — they're free!

Because of their unique molecular construction, only the silver-plated statuettes can disrupt the force fields. **Into the Sewers.** If the heroes are still captives (which is very likely), Lee tows them through a secret door in the basement and into a wide sewer tunnel. Hsih Feng follows behind.

Counting his steps aloud, the blind

Chinese walks quickly and confidently through the twisting pipes and passageways. With the super heroes floating helplessly above him, Lee emerges into a huge chamber. At this point, it is time to proceed with the final chapter. Turn to Chapter 29.

If the characters somehow escaped from the Stasis Gun and defeated Lee Min, Hsih Feng leads them through the sewers. He explains that foul deeds are being done in a secret hideout below Manhattan.

All he knows is that the evil plot

involves a book called *A Madman's Mutterings* and his sister, who was recently kidnapped. Hsih Feng does not reveal his true identity as Shang-Chi until the dramatic final chapter.

AFTERMATH: When the heroes finally arrive at the Si Fan's hideout, turn to Chapter 29.

KARMA:

Breaking out of the force fields:	+ 30
Defeating Lee Min:	+ 50
Being captured:	- 10



CHAPTER 29: FU MANCHU LIVES!

SUMMARY: Due to Lee Min's treachery, the heroes are (probably) helpless and can only watch as the evil masterminds behind the gang war raise Fu Manchu from the dead. As his first declaration, the nefarious Chinese orders the execution of the super heroes!

STARTING: A map of the hideout of the Si Fan criminal organization is included with this adventure. When the heroes arrive at the hideout, read the boxed text to the players:

The sewer tunnel you are following emerges into a huge chamber. The cathedral-like ceiling arches up to a height of about 50 feet. Shiny, metal lights hanging from the walls and ceiling contrast starkly with the grimy stone. Numerous tunnels branch out from this central chamber.

On the floor in the middle of the room, about 20 tongs wearing dark green costumes kneel on straw mats. Standing among them is the Silver Samurai.

All of them are facing away from you, toward the opposite end of the chamber. There, flashing machinery has been erected around a pool of glowing water. The water churns with the movement of scores of writhing snakes. Laying on a pedestal in front of the pool is a huge book.

Turning knobs and pulling levers, two shadowy figures move among the machinery at the edge of the pool. One of them flips a switch and four huge video monitors descend from the ceiling. The monitors crackle to life. On each you see a different group of warriors. Some wear leopard costumes, while others wear red or gold robes. All of them are kneeling like the tongs you see on the ground before you.

When the two figures by the pool step into the light to get a better look at you, you recognize them immediately. You have seen both of the villains on TV before. They are the Fixer and Mentallo.

The Fixer speaks to you, "I'm so

glad you could come to our show, but I'm afraid you're too late. The ancient spells have been cast, and my machinery has functioned perfectly. The Celestial One shall be reborn!"

Mentallo steps forward and says, "Yes! And with his resurrection, the Celestial One's vast criminal empire will rise again. The warriors you see on these video screens are scattered throughout the world. They have waited in hiding for many years, and now the time has come. When the Celestial One is reborn, the Fixer and I will rule at his side. The Maggia will shudder at our power!"

As if lending credence to Mentallo's words, water erupts from the pool. Serpents slither through the machinery, causing sparks and smoke to fill the air. Amidst the chaos, a figure rises to stand in the shallow pool. His menacing eyes are filled with light. He looks very much like the ghost of the ancient Chinese you saw at the celebration earlier. However, he appears younger and more powerful.

Accompanied by their brothers on the video monitors, the tongs stand up and shout in unison, "The Celestial One has risen! Fu Manchu lives! . . . Fu Manchu lives!"

Even if the heroes are not held by the Stasis Gun, read the following text before they get a chance to react. Shang-Chi has chosen this moment to reveal himself.

As the tongs continue their chant, you are surprised to see Hsiah Feng step forward. Clawing at his own face, Hsiah Feng removes a wig and fake scars. From beneath his shirt he pulls out a false hump. He's not a cripple at all, but a very powerful-looking young Chinese.

Hsiah Feng screams above the noise, "Silence!" Except for the occasional hiss of steam, the immense chamber is deathly quiet.

Hsiah Feng says, "I have killed you before, father, and it seems I must do so again!"

With a surprised look Fu Manchu speaks, "Shang-Chi, my son, can you not feel my power? You can never stop me now. I am the Celestial One!"

Shaking with rage, Fu Manchu commands his followers. "Warriors of the Imperial Dawn," he says, "arise and kill them all!"

ENCOUNTER: Eighteen Si Fan assassins move menacingly toward the heroes. They are accompanied by the Silver Samurai. If he was not defeated in the last chapter, Lee Min also battles the player characters.

If the super heroes are still held within force fields, Shang-Chi jumps through the air and kicks the Stasis Gun out of Lee Min's hand. It crunches against the wall, and the player characters are freed.

If you are playing this adventure as the second part of the Gang Wars Trilogy, the Fixer, Mentallo, and Fu Manchu all escape during the battle. Taking *A Madman's Mutterings* with them, they exit through a side passage into the sewers. Once in the maze of twisting pipes and tunnels, the villains escape easily. Locating them is impossible.

If you are playing this adventure separately from the trilogy, the Fixer, Mentallo, and Fu Manchu join in the fight. They do not try to escape, but continue fighting until one side or the other is victorious.

A Helping Hand. If the heroes are losing the fight (which is a definite possibility), you have several options that can help them out.

1. *Shang-Chi.* From the onset of the battle, he helps the heroes fight the tongs. However, as Judge, you can fudge his rolls. Simply make his rolls in secret, and describe to the players how Shang-Chi pummels assassins right and left with flying kicks, acrobatic moves, and tremendous elbow smashes. He can also grab blades out of the air and hurl them back at his attackers.

2. *Avengers Assemble!* While the heroes are held in force fields, their wrist communicators are useless. When they are freed, however, they

can summon the Avengers.

If the players have forgotten about the wrist communicators, simply assume that a strange signal was picked up at Avengers Mansion when the communicators were nullified by the force fields. The Avengers come to investigate.

Exactly when the Avengers arrive on the scene is up to the Judge. Pick a dramatic moment, or a time when the players are beginning to think that all hope is lost.

Depending upon how much help you think the player characters need, as many as six Avengers come to the rescue. Those who might answer the call include: Captain America, Iron Man, Sersi, Starfox, Thor, and Vision.

3. *The Tiger's Claw*. While the heroes were speaking with Lee Min in the last chapter, Hsih Feng (alias Shang-Chi) sent a message to Wu Fong. As many as 10 members of the Tiger's Claw emerge from the tunnels to help the heroes defeat the villains. **Searching the Hideout.** After the battle, the heroes may decide to take a

look around the hideout. They discover the following:

- The snakes slithering around the pool are harmless. They were stolen from the Snake House (in Chapter 12).

- Water from the pool has short-circuited all of the machinery used in the resurrection process. There is no information to be found in the wreckage.

- The transmitter for the video monitors is among the junked machinery. The heroes might try to trace the broadcast in order to locate the hidden sects of warriors. All attempts fail.

- In a side chamber lies the corpse of Shang-Chi's sister. All of the blood has been drained from her body. It was used to make the elixir vitae which Fu Manchu requires to remain young.

- In another room is a broken crate marked "RELIGIOUS STATUETTES." Inside is an ornate coffin. The lid is open and the casket is empty.

AFTERMATH: There are two possible outcomes to this encounter. In both cases the heroes succeed (with a little

help from the Judge, if needed).

1. **If *Night Moves* has been played as the second part of the trilogy**, Fu Manchu, Mentallo, and the Fixer have escaped with *A Madman's Mutterings*. They will be encountered in the dramatic final module of the Gang Wars Trilogy.

2. **If played as a separate adventure**, the heroes capture all of the villains. They also recover the arcane book. With the defeat of the leaders of both the Faces of Fear and the Si Fan, the war between them and the Maggia comes to an abrupt halt.

KARMA:

Capturing the Fixer:	+ 40
Capturing Fu Manchu:	+ 50
Capturing Lee Min:	+ 50
Capturing Mentallo:	+ 50
Capturing the Silver Samurai:	+ 100
Capturing the Si Fan assassins:	+ 30
The Avengers must come to the rescue:	- 30
The Tiger's Claw must come to the rescue:	- 30



NON-PLAYER CHARACTER ROSTER

Beetle

Real Name: Abner Jenkins

F GD (10) **Health:** 70
A GD (10)
S RM (30) **Karma:** 56
E EX (20)
R EX (20) **Resources:** EX (20)
I RM (30)
P TY (6) **Popularity:** -10

KNOWN POWERS:

Body Armor: Jenkins' superhuman powers derive from his microwave powered armor. His normal statistics are:

F	A	S	E	R	I	P
GD	GD	TY	TY	EX	RM	TY

The armor provides Excellent protection from physical attacks and Remarkable protection from energy attacks. Because it is powered by microwaves, Beetle jams microwaves within 3 areas with Incredible Intensity.

Battle Computer: Mounted in the chestplate of the battlesuit, Beetle's Battle Computer can be programmed with the fighting styles of particular foes, so that Beetle can anticipate their movements and attack accordingly.

Against programmed foes, Beetle is +2 CS on Fighting, +1 CS on Agility, and +2 CS on Intuition FEATs, including initiative. The fighting style must be filmed and analyzed by computer before Beetle gains these bonuses. Programs exist for Spider-Man, Daredevil, Iron Man, and Captain America.

Electro-Bite: By placing the second and third fingers of a gauntlet together, Beetle can fire an Excellent electrical (Energy) attack up to 10 areas away.

Flight: Beetle normally flies at Poor Speed (4 areas per turn). If the power is shunted from all other systems, he can fly at Good Speed (8 areas per turn). The wings are made of mylar (Good material strength).

Wall-Crawling: Suction cups on his gloves and feet allow Beetle to wall-crawl with Excellent ability.

Talents: Beetle has Electronics and Repair/Tinkering skill.

Background: Jenkins was a master mechanic who turned to crime in order to alleviate the boredom in his life. As

the Beetle, Jenkins works as a mercenary for anyone willing to use his services. His major goal is to impress employers. Beetle has a minor grudge against Spider-Man, but would rather make money than pursue it.

Currently, Jenkins is employed by Hammerhead, who has paid Beetle to aid the White Dragon and the Dragonlords in their nefarious endeavors.

Blizzard

Real Name: Donny Gill

F GD (10) **Health:** 50
A GD (10)
S GD (10) **Karma:** 22
E EX (20)
R TY (6) **Resources:** TY (6)
I GD (10)
P TY (6) **Popularity:** 0

KNOWN POWERS:

Battlesuit: The Blizzard armor contains a cryogenic backpack that allows Blizzard to focus cold powers through his armor. Its powers are as follows:

- The suit provides Good protection against physical attacks and Amazing protection against cold attacks.

- The battlesuit allows Blizzard to create Remarkable ice missiles (3-area range), erect Remarkable ice walls, and entangle foes with an Amazing ensnarement attack.

- The Blizzard armor is powered by a backpack that can sustain Remarkable damage before becoming inoperative.

Talents: Unknown.

Background: Following the death of the original Blizzard (Dr. Gregor Shapanka), Justin Hammer obtained the Blizzard armor and gave it to one of his underlings, Donny Gill. The new Blizzard is a young, very inexperienced super villain. While he knows how to operate the Blizzard armor, he has few ideas about strategy, and has proven more of a liability than an asset. Nevertheless, he was sent to capture the super villain Force, who had deserted Hammer. Blizzard was nearly electrocuted while in single combat with Force. Gill was sent to prison, and has recently been paroled.

Currently, Gill is employed by Hammerhead, who has paid the Blizzard to aid the White Dragon and the Dragonlords in their nefarious endeavors.

Captain America (Original)

Real Name: Steve Rogers

F AM (50) **Health:** 150
A IN (40)
S RM (30) **Karma:** 90
E RM (30)
R EX (20) **Resources:** TY (6)
I EX (20)
P AM (50) **Popularity:** 100/6

KNOWN POWERS: The original Captain America was transformed by the super soldier formula into a perfect genetic specimen of homo sapiens. His powers are not superhuman; he relies on his perfectly honed skills, and his equipment.

Shield: Cap's chief weapon is a replica of his original shield, which is made of steel and lined with adamantium. It has Unearthly material strength. Captain America uses this weapon as a shield, though he is still subject to the effects of Stuns and Slams while using it. Captain America can throw the shield up to 3 areas away, inflicting Remarkable damage. One of Cap's Power Stunts is to bounce the shield off a number of hard surfaces and have it return the following round.

Armor: Captain America's chain mail vest grants him Good protection versus Edged attacks.

Talents: Cap is a Weapons Specialist with his shield, receiving a +2 CS in FEATs using it. He is skilled in all the Martial Arts available, as well as having leadership, artist, and military skills.

Background: Steve Rogers was born during the Depression and grew up a frail youth in a poor family. Both of his parents died before he was twenty years old.

Horried by newsreel footage of Nazis in Europe, Rogers enthusiastically enlisted in the army. However, because of his frailty, he was rejected. Overhearing the boy's earnest plea to be accepted, General Chester Phillips of the U.S. Army offered Rogers the

chance to be included in a special experiment called Operation: Rebirth. Rogers agreed and was taken to a secret laboratory where he met Dr. Abraham Erskine, the creator of the Super-Soldier formula.

After taking the serum and being zapped by "vita-rays," a special combination of exotic wavelengths of radiation, Rogers emerged from the experimental chamber with a body as perfect as a body can be and still be human. A Nazi spy observed the experiment and murdered Dr. Erskine only minutes after its conclusion. The doctor died without fully committing the Super-Soldier formula to paper, leaving Steve Rogers the sole beneficiary of his genius.

Rogers was put through an intensive physical and tactical training program. All during World War II, he served as both a symbol of freedom and America's most effective special operative. Then, during the final days of the war, he was trying to stop a bomb-loaded drone-plane when the aircraft exploded, killing his partner Bucky. The blast threw Cap into the icy Arctic waters.

The Super-Soldier formula prevented crystallization of Captain America's bodily fluids, allowing him to enter a state of suspended animation. Decades later, he was rescued by the newly-formed Avengers and became a cornerstone of the team. His might undiminished, Captain America remains a symbol of liberty and justice.

Chemist

Real Name: Ulysses Greitzer

F TY (6) **Health:** 22
A TY (6)
S PR (4) **Karma:** 70
E TY (6)
R RM (30) **Resources:** EX (20)
I EX (20)
P EX (20) **Popularity:** 0

KNOWN POWERS:

Delayed Mind Control: This ability can only be used as a sort of hypnotic suggestion. The Chemist cannot directly control the actions of his target, but can implant a single command that

must be carried out when a specified event triggers the delayed Mind Control (such as hearing someone say the word "hello").

When the suggestion is first implanted, the target is allowed a chance to resist by attempting a Psyche FEAT against the Monstrous Intensity Mind Control. When the suggestion is later triggered, the victim is allowed another Psyche FEAT. If the target succumbs, the Mind Control persists until the specified task is completed.

Force Field: He can mentally generate a personal Force Field of Remarkable Intensity.

Mirrored Sunglasses: The Chemist's glasses grant his eyes Remarkable protection from blinding light, and give him Excellent Infravision.

Ultimate Skill: He is considered to have Unearthly ability in the field of Chemistry. Using his knowledge for evil purposes, the Chemist has created a number of dangerous solutions and gases. With a specially designed air pistol, he shoots pellets containing the deadly chemicals. He fires the gun with Excellent Agility up to a range of 2 areas. Rotating chambers on the gun allow him to select the type of pellet that is fired. He has several to choose from:

— **Explosive:** These pellets contain a liquid that explodes when exposed to air. Everyone in the target area sustains Incredible Blunt damage.

— **Gravity Enhancer:** The chemical in these pellets increases a single target's weight to 800 pounds. It does not lower the weight of heavier targets. In order to move, the victim must first succeed at an Excellent Intensity Strength FEAT. This effect persists for 2-20 turns, at which time the target's weight is returned to normal.

— **Gravity Nullifier:** The target of this pellet is splattered with a solution that negates gravity. Unless the victim can grab onto something, he begins falling upward at a rate of 1 area per turn. This effect persists for 5-50 turns, at which time gravity once again grips the character or object. One pellet affects a single target weighing up to 800 pounds.

— **Laughing Gas:** A target hit by

this pellet must attempt an Incredible Intensity Psyche FEAT. If the roll is missed, the victim believes even the most serious events to be extremely funny. The character cannot do anything but sit and laugh hysterically for 1-10 turns. The gas affects only one target. It does not have to be breathed; simply touching the skin is enough.

— **Paralysis Gas:** The pellet bursts on the target, surrounding him with a cloud of paralysis gas. If the victim fails a Remarkable Intensity Endurance FEAT, he is paralyzed for 1-10 turns. Like laughing gas, it affects one target and does not have to be breathed.

Talents: At one time he was a medical doctor and acquired the Medicine skill. He is a master of Chemistry and is talented in Biology and Computers. The Chemist is a Weapons Specialist with his unique air pistol.

Background: Ulysses Greitzer was an aspiring medical researcher who took a job with a powerful pharmaceutical company. While working alone in his lab late one night, he became a victim of industrial sabotage. A bomb exploded, spraying Ulysses with a conglomeration of dangerous chemicals. Dazed and confused, he stumbled out of the wreckage, never to be seen again by his friends or family.

Ulysses' face was horribly scarred. As he staggered through the night, his hair fell out in clumps. Later, he would discover that his eyes were as white as snow and very sensitive to light.

Eventually, he was found by a group of homeless people living in the sewers beneath the city. They tended his wounds and accepted him as one of their own. Seeing the living conditions of his saviors, Ulysses became more and more bitter toward the uncaring people walking the city streets above. His mangled face mirrored his hatred.

As Ulysses healed, he discovered that he had acquired marvelous mental abilities as a result of the chemical explosion. He also found that he possessed an almost supernatural understanding of chemistry.

Ulysses dubbed himself the Chemist, and left the sewers in search of an employer who could supply him with a laboratory. He discovered the Maggia,

and is currently working for them as a highly paid designer of new, more addictive drugs.

Constrictor

Real Name: Frank Schlichting

F GD (10) **Health:** 50
A GD (10)
S GD (10) **Karma:** 24
E EX (20)
R PR (4) **Resources:** GD (10)
I GD (10)
P GD (10) **Popularity:** -3

KNOWN POWERS: All of the Constrictor's abilities are due to the equipment he employs.

Body Armor: The Constrictor wears an electrically-insulated, partially bullet-proof battlesuit which provides him with Good protection from physical attacks. It is a Remarkable insulator versus electrical attacks.

Tentacles: His battlesuit is equipped with twin lengths of cybernetically-controlled, electrically-powered cables. These cables, which eject and retract from special appliances running from shoulder to wrist, are made of an Unearthly Adamantium alloy (Adamantium is the strongest metal forged by man).

Able to extend a maximum length of 30 feet, the Adamantium cables can be used as whips which inflict Incredible damage and are capable of rending steel and lesser metals. They may also be used as bonds, in which case they are capable of entwining an object or person and constricting with Remarkable force. Once securely around a target, the cables are unbreakable.

They can kill an average human being by constriction in a matter of seconds.

Electrical Generation: The Constrictor wears a power pack in the bullet-proof chest area of his suit that can generate a Monstrous electrical charge, which he can direct through the length of the cables. He can generate a maximum charge of 35,000 volts for up to 3 minutes before he depletes his power pack. The Constrictor can cybernetically control the amount of voltage channeled through each cable.

The cybernetic circuitry controlling the functions of the cables is located in the forehead area of his cowl. The circuitry housing is bulletproof and insulated against most forms of jamming radiations.

Talents: None.

Background: The Constrictor is a small-time thug interested in gaining wealth by doing strong-arm work for other people. He is also after personal fame, but mainly as a means of commanding higher fees.

Currently, Frank is employed by Hammerhead, who has paid the Constrictor to aid the White Dragon and the Dragonlords in their nefarious endeavors.

Deathlok Simulacrum

Real Name: The original Deathlok was named Luther Manning.

F RM (30) **Health:** 140
A EX (20)
S AM (50) **Karma:** 22
E IN (40)
R GD (10) **Resources:** FB (2)
I GD (10)
P FB (2) **Popularity:** 0

KNOWN POWERS:

Body Armor: The Deathlok robot is constructed of Remarkable strength steel that provides it with Remarkable protection from physical attacks and Excellent protection against Energy attacks.

Enhanced Senses: The simulacrum possesses infrared/ultraviolet vision, telescopic enhancement, and audio amplification, all at Remarkable Rank.

Talents: None.

Background: In an alternate reality that is not part of the mainstream timeline, Luther Manning was a colonel in the army who suffered a critical injury from a concussion mine. Manning's superior, Major Simon Ryker, salvaged his body for use in Project: Alpha-Mech, a covert operation designed to create cyborg super-soldiers. Manning's brain, nervous system, and still-living tissue were transplanted into a synthetic body in an operation performed by Major Ryker's brother, Harlan Ryker.

Manning awoke in a cybernetic body that was partially his own and partially controlled by a mini-computer in his cranium. He was given the code-name Deathlok and became the unwilling agent of Ryker.

Later, Deathlok met the enigmatic Godwulf, a vigilante who had access to some time travel machinery. Godwulf displaced Deathlok in time, where the cyborg was snatched by a time machine used by the Fixer and Mentallo and brought to the present. The Fixer's genius allowed him to override Deathlok's computer-brain, enabling the criminals to use Deathlok as their puppet. The Fantastic Four confiscated Deathlok's inert body from the Fixer and turned the cyborg over to a cyberneticist in London.

Agents of the Roxxon Oil Company stole Deathlok's body. They placed him in custody of a Roxxon-employed surgeon named Harlan Ryker, ironically the man who (in an alternate reality) created the Deathlok cyborg in the first place.

Ryker created a robotic duplicate of Deathlok, which was turned over to Roxxon's Nth Command for testing. It was sent to infiltrate and destroy Project Pegasus, the government energy research facility. The Deathlok robot was destroyed before it could carry out its mission.

Eventually, Ryker got the original Deathlok functional. By this time, Luther Manning's clone had been dispatched by Godwulf to find Deathlok. The clone succeeded with the help of Captain America, and gave its life to free Deathlok from Roxxon mental domination. Deathlok returned to his own reality where he joined forces with Godwulf and defeated Harlan Ryker's plans for a nuclear holocaust. Deathlok remains in his near-future alternate reality, searching for a purpose in life.

Unknown to the rest of the world, the Fixer and Mentallo made a detailed template of Deathlok's body while they had him in their possession. Using the computerized template, they constructed the Deathlok Simulacrum. The robot is programmed to act as their enforcer, and is the current leader of the Faces of Fear.

Dreadnoughts

F RM (30) **Health:** 165
A EX (20)
S IN (40) **Karma:** None
E MN (75)
R FB (2) **Resources:** None
I EX (20)
P FB (2) **Popularity:** - 10

KNOWN POWERS:

Body Armor: The Dreadnought robots are constructed of Amazing material strength titanium steel, which provides Amazing protection from physical attacks and Remarkable protection from Energy attacks.

Resistances: Dreadnoughts have Monstrous Resistance to Heat, Cold and Radiation attacks. Their limited programming causes mental attacks and illusions to fail.

Weapon Systems: Dreadnoughts are equipped with a variety of weapons:

- Flame-throwers in their gauntlets inflict Incredible fire damage up to a range of 1 area and have sufficient fuel for 6 attacks.

- Sharpened spikes may be fired from their knuckles to deal out Typical Shooting damage up to a range of 4 areas. A maximum of 9 such attacks may be made.

- A Dreadnought can generate an electrical field around itself. Anyone touching the robot suffers Amazing Energy damage.

- A Dreadnought can project gamma rays of Incredible Intensity from its eyes. Range is limited to 3 areas.

- From its mouth, a Dreadnought can spray Amazing Intensity freon gas up to a range of 2 areas. The robot can emit the frigid gas twice before reloading is necessary.

Weaknesses: Dreadnoughts are equipped with simulated human senses of hearing, sight and smell. Thus, they are vulnerable to attacks which affect the senses.

Talents: Because they are near-mindless machines, Dreadnoughts have no talents. However, their programming is designed to simulate Martial Arts B—that of an American boxer.

Background: The Dreadnought is a

robot originally designed by technicians in the subversive organization called HYDRA. A Maggia crime family stole the blueprints for the Dreadnought and constructed several for their own use. Hammerhead has acquired three of the deadly machines.

By following their programmed orders to perfection, Dreadnought robots are superb cannon fodder. They are totally unimaginative and have no personality, creativity, or interests.

Fixer

Real Name: Norbert Ebersol

F GD (10) **Health:** 32
A GD (10)
S TY (6) **Karma:** 70
E TY (6)
R IN (40) **Resources:** RM (30)
I EX (20)
P GD (10) **Popularity:** - 10

KNOWN POWERS:

Body-Suit: The Fixer wears a uniform that grants him Typical protection against physical attacks, Excellent protection versus fire and heat, and Incredible protection against electricity.

Battle-Vest: His metal vest is fashioned from Remarkable strength material. It supports many of his weapon systems.

Sonic Blaster: This weapon emits a Remarkable Intensity beam, affecting everyone in the target area. It has a range of 4 areas.

Electrification: The vest can be electrified, inflicting Incredible electrical damage to opponents who touch it.

Launchers: The Fixer's battle-vest is equipped with grenade launchers that have a range of 5 areas. The two primaries hold Incredible Rank ammunition. Below the primaries are six single-shot launchers that hold Remarkable Rank ammo. Both primaries or three secondaries can be fired per turn.

Ammunition: All standard grenade types may be used in his launchers (tear gas, fragmentary, smoke, knock-out gas, flash, concussion, and sonic).

Gravity Clamp: This steel clamp can be fired up to a range of 2 areas. If it

hits, the target is surrounded by a gravity field that Grapples with Incredible Intensity.

Pistol: With a range of 7 areas, his laser pistol inflicts Excellent Energy damage.

Flight: The Fixer can fly at Shift X speed for up to 20 hours. He can hover and Blindside unsuspecting opponents.

Helmet: His helmet provides Remarkable protection to his senses (sight and hearing). It has a 3-hour air supply.

Psi-Screen Device: This handy gadget grants the Fixer an Incredible Intensity psi-screen.

Talents: The Fixer is a genius at Electronics, Engineering, and Computers. He also has the Repair/Tinkering skill.

Background: Norbert Ebersol's mechanical aptitude was apparent even when he was a child. At the age of three, he took apart and repaired an alarm clock. By the age of thirteen, he had constructed a small electric automobile and a relatively complex robot arm. Both were made from readily available spare parts. Norbert dropped out of high school due to a lack of interest.

Because of his air of superiority and unorthodox approach to simple tasks, Norbert was fired from several jobs, including auto mechanic, television repairman, and electronics laboratory assistant.

Calling himself the Fixer, Norbert found that planning and executing elaborate crimes stimulated him; it also provided him with the materials needed to create advanced technological devices. He was contacted by Mentallo, and the pair forged a partnership that nearly took over SHIELD's New York headquarters.

Recently, he and Mentallo have teamed up once again. They formed a criminal organization called the Faces of Fear, and are attempting to eliminate their rival — a Maggia family run by Hammerhead.

Hammerhead

Real Name: Unrevealed

F EX (20) **Health:** 60
A GD (10)
S GD (10) **Karma:** 50
E EX (20)
R GD (10) **Resources:** EX (20)
I GD (10)
P RM (30) **Popularity:** -3

KNOWN POWERS:

Marksman: Hammerhead is a natural marksman with Incredible Agility with guns of all types. He prefers the Thompson sub-machine gun.

Metal-Plated Skull: Hammerhead's cranium has been replaced with steel (Amazing material strength) that provides him with Incredible body armor against all physical damage directed at his head. When ramming an opponent, Hammerhead gains a +2 CS to hit and inflicts Remarkable damage, in addition to any other bonuses for Charging.

Exoskeleton: When Hammerhead is expecting trouble, he wears a strength-boosting exoskeleton. It raises his Strength and Agility to Incredible, and it provides him with Incredible protection against physical, electrical and fire attacks. His Health increases to 120 while the device is worn.

Talents: He is skilled in Business/Finance, Maggia Organization, and Criminology.

Background: At one time Hammerhead was an ordinary thug. He was severely beaten and left to die in New York's Bowery district. Jonas Harrow, a failed surgeon, found him and saved his life by replacing his ruined skull with an unbendable steel plate.

The beating Hammerhead suffered induced amnesia. The only thing he can remember prior to the attack is a movie poster advertising a 1920s gangster film, which he chose to base his personality on.

After recovering, he won the leadership of his own Maggia "family." Although his underlings use advanced technology, he instills them with old gangland traditions.

Iron Man (Mark VIII Armor)

Real Name: Anthony Stark

F EX (20) **Health:** 165
A RM (30)
S IN (40) **Karma:** 66
E MN (75)
R IN (40) **Resources:** EX (20)
I EX (20)
P TY (6) **Popularity:** 25

KNOWN POWERS: All of Iron Man's Powers derive from his state-of-the-art armor. Tony Stark's normal stats are:

F TY (6) **Health:** 22
A TY (6)
S PR (4) **Karma:** 66
E TY (6)
R IN (40)
I EX (20)
P TY (6)

Body Armor: When the armor is activated (which is usually the case, unless its electrical systems are down), its Remarkable material strength is increased to Amazing. It offers Remarkable protection against acid, Amazing protection versus physical, heat or cold attacks, Monstrous protection from most energy attacks, and Unearthly protection against radiation and electricity.

Force Field: For a maximum of 5 turns per hour, Iron Man can surround himself with a Monstrous rank Force Field. While this Power is operational, Iron Man's armor can be engaged in no other activity.

Rocket: Iron Man's boot jets allow him to fly at Excellent airspeed (10 areas per round) and still maneuver. If he wishes to do so, Iron Man can move at Monstrous airspeed (30 areas per round), but can perform only the simplest actions while doing so. (He could use his armor's radio, for example, but not fire his repulsors or perform a charging attack.) The boot jets operate in vacuum for only 10-100 minutes, but during that time, Iron Man can travel at Shift X speeds (50 areas per turn or 750 mph). If Iron Man uses his thrusters as weapons, they inflict Incredible damage and have a 2-area range.

Plasma Bolt Generators: Iron Man's

armor can generate "torpedoes" of high-energy plasma. These have a range of 10 areas, and inflict 10 points of damage per area traveled. For example, they do only Good damage to a target in an adjacent area, but Unearthly damage to a target 10 areas away. However, the plasma travels more slowly than Iron Man's beam weapons. Characters wishing to Dodge the plasma have a +1 CS for every 2 areas the plasma travels.

Repulsors: The armor is equipped with repulsors in the palms of its gauntlets which cause Amazing damage up to a 10-area range.

Unibeam: The chest beam on the armor can be used as a Remarkable Intensity floodlight or as an Amazing Intensity laser. Both functions have a 3-area range.

Heat Beam: The armor can generate a narrow beam of heat, inflicting Incredible damage at a range of 3 areas. The beam can be used to heat the armor, in which case on character can lay hands on the exterior without suffering Incredible damage. Iron Man is protected against this effect.

Magnetism: Iron Man's armor can generate Magnetic Manipulation at Incredible Intensity. He is limited to simply moving metallic objects around, as opposed to subtle manipulation.

Absorption: The armor can absorb up to 300 points of energy, either for recharging or to be harmlessly dissipated. With an Incredible Intensity Reason FEAT, Iron Man can use this energy to increase his Strength, Flight, or Repulsors to Unearthly Intensity for a maximum of 3 turns. Each turn he overloads his system in this way, Iron Man must obtain a Red result on the Amazing Intensity column, or the armor short-circuits and is drained of power until repaired. The Absorption Power operates at Unearthly rank, but absorbing an incoming attack is a Yellow-level Power Stunt.

Self-Sustenance: The Iron Man armor provides its wearer with about one hour's worth of recycled air.

Protected Senses: The armor contains ear-protectors to dampen incoming noise of greater than 70 decibels. Similarly, blinding lights automatically

trigger polarized lenses in Iron Man's eye-slots, which offer Remarkable protection. Nevertheless, a blinding attack can possibly affect Iron Man before his armor's computers react. The armor must succeed at a Remarkable FEAT against the Agility of the opponent in order to protect Iron Man's eyes. Iron Man can manually trigger the lenses if he expects to be attacked with bright light, but doing so penalizes him-1 CS for Intuition rolls requiring sight.

Sensors: Iron Man has the following sensors built into his helmet:

- *Infravision:* 3-area range.
- *Radar:* A successful Intuition roll gives him details about the rough shape of his surroundings for 3 areas.
- *Sonar:* Same as Radar, but usable underwater with a-1 CS to the Intuition roll and a range of 6 areas.
- *Life Detectors:* Measure heat and pinpoint heat sources in a 3-area range.

— *Electrical Power Detectors:* Capable of showing him power-lines in a building's walls, for example, with Amazing ability and a range of 5 areas. *ECM:* Iron Man's armor has Remarkable invisibility to Radar and Sonar. *Electromagnetic Pulse:* Iron Man's newest major armor module is an EMP generator, which shuts down all electrical devices in a 1-mile radius for 6 minutes, including most of Iron Man's own systems (life support and sensors remain online).

Anti-theft Device: Should anyone attempt to analyze or duplicate any of the circuitry in the armor, he must succeed at a Monstrous Intensity Reason FEAT or trigger the security circuits. Once activated, these circuits immediately melt the interior of the armor to slag, and trigger Incredibly powerful explosive devices to destroy the armor 2 turns thereafter.

Talents: Tony Stark has Monstrous Reason in the fields of bionics, battle armor, and weapons design.

Background: Anthony Stark, son of industrialist Howard Stark, demonstrated his mechanical aptitude and inventive genius at a very early age. He enrolled in a college electrical engineering program at the Massachusetts Institute of Technology at the age

of 15. When he was 21, he inherited his father's business, Stark Industries, and turned it into a multi-million dollar industrial complex whose chief contracts were weaponry and munitions for the U.S. government.

As Iron Man, Stark became a founding member of the Avengers, and donated his Manhattan mansion for their exclusive use. Over the years, Iron Man was a major fighting force for the Avengers. However, his greatest foe turned out to be alcoholism. Due to his drinking problem and the evil machinations of Obadiah Stane (alias the Iron Monger), Stark lost his fortune.

Eventually, Iron Man defeated the Iron Monger. Stark decided that although he could never escape the specter of alcoholism, he could also not deny the responsibilities of being Iron Man. As Iron Man, he joined the West Coast Avengers, and as Tony Stark, he started a new design and manufacturing company, specializing in space technology.

Recently, Tony Stark was paralyzed from the waist down. He was the victim of Kathy Dare, an insanely jealous old girlfriend. However, Stark's damaged spinal nerves were repaired with organic computer chips in an experimental surgery.

Killer Shrike

Real Name: Simon Maddicks

F RM (30) **Health:** 120
A RM (30)
S RM (30) **Karma:** 22
E RM (30)
R TY (6) **Resources:** TY (6)
I GD (10)
P TY (6) **Popularity:** 0

KNOWN POWERS:

Body Armor: Killer Shrike wears an insulated steel-mesh body suit that provides Excellent protection from physical and electrical attacks.

Bracelets: He wears a talon-shaped power blaster on each wrist, which inflict Incredible damage up to a 2-area range. The talons are made of steel (Amazing material strength) and slash for Remarkable Edged Attack damage.

Flight: Killer Shrike's anti-gravity units allow him to fly with Typical speed (6 areas per round).

Talents: Simon has acquired Martial Arts A and Military skill.

Background: Little has been revealed about Simon's origin. As Killer Shrike, he is a mercenary in the truest sense, and takes pride in his ability to perform well in difficult situations. Killer Shrike has worked for the Conspiracy and the Brand Corporation as a super-powered agent. He has battled Spider-Man and Moon Knight, and holds grudges against both of them.

Manchu, Fu

Real Name: Fu Manchu (alias the Celestial One)

F EX (20) **Health:** 46
A GD (10)
S TY (6) **Karma:** 140
E GD (10)
R AM (50) **Resources:** IN (40)
I IN (40)
P AM (50) **Popularity:** -20

KNOWN POWERS:

Techno-Wizardry: With Amazing ability, Fu Manchu is adept at combining technology and sorcery. In the past, he has used his talents to create "monsters" by altering the genes of humans and animals. He has also utilized Mind Control devices and spacecraft.

Precognition: By holding his hands in the shape of a pyramid and placing them over his right eye, Fu Manchu is able to see into the future with Incredible ability. Apparently, he has no control over what his "visions" reveal to him.

Magical Spells: In the past, Fu Manchu has manifested only very limited magical Powers. However, his recent journey through the realms of Death has granted him much arcane knowledge. Fu Manchu's abilities were further increased by his resurrection in the magical pool created by the use of the book *A Madman's Mutterings*. The following spells are always available to him:

— **Claws (U):** Fu Manchu can cause his fingernails to thicken and elongate. They have Incredible materi-

al strength and inflict Excellent Edged Attack damage.

— *Eldritch Bolt (U)*: An Energy attack with Remarkable power and range.

— *Eldritch Shield (U)*: A personal Force Field of Remarkable strength.

— *Summon Fog (U)*: An Incredible Intensity cloud of fog rises from the ground around Fu Manchu and fills up to 5 areas.

Weakness: Fu Manchu is a very old man. He lives and remains in his physical prime, however, by consuming the "elixir vitae." Without a daily dose of the potion, the years catch up with him — he rapidly ages and dies in a matter of moments.

Talents: Fu Manchu is a genius in the fields of Biology, Chemistry, Computers, Electronics, Genetics, and Physics. He is also a student of Occult Lore, and is skilled in Mesmerism and Hypnosis. Fu Manchu is trained in Martial Arts A and D.

Background: Little has been revealed about the origin of Fu Manchu. It is certain that he gained great wealth and power in China. There, in his Honan retreat, he developed the formula for the elixir vitae, which allows him to live in his physical prime well beyond the years of normal humans.

Fu Manchu is a nefarious master-mind whose criminal empire (called the Si Fan) nearly succeeded in bringing about the cataclysmic end of the world on numerous occasions. Ironically, Fu Manchu's evil plans were invariably thwarted by his own son, Shang-Chi, who is known to work in association with Fu Manchu's arch-rival, Sir Denis Nayland Smith. Both Shang-Chi and Smith were members of MI-6, a British intelligence agency.

Ultimately, Fu Manchu was killed by his son (see Shang-Chi). His corpse was recovered by the Si Fan and taken to a sanctuary in China. During the course of this adventure, the body is smuggled to Manhattan, where the Dragonlords steal it from the Si Fan. In a state of unrest, Fu Manchu's spirit haunts the streets of Chinatown.

Eventually, the Si Fan acquires the corpse once again. Lee Min (the temporary leader of the Si Fan) uses the

arcane book called *A Madman's Mutterings* to raise Fu Manchu from the dead. Fu Manchu's newest earth-shattering plot unfolds in Part III of the Gang Wars Trilogy, *Night Life*.

Mentallo

Real Name: Marvin Flumm

F TY (6) **Health:** 52

A GD (10)

S TY (6) **Karma:** 90

E RM (30)

R GD (10) **Resources:** TY (6)

I RM (30)

P AM (50) **Popularity:** 5

KNOWN POWERS:

Telepathy: At a maximum range of 5 miles, Mentallo has the Amazing power to psionically communicate with three people at once.

Hallucination: With this Amazing power, Mentallo can generate images directly into the minds of up to three people. Each target is allowed to attempt a Psyche FEAT to sense the illusion. Those who fail believe the images to be real.

Radar Sense: Using his psionic energies, he has the Feeble ability to detect the presence and shape of intangible or out-of-reach objects.

Anti-Psionic Helmet: His helmet enables him to use the following powers:

- Excellent resistance to psionic attacks.
- Excellent mental invisibility.

Weaknesses: He suffers a-1 CS to attack moving targets. If his helmet is disabled or missing, he sustains twice the normal damage from psionic attacks.

Talents: Because of his mechanical aptitude, Mentallo is considered to have Remarkable Reason when dealing with Electronics or Firearms.

Background: Marvin Flumm's telepathic powers began to manifest themselves during his adolescence. Ignoring his powers, Marvin was content to work as a shoe salesman.

His abilities were detected by Niles Nordstrom, the director of SHIELD's ESP Division, and Martin was asked to join. His powers quickly developed, along with his ambitions. He con-

ceived the idea of secretly taking control of SHIELD and using its resources to gain political power. His plan was discovered, and he was forced to flee.

He allied himself with the Fixer, and staged a raid on SHIELD's Manhattan headquarters, which nearly succeeded. At the present time, he has once again joined forces with the Fixer.

Min, Lee

Real Name: Lee Min

F EX (20) **Health:** 66

A EX (20)

S TY (6) **Karma:** 86

E EX (20)

R TY (6) **Resources:** RM (30)

I AM (50)

P RM (30) **Popularity:** 0

KNOWN POWERS:

Blindness: Lee Min is blind, and is therefore unaffected by any light-based/visual attacks, illusions, and hypnosis. Lee is accustomed to relying on his other senses and suffers no combat penalties due to blindness.

Combat Sense: Lee's Amazing Combat Sense is used instead of Fighting for blocking, instead of Agility for dodging, and instead of Strength for escaping.

Psi-Screen: Lee has strengthened his mind to the point where he can resist Mental Powers with an Incredible Intensity Psi-Screen.

Stasis Gun: Lee Min possesses one of Fu Manchu's more powerful gadgets. The Stasis Gun is a small device similar in appearance to a hand-held calculator. When activated, it surrounds up to 10 targets in individual, skin-tight Force Fields of Unearthly Intensity. Range is limited to 1 area, and the effects persist only for as long as the victims remain within 1 area of the Stasis Gun. Targets are immobilized and placed in suspended animation — they have no need of air, food or water. Victims are not affected by gravity, and float away at the mercy of the wind if not anchored to the ground by a length of rope, etc. Breaking free of the Force Field requires a successful Unearthly Intensity Strength FEAT.

Talents: Lee Min is a master of Oriental Weapons and Martial Arts A, C, and D. He is also a student of Occult Lore.

Background: Lee Min is the result of one of Fu Manchu's more successful bio-engineering experiments. He was "born" over 50 years ago in a vat at Fu Manchu's Honan retreat. Lee is a devout follower of Fu Manchu, whom he refers to as the Celestial One. He is currently the leader of the Si Fan, Fu Manchu's criminal organization.

Although his eyes are totally white, sightless orbs, Lee's finely tuned body and mind more than makeup for his impairment. He is a master of the ancient ways of mysticism and martial arts.

Sersi

Real Name: Sersi

F GD (10) **Health:** 140
A RM (30)
S AM (50) **Karma:** 90
E AM (50)
R EX (20) **Resources:** RM (30)
I RM (30)
P IN (40) **Popularity:** 25

KNOWN POWERS:

Invulnerability: Sersi is invulnerable to heat, cold, energy, electricity, radiation, toxins, and disease. However, she can still be affected by Stun, Slam, and Kill results. She is only affected by a Kill result that scatters her atoms over a wide area of space. Sersi does not age.

Cosmic Energy Manipulation: Sersi can manipulate Cosmic Energy at Amazing rank. She can project this energy as Force Bolts up to a range of 20 areas for Amazing damage. She has developed no power stunts.

Flight: Sersi can fly at Shift X speed (50 areas per round).

Psionic Abilities: Sersi has a number of Powers associated with her vast mental capabilities:

- She can transmute living and non-living matter with Unearthly ability.

- She can also generate illusions, affecting all five senses at Unearthly rank.

- Sersi can read and control minds at Excellent rank.

- She has Telekinesis at Incredible rank.

- Sersi can also psionically teleport herself at Shift Z rank, but must make a Red Psyche FEAT roll to do so. If she succeeds she must make a Red Endurance FEAT roll or be paralyzed with pain for 1-10 turns. No Karma can be spent on either of these rolls.

Uni-Mind: Sersi, like all Eternals, can form the Uni-Mind — an energy creation that resembles a huge brain with Class 1000 abilities. More than 100 Eternals in one location are required to form the Uni-Mind at its full strength. Less than 100 can create a Uni-Mind of a power equal to their percentage (80 Eternals create a Uni-Mind of 80% power).

Talents: Sersi is an accomplished dancer and connoisseur.

Background: Sersi is a member of the Eternals, an evolutionary offshoot of humanity living on Earth who possess greater power and longer lifespans than normal humans. The Eternals first came into being about a million years ago when the extraterrestrial Celestials arrived on Earth to perform genetic experiments.

Sersi has many social contacts around the world. She is currently developing a relationship with Captain America, and accepted his invitation to join the Avengers.

Shang-Chi

Real Name: Shang-Chi

F AM (50) **Health:** 130
A RM (30)
S EX (20) **Karma:** 80
E RM (30)
R GD (10) **Resources:** TY (6)
I RM (30)
P IN (40) **Popularity:** 20

KNOWN POWERS:

Ki-Powers: Shang-Chi can utilize his Ki (or life force), and has developed at least one power stunt; he is able to grab blades (such as knives) out of the air and throw them back. This requires a successful Psyche FEAT roll for concentration and an Agility FEAT for the maneuver.

Talents: Shang-Chi is skilled in all forms of Martial Arts. He also gains a +1 CS with all thrown weapons. He has an Excellent reason regarding Oriental Philosophy and Fishing.

Background: Shang-Chi is a calm, stoic individual, who dislikes the life of an adventurer. He speaks with a slight British accent.

Shang-Chi is the son of the internationally powerful criminal mastermind named Fu Manchu. Until he was nineteen, Shang-Chi was trained by his father and other instructors to become a master of the mental and martial arts.

Fu Manchu had raised his son to believe his father was a great humanitarian. When Shang-Chi learned the truth about his father's evil nature, the young warrior declared himself his father's mortal enemy.

Shang-Chi ultimately contributed to his father's death. Fu Manchu's elixir vitae was no longer sufficient to maintain his youth. Rapidly aging, Fu Manchu needed his son's blood to restore his physical vitality. Shang-Chi wrestled away the blood-filled test tube and spilled it on the ground. A frantic Fu Manchu was licking it up when an explosion rocked the building. Shang-Chi escaped, but Fu Manchu was killed. Torn by guilt, Shang-Chi retired to a passive life as a fisherman in a small village in China.

Currently, Shang-Chi is investigating the disappearance of his sister, Fah Lo Suee. His search has lead him to New York City's Chinatown, where he has infiltrated the Si Fan. Shang-Chi, disguised as a humpback named Hsih Feng, has acquired a job as the servant of Lee Min, the leader of the Si Fan.

Silver Samurai

Real Name: Kenuichio Harada

F RM (30) **Health:** 110
A RM (30)
S EX (20) **Karma:** 70
E RM (30)
R GD (10) **Resources:** EX (20)
I RM (30)
P RM (30) **Popularity:** -10

KNOWN POWERS:

Tachyon Field: The Silver Samurai is a mutant who can summon an extremely powerful energy field. The focus for this energy is his katana, a samurai sword. As a result, this sword inflicts Unearthly damage and cuts through materials of less than Unearthly strength in a single round.

Body Armor: He wears a light steel alloy suit of plate in the Oriental style that provides Excellent protection from all physical and Energy attacks.

Teleportation: The Silver Samurai has a ring that gives him the power to teleport without error up to three miles away.

Talents: Kenuichio is trained in all forms of Martial Arts, and can fight with katana and shuriken. He can Slam and Stun opponents of greater strength in unarmed combat.

Background: Kenuichio Harada is the mutant son of former Japanese crime lord Shingen Harada, ruler of the Japanese underworld and head of house Yashida. Shingen never recognized Kenuichio as his son, and mastery of the clan passed to Mariko. Kenuichio studied martial arts and, once he mastered the disciplines, hired himself out as a modern-day samurai.

Kenuichio lives by the Japanese samurai warrior's code of honor. He believes in duty and personal honor above all else. The Silver Samurai respects bravery and fighting skill, and does not murder innocents or prey upon the weak.

Recently, the Silver Samurai was hired by the Si Fan and the Faces of Fear to aid them in their endeavor to bring Fu Manchu back from the dead.

Starfox

Real Name: Eros

F GD (10) **Health:** 120
A EX (20)
S IN (40) **Karma:** 56
E AM (50)
R EX (20) **Resources:** EX (20)
I TY (6)
P RM (30) **Popularity:** 75

KNOWN POWERS:

Emotion Control: Starfox has the Amazing ability to instill pleasurable, friendly, cooperative attitudes in targets for 10-100 turns. Victims may avoid the effect by an Intuition FEAT. Orders that would require them to lose Karma also enable them to break free by a Psyche FEAT.

Invulnerability: He possesses Shift-X resistance to aging, disease, heat, cold, electricity, radiation, and toxins.
Body Resistance: Starfox has Good resistance to all other physical and energy attacks.

Regeneration: Amazing rank.

True Flight: Shift-X speed (50 areas per round).

Talents: He has familiarity with Eternal and Titanian technology.

Background: Eros is the youngest son of two Titanian Eternals, Alars and Sui-San. Eros grew up to be a fun-loving, carefree womanizer, in contrast to his brother Thanos, a power-hungry schemer. Only when Thanos launched his first major attack against Titan, an attack that left their mother dead, did Eros begin to take life more seriously. Eros joined the alien Captain Mar-Vell and the Avengers in the first major defeat of Thanos.

Later, the Avengers admitted him to their training program and gave him the name Starfox. As Starfox, he has served the Avengers faithfully.

Thor

Real Name: Thor; Dr. Donald Blake; Sigurd Jarlson; Eric Masterson

F UN (100) **Health:** 200
A EX (20)
S MN (75) **Karma:** 50
E MN (75)
R GD (10) **Resources:** EX (20)
I GD (10)
P RM (30) **Popularity:** 50

KNOWN POWERS:

Invulnerability: Thor possesses Excellent resistance to physical attacks, heat, cold, radiation, toxins, aging, and disease. He has Typical resistance to other Energy Attacks.

Illusion Detection: Thor is granted a +1 CS to Intuition when confronting an illusion.

Mjolnir: Thor's hammer is made of CL 1000 material. His Fighting increases to Shift X when using the hammer. Thor can throw Mjolnir 10 areas. Mjolnir has these Power Stunts:

— **Alter Ego:** Striking Mjolnir to the ground transforms Thor into his mortal self. If he is kept from Mjolnir for over 60 seconds, he automatically reverts to mortal form.

The statistics for Thor in his mortal form as **Eric Masterson** are as follows:

F TY (6) **Health:** 28
A TY (6)
S TY (6) **Karma:** 46
E GD (10)
R GD (10) **Resources:** RM (30)
I TY (6)
P RM (30) **Popularity:** 0

— **Automatic Return:** After striking or missing a target, Mjolnir flies back to its wielder.

— **Dimension Travel:** Unearthly ability to travel between Earth and Asgard.

— **Flight:** Amazing air speed.

— **Shield:** Remarkable protection against physical, energy, and magical attacks.

— **Weather Control:** Unearthly control, including Monstrous Intensity lightning.

— **Worthiness:** Only a pure, noble person may hold the hammer. Such an individual must have Remarkable Strength and expend 1000 Karma points in order to use Mjolnir. Someone using a machine may lift, but not use, Mjolnir if they have Remarkable Strength.

— **Unfettered Might:** A special attack increases damage to Shift Y and surrounds Mjolnir with a blazing aura. If he is wearing the Belt of Strength, damage increases to Shift Z. Thor suffers incredible damage if not wearing his gauntlets. Thor loses one-half his Karma when using this attack.
Armor: CL 1000 metal provides Thor with Shift Y protection against physical and energy attacks.

Gauntlets: CL 1000 metal covers Thor's hands and arms. It provides

Shift Y protection against contact powers.

Belt of Strength: It increases his Strength by +1 CS. Removal temporarily lowers his Endurance by-2 CS.

Talents: Thor is skilled in medicine, Asgardian lore, and combat with either swords (+1 CS) or Mjolnir (+2 CS).

Background: Thor is the bloodson of Odin, lord of the gods of Asgard, and Jord, who is also known as Gaea, the eldest goddess of the Earth. As he grew to adulthood, Thor led an adventurous life in Asgard, doing battle with Frost Giants and other enemies of the realm. But Odin grew increasingly dissatisfied with Thor's headstrong behavior and excessive pride. Odin decided it was time Thor learned humility, and sent him to Earth in the mortal guise of a crippled young medical student named Donald Blake. Thor was stripped of his precious hammer and had no memory of his past life as a god.

After Thor had spend ten years in the role of Blake, and been greatly humbled, Odin planted within Blake's mind the idea of taking a vacation in Norway. There, Odin had left Thor's hammer in the enchanted form of a wooden cane. Trapped in a cavern by a great boulder, Blake struck the rock with the cane in frustration, and was transformed back into his true godly form of Thor.

At first, Thor had no memory of his past life as an Asgardian god. As months passed, more of is memories returned. Finally, a year later, Odin revealed to him the false nature of the Blake identity and the reason for it.

Thor remained in his Blake identity on Earth and continued his medical practice. He came to divide his time between Earth and Asgard, and does so to this day.

After several years, Thor gave up the identity of Don Blake in favor of a new "secret identity" as Sigurd Jarlson, a construction worker. Thor does not actually become a mortal in his Jarlson identity; he simply dresses as a normal human and wears glasses.

Most recently, however, Thor mystically merged with Eric Masterson, an

unmarried architect struggling to raise a young son. As he did with his Blake identity, Thor switches between himself and his Masterson identity by striking Mjolnir upon the ground.

Vision

Real Name: Vision

F RM (30) **Health:** 140
A EX (20)
S AM (50) **Karma:** 60
E IN (40)
R EX (20) **Resources:** PR (4)
I GD (10)
P RM (30) **Popularity:** 30

KNOWN POWERS:

Density Manipulation-Self: The Vision can control his density with Unearthly ability. His normal density rank is Good. At densities above Good, the Vision gains Body Armor equal to the density rank. If the Vision employs his Density Increase at Incredible rank or higher, he suffers a-1 CS to his Fighting and Ability abilities. At densities above Amazing, the Vision uses his Density rank instead of his Strength in charging combat. At Unearthly Density, he cannot move.

The Vision has developed the following power stunts:

— While at Shift-0 Density, he can Phase through solid objects. Unlike normal Phasing, this does not usually cause malfunctions in electronics, although the Vision may cause such disruptions if he wishes.

— While at Shift-0 Density, he can fly at Poor airspeed (4 areas per turn). The Vision cannot carry anything while flying.

— By solidifying inside them, the Vision can disrupt living or non-living material. Damage inflicted is equal to the Vision's chosen Density rank. The target's Body Armor is ignored.

Life Support: The Vision has Incredible Life Support powers and can survive in space for up to 40 rounds. He does not need to eat or breathe.

Solar Beams: The Vision can fire beams of solar heat from his eyes or from the jewel in his forehead, doing Remarkable Energy damage up to a range of 8 areas.

Solar Regeneration: He can regenerate at Amazing rank. Indoors, he can still heal at the accelerated rate if solar or laser energy is directed at the jewel in his forehead.

Talents: The Vision has Repair/Tinkering talent. He has a photographic memory and has memorized thousands of books, particularly fiction and history.

Background: For quite some time, it was believed that the artificial being who would one day be called the Vision was in reality the modified "corpse" of the Human Torch, an android created in 1939. However, recent events revealed that the Vision was really made from the molds used to create the original Human Torch—the two are totally different individuals who share similar bodies.

The Vision has been an Avenger for many years, and is married to a fellow Avenger, the Scarlet Witch. Currently, the pair are separated due to the intervention of Magneto, the Scarlet Witch's father. At the time of this writing, the Vision is on active duty with the East Coast Avengers.

White Dragon

Real Name: Unrevealed

F EX (20) **Health:** 70
A EX (20)
S GD (10) **Karma:** 30
E EX (20)
R GD (10) **Resources:** GD (10)
I GD (10)
P GD (10) **Popularity:** -10


KNOWN POWERS:

Body Armor: White Dragon's full-body suit provides Excellent protection from physical attacks and fire.

Claws: His suit is equipped with Excellent material strength claws that inflict Good Edged Attack damage.

Flaming Breath: White Dragon breathes fire by means of a projector in the mouthpiece of his mask. The flames inflict Excellent damage up to 2 areas away.

Gas: White Dragon also has gas projectors in his mask. These contain an Amazing potency knockout gas that is usable only against targets in the



same area as White Dragon. Those who fail an Amazing Intensity Endurance FEAT lose consciousness for 1-10 rounds. White Dragon is not affected by his own gas, as he has a breathing apparatus that allows him to survive without external air for 10 rounds.

Talents: White Dragon is a master of the fighting skills of the Orient. He is

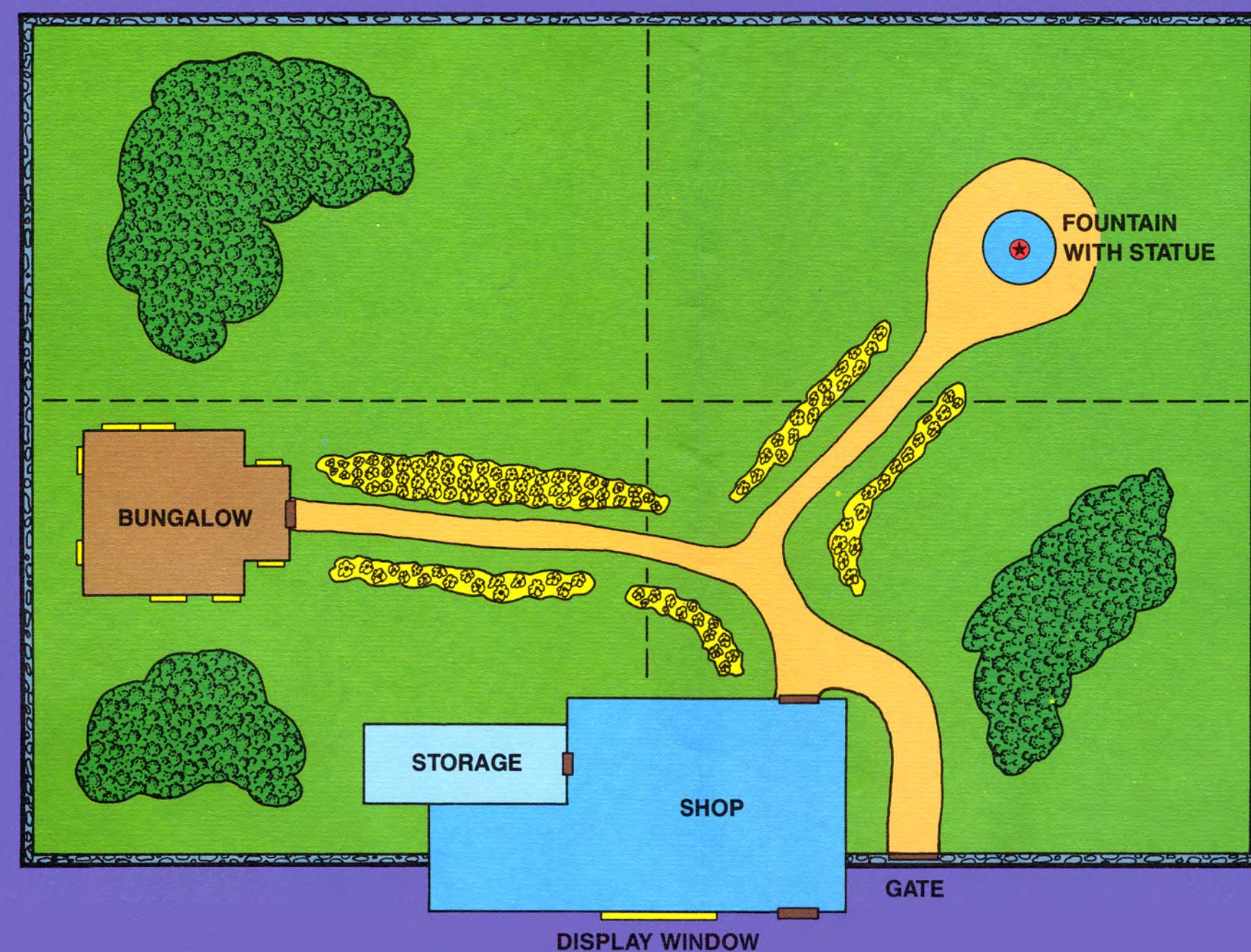
trained in Martial Arts A, C, D and E.

Background: White Dragon was supported by the Kingpin of Crime in an attempt to consolidate and control the gangs of Chinatown. With his gang, the Dragonlords, White Dragon runs a protection racket among the local shop owners. His plans have been foiled on several occasions by Spider-Man and Moon Knight, and by the Tiger's Claw,

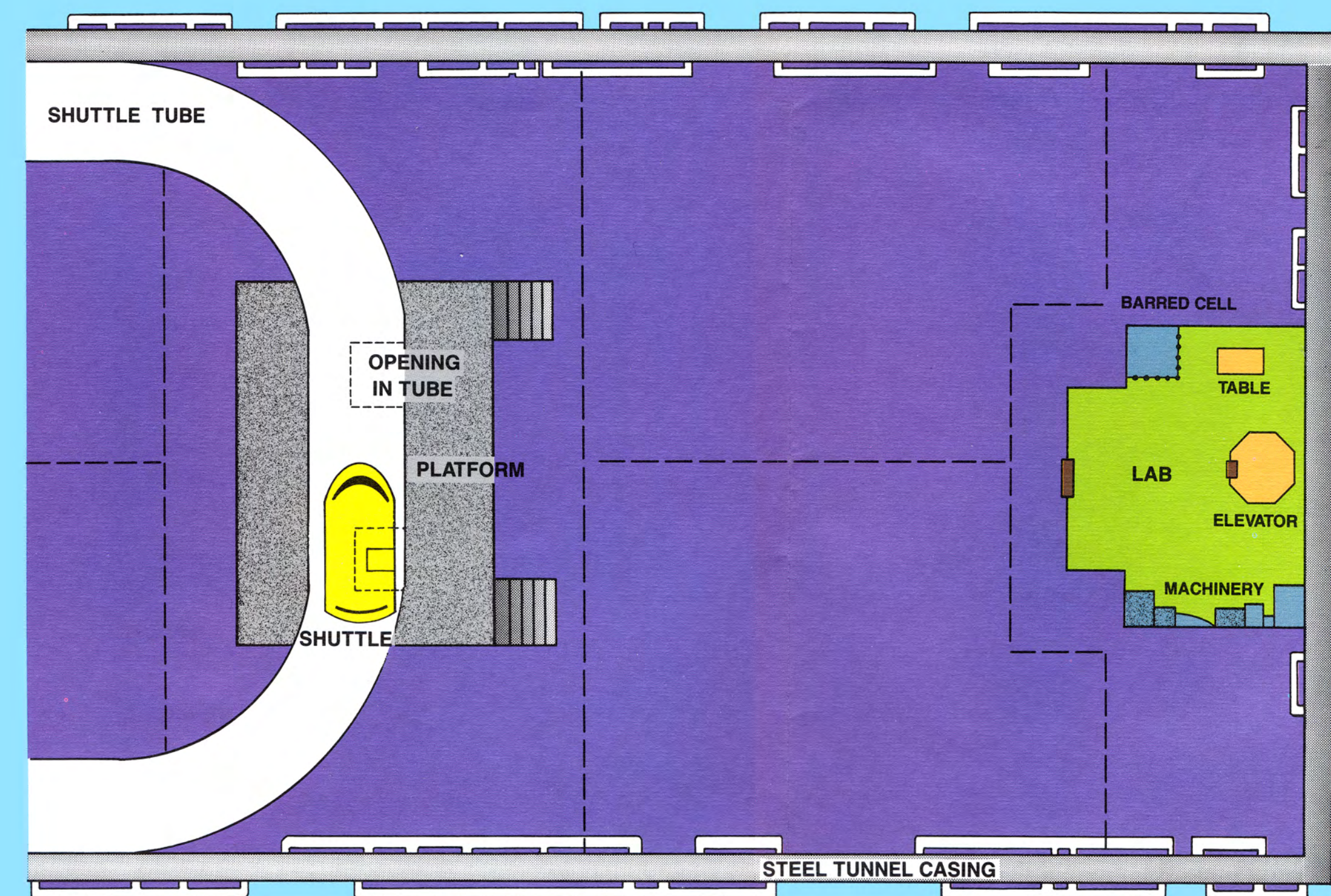
a gang devoted to peacefully protecting the Chinatown area.

Recently, White Dragon became the ally of Hammerhead after severing his ties with Kingpin. Hammerhead has hired several super villains to aid the Dragonlords in their endeavors.

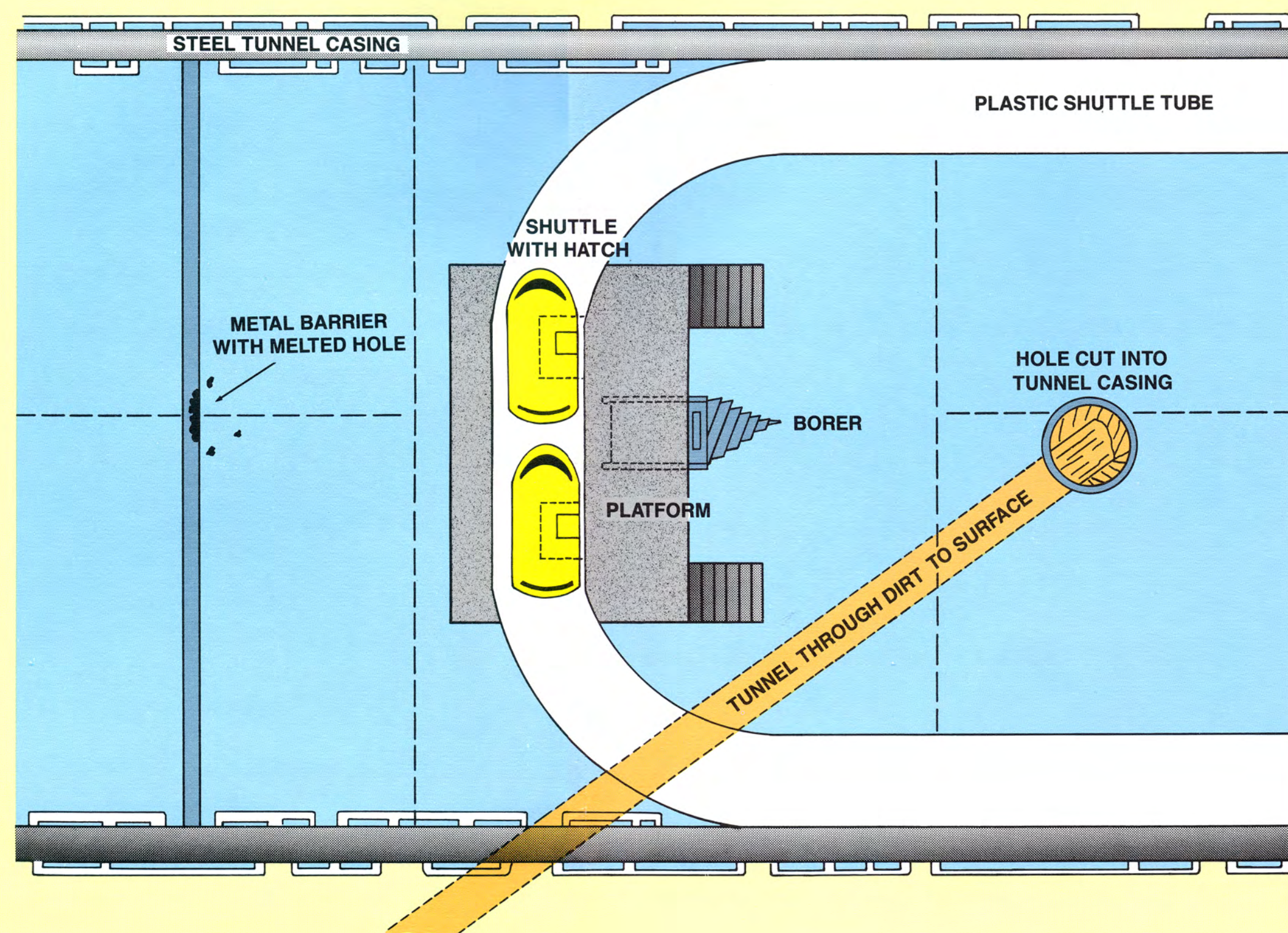
ORIENTAL GARDEN (Map #2)



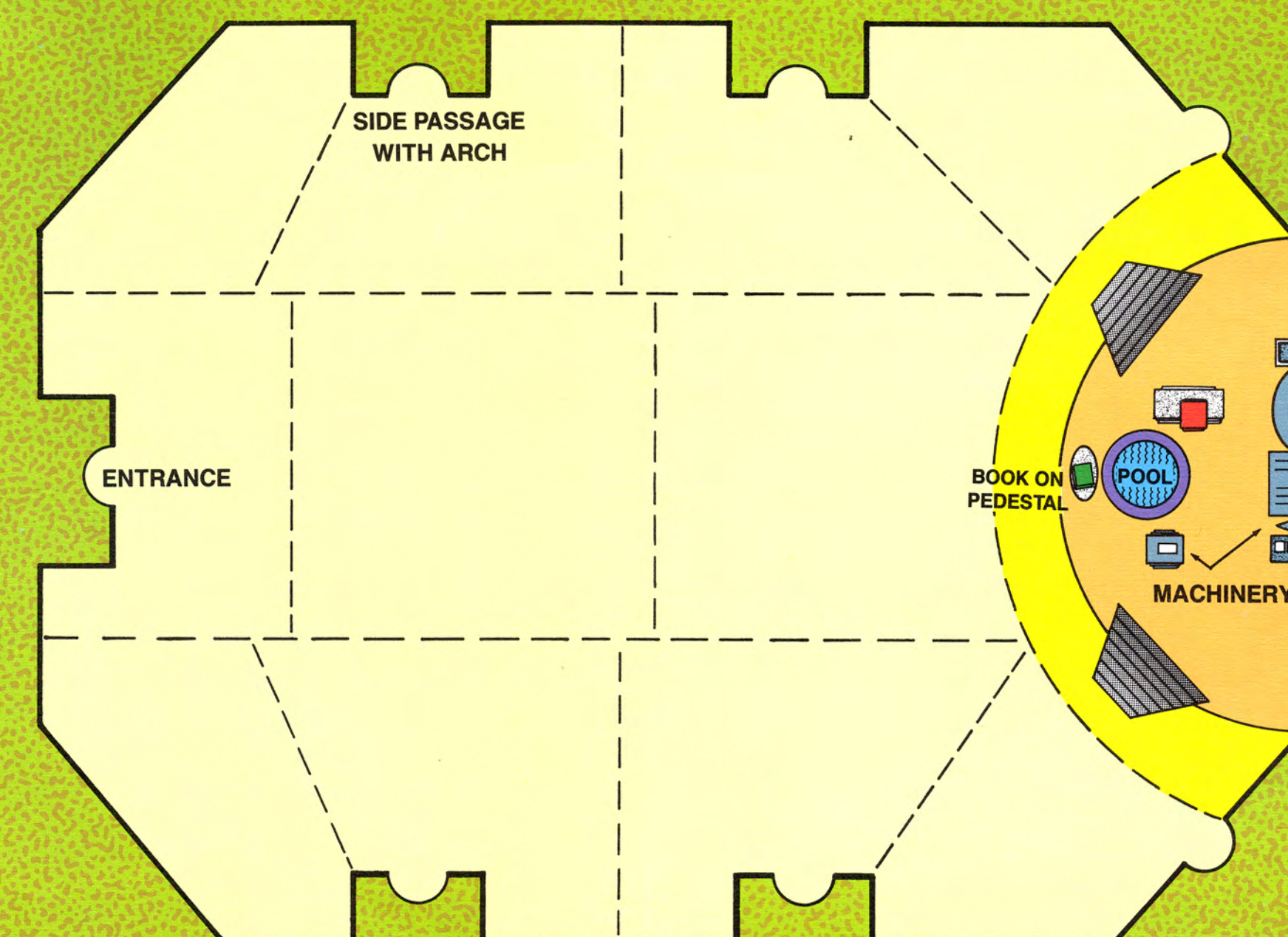
MAGGIA LABORATORY (Map #5)



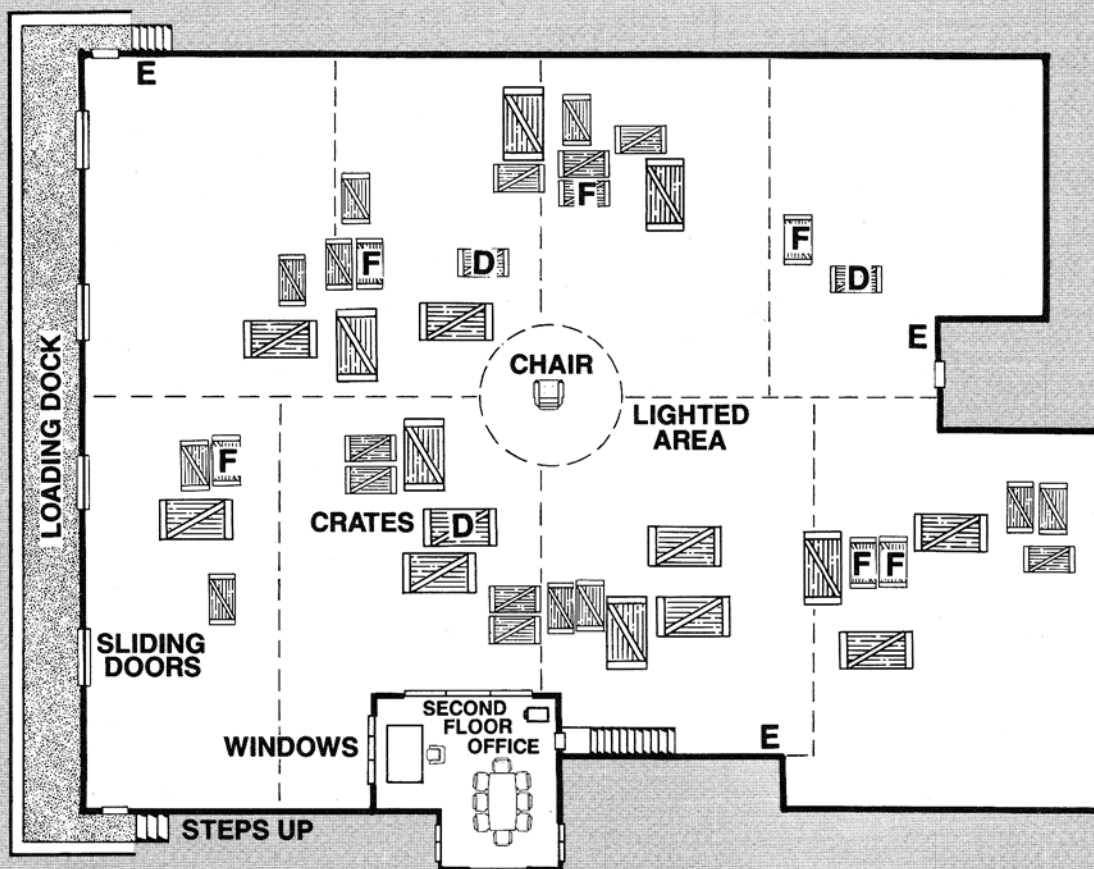
SHUTTLE SYSTEM (Map #4)



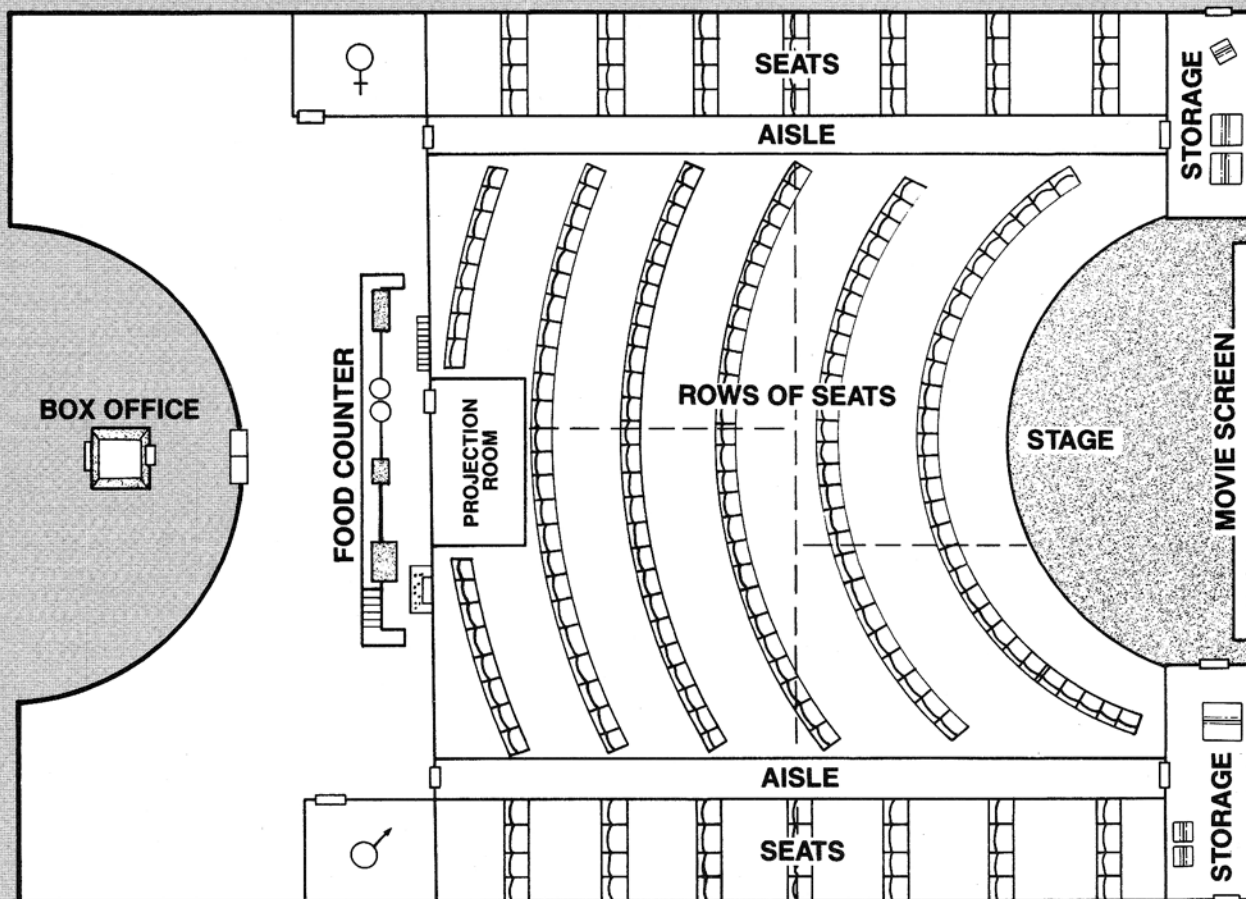
SI FAN HIDEOUT (Map #8)



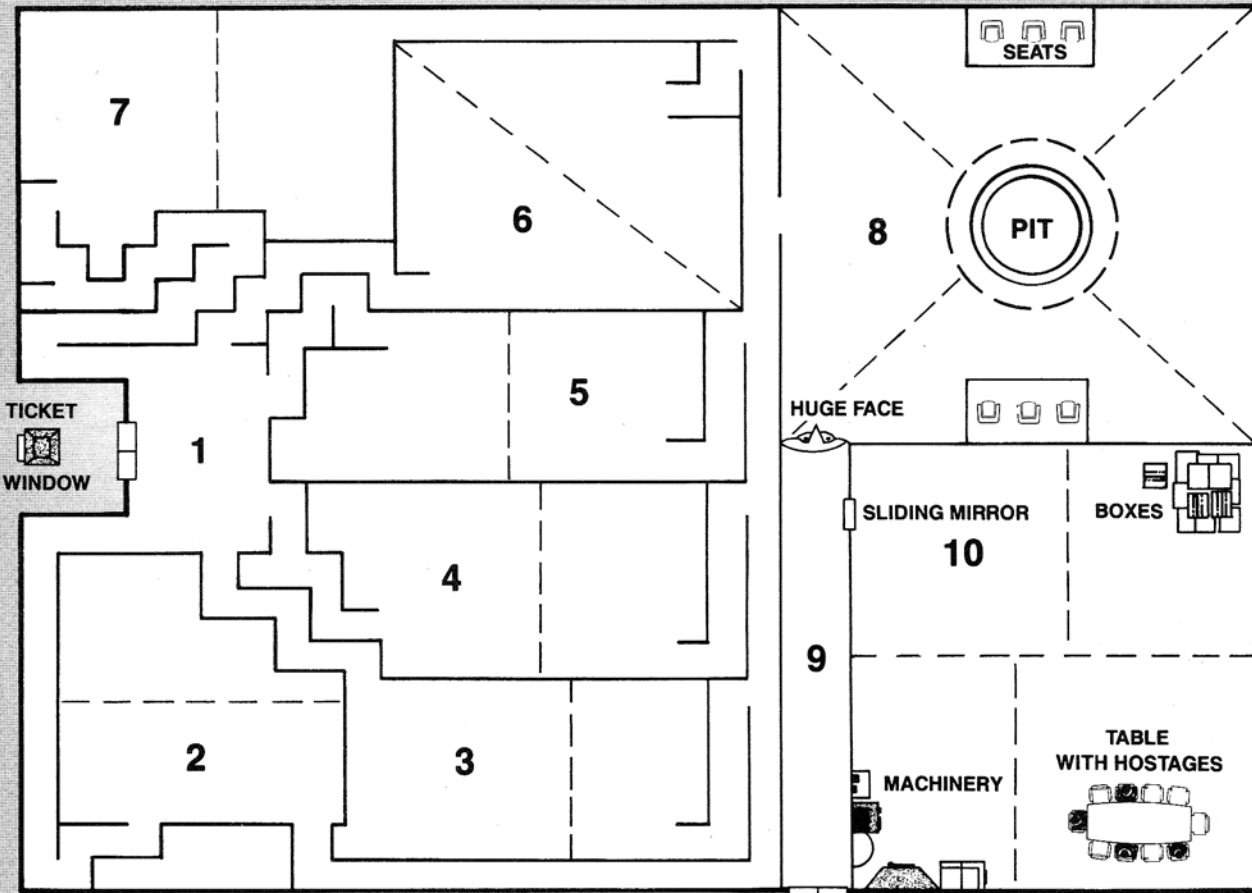
CHIANG WAREHOUSE (Map #1)



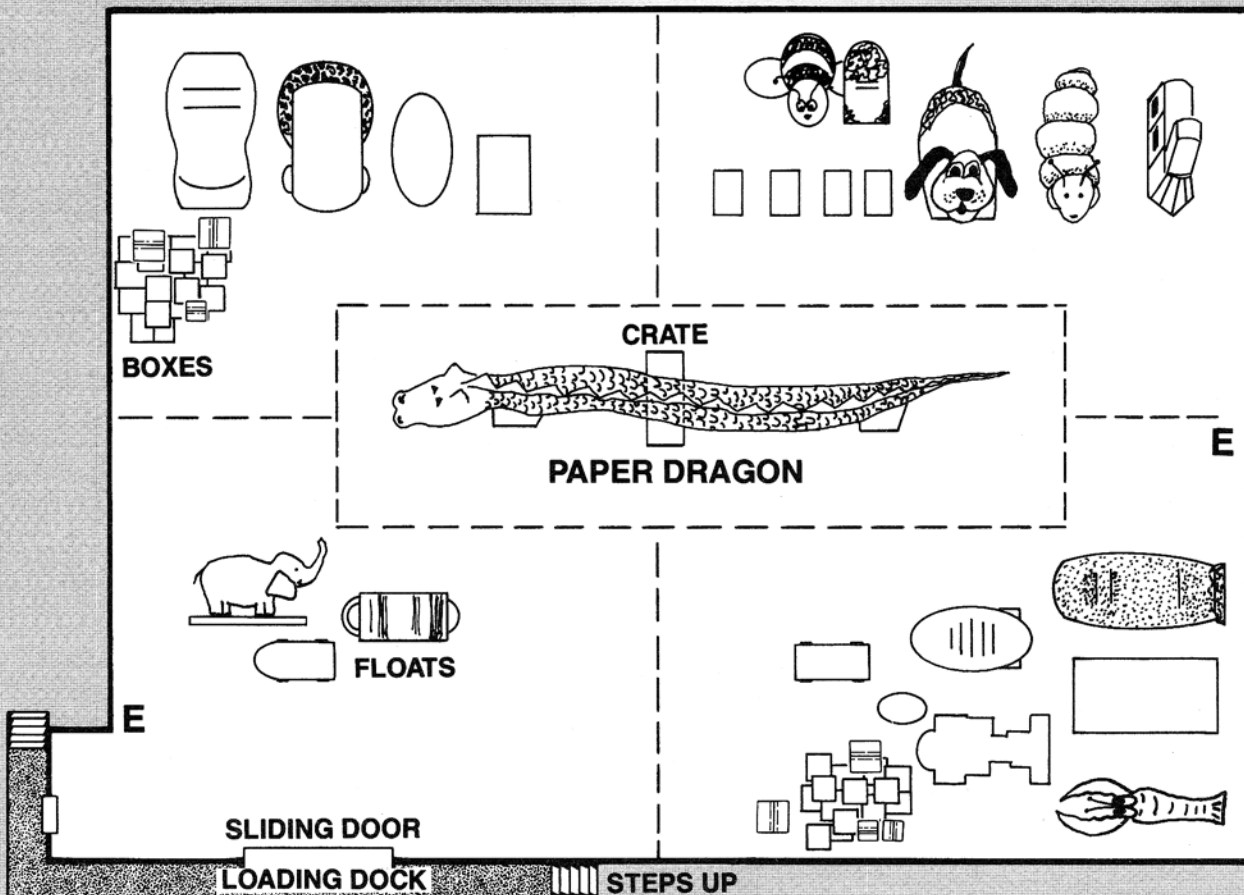
INPERIAL THEATER (Map #3)



HOUSE OF MADNESS (Map #6)



WATERFRONT WAREHOUSE (Map #7)



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By Anthony Herring

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