

Necessary Evil - A Hero is Suborned

Prologue

Dr Bryan Payne, aka, Brain-Pain, created an alter-ego, Deathknell whose reputation is one of horror and violence. BrainPain works alone, hiring others to do his bidding and maintaining only the most tenuous of relationships with those he contracts. This however leaves him vulnerable; as who will aid him if the unthinkable happens.

For this reason he devised his alter ego. In the event of his capture, expendable supers would be contacted, ostensibly by DeathKnell and told of a dire need to rescue BrainPain. Fear of DeathKnell and greed will be the motivator that stimulates the players into action. Once BRAINPAIN is rescued the players may become dispensable. After the rescue should the supers insist on pay, it will be from DEATHKNELL. If they are done away with, suspicion once more will fall on the already feared DEATHKNELL.

Act one

I. Contact made: Each player receives a summons to show up at a dilapidated pizza shop in the south end of town. The invitation gives them 1D4 hours to show. The invitation matches each villain as appropriate to their station. The invite will be on the back of a warrant for a villain with the Wanted hindrance, a formal invite for a villain with the Wealthy Edge, and so forth...

BrainPain pays a gang of kids' \$20.00 a week. If he does not provide an appropriate signal, then they are to go and get letters in a deposit box and deliver them to the addressees.

"I know who you are. If you wish to stay unknown to the aliens, you will come to Salvadori's Pizza in Southie at 11AM. It will be worth your while if you do and much to your detriment should you not. You are expected on time...do not be late."

II. The Pizza shop: The neighborhood is very rough. It is assumed that the PCs do not know each other. Each player should write down when and how they will arrive at the shop. Roll as appropriate by groups arriving at similar times and direction or simply have each player roll a D6. Those getting the same number arrive at the same time.

- 1 – 2: Gang (1D4+2 members)
- 3 – 4: Police Patrol
- 5 – 6: Old Friend/Acquaintance/Contact

The shop is closed up. Breaking in should be easy. The inside is in disarray. Notice TN6 to find an elevator hidden within the pizza over which leads to the level below. If others have already entered, then the TN drops to TN4.

The room downstairs is lavishly equipped with a bearskin rug, wide screen TV with a DVD player along with a fully equipped bar, desk and plush furniture. A note sits atop the DVD player.

Note: "Press play when all of parties concerned have arrived."

III. Video starts: A man in silhouette sits behind a heavy desk. He stands up and begins to speak.

"You may have heard of me. I am Deathknell. I trust you were punctual as I cannot abide tardiness. The aliens were successful over the super heroes of this world, where we were not. The reason is that they were organized. We now must do the same and fight as one; under me! While I have other operatives helping overturn the victory these aliens hold on this realm; my A-string is tied up and my old B-string was careless. I have taken note of your skills and consider you all members now of my new B string and I have an immediate assignment for you all.

I've been watching a scientist whose project once completed would greatly aid in victory over the aliens. His lab was raided last night and he was captured. You need to rescue him. I will contact you once you've succeeded. The scientist name is BrainPain."

Roll Notice TN8 to hear trucks rumbling above.

"The lab is located just inside of EastPoint. To protect the secret of our partnership, a crew will tear down the meeting shortly after you leave."

Roll Notice TN4 to hear construction crew start up the wrecking ball. The players have two minutes to get out before the building comes down on top of them. They may break through to the sewer or anything you feel appropriate to escape.

Act Two I. The Lab: The lab is guarded by one drone and two SoCorp workers.

Notice TN4: See a human across the street in a trench coat and hat. As it is warm, the person stands out. If they pursue, he will walk quickly around the corner and into the "He's not here!" Lounge.

The lab itself is completely stripped down. Wires hanging from the ceiling, duct work cut into and debris throughout. Clues as to where to go next can be recovered by using the right incentives from either the stranger at the bar or one of the captured Socorp guards.

The strange in the trench coat is Nylo Jorgenson. He saw the whole thing go down and is waiting to scavenge something of value when the opportunity arises.

The materials and BRAINPAIN were taken to the Science research center. Prisoners are normally held for a short period before tagged and relocated. With any luck BRAINPAIN will still be there.

Act Three

I. The Research center: The research center is heavily guarded and has ships coming in and out on a regular basis. There is a large building where holding cells exist where prisoners are processed. BrainPain has already been processed and taken to a ship in the upper atmosphere above the center. This may be discovered by talking to a prisoner still in captivity, coercing a head guard or checking files of prisoners recently processed.

II. The prison ship: The PCs may hijack a ship, stowaway, fly, teleport or otherwise work their ways aboard the ship. Once aboard they will have to find BRAINPAIN's cell and manage to get away.

Epilogue

If they get away, they may continue to assist BrainPain in rebuilding a new base of operation. BrainPain will use his alter ego, DeathKnell to arrange payment or a death trap depending on how resourceful he finds the PCs.