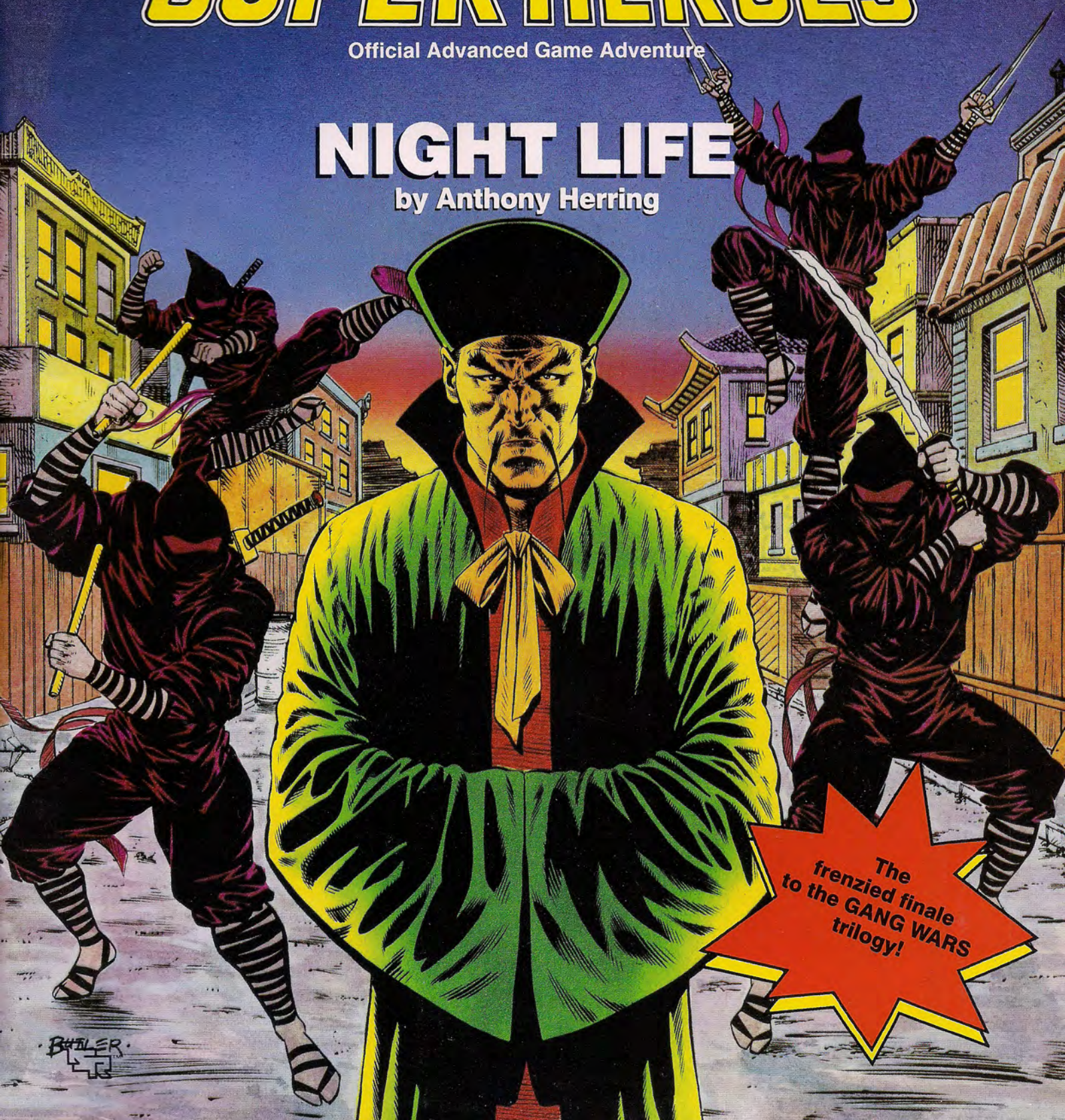


MARVEL SUPER HEROES™

Official Advanced Game Adventure

NIGHT LIFE

by Anthony Herring





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Credits

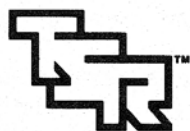
Design: Anthony Herring
Editing: Newton Ewell
Cover Art: Jeff Butler
Interior Art: Jeff Butler with Mike Machlin
Cartography: Dennis Kauth
Production: Paul Hanchette
Typography: Tracey Zamagne

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TSR, Inc.
POB 756
Lake Geneva,
WI 53147 U.S.A.

INTRODUCTION

Welcome, true believers, to the dramatic final chapter of the exciting Gang Wars Trilogy. Within these pages heart-stopping action awaits the daring heroes on the mean streets of Manhattan. So, let's get going!

If you missed Part 1 (MLA1, *After Midnight*) and Part 2 (MLA2, *Night Moves*), and don't want to buy them, do not despair. All three adventures are designed to be self-contained, so they may be played individually or as a series.

Night Life 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 Life 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 whether certain FEATs are feasible, and 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 as to whether a FEAT is automatic 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 joined forces to form a criminal organization, placing themselves as its leaders. Calling their gang the Faces of Fear, they 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.

Seeking revenge, Hammerhead attacked the Faces of Fear in Chinatown, where the Fixer and Mentallo had joined forces with the remnants of 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 used the book to raise their deceased leader, the evil Fu Manchu, from the dead.

Now that he is reborn, Fu Manchu has drawn together the hidden forces of his world-spanning criminal empire. Allied with the Fixer and Mentallo, Fu Manchu plans to escalate the Gang War as the first step toward world domination.

Getting Started

The majority of *Night Life* 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 Life* 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 Parts 1 and 2, and are continuing the Gang Wars Trilogy, begin *Night Life* 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.

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 with Amazing ability. (He listens for an erratic heartbeat.)

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.

Hawkeye

Real Name: Clint Barton

F GD (10) **Health:** 70
A RM (30)
S GD (10) **Karma:** 22
E EX (20)
R TY (6) **Resources:** GD (10)
I GD (10)
P TY (6) **Popularity:** 45

KNOWN POWERS:

Enhanced Vision: Hawkeye's eyesight is Remarkable.

Bow: His special bow enables him to fire 3 arrows per round at a range of 7 areas.

Quiver: It has a 36-shaft capacity.

Harness: His costume holds 36 arrowheads in quick-release cases.

Arrowheads: All have a range of 7 areas, except where noted below. Each arrowhead can be removed from its case and mounted on a shaft in 2 seconds.

— **Acid:** Inflicts Monstrous damage to a range of 3 areas.

— **Bola:** A Remarkable entangling attack.

— **Boomerang:** A computerized, self-returning arrowhead, which may be added to other arrowheads.

— **Cable:** It contains a 2 area-long cable of Incredible material strength.

— **Electrical:** Inflicts Amazing damage to a range of 5 areas.

— **Explosive:** Inflicts Amazing damage.

— **Flare:** Causes Amazing damage to target and gives Good Intensity light in a 2-area radius.

— **Magnetic:** May carry cable or another arrowhead, causing it to adhere with Incredible Intensity.

— **Net:** An Incredible entanglement attack.

— **Putty:** Adheres to rough surfaces with Remarkable Intensity, and may be used to stop exposed machinery.

— **Rocket:** May be added to other arrowheads in order to boost their

range by 1 area.

— *Siren*: Excellent Intensity noise in target area. Endurance FEAT or be Stunned for 1-10 turns.

— *Smoke*: Fills 1 area.

— *Suction Cup*: Remarkable adherence to smooth surfaces.

— *Tear Gas*: Fills 1 area.

— *Thermal*: Inflicts Remarkable heat damage.

— *Vibration*: Causes Excellent damage.

Talents: Hawkeye's Archery skill is Incredible. He has Excellent Reason in designing and building new arrowheads. He is knowledgeable in circus lore.

Background: Clinton Barton was the younger of two sons born to a small business proprietor and his wife. When his parents were killed in an automobile accident when he was eight, Barton and his brother were placed in the state orphanage.

At fourteen, Clint and Barney Barton ran away from the institute to join a traveling carnival. There, Clint apprenticed himself to the carnival's star attraction, the mysterious rogue known only as the Swordsman. Recognizing Clint's natural flair for archery, the Swordsman agreed to tutor him in the art. (Barney was relegated to menial work.)

One day Clint witnessed Iron Man in action, and decided to emulate him by donning a colorful costume and using his archery skills to battle crime. Iron Man eventually sponsored Hawkeye for Avengers membership.

Hawkeye met and eloped with fellow crimefighter Mockingbird during a leave of absence from the Avengers. Upon his return, he was appointed the chairman of a second team of Avengers based on the West Coast.

Recently, Hawkeye and Mockingbird left the Avengers. Although their marriage has been through rough times, the duo still work together as a crimefighting team.

Mockingbird

Real Name: Barbara "Bobbi" Morse Barton

F EX (20) **Health:** 56
A EX (20)
S TY (6) **Karma:** 32
E GD (10)
R EX (20) **Resources:** TY (6)
I TY (6)
P TY (6) **Popularity:** 50

KNOWN POWERS:

Body Armor: Mockingbird's costume gives her Remarkable protection from physical attacks and Excellent protection against fire.

Battle Staves: She employs a pair of special battle staves in combat that allow her to do the following things:

— *Javelins*: They inflict Remarkable damage to any target up to 4 areas away.

— *Missiles*: Spring-loaded holsters fire the staves up to 3 areas to cause Excellent damage. She can catch them when they rebound by making an Agility FEAT.

— *Vaulting Pole*: When joined together, the staves form an 8-foot-long vaulting pole.

Talents: Mockingbird has trained extensively for combat. As such, she gains a +1 CS with her staves and a +1 CS to her Agility when Dodging. She also has Remarkable Reason in the fields of Biology, Law Enforcement, Detection, and Espionage.

Background: Barbara Morse graduated from Georgia Institute of Technology with a Ph.D. in biology, and passed her Civil Service examination so she could work with her biology professor on the government-sponsored project to discover the Super-Soldier formula that created Captain America.

While in the government's employ, Morse's exemplary record came to the attention of SHIELD, and she was invited to undertake training in her spare time. A champion gymnast in high school, Morse excelled at

both the physical regimen and arts of espionage taught to all SHIELD agents.

Her investigation of Cross Technological Enterprises brought her into conflict with Hawkeye, who was then employed as CTE's security director. She and Hawkeye soon learned that CTE was knowingly manufacturing the components for a machine designed to brainwash superhuman beings. Antagonistic at first, the two joined forces to thwart the machine's contractor, Crossfire, and his hirelings, Oddball and Bombshell.

Mockingbird proposed to Hawkeye at the successful conclusion of the case and the two eloped. When Hawkeye was appointed chairman of the Avengers new West Coast team, Mockingbird agreed to join her husband as an Avenger.

Recently, Hawkeye and Mockingbird left the Avengers. Although their marriage has been through rough times, the duo still work together as a crimefighting team.

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.

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 enjoys 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 wrested 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.

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 possesses 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 degree 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.

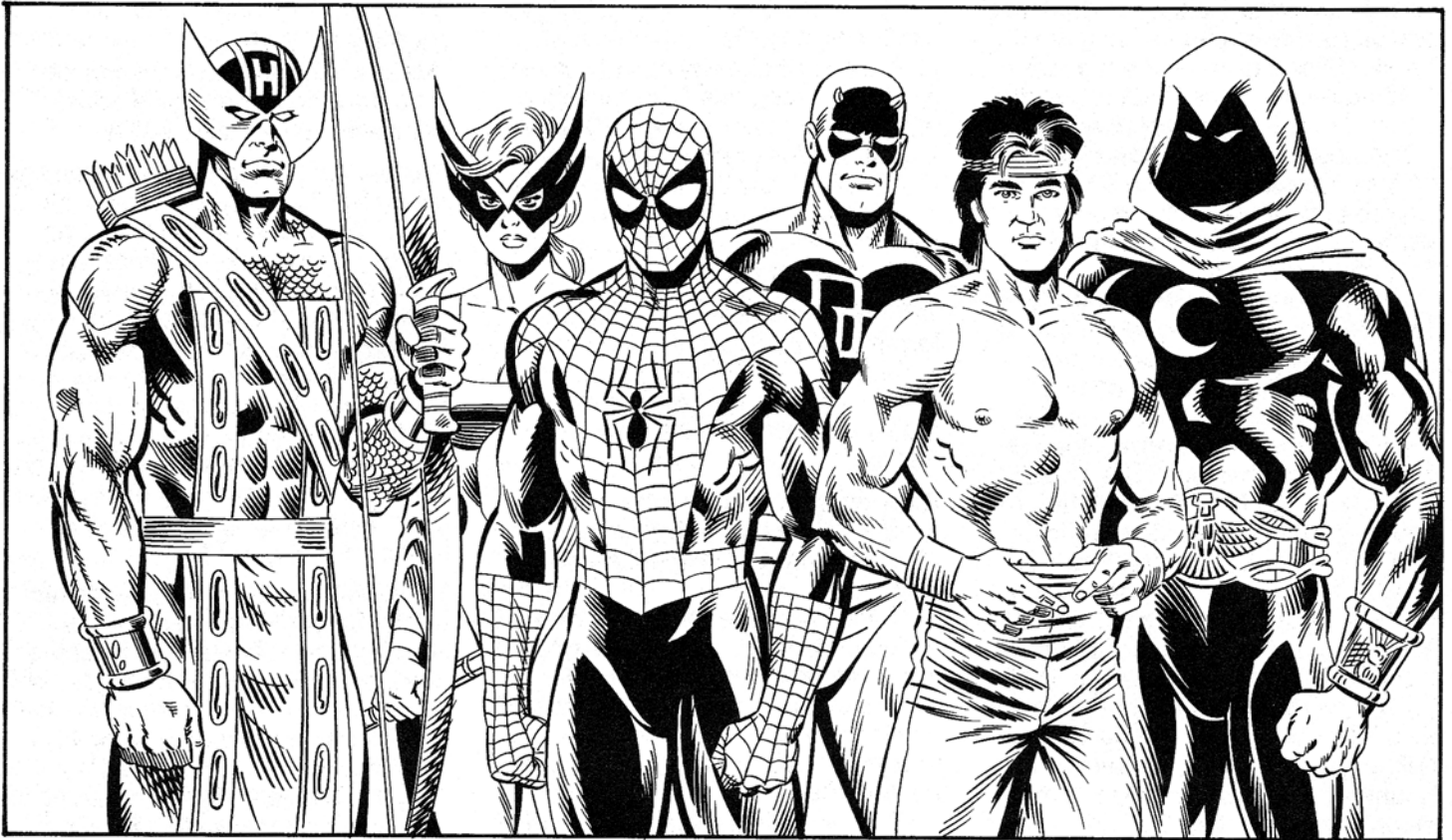
Spider-Tracer: Spider-Man carries several small homing devices shaped like spiders that are tuned to his Spider-Sense. He can track them with Amazing accuracy up to 1 mile away.

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 four factions (or groups):

- the Faces of Fear
- the Maggia
- the Si Fan
- the Wildboys

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 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.

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.

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.

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 awaited what they called the Golden Empire — the day when Fu Manchu would arise from the grave.

That day was not far off. The Si Fan acquired an arcane book from the Faces of Fear. With it they resurrected Fu Manchu.

In return for the book, the Si Fan promised to aid Mentallo and the Fixer in their war with the Maggia. The highly skilled tong (i.e. ninjas) of the Si Fan, who are also known as the Warriors of the Golden Empire, 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 tong costumes.

Mental Barrier: Every Si Fan assassin has had a Monstrous Intensity barrier placed in his mind. 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 Wildboys

This gang of street toughs is organized and led by the criminal called Ammo. On numerous occasions, Ammo and his Wildboys have done "jobs" for the Kingpin of Crime, Wilson Fisk. Ammo has also been an associate of Typhoid Mary.

The main goal of the Wildboys is to increase their territory and their influence on the streets. With the help of the Kingpin, their goal is well within reach.

Typical Wildboy

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: -2

Talents: Ammo has trained his "troops" in Martial Arts B and E.

Weaponry: Wildboys carry an assortment of weapons, including lengths of chain, switchblade knives, and nunchakus. Every one-in-five of them is armed with a handgun.

THE SPIRIT BOMBS

A 15-year-old genius named Cameron Seaver was kidnapped by Fu Manchu, who forced the boy to help him build five of these powerful devices. Out of a combination of Cameron's technological knowhow and Fu Manchu's mystical might, the "techno-magical" Spirit Bombs were born.

They are shaped like shiny metal discs, about one foot in diameter and three inches thick. They look like giant coins.

On one side of each Spirit Bomb is a tiny flashing red light. Except for the lights, the devices are totally featureless, having no apparent seams or openings. Actually, the top half can be removed, but the seam is so small as to be invisible to the naked eye.

Defusing a Spirit Bomb. This is a tricky endeavor, which can result in the immediate detonation of the device.

The character must first open the bomb's metal shell (Remarkable material strength). To do so, the hero presses firmly on the flashing red light and twists. This causes the top side to screw off, revealing the inner workings of the bomb.

If the player cannot figure out how to open the device, allow his character to attempt a Good Intensity Reason FEAT. If the roll is made, the hero suddenly understands how to unscrew the bomb. If the roll is failed, the hero is baffled. Allow the player to keep trying until he gives up or figures it out.

Inside the bomb is a confusion of colored wires, blinking lights, and tiny glass bubbles filled with strange gases and liquids. The workings of the bomb are bewildering and seem to disobey the common laws of physics.

In order to understand exactly how to defuse the Spirit Bomb, the hero must succeed at an Incredible Intensity Reason FEAT. Allow a character with the Electronics, Engineering, or Repair/Tinkering Talent a +1 CS on the roll.

Even if the player character was shown how to defuse the bombs by Cameron Seaver (in Chapter 21), the hero must still attempt the Reason

FEAT. However, give the costumed adventurer a +3 CS bonus.

The Judge should make the roll in secret! The player may still spend Karma on the roll if he wishes.

If the roll succeeds, the hero can safely deactivate the device. This does not mean the character can defuse every Spirit Bomb he encounters. A new Reason FEAT must be attempted each time because the internal workings of the bombs are laid out differently, making them confusing enough to befuddle even the smartest character.

If the Reason FEAT is failed, the hero truly believes he can defuse the bomb. However, the character has come to a wrong conclusion. The Spirit Bomb detonates!

Detonation. When a Spirit Bomb explodes, it initially releases a wave of force, causing all people and objects within 1 area to suffer an Excellent Intensity Force attack.

On the following turn, a black portal 1 area in diameter forms on the spot where the bomb detonated. Each turn the portal doubles in size (2 areas the second turn, 4 areas the third, and so on).

The growing black portal is a techno-magical gateway between the earth's dimension and the Nether Realm, a world where the souls of horribly evil beings suffer eternal torment.

Any sentient beings who have a soul and come into contact with the portal are immediately transported to the Nether Realm. The gateway does not affect animals, robots, or objects.

If a Spirit Bomb were exploded on a city street, for example, any cars or buildings within the black portal would not be sucked into the gateway. They would simply appear to be standing in a shifting area of darkness. Any people in the cars or buildings *would* be drawn through the gate to the Nether Realm, however.

A Flawed Theory. What Cameron Seaver theorizes, and what Fu Manchu hopes, is that the infinite mystical energies of the Nether Realm will

swirl through the portal and swiftly consume the earth, making it a spirit world exactly like the Nether Realm. When the earth is altered, Fu Manchu plans to place himself as its eldritch king—the Celestial One.

Unfortunately for him, Fu Manchu cannot test Cameron's theory, for if he could he would discover the one variable he forgot to include in the equation—the Rulers of the Nether Realm.

These awesomely powerful beings do not take kindly to intrusions or disturbances in their domain. Although Fu Manchu is certainly aware of their existence (they caused him great suffering for many years while he was trapped in the Nether Realm), he underestimated their abilities. They have the power to close the techno-magical gateways as soon as they are opened. They do not want the earth destroyed, for it is a prime source of evil souls. To them the planet is like a valuable breeding farm.

What the Rulers *do* want is the soul of Fu Manchu. Whenever a Spirit Bomb detonates, the Rulers send an extension of their combined Psyches, an energy creature called Vortex, through the black portal. With its glittering tentacles, it tries to grasp Fu Manchu and any other souls within reach. Characters who cannot break free are pulled through the gateway to the Nether Realm.

See Vortex's statistics in the Non-Player Character Roster at the end of this module.

Closing a Portal. There are a couple of ways to shut a gateway:

1. **Defeat Vortex.** If the creature is reduced to zero or fewer Health Points, it is quickly drawn back to the Nether Realm by the Rulers and the portal vanishes.

2. **Cameron's Device.** In Chapter 21, the heroes may be given a football-shaped device. If it is thrown into a portal, the gateway quickly shrinks and winks out of existence. If Vortex is present, he is forced to return to the Nether Realm. Cameron's device can only be used once.

CHAPTER 1: MUSEUM ROBBED!

SUMMARY: This chapter is for heroes who did not play through Parts 1 and 2 of the Gang Wars Trilogy. They learn about the theft of the artifact and are drawn into the adventure.

STARTING: When everyone is ready to begin, 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: AT THE SCENE

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 famous 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. When the guards discovered the theft, they found no sign of any intruders, except for one incriminating clue.

3. *What is the evidence?* Nestled upon the ruins of the display case was a hat, similar in style to that made famous by the gangsters of the 1920s — a wide-brimmed fedora with the crown creased lengthwise. Stuck into a black band around the hat was a note that read:

"Hammerhead's puttin' the hammer down!"

The police took the hat and note, but the watchman (Harry) had read it, and later told the curator.

4. *Who is Hammerhead?* Mr. Pride knows that Hammerhead is the notorious godfather of a Maggia "family." He explains that the Maggia is a powerful international crime cartel composed of many smaller 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.

5. *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, re-

veals 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 to the players:

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

"ROXXON WHIZ KID KIDNAPPED BY PHANTOMS"

"A bizarre incident occurred late last night at the Upper East Side home of Cameron Seaver, a fifteen-year-old genius employed by Roxxon Oil. The youth was supposedly kidnapped by 'horrible ghostly ninjas' who could walk through walls."

"According to police, the Seavers' home was entered by unknown assailants shortly after midnight. As no valuables were taken, police speculate that the 'phantom ninjas' came only to capture Cameron Seaver."

"The boy's parents, who witnessed the entire episode, were unharmed. Currently, they remain sequestered in their home and refuse to speak with reporters."

"Representatives from Roxxon have no comment."

Mr. Pride explains that he believes Hammerhead deciphered the book and used it to kidnap the whiz kid. He warns the heroes that more supernatural crimes are imminent.

The curator told the police of his fears, but they laughed at him. He begs the heroes to recover the book, "before the Maggia unleashes an army of ghosts upon the city!"

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

of the book.

Another Clue. Choose one of the player characters at random and secretly attempt a Typical Intensity Intuition FEAT for that hero. If the roll is successful, read the following aloud for everyone to hear:

When the curator read the newspaper article, a different headline caught (enter chosen hero's name) attention. This other article says:

"CAR BOMB KILLS THREE, INJURES SEVEN"

"Last evening a bomb exploded inside a car parked in front of Antonio's House of Pasta, a restaurant frequented by members of New York City's criminal underworld. Three patrons died on the scene, while seven others were gravely injured."

"The authorities have no suspects and are continuing their investigation. Responding to reporters, Lieutenant Angus Lamont of the NYPD blamed the incident on a feud between rival factions of the Maggia. One of the dead, Mr. Luigi Cappuccino, is a reputed Maggia boss."

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: If the heroes want to speak with Lieutenant Lamont, go to Chapter 4.

If they choose to investigate the scene at Antonio's House of Pasta, turn to Chapter 5.

If the heroes decide to visit Cameron Seaver's parents in order to learn more about the phantom ninjas, turn to Chapter 6.

If they choose to investigate Roxxon Oil, go to Chapter 8.

CHAPTER 3: THE EVENING NEWS

SUMMARY: This chapter is for heroes who played the first two modules and are continuing the Gang Wars Trilogy. They learn that the street war is escalating and that an employee of Roxxon Oil was kidnapped by phantoms.

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.

In Part 2 they find out that Mentallo and the Fixer are really the mysterious Boss. They also witnessed the rebirth of the nefarious Fu Manchu, whose globe-spanning criminal empire, the Si Fan, threatens to takeover the world.

After the characters have tied up any loose ends (and recovered lost Health Points), it is time to bring the Gang War to a dramatic conclusion.

When you are ready to begin Part 3, read the following to the players:

While flipping through today's *Daily Bugle*, two articles grab your attention:

"CAR BOMB KILLS THREE, INJURES SEVEN"

"Last evening a bomb exploded inside a car parked in front of Antonio's House of Pasta, a restaurant frequented by members of New York City's criminal underworld. Three patrons died on the scene, while seven others were gravely injured.

"The authorities have no suspects and are continuing their investigation. Responding to reporters, Lieutenant Angus Lamont of the NYPD blamed the incident on a feud between rival factions of the Maggia. One of the dead, Mr. Luigi Cappuccino, is a reputed Maggia boss."

The second article says:

"ROXXON WHIZ KID KIDNAPPED BY PHANTOMS"

"A bizarre incident occurred late last night at the Upper East Side home of Cameron Seaver, a 15-year-old genius employed by Roxxon Oil. The youth was supposedly kidnapped by 'horrible ghostly ninjas who could walk through walls.'

"According to police, the Seavers' home was entered by unknown assailants shortly after midnight. As no valuables were taken, police speculate that the 'phantom ninjas' came only to capture Cameron Seaver.

"The boy's parents, who witnessed the entire episode, were unharmed. Currently, they remain sequestered in their home and refuse to speak with reporters.

"Representatives from Roxxon have no comment."

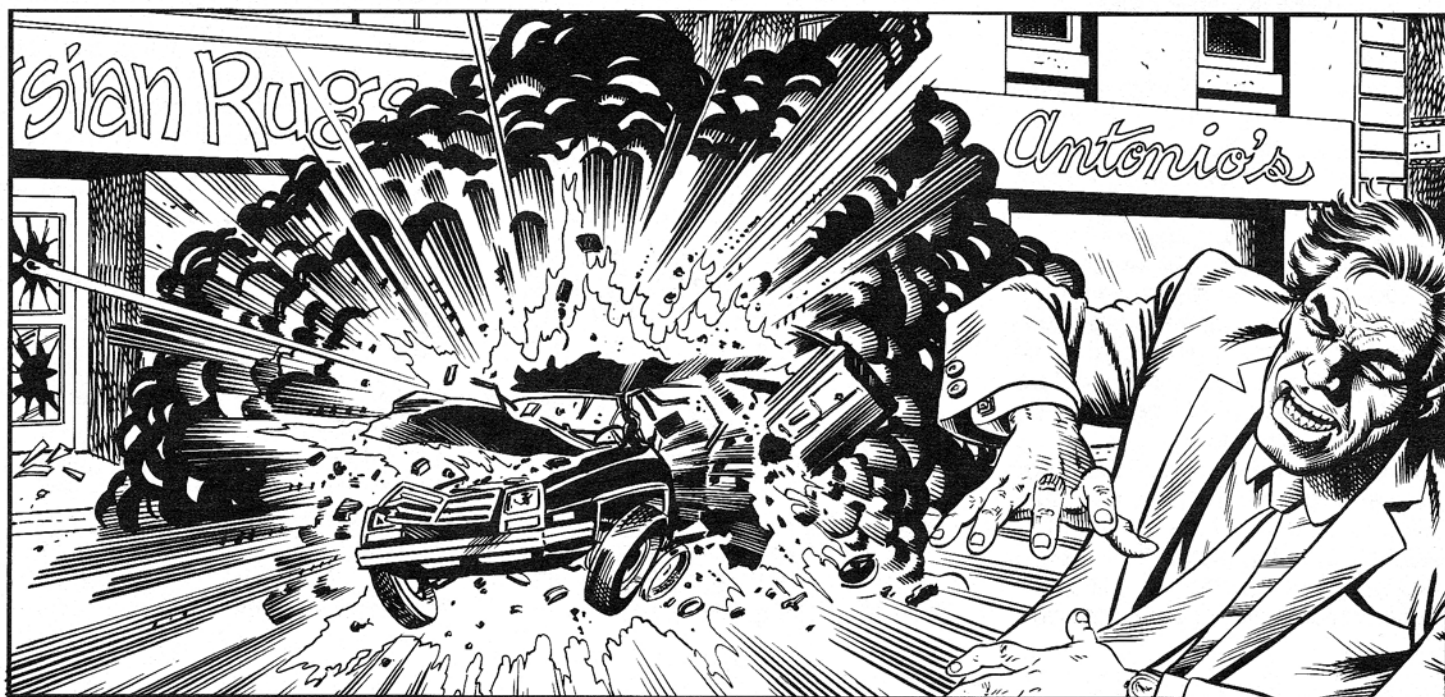
The heroes will probably realize that the "ninjas" are in fact tong, the Chinese assassins they met in the previous adventure.

AFTERMATH: If the heroes want to meet with Lieutenant Lamont, go to Chapter 4.

Should they choose to investigate the scene at Antonio's House of Pasta, turn to Chapter 5.

If the heroes decide to pay the Seavers a visit, turn to Chapter 6.

If they want to go to the Roxxon Building, proceed with Chapter 8.



CHAPTER 4: MONGOOSE WANTS BLOOD

SUMMARY: The heroes visit police headquarters to speak with Lieutenant Lamont, who is in charge of investigating the Gang War. They also prevent a breakout by Mongoose.

STARTING: Use any of the city maps that came with either the Advanced Set or Basic Set game. Pick any suitable building to be police headquarters. Place a marker in front of the building to represent the armored car.

When everyone is ready, read the following boxed text aloud:

As you approach police headquarters, you see a commotion on the street outside the building. An armored van is parked there, and a crowd of reporters and civilians has formed a ring around the vehicle.

Standing in front of a camera is a very attractive newswoman. You hear her speak into a microphone. "Just moments ago, this heavily armored truck arrived on the scene. Inside is a vicious criminal known only as the Mongoose. He is suspected of numerous murders in the Manhattan area. I have learned that he has been brought here to be interrogated by Lieutenant Lamont, who is in charge of investigating the growing Gang War. Is it possible that Mongoose is involved? That is the question everyone here wants to ask . . . I see that the doors of the armored truck are opening . . . The Mongoose is stepping out . . . Oh my God!"

ENCOUNTER: Five of the spectators in the crowd are Mongoose's henchmen. They are armed with machine pistols. For their statistics, use those given for a "Typical Maggia Thug" in the Non-Player Character Factions section.

When Mongoose steps out of the armored truck, he is escorted by two Guardsmen. He is restrained by inhibitor bands. While wearing them, he suffers a -5 CS on all physical

abilities (FASE) and a -7 CS on the use of all Powers. However, Mongoose does not have them on for long.

As soon as they see their boss, the five henchmen go to work. During the first round of action, each of them covers his nose and mouth with a small gas mask and draws his machine pistol. One of them fires a burst into the air and orders everyone to "kiss the pavement!"

At the same moment, Mongoose releases Stunning Gas from his gauntlets (the Guardsmen were unaware of this secret weapon) which fills the area around the villain and knocks out the Guardsmen. Any heroes in the smoke-filled area must succeed at an Unearthly Intensity Endurance FEAT or fall unconscious for 1-10 turns. Most of the civilians succumb to the gas. Others stumble away from the armored van, coughing and choking.

Unless the heroes stop them all, one of the five thugs frees Mongoose on the following turn. If his goons fail, Mongoose tries to break his restraints. This requires a red FEAT result on the Feeble column of the Universal Table. The super villain spends all of his 36 Karma points in the attempt.

If Mongoose is freed, he savagely attacks the nearest hero. Any thugs who were not incapacitated shoot at the player characters, and might even try to take hostages.

This continues until Mongoose has lost over half of his Health Points, at which time the villain's desire for freedom overcomes his lust for blood. Mongoose uses his Hyper-Speed to try and escape from the heroes. His henchmen try to escape in the Guardsmen's truck.

Armored Truck

Control	Speed	Body	Protection
TY	TY	RM	RM

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 armored truck protects the driver and any passengers as if they were wearing Remarkable Body Armor.

The Guardsmen. If the player characters are about to lose the fight, allow the two Guardsmen to recover from the knockout gas and help the heroes. They are security officers from the Vault, a prison for super-powered criminals, and wear armor produced by Stane International. They are highly trained professionals. Their statistics may be found in the Non-Player Character Roster section of this adventure.

The Police. After the battle has raged for 1-5 turns, 1-10 officers storm out of police headquarters. They help the heroes and try to keep civilians from being hurt.

Typical Policeman

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

Talents: Law Enforcement skill.

Weaponry: Billy club and handgun.

Lieutenant Lamont. After the situation with Mongoose is under control, the heroes enter the building and meet the lieutenant. The way that Lieutenant Lamont reacts to them depends upon their Popularity and their actions in the previous battle.

When the player characters begin asking the lieutenant questions, allow the hero with the highest Popularity to attempt a Popularity FEAT. If the roll is failed, Lieutenant Lamont refuses to speak with the heroes and demands that they leave the building.

If the result is green, the officer answers only one or two of their questions before asking them to leave.



If the result is yellow or red, the lieutenant freely answers all of the heroes' questions.

Allow the characters a +2 CS on the Popularity FEAT roll if they captured Mongoose. Give them a -4 CS penalty if Mongoose escaped.

Some of the most important questions and answers are the following ones:

1. *What do you know about the Gang War?* Lieutenant Lamont's preliminary investigation has revealed there is a struggle for control of the Lower East Side between Hammerhead's branch of the Maggia and a new gang called the Faces of Fear. He does not know who the leader of the Faces of Fear is, or that Fu Manchu and the Si Fan are also involved.

2. *What do you know about a book stolen from the Met?* He is not directly involved in that investigation, but he is aware that Hammerhead is a prime suspect. The lieutenant

doubts there is any connection between the stolen book and the increase in gang violence.

3. *What do you know about the boy who was kidnapped?* He is not investigating this case either. All he knows is that the kid was taken by tong. Lieutenant Lamont suspects it may be a case of industrial terrorism on the part of one of Roxxon's foreign competitors. He has no idea which corporation would do such a thing. (Actually, Cameron Seaver was kidnapped by the Si Fan.)

4. *How is Mongoose involved?* The detective believes that Mongoose has carried out several assassinations for the Maggia, and he wants to interrogate the villain before he is taken to the Vault. The lieutenant does not yet know for certain if his suspicions about Mongoose are correct. (The truth is that Mongoose is a hired killer, but he is not involved in the Gang War.)

The lieutenant requests that the heroes contact him if they get any new information. He gives them his office telephone number.

AFTERMATH: If the heroes want to look for clues at Antonio's House of Pasta, continue with Chapter 5.

If they decide to visit the Seavers' home, turn to Chapter 6.

Should they choose to investigate Roxxon Oil, go to Chapter 8.

If the heroes want to take a day off, proceed with Chapter 10.

KARMA:

Capturing Mongoose:	+100
Allowing Mongoose to escape:	-40
Capturing the five thugs:	+45
For each thug who escapes:	-15
The Guardsmen must come to the rescue:	-20
For each bystander who is injured:	-20
If anyone is killed:	-ALL

CHAPTER 5: THE HOUSE OF PASTA

SUMMARY: The heroes investigate the scene of the car-bombing, and find a memorial service for the dead gangster in progress. The ceremony is interrupted by a robot duplicate of Hammerhead.

STARTING: Use any of the city maps included with either the Advanced Set or Basic Set. Pick a building to be the location of Antonio's House of Pasta. Place a marker in front of the restaurant to represent the limousine.

Because the action takes place on the street, an interior map is not necessary.

When everyone is ready to begin, read the boxed text aloud:

Down the street from you is Antonio's House of Pasta. The car bomb nearly destroyed the front of the restaurant. The bricks of the front wall are scorched. The broken windows have been covered with sheets of plywood. Nailed to the door is a big sign which says, "CLOSED FOR RENOVATION."

Hanging on the front wall and littering the sidewalk are wreaths of flowers. On a wooden stand in front of the door is a large photograph of a middle-aged man. Written on a sign beneath the picture are the words, "IN MEMORY OF LUIGI CAPPUCCINO."

A group of about 12 well-dressed people stands around the photograph. Their heads are bowed. One of them is a priest.

Suddenly, a long black limousine hurtles around the corner and squeals to a stop in front of the restaurant. The door opens and out steps a man wearing a black hat and trench coat. He is carrying a wreath of flowers.

From your vantage point down the street, you hear one of the mourners cry out, "Boss, what are ya doin' here?! The cops are lookin' all over for ya!"

ENCOUNTER: The man in the trench coat looks exactly like Hammerhead.

However, it is actually a robot duplicate with a nasty surprise. It was built by the Fixer with the express purpose of wiping out Maggia thugs.

Concealed beneath the wreath of flowers and its long coat, the robot is carrying a sub-machine gun. The heroes have one round to react before it opens fire on the crowd of mourners.

Hammerhead Robot

F	EX	(20)	Health: 120
A	RM	(30)	
S	RM	(30)	Karma: 0
E	IN	(40)	
R	TY	(6)	
I	SH-0	(0)	
P	SH-0	(0)	

KNOWN POWERS:

Body Armor: The robot is constructed of Remarkable Strength materials, granting it the equivalent of Remarkable Body Armor.

There are six Maggia henchmen in the crowd. If the robot attacks them, they all run for cover. If the heroes attack the robot before it shoots into the crowd, the thugs believe the machine is really Hammerhead and help it battle the player characters.

During the commotion, the limo speeds away. The driver is one of the Faces of Fear. If the heroes catch him, the goon refuses to answer their questions.

Limousine

Control	Speed	Body	Protection
PR	GD	EX	GD

For an explanation of the *Protection* attribute, see Chapter 4.

Some Answers. After the battle, the heroes might want to ask the Maggia henchmen some questions. The thugs give up some information if one of the heroes gets a yellow or better result on a Popularity FEAT roll.

Because the gangsters realize the player characters saved them from a killer robot, give the heroes a +1 CS

on the FEAT roll.

If the roll is missed, the Maggia cronies refuse to speak to the player characters.

A few of the most important questions and answers are listed below:

1. *Who sent the robot?* They guess it was sent by a new gang called the Faces of Fear. (They are correct.)

2. *Who is the leader of the Faces of Fear?* Someone known only as the Boss. (In truth, the Fixer and Mentallo are both leaders of the Faces of Fear.)

3. *Is the Boss responsible for the car bomb?* The thugs believe so. (They are correct.)

4. *Where is Hammerhead?* He is hiding out. They don't know exactly where (and wouldn't tell if they did).

5. *Did Hammerhead steal a book from the Met?* They don't know anything about *A Madman's Mutterings*. (The truth of the matter is that the Fixer stole the book and gave it to Fu Manchu.)

6. *Do you know anything about the boy who was kidnapped?* They heard a rumor that Cameron was taken by the Faces of Fear, who plan to hold him for a big ransom. They supposedly want the money to finance the Gang War. (Actually, the Si Fan took him.)

AFTERMATH: If the heroes want to speak to Lieutenant Lamont, turn back to Chapter 4.

If they decide to visit the Seavers' home, continue with Chapter 6.

Should they choose to investigate Roxxon Oil, go to Chapter 8.

If the heroes want to take a day off, proceed with Chapter 9.

KARMA:

Defeating the robot:	+ 40
For each bystander who is injured:	- 20
If anyone is killed:	-ALL

CHAPTER 6: CAMERON COME HOME

SUMMARY: The heroes visit Cameron Seaver's parents in order to uncover clues concerning the boy's kidnapping.

STARTING: The Seavers' home is located in a well-to-do neighborhood on the Upper East Side of Manhattan. A map of the house is not required.

When you are ready to proceed, read the following text aloud:

You are standing on the sidewalk outside the Seavers' home. It is a very nice house surrounded by a high stone wall. The gate is closed.

From its position at the top of the wall, a video camera watches you impassively. A man's voice crackles from an intercom on the wall nearby, "My name is Officer Hanlon. What is your business here?"

ENCOUNTER: Officer Hanlon has been assigned as a bodyguard for Cameron's parents. If the heroes wish to speak with the Seavers, they must first persuade the policeman to let them inside.

Any hero who tries to talk his way inside may attempt a Popularity FEAT roll. A yellow or red result is required for success. If the roll is failed, Officer Hanlon asks all of the heroes to leave. Should they refuse, he immediately calls for backup (which arrives in 1-10 minutes).

If the heroes captured Mongoose (in Chapter 4), grant them a +2 CS to the roll (news of the battle has spread throughout the police department). If the player characters allowed Mongoose to escape, give them a -2 CS penalty.

If the adventurers have failed to persuade Officer Hanlon to let them inside, they have another alternative — they can call Lieutenant Lamont and ask him to intercede on their behalf. If the heroes are on good terms with the detective (i.e., they succeeded at a Popularity FEAT in Chapter 4), he phones Officer Hanlon and orders him to let the heroes speak with the Seavers.

The Seavers. Once inside the house, the heroes find Mr. Seaver pacing the floor of his library. Mrs. Seaver sits in a high-backed leather chair nearby, ner-

vously drinking a cup of coffee. From the tired look on their faces, it appears they have not slept since the kidnapping.

The Seavers are happy to see the heroes. "Please, come in," says Mr. Seaver. "Have you found our son yet?" asks Mrs. Seaver.

The following are some important questions the heroes should ask Cameron's parents:

1. *What happened?* Mr. Seaver tells the story: "It was just after midnight, and everyone was in bed, when I heard my son scream. My wife Helen and I rushed to see what was wrong. We flung open the door to Cameron's bedroom. Inside, we saw him being taken out the window by a man wearing a dark green ninja costume. Standing like statues in the shadows of the room were several other ninjas, but they were different. They were like ghosts. We could see right through them!"

"The one who seemed to be the leader pulled off his hood and spoke to Helen and me. I'll never forget what he said. He said, 'Behold the parents of the Sacred Child! Do not fear for your son. He is as my own son now, for through his genius the Golden Empire shall rise!'"

"The one who spoke suddenly reached out and touched Helen and me. His ghostly hand went right into us! We both screamed and collapsed to the floor. That's all we remember. Our butler called an ambulance, but we awoke before it arrived . . . You've got to save our son from that madman!"

2. *What did the leader look like?* He was a tall middle-aged Chinese man. His eyes were piercing and evil. His black mustache was long, and it hung down below his chin. (The man was Fu Manchu.)

3. *What is the Golden Empire?* They have never heard of it before, and have no idea what it might be.

4. *Do you know anything about a book stolen from the Met?* No, but the question causes them to remember that Cameron had received a phone call the night he was abducted. The call dis-

turbed him so much that he went to bed early. When his parents asked about it, Cameron only mumbled something like, "They want me to read that book, but I don't want anything to do with that stuff. They can't make me read it!"

Mr. and Mrs. Seaver assumed that Roxxon wanted their son to take another university course, and didn't pursue the matter further.

5. *What does Cameron do at Roxxon?* They have no idea. The project he is working on is top secret. Cameron can't even tell his folks about it. The only thing they know about his job, other than he is very well paid, is that Cameron has an assistant whom he cares for very much.

6. *Who is the assistant?* Her name is Sammy Sung. She lives in Chinatown. The Seavers give the heroes the address.

The Aspirator. Before the heroes leave, Mrs. Seaver explains that Cameron occasionally suffers from asthma attacks. His aspirator (which is sometimes known as an inhaler) injects a medicinal mist into his lungs that provides quick relief from an asthma attack.

Mrs. Seaver knows Cameron does not have his aspirator with him. She takes it out of her pocket and gives it to one of the heroes (chosen at random). "If he has an attack, he might die without his aspirator. Please, take this to my boy," she pleads.

AFTERMATH: If the heroes choose to visit Lieutenant Lamont for the first time, turn back to Chapter 4.

If they are going to Antonio's House of Pasta for the first time, go to Chapter 5.

Should they decide to visit Sammy Sung in Chinatown, proceed with Chapter 7.

Finally, if they are going directly to Roxxon Oil, move ahead to Chapter 8.

KARMA:

Promising to find Cameron:	+10
Taking the aspirator:	+10
Failing to get inside the house:	-40

CHAPTER 7: TROUBLE AT SAMMY'S

SUMMARY: The heroes meet Sammy Sung in Chinatown, just in time to thwart an attack by Si Fan assassins.

From Sammy, the player characters learn that Hiram Jones is a project coordinator at Roxxon who was working with Cameron Seaver.

STARTING: Use a 10-area-tall building on whatever map you are using.

Because the action takes place on the roof, an interior map of the apartment is not required.

When the heroes arrive at Sammy's, they find a note taped to the front door. It says, "Tommy, I'm on the roof with the pigeons. Come on up. Love, Sammy."

When the heroes step onto the roof, read the boxed text aloud:

From your vantage point on the roof of Sammy's apartment building, you can see the hustle and bustle of Chinatown on the streets below. The neon spectacle is quite beautiful.

However, your reverie is interrupted by the clattering and flapping of a flock of pigeons. The frightened birds are flying out of a wooden pen at the other end of the roof. Running among them is a terrified Chinese woman. She is pursued by a group of green-clad tong!

ENCOUNTER: Sammy runs screaming toward the exit, where the heroes are standing. The tong do not hesitate to attack the player characters. Five of them are "Typical Si Fan Assassins," while the sixth is a Phantom Tong as described in the Non-Player Character Roster section of this module.

Battling on the Roof. The tong use their martial arts talents to try and knock the heroes off the roof. Because of their skill, the assassins can Stun or Slam opponents regardless of their comparative Strengths and Endurances. Anyone who is Slammed one or more areas goes over the side.

The building is 10 areas tall. A falling character plummets 3 areas on the first round, 6 areas on the second, and the remaining 1 area on the third turn. Anyone who smacks the pavement takes damage as if he made a Charging attack against the street's Excellent material strength.

Stopping a Fall. Trying to catch a flagpole, light post, or ledge while falling is an Agility FEAT of intensity equal to the speed of the fall (Poor Intensity on the first round, Typical on the second, and Good on the third turn).

A character on the ground or one who can fly might try to Catch a falling hero. Use either the Advanced Set or Basic Set rules to resolve the situation.

Sammy Sung. During the battle, she flees down the stairs to her apartment and calls the police. Three squad cars arrive outside the building in 3-30 minutes.

After the fight, the heroes find Sammy locked in her apartment. They must succeed at a green Popularity FEAT to be allowed inside. If the roll is missed, she refuses to let them in until the police have arrived.

In either case, the heroes can eventually ask Sammy some questions. No Popularity FEAT roll is required to get the answers. The heroes will most likely ask the following questions:

1. *Why are the tong after you?* She believes it has something to do with Cameron's disappearance. Sammy is very worried about Cameron. Although she is merely his assistant, she feels responsible for Cameron because he is so young.

2. *What do you know about the kidnapping?* She knows only what was in the newspapers. However, while she was with the pigeons, she found a note from Cameron.

The note says: "Sammy, I'm in big trouble. They say they'll hurt Mom and Pop if I don't help them. I think Hiram Jones is involved. They may

want you, too. Be careful, Sammy. Love, Cameron."

3. *Who are "they"?* Sammy doesn't know who Cameron is talking about or why they want him.

4. *Who is Hiram Jones?* He is the project coordinator at Roxxon who is working with Sammy and Cameron. She doesn't believe he could be involved in kidnapping Cameron. "Hiram's such a nice man," she says.

5. *Where can we find Hiram?* Sammy doesn't know his home address. She tells the heroes that Hiram is almost always at Roxxon Plaza in Midtown Manhattan.

6. *What is the project Cameron was working on?* She refuses to talk about the project. Sammy could lose her job if she gives away top secret information. "Hiram Jones is the only person authorized to speak about it," she says. "You'll have to talk to him."

Questioning the Tong. Because of the Mental Barriers placed in the tong's minds, using Mental Powers to extract information from them is virtually impossible. For details about Mental Barriers, see the description of a "Typical Si Fan Assassin" in the Non-Player Character Factions section.

AFTERMATH: If the heroes decide to meet with Lieutenant Lamont for the first time, turn back to Chapter 4.

If they are going to Antonio's House of Pasta for the first time, turn back to Chapter 5.

If the characters plan to visit Hiram Jones at Roxxon Oil, proceed with Chapter 8.

KARMA:

Capturing the Phantom Tong:	+30
Capturing the Si Fan assassins:	+15
Preventing Sammy from being kidnapped:	+30
Allowing Sammy to be kidnapped:	-30
Sammy is injured:	-20

CHAPTER 8: ROXXON OIL

SUMMARY: On their way to meet Hiram Jones at Roxxon Oil, the heroes become involved in an anti-pollution demonstration.

STARTING: Roxxon Plaza is located in Rockefeller Center, a complex of 21 skyscrapers. The enormous Roxxon Plaza tower is 56 stories tall, and is headquarters of the world's largest oil company.

If you are a proud owner of the *Deluxe City Campaign Set*, you can find Roxxon Plaza on the map of west Midtown.

If you do not own the campaign set, but have the map included with the Advanced Set rules, consider "Public School #507" on the corner of 8th Avenue and Buchanan Street to be Roxxon Plaza. Tell the players the building is actually 56 stories tall and not 4 stories, as it is marked on the map.

If you only have the map found with the Basic Set rules, consider the "Krupp Building" on 7th Avenue and Cleveland Street to be Roxxon Plaza. Inform the players that the structure is 56 stories tall.

When the heroes approach the building, read the boxed text aloud:

You are outside Roxxon Plaza. The immense structure towers into the air.

Walking in a circle near the entrance is a group of about 20 civilians. They are carrying signs and chanting very loudly, "Roxxon kills! . . . Roxxon kills!"

Several news stations are filming the demonstration. Police are beginning to arrive on the scene.

A man wearing mirrored sunglasses and a very expensive business suit exits the building carrying a megaphone. His amplified voice yells above the crowd, "Roxxon is spending millions of dollars to cleanup the oil spill. We are doing the best we can. Your demonstration is only making things worse. If you do not disperse immediately, I am authorized to have you all arrested!"

From the crowd someone yells, "Go ahead and try! (Enter a player character's name) will protect our rights!" Someone else screams out, "Yeah! And (enter name of another hero) is here, too!"

The man with the megaphone looks at you. "Is that right?" he says. "Have you heroes come here to protest against Roxxon's right of free trade? Don't you realize that Roxxon supplies this great country with the energy it needs to survive? I'll ask you only once before I have you arrested with the rest of this riffraff. Are you heroes loyal Americans, or are you law-breaking demonstrators?"

ENCOUNTER: The man with the megaphone is Roxxon's security chief. In the lobby behind him are 10 heavily armed guards, who come to the chief's aid at the slightest threat of trouble. They have the attributes of "Typical Maggia Thugs."

Allow the heroes to make a speech. Do they support the anti-pollution demonstrators, or do they argue in favor of the rights of the oil company?

At some point during the heated debate, read the following aloud:

Suddenly, one of the protestors points into the sky and screams, "Look! That guy's gonna jump!"

Standing on the ledge of the Roxxon building at about the 40th floor is a man wearing a blue jumpsuit and a red cap. The wind blows fiercely. It seems that the man can barely stand on the ledge.

The man with the megaphone shouts up to him, "Hey you! Come down from there this instant! I don't know what kinda stunt you're trying to pull, but it won't work!"

News cameras pan up to get a good shot of the man. You hear a reporter say, "We have an exciting

development here at Roxxon Plaza. It appears that one of the demonstrators . . . Oh, no!"

As you watch in horror, the man leaps out from the building and plummets toward the pavement!

Allow the player characters one turn to react. If the heroes don't get to him first, the man falls three floors, then pulls a cord and opens the parachute strapped to his back. Written in big red letters across the chute are the words, "ROXXON KILLS."

Unless the heroes have already rescued him, the protestor glides down three more stories to the 34th floor. At this point, his parachute snags a flagpole protruding from the wall. The man is now in serious danger. The chute begins to rip. The heroes have two turns to get to him before his parachute tears. If they don't, the demonstrator falls again—this time for real.

During the first turn of his fall, the man descends three stories to the 31st floor. On the second turn, he plummets six stories to the 25th floor. He drops 10 more stories on the third round, and the remaining 15 floors on the fourth and final round. If he hits the pavement, he dies immediately.

The Demonstration. The police begin carting off the protestors. They do not struggle, but must be physically picked up and put into police vans.

If the heroes spoke in favor of Roxxon Oil, the Roxxon security chief allows them to enter the building unmolested. Once inside, they meet Hiram Jones (see below).

If the player characters took the side of the protestors, the security chief demands that the police arrest them. Determine which hero has the highest Popularity and use his score to attempt a Popularity FEAT for the group. Allow the characters to spend Karma on the roll. If the characters saved the parachutist,

give them a +2 CS on the roll. If the man died, give them a -4 CS penalty.

If the result is yellow or red, the police do not arrest them. The heroes may then enter Roxxon Plaza.

If the result is white or green, the authorities ask the heroes to come down to the station. Because they are supposed to be *heroes*, they should not resist the police. If the characters attack the cops, the results are left to the Judge. The heroes should suffer serious Karma and Popularity losses (at least -60 Karma and half of all Popularity). They become hunted criminals if they are not captured.

If they surrender, the heroes are taken to police headquarters and held for questioning. After a short while, they discover that all charges against them have been dropped by the president of Roxxon Oil.

Hiram Jones. When the heroes finally enter the building, they find the security chief and three guards sitting behind a huge information desk.

When the player characters ask to speak with Hiram Jones, the security chief calls Hiram on the telephone, then informs the heroes that Mr. Jones will be down shortly. The guard instructs the characters to wait in a nearby conference room.

After several minutes, Hiram enters the conference room and introduces himself to the heroes. He is a frazzled middle-aged man, who appears near the point of a breakdown. He has worn the same suit for several days, and hasn't showered for the same amount of time.

After asking the heroes what they want with him, Hiram wearily answers their questions as follows:

1. *What do you know about Cameron's disappearance?* He claims to know only what was revealed in the newspapers. (He is lying. Hiram knows that someone called the Celestial One has Cameron, but he doesn't know where the boy is being kept. Hiram would like to tell the heroes the truth, but he is being

blackmailed. Unless he continues to smuggle information and equipment out of Roxxon for the Celestial One to use, Hiram's family will be killed.)

2. *What project was Cameron working on?* He can only tell the heroes that it involves developing a source of limitless energy. Without Cameron's genius, Hiram is struggling to keep the project alive. This is why he is overworked. (The project is called Project: TODE. The name is an acronym for Tapping Other-Dimensional Energies.)

3. *Why were protestors outside?* Last week a Roxxon tanker was involved in a minor oil spill off the coast of Long Island. Although the incident was quickly and efficiently taken care of, the protestors continue to use the accident to discredit Roxxon. (That is Hiram's point of view. Actually, the spill is much larger than reported, and the cleanup efforts have been minimal.)

4. *Do you know anything about the stolen book or the Gang War?* He doesn't know anything useful about either one.

The Watcher. At some point during their conversation with Hiram, pick one of the heroes at random and allow him or her to attempt an Excellent Intensity Intuition FEAT. If the roll is successful, the hero gets the feeling they are all being watched.

The lens of a video camera is disguised as a black dot on the face of a clock hanging on the wall. If the characters actively search for surveillance equipment, they find the camera if they succeed at a Remarkable Intensity Intuition FEAT.

If the camera is found, Hiram apologizes and explains that security is very tight at Roxxon because of industrial espionage. "It has nothing to do with you specifically," he says. "Please, do not be insulted. I did not even know this room was monitored."

The security chief is monitoring the heroes' conversation. He is being

paid by Fu Manchu to keep an eye on Hiram Jones. While the characters are speaking to Hiram, the security chief calls three super villains and offers them a job — to kill the heroes!

AFTERMATH: When the heroes leave Roxxon Plaza, proceed immediately with Chapter 9.

KARMA:

Saving the parachutist:	+20
Allowing him to die:	-ALL
Surrendering to the police:	+5
Resisting arrest:	-60

POPULARITY: Because the media is reporting the events at Roxxon Plaza live, the heroes' Popularity is at stake.

Speaking in favor of protestors:	+1
Speaking in favor of Roxxon:	-2
Saving the parachutist:	+2
Allowing him to die:	-5
Arrested by police:	-1/2 total

CHAPTER 9: MAYHEM IN MIDTOWN

SUMMARY: After exiting Roxxon Plaza, the heroes discover Mad-Dog, the Fly, and Rhino causing mass destruction nearby.

STARTING: Use the same map you used in the last chapter. The action takes place on any street two or three blocks away from Roxxon Plaza. Simply pick a suitable location.

When you are ready to proceed, read the boxed text aloud:

As you step out of Roxxon Plaza, a police car flies past with its siren blaring. Looking in the direction the squad car is headed, you see a pillar of smoke rise into the air a couple of blocks away.

Without warning, the city seems to shudder from a thundering **KA-BOOM!** Another pillar of fire and smoke spirals into the sky. You hear more sirens coming. It sounds like disaster has struck Midtown Manhattan!

When the heroes arrive at the scene of the battle, place two markers representing the destroyed police cars to one side of the road. Put a third marker representing the squad car that is about to be destroyed across the street. Finally, place a marker representing the gasoline truck in the same area as the burning cars.

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

Two burning police cars are the source of the smoke and flames. They are lying in a jumbled heap to one side of the road. Near them is a long tanker truck with the name "ROXXON" written on the side in big black letters.

People and cars are fleeing the area in a panicked mob. The traffic jam is preventing other police cars and fire trucks from getting close to the scene.

Clinging to the wall of a skyscraper across the street from the burning cars is a super villain you know as the Fly. His wings blur into a frenzy, creating a windblast that sends another car tumbling through the air to crash and burn on the pile of destroyed police vehicles!

The Fly shouts above the mayhem, "Bring (enter name of a player character) to me! Tell (enter name of another hero) that I am here to fight! I'll destroy them all!"

ENCOUNTER: Mad-Dog and Rhino are each lurking in nearby buildings. They are watching and waiting for the heroes to be lured into battle with the Fly.

When he gets the opportunity, Rhino hurtles through the front wall of the building and Blindsides a hero with his devastating Charge attack. Mad-Dog uses this distraction to Blindside a different hero.

During the titanic struggle, the authorities concentrate upon aiding the panicked citizens and putting out the fire, and leave the fighting to the super heroes.

If the player characters are losing the battle, the police begin shooting at the three villains. Their bullets can hurt the Fly and Mad-Dog, but have no chance of harming Rhino — the heroes must take him out themselves!

The Roxxon Truck. The tanker is filled with gasoline, and it is very close to the blazing police cars. Firemen cannot get close enough to spray the fire or the truck with their hoses.

The authorities frantically try to get the heroes' attention in order to explain the situation. The truck has been damaged and cannot be driven. A hero is needed to physically move it away from the fire.

Once they are aware of the situation, the heroes have two turns to act before the vehicle explodes. Pushing, pulling or lifting the truck is an Amazing Intensity Strength FEAT. If successful, the tanker is moved 1

area away from the fire and does not explode.

The heroes may try to put out the fire. It is burning with Incredible Intensity, and inflicts Good damage to anyone up to 1 area away from the fire and Feeble damage to anyone up to 2 areas away.

If the heroes fail to move the truck or put out the fire, the gasoline ignites creating a massive fireball. The blast is Monstrous Intensity, and causes Monstrous damage to anyone in the same area as the truck. Everyone in adjacent areas suffers Remarkable damage, while anyone within 2 areas away takes Typical damage.

Avengers Assemble! If Rhino, Mad-Dog, and the Fly have defeated the player characters, the heroes are in big trouble. The villains want blood! They begin hammering unconscious heroes with their powerful fists.

Before the villains kill anyone, however, Iron Man and Thor arrive on the scene. They eventually defeat the super-powered criminals.

Injured heroes are immediately treated by medical professionals who are waiting at the fringe of the battle.

More Questions Than Answers.

After the battle, the heroes can interrogate the three villains. The bad guys only admit that they were hired to kill the player characters. They will not reveal the identity of their employer.

The Avengers have no information for the heroes. They are here only to pull the characters' fat out of the fire.

AFTERMATH: At this point, the heroes should need some time to recuperate. Go to Chapter 10.

KARMA:

Defeating the Fly:	+ 75
Defeating Mad-Dog:	+ 40
Defeating Rhino:	+ 75
The Avengers must help:	- 20
Saving the Roxxon truck:	+ 20
Allowing the truck to explode:	- 20
If anyone is killed:	- ALL

CHAPTER 10: SOME TIME OFF

SUMMARY: The heroes decide to either spend the day resting, searching for clues, or performing the duties of their civilian identities (if they have secret IDs).

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 on page 37 of the Advanced Set Players' Book.

In this chapter the heroes discover how their actions (and those of the villains) are being viewed by the public. The following newscast concerns the events that took place during the heroes' battle with the Fly, Mad-Dog, and Rhino. The Judge should feel free to add more details, describing the specific actions of the heroes and villains.

Read the following boxed text to the players:

Turning on your television, you see a picture of the rampaging Rhino and hear the following newscast:

"... Yesterday, the hustle and bustle of Manhattan's Financial District was disrupted by the sudden appearance of several super-powered criminals, who began a devastating battle with the super heroes known as (enter names of player characters).

"During the mayhem, several police cars burst into flame. Thanks to the quick actions of the heroes, a stranded Roxxon tanker truck was moved to a safe distance away from the fire, averting what could have been a catastrophic explosion.

"After the smoke had settled, the Fly, Mad-Dog, and Rhino were taken into police custody.

"When asked if this incident had any connection to the Gang War, Lieutenant Lamont of the NYPD had no comment.

"However, the detective did

make a request that the super heroes come down to the station for some more questioning. So, if you're listening to this newscast, guys, you know that the police want a word with you."

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.

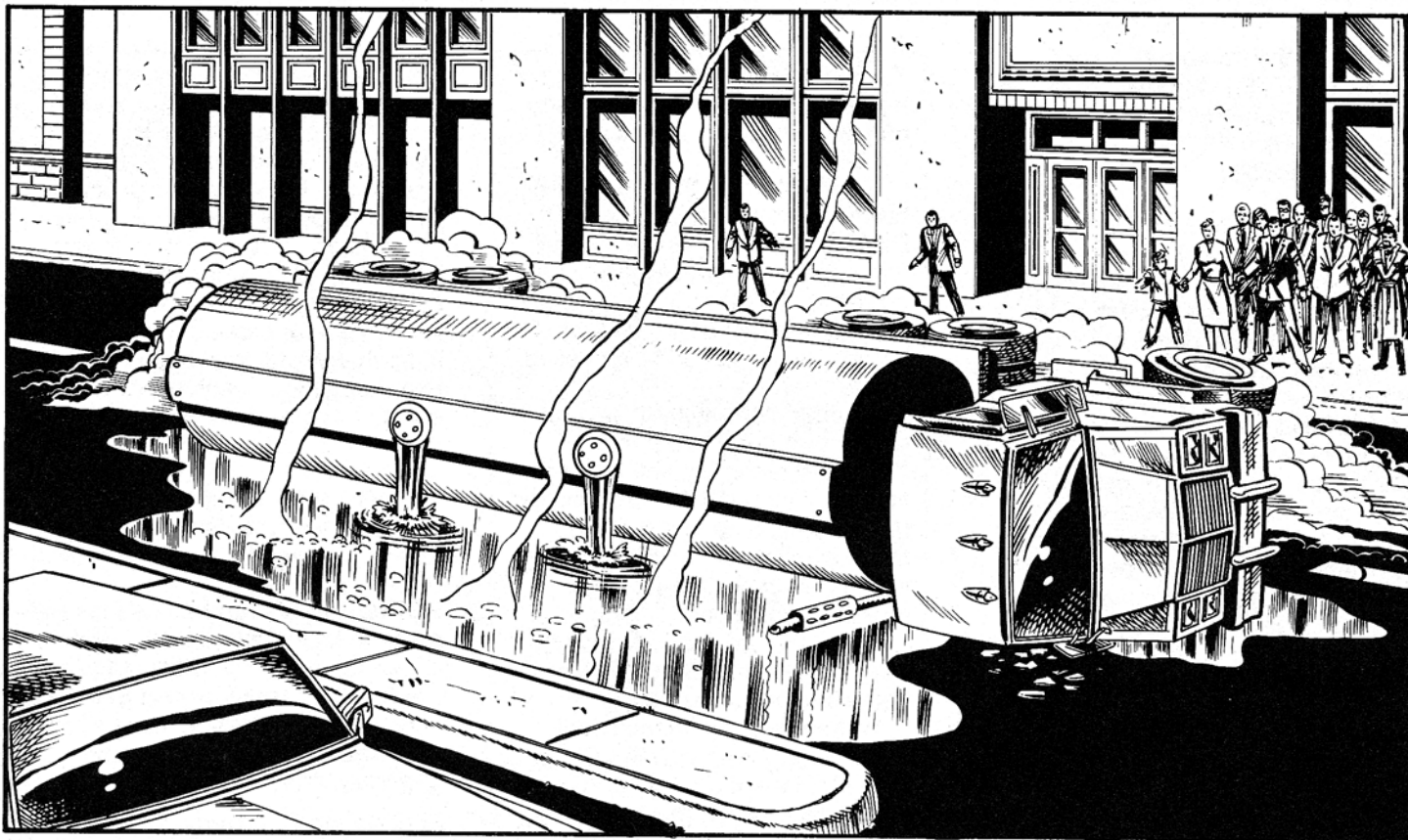
AFTERMATH: When the heroes decide to visit Lieutenant Lamont, turn to Chapter 11.

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 DEAD SHALL RISE



SUMMARY: This chapter unfolds while the heroes are en route to their meeting with Lieutenant Lamont. The characters encounter a lunatic who warns, "The end is near!" Ironically, the madman nearly brings about Armageddon himself.

STARTING: Use any of the city maps included with either the Advanced Set or Basic Set for this encounter. Place four markers on any street to represent a convoy of semi-tractor trucks.

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

A group of protestors has gathered on the street. Many of them carry signs which read "NO NEW LANDFILL, ROXXON KILLS," and "SAVE THE PLANET."

The crowd is walking along the street and shouting threats at a convoy of four semi-tractor trucks. On the sides of the vehicles is

written "ROXXON OIL" in big black letters.

Police outfitted in riot gear are struggling to keep the protestors out of the path of the trucks. News people and cameras are everywhere.

One of the demonstrators catches your attention. He is a bizarre man wearing tattered gray robes. His head is shaved bald. The man carries a tall sign that says "REPENT YOUR SINS."

You can hear the bald man scream, "The End draws near! The dead shall rise! . . . Repent your sins before Armageddon strikes you down!"

Ranting and raving, the man darts past the police, right into the path of the lead truck. The driver cranks the wheel to avoid the lunatic, and the truck jackknifes onto its side.

You hear the sound of tearing metal as a noxious cloud of yellow gas spews out of a rift in the

truck's side. Oily chemicals are oozing onto the street around the wrecked vehicle.

Many of those in the crowd panic, while others become totally outraged and attack the police! This mob is out of control!

ENCOUNTER: The trucks are loaded with barrels of toxic waste, which is being shipped to a new landfill in the burned-out slums of the South Bronx. The demonstrators are vehemently opposed to the location of the landfill. The issue has been a point of debate for several months, and has received considerable news coverage.

Allow the heroes to attempt Typical Intensity Intuition FEATS. Those who succeed remember seeing news reports about the debate, and realize the protestors are demonstrating against the new landfill.

The Chemical Spill. The yellow gas cloud rising from the truck is highly acidic. Anyone in the same area suffers Good Intensity acid damage. The

victim sustains Poor damage on the next turn unless the acid is washed off.

Luckily, the acid cloud is much lighter than air, and rises rapidly into the sky. After three rounds, it diffuses into the atmosphere, becoming harmless.

The oily chemicals on the ground are also acidic. They inflict the same amount of damage as the gas to anyone who touches the fluid.

The toxic waste is radioactive. However, it poses no immediate danger. Side effects of radiation exposure might not show up until months or years later. This event could be used by the Judge as a reason why player characters (and possibly villains) develop new Powers later on in their careers.

The heroes' main concern should be keeping the crowd away from the toxic waste.

The Mob Mentality. The street is filled with a panicked mob. Many of the protestors have been pushed over the

edge, attacking the police, looting shops, and trying to kill the drivers of the other trucks.

The heroes may decide to talk the angry mob into leaving the area. This requires a red Popularity FEAT with a +2 CS (a bonus is given because the crowd benefits by obeying).

If the roll is successful, the citizens quickly begin moving away. The authorities regain control of the situation. After a few minutes, an emergency team from Roxxon arrives and begins cleaning up the chemical spill.

If the roll is missed, the infuriated people ignore the heroes and continue to endanger themselves and those around them. A man armed with a riot stick taken from a policeman smashes the windshield of another truck, and begins beating the driver. Others in the mob attack the trucks with whatever they can find (signs, tire irons, and so on). If they are not stopped quickly, these irate people cause another chemical spill by tipping over a truck.

The heroes can attempt another Popularity FEAT each round they try to

calm the mob. The results are the same as those described above.

If after 10 turns the heroes have not yet swayed the crowd, another squad of riot police arrives. They forcefully end the riot by spraying the mob with water cannons and beating them with night sticks. An emergency team from Roxxon arrives to cleanup the mess, and the situation is over almost as quickly as it began.

AFTERMATH: After speaking to reporters and the authorities about the riot, the heroes should move on to their meeting with Lieutenant Lamont. Go to Chapter 12.

KARMA:

Swaying the crowd on the first try:	+40
Swaying the crowd on a later attempt:	+20
Failing to sway the mob:	-20
For each citizen who is seriously injured:	-20
If someone is killed:	-ALL

CHAPTER 12: A HOT TIP

SUMMARY: The heroes visit Lieutenant Lamont and learn that he has some important news about the Gang War.

STARTING: When the heroes enter the police office, read this to the players:

Police headquarters is a madhouse following the riot and the toxic chemical spill. Many of the demonstrators sit along the hallways with their hands cuffed. Some of them cheer when they see you, while others scowl and curse you for interfering with their "demonstration."

Ahead you see Lieutenant Lamont. "Hello," he says. "I'm glad to see you survived the riot. Thanks for all

of your help. Unfortunately, I'm afraid I've got to ask you for another favor. Please come into my office."

ENCOUNTER: He explains that one of his informants has learned there is going to be a major gang fight in Chinatown sometime tonight.

Although he has requested extra patrols in the area, the lieutenant does not believe the presence of more police will stop the rumble from occurring. Thus, he asks the heroes to go to Chinatown and keep an eye out for trouble.

Lieutenant Lamont answers the heroes' questions as follows:

1. *What else have you learned about the Gang War?* Only that

events seem to be brewing to a head. The Maggia has taken a heavy beating, and the detective believes they will retaliate in a big way.

2. *Is the oil spill somehow connected to the Gang War?* Lieutenant Lamont had not thought about that angle before. Thinking on it now, he doesn't feel there is a connection. (He is correct.)

3. *Have you heard anything about Cameron Seaver?* Nothing new. The kidnappers still have not demanded a ransom.

AFTERMATH: The heroes should be going to Chinatown. Turn to Chapter 13.

KARMA:

Promising to stop the rumble:	+5
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CHAPTER 13: RUMBLE IN THE JUNGLE

SUMMARY: While patrolling Chinatown, the heroes become involved in a fight between street gangs loyal to the Maggia and those loyal to the Faces of Fear. Both sides have a hidden advantage — the Maggia possesses a suit of Mandroid battle armor and the Faces of Fear have planted a devastating explosive!

STARTING: Use either the city map included with the Advanced Set or the map found with the Basic Set. Pick a suitable building to be the Orbison Warehouse. An interior map of the warehouse is included with this module.

When everyone is ready to proceed, read the boxed text to the players:

Twisted into the exotic shapes of Chinese characters, neon lights flash in the night. Crowds of hurrying people scuttle beneath the glaring signs. Chinatown is always in a frenzy.

While patrolling the harsh metropolis, furtive movements in a dark alley catch your attention. Three men carrying guns and wearing Halloween masks quickly pile into a black sedan. Moving with the slow grace of a shark, the dark auto pulls onto the street and slowly heads off through the throng of milling people and honking cars.

ENCOUNTER: Inside the car are three members of the Faces of Fear gang. Consider them to be "Typical Batboys" as described in the Non-Player Character Factions section.

They have met in the alley to proceed together to the location of the rumble. None of the surrounding buildings have anything to do with the Faces of Fear — their hideout is not here.

"Let's Get 'em!" Overzealous heroes might decide to attack the thugs immediately, even though the car is in the middle of a crowded street. If this is the case, the driver steps on

the gas . . . and swerves onto the sidewalk!

Each turn the heroes fail to stop the sedan, a pedestrian is seriously injured.

Two of the goons open fire on the player characters with their handguns. They take hostages if cornered.

When the gangsters are captured, the heroes get some information out of them by succeeding at a red Popularity FEAT roll. Appropriate questions and answers are listed later in this chapter. If the roll is missed, the thugs refuse to talk.

Follow the Leader. If the heroes play it smart, they will not attack the gangsters in the middle of a crowd of innocent civilians. The heroes should choose to follow the sedan, hoping it will lead them to the rumble.

If the player characters follow the car, read the boxed text aloud:

After tailing the black sedan for several blocks, you see its headlights switch off as it quietly pulls into a dark alley and stops. The masked men in the car stare intently at a building across the street. A large sign on top of the structure says "ORBISON WAREHOUSE."

Everything is quiet, too quiet after the hubbub of Chinatown.

The streets are deserted around the warehouse. Now is a good time for the heroes to approach the goons in the sedan.

Because the thugs are eagerly watching and waiting for the warehouse to explode, the player characters can take them by surprise. The Faces of Fear try to drive away, rather than fight. If they cannot escape, the gangsters surrender to the super heroes.

The thugs appear very nervous and eye the warehouse suspiciously. They want to get away before the bomb detonates. "We'll do whatever you guys want," they say. "Let's just get away from that buildin' over

there, okay?"

If the heroes take the goons a safe distance away (down the alley or behind another building, for instance), they can get a few answers from them by succeeding at a red Popularity FEAT roll.

If the roll is missed, the gangsters refuse to talk. Threatening to take them back to the warehouse grants a +3 CS to the next Popularity FEAT roll, but incurs a -5 Karma penalty (it's not a very heroic thing to do).

If the second roll is missed, the thugs only say, "It's not safe, man. That buildin's gonna blow! We haven't done anything wrong. Let us go!" They won't answer any questions. Further Popularity FEATs are futile.

A Little Information. If any of the Popularity FEAT rolls succeeded, the heroes receive the following information by asking the right questions:

1. *Who are you?* They are members of the Faces of Fear, a new gang operating in the area. Halloween masks are their trademark.

2. *What are you doing here?* Their gang is supposed to rumble with the Maggia in the Orbison Warehouse, but the Boss did a double-cross — he planted a bomb in the building that's going to wipe out the Maggia. The three thugs are planning to watch the fun.

3. *Where is the bomb?* It's in the warehouse in a crate marked "ENGINE PARTS."

4. *When is it set to detonate?* They don't know for sure. It should be anytime now, they think. (It does not explode until the heroes get a chance to deactivate it.)

5. *Who is the Boss?* They don't know the identity of their secret leader. (The Fixer and Mentallo are both the Boss.)

6. *Where is your hideout?* They don't have one. (This is true. The Faces of Fear meet in the back

rooms of various Lower East Side bars when the Boss needs them to run an "errand." The thugs don't know anything about Fu Manchu's hideout.)

Inside the Warehouse. When the heroes finally approach the warehouse, they can peek inside and see what is going on. If they do so, read the boxed text aloud:

Peering in a window of the warehouse, you see a large crowd of street punks inside. They appear to be a mixture of thugs from several small-time gangs. They are standing around a tall crate in the middle of the room.

Several more crates are lying on the floor to one side. Standing on one of them is a man wearing a long trench coat. Lying at his feet, a woman struggles with the ropes that bind her. Her face is partially covered by a Halloween mask.

The man motions to the crowd with his sub-machine gun and says, "Youse boys have been brought here for one purpose — to wipe out the Faces of Fear gang! And when your job is done, the Maggia'll give each of ya a thousand bills!"

The crowd yells and cheers before the man continues.

"They'll be here any minute, so let's waste this one to get the ball rolling!" The mobster points his machine gun at the woman's head and chambers a bullet with a loud *CLICK!*

It is too dark to see what is written on the crates. Unless the heroes have a suitable Power, they cannot read them until they go inside.

The woman is a member of the Faces of Fear. She was captured earlier while sneaking around the warehouse.

There are 17 gangsters in the warehouse, including the man in the trench coat. He is a "Typical Maggia Thug." All others have the same

attributes as a "Typical Batboy."

However, there is one other villain hiding in the warehouse. Patiently standing inside the tall crate is a Maggia goon named Rocko. He is wearing a suit of Mandroid battle armor. Rocko is eagerly waiting to bust out of the crate and ambush the Faces of Fear when the rumble begins.

Statistics for the Mandroid can be found in the Non-Player Character Roster at the end of this module.

The Rumble Begins. The heroes must quickly enter the warehouse in order to save the captured woman. When they burst into the room, the Maggia goon opens fire on them with his sub-machine gun, forgetting the woman. The other thugs move forward to attack.

At a dramatic moment (determined by the Judge), the Mandroid busts out of the crate. Rocko assaults the heroes until he is beaten.

The Bomb. All 13 of the crates in the warehouse are labeled with stickers that read "ENGINE PARTS." The crate containing the bomb is marked on the interior map with a "B."

Nestled among engine parts inside the crate is a paper sack. In the sack is a timer, a detonator, a jumble of wires, and a glob of plastic explosives.

The heroes must search the crates to find the bomb. Allow the players to believe that time is running out. However, the explosive does not detonate before the heroes have had a chance to dispose of it.

It is possible the characters are totally unaware there is a bomb in the warehouse. If this is the case, during the battle one of the Mandroid's stray Punch-Blaster attacks (or a Slammed hero) smashes the crate and the bomb rolls onto the floor.

When the heroes discover the bomb, the timer flashes 14 seconds . . . 13 seconds, and so on. The characters have two turns to quickly deactivate the explosive or dispose of it somehow.

The detonator is connected to the explosives by two wires — a red one and a yellow one. To deactivate the bomb, the red wire must be disconnected. If the yellow wire is cut before the red one, the bomb explodes. If both wires are pulled at the same time, the device has a 50% chance of detonating (roll randomly).

Allow anyone with the Electronics Talent or the Repair/Tinkering Talent an attempt at a Good Intensity Reason FEAT.

The Judge should secretly roll for the player!

If successful, the hero realizes the red wire must be cut first. If the roll is missed, the character has come to a wrong conclusion, believing the yellow wire should be pulled, or that both wires must be removed.

If the heroes are unable to disconnect or dispose of the bomb, it detonates with a fiery concussion, collapsing the entire warehouse. Anyone in the same area as the explosion suffers Amazing Edged Attack damage. Everyone else in the building sustains Remarkable Edged Attack damage.

No Information. After the battle, the heroes may wish to question the bad guys. The Maggia thugs and the street punks absolutely refuse to talk. They have no useful information anyway.

AFTERMATH: After turning the Mandroid battle armor and the thugs over to the police, the heroes should be ready for some time off. Go to Chapter 14.

KARMA:

Defeating the Mandroid:	+40
Defeating the gangsters:	+15
Deactivating the bomb:	+20
Allowing the bomb to explode:	-20
For each person seriously injured:	-20
Getting information from the three thugs by threatening them:	-5

CHAPTER 14: STRANGE HEADLINES

SUMMARY: The heroes take time off to pursue their daily activities and to recuperate from their encounter with the Mandroid.

STARTING: During the course of the day, the player characters notice three important newspaper articles.

The first newspaper report details the events at the Orbison Warehouse. The entry may be changed dramatically, depending upon the actions of the heroes. The Judge should alter the article accordingly.

While reading the *Daily Bugle*, you see the following article on the front page:

"RUMBLE IN CHINATOWN

"Last evening around midnight, police responded to a disturbance at the Orbison Warehouse in Chinatown.

"According to the official report, the warehouse was the setting of a fight between several local street gangs.

"Seven teens suffering from minor cuts and abrasions were taken to the hospital. No one was seriously injured or killed.

"The police made numerous arrests with the help of the super heroes known as (enter names of player characters).

"An anonymous witness reports the gangs are the hired thugs of the powerful Maggia organization. Although police refuse to speculate, it would appear that last night's mayhem is yet another example of the internal battles rocking the Maggia.

"Let's hope the Gang War is ended soon, before more people are injured or killed."

The second newspaper article describes a UFO sighting in Central Park. Although it seems important, the UFO incident has no bearing on the adventure. Investigating the UFO sighting results in no useful information.

Flipping through the *Daily Bugle*, you notice the following article:

"UFO IN CENTRAL PARK?

"At approximately 3 a.m. this morning, police responded to complaints of a disturbance in Central Park. Over a dozen residents living near the park complained to police about bright lights and a high-pitched screeching noise. Upon investigating the incident, the authorities found no evidence of wrongdoing, and consider the case closed.

"Eyewitnesses to the event presented investigators with conflicting reports. Some claimed to have seen brightly-colored discs spinning in the air above Central Park, while others believe they saw 'a giant swirling mass of shining colors.' Another witness said, 'It was like a tornado filled with screaming ghosts.'

"From the number of eyewitness accounts, it certainly seems that something odd occurred in Central Park this morning.

"However, the police disagree. When asked about the incident, one officer stated, 'There was something weird in Central Park? So what's new?'

"Several of the witnesses plan to undertake night long vigils tonight, hoping for another glimpse of the colorful UFOs."

The next entry is a message from Hiram Jones. If the heroes sustained heavy damage in Chapter 13, you may delay this message for a day or two, enabling them to recover more Health Points.

When you decide they have had enough rest, read the following:

While looking through the personals column of the *Daily Bugle*, you happen across a message that catches your attention:

"COSTUMED HEROES!

"Have new information concerning missing genius. Meet me in same place we met before. Tonight at midnight. Watchman will let you in.

"Sincerely,
"Hiram J."

ENCOUNTER: During the time between encounters, the heroes may decide to search 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: The heroes are either going to meet Hiram Jones at Roxon Plaza, or to Central Park to investigate the UFOs. In either case, turn to Chapter 15.

POPULARITY:

Positive media coverage:

+1

Negative media coverage:

-3



CHAPTER 15: THE WILDBOYS

SUMMARY: The heroes are either on their way to investigate the UFOs in Central Park, or going to meet Hiram Jones at Roxxon Plaza. In either case, their journey through the city is interrupted by the Wildboys, a gang led by a brutal killer named Ammo.

STARTING: The action takes place in the Sacred Trinity Cathedral. An interior map of the church is included with this adventure.

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

A terrible scream grabs your attention. A young woman runs down the street. Her clothes are torn and soiled. "Please!" she cries. "Somebody help me!"

Before you can react, the pretty girl runs up the steps of a beautiful cathedral. She disappears behind the ornate doors of the sanctuary.

ENCOUNTER: The frightened woman is actually the deadly Typhoid Mary. She is helping the Wildboys by acting as bait in a trap set for the heroes.

Ammo, Typhoid Mary, and the Wildboys have been hired by the Kingpin to capture the player characters and bring them to Kingpin's office. The criminal mastermind is excited about the Gang War, and wants to escalate the conflict between the Maggia and the Faces of Fear. He figures the two organizations will destroy one another, allowing his own criminal empire to expand. In order to speed things along, Kingpin plans to use the heroes as pawns and play them off between the Maggia and the Faces of Fear.

In the Sanctuary. When the adventurers enter the church, they find the place very dark. The only source of illumination is several tall candles standing near the altar.

In the dim light, the player characters see the vague forms of a dozen monks sitting in pews. Their features are concealed by hooded robes. The

monks are actually Wildboys, who are waiting to ambush the heroes.

At the altar is a priest. He is comforting the "frightened girl." The two of them look up at the heroes. The priest, who is really Ammo, beckons for the characters to come forward. Crying and whimpering, Typhoid Mary uses her Mind Control Power to persuade the heroes by saying, "Please come and help me."

When the heroes walk down the aisle, the Wildboys (disguised as monks) spring out of the pews and attack with switchblades and chains.

Wielding two machetes which were lying on the floor behind the altar, Typhoid Mary joins the battle against the heroes.

Ammo disappears into the darkness. He goes to one of the confessionals, where the real priest is bound and gagged. When the battle turns against the Wildboys, Ammo emerges with the priest as a hostage.

"Surrender or the priest gets it!" cries Ammo. He holds a pistol to the clergyman's head. At the moment, the heroes have little choice but to comply with Ammo's demands.

When the player characters stop fighting, Ammo says, "My boss has words for ya, and he sent me to fetch ya. So, you costumed freaks are comin' with me."

Ammo orders the heroes to pile into a beat-up van parked behind the church. Typhoid Mary joins them. Neither of the villains tell the characters where they are going or who the mysterious boss is.

Before they drive away, Ammo leaves three thugs at the cathedral to guard the priest. He warns the heroes to remain peaceful, or he will have the clergyman killed. Ammo orders the thugs to shoot if they don't get a phone call from him within 10 minutes. The remaining Wildboys follow the van on motorcycles, which are also parked behind the church.

Escape! The bizarre convoy heads toward the Kingpin's tower in the Financial District. Ammo sticks to alleys and side streets, preferring to stay clear of major roads and police

patrols.

The player characters are sitting on the floor of the van. They are not bound. However, Typhoid Mary is holding a gun on them from her position in the passenger seat.

Believing they can defeat the villains and return to the church in time to save the priest, the heroes will likely decide to attack Ammo and Typhoid Mary. When the heroes make their move, roll for initiative. Give Typhoid Mary a +2 on the roll because she has her pistol at the ready.

If Typhoid Mary wins, she tries to blast one of the heroes. Immediately after the shot, Ammo slams on the brakes, causing everyone to tumble around inside the van.

The two villains jump out of the vehicle and prepare to fight the heroes on the street. The Wildboys swarm around the van on their motorcycles, hurtling past and slashing at the player characters with switchblades and chains.

Back at the Church. If the heroes win the battle, they quickly return to the cathedral. Several police cars are parked outside the building.

If the player characters ask to know what is going on, they discover that the priest is safe. The three thugs left shortly after the heroes were taken away by Ammo, and the clergyman called the cops. Apparently, the Wildboys were bluffing about killing the priest.

AFTERMATH: If the heroes are going to meet Hiram Jones at Roxxon Plaza, turn to Chapter 16.

They may still be planning to investigate the UFOs in Central Park. There is no information to be found. It is a wild goose chase.

If the heroes failed to escape from the Wildboys, the player characters end up at the Kingpin's tower. Proceed with Chapter 20.

KARMA:

Defeating Ammo:	+30
Defeating Typhoid Mary:	+40
Escaping from the Wildboys:	+10
Failing to escape:	-10

CHAPTER 16: HIRAM BLOWS A FUSE

SUMMARY: The heroes meet Hiram Jones at Roxxon Plaza. Unfortunately for them, Hiram has cracked under the pressures of trying to maintain Project: TODE and the emotional strain of being black-mailed by Fu Manchu. Hiram turns his pent-up aggression upon the player characters, believing they must be eliminated.

STARTING: If you own of the *Deluxe City Campaign Set*, you can find Roxxon Plaza on the map of west Midtown.

If you do not own the campaign set, but have the map included with the Advanced Set rules, consider "Public School #507" on the corner of 8th Avenue and Buchanan Street to be Roxxon Plaza. Tell the players the building is actually 56 stories tall and not 4 stories, as it is marked on the map.

If you only have the map found with the Basic Set rules, consider the "Krupp Building" on 7th Avenue and Cleveland Street to be Roxxon Plaza. Inform the players that the structure is 56 stories tall.

Most of the action takes place in Hiram's laboratory on the 40th floor. A map of the lab is included with this adventure.

When everyone is ready to proceed, read the boxed text aloud:

It is very late, and the streets around beautiful Roxxon Plaza are virtually deserted.

When you enter the lobby, you see a security guard sitting behind a large console. After pressing a number of buttons and switches, he looks up and says, "Hello. Doctor Jones asked me to expect several unusual visitors. I guess you must be them. Doctor Jones is waiting on the 40th floor. You can take one of the elevators over there."

The guard points to a row of elevators along a side wall. He presses a button, and one set of doors quietly opens.

As you move toward the waiting elevator, the guard smirks, "Have a nice visit!"

ENCOUNTER: Normally the guard requires all guests to sign their names and the time of their visits in a guest book. However, he has been bribed by Hiram to forget that the heroes were ever in the building.

When the characters first arrive, the guard causes the security cameras in the lobby to record only static. Thus, there are no records of the heroes' visit.

All functions of the elevator are controlled by the guard. There are no buttons inside, only an emergency telephone which rings at the guard's desk. The heroes cannot choose at which floor the elevator stops.

Read the following boxed text to the players:

After a short ride in the elevator, the doors swish open. A mechanical voice from a speaker above you says, "Fortieth floor. Offices and laboratories of Dr. Hiram Jones and assistants. Please watch your step."

Ahead of you is a reception area complete with a secretary's desk and chair, a plush sofa, and a variety of potted plants. No one is here.

Beyond the reception area and down a carpeted hallway are a set of beautiful oak doors. As you admire them, the doors suddenly slide apart, revealing a spacious office. Sitting at the end of a long table is Hiram Jones. He looks fresh and alert, certainly not as overworked as the first time you saw him.

His cheerful voice echoes down the hallway, "It is so nice to see you again. Please, come into my office and make yourselves comfortable. We have much to discuss."

The office, its furnishings, and

Hiram Jones are all holograms, three dimensional images illuminated by invisible laser beams. Only heroes with an appropriate Power (such as Energy Detection) realize the office and its contents are a hologram.

The real Hiram is monitoring everything from an adjoining room. He has total control over everything electronic on this floor of the building — the holograms, the security cameras and robots, the elevator, the doors, and so on.

I Don't Wanna Go In There! If the heroes refuse to enter the office for whatever reason, Hiram's hologram tries to persuade them.

"What is the problem?" he says. "What harm can I do to such powerful beings as yourselves? I am merely a tired scientist. Now stop this foolishness. I have important news about Cameron Seaver, and my throat is getting sore from holler-ing down the hallway. Come in here and sit down. Please."

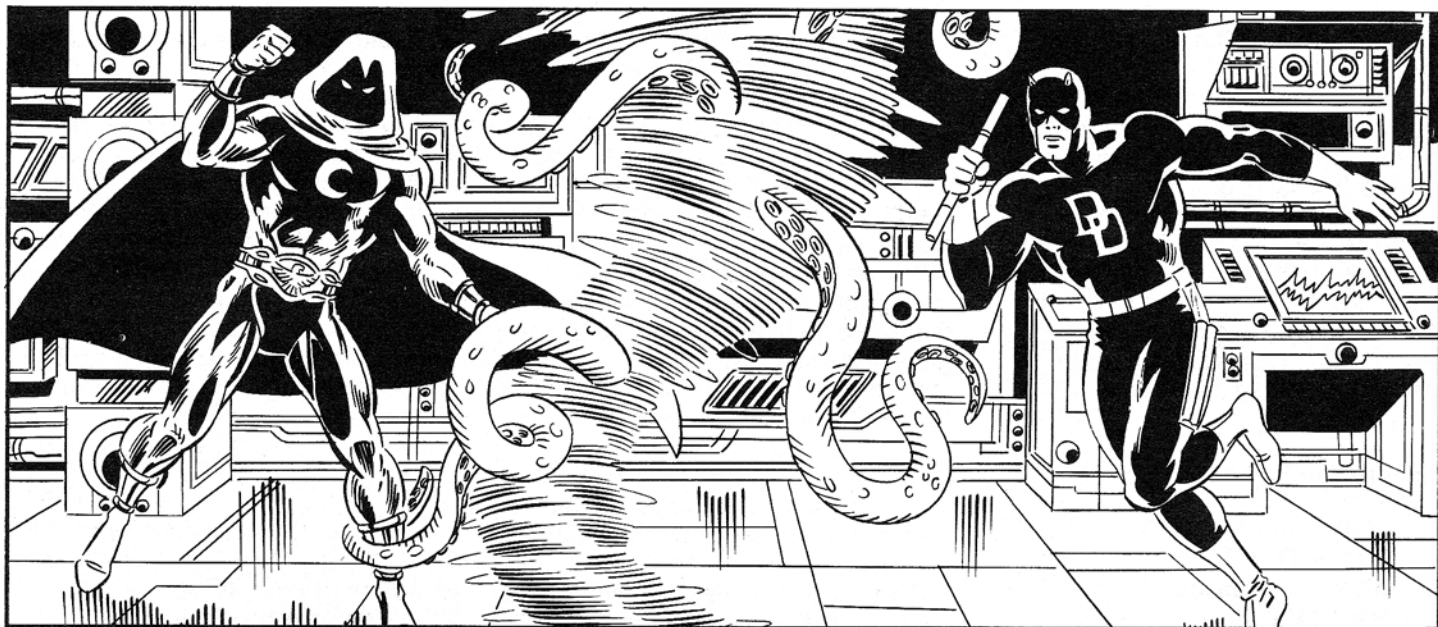
If the heroes still refuse, security robots (one for every player character present) emerge from hidden sliding doors along the hallway. They try to forcibly take the heroes into the office.

Security Robots

F	EX	(20)	Health: 110
A	EX	(20)	
S	RM	(30)	Karma: 0
E	IN	(40)	
R	TY	(6)	
I	Sh-0	(0)	
P	Sh-0	(0)	

KNOWN POWERS:

Tentacles: Each robot has a pair of metal tentacles (similar to those of Doctor Octopus), which are made of titanium steel (Amazing material strength). The machines may engage in blunt attacks, grappling, or a combination of both. A robot may attack non-adjacent foes up to 1 area away. A single tentacle has Remarkable Strength, while both tentacles used in the same attack have Incredible Strength. Multiple attacks are re-



solved with a single die roll, but are at +1 CS.

Knockout Gas: The robots contain internal canisters of Remarkable Intensity knockout gas, which can be emitted from nozzles in their torsos. The purple gas fills the area around the robot. Anyone in that area must succeed at a Remarkable Intensity Endurance FEAT or become unconscious for 1-10 turns.

If the heroes defeat the robots, Hiram now has no way of getting them into the "office." He gives up on his plan to kill them. Hiram Jones emerges from the control room in tears and begs the heroes to forgive him.

The player characters surely want to know what is going on. For the answers to their questions, see the section in this chapter called "Hiram Sees the Light."

In the Office. The "office" is actually a laboratory containing Project: TODÉ. In the center of the room is a machine surrounded by pipes, tubes, glass bubbles containing multi-colored gases, and computer consoles. The thing looks something like a bizarre circular pipe organ built around an empty metal bowl.

Cameron Seaver designed the machine to tap energy from a mysti-

cal dimension known as the Nether Realm. Unfortunately, the device also acts as a "techno-magical gate" between the two worlds, allowing horrid creatures to enter the earth's dimension.

If the heroes enter the room while Hiram is still determined to kill them, the beautifully carved oak doors slam shut and the holograms vanish. The doors are not really wood, but are made of one-foot-thick sheets of osmium steel (Monstrous material strength). The walls, floor and ceiling are all made of the same material. There are no windows.

With the holograms gone, the heroes see the room for what it really is — a laboratory filled with unimaginable equipment.

Read the following boxed text to the players:

The ornate doors slam shut with a metallic clang, and Hiram Jones and all of the office furnishings vanish!

You find yourselves standing in a high-tech lab. An exotic machine squats in the middle of the room. You have never seen anything like it before. In the center of it is a large hollow bowl, which is surrounded by tall pipes, computer consoles, and glass bubbles

filled with swirling gases.

On a huge video screen hanging from the ceiling is the haggard face of Hiram Jones. Mournfully he looks at you and says, "I am so sorry it had to come to this. But I'm afraid I am going to have to kill you. It's the only way."

"Don't you see? He'll murder my family if I don't kill you."

"I think your departure from this world will be quick and painless. Over the last few days I've managed to bring Cameron's project online. It's hard to say what the results will be. I wish Cameron were here, but he is with the Celestial One."

"Oh, well. Like my boss said, 'Project: TODÉ must be completed, Jones! Or I'll have your head on the chopping block!'"

"Let's consider this a test, shall we? It's not murder. No, no. It's just a dry run. Project: TODÉ must be completed, Jones!"

With a nervous twitch tugging at his face, Hiram Jones throws a switch. The machine in front of you screams into life . . . Or should we say, *un-life*!

If the heroes try to interrupt Hiram's rambling speech, he totally ignores them. Continue reading the boxed

text, and don't let the players stop you.

Until it is switched on, the machine is protected by an invisible Unearthly Intensity Force Field. Damaging it is virtually impossible.

However, when the machine is activated, the force field is removed. At this time, the heroes have a much better chance of crippling the device. If its Health Points are reduced to zero or less, the machine cannot function. It sparks and sputters, but is harmless.

Cameron's Machine

F Sh-0 (0) **Health:** 30
A Sh-0 (0)
S Sh-0 (0) **Karma:** 0
E RM (30)
R EX (20)
I Sh-0 (0)
P Sh-0 (0)

When Hiram activates the device, roll for initiative between the heroes and Hiram. If the heroes win, they may take an action before the machine is fully functional. They should take this opportunity to destroy the device and foil Hiram's plans. If this occurs, proceed with the section in this chapter titled "Hiram Sees the Light."

If the scientist wins initiative, there is a thundering **BOOM!** A circle of utter darkness appears in the bowl of the machine. The circle is a technological gate to the Nether Realm, a horrible place where countless souls suffer eternal torment.

Before the heroes can react, Vortex, a creature comprised of mystical energy, swirls up from the circle. It looks like a cyclone of black wind filled with a mass of wriggling tentacles of pure eldritch energy.

Only a portion of the creature's immense bulk fits through the gate made by the machine. Most of Vortex remains on the other side of the black circle, in the Nether Realm.

Vortex attempts to entangle the heroes and drag them through the gate, where their souls will feed the Rulers of the Nether Realm.

The statistics of the mystical Vortex are located in the Non-Player Character Roster.

During the fierce battle, the heroes might decide to attack the machine. If it is reduced to zero or fewer Health Points, the gate begins to close as the device crumbles into uselessness. Vortex swirls back through the shrinking black circle to the Nether Realm, taking any entangled heroes with it.

If Vortex is reduced to zero or less Health Points, it is forced to return to the Nether Realm. It does not release its grip on entangled heroes. They have one round to break free, or they are pulled through the gate with Vortex.

If Vortex entangles all of the player characters, it immediately returns to the Nether Realm with them. With a relieved smile, Hiram shuts off the machine. His plan worked — the heroes are gone!

Hiram Sees the Light. There are four situations in which Hiram might "see the light" and surrender to the heroes — 1) if the player characters defeat the security robots, 2) if they destroy the machine, 3) if they defeat Vortex, or 4) if the heroes were taken into the Nether Realm and later returned (see Chapter 17).

In all three cases, Hiram breaks down and begs the heroes to forgive him for what he has done. He answers their questions as follows:

1. *Why did you try to kill us?* Hiram explains that he is being blackmailed by the "Celestial One," the same person who kidnapped Cameron Seaver.

Hiram's family will be killed if he does not cooperate. Hiram believes the meddling heroes are a threat to his family's safety. Thus, he got the idea that he had to kill them. He has now changed his mind, and wants the characters' help.

2. *Who is the Celestial One?* Hiram is unaware that the Celestial One is another name of the nefarious Fu Manchu. He has never seen Fu Man-

chu, and only knows that his blackmailer is Chinese.

3. *What are you being blackmailed to do?* The Celestial One is forcing Hiram to supply him with the technological equipment necessary for Cameron to continue his experiments. Hiram is planning to take several crates of supplies to the designated drop-off point tonight.

If the heroes suggest it, Hiram is willing to smuggle them inside the crates. Thus, they could gain entrance into the very heart of Fu Manchu's lair.

4. *What is the machine's function?* It was created by Cameron Seaver as part of Project: TODE (Tapping Other-Dimensional Energies). It is designed to draw and store energy from other dimensions. Hiram suspects that the Celestial One somehow helped Cameron design the machine. (Hiram is correct.)

AFTERMATH: If any of the heroes were pulled through the technological gate by Vortex, proceed with Chapter 17.

If none of them were taken, and they are not planning to conceal themselves in Hiram's crates, continue with Chapter 18.

If Hiram is smuggling the player characters in the crates, go to Chapter 21.

It is possible that the heroes are still planning to investigate the UFOs in Central Park. There is nothing to be found in the park. Searching for clues about the UFOs is a waste of time.

KARMA:

Detecting the holograms:	+10
For each security robot defeated:	+40
For each hero forcibly taken into the lab by the robots:	-5
Destroying the machine before Vortex arrives:	+20
Defeating Vortex:	+100
For each hero taken to the Nether Realm:	-10

CHAPTER 17: INTO THE NETHER REALM

SUMMARY: After being taken through the techno-magical portal by Vortex, the heroes encounter the Rulers of the Nether Realm. Here, they learn important information concerning Fu Manchu and Bartholomew Jacobs, the author of *A Madman's Mutterings*.

STARTING: A map of the Nether Realm is not required.

Begin by reading the following boxed text to the players:

After passing through the black portal, your mind is assaulted by a jumble of past memories and fragmented dreams. Confused, you lose consciousness.

You now awaken to find yourself standing in a circle of comfortable blue light, which protects you from the world around you.

The sky above is bright red, the color of flame. Black lightning slashes through the fiery atmosphere. As far as your eye can see,

massive pillars of black stone rise from the burning, rocky ground.

Souls, tens of thousands of them, are chained to the towering monoliths. Gouts of flame spiral up the stone columns. As one, the tormented souls scream in agony. Their lamentations echo through your shaken mind like melodies of madness.

You recognize many of the souls nearest you — Adolf Hitler shudders in pain, along with the Marquis de Sade after whom sadism was named. You also see John Wilkes Booth, the assassin of President Abraham Lincoln, and Vlad Dracula, the vampire of legend.

One of the souls, who is wearing singed garments reminiscent of America's colonial period, meets your gaze with glaring eyes. Through clenched teeth he screams, "Don't you recognize me? I am Bartholomew Jacobs!"

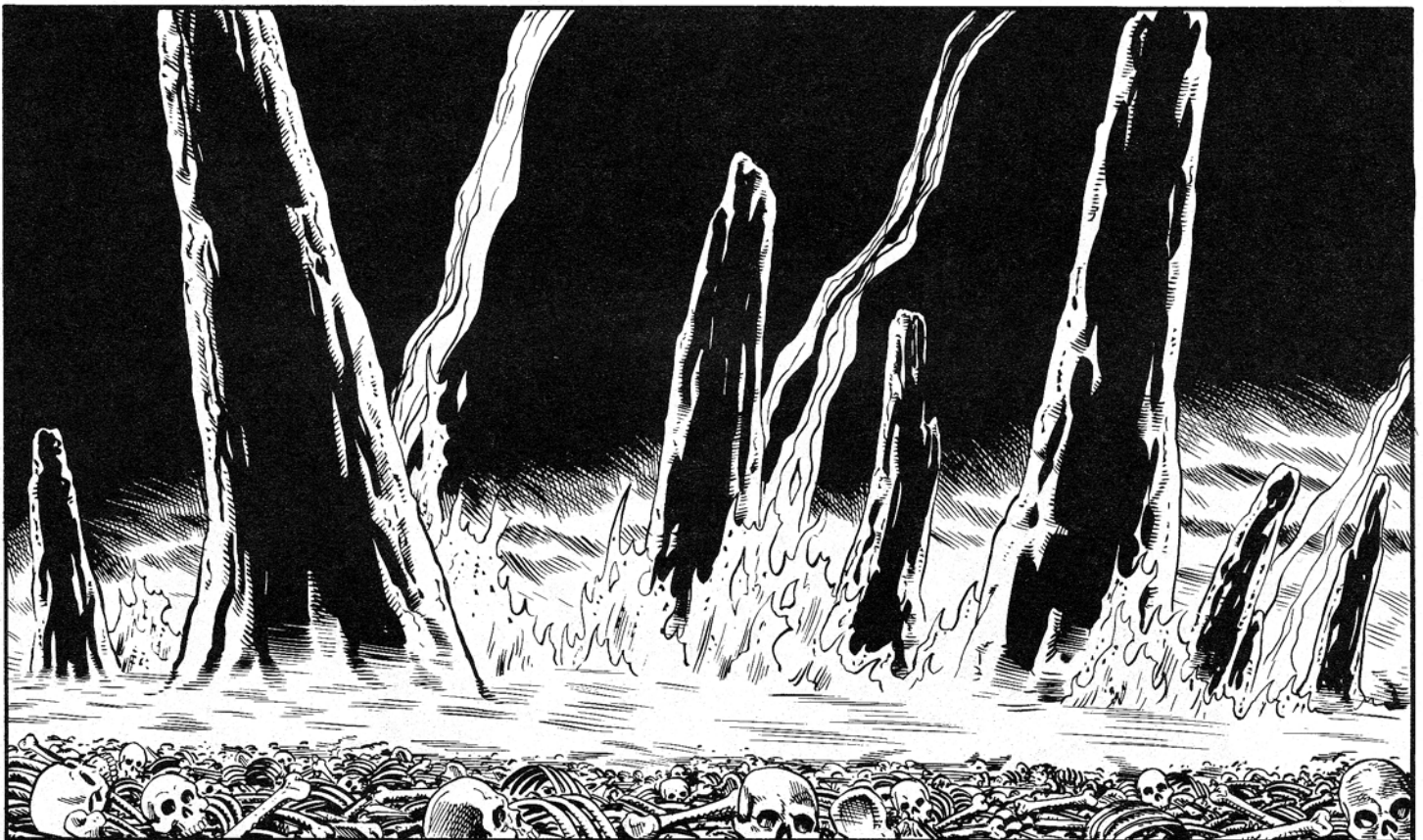
My deeds rank above those of any of the souls you see here, for it is through my genius that the earth shall be destroyed!"

ENCOUNTER: The heroes cannot leave the circle of blue light, which forms a spherical force field around them. Although their Powers are functional, they are totally useless against the mystical force field. *There is nothing the heroes can do to escape.*

Allow the player characters a few moments to question Bartholomew Jacobs before the Rulers arrive. Bartholomew answers their questions as follows:

1. *Who are you?* The characters might ask this question if they don't remember that Bartholomew Jacobs is the author of *A Madman's Mutterings*. Bartholomew is more than happy to remind them.

2. *How is the earth going to be*



destroyed? Bartholomew explains that for many years he was chained near the soul of a man who called himself the Celestial One. He told the man about *A Madman's Mutterings*.

(If the heroes played MLA1 *After Midnight*, and one of them took Bartholomew's place on the pillar, it is possible that the hero spoke to the spirit of Fu Manchu without realizing who he was talking to!)

Recently, the Celestial One's spirit somehow escaped from the Nether Realm. Bartholomew is convinced that the Celestial One returned to earth and is causing the turmoil which rocks the Nether Realm. By using the book, the Celestial One can open a huge gate between the worlds, drawing the mystical energies of the Nether Realm into the earth's dimension. If this is achieved, the earth will be consumed, eventually becoming a replica of the Nether Realm.

3. *How can we stop this catastrophe?* Even if he knew, Bartholomew wouldn't tell.

Rulers of the Nether Realm. After the heroes have had a chance to ask Bartholomew a few questions, read the following boxed text aloud:

Suddenly, you are shaken to the ground by a tremendous explosion. The very sky rips asunder. Searing gouts of fire twirl up the monoliths. The howls of tormented souls are deafening.

Though you cannot see them, you sense the presence of beings of immense power. They are very close.

A deep voice booms above the din of shrieking spirits, "You see before you the souls of the most evil men to ever walk upon the surface of your planet. It is upon the vitality of their hatred that we feed. The energy is limitless. Can you imagine what the infinite evil would do to your world?"

"We do not wish you or your living planet harm. What we desire is the return of one of the most potent souls to ever suffer in our realm. In your world, his name was . . . Fu Manchu!

"Send his spirit to us and destroy the arcane book. The ancient tome must be burned so that others may not use it to bridge the dimensions.

"Let this be your final warning:

If you fail to return Fu Manchu and destroy the book, your souls shall take Fu Manchu's place on the Pillars of Retribution!

"Now . . . begone from this place!"

There is a flash of blinding light. Your mind is a sea of confusion. You cannot hold on. Consciousness slips away.

You awaken in the place where your journey into the Nether Realm began—the laboratory at Roxxon.

Lying in a fetal position near the bizarre machine is Hiram Jones. He is crying and gibbering over and over, "What've I done? . . . What have I done?!"

Hiram's troubled conscience has driven him near the point of insanity. When he sees the heroes alive, he is overjoyed.

Upon returning to their own dimension, the player characters discover that any previous injuries are healed. The heroes have their maximum number of Health Points.

AFTERMATH: Turn back to Chapter 16 and proceed with the section entitled "Hiram Sees the Light."



CHAPTER 18: THE PERSUADER

SUMMARY: Before this chapter unfolds, the heroes should have played through Chapters 15 and 16 (and possibly 17).

Frustrated with the Wildboys' attempt to capture the costumed adventurers, the Kingpin has decided to resort to more subtle means. He sends the Persuader to "invite" the heroes to a meeting at the Kingpin's tower.

STARTING: The following events occur while the player characters are traveling across the city. They may be on their way home, following up a lead, or whatever.

Use either the city map included with the Advanced Set or the Basic Set. The action takes place on any street of your choosing. Simply place a marker along the curb to represent the Persuader's limousine.

When you are ready to begin, read the boxed text aloud:

You are traveling through New York City, when a huge black limousine catches your attention.

The luxurious car pulls to a stop nearby. With an electronic hum, one of the heavily tinted windows lowers. You cannot see who is inside.

A very warm and friendly male voice calls to you. "Hello. I am your friend," he says. "Please come inside for a moment."

His simple request is spoken with such sincerity that you feel compelled to enter the limo.

ENCOUNTER: The Persuader is attempting to get the heroes into the car by using his Hypnosis Power. See the Persuader's entry in the Non-Player Character Roster for details on his abilities.

If a player character wants to resist, he or she must attempt an Incredible Intensity Psyche FEAT. If the roll is successful, the hero can refuse to enter the limousine. If the roll is failed, the character *must* climb into the car.

Once all hypnotized heroes are inside, the limo speeds off. Any characters who resisted the hypnosis are left behind. They may try to stop the vehicle and "rescue" their friends, or they can simply follow the car.

The Rescue. The limousine is designed for security, and is equipped with heavy plating around the passenger compartment and bulletproof glass.

Security Limo

Control	Speed	Body	Protection
TY	EX	RM	RM

For an explanation of the *Protection* attribute, see Chapter 4. The driver has the same attributes as a "Typical Maggia Thug."

If pursuing player characters stop the car, the Persuader uses his Hypnosis Power on those inside. This time he commands them to attack their teammates. For success, the Persuader needs a red FEAT result. He will spend Karma on the roll.

The heroes may resist by succeeding at another Incredible Intensity Psyche FEAT. Those who resist may do whatever they choose, such as attacking the Persuader.

If the Persuader is assaulted, he immediately surrenders. He says, "Please! Don't hurt me. I don't mean you any harm. I'll do anything you ask."

At this point, the heroes can ask the Persuader some questions. For answers, see the section below called "A Conversation."

If the Persuader is not attacked, and the player characters are battling one another, allow the fight to continue until you feel things are getting out of hand. At this time, the Persuader uses his Hypnosis Power once again. He commands all of the heroes to stop fighting and peacefully get into the limo. As usual, they can resist by succeeding at an Incredible Intensity Psyche FEAT.

The Persuader continues to make Hypnosis attempts until all of the characters surrender, or until he is

attacked and forced to surrender.

Follow That Car! Player characters who initially resisted the Persuader may decide to follow the limousine and see where it leads. The car eventually pulls to a stop in front of the Kingpin's tower.

The Persuader uses his power on the heroes in the car. He also attempts to hypnotize any characters who followed the limo, if they are nearby. "Please come into this building with me," he says. "I want you to meet a friend of mine." The characters may attempt to resist as usual.

If the heroes decide to attack, proceed with the events described in the section above called "The Rescue."

A Conversation. If the heroes defeat the Persuader, they can ask him a few questions:

1. *What do you want with us?* He was sent by the Kingpin to "persuade" the heroes to come to a very special meeting.

2. *What is the meeting about?* The Persuader believes it has to do with the Gang War, but he is not sure.

Unless the heroes are planning to follow him to the meeting, the Persuader tries to hypnotize them one last time. "The Kingpin is really a nice person," he says. "I think you should meet him. Please come with me."

If they wish, the heroes may try to resist. If the characters successfully refuse to go, the Persuader gives up. He is not strong enough to physically force them, and he knows it.

AFTERMATH: If the player characters have eluded the Persuader, and are not planning to go to the meeting, proceed with Chapter 19.

If the heroes are going to the Kingpin's office, turn to Chapter 20.

KARMA:

Defeating the Persuader:

+40

CHAPTER 19: AN INVITATION

SUMMARY: You should arrive at this chapter only if the heroes escaped from the Persuader in Chapter 18.

The Kingpin has finally realized that trying to force the costumed characters to meet with him is not the best course of action. He humbly sends the heroes a written invitation.

STARTING: The heroes have some time off. They may be resting, searching for clues, or performing the day-to-day responsibilities of their civilian lives.

During the course of the day, the player characters see an interesting newscast on television and receive a strange invitation from the Kingpin.

The newscast concerns the oil spill that is approaching Long Island. Read the boxed text to the players:

While watching television, your favorite program is interrupted by a VNN special report.

An obnoxiously handsome and perfectly groomed reporter says, "We have just received a report from the United States Coast Guard concerning the Roxxon oil spill. They have informed us that matters are worse than originally predicted, partially due to recent storms which have kept work crews from cleaning up the mess.

"At the time the accident occurred, authorities at Roxxon claimed the spill would be cleaned up before it could ever reach the coastline. It would seem their observations were a bit too optimistic.

"Now, the Coast Guard has concluded its study and states that a large oil slick will reach the coast of Long Island within a week. Damage is predicted to run into the hundreds of millions of dollars.

"People living along the eastern shoreline of Long Island should take necessary precautions. Within the next few days, swimming, fishing, and boating will be prohibited.

"Officials at Roxxon submitted a public statement saying that they intend to continue to do everything in their power to keep the oil spill from reaching the coast.

"We will have more reports as matters develop. We now return to today's program, which is already in progress."

Those heroes whose identities and addresses are publicly known receive the following invitation by special delivery. Any characters who have secret IDs are given invitations while they are in costume, preferably while they are traveling through the city. In both cases, the delivery boy gives them no useful information (but still expects a large tip).

When the heroes receive their invitations, read the following boxed text aloud:

The message you have received is in a very expensive envelope. Your name is flamboyantly written on the front.

Inside is a sheet of gold leaf. Etched into it are the following words:

"The Kingpin of Crime respectfully requests the presence of the bearer of this missive at a meeting of minds to be held in the penthouse at Kingpin Tower.

"All guests shall arrive at midnight of this evening to discuss matters concerning the safety of New York City's populace.

"Signed, Wilson Fisk, the Kingpin of Crime."

Any attempts to telephone the Kingpin for more details are futile. The woman who answers the phone says, "I'm sorry, but Mr. Fisk cannot be reached at this time."

ENCOUNTER: During their spare time, the heroes may choose 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.

The Oil Spill. The heroes may decide to help out with the oil spill. The slick is located about 10 miles off the east coast of Long Island. It is about 3 areas wide and 80 areas (2 miles) long.

When their characters reach the site of the spill, read the following boxed text to the players:

The sea is very rough and choppy. It appears there is a storm brewing.

Up ahead are at least thirty small boats accompanied by two large tankers. All of the vessels have "ROXXON OIL" painted on them in large black letters.

The water around the boats is thick with gooey oil. Workman are laying out long lines of netting in attempts to contain the spill, but the lashing waves make their efforts nearly impossible and extremely dangerous.

Unless the heroes have Powers which can assist the workers (such as Water Control, Weather Control, or Collection), there is little they can do. They might even become a nuisance, especially to Roxxon officials who want no more potential liabilities.

Eventually, a storm breaks which forces the boats to return to shore. Propelled by powerful waves, the slick continues toward Long Island, unless the heroes somehow intervene.

AFTERMATH: The heroes should be going to the meeting at the Kingpin's penthouse. Turn to Chapter 20.

KARMA:

Containing the oil spill:

+50

CHAPTER 20: A MEETING OF THE MINDS

SUMMARY: Either as captives or of their own free will, the heroes partake in a meeting between the Kingpin and Hammerhead.

STARTING: Wilson Fisk occupies the top two floors of an attractive skyscraper in Midtown Manhattan. Maps of the building and the Kingpin's offices are not required for this encounter.

When you are ready to begin, read the following boxed text aloud:

Upon entering the lobby of Kingpin Tower, you are escorted to the elevator by three tough looking "assistants."

After a smooth ride to the top of the building, the elevator doors slide apart, and you find yourselves in a reception area. Two more assistants greet you. One of them takes you to a door in the opposite wall. He knocks politely, and a deep voice says, "Show them in, Roger."

The Kingpin's office is almost unfurnished, with only a desk and enough chairs for all of you. Except for the lamp over the Kingpin's desk, it is very dark. He is sitting there in the shadows, his great bulk supported by a high-backed chair.

"Please be seated," he says. "We have very important matters to discuss. A war is brewing, and we must devise a way to stop it!"

ENCOUNTER: If the heroes are planning to capture the Kingpin, the Judge should remind the players that Wilson Fisk is not wanted for any crimes. Even though he may have sent the Wildboys and the Persuader to "invite" the player characters to the meeting, there is no evidence of any wrongdoing on the Kingpin's part.

Tight Security. The Kingpin's security system consists of two monitor cameras on the tower roof, two in the lobby, and four that survey the area around the building. He monitors

these on a bank of ten screens hidden behind a sliding panel in his office.

By stepping on a button under his desk, the Kingpin can summon a small army of 20 heavily armed "assistants." They have the same attributes as "Typical Maggia Thugs."

The Kingpin of Crime always keeps an emergency gas mask in his desk. A private elevator concealed in the office goes to the building's sub-basement, which holds emergency power generators and an escape tunnel to a nearby subway station. If the heroes try anything funny, the Kingpin does not hesitate to use the elevator and make his getaway.

All office walls are made of walnut-paneled bulletproof concrete (Excellent material strength). All rooms are equipped with heavy-duty ventilation fans capable of clearing the rooms of gas in six seconds (one turn).

The Persuader. Unless the heroes seriously injured him in a previous encounter, the Persuader is sitting in a darkened corner of the office.

The Kingpin has him here as further insurance against an attack by the heroes. If the player characters try anything, the Persuader uses his Hypnosis Power in an attempt to make them surrender.

Hammerhead Enters the Picture. After the heroes are seated, read the following boxed text to the players:

The Kingpin looks at each of you with a penetrating gaze. "I want the war between the Maggia and the Faces of Fear to end quietly," he says, "before it disrupts my own organization. If my empire is threatened, I'll wash the streets with blood!"

The Kingpin of Crime swivels his chair to look out over the glittering lights of Manhattan. He looks down from his ivory tower as if surveying a world of his own creation.

Suddenly awakened from his reverie, the Kingpin continues. "But I don't think any of us want a

blood bath, do we? So, I have decided to act as an arbitrator between Hammerhead and Fu Manchu. Unfortunately, the 'Celestial One' refused to join the meeting, but Hammerhead is available via a video linkup.

"You have been invited to the meeting because I want your support. Having super heroes on my side will prove to Hammerhead that my position is legitimate," he says. "I just want what's best for my city."

"And now, let us bring Hammerhead into the discussion."

The Kingpin presses a button on his desk, and a panel on the wall slides open to reveal a video screen. On the monitor is the unmistakable face of Hammerhead. His glaring eyes quickly survey the room.

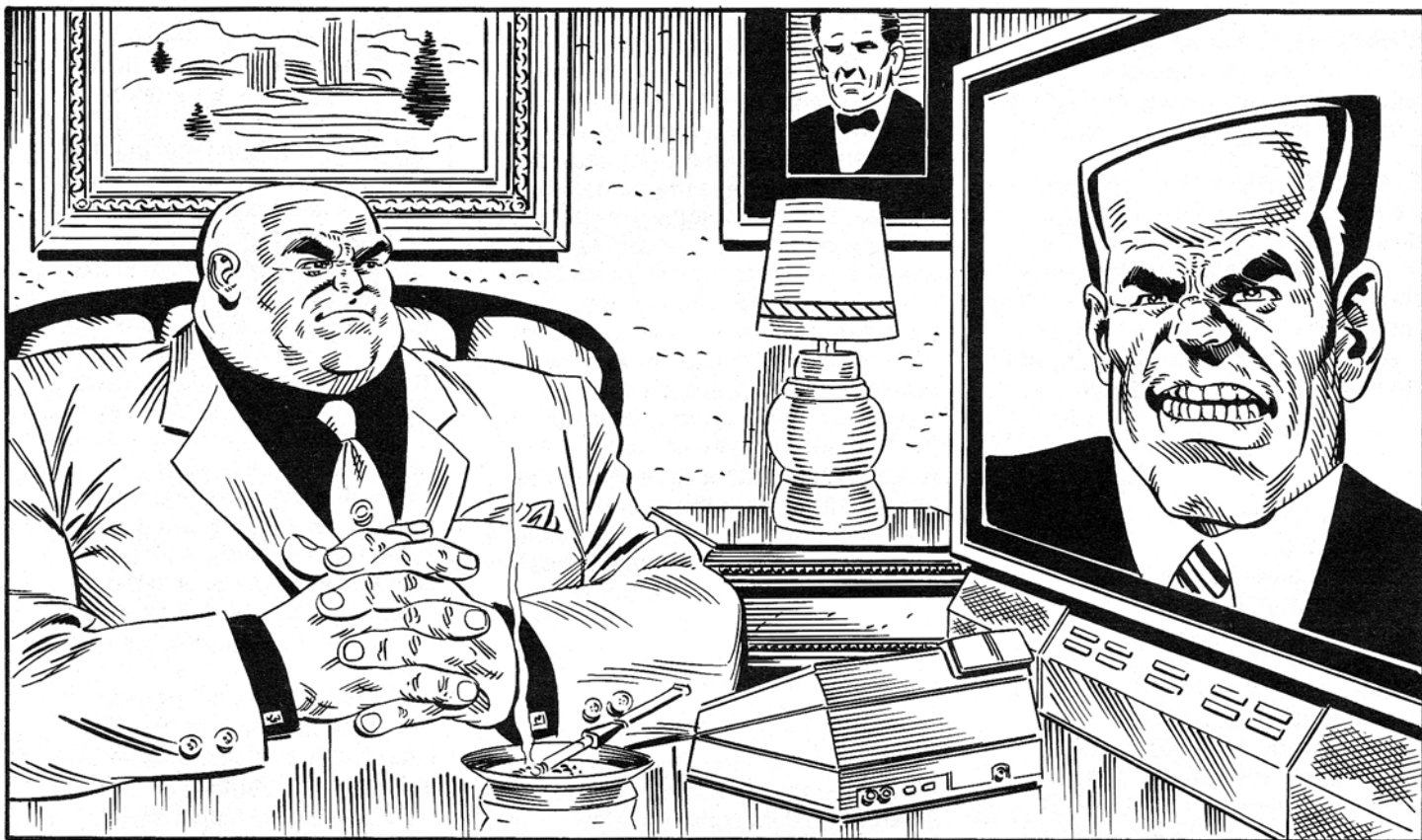
"What's goin' on!" he yells. "I was expectin' Fu Manchu, not these costumed idiots. What're tryin' to pull, Kingpin?"

"Please keep a civil tongue," says the Kingpin. "These people have come here to help us resolve the Gang War, which will get you out of a tight spot. Correct?"

"Youse guys knows that I didn't get to my position in the Maggia by bein' a fool," says Hammerhead. "And I think I see what you're sayin', Kingpin. If I send my men to wipe out Fu Manchu, I'll get my name and the word 'Maggia' splattered all over the papers. No publicity is good publicity for people in my line of work."

"You seem to be catching on," smirks the Kingpin. "Let us get to the heart of the matter, shall we? I have a way to end the war which will allow the Maggia to avoid unwanted publicity."

"Recently, I uncovered the location of Fu Manchu's hideout. What I suggest is that we petition these capable heroes to go to the hideout and capture Fu Manchu. I'm sure the police will be more than happy to take him into custody."



"And with Fu Manchu as a scapegoat for the media," interjects an excited Hammerhead, "the Maggia's involvement will be forgotten!"

Let's Make a Deal. The heroes are sure to ask a flurry of questions. Some important questions and answers are the following ones:

1. *Why should we help the Maggia?* "If youse guys don't put Fu Manchu on ice real quiet like," says Hammerhead, "Me and my boys'll be forced to do it with a lotta noise. Innocent folks'll get killed. Youse boys don't want that, do ya?"

"By capturing Fu Manchu," interjects the Kingpin, "you people can put an end to the Gang War. The ebb and flow of tensions in the criminal underworld will return to a 'normal' level."

2. *What does the Kingpin get out of this?* "If Fu Manchu defeats the Mag-

gia," says the Kingpin, "his next target will be my organization. I'm doing this simply to protect myself."

(Actually, the Kingpin wants the war to escalate to the point where Fu Manchu and Hammerhead destroy one another, allowing the Kingpin to pick up the pieces. He believes the heroes' attack on Fu Manchu's hideout will fail, and will result in a devastating counterattack against Hammerhead.)

3. *What's in it for us?* "You will get good publicity," says the Kingpin. "The media will go on and on about how you put a stop to the Gang War and captured the notorious Fu Manchu. Isn't that what you costumed adventurers live for?"

If the player characters demand money, a three-way haggling session begins between the Kingpin, Hammerhead, and the heroes. The criminals offer up to \$100,000 for the capture of Fu Manchu.

Although neither of them has any intention of actually paying the he-

roes the full amount, the criminals will give the player characters 10% (\$10,000) up front.

4. *Where is Fu Manchu's hideout?* The Kingpin has learned that the "Lifelike Manikin Factory" in Chinatown is a front for Fu Manchu's operation. "You will find the Celestial One there," says the Kingpin. "I'll stake my reputation on it."

5. *What do you know about a book stolen from the Met?* Both the Kingpin and Hammerhead know that Fu Manchu has *A Madman's Mutterings*.

AFTERMATH: The heroes should be going to Fu Manchu's hideout in order to capture him and recover the magic book. Proceed with Chapter 21.

KARMA:

Attacking the Kingpin:

- 30

CHAPTER 21: DANCING MANIKINS

SUMMARY: The heroes infiltrate Fu Manchu's hideout, which is located in the Lifelike Manikin Factory. Here, they encounter numerous assassins and rescue Cameron Seaver.

The player characters also discover that Fu Manchu has used Cameron's work on Project: TODE to devise several "Spirit Bombs." Fu Manchu has placed the magic bombs in five locations around Manhattan.

STARTING: If you have the city map included with the Advanced Set or the Basic Set, simply choose an appropriate building to be the Lifelike Manikin Factory.

A detailed interior map of the warehouse is included with this adventure.

If the heroes were smuggled inside crates with the help of Hiram Jones, read the following boxed text aloud:

After warning you one last time against the danger of entering the Celestial One's hideout, Hiram Jones sealed the lids of the crates you are hiding in, and closed the cargo door of the truck.

You heard him start the engine, and carefully drive the truck out of the basement parking garage at Roxxon Plaza. As he told you they would, no guards questioned Hiram. Apparently, their bribes were enough.

After a half-hour ride in the crates, you feel Hiram pull the truck to a stop. He switches off the engine. You can barely hear his muffled voice. "We are at the drop-off point," he says. "In a minute, one of Fu Manchu's men will come and drive the truck to their hideout. I'm supposed to leave and take a cab back to Roxxon. Good luck!" You hear the driver's door open and close. Hiram is gone.

After a few minutes, the door opens and closes once again. The engine starts, and you are on your way.

The hideout must be nearby, for your ride lasts only about 10 minutes. The truck stops, and the cargo door opens.

A muffled voice says, "Get that forklift over here! Let's get these boxes inside before somebody comes along. The Celestial One will have no mistakes!"

If the heroes are going to the hideout after having been given the location by the Kingpin, read the following boxed text to the players:

Ahead of you is the Lifelike Manikin Factory. The streets are quiet. There is nobody around.

This end of the building is surrounded by a loading dock, complete with a row of large, sliding doors. They are all shut.

At one end of the loading dock is a small door. Light shines through a small window in it.

If the heroes peer into the window, read the following:

Your view is partially blocked by a huge stack of wooden crates. Sticking out of some of the boxes are various manikin body parts — arms, legs, and torsos. Other manikins dangle from the ceiling, or stand quietly in the shadows. The place is eerie, like some sort of bizarre menagerie.

In the floor in the center of the room is a steel plate. It is obviously some type of trapdoor.

Hanging from a frayed cord above the metal trapdoor is a single light bulb. It is the only source of illumination in the factory.

The place appears to be deserted.

ENCOUNTER: The walls and ceiling of the factory are concrete (Excellent material strength). The sliding doors and the side doors are steel (Re-

markable material strength). The side doors are unlocked, while the shipping and receiving doors are locked from the inside.

The wooden crates contain manikins. The boxes are Poor material strength and weigh 200 pounds, requiring at least Typical Strength to lift.

How the heroes approach the situation affects what happens. There are a couple of possibilities.

The Crates. If the heroes have not already busted out of the crates and attacked, they are carried to the center of the factory on forklifts. Here, they are carefully unloaded by the assassins, who line the crates in a row.

From inside the boxes, the heroes here the "workers" walk away, while muttering something about a coffee break. The factory becomes deathly still.

The workers are really Warriors of the Golden Empire. Eight of them are "Typical Si Fan Assassins," while the remaining four are super-powered Phantom Tong. All of them leave the crates and enter the machine shop, which has been converted into a guard house. Here, they sit and eat a late meal.

Now is the time for the player characters to sneak out of the crates. In order to do so without being heard or seen, they must each succeed at a Good Intensity Agility FEAT. If any of them fail the roll, the assassins rush out of the machine shop and attack.

If they all make the roll, the heroes can take a quick look around.

Through the window, they see the guards eating in the machine shop. They also see manikin body parts in crates and whole manikins standing all around. A light bulb hangs from a frayed cord, illuminating the area around a steel trapdoor.

At this point, the heroes have a couple of options — they can jump the assassins, or they can stealthily investigate the trapdoor and risk being discovered.

When the adventurers try to open the trapdoor, go to the section in this

chapter called "The Elevator" for details about how the trapdoor operates.

The player characters might decide to hide among the manikins and wait for the bad guys to make the first move. This is not a good idea. After a few minutes, the assassins leave the machine shop and discover the heroes.

The Stealthy Approach. Assuming the heroes are not stowaways in crates, they are spotted by hidden security cameras when they approach the factory. Without the use of a suitable Power (such as Invisibility), there is nothing they can do to avoid being seen.

A group of eight "Typical Si Fan Assassins" and four Phantom Tong are waiting for the heroes inside. The warriors are hiding among the manikins. A successful Monstrous Intensity Intuition FEAT is required to spot them.

Unless they are spotted, the tong wait for the heroes to enter the lighted area near the trapdoor before attacking. Because they have set up an ambush, the assassins gain a +1 CS to hit.

When the Warriors of the Golden Empire are defeated, the player characters may investigate the trapdoor. See the following section for details.

The Elevator. The trapdoor is made of a steel alloy (Amazing material strength). It is sealed by an electromagnetic lock. Ripping the door open requires a successful Amazing Intensity Strength FEAT.

Fixed to a wooden pillar standing near the trapdoor is what appears to be a beat-up fuse box. Inside is the control panel to the elevator's electromagnetic lock, which requires the user to input a password.

If a player states that his character is searching for the controls, the hero finds the fuse box by succeeding at an Excellent Intensity Intuition FEAT. Although the heroes don't know the password (and none of the assassins will tell them), they can open the

trapdoor by short-circuiting the control panel. This requires a successful Remarkable Intensity Reason FEAT. Allow any characters with the Engineering, Computers, Electronics, or Repair/Tinkering Talent a +1 CS on the roll.

If the trapdoor is forced open or the control panel is short-circuited, a cargo elevator automatically rises to greet the heroes. It is simply a steel-mesh cage (Remarkable material strength) with two buttons inside — up and down. The down button lowers the cargo elevator to the laboratory.

The Laboratory. When the heroes descend in the elevator, read the following boxed text aloud:

Creaking and groaning, the cargo elevator descends deep beneath the manikin factory.

After a minute or two, it shudders to a stop.

You are in the workshop of a madman. Strange machinery fills the place. Computer consoles blink, chirp, and spit out data. Human body parts and other gruesome specimens float in jars on a shelf.

Standing in the middle of the laboratory is a teenage boy. Obviously frightened, he is clutching a water hose in his hands. The hose is connected to some of the exotic machinery, and the nozzle is pointed right at you!

"Stay away from me!" yells the boy. "I don't want to, but I'll blast ya if ya come any closer."

The frightened boy is Cameron Seaver. He fears the heroes because he believes they have come to take him to jail for helping Fu Manchu. Cameron also thinks that Fu Manchu will kill his family if the heroes interfere. Thus, he is torn between killing the heroes and pleading with them to help him.

The weapon Cameron is holding is capable of spraying a stream of el-

dritch energy (Remarkable Intensity with a 1-area range).

The heroes must convince Cameron not to shoot them. This requires a red result on a Popularity FEAT. Grant the player characters a +4 CS to the roll because Cameron really does not want to shoot.

If the roll is failed, Cameron flips a switch, the machine hums, and he prepares to open fire. "I'm sorry," he says, "but he'll kill my folks if I don't kill you."

Roll for initiative between Cameron and the heroes. If the player characters win, they can try to take the weapon away from Cameron. If the boy wins, he blasts the heroes.

Cameron Seaver's statistics may be found in the Non-Player Character Roster.

If the Popularity FEAT roll was successful, Cameron drops the weapon and pleads with the heroes to forgive him. He answers the player characters' questions as follows:

1. *Why would you shoot us?* Because he is being blackmailed by Fu Manchu, who has threatened to kill Cameron's parents.

2. *Where is Fu Manchu?* "He left several hours ago," says Cameron. "You must stop him, before the bombs explode!"

3. *What bombs?* "Fu Manchu made me help him build five devices called 'Spirit Bombs.' When they explode, they open an inter-dimensional gateway."

4. *Where are the bombs?* Cameron takes the heroes to a map of Manhattan which is located on the back wall. He points to four blinking lights.

"There is one at the Bronx Zoo," says a worried Cameron.

"Another is in the sewer near the corner of 1st and 42nd Streets. I think that's by the United Nations Building. There should be a manhole cover near there.

"The third is somewhere inside the Coney Island amusement park."

Cameron points to the last blinking

light, "And the fourth is at the top of the Statue of Liberty."

5. *Where is the fifth bomb?* "Fu Manchu has it with him," says Cameron. "I don't know where he plans to put it!"

6. *When are the bombs set to explode?* Cameron knows that Fu Manchu has a remote control detonator with him. When the evil mastermind presses the button, all five Spirit Bombs detonate at the same moment.

7. *What do the bombs look like, and how do we deactivate them?* There is a model of a Spirit Bomb in the lab. Cameron takes the heroes to it, and shows them how to deactivate the eldritch explosives. This greatly increases their chances of deactivating the bombs in later chapters.

For specific details about what a Spirit Bomb looks like and how it is deactivated, see the section in this module titled "The Spirit Bombs."

8. *Where is the stolen book?* Fu Manchu has *A Madman's Mutterings* with him.

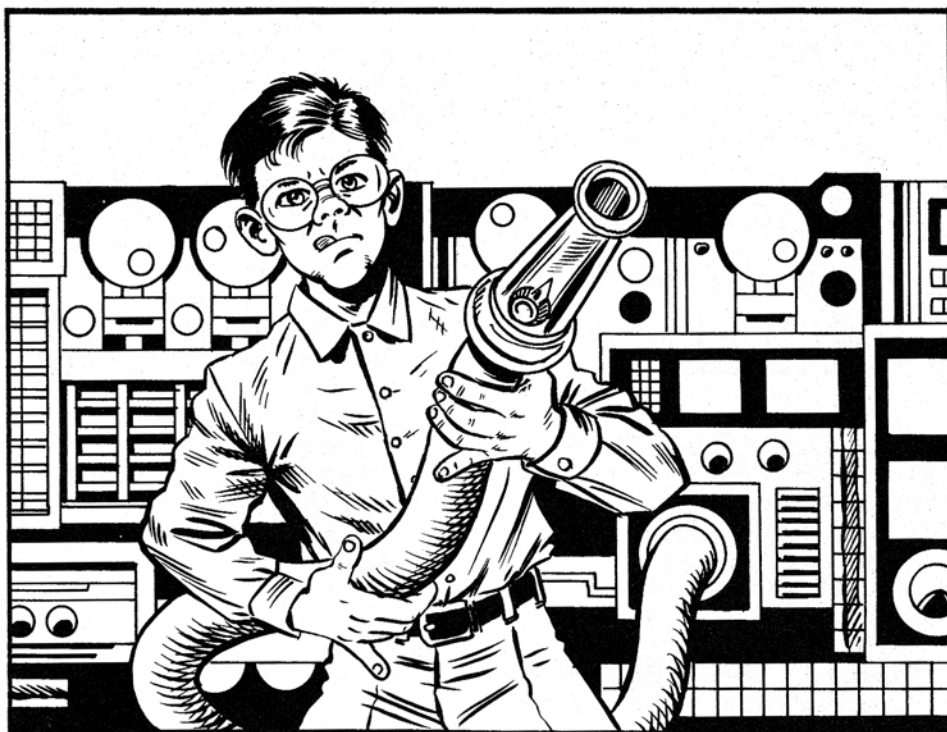
Asthma Attack. Pick a dramatic moment while the heroes are questioning Cameron. When the boy is about to explain how to deactivate the bombs is probably the best time.

At this point, Cameron suffers the worst asthma attack of his life. Clawing at his throat and struggling to breathe, he slumps to the floor of the lab.

If the heroes give Cameron his aspirator, he inhales the medicine and quickly recovers. He is conscious and alert.

If, for whatever reason, the player characters don't give him the aspirator, Cameron continues to suffocate. The heroes can try Healing Power, First Aid, or Medicine Talent to help him. If successful, Cameron is out of immediate danger, but is unconscious and must be taken to a hospital.

If the heroes fail to help him, Ca-



meron suffocates. After six rounds, he begins to lose Endurance ranks at the rate of one per round. Thus, at the end of turn nine, his Endurance reaches Shift-0 and he dies.

A Strange Device. Before they leave, Cameron gives the heroes a small metal and plastic device shaped like a football.

"I made this in my spare time, when Fu Manchu wasn't looking," says Cameron. "If a Spirit Bomb explodes, you can throw this into the black portal. The gateway between the dimensions will close . . . I think."

Cameron only has one of the devices. It would take him several days to make another.

AFTERMATH: After rescuing Cameron, the player characters should be on their way to diffuse the Spirit Bombs. In order to proceed as quickly as possible, the heroes should split up, each taking a different bomb.

If the heroes go to diffuse the bomb at the Bronx Zoo, proceed with Chapter 22.

If they decide to eliminate the

bomb in the sewer, turn to Chapter 23.

Flip to Chapter 24 if they choose to go to Coney Island.

If the heroes go to the Statue of Liberty, turn to Chapter 25.

KARMA:

For each Phantom Tong defeated: +30

Defeating the Si Fan assassins: +30

Rescuing Cameron Seaver without alerting the assassins: +30

Rescuing Cameron Seaver after a battle with the assassins: +20

Ending Cameron's asthma attack by giving him his aspirator: +40

Ending Cameron's asthma attack by using First Aid or a similar Talent or Power: +20

Allowing Cameron to die: -ALL

CHAPTER 22: A BARREL OF MONKEYS

SUMMARY: One or more heroes arrive at the Bronx Zoo to deactivate a Spirit Bomb. A disturbance leads them to the Ape House, where the bomb is planted.

STARTING: A map of the gorilla compound is included with this module.

It is assumed this encounter takes place late at night, after the zoo has closed.

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

Covering over 250 acres, the Bronx Zoo stretches out before you. It contains nearly 3,800 animals of 700 different species. The zoo is a very big place.

At this late hour, the zoo is closed. There appears to be nobody around.

Nearby, you see the Elephant House, the Reptile House, and the Great Ape House.

ENCOUNTER: Allow the heroes to explore the zoo for awhile.

Most animals are exhibited in open areas, which are separated from the public by moats and steep concrete walls.

Buildings in the zoo are generally not very tall (except for the Carter Giraffe House). Assume 1 area as the height of most buildings, and 2 areas for larger ones.

Cages have concrete walls of Excellent material strength and iron bars of Remarkable material strength.

The Watchman. Eventually, the heroes encounter a night watchman, who politely asks them what they are doing in the zoo after closing. While questioning the player characters, the guard receives an urgent call on his radio — "Trouble at the Great Ape House!"

Proceed with the encounter described below.

Bertha Goes Bonkers. The heroes hear shouts of "Watch it, John!" and "Get out of there!" coming from the

Great Ape House.

When the costumed adventurers arrive on the scene, read the boxed text aloud:

Three men and a woman are looking down into the gorilla compound. They are all wearing the familiar tan safari outfits of zoo employees. One of the men is loading an air rifle with a dart.

When they see you, the woman says, "Thank God you're here! Bertha just hurt John. We've got to get him out of there, but we don't want to tranquilize Bertha because she's pregnant and the drugs will kill the baby. You've got to help us!"

Looking down into the cage, you see several adult gorillas lying on the ground unconscious, along with a few juvenile apes. Small red darts protrude from their rumps.

Lying among the gorillas is an unconscious zoo worker. He is bleeding from his nose and mouth.

Thrashing around and screaming is a pregnant gorilla named Bertha. As you watch, she hammers her powerful fists against a large tree standing in the middle of the compound.

"The apes just went nuts," says the man with the rifle. "They started fightin' each other and beatin' on that tree."

"I darted all of 'em except Bertha."

"Now, John's a friend of mine, and if ya don't get him outta there real quick like, I'm gonna put a dart in that ape, and I don't care what the lady vet says!"

Fu Manchu placed the Spirit Bomb in a hole in the tree. Attached to the bomb is a transmitter which emits a signal that cannot be heard by normal human hearing. The signal drove the apes into a killing frenzy. If it is switched off, Bertha returns to her normal friendly demeanor. The signal has no effect on humans.

Bertha the Gorilla

F	TY	(6)	Health: 52
A	TY	(6)	
S	EX	(20)	
E	EX	(20)	
R	FB	(2)	
I	TY	(6)	
P	PR	(4)	

She immediately attacks anyone who enters the gorilla compound. When no opponents are present, she continues to beat the tree, which she believes is the source of the painful buzzing in her head.

Although the injured zoo employee is in no danger of dying from his wounds, he needs to be taken to a hospital. If the heroes do not rescue him within five turns, he wakes up and begins moaning loudly. Bertha doesn't like the noise. She flops the worker around like a rag doll.

Unless the heroes do something, the man with the rifle is forced to dart Bertha in order to save John. Tragically, Bertha's baby dies from the drugs.

The Spirit Bomb. See the section in this adventure titled "The Spirit Bombs" for details on deactivating a bomb and what happens if one is detonated.

AFTERMATH: Turn to Chapter 23, 24, or 25, depending upon which bomb the heroes are going to defuse.

If they have deactivated all four of the devices, proceed with Chapter 26.

KARMA:

Rescuing the injured zoo worker:	+20
Avoiding injury to the gorilla:	+10
Injuring the gorilla:	-15
The gorilla must be tranquilized:	-30
Deactivating the Spirit Bomb:	+20
The bomb detonates:	-20

CHAPTER 23: GATOR LAYS AN EGG



SUMMARY: The heroes enter the sewer on the corner of 1st and 42nd Streets, near the United Nations Building. In the sewer, the heroes encounter Gator, a man who was mutagenically altered by Fu Manchu.

STARTING: If you are using the city map included with the Advanced Set, consider the United Nations Building to be the "Federal Building" on the corner of 6th Avenue and Johnson Street.

If you have the city map included with the Basic Set, assume "St. Arbogast Hospital" on the corner of 8th Avenue and Cleveland Street is the United Nations Building.

A manhole cover is shown on both city maps. This is where the heroes enter the sewer.

A map depicting Gator's lair is included with this module.

It is assumed this encounter takes place late at night.

When you are ready to proceed, read the boxed text to the players:

You have arrived at the intersection of 1st Street and 42nd Street. Nearby is the impressive United Nations Building. At this late hour, the only people you see near the building are night watchmen.

In the intersection you see the manhole cover that Cameron Seaver was talking about. At the moment, there are no pedestrians or vehicles approaching the manhole cover.

When the heroes enter the sewer, read the following to the players:

You climb down a long steel ladder into the main sewer tunnels of the city.

Vapors rise from a stream of foul sewage running down the middle of the tunnel. Through the murky air you can see numerous pipes intersecting at odd angles.

Not only does the sewer smell bad, but it is also a bewildering maze.

ENCOUNTER: Although the heroes to wander through the grimy pipes for awhile. Rats scurry out of their way, while hungry mosquitoes try to bite them. In the end, the costumed adventurers are filthy and smelly.

The Sewer. The network of pipes and tunnels beneath Manhattan reaches virtually everywhere in New York City. It is much too elaborate to be mapped. If they require one, simply draw a random map as the heroes progress through the sewers.

If the players do not state that their characters are marking their trail, don't give them a map! Let them get the feeling they are lost. (There are manhole exits to street level every few hundred yards, but don't mention this unless the players ask.)

The sewer tunnels are circular in cross section, measuring anywhere

between six feet to 30 feet in diameter. On each side of a tunnel is a two-foot-wide walkway with a rail.

The tunnels are dimly illuminated by light filtering down through manholes and curb grates on the streets above. In some places, phosphorescent algae grows on the walls.

In the middle of each sewer pipe is a stream of putrid brown water. The sewage is anywhere from six inches to four feet deep, and may be deeper after a rain storm.

Gator and Friends. After searching through the tunnels just long enough to get good and dirty, the heroes encounter Gator and his "pets."

Read the following boxed text aloud:

From a large pipe to your right, the sounds of someone thrashing in the water echo to you.

Suddenly, you hear a bellow of rage, and a deep voice echoes loudly, "It Gator's egg! You can't have. Gator hatch egg!"

After proceeding down the tunnel, the heroes come upon a large processing tank, which is filled with sewage to a depth of four feet. The tank is 2 areas high and a rail runs around it at a height of 1 area.

Piled in the center of the tank is a 10-foot-tall mound of garbage. The refuse heap is Gator's "nest."

Fu Manchu gave Gator one of the Spirit Bombs, and convinced him it is an egg that will hatch and change everyone in the city into people just like Gator.

Foolishly, Gator believed Fu Manchu, and has devoted himself to protecting the "egg" until it hatches. Clutching it in one hand, he immediately attacks the heroes. "My egg!" he bellows. "Gator hatch it! You can't have it!"

Statistics for Gator can be found in the Non-Player Character Roster.

Swimming in the water and lounging on the refuse pile with Gator are six alligators. He commands them to attack the heroes.

Alligators

F	PR	(4)	Health: 64
A	GD	(10)	
S	RM	(30)	
E	EX	(20)	
R	FE	(2)	
I	FE	(2)	
P	FE	(2)	

The Spirit Bomb. See the section in this adventure titled "The Spirit Bombs" for details on deactivating a bomb.

Unknown to Gator, his lair rests directly below the United Nations Building. Fu Manchu hopes the raging mystical energies of the Spirit Bomb will quickly eliminate important diplomats from all over the world.

AFTERMATH: Proceed with either Chapter 22, 24, or 25, depending upon which bomb the heroes are going to deactivate next.

If they have defused all four Spirit Bombs, turn to Chapter 26.

KARMA:

Defeating Gator:	+40
Deactivating the bomb:	+20
Allowing the bomb to detonate:	-20

CHAPTER 24: A TEST OF STRENGTH

SUMMARY: The heroes venture to Coney Island in Brooklyn, in order to find and deactivate a Spirit Bomb. Here, they encounter a gang of street toughs who have sneaked into the park after closing.

STARTING: A map of a small portion of Coney Island is included with this adventure.

It is assumed the action takes place late at night, after the park has closed.

When you are ready to proceed, read the boxed text to the players:

You have arrived at Coney Island. Nearby is the boardwalk, a long promenade of fast-food joints and arcades.

Near the boardwalk is a cluster of rides, including a roller coaster, a Ferris wheel, and a merry-go-round. Scattered among the rides are numerous booths and other attractions.

At this time of night, the place is deserted. You don't see or hear anyone.

Standing solemnly in the moonlight, the skeletal frames of the roller coaster and Ferris wheel give the park an eerie quality.

ENCOUNTER: Allow the heroes to explore Coney Island for awhile. If they travel to the end of the boardwalk, they discover the New York Aquarium. However, the place is closed, and the only person inside is a lonely night watchman.

Because the guard is bored, and wouldn't mind showing them around, the heroes only need a green result on a Popularity FEAT to be allowed inside.

Although the aquarium is fascinating, the watchman is a very slow and boring tour guide — the heroes are wasting time.

Bushwhacked! When the heroes approach the cluster of rides, read

the following boxed text aloud:

Mingled with the calm sound of the ocean surf, you hear someone moaning. Ahead, a dark shape lies motionless on the ground.

As you approach the figure, you see that it is a night watchman. He has been badly beaten.

Rubbing his swollen jaw, he sits up and looks at you. "Street punks bushwhacked me," he says. "Last I saw of 'em before I passed out, they was headin' toward the merry-go-round. I gotta call for backup. Oh, crud! They smashed my radio. Uh . . . I gotta find a pay phone!"

Somewhat dazed, the guard stands on shaky legs and stumbles off to find a telephone.

Looking over his shoulder, he calls to you, "I wouldn't hang around here, if I was you. They took my gun!"

Clownin' Around. When the heroes arrive at the merry-go-round, they see five street toughs standing by an amusement called the "Test of Strength."

The device is shaped like a clown with oversized feet and arms, a rotund body, and an extremely long neck, which reaches a height of 12 feet. As the clown's eyes roll around crazily, its enormous head bobs on top of its neck.

Positioned between the clown's

huge feet is a round cushion. When a customer strikes the cushion with a hammer, a steel ball slides up the clown's neck. The objective is to ring a gong attached just below the clown's head.

Colored areas on its neck are marked with various scores, such as "Weakling," "Grandma Could Do Better," and "Muscle Man." If the steel ball stops on a colored area, it stays there until the customer deposits a quarter for another try. If the ball hits the gong, it falls to the ground, giving the player a free go.

As the heroes watch, a powerful street punk named Hound Dog swings the mallet high over his head and slams it onto the cushion. The steel ball flies up and stops in the area marked "Muscle Man." With its head wiggling insanely, the clown mocks Hound Dog. "Are you a whimp?" it says. "You can do better. Try again! . . . Try again!"

Any player characters who know what a Spirit Bomb looks like immediately notice that the gong is one! If Hound Dog hits it with the steel ball . . .

Hound Dog and Pals. He and his buddies sneaked into Coney Island, where they discovered the "Test of Strength." Unlike everything else in the park, the clown seemed to be turned on. They decided to give it a try, and quickly became infuriated at the clown's mocking laughter.

Hound Dog is so mad he is almost in tears. He is determined to ring the

gong, and viciously swings the big mallet (Excellent Blunt damage) at anyone who tries to stop him, including the super heroes.

Hound Dog

F	GD	(10)	Health: 36
A	TY	(6)	
S	GD	(10)	Karma: 12
E	GD	(10)	
R	FB	(2)	
I	PR	(4)	
P	TY	(6)	

Consider his four companions to have the same statistics as "Typical Batboys." One of them is armed with the guard's pistol.

The Spirit Bomb. See the section in this adventure titled "The Spirit Bombs" for details on deactivating a bomb and what happens if one is detonated.

Hitting the bomb with the steel ball does not damage it or cause it to detonate.

AFTERMATH: Turn to Chapter 22, 23, or 25, depending upon which bomb the heroes plan to deactivate next.

If they have eliminated all four bombs, proceed with Chapter 26.

KARMA:

Capturing Hound Dog and Pals:	+15
Deactivating the Spirit Bomb:	+20
Allowing the bomb to explode:	-20

CHAPTER 25: GIVE ME LIBERTY . . .

SUMMARY: The heroes defuse a bomb located in the crown platform of the Statue of Liberty. Fu Manchu has summoned a "spirit monster" to guard the device.

STARTING: A map of the crown platform is included with this module.

It is assumed this encounter takes place late at night, after the Statue is closed to tourists.

When the heroes arrive at the Statue, read the boxed text aloud:

The glorious monument to freedom and liberty stands proudly before you. Powerful spotlights reflect off it, making the Statue shimmer brilliantly in the night. At this late hour, the long lines of tourists that would normally extend out the entrance are not present. The place looks deserted. Suddenly, a flashlight's beam shines across the windows of the front doors. Someone's inside!

ENCOUNTER: When the heroes approach the entrance, they encounter a rookie night watchman named Herb. He draws his revolver and points it at the heroes with a shaky hand.

"What are ya doin' here?" he asks. "Can't ya see the museum's closed? I don't want no trouble from you costumed types, but I'll shoot if'en I have to!"

When the player characters try to explain the situation to Herb, allow the hero with the highest Popularity to attempt a Popularity FEAT. If the costumed adventurers mention that a bomb is planted in the Statue, a yellow result is needed for success. If they fail to tell Herb about the bomb, only a red result succeeds.

If the Popularity FEAT is made, Herb holsters his weapon and allows the heroes to enter the Statue. He lets them search the building, while he goes to call NYPD's bomb disposal team. Herb also radios all other guards in the building so the place can be evacuated.

If the Popularity FEAT is failed,

Herb yells for the heroes to "freeze!" While trying to keep the gun aimed at them, he struggles to remove his radio and call for help. He is obviously over-excited.

Unless the heroes physically subdue him, Herb radios three other guards in the Statue, who arrive in 1-5 minutes. With guns drawn, the four watchmen order the player characters to leave or be arrested for trespassing. (The guards would rather see the heroes leave peacefully, than try to arrest them.)

The Security Guards

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

Talents: Law Enforcement.

Weaponry: The guards are each equipped with a billy club, a handgun, handcuffs, a radio, and a flashlight.

Lady Liberty. The heroes encounter Herb at the entrance, which is located in the Statue's pedestal. The doors open onto the American Museum of Immigration. Here, the characters see the original torch, exhibits about the Statue's construction and restoration, and accounts of the history of immigration.

A long double-helix spiral staircase leads to the head of the Statue. The staircases are metal of Excellent material strength, and the pillar supporting them is of Remarkable material strength.

The Crown. The spiral staircases end here. Read the following boxed text aloud:

After a long and thirsty climb up the stairs, you have arrived at the crown.

Nearby is a bubbling water fountain, which has refreshed thousands of visitors over the years.

From the crown, windows look out over the bay.

Fu Manchu hid a Spirit Bomb inside the fountain, and summoned a creature from another dimension to protect it. When someone examines the fountain (or tries to drink from it), the monster billows out, assumes a solid form, and attacks.

Creature From the Void

F	EX	(20)	Health: 100
A	RM	(30)	
S	EX	(20)	Karma: 16
E	RM	(30)	
R	PR	(4)	
I	TY	(6)	
P	TY	(6)	

KNOWN POWERS:

Body Armor: Its scaly hide is the equivalent of Good Body Armor.

Claws: The creature's razor-like claws inflict Excellent Edged damage.

When the beast is reduced to zero Health Points, it dissipates with a hideous shriek. All that remains are a few wisps of foul smoke.

The Spirit Bomb. See the section in this adventure titled "The Spirit Bombs" for details on deactivating a bomb and what happens if one is detonated.

AFTERMATH: Turn to either Chapter 22, 23, or 24, depending upon which Spirit Bomb the heroes are going to defuse next.

If they have encountered all four bombs, proceed with Chapter 26.

KARMA:

Defeating the monster:	+30
Deactivating the Spirit Bomb:	+20
The bomb explodes:	-20
The Statue of Liberty is damaged:	-40
Violently attacking Herb and the guards:	-60

CHAPTER 26: A GIANT WALKS!

SUMMARY: Before playing this chapter, the heroes should have encountered the four Spirit Bombs in Chapters 22-25.

It is now time for the final showdown. Riding in a gigantic robot, Mentallo, the Fixer, and Fu Manchu attack Hammerhead's mansion. They have the fifth Spirit Bomb, which they plan to detonate in order to ensure Hammerhead's death.

STARTING: A map of Hammerhead's mansion is included with this module.

At some point after the heroes dispose of the four bombs, the Judge should read the following message. Assume the player characters see the message on television if they are at home (or their HQ). If they are on the streets, they see the newscast on a television in the window of an electronics store.

Simply pick an appropriate moment and read the boxed text aloud:

A special news bulletin on television catches your attention.

An excited newswoman says, "This just in . . . Eyewitnesses report that two giants are causing massive destruction in Richmond Park in Queens. Sources state that one of them is a super-villain known as Goliath, while the other appears to be some type of robot.

"Details are sketchy at the moment. A VNN news team should be arriving on the scene shortly. We hope to present you with live pictures at that time.

"Repeating our top story . . . Two giants are battling in Richmond Park in Queens. Police are blockading the area in hopes of limiting the destruction.

"I've just been handed another report . . . Police are struggling to control the situation. All attempts to contact the Avengers and the Fantastic Four have failed.

"We will return with more details after this commercial interruption."

When the heroes arrive on the scene, read the following boxed text to the players:

Richmond Park is a neighborhood of fabulous mansions and a millionaire country club. However, it is now a place of destruction.

Pillars of smoke rise into the air from burning cars and homes. The flashing lights of police cars, ambulances and fire trucks are everywhere. The authorities are evacuating the area.

The immense forms of two titans are locked in mortal combat among the smoke and flames. One of them is Goliath, while the other is a machine built in the likeness of a man.

ENCOUNTER: The battle takes place on the lawn of Hammerhead's mansion. The Maggia boss has already escaped, but Fu Manchu does not know this.

Goliath. The gigantic villain is working for Hammerhead. He is determined to destroy the robot, and tries to convince the heroes to help him. "It's about time some of you hero dudes showed up," he says. "I could use a hand!"

Even if the player characters help Goliath, he attacks them when the robot is eliminated. "I got a reputation to uphold," he says as he tries to smash a hero. "Can't let it be said that Goliath needs the help of you little squirts!"

The Colossal Deathlok. Prior to their involvement in the Gang War, the Fixer and Mentallo acquired the blueprints of the original Deathlok cyborg. In Part 2 of the trilogy, they used the plans to build the Deathlok Simulacrum, a virtual duplicate of the original.

Pleased with their success, the Fixer and Mentallo immediately began work on the ultimate killing machine—the Colossal Deathlok, a 50-foot-tall version of the cyborg. For

its statistics, see the Non-Player Character Roster.

At the controls of the Colossal Deathlok are Fu Manchu, Mentallo, and the Fixer. They are riding in the robot's head.

The heroes should join Goliath in his battle to destroy the robot. When the Colossal Deathlok is nearly defeated, the three villains inside attempt to get away in the escape pod. The player characters should be given a chance to stop them (by shooting down the pod or whatever).

Even if the heroes fail to stop the escape pod, the villains do not get away. Assume the pod took damage in the battle with Goliath. It crashes to the ground near the fountain (shown on the map).

Only a little shaken up, Fu Manchu and his accomplices climb out of the wreckage to face the heroes. In his right hand, the Celestial One holds the detonator of the Spirit Bombs, which looks something like a television remote control. The stolen book, *A Madman's Mutterings*, is cradled in Fu Manchu's left arm.

"You are too late," says Fu Manchu. "I have planted five Spirit Bombs around the city. When I press this button, they will all detonate. Each opens a gate to the Nether Realm. As the five gates grow, they will join together to form one tremendous opening to another dimension! The mystical energies of the Nether Realm shall consume the earth!"

Allow the heroes a chance to persuade Fu Manchu to surrender. Even if they tell him how they destroyed the four other bombs, Fu Manchu refuses to listen to them. He presses the button . . .

Detonation! Just before the battle between Goliath and the Colossal Deathlok began, Fu Manchu successfully hid the last Spirit Bomb in a fountain near the mansion.

During the confusion of the fight, the player characters have no chance of locating the bomb. There is nothing they can do to keep Fu Manchu from detonating it.

When the device explodes, a



techno-magical gateway is opened and Vortex emerges. For further details see the section called "The Spirit Bombs." Statistics for Vortex are in the Non-Player Character Roster.

Vortex wants to drag Fu Manchu to the Nether Realm, and immediately grasps him in one of its tentacles. Struggling to break free, the Celestial One drops the arcane book and the detonator.

Fu Manchu cannot escape, and is pulled into the black portal. A booming voice rings out, "Fu Manchu! As Bartholomew Jacobs can attest, none can evade my grasp! I return you to your place of eternal torment!"

As the portal continues to grow, Vortex tries to capture nearby characters, including the villains. Anyone who is ensnared must break free on the following turn or be pulled into the gate.

To close the gateway, the heroes must force Vortex inside, or use the device Cameron Seaver gave them (in Chapter 21).

The Fixer and Mentallo. Unless they have been pulled into the portal by Vortex, the two villains try to flee the battlefield in the confusion. If confronted by super heroes, they do not hesitate to attack. However, their main concern is to escape.

The Nether Realm. If any heroes are pulled through the gate, read the following boxed text:

After passing through the black portal, your mind is assaulted by a jumble of past memories and fragmented dreams. Confused, you lose consciousness.

You awaken to find yourself standing in a circle of comfortable blue light, which protects you from the world around you.

The sky above is bright red, the color of flame. Black lightning slashes through the fiery atmosphere. As far as your eye can see, massive pillars of black stone rise from the burning, rocky ground.

Souls, tens of thousands of them, are chained to the towering monoliths. Gouts of flame spiral up the stone columns. As one, the tormented souls scream in agony. Their lamentations echo through your shaken mind like melodies of madness.

Suddenly, you are shaken to the ground by a tremendous explosion. The very sky rips asunder. Searing tongues of fire twirl up the monoliths. The howls of tormented souls are deafening.

Though you cannot see them, you sense the presence of beings of immense power. They are very close.

A deep voice booms above the din of shrieking spirits, "Your very souls are in jeopardy! If you do not destroy the arcane book, you shall suffer eternal agony in this place. Return now to your own dimension. Destroy the book, or reap the consequences!"

There is a flash of blinding light. Your mind is a sea of confusion. You cannot hold on. Consciousness slips away.

You awaken in the place where your journey into the Nether Realm began — on the grounds of a mansion in Richmond Park.

While they are in the Nether Realm, the heroes cannot bargain with the Rulers, and they cannot escape from the circle of blue light.

The player characters are returned to the fountain at Hammerhead's mansion. They are unharmed and have recovered all lost Health Points.

A Little Help. If at any time the heroes are about to face defeat, the Judge has a couple of options he or she can use to ensure that the good guys come out on top:

1. *Avengers Assemble!* Responding to calls for help sent by the authorities (or by the heroes if they have the wrist communicators given to them in Part 2 of the trilogy), the Mighty Avengers arrive on the scene.

Depending upon how much help you think the player characters need, up to six Avengers join the fray. With their incredible abilities, they turn the tide in the heroes' favor.

Statistics for Captain America, Iron Man, Sersi, Starfox, Thor, and Vision may be found in the Non-Player Character Roster.

2. *The Enemy's Weakness.* The Colossal Deathlok robot has a structural fault in the design of its knees. See the Non-Player Character Roster for details.

It is possible that the heroes discovered the blueprints of the Deathlok Simulacrum in Part 2 of the trilogy, *Night Moves*. If one of the player characters found the blueprints and studied them, allow the hero to attempt a Remarkable Intensity Reason FEAT during the battle with the Colossal Deathlok.

Success indicates the hero sud-

denly remembers something odd about the blueprints and realizes there is a defect in the robot's knees. The Judge should inform the player that the Colossal Deathlok's knees are its weak spot.

If the Reason FEAT is failed, the player should be informed that the blueprints of the Deathlok Simulacrum and the design of the Colossal Deathlok are very similar. The player should not be told about the robot's weakness, however.

AFTERMATH: If all goes well, Fu Manchu has been drawn back to the Nether Realm from whence he came, and the heroes close the black portal.

If the player characters are skillful, they capture Goliath, Mentallo, and the Fixer.

After the battle, the heroes recover *A Madman's Mutterings*. The book lies on the ground near the place where Fu Manchu was grabbed by Vortex.

KARMA:

Defeating the Colossal Deathlok:	+100
Defeating Vortex:	+100
Capturing Goliath:	+100
Capturing the Fixer:	+40
Capturing Mentallo:	+50
For each hero taken to the Nether Realm:	-10

EPILOGUE: THE WAR IS OVER

SUMMARY: The heroes tie up any loose ends.

ENCOUNTER: Although the Gang War is officially over, this chapter describes encounters the heroes may have after the smoke has settled.

The Curator. The heroes should have recovered the stolen book in Chapter 26. If they return it to Mr. Pride at the Metropolitan Museum of Art, he is very grateful for their help. If the player characters are expecting a reward, the curator pays them up to \$50,000.

The Rulers of the Nether Realm. If any of the characters were drawn to the Nether Realm, they have been threatened with eternal suffering if they do not destroy *A Madman's Mutterings*.

The Rulers want the book burned in order to keep it out of the hands of sorcerers who might gain the power to interfere with their realm.

If the heroes burn the magical tomb, they have fulfilled the bargain and their souls are safe. However, they each lose 30 Karma for destroying the museum's property.

If the player characters recover the book, but give it to the curator instead of burning it, they have not upheld the bargain. Nevertheless, the Rulers of the Nether Realm do not immediately appear to claim the heroes' souls.

The Judge should employ this threat as a device to keep the players on their toes. The heroes have acquired some very powerful enemies, whom the Judge can use to mislead and frighten them merely by the slightest suggestion. Enjoy it to the hilt!

Cameron Seaver. Although he aided Fu Manchu, the police do not press charges against Cameron. He returns to work at Roxxon. However, he absolutely refuses to continue his work on Project: TODE.

Roxxon officials claim that the project is considered a failure and all

work is stopped. Whether they actually do close Project: TODE is up to the Judge.

Cameron may be used by the Judge as a hook to lead the heroes into other adventures. Perhaps a villainous organization wants to continue Project: TODE, and Cameron is kidnapped again!

What if the boy genius had been brainwashed by Fu Manchu, who left a latent mental command in Cameron's mind? In the near future, Cameron builds a device to return the Celestial One to the world of the living!

Hammerhead and the Maggia. With Fu Manchu and the Faces of Fear out of the picture, the Maggia returns to its "normal" activities.

However, if the Judge desires, Hammerhead believes the heroes pose a threat to him. He thinks they are not satisfied with eliminating Fu Manchu, and have set their sights on the Maggia boss.

Hammerhead decides to kill the heroes before they kill him. He certainly has an ally who wants revenge against the player characters — Goliath!

The Kingpin of Crime. He is very disappointed that the Gang War has come to a premature end. His hopes of filling the gap left by the Maggia and the Faces of Fear have been dashed.

As a possible adventure, assume the Kingpin wants retribution from the player characters. He hires Spy-master to discover their secret IDs. He uses the information to bring the characters under his power, either by kidnapping NPCs or using the super heroes' deepest, darkest secrets to blackmail them.

Once he has them under his sway, the Kingpin forces the heroes to capture the leaders of the Maggia. Thus, his original plan of replacing the Maggia and the Faces of Fear is brought to fruition.

Lieutenant Lamont. If the player characters captured the Fixer and

Mentallo, they have garnered the lieutenant's undying respect and loyalty. He now has someone to be a media scapegoat — Mentallo and the Fixer. The player characters can count on the detective as a Contact in future adventures.

Whenever he is interviewed about the Gang War, Lieutenant Lamont always gives the heroes credit and shares the limelight, but only if they arrested the Fixer and Mentallo.

If the two villains escaped, the lieutenant blames the heroes for botching the job. He publicly denounces the player characters, claiming the Gang War is not over until the two leaders are brought to justice.

Hiram Jones. Although he is relieved that the Celestial One is gone and Project: TODE is cancelled, Hiram takes an early retirement from Roxxon and moves to upstate New York. No charges are filed against him.

As a possible adventure you can design, remember that Hiram knows nearly as much about the project as Cameron. He could be the target of terrorists who want him to develop Project: TODE as a weapon. The heroes must rescue Hiram and destroy the doomsday machine he was forced to create. Perhaps Roxxon officials feel Hiram knows too much . . . and want him dead!

The Avengers. If the player characters were exceptional in their endeavors to end the Gang War (minimal damage to the city, all villains were captured, and so on), they might be offered a chance to start an Avengers franchise in another city.

For details on starting a new branch of the Avengers, see MA2, *Avengers Coast-to-Coast*.

The Oil Spill. As the threat of catastrophic damage to the coast of Long Island draws closer, the mayor of New York City calls upon the Fantastic Four and the Avengers for help.

If the player characters are on

good terms with the Avengers, they are asked to join in the cleanup effort.

Unknown to the heroes, a large group of Atlanteans have taken exception to the oil polluting their world. Led by Attuma, the Atlanteans attack the super heroes at the sight of the oil spill.

Unless matters are quickly brought

to an end, tensions between the citizens of New York City and the Atlanteans could lead to war.

KARMA:

Giving the stolen book to the curator:	+ 30
Destroying the book:	- 30
Cleaning up the oil spill:	+ 50

POPULARITY:

The Fixer and Mentallo are media scapegoats and the heroes are credited with ending the war:

+ 5

The Fixer and Mentallo escape and the heroes are blamed for allowing the Gang War to continue:

- 5



NON-PLAYER CHARACTER ROSTER

AMMO

Real Name: Unrevealed

F RM (30) **Health:** 80
A EX (20)
S GD (10) **Karma:** 26
E EX (20)
R GD (10) **Resources:** TY (6)
I GD (10)
P TY (6) **Popularity:** -10

KNOWN POWERS:

None

TALENTS: Ammo carries a baseball bat with which he inflicts +1 CS damage. He knows Martial Arts B and E. He has Military and Leadership talents. Ammo is also familiar with military firearms.

BACKGROUND: Ammo is a vicious, brutal killer. He is very philosophical for a gang leader, believing a violent life is the best life possible and success in violence is the best form of personal success.

Ammo is extremely charismatic and intelligent. He is able to direct his gang, the Wildboys, with ruthless efficiency and control. His ultimate goal is to become a major force in New York criminal life.

Most of Ammo's early history is unrevealed. It is known that he served in Vietnam, and theories are that he acquired his love of violence there.

Not long ago, he surfaced as the leader of a large, vicious street gang, the Wildboys, who took advantage of a power failure caused by the crash of Apocalypse's spacecraft. Believing the power failure to be a sign that humanity had collapsed, he raided an armory and attempted to raid a hospital's drug supply, hoping to become powerful in Post Apocalyptic New York City. He was defeated in personal combat by Daredevil and imprisoned.

Ammo is dedicated to the destruction of Daredevil. However, he respects the hero's physical abilities.

Ammo was rescued from prison by Typhoid Mary, who asked for his

assistance in a complex plan to kill Daredevil. Ammo readily agreed and beat Daredevil severely during a series of battles orchestrated by Typhoid Mary. He left Daredevil to Typhoid Mary's hands and resumed leadership of the Wildboys.

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.

Horrified 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.

COLOSSAL DEATHLOK

Real Name: The original Deathlok was named Luther Manning.

F RM (30) **Health:** 215
A GD (10)
S UN (100) **Karma:** 14
E MN (75)
R GD (10)
I FB (2)
P FB (2)

KNOWN POWERS:

Body Armor: The robot is constructed of osmium steel which provides it with Amazing protection from physical attacks and Incredible protection against energy attacks.

Giant Size: The machine stands 50 feet tall. Consequently, it is +3 CS to be hit. Although it has the equivalent of Shift Y Growth, the robot's Strength is limited to Unearthly.

Enhanced Senses: The Colossal Deathlok possesses infrared/ultraviolet vision, telescopic enhancement, and audio amplification, all at Remarkable Rank.

Escape Pod: All functions of the robot are controlled from inside its head, which may be detached and is capable of flying at Excellent air-speed (10 areas per round). When the escape pod is detached, all control over the robot is lost. The only weapon still functional is the tractor beam.

Weapons Systems: The giant robot is equipped with several systems, including:

—**Energy Blasters:** Mounted in its hands are blasters which fire bolts of Amazing Intensity eldritch energy up to a range of 4 areas.

—**Ensnarement Missile:** From an aperture in its chest, the robot fires oscillating globs of eldritch energy up to a range of 2 areas. Only one target may be struck per shot. When the victim is hit, the glob ensnares the target in an Amazing Intensity energy net. The ensnarement missile weakens by one material strength

rank per turn, and totally dissipates after 1-10 turns.

—**Tractor Beam:** Mounted in its head is a tractor beam capable of exerting Incredible Strength up to 6 areas away.

Weakness: There is a flaw in the design of the robot's knees. For attacks specifically directed at its knees, the Colossal Deathlok's Body Armor is -2 CS.

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 supersoldiers. 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.

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, a metal machine with

no organic parts. The robot was programmed to act as their enforcer and to be the puppet-leader of the Faces of Fear.

Pleased with their success, Mentallo and the Fixer built a giant version of the Simulacrum, which they named the Colossal Deathlok. Like the Simulacrum, it is a mindless robot with no organic parts.

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 part-

nership 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.

THE FLY

Real Name: Richard Deacon

F EX (20) **Health:** 130
A IN (40)
S RM (30) **Karma:** 89
E IN (40)
R PR (4) **Resources:** PR (4)
I MN (75)
P GD (10) **Popularity:** -5

KNOWN POWERS:

Circular Vision: His fly-like eyes grant him 360 degree vision.

Wall-Crawling: The Fly can cling to virtually any surface with Remarkable ability.

Windblast: By buzzing his wings, the Fly can create an Amazing Intensity shockwave which may be directed against a single target 1 area away.

Winged Flight: His wings grant him Excellent airspeed (10 areas per round).

TALENTS: He knows only petty criminal skills.

BACKGROUND: Small-time criminal Richard Deacon was shot while trying to escape from Spider-Man and the police. He stumbled into the laboratory of Dr. Harlan Stillwell, the criminal scientist who surgically augmented such criminals as Hammerhead and the Scorpion. Deacon coerced Stillwell into saving his life by surgically transforming him into a superhuman being. Utilizing advanced microsurgical techniques, Stillwell imprinted the genetic coding of a common fly onto Deacon's genetic coding.

When the process was complete,

Deacon had been endowed with fly-like body alterations. To prevent Stillwell from betraying him, Deacon killed the doctor. Calling himself the Fly, Deacon used his powers to further his criminal ambitions.

The Fly is ruthless, killing without a second thought. He is beginning to lose his human mind and act more like a bestial fly.

GATOR

Real Name: Bart Buckle

F GD (10) **Health:** 110
A RM (30)
S RM (30) **Karma:** 14
E IN (40)
R PR (4) **Resources:** FB (2)
I TY (6)
P PR (4) **Popularity:** 0

KNOWN POWERS:

Body Armor: His alligator-like hide provides Good protection from physical attacks.

Tail: Gator possesses a 6(FM) tail, with which he inflicts Incredible damage.

Reptile Control: He can communicate with and control alligators with Remarkable ability. He can control other species of reptiles as a Power Stunt.

TALENTS: None.

BACKGROUND: Bart Buckle was a homeless denizen of New York City who took refuge in the Lifelike Manikin Factory, the location of Fu Manchu's hideout. He was captured and subjected to experiments which mutagenically combined his DNA with that of an alligator. Thoroughly brainwashed, Bart took the name of "Gator" and became a super-powered crony of the nefarious Fu Manchu.

GOLIATH

Real Name: Erik Josten

F EX (20) **Health:** 145
A GD (10)
S IN (40) **Karma:** 14
E MN (75)
R TY (6) **Resources:** GD (10)
I PR (4)
P PR (4) **Popularity:** -10

KNOWN POWERS:

Growth: He has Shift Y Growth powers. His Strength at normal height is Incredible, and is limited to Unearthly when he is at his maximum height of 50 feet. While he is giant-sized, Goliath is +3 CS to be hit. Upon being rendered unconscious, Goliath does not revert to his normal size.

Body Armor: Goliath's irradiated flesh provides Amazing protection against physical and energy attacks.

Invulnerability: Goliath is Invulnerable to heat and cold. He no longer needs food, water, or air to survive. He can exist in deep space for a short time with no ill effects. Goliath no longer ages.

TALENTS: None.

BACKGROUND: Erik Josten was formerly a mercenary hired by Nazi scientist Baron Heinrich Zemo to smuggle stolen technology into his secret South American stronghold. With this equipment, Zemo built a machine that could project an unknown form of mutagenic radiation ("ionic rays") capable of bestowing superhuman physical powers to a subject.

When Zemo fled his South American base, he left the ionic ray machine functional. Josten, who had been wounded by the authorities in his latest smuggling venture, sought refuge in Zemo's now abandoned fortress and learned of the machine.

While he was there, Josten came to the mystical attention of the Enchantress, the Asgardian goddess

who had been an ally of Zemo. She offered Josten the chance to submit to the ionic ray treatment, and he readily accepted. The Enchantress produced a costume for Josten and dubbed him Power Man.

During his criminal career, Power Man had many battles with the Avengers. He became a member of the Grim Reaper's Lethal Legion, and was later defeated and imprisoned with the rest of them.

When Josten was released, he learned that the name "Power Man" had been assumed by the hero-for-hire Luke Cage. Battling Cage for the right to the name, Josten lost. Inexplicably, the strength conferred upon him by Zemo's machine was on the wane.

Josten heard that a criminal scientist, Dr. Karl Malus, specialized in the study of superhuman powers. Josten made a bargain with Malus to renew his strength. Dr. Malus not only managed to return his strength to its original level, but also subjected Josten to an extract of the growth formula created by Dr. Henry Pym, the original Giant-Man. The Pym formula gave Josten far more physical power than he had ever known. He decided to take the name Goliath.

A cheap thug given vast powers, Josten has always been a bully and a braggart with no redeeming qualities. He prefers to humble his opponents with sheer physical power.

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.

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.

KINGPIN

Real Name: Wilson Fisk

F	RM	(30)	Health: 100
A	GD	(10)	
S	EX	(20)	Karma: 40
E	IN	(40)	
R	GD	(10)	Resources: IN (40)
I	EX	(20)	
P	GD	(10)	Popularity: 0

KNOWN POWERS:

Body Armor: Through his fighting disciplines, Kingpin has Poor Body Armor.

Minions: Kingpin rarely travels alone, but maintains a private army of goons for fighting practice sessions, small duties, or delaying heroes that attack his organization directly.

Weaponry: Kingpin has been known to carry a few weapons for his own defense. He usually carries a walking stick made of Remarkable material containing a 3-shot laser with a range of 2 areas that inflicts Excel-

lent energy damage. The walking stick also contains two doses of Amazing Intensity sleep gas (range 1 area, Endurance FEAT or sleep for 1-10 hours). Kingpin's diamond stick-pin also contains a dose of sleep gas, which may be used against opponents he is grappling.

TALENTS: Fisk practices a grueling regimen that keeps him in fighting form. His great mass is muscle, not fat. Kingpin has Martial Arts A, B and C, as well as Wrestling skill. He has Excellent Reason concerning Business/Finance.

BACKGROUND: The Kingpin is the Caesar of Crime, a man who built an empire on human sin. He is a master technician who knows every human weakness and how to exploit it to his advantage. The Kingpin does not get directly involved in conflict, but uses agents to do his dirty work.

The Kingpin's influence extends into all areas of crime (including narcotics, a field he said he would never be involved in). He is a monstrous evil because he revels in and exploits the human weaknesses that make his business possible. Yet, he is also a tragic figure, who would have given up his life of crime but for the cruelty of fate and the loss of the woman he loved more than life itself.

MAD-DOG

Real Name: Robert "Buzz" Baxter

F	RM	(30)	Health: 140
A	IN	(40)	
S	RM	(30)	Karma: 36
E	IN	(40)	
R	GD	(10)	Resources: TY (6)
I	EX	(20)	
P	TY	(6)	Popularity: -10

KNOWN POWERS:

Bite: His bite does Remarkable Edged Attack damage and unleashes a toxin that causes the victim to make a yellow Endurance FEAT or be paralyzed for 1-10 rounds. If the roll is failed, the victim must make an Endurance FEAT each

turn or lose an Endurance rank. Death occurs if the target's rank falls below Feeble.

Claws: Mad-Dog's claws inflict Remarkable Edged Attack damage.

Resistance to Psychic Attacks: Mad-Dog has Excellent resistance to psi-
onic attack forms.

TALENTS: Baxter is skilled in Acrobatics and Martial Arts C and E. He also has Military and Piloting skills.

BACKGROUND: Robert Baxter married Patsy Walker shortly after the two graduated from high school. Baxter joined the U.S. Air Force and served a tour of duty overseas. Upon returning, the newlywed couple moved onto an airbase in North Carolina. Disturbed by incidents in Vietnam, Baxter was tense and irritable as he tried to adjust to married life.

When Baxter was promoted to captain, he was sent to the civilian-owned Brand Corporation to supervise the security surrounding certain government projects. Baxter was vexed by the presence of the mutant Beast, unaware that he was secretly newly-hired genetics expert Henry McCoy.

At one point, Baxter's wife sheltered the wounded Beast from her husband and provided an alibi for him in exchange for the Beast's promise to help her become a costumed crimefighter. Soon after the Beast fled the Brand Corporation, Patsy divorced Baxter.

Patsy returned to the Brand Corporation months later in the company of the Avengers. It was at Brand that she assumed the identity of Hellcat. The Avengers were captured by Brand operatives, but Patsy managed to escape and threatened to use her Hellcat claws to scratch Baxter's eyes out if he did not release the Avengers. After she raked his face, Baxter complied.

The Brand Corporation was shut down by its parent company, Roxxon Oil, after an official investigation revealed Brand's illicit activities.

Enraged at being humiliated by his ex-wife, Baxter vowed vengeance. After resigning from the Air Force, he began treatment at Roxxon's Mutagenic Department in order to acquire superhuman abilities. The treatment augmented his strength, speed, and agility, and gave him canine-like characteristics. He dubbed himself Mad-Dog.

Baxter is an angry man who loves to hurt people. He is over confident in his abilities and enjoys a fight. Unfortunately, Mad-Dog often loses control and goes berserk in combat.

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 material 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 mastermind 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. His corpse was recovered by the Si Fan and taken to a sanctu-

ary in China. During the course of New York City's devastating Gang War, the body was smuggled to Manhattan, where the Dragonlords stole it from the Si Fan. In a state of unrest, Fu Manchu's spirit haunted the streets of Chinatown.

Eventually, the Si Fan acquired the corpse once again. Lee Min (the temporary leader of the Si Fan) used the arcane book called *A Madman's Mutterings* to raise Fu Manchu from the dead.

Fu Manchu's newest plot is to transform the earth into a spirit dimension (called the Golden Empire) and place himself as its mystical ruler. To see his plan to fruition, Fu Manchu has developed deadly Spirit Bombs, devices capable of unleashing the cataclysmic forces of the Nether Realm.

MANDROID

Real Name: Varies

F RM (30) **Health:** 120
 A EX (20)
 S IN (40) **Karma:** 18
 E RM (30)
 R TY (6) **Resources:** GD (10)
 I TY (6)
 P TY (6) **Popularity:** 0

KNOWN POWERS:

Body Armor: Mandroid armor provides Incredible protection from both energy and physical attacks.

Weapons: The Mandroid battle suit contains the following weapon systems:

—**Neuro-Stunner:** Fires an Incredible Intensity beam with a 1-area range and effects only one target. The victim must succeed at an Incredible Intensity Endurance FEAT or pass out for 1-10 turns.

—**Tracker/Repeller Fields:** Allow the operator to move objects at a range of 3 areas with Remarkable Strength. May also be used as an Amazing Intensity personal force field, but no weapons can be fired while the force field is on.

—**Laser Torch:** Excellent Intensity

with line-of-sight range.

—**Punch-Blasters:** Inflict Remarkable Force damage to a single target and have a range of 1 area.

Sensors: The avionics array of the battle suit provides Remarkable Protected Senses, Infravision to a 3-area range, Remarkable Radar/Sonar, and a full communications system (including loudspeakers).

Life Support: The wearer can survive on filtered air for two months. In addition, the suit provides Amazing Resistance to heat and radiation.

Remote Control: The battle suit can be programmed to perform specific actions if its wearer is knocked out.

Running: Anyone in a Mandroid suit can run at Typical speed (3 areas per round) for a maximum of 14 minutes.

Wearer: The Mandroid battle armor has been worn by many different people. The statistics above are for Rocko, a Maggia hitman. Rocko's statistics without the suit are as follows:

F EX (20) **Health:** 50
 A GD (10)
 S GD (10) **Karma:** 18
 E GD (10)
 R TY (6) **Resources:** GD (10)
 I TY (6)
 P TY (6) **Popularity:** 0

TALENTS: Rocko gained skill in Guns while in the Military.

BACKGROUND: The Mandroid personal battle suit was originally built by Stark International to be used by SHIELD. The suits were first used against the Avengers by SHIELD agents when the Avengers were under suspicion of harboring aliens during an active period of the Kree-Skrull war.

Not long ago, Tony Stark found out that the Spymaster stole his plans for the Iron Man armor. The Spymaster had then sold the plans to Justin Hammer, who in turn sold them to

various criminals. These criminals used the plans to create their own suits of armor.

Angered, Stark went on a crusade to destroy all suits of battle armor. As Iron Man, he eventually tricked SHIELD and ambushed agents wearing Mandroid armor. He completely fused the Mandroids' circuits. It is believed that all suits of Mandroid battle armor have been destroyed.

However, Hammerhead's branch of the Maggia obtained a copy of the blueprints of Mandroid armor, and built a suit for their own use. A former mercenary named Rocko was given the suit with orders to eliminate a rival gang of the Maggia's called the Faces of Fear.

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 conceived 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.

MONGOOSE

Real Name: Unknown

F RM (30) **Health:** 190
A UN (100)
S RM (30) **Karma:** 36
E RM (30)
R TY (6) **Resources:** GD (10)
I EX (20)
P GD (10) **Popularity:** 0

KNOWN POWERS:

Stunning Gas: Mongoose can release Unearthly Intensity stunning gas from the gauntlets of his costume, filling 1 area.

Claws and Teeth: He possesses Good rank claws and teeth.

Hyper-Speed: Mongoose can move at Unearthly rank speed. As an established Power Stunt, he can use

this power to actually run up and down the sides of buildings.

Cellsmograph: This small device is apparently attuned to the specific cell structure of one single person. The device works as an Unearthly Intensity Tracking ability. Mongoose is known to have one such cellsmograph attuned to Thor. It is not known if he can program it to track other individuals.

TALENTS: Mongoose has a +1 CS when fighting with his claws and teeth. He knows Martial Arts B, and he has the Acrobatics and Tumbling talents.

BACKGROUND: Very little is known of Mongoose's past. He was smuggled out of his country of origin by Baron Zemo and the Masters of Evil. He was supposed to join the Masters of Evil on their assault on Avengers Mansion. The Absorbing Man and Titania, in disguise, were supposed to pick him up at the airport, but they became involved in a battle with Spider-Man. Mongoose, now that he was in America, decided to forget about the Masters of Evil and set out on his own.

Mongoose is a blood thirsty assassin who enjoys his work. During a battle he can be extremely vicious and berserk, but he is smart enough to run when being beaten. He is very patient when stalking his prey.

PERSUADER

Real Name: Roland Rayburn

F TY (6) **Health:** 28
A TY (6)
S TY (6) **Karma:** 60
E GD (10)
R GD (10) **Resources:** GD (10)
I GD (10)
P IN (40) **Popularity:** 0

KNOWN POWERS:

Hypnosis: Persuader has instant hypnosis at Excellent rank (raised to Incredible with his suit). With a green FEAT, he can persuade people to do

things they would not mind doing. With a yellow FEAT, he can persuade people to do things they are somewhat opposed to doing. With a red FEAT, he can make people do things they violently oppose doing (such as killing a friend).

TALENTS: Persuader has Excellent Reason in Business/Finance.

BACKGROUND: Roland Rayburn was a businessman who was not making as much money as he wanted. He used his mutant power of persuasion to assist in making deals, which brought him to the attention of the Arranger, the Kingpin's lieutenant. The Arranger boosted Rayburn's powers with a special suit. The Persuader is now a servant of the Kingpin.

PHANTOM TONG

Real Name: Varies

F RM (30) **Health:** 90
A EX (20)
S GD (10) **Karma:** 32
E RM (30)
R TY (6) **Resources:** PR (4)
I TY (6)
P EX (20) **Popularity:** 0

KNOWN POWERS:

Phasing: Phantom Tong have had implants placed in their brains by the Fixer and Mentallo. These devices allow them to pull the molecules of their bodies out of phase with those of the surrounding area, granting them the Remarkable Power of "phasing" through solid objects.

To pass through an object, the item's material strength must be Remarkable or less. Higher material strength objects cannot be phased through.

By succeeding at a green FEAT roll, a Phantom Tong can pass through a force field of Excellent Intensity or less. Force fields of Remarkable or greater Intensity cannot be phased through.

While phased, a Phantom Tong is

immune to physical and energy attacks, but is still subject to the effects of mental attacks and magic. In addition, a phased assassin cannot make attacks of his own.

The Phantom Tong have developed the following Power Stunts:

- Walking on air at normal speed.
- Phasing in, striking, and phasing back out in a single round. Only attacks made at the instant of the tong's attack can affect the assassin.

Rapid Aging: A side effect of a phasing implant is that it increases the subject's rate of aging by a 10-to-1 ration. In other words, a Phantom Tong ages 10 years for every year the implant is in his or her brain.

Mental Barrier: For details see a "Typical Si Fan Assassin" in the Non-Player Character Factions section of this module.

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 tong costumes.

BACKGROUND: The Phantom Tong are the elite of Fu Manchu's Warriors of the Golden Empire. Although they age and die ten times as quickly as normal humans, they are willing to make the ultimate sacrifice for their beloved leader.

RHINO

Real Name: Unrevealed

F RM (30) **Health:** 175
 A EX (20)
 S MN (75) **Karma:** 20
 E AM (50)
 R GD (10) **Resources:** PR (4)
 I TY (6)
 P PR (4) **Popularity:** -15

KNOWN POWERS:

Body Armor: The Rhino's suit provides him with Amazing protection from physical attacks and Remark-

able protection from energy, heat, and acid attacks.

Charging: Rhino can move up to 4 areas per round in a straight line. He receives a +2 CS when Charging, and his Body Armor provides him with Unearthly protection against damage he might take from Charging.

Horns: The horns on the headpiece of Rhino's suit can inflict Remarkable Edged damage.

TALENTS: None.

BACKGROUND: The man who would become the Rhino was a small-time muscle man who worked miscellaneous jobs for professional criminals. He was hired by two foreign-born spies to be the subject of an experiment to develop a super-humanly powerful assassin. He was subjected to several months of chemical and radiation treatments which ultimately granted him super-human strength.

In the meantime, a team of specialists had developed a material of extraordinary toughness and coarseness, like a rhinoceros's hide, and fabricated a skin-tight bodysuit out of it. The strength-augmented muscleman was given the suit and the code-name Rhino.

Later, he was recruited by Egghead as part of the criminal scientist's Emissaries of Evil. Rhino was eventually defeated by Doc Sampson and taken to Project: Pegasus for study. Rhino was observed for months, until he joined in a mass escape attempt with Moonstone, Blackout, and Electro. The escape was thwarted by the Avengers.

While being transferred to another facility, Rhino was freed by the Miracle Man who wanted Rhino to help him regain his mystical powers. Rhino did not want to be freed, however, preferring to seek medical treatment to remove the Rhino costume, which had affixed itself to his skin following a fiery shuttle crash. With the aid of the Thing, Rhino opposed Miracle Man and accompanied the

Thing back to Pegasus. When treatments failed to restore him to normal, Rhino escaped and joined the Beetle's Sinister Syndicate to earn money for further operations.

SEAVER, CAMERON

Real Name: Cameron Seaver

F PR (4) **Health:** 20
 A TY (6)
 S PR (4) **Karma:** 66
 E TY (6)
 R AM (50) **Resources:** EX (20)
 I GD (10)
 P TY (6) **Popularity:** 0

KNOWN POWERS:

Hyper-Invention: Cameron has the Amazing ability to comprehend, design, and repair complex technological devices.

TALENTS: Cameron is a genius at Computers, Electronics, Engineering, and Physics. He also has the Repair/Tinkering Talent.

BACKGROUND: Cameron's parents realized he was special when he began speaking in complete sentences before he could even walk. Shortly thereafter, Cameron was enrolled in a school for gifted children.

Cameron's education was brilliant. At age seven he was tested and found to have one of the top 10 IQs in the world. He graduated college at age 9, and was swiftly hired to work part-time at Roxxon's Experimental Division. In his off hours, Cameron continued his education, eventually receiving doctorate degrees in Physics and Engineering.

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.

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 blood-son 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 his 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.

TYPHOID MARY

Real Name: Mary (last name unrevealed)

F IN (40) **Health:** 120
A IN (40)
S GD (10) **Karma:** 20
E RM (30)
R TY (6) **Resources:** GD (10)
I GD (10)
P PR (4) **Popularity:** 0

KNOWN POWERS:

Telekinesis: Typhoid Mary has Typical strength Telekinesis that can be used at a 1-area range. She can manipulate only one object at a time, but with fine precision. As a Power Stunt, she has Poor Pyrokinesis, the ability to start small fires.

Mind Control: She is able to telepathically broadcast commands to others, giving her Good Mind Control. Her victims usually do not realize they are being manipulated. She only gives simple commands (such as "Look at me" or "Fire your gun"), and rarely uses this power on her opponents once combat has begun.

Out of combat, she can make a man fall in love with her if she succeeds in a Power FEAT with a -1 CS penalty against her target's Psyche.

Weaponry: Typhoid Mary carries two machetes which inflict Excellent Edged damage.

Alter-Ego: Typhoid Mary is a schizoid, a character with two separate personalities. Typhoid is aware of the Mary persona, and can even exert her Mind Control powers when Mary is dominant. However, Mary possesses none of Typhoid's other powers, nor is she even aware she has them. She can, however, summon up Typhoid if she wishes.

Mary has the following statistics:



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

TALENTS: Mary has the Acting talent. Typhoid is a Weapons Specialist with her machetes, a skill probably augmented by her telekinesis. She knows Martial Arts C and D (Typhoid's psionics allow her to use this talent without the two rounds of study). Typhoid is skilled in Tumbling as well.

BACKGROUND: The early childhood of Typhoid Mary is not well documented. It is known that she spent most of her life in one institution after another as doctors attempted to diagnose or cure her dual personality complex.

As Mary, she is quiet, loving, and gentle. When she found out that she had an evil alternate persona, she

attempted suicide in order to keep the evil at bay.

As Typhoid, she is a wild seeker of pleasures, caring little for human life and nothing at all for Mary's moral qualms. While she often finds men to wrap in her charms and do her dirty work, Typhoid is certainly not shy about entering combat herself.

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 it, 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.

VORTEX

F	IN	(40)	Health: 205
A	AM	(50)	
S	MN	(75)	Karma: 58
E	IN	(40)	
R	PR	(4)	
I	PR	(4)	
P	AM	(50)	

KNOWN POWERS:

Huge Size: Vortex takes the form of a black cyclone filled with wriggling tentacles of pure mystical energy. It

can swirl up to a height of 100 feet, the equivalent of Shift Z Growth. Even at this great height, its Strength can never exceed Monstrous.

Energy Body: Vortex has no physical form, but is simply a sentient construct of eldritch energy. As such, Vortex has Unearthly protection from physical and energy attacks, since it has no solid body. Mental attacks affect it normally.

Invulnerability: Because it is a creature comprised of eldritch energy, Vortex possesses Class 1000 resistance to damage-inflicting magical attacks.

Eldritch Tentacles: Whether it wants to or not, Vortex phases through objects like a ghost. It cannot smash buildings or pickup items, for example. Its swirling winds do not even stir leaves on the ground.

However, its eldritch tentacles are capable of grasping the souls of sentient beings. The victim's soul remains in his or her body, and the character is unharmed by the attack. Breaking free requires a successful Monstrous Intensity Psyche FEAT roll. Robots and other characters without souls are immune to the attack.

Vortex is comprised of 100 tentacles which it can extend to a range of 3 areas.

TALENTS: None.

BACKGROUND: Vortex is a fragment of the essence of the Nether Realm, a world containing the suffering souls of some of the most evil beings in the history of the universe. The energy creature is an extension of the mental will of the Rulers of the Nether Realm, and is under their direct control.



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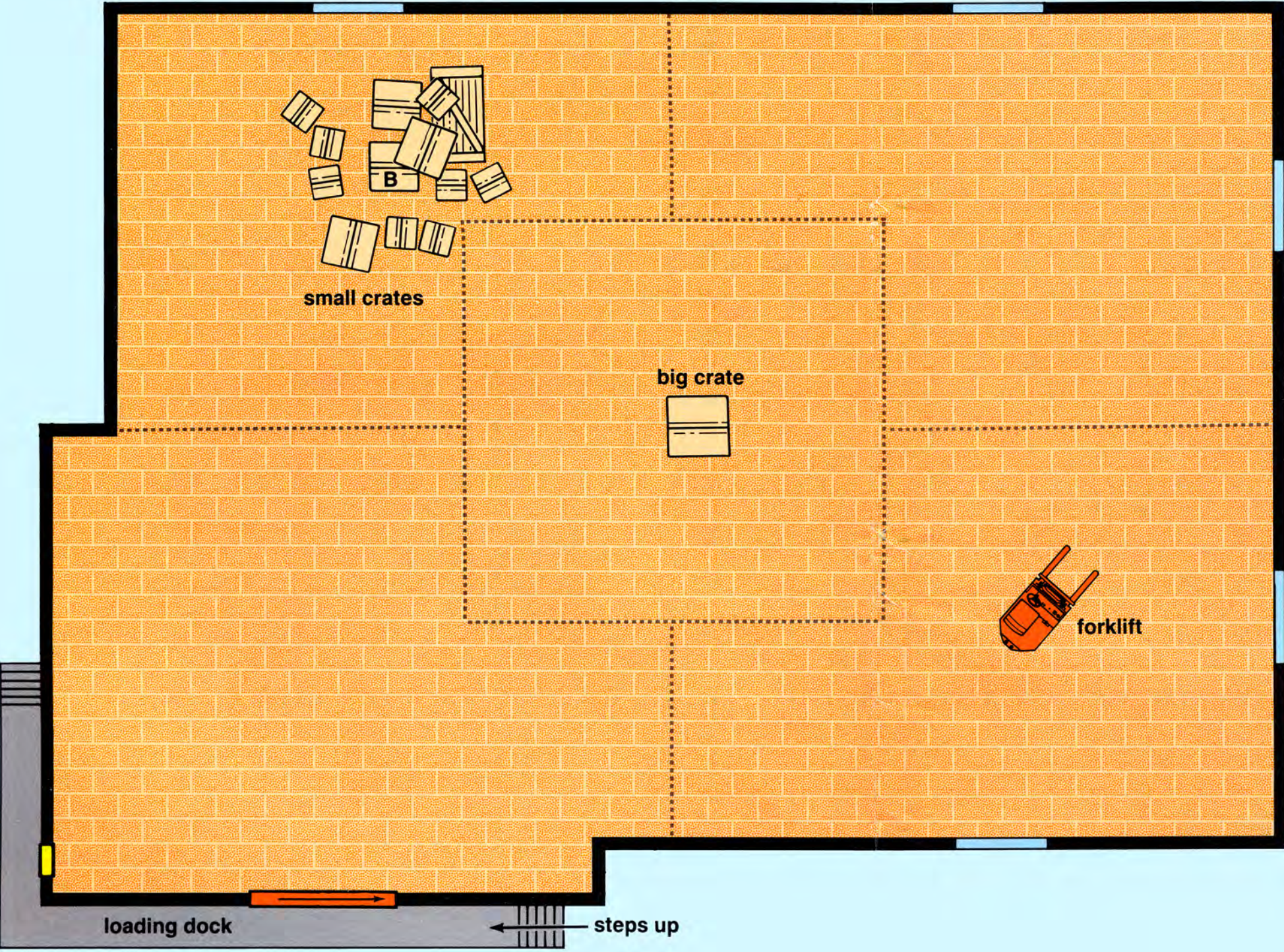
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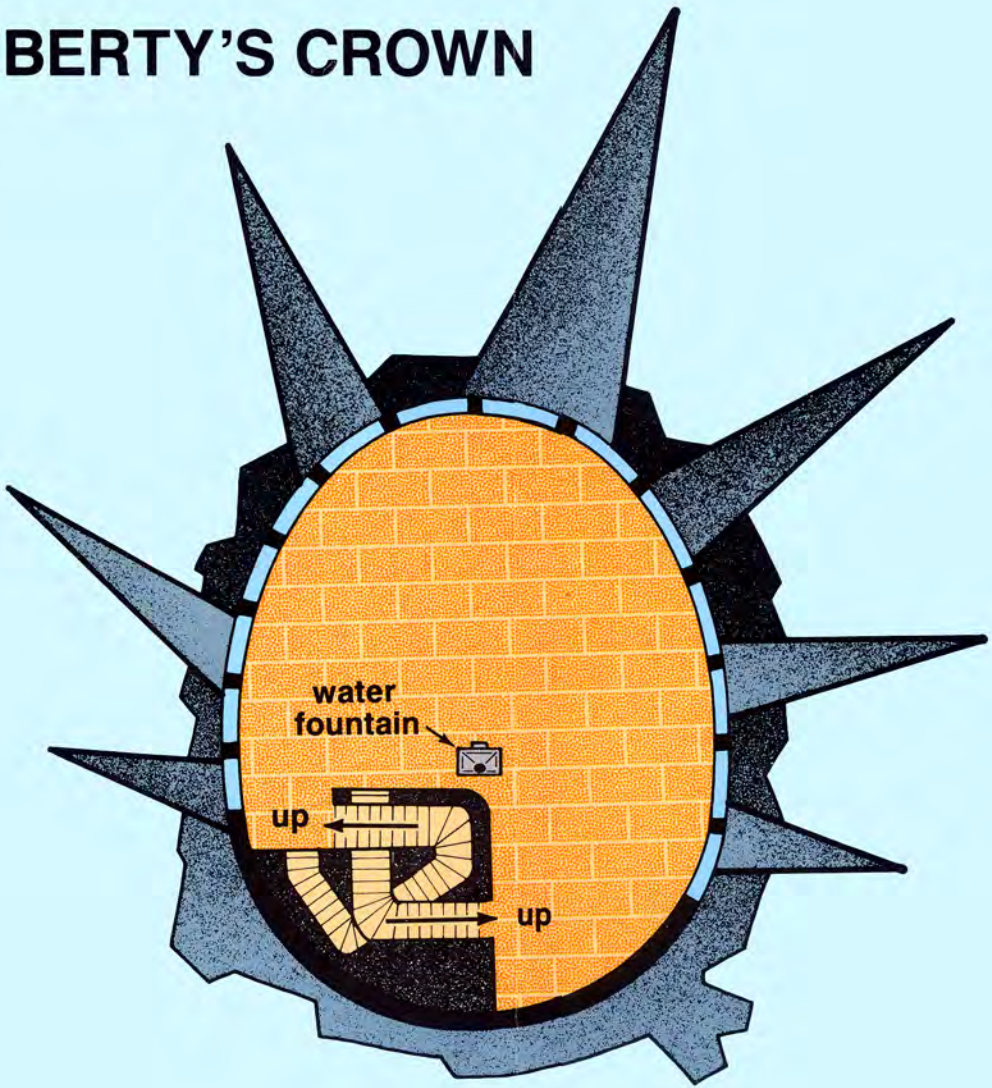
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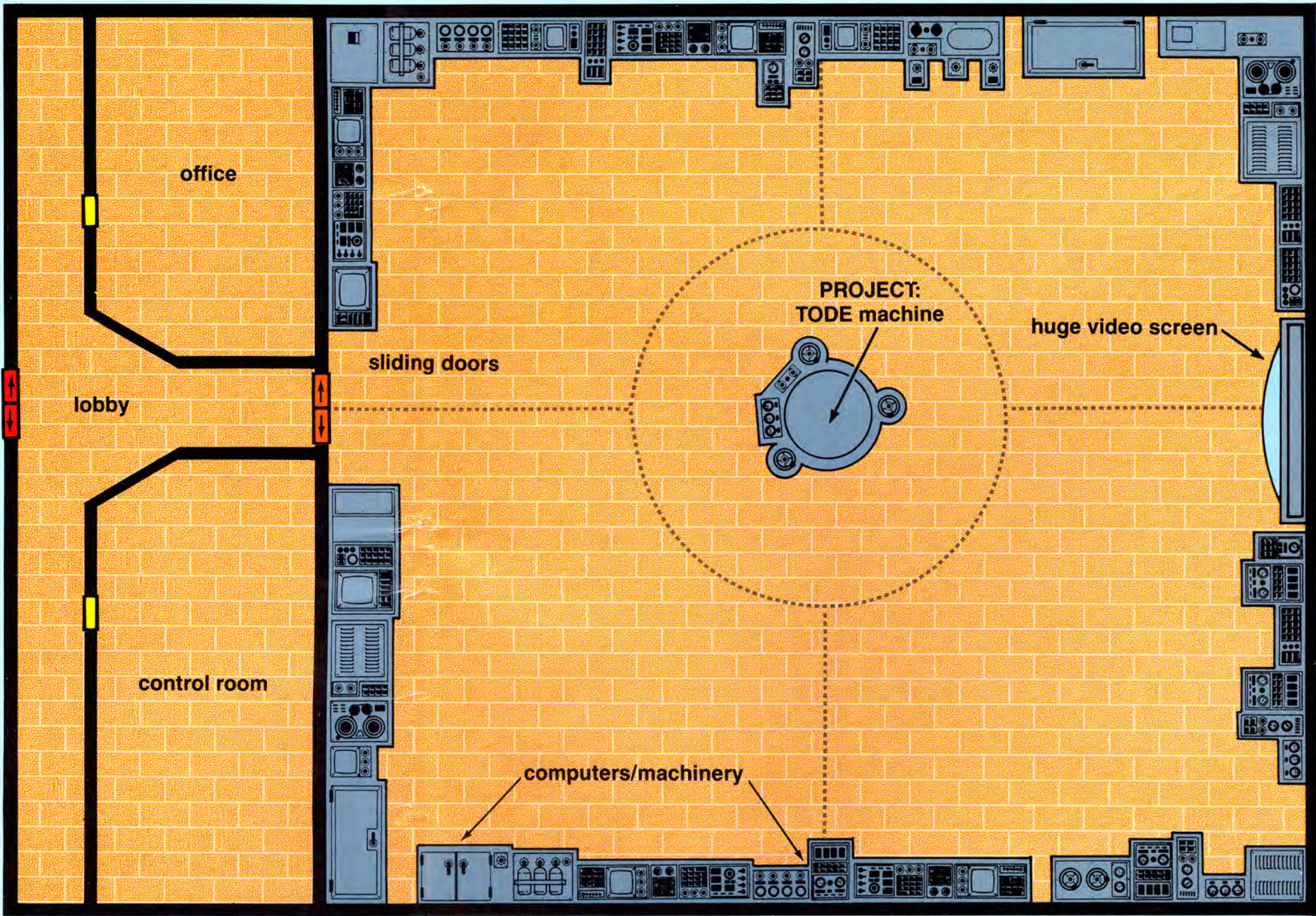
ORBISON WAREHOUSE



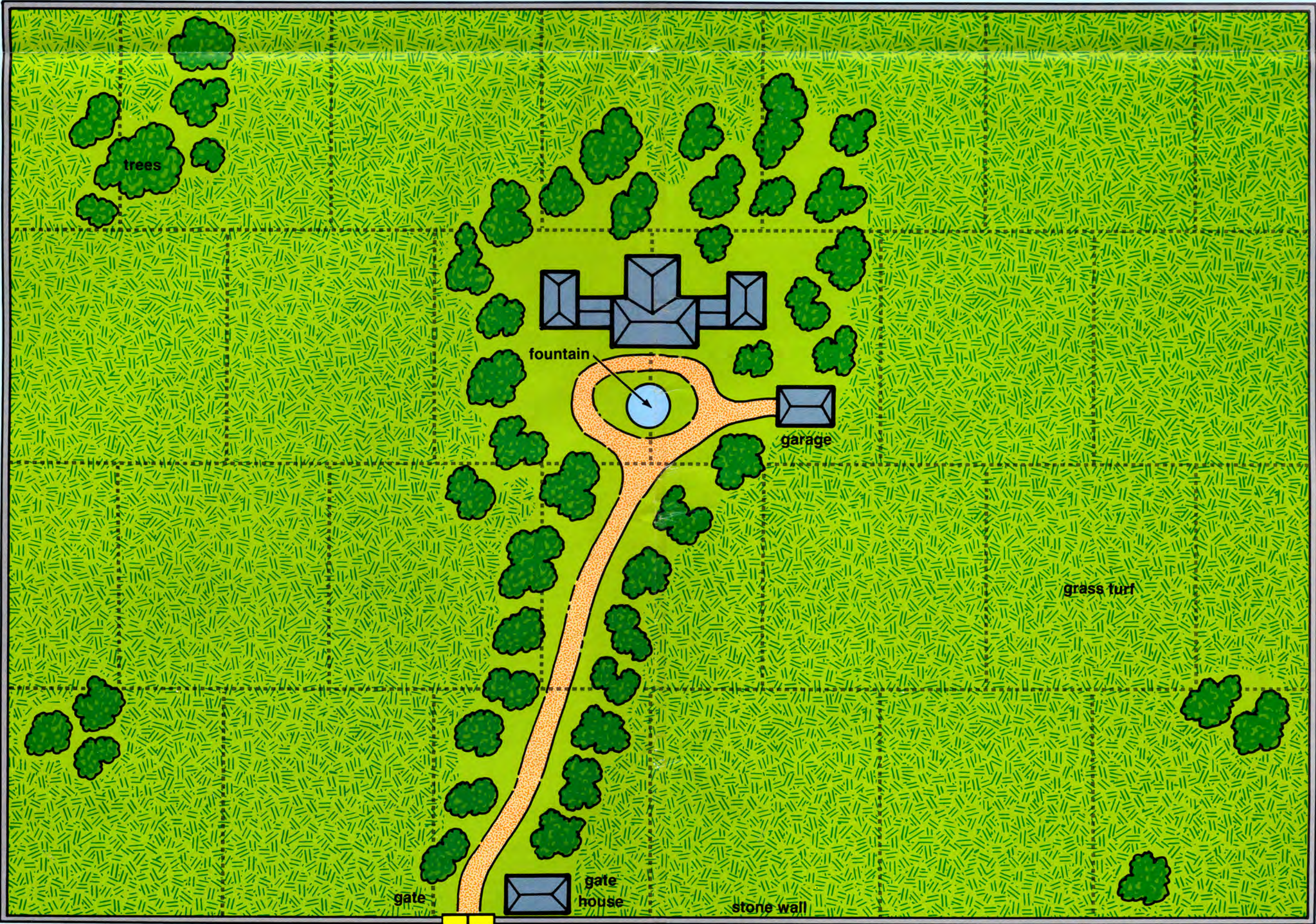
LIBERTY'S CROWN



ROXXON LABORATORY

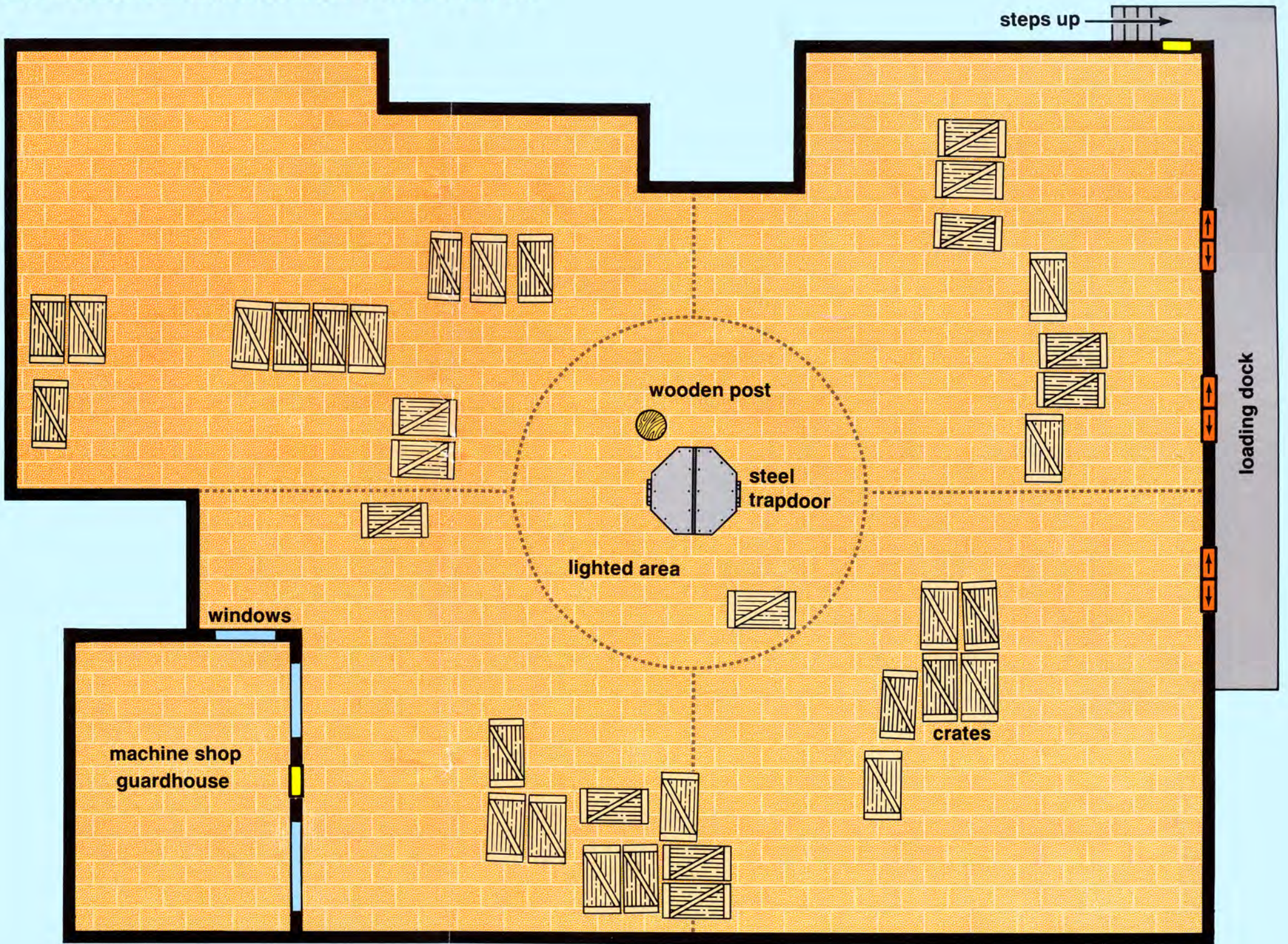


HAMMERHEAD'S MANSION

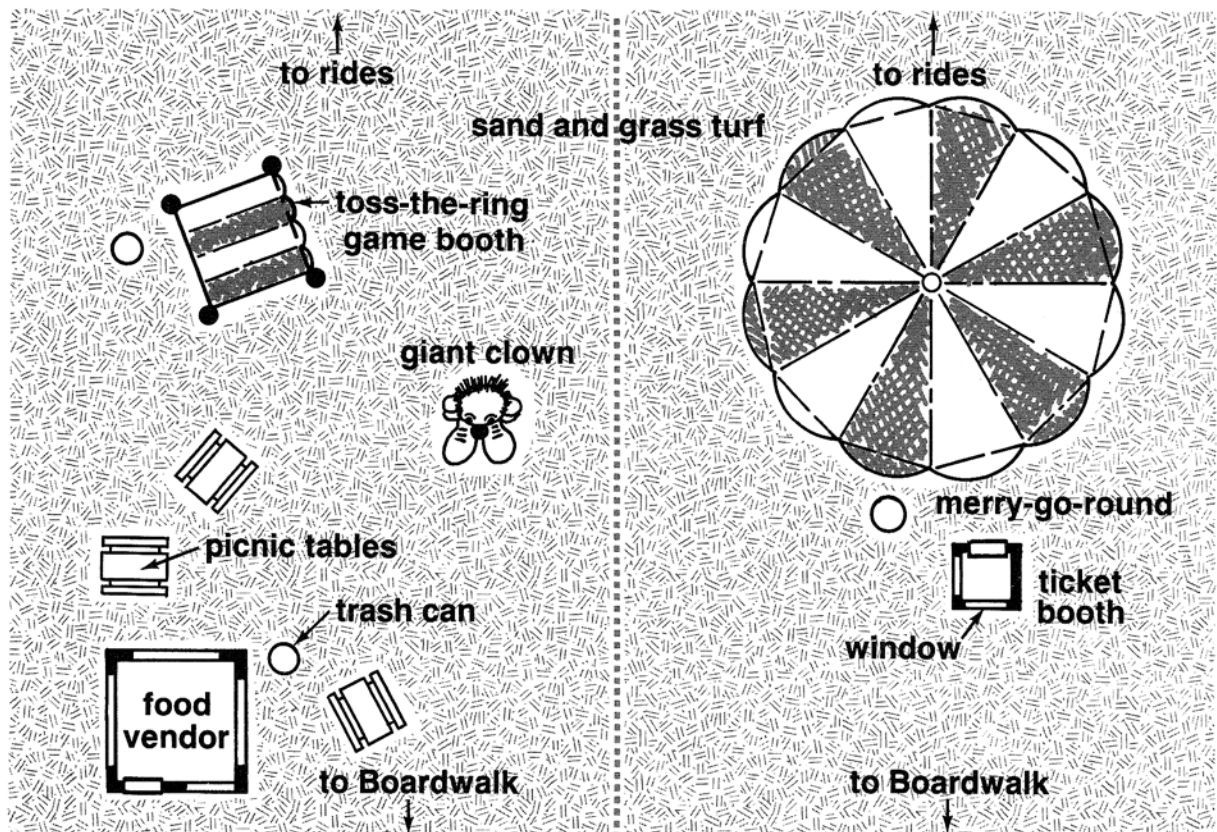


- KEY:
- GATE
 - STONE WALL
 - BUILDINGS
 - ROAD
 - GRASS
 - TREES
 - DOORS
 - SLIDING DOORS
 - ELEVATOR DOORS
 - WINDOWS
 - STAIRS
 - BOXES/CRATES

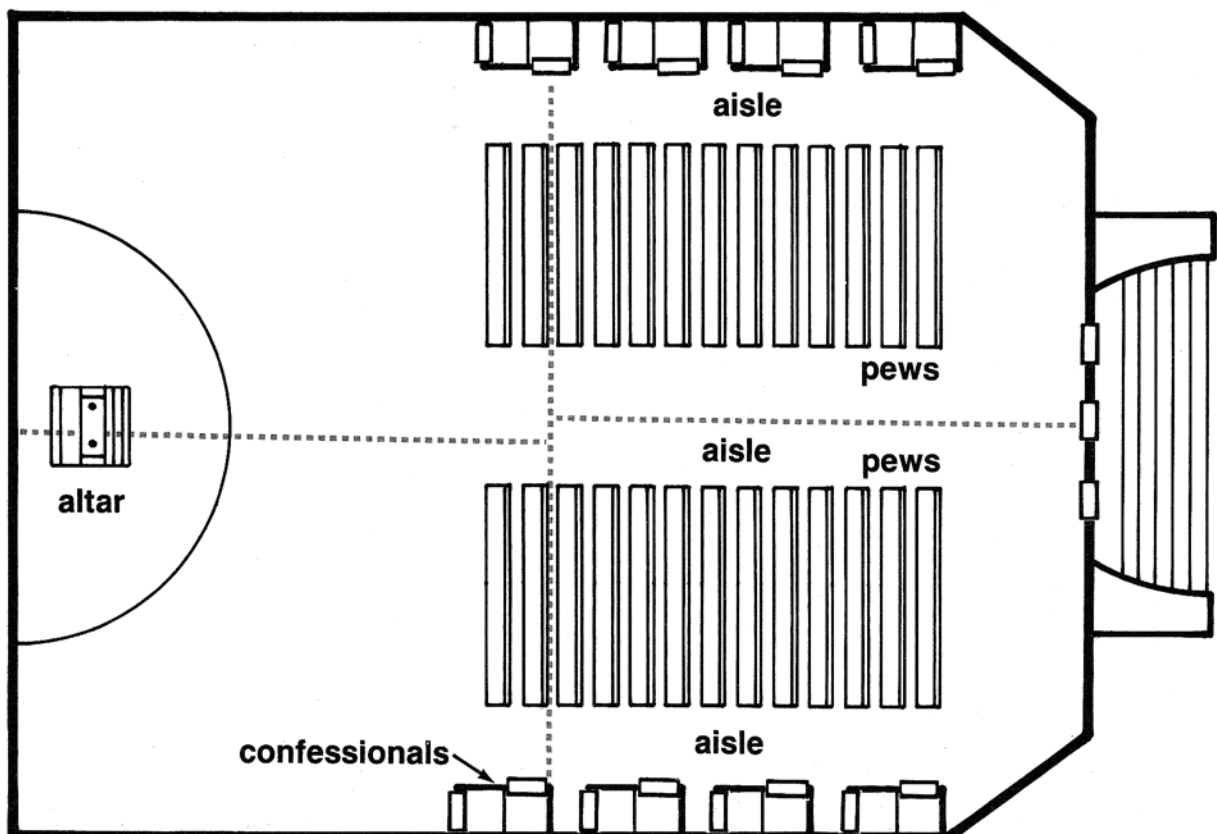
LIFELIKE MANIKIN FACTORY



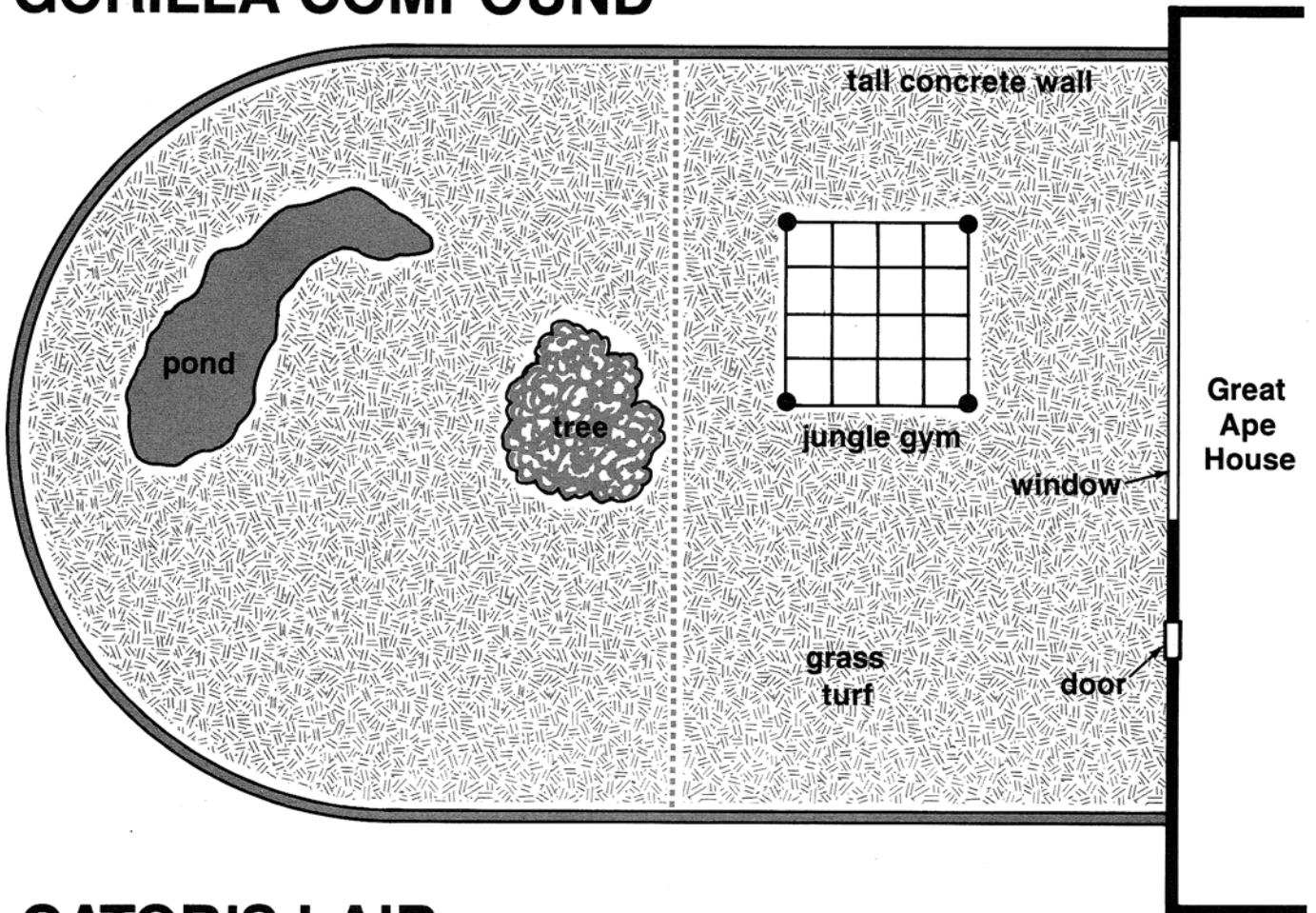
CONEY ISLAND



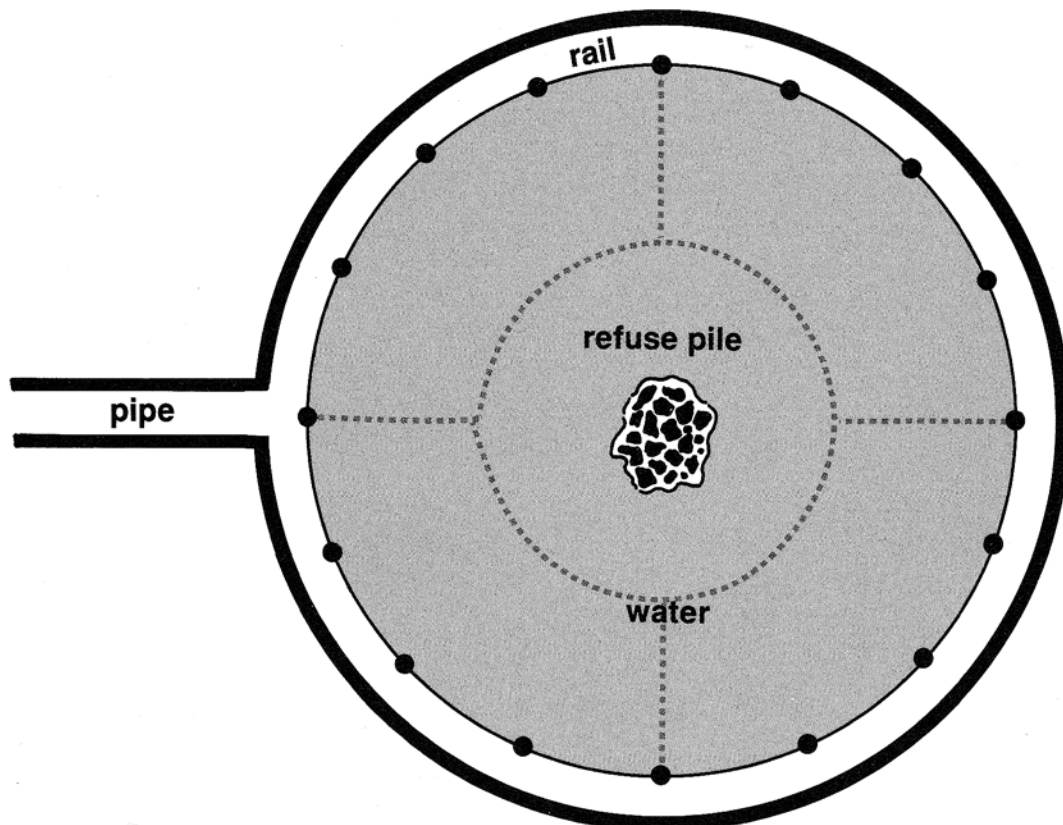
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GORILLA COMPOUND



GATOR'S LAIR



MARVEL SUPER HEROES™

Official Advanced Game Adventure

NIGHT LIFE

By Anthony Herring

You've been through more in the last few weeks than most normal folks go through in a lifetime. From stolen artifacts to synthetic chemicals, from the Metropolitan Museum of Art to Chinatown, from firefights to fireworks: you've seen it all.

Well... you thought you had.

A boy-genius has been reported missing, and clues are few. On top of this, the gang wars are still blazing, and the Imperial Dawn is about to break. But, there are those UFO's in Central Park... and that problem in Coney Island to deal with... and naturally, you're the only ones for the job!

NIGHT LIFE is playable as a stand-alone adventure, or as the final part of the **GANG WARS** trilogy. Alternate starting points are provided for characters who have not gone through the first two sections of this storyline.



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