

Comic Book Adventures

Mission Book 1



Avalon Games



Where Fun Happens



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All comments, suggestions and contacts can be made at...

Avalon Games Company, avalon@comstar-games.com

Or

Our Content Director, Robert Hemminger at...

hemdog560@hotmail.com

Or visit

Avalon Games at...

www.avalon-games.com

Written

by

Robert Hemminger

Cover

by

Phill Simpson

Trade Dress

by

Tamas Baranya

Product design, artwork and layout

by

Robert Hemminger

Edited by

Jeff Gomez

Interior

Artwork by

Robert Hemminger, LPJ and Peter Szabo Gabor of Eastern Raider Games

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Street Justice

This series of adventures and missions are for the Avalon solo super hero system. This is an introductory series of missions for 1st level characters, and can be used to get your game started or continue the story from the core system's mini-missions. The missions used here will link to the mini-missions found in the core book and continue on in the second mission book (Hero's Pride) so you can continue your story and character's history with little interruption.

So put on your mask and fling your cape over your shoulder and start your career as a super hero.

Getting Started

You have read the stories of the masked adventurer of the 20's and 30's and now take your cue from these brave men and woman. It's a new century and that's calls for a new type of hero. Since the day you started your super hero career, you found adventures and glory, and met others that have taken up the mask and cape as their calling. You have also run into your first super villains, evil men and woman bent on world domination and other criminal activities. You are sure you will meet more heroes and more villains in the coming days, but for now stopping the crime that infests the city is your calling.

The streets are a dangerous place and you have taken it as your life's goal to make them safe once more. Most nights are just the same old thing; stop a mugger and break up a gang fight, but nothing of real meaning. If you could just find the source of the evil within the city, you could stamp it out in one strong, swift blow.



Mission Notes

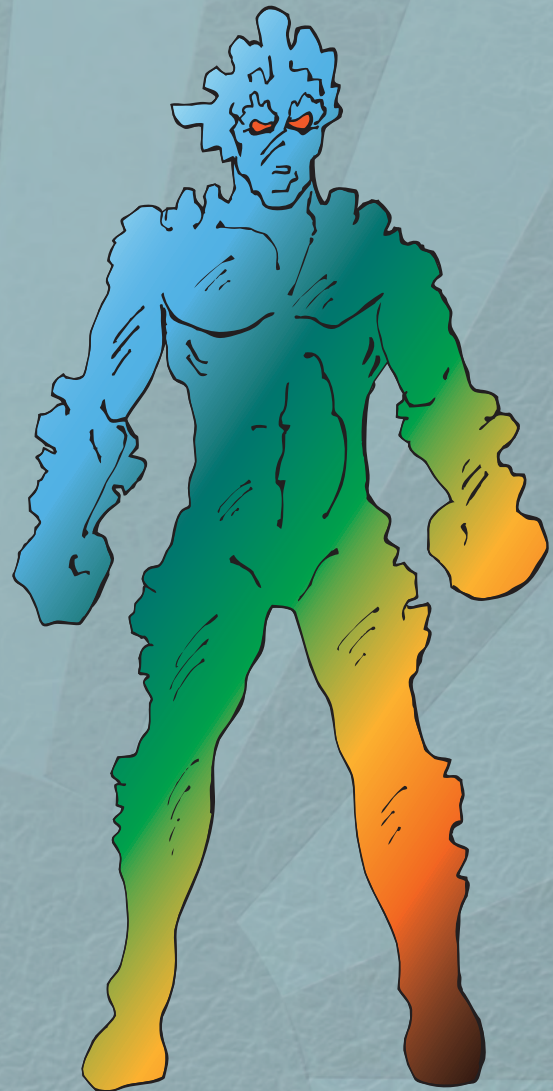
If you don't have the listed ally or contact you may not take mission from that contact. You must also meet all listed prerequisites to take on the missions listed.

Once a mission has been completed you may gain any benefits listed for its completion.

Only one mission may ever be taken at a time and only one per issue may be completed.

If the result of an event on the patrol roll states that you may continue with the issue, you may either take on a mission if one has yet to be taken on, or you may work on an ongoing investigation.

The Adventure's Modifier is +0



Contacts and Informants

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

Lou the Cab Driver

Lou is an old time cabbie, one of the few left in the city that owns and runs his own cab. He has been around forever; some say he was once an informant for the masked vigilante, the Shade, back in the 40's. Now he just sits around in his cab when things are slow, watching.

To know Lou you need a Reputation rank of 1 or more.

Available Missions:

Odd Looking Fellow, May only be taken if you have a Aliens rank of 1 or more.

Crimes Up #3, May only be taken if Crimes Up #2 is first completed.

Night Stalker #2, May only be taken if Crimes Up #3 and Night Stalker #1 has been completed.



Office McCann

Police officer McCann is a tough cop, taking no gruff from any one, but he is also an honest cop, one of the few it would seem. He patrols the streets around the Bowery and Low Town by the old docks, where all the thugs and street punks gather. He has his hands full down in that part of town, so he lets a lot of the little crimes go as long as the punks around know that he will not stand for killing and robbing old ladies.

To know Office McCann you need a Reputation rank of 3 or more.

Available Missions:

Mutant Rampage #1, May only be taken if Crimes Up #1 and Bad Junk #1 have both been completed.



Captain Franks

Captain Franks is in charge of the fifth Ward station, which covers the Bowery and Low Town. It's a rough area of the city, old and run down, now left behind by the bright towers of the city center, where all the rich businessmen and socialites live and work. He is an honest cop, but he knows a lot of the men and woman on his force are not honest and in the pocket of the Mob.

To know Franks you need a Reputation rank of 5 or more.

Available Missions:

Crimes Up #4, May only be taken if Crimes Up #3 is first completed.

Bad Cop #1, May only be taken if Crimes Up #4 is first completed.

Bad Cop #5, May only be taken if Bad Cop #4 is first completed.

Night of the Beast #3, May only be taken if Night of the Beast #2 and Crimes Up #4 have both first been completed.

Night of the Wraith, May only be taken if Bad Cop #5 is first completed.



Officer Kennedy

A tough cop, he patrols the old docks and Low town most days. While a good cop, he knows a lot of bad ones and hates the job because of it. All he can do is keep his own nose clean and turn a blind eye to what's going on. If he only had a few allies in the department, or outside the department, then he could do something.

To know Officer Kennedy you need a Law and Order ranks of 1 or more.

Available Missions:

Crimes Up #2, May only be taken if Crimes Up #1 is first completed.

Bad Cop #3, May only be taken if Bad Cop #2 is first completed.



Sergeant Kerns

Kerns is a 20-year man and looking to make it just 10 more years to retire. He has grown used to the corruption within the police department, but knows someday it will get better, maybe.

To know Sergeant Kerns you need a Law and Order ranks of 1 or more.

Available Missions:

Bad Cop #2, May only be taken if Bad Cop #1 is first completed. May not be taken if you have a vigilante rank of 2 or more.

Bad Cop #4, May only be taken if Bad Cop #3 is first completed.



Father Thomas

Father Thomas runs a soup kitchen down in the slums of Low Town. The church of St. Jude where he works is run down, seemingly forgotten by the Church authorities. Still he does what he can for the poor, the unclean children that live in the streets and the drug addict that beg him for food.

To know Father Thomas you need a Do Gooder rank of 1 or more.

Available Missions:

Bad Junk #1

Mutant Rampage #2, May only be taken if Bad Junk #2 has been completed.

Mutant Rampage #3, May only be taken if Bad Junk #3 has been completed.



Museum Director Gideon

A scholar and historian, Gideon is an old man, ancient as his collection of antiquities housed within his museum. He is always seeking some new item to add to the collection or holding a fund raiser to keep the city's museum open and relevant.

To know Museum Director Gideon you need a Do Gooder ranks of 3 or more.

Available Missions:

Ancient Tablet #1.
Snow Queen's Diamond.



Doctor Clark

A good medical doctor, he works the late shift most nights at the emergency room down at St. Mary hospital. It's not as glorious as the T.V. shows make it seem, but he is proud of the work he does. He though has seen some strange things in his few years here, real strange stuff.

To know Doctor Clark you need a Do Gooder rank of 4 or more.

Available Missions:

Doctor in Need



Little Tom

A tough kid from the tough streets, he spends his days spray painting walls and dodging street gangs. He keeps a close eye on everything but never rats anyone out.

To know Little Tom you need a Street Thug rank of 1 or more.

Available Missions:

Smugglers #1.





Tianna

A cheap hooker and stripper at the Blue Ball Club, she is an angel at heart but as tough as they get on the outside. She hates her life but has no choice, it's this or the life of a junkie, or worse, a junkie and a Mob whore.

To know Tianna you need a Street Thug rank of 3 or more.

Available Missions:

Night Stalker #1

Night Stalker #4, May only be taken if Night Stalker #3 has been completed.



Bruce

A thug and two bit hood, he has spent his whole life on the streets and knows nothing else. He is a brute, a bully, and a small time thief.

To know Bruce you need a Street Thug rank of 3 or more.

Available Missions:

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

Night of the Beast #2, May only be taken if Night of the Beast #1 is first completed.

Debbie Joe

Debbie Joe is a country girl who moved to the city when some slick guy came to town and won her heart. A drug addict and derelict, he left her high and dry a few years after. It took some time to get her life together and then to buy the pawnshop she runs. She is a fence for most of the thugs around the area, and knows everyone.

To know Debbie Joe you need a Street Thug rank of 8 or more.

Available Missions:

Night of the Beast #1, May only be taken if Ancient Tablet #1 is first completed.



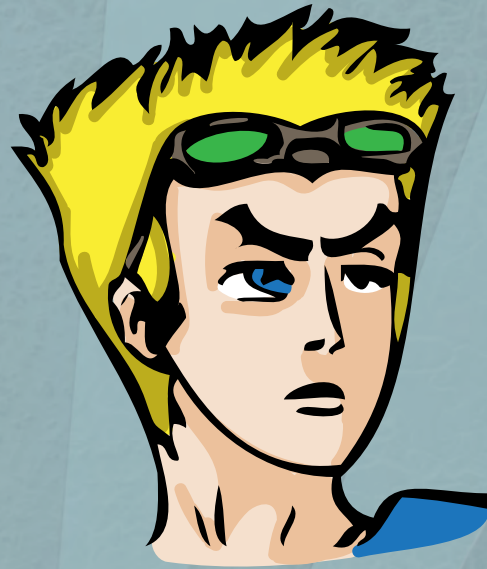
Neighborhood Watch Member, John

John started the watch a few years ago when he was mugged one to many times. Now he and a few friends walk the streets at night, keeping an eye on things and, when the opportunity comes up, beat up a few of the street trash they can find.

To know John you need a Vigilante rank of 1 or more.

Available Missions:

Crimes Up #1.



Officer Lockwood

The sewer he works in makes him sick. The drug addicts, the pimps and the gangs all need to be washed away, the city could use a good rain to wash it all clean. He might be a cop, and a good one as far as he is concerned, but the scum he has to deal with makes him ill.

To know Officer Lockwood you need a Vigilante rank of 4 or more.

Available Missions:

Night Stalker #2, May only be taken if Night Stalker #1 has been completed.

Night Stalker #3, May only be taken if Night Stalker #2 has been completed.





Bruno

Low-level Mob muscle, he is dumb as a board and big as a barn. Bruno knows little and cares less as long as his boss pays him on time and well.

To know Bruno you need a Mob rank of 1 or more.

Available Missions:

Bad Junk #2, May only be taken if Mutant Rampage #1 has been completed.



Max

A midlevel fence and made man, Max has been in the mob for some time now and knows what's what - take care of yourself first and the Mob second. He keeps himself out of the mix for the most part, does his job and makes sure the boss is happy.

To know Max you need a Mob rank of 3 or more.

Available Missions:

Bad Junk #3, May only be taken if Mutant Rampage #2 has been completed.



Under Boss Joey

A made man, and life long member of the mob, Joey has ambitions to be a boss some day, to run his own crew and make the big bucks. If he can just survive the mob wars, the other mobsters ambition of his own greed and he might even be successful and becomes a boss.

To know Under Boss Joey you need a Mob rank of 5 or more.

Available Missions:

Bad Junk #4, May only be taken if Mutant Rampage #3 has been completed.

Crime Unlimited

Monthly Meeting Place

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

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

Available Missions:

Ancient Tablet #2, May only be taken if Ancient Tablet #1 and Night of the Beast #3 has been completed.

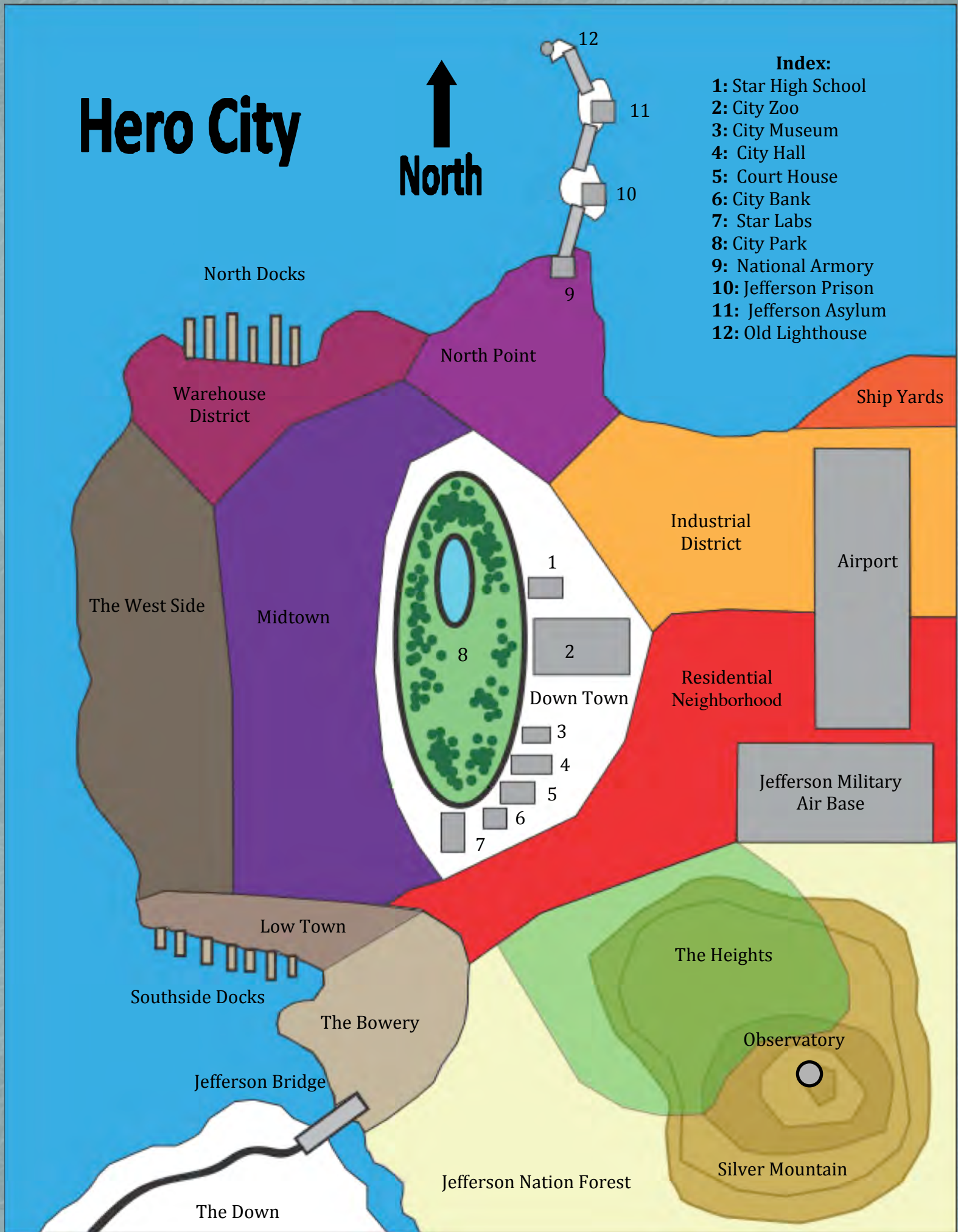


Hero City

North

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Missions and Adventures

Ancient Tablet #1

Museum Director Gideon is sitting at his desk when you open the door and step in. "Hum, I was wondering when you were going to show up. The first person I thought of was you and that young lady in the strange hat, so I called right away" He says as he stands up to shake your hand and lead you outside into the hallway.

(See the Mini-Mission for the first time you and Bethany meet Gideon)

"I at first thought it was just a horrible accident when the tablet fell off its display stand." He tells you as together you walk down the stairs into the main hall of the museum. Heading right into the ancient cultures room he leads you to an empty display stand. Lying on the floor next to the stand is a broken and crumbling tablet with strange writing impressed into the clay surface.

"This was suppose to be the ancient tablet of Tutum Hotep, an ancient Egyptian sorcerer, or so the stories tell." He kicks it with some disdain. "This though is a fake."

"Are you sure?" You ask.

"Yes quite sure, the real tablet was made of an indigenous clay, dried in the sun, It would have crumbled to dust had it hit the floor from the height of the display stand. This tablet is made of local clay and oven dried, as you can see by its condition after it fell. " He points to the broken clay tablet on the floor with his shoe. "It broke into parts when it fell, but very little of it crumbled as it hit the floor," He sighs. "A cunning fake and one we would never have discovered if it had not been dropped when one of my assistances was cleaning the inside of the case."

Taking a closer look you have to agree with the Professor, the tablet has broken in several parts but did not crumble into loose bits as the Professor expected.

You may at this point perform an investigation of the display case and the tablet itself. Make an Investigation skill check to examine the evidence before you. The display case DC is 16, while the tablet it DC 20.

If you fail both skill checks then you gain no information from the evidence. If you are successful on one or both (Gain 25 Exp. per) you discover from the display case that the lock was jimmied and scared, and that the case was opened without the key. A closer examination of the lock shows that a cheap set of lock picks were use to open the lock and gain access to the tablet inside the case.

The fake tablet on the other hand, as the Professor explained, is from a local clay body, usually bought at expensive art stores. Only three such stores within the city sell this particular type of clay.

"I need the real tablet back," Says Gideon, some concern in his eyes. "If the board of directors were to discover this theft, well, it could mean my job."

You agree to help out in whatever way you can and set off to discover who stole the tablet and why.

A few days later you have checked out two of the three art supplies stores. The first two offered no clues so you hope the third will bring some answers. The third, Tully's Art and Stuff, sells high-end supplies and art tools. Inside you find Tully, a fat little man behind a glass case offering expensive paint brushes.

"Ya, I sold a 25 pound bag of that smelly clay a few weeks ago," Tully offers when asked. "Artist named Kirkland, sort of an off the wall guy. Has a studio over on the West Side. Not much of an artist you ask me, but he sells his stuff from time to time in the local galleries. Mostly knock offs of ancient pots and statues."

Heading over to Kirkland's studio you find a mess. Seems someone was here and looking for something. You find Kirkland dead in the back, ripped to shreds.

You may make a Healing skill check vs. DC 18 to discover the means of his death and what might have caused the terrible wounds all over his body.

If you are successful (Gain 25 Exp.) then Kirkland has been dead for little under 12 hours and was killed by some sort of animal, as the wounds are from a sharp, long claw or talon. The beast left small red colored scales near the wounds, so you suspect some sort of lizard like animal or reptile. Nothing you have ever seen before.

If you fail the skill check you can not determine the cause of his death or the origins of the wounds other than that they were from a long claw or weapon with long blades.

Looking around you may make either a Perception skill check vs. DC 20 or an Investigation skill check vs. DC 16.

If you fail you discover nothing and the trail grows cold.

On the other hand if you are successful, (Gain 25 Exp.) you find an invoice from Kirkland to a Mr. Smith, for the completion of a commission for a "Tablet." There is no address though, so you will have to find out who this "Smith" is and where you can find him or her.

Reward:

You (And any allies) Gain 200 Exp.

End the issue here.



Ancient Tablet #2

The place changes each month but each new location is always the same, some out of the way bar or pub, some seedy location you would not think was the front to an international crime operation. This month's Crime Unlimited's front is a bar called Mannie's over on 4th Street, on the West Side.

Walking in you instantly bring attention to yourself. A super hero in this place is like a penguin in the heart of the desert, a bird out of its element. A few people slink out the back hoping you do not see them and a few others hunch down hoping you are not here to talk to them.

The bartender asks you if you need anything with a sneer.

"Information," You reply.

"Information is a commodity here and never cheap," Says a well-dressed man as he walks up behind you.

"We don't want any trouble here, especially from your type, so why don't you ask me what you want to know and I will see if I can find out the answer."

You tell the man about the tablet and the need to ship it out of the country. The man smiles and turns to write a note on a napkin from the bar. "See this fellow over by the airport, he can help you out I think," The man says as he turns away, "And please don't come back, we don't want your kind around here."

Leaving the bar you head across town towards Star City's international airport.

A few hours later you stand before a warehouse near the airport. Within you find the normal clutter of a warehouse, crates and boxes all over the place. In the office you find a man named Grubber, dead at his desk, ripped the shreds. You are too late it seems.

Just then a shimmer appears behind you and the Beast attacks.

The Beast

Outsider, Medium

CR: 3

Exp. Award: 800

Init: +2

AC: 14

Hps: 50

Base Attack: +2

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

Melee: Claws +4 (1D4)

Skills: Stealth +8

Special: Is invisible so all attacks suffers a -4 modifier to hit.

Strategy: Sneak

Note: The beast attacks with a round of surprise this time.



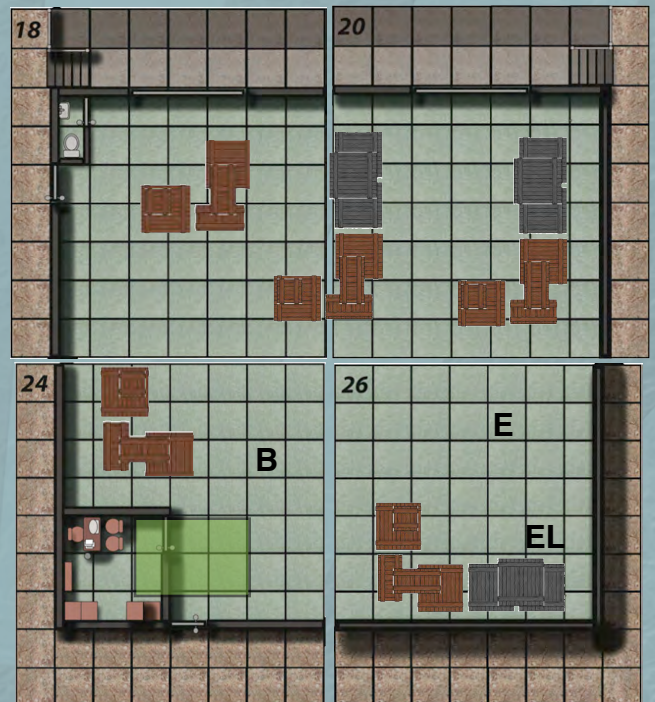
Beast

You may bring in one or more super hero allies at this point should you want the extra help. You may either use the predesigned heroes that comes with this mission or make some of your own. You may make one or more characters but they need to be 1st level.

Predesigned Hero:

Add Bethany the Witch to your list of super hero allies at rank 1 if you have yet to work with her.

You may bring in the Sphinx for the first time, adding him to the ranks of your hero allies starting him at rank 1.



B - Beast
EL- Elemental Lord
E - Elemental Minion

Heroes may start from the green area shown

If you defeat the Beast it disappears in a small puff of smoke, but before it goes you catch a brief look at the thing, all red scales, baleful eyes and four long legs with deadly claws. It seems to hover in the air before you and then is swallowed up as it dies.

If you are defeated by the monster you may spend a Hero Point to regain 1D4+2 hit Points (Along with any allies you have on hand). Picking yourself off the ground you rush back into the fight. You of course could flee the area, but you will have to end the mission here and the mission tree goes uncompleted.

If you defeat the thing a man walks around a stack of crates, the tablet on one hand and a wand in the other. "It seems I will have to end your interference by myself." With that he waves his wand around his head and fiery things appear before you, attacking with a heavy roar and a blast of fire.

Elemental Lord

Human, Medium

Energy Manipulator Lvl 5

CR: 5

Exp. Award: 1,600

Init: +4

AC: 16

Hps: 24

Base Attack: +2

Fort: +0 **Reflex:** +4 **Will:** +4

Melee: Punch +1 (1D3-1)

Range: Arcane Blast (4D4, 20 ft Dia, DC 15 Reflex for 1/2)

Powers: Arcane 4 (Arcane Blast, Arcane Projection, Arcane Endurance, Arcane Travel)

Class Features: Destroyer (Arcane Blast), Disaster Zone (Arcane Blast), DR 1/Energy

Feats: Skill Focus (Power Activation), Combat Expertise, Power Augmentation, Iron Will, Stoic, Improved Initiative, Desperate Battler

Skills: Concentration +9, Intimidate +9, Investigate +8, Knowledge (Arcane) +8, Linguistics +8, Perception +9, Power Activation +12

Special: Robes of Protection (Armor 3), Amulet of Wound Closure (Regeneration 2);

Strategy: Sharp Shooter

Notes: He will try to flee if dropped below 1/2 Hit Points or the Minion is defeated.

Elemental Minion

Elemental, Medium

CR: 3

Exp. Award: 800

Init: +1

AC: 18

Hps: 18

Base Attack: +2

Fort: +5 **Reflex:** +4 **Will:** +3

Melee: Claws +6 (1D3+4)

Powers: Energy Ray (Fire, Exhaustive Use), Super Attribute (Strength), Density Control (Decrease) (Always On)

Class Features: Power Up (Energy Ray)

Feats: Weapon Focus (Fire Blast), Dodge

Skills: Intimidate +5, Perception +8

Special: DR 4/Energy, Gauntlets of Materialization (Armor 3)

Strategy: Charge

(See Heroes Weekly Vol 2, Issue #24 for details on the Elemental Lords)

When the minion is defeated it will disappear in a puff of smoke.

If you are defeated by the Elemental Lord and his Minion, you may of course spend a Hero Point to try to avoid this. Otherwise you wake up burned and hurt on the warehouse floor, the tablet gone along with the villain.

If you defeat the two then you gather up the villain and the tablet. As for the villain you can turn him into the authorities (Gain +1 Law and Order rank) or if you are more of a vigilante, kill him. However, killing him will draw the wrath of the Elemental Lords (Add them as a villain at rank 3). Add +1 to your Vigilante rank but reduce your Law and Order rank by -3.

Reward:

You (And any allies) Gain 200 Exp. and add the Elemental Lords as a villain with a rank of 1, or if you already have them as a villain add +1 to that rank. You may now take on the Mission Ancient Tablet #3.

End the issue here.

Ancient Tablet #3

You enter the museum with the table in hand, Professor Gideon all smiles. "I knew your were the right hero for the job," He says and he shakes your hand with gratitude.

Just then a shimmer appears before you and a magical gateway opens. Stepping out are two Elemental Lord Magicians and a hand full of their fiery minions.

"Hand over the tablet to us and we may let you live!" Says the man before you in a red cape in a strong English accent.

"Please, no super brawls in here, there are priceless treasures in these display cases!" Gideon pleads as he steps away from the two magicians.

"There will not be much of a fight you ask me," Laughs the female magician as she casts a spell.

The fight is on.

Elemental Lord (x2)

Human, Medium

Energy Manipulator Lvl 5

CR: 5

Exp. Award: 1,600

Init: +4

AC: 16

Hps: 24

Base Attack: +2

Fort: +0 **Reflex:** +4 **Will:** +4

Melee: Punch +1 (1D3-1)

Range: Arcane Blast (4D4, 20 ft Dia, DC 15 Reflex for 1/2)

Powers: Arcane 4 (Arcane Blast, Arcane Projection, Arcane Endurance, Arcane Travel)

Class Features: Destroyer (Arcane Blast), Disaster Zone (Arcane Blast), DR 1/Energy

Feats: Skill Focus (Power Activation), Combat Expertise, Power Augmentation, Iron Will, Stoic, Improved Initiative, Desperate Battler

Skills: Concentration +9, Intimidate +9, Investigate +8, Knowledge (Arcane) +8, Linguistics +8, Perception +9, Power Activation +12

Special: Robes of Protection (Armor 3), Amulet of Wound Closure (Regeneration 2);

Strategy: Sharp Shooter

Elemental Minion (x4)

Elemental, Medium

CR: 3

Exp. Award: 800

Init: +1

AC: 18

Hps: 18

Base Attack: +2

Fort: +5 **Reflex:** +4 **Will:** +3

Melee: Claws +6 (1D3+4)

Powers: Energy Ray (Fire, Exhaustive Use), Super Attribute (Strength), Density Control (Decrease) (Always On)

Class Features: Power Up (Energy Ray)

Feats: Weapon Focus (Fire Blast), Dodge

Skills: Intimidate +5, Perception +8

Special: DR 4/Energy, Gauntlets of Materialization (Armor 3)

Strategy: Charge

(See Heroes Weekly Vol 2, Issue #24 for details on the Elemental Lords)

You may bring in one or more super hero allies at this point should you want the extra help. You may either use the predesigned heroes that comes with this mission or make some of your own. You may make one or more characters but they need to be 1st level.

Predesigned Hero:

Add Bethany the Witch to your list of super hero allies at rank 1 if you have yet to work with her.

You may bring in the Bethany for the first time, adding her to the ranks of your hero allies starting her at rank 1.

Ancient Table #3

When the minion is defeated it will disappear in a puff of smoke.

If you are defeated by the Elemental Lords and their Minions, you may of course spend a Hero Point to try to avoid this. Otherwise you wake up burned and hurt on the floor, the tablet gone along with the villains.

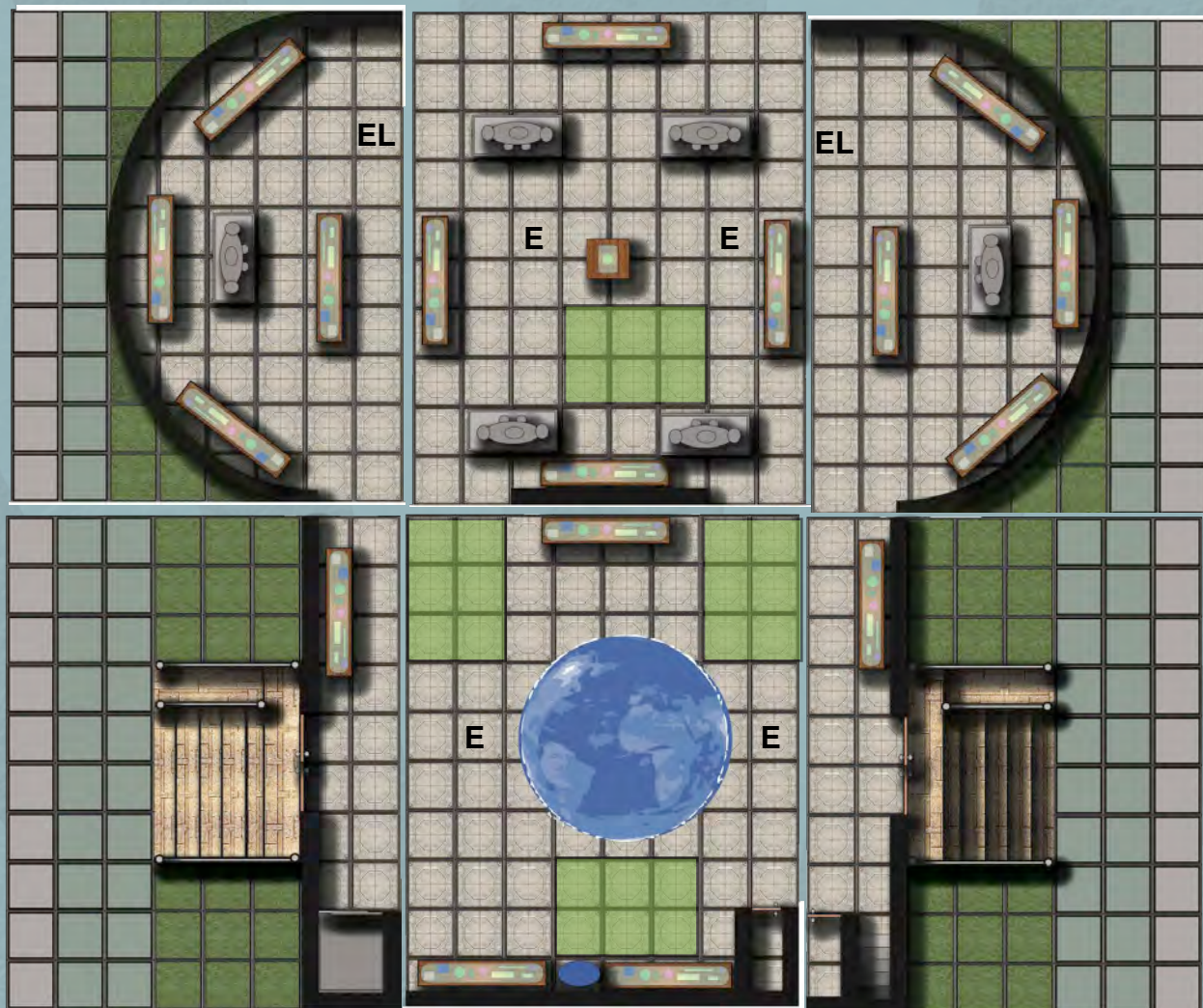
If you defeat the magicians then you gather up the villains and the tablet. As for the villains you can turn them into the authorities (Gain +1 Law and Order rank) but Gideon will not allow you to kill them outright. You will have to restrain your vigilante urges.

Reward:

You (and any allies) Gain 500 Exp. and increase the Elemental Lords as a villain with a +1 to their rank. You also may increase your Reputation rank by +1.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

End the issue here.



EL- Elemental Lord
E - Elemental Minion

Heroes may start from the green areas shown

Bad Cop #1

Captain Frank's looks at you over the hood of his car, a hot cup of coffee in his hands and glum look on his face.

"Look, I don't much care for the whole super hero thing. Crime and justice are my job, not yours. Still you can get things done that I can't," He says as he looks you over.

"It's no secret we have a whole lot of corrupt cops on the force," He starts. "Been like that since I joined the force. In the old days you had to make a choice, join the bad cops or turn a blind eye to what they were doing. Well I have had a stomach full of turning the other way," He continues with some force in his voice. "I can't stop them, but you might be able to. Bring me solid evidence of these crooked cops and what they are up to and I can arrest them."

You shake the man's hand and agree to help.

"Start with the beat cops on third shift, they are all part of a gang of bad cops," Frank says as he turns away and gets into his car.

Taking your cue, you begin to do surveillance on the cops of the third shift. Make the following skill checks at the set difficulty ratings.

Stealth, DC 15 (Follow the cops around a few days without them knowing)

Perception, DC 15 (Observe their activities and clandestine operations)

Sense Motive, DC 15 (Figure out their hidden motives and plans)

Investigation, DC 15 (Gather evidence of their criminal acts)

Gain 25 Exp. for each skill check you are successful with.

If you fail any of these skill checks, the cops in question become aware of your surveillance (See Below for more details).



Outcomes and Rewards:

If you are successful on all the skill checks you find that these cops are part of a theft ring. While on duty they spy out the store or warehouse to be robbed and then, while off duty, rob the place. They often leave evidence that some local punk did the robbery and thus pin the crime onto less respectable people, then nab them when the evidence is miraculously found, people that have gone to jail for crimes they did not commit.

With this evidence in hand you can either take these cops out by yourself or let Franks deal with them. If you give the evidence over to Franks he will arrest the cops one at time, making it a very public affair so the cops suffer as much public scorn as possible.

You (and any allies) Gain 200 Exp. and increase your Law and Order rank by +1.

End the issue here.

If you take out the cops on your own you can turn them in to Captain Franks.

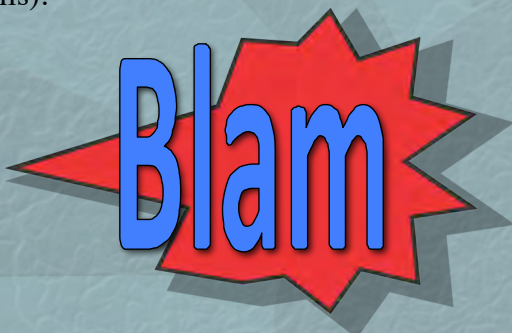
If you capture them on your own you gain Frank's thanks but he would have rather you just handed them over to him. Regardless you (and any allies) Gain 200 Exp. and increase your Law and Order rank by +1.

End the issue here.

You can make a Perform skill check vs. DC 15 to have the media involved in your taking out the cops and turning them all in for justice. You (and any allies) Gain 200 Exp. and increase your Law and Order and Reputation both by +1.

End the issue here.

If your failed any of the skill checks the cops in question figure out you are on to them and they set up an ambush for you.



Bad Cop #1

Corrupt Cops (X10)

Human, Medium

CR: 1

Exp. Award: 400

Init: +1

AC: 15

Hps: 10

Base Attack: +2

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

Melee: Billy club +2 (1D6)

Range: Pistol +2 (1D6)

Skills: Intimidation +2

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

You can set up whatever battle tiles you want for this encounter.

If you are defeated by the cops you can of course spend a Hero Point to avoid this event.

If you defeat the cops you can perform any of the listed action above, but increase the Exp. by +100.

End the issue here.

If you have any hero allies you can bring one to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch

Bounce

Maxx, Male Brick

Paladin

Sphinx

Stonecold

White Tiger

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



Bad Cop #2

The old police officer looks at you with a bit of disdain on his face. "Don't much care for you super hero types," He says with a gruff voice, "But the captain trust ya so I guess if he means to clean up the department of all the filth, then I'm willing to help out."

He leans over his desk to whispers in your ear. "Been needing to clean house around here for years, so if you are going to do it best you start with the worst of the scum."

Kerns gives you a small packet of papers, evidence sheets, and photos of crime scenes. "We got a detective on the force, likes to beat his collars to death rather than bring them in. He has a reputation of killing more than one punk and dropping the bodies in the river. I think he does it because its fun, but also because he works for one of the Mob crews. Which one I can't say."

You take the packet of papers and tell Kerns you will look into it.

Some days later you start your investigation of Detective Stronger. On the surface Stronger looks to be a tough cop that does his job with precision and care. He is not a nice guy, drinks on and off duty, beats his poor wife and gambles.

Make the following skill checks at the indicated difficulty ratings.

Bluff, DC 15 (Interview his wife without her knowing you are investigating him)

Disable Device, DC 16 (Break into his safe to gather evidence)

Investigation, DC17 (Gather more evidence as to who he works for)

Sense Motive, DC 18 (Figure out his next plans)

Escape Artist (Rescue the target of his next murder for hire)

You gather over the next few weeks that the detective is in fact acting as a hit man for one of the local mob crews. They send him the information on who they want dead and he frames that person for a crime, then he either kills them in the line of duty or they disappear outright, with evidence that they performed some crime and skipped town.



If you fail any of these skill checks the cops in question becomes aware of your surveillance (see below for more details)

Outcomes and Rewards:

If you are successful on all the skill checks you can take this evidence in hand and either take the cop out by yourself or let Captain Franks deal with him. If you give the evidence over to Franks he will arrest the cop, making it a very public affair so that Stronger suffers as much public scorn as possible.

You (and any allies) Gain 200 Exp. and increase your Law and Order rank by +1.

End the issue here.

If you take out Stronger on your own you can turn him in to Captain Franks.

If you capture Stronger on your own you gain Frank's thanks but he would have rather you just handed Stronger over to him. Regardless you (and any allies) Gain 200 Exp. and increase your Law and Order rank by +1.

End the issue here.

You can make a Perform skill check vs. DC 15 to have the media involved in your taking out Stronger and turning him in for justice. You (and any allies) Gain 200 Exp. and increase your Law and Order and Reputation both by +1.

End the issue here.

If your failed any of the skill checks the Stronger in question figure out you are on to them and sets you up for an ambush.



Bad Cop #2

Stronger

Human, Medium

Cop 3rd Lvl

CR: 3

Exp. Award: 800

Init: +1

AC: 15

Hps: 20

Base Attack: +3

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

Melee: Billy club +3 (1D6)

Range: Pistol +3 (1D6)

Skills: Intimidation +3, Investigation +3

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

Mob Thugs (x10)

Human, Medium

Thug level 1

CR: 1

Exp. Award: 400

Init: +1

AC: 12

Hps: 8

Base Attack: +1

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

Melee: Punch +1 (1D3 +1)

Skills: Intimidation +2

Special: None

Strategy: Charge

You can set up whatever battle tiles you want for this encounter.

If you are defeated by Stronger and his mob thugs you can of course spend a Hero Point to avoid this event.

If you defeat Stronger you can perform any of the listed action above, but increase the Exp. by +100.

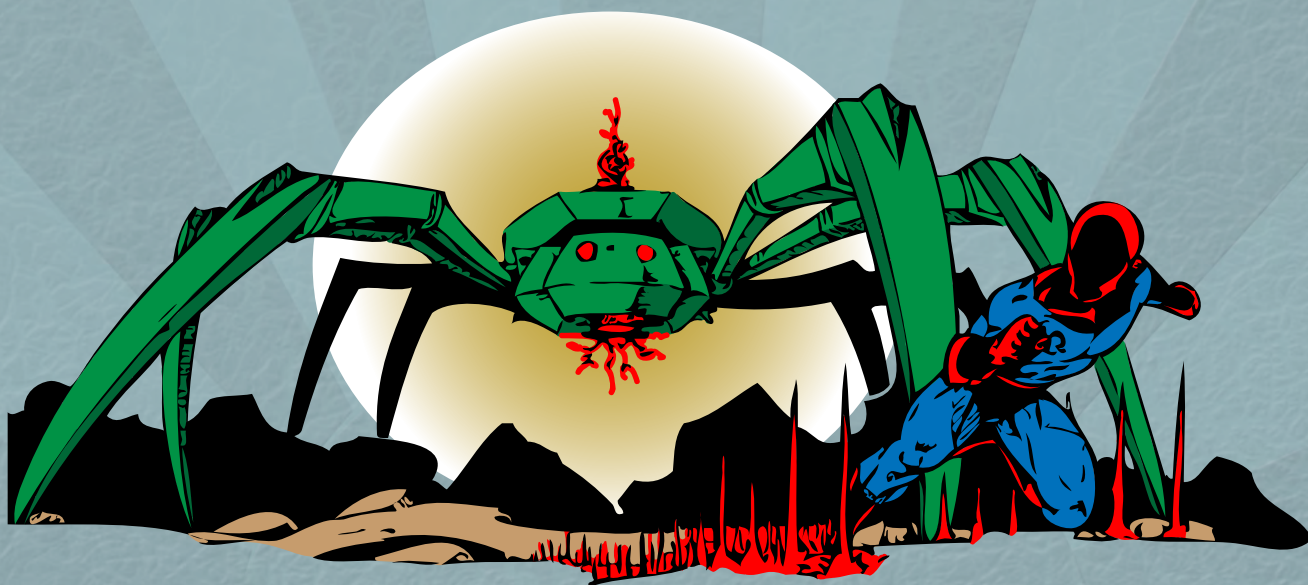
End the issue here.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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



Bad Cop #3

"I'm not real partial to you super types, more trouble then you are worth you ask me," Officer Kennedy says as he looks you over.

"Still you have been cleaning house around here and putting a lot of bad cops out of business," He offers, "So I guess I can get on board with that sort of thing. I have heard that there is a sheriff, out on the Downs. He's allowing the mob to smuggle drugs out in his parish and taking a big payday for looking the other way. Take him out and the drugs in this city might dry up a little bit."

You thank the officer and head off to see what can be done about this pig of a sheriff.

Taking a short vacation out into the countryside has been nice, no smog and dirty streets, but even here in the farmlands of the countryside evil lurks.

You get a room at the local bed and breakfast. Right next to a honeymooning couple, so you don't get much sleep the first night. Young love and all that...

Soon enough you are out and about, looking for evidence on the sheriff and his operation.

Make a series of skill checks against the indicated difficulty number.

Investigate, DC15 (To scope out the town and local area)
Climb, DC16 (To seeks a good place to observe the drop off point for the drugs)

Handle Animal, DC 17 (To deal with the angry squirrel in the tree you picked)

Sense Motive, DC 18 (To learn what the sheriff has to say for himself when he comes snooping about)

Perception, DC 19 (To gather the evidence to put the sheriff away.)

You gather over the next few days that the sheriff is in fact allowing drugs to pass through his town on their way to the city. Seems the Green Hood is also involved as he has meet with the sheriff in secret.

If you fail any of these skill checks, the sheriff becomes aware of your surveillance (see Below for more details)

Outcomes and Rewards:

If you are successful on all the skill checks you can take this evidence in hand and either take the sheriff out by yourself or let state police deal with him. If you give the evidence over to state police they will arrest the sheriff, the states cops making it a very public affair so the sheriff suffers as much public scorn as possible.

You (and any allies) Gain 200 Exp. and increase your Law and Order rank by +1. End the issue here.

If you take out the sheriff on your own you can turn him in to state police.

If you capture the sheriff on your own you gain state polices' thanks but they would have rather you just handed sheriff over to them. Regardless you (and any allies) Gain 200 Exp. and increase your Law and Order rank by +1. End the issue here.

You can make a Perform skill check vs. DC 15 to have the media involved in your taking out sheriff and turning him in for justice. You (And any allies) Gain 200 Exp. and increase your Law and Order and Reputation both by +1. End the issue here.

If your failed any of the skill checks, the sheriff in question figures out you are on to him and sets you up for an ambush.



Sheriff

Human, Medium

Cop 3rd Lvl

CR: 3

Exp. Award: 800

Init: +1

AC: 15

Hps: 20

Base Attack: +3

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

Melee: Billy club +3 (1D6)

Range: Pistol +3 (1D6)

Skills: Intimidation +3, Investigation +3

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

Green Hood

Combat Exert Lvl 2

Human, Medium

CR: 2

Exp. Award: 600

Init: +4

AC: 17

Hps: 22

Base Attack: +2

Fort: +4 **Reflex:** +2 **Will:** +0

Melee: Fist +3 (1D6 +2)

Powers: Increased Attribute (Str +3, Dex +3)

Class Features: Bravery, Combat Feat (Throw Anything), Combat Style (Hand-to-Hand), Unarmed Strikes

Feats: Blind Fighting, Endurance, Improved Initiative, Power Attack, Throw Anything

Skills: Intimidation +2, Stealth +4

Special: Combat Suit (+2 AC), Eye Protection Goggles

Strategy: Boxer

Note: Add to the Green Hoods rank by +1 after this encounter.



Local Thugs (x10)

Human, Medium

Thug level 1

CR: 1

Exp. Award: 400

Init: +1

AC: 12

Hps: 8

Base Attack: +1

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

Melee: Punch +1 (1D3 +1)

Skills: Intimidation +2

Special: None

Strategy: Charge

You can set up whatever battle tiles you want for this encounter.

If you are defeated by the sheriff and his thugs you can of course spend a Hero Point to avoid this event.

If you defeat the sheriff you can perform any of the listed action above, but increase the Exp. by +100.

End the issue here.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

If you don't have any hero allies, or need more (you can have as many as you want for this event), then add any of the following.

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

Bad Cop #4

"I hear they got Stronger in jail and he is singing like a little bird about his mob contacts," Kerns offers as he sits down on the park bench next to you. "Good work," He grunts.

"Course he was not the only bad apple on the force, we got a lot more."

"If ya are willing, I got some information on another group of bad cops" He says as he hands you an envelope full of documents and then gets up and walks away.

You look inside to find that a drug enforcement unit seems to be taking the drugs they confiscate and selling them all on their own.

If you have handed all your evidence in the past bad cop mission to Captain Franks, or you killed the cops in question, then continue on with this investigation as outlined in outcome #1.

End the issue here.

If you have apprehended the bad cops on your own in past bad cop missions then go to outcome #2.

End the issue here.

If you made the perform check to have the media involved during a past bad cop mission, then see outcome #3.

End the issue here.



Outcome #1:

You start the investigation on the bad cops. Make the following skill checks at the indicated difficulty levels.

Investigation, DC 15 (You seek out information on the cops' next big operation)

Knowledge (Local), DC 16 (You hit the streets to learn who they sell their drugs to and where)

Craft, DC 17 (You forge fake documents to pass yourself off as a high end foreign drug lord)

Disguise, DC 18 (You make up a disguise to look like the drug lord)

Perform, DC (You put on a great act for the bad cops so that they will rob you of your fake drugs)

Survival, DC 19 (You track the bad cops to their hideout.)

If you are successful on all the skill checks you can take this evidence in hand and either take the cops out by yourself or let Captain Franks deal with him. If you give the evidence over to Franks he will arrest the bad cops, making it a very public affair so Stronger suffers as much public scorn as possible.

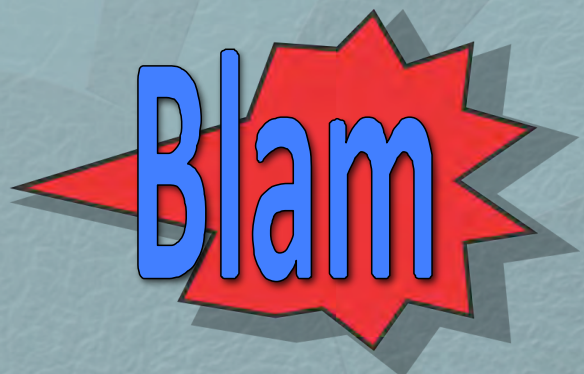
You (and any allies) gain 200 Exp. and increase your Law and Order rank by +1.

End the issue here.

If you take out the cops on your own you can turn them in to Captain Franks.

If you capture the bad cops on your own you gain Frank's thanks but he would have rather you just handed bad cops over to him. Regardless you (and any allies) gain 200 Exp. and increase your Law and Order rank by +1.

End the issue here.



Bad Cop #4

You can make a Perform skill check vs. DC 15 to have the media involved in your taking out the bad cops and turning them in for justice. You (and any allies) gain 200 Exp. and increase your Law and Order and Reputation both by +1.

End the issue here.

If you failed any of the skill checks the bad cops in question figure out you are on to them and set up an ambush.

Bad Cops (x5)

Human, Medium

Cop 3rd Lvl

CR: 3

Exp. Award: 800

Init: +1

AC: 15

Hps: 20

Base Attack: +3

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

Melee: Billy club +3 (1D6)

Range: Pistol +3 (1D6)

Skills: Intimidation +3, Investigation +3

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

You can set up whatever battle tiles you want for this encounter.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

If you don't have any hero allies, or need more then add any of the following.

Bethany the Witch

Bounce

Maxx, Male Brick

Paladin

Sphinx

Stonecold

White Tiger

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

Outcome #2:

These cops are no fools and they get word that you are investigating them. As you set up your surveillance they set you up for the murder of a drug dealer. Soon enough you have half the police force out to get you. This is all the chance the bad cops on the force need to get some payback and they have no intentions of arresting you or taking your in alive.

You will have to gather enough evidence that you are innocent of the crime and that you have been set up. Until then you are an outlaw. Reduce your Reputation by -1 and drop to 0 your Law and Order and Do Gooder ranks.

You will need to make the following skill checks to clear your name.

Investigate, DC 15

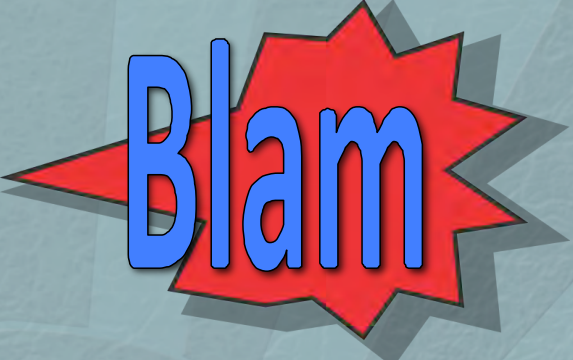
Stealth, DC 16

Bluff, DC 17

Disable Device, DC 18

If you are successful on all the skill checks then you have gathered enough evidence to prove you are innocent and that the bad cops have set you up. You will need to get the evidence to Captain Franks to clear your name. Return all your title ranks to normal and gain 200 Exp. (And any allies) and increase your Law and Order rank by +1.

End the issue here.



Blam



Smack

Bad Cop #4

After each skill check you must roll 1D20. On a 10+ you are surrounded by the cops.

Set up a random battle with x10 cops.

Cops (x10)

Human, Medium

CR: 1

Exp. Award: 400

Init: +1

AC: 15

Hps: 10

Base Attack: +2

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

Melee: Billy club +2 (1D6)

Range: Pistol +2 (1D6)

Skills: Intimidation +2

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

You can set up whatever battle tiles you want for this encounter.

If you have any hero allies you can bring up to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

Outcome #3

If you have made it a point to bring the media in each time you brought down some bad cops, this time around the bad cops turn the tables. From sources within the police department these bad cops know you are coming after them and they strike first. They hire a super villain to come after you. Make a random roll among all the super villains you have a rank of one or more with. The bad cops hire that super villain to come after you.

Set up a random battle with the super villain. Note that if you are running a super team, then for every super hero beyond the first add to the super villain's group x2 henchmen.

Note: If you do not have any super villains then roll one random super villain off of the super villains charts, which can be found in the patrol book.

If you defeat the super villain then you may start the investigation on the bad cops. Make the following skill checks at the indicated difficulty levels.

Investigation, DC 15 (You seek out information on the cops' next big operation)

Knowledge (Local), DC 16 (You hit the streets to learn who they sell their drugs to and where)

Craft, DC 17 (You forge fake documents to pass yourself off as a high end foreign drug lord.)

Disguise, DC 18 (You make up a disguise to look like the drug lord.)

Perform, DC (You put on a great act for the bad cops so that they will rob you of your fake drugs.)

Survival, DC 19 (You track the bad cops to their hideout.)

If you are successful on all the skill checks you can take this evidence in hand and either take the cops out by yourself or let Captain Franks deal with him. If you give the evidence over to Franks he will arrest the bad cops, making it a very public affair so they suffers as much public scorn as possible.

You (and any allies) gain 200 Exp. and increase your Law and Order rank by +1.

End the issue here.

Bad Cop #4

You can make a Perform skill check vs. DC 15 to have the media involved in your taking out the bad cops and turning them in for justice. You (And any allies) Gain 200 Exp. and increase your Law and Order and Reputation both by +1.

End the issue here.

If you failed any of the skill checks the bad cops in question figure out you are on to them and sets up an ambush.

Bad Cops (x5)

Human, Medium

Cop 3rd Lvl

CR: 3

Exp. Award: 800

Init: +1

AC: 15

Hps: 20

Base Attack: +3

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

Melee: Billy club +3 (1D6)

Range: Pistol +3 (1D6)

Skills: Intimidation +3, Investigation +3

Special: Bullet Proof Vest (+5 AC)

Strategy: Sharp Shooter

You can set up whatever battle tiles you want for this encounter.

If you have any hero allies you can bring up to three them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

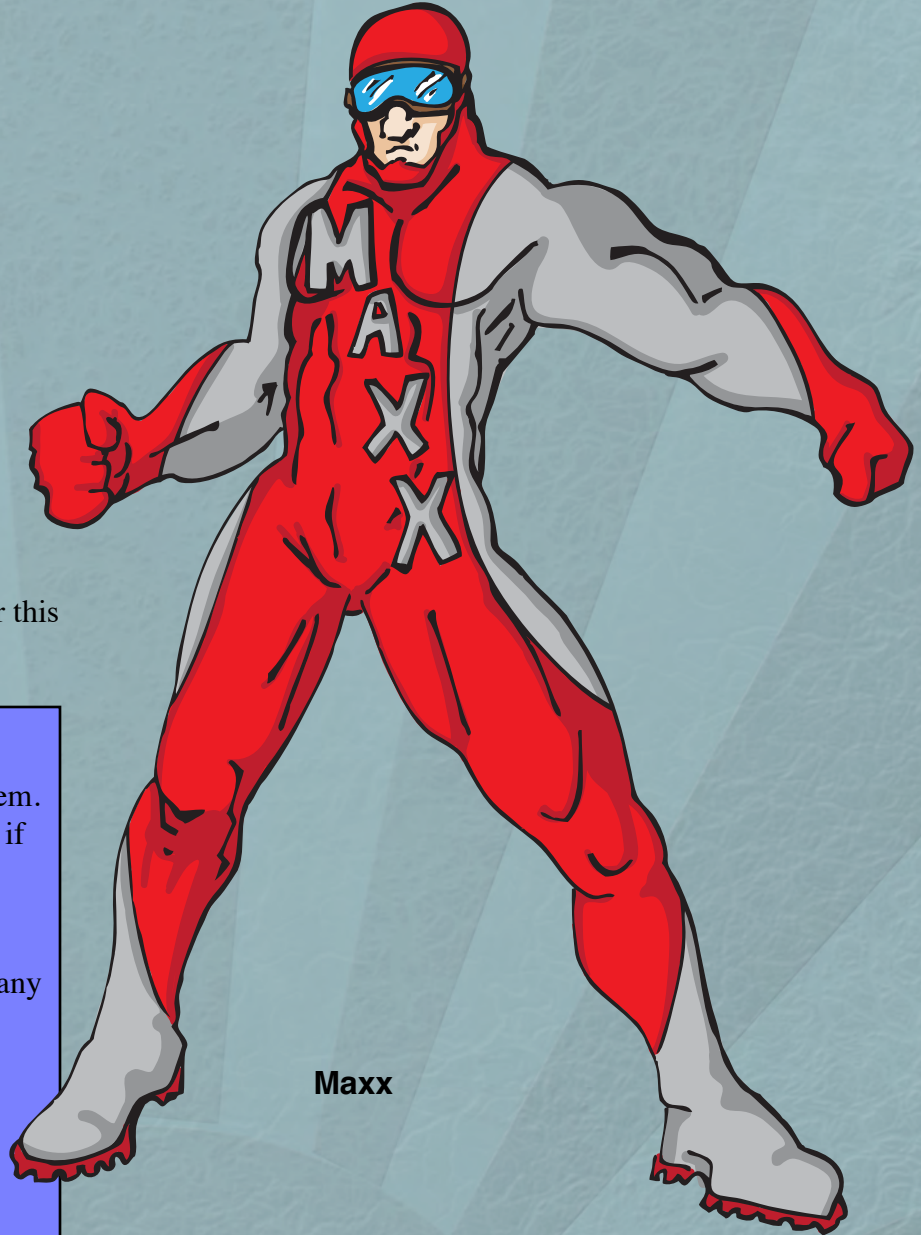
If you don't have any hero allies, or need more (you can have up to three this event), then add any of the following.

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

Rewards:

Any hero allies may add +1 to their rank if they were involved in any of the missions from this mission tree.



Maxx

Bad Cop #5

Captain Franks looks at you through tired eyes. "Been a hell of a month cleaning out all the trash in the department," He offers, "You have done well."

You assure him that without the honest cops on the force, it would have been impossible.

"Maybe, maybe not, all I know is you have made the city a better place."

He looks off into the distance for a moment. "We got one more to bring down. Maybe the worst of them all." He tells you as he hands you a packet of papers and crime scene photos.

You sense that this one is personal to him and ask why.

"She was my wife, once," Franks says as he walks off. "Bring her down," He asks as he turns the corner and is gone.

Taking a look at the stuff in the packet you find that Franks' ex-wife, Maribel Muldoon, is a lieutenant on the force, at one time a rising star. She specialized in deep cover operations. Problem is she got too deep and finally became what she was supposed to fight. Now she runs a drug operation within the department itself, fully in the pocket of the mob.

Soon enough you find all the evidence you need to bring her in. Its like she's not even bothering to cover her tracks any more.

You can take this evidence in hand and either take out Lt. Muldoon by yourself or let Captain Franks deal with her. If you give the evidence over to Franks he will arrest her, making it a very public affair so the Lt. Muldoon suffers as much public scorn as possible. All she says is she "We'll be back."

You (and any allies) Gain 200 Exp. and increase your Law and Order rank by +1. Gain one Hero Point.

End the issue here.

If you take out Lt. Muldoon on your own you can either turn her in to Captain Franks, or kill her for being a criminal posing as police officer.

If you capture Lt. Muldoon on your own you gain Franks' thanks but he would have rather you just handed her over to him. Regardless you (and any allies) Gain 200 Exp. and increase your Law and Order rank by +1. Gain one Hero Point. End the issue here.

You can make a Perform skill check vs. DC 15 to have the media involved in your taking out Lt. Muldoon and turning her in for justice. You (and any allies) Gain 200 Exp. and increase your Law and Order and Reputation both by +1. Gain one Hero Point. End the issue here.

If your failed any of the skill checks then Lt. Muldoon figures out you are on to her and she takes off for a hide out. You may make Knowledge (Local) to use your streetwise skills to find her hideout. You may then take her out as outlined above. Fail the roll and she disappears into the dark city.

End the issue here.

Additional Events:

If you took Lt. Muldoon in and she was arrested, then you hear that a few days later she is found dead in her jail cell. Hanged it seems. They deem it a suicide, but you have doubts.

A few days later, regardless of your actions, you get some disturbing news; she may have been innocent of the crimes you brought her in for.

You immediately start a new investigation, this time more detailed and involved.

Make a series of skill checks against the indicated difficulty numbers.

Investigation, DC 15 (To start looking deeper into what she was doing)

Intimidation, DC 16 (To beat the truth out of a few lowlifes)

Linguistics, DC 17 (To decipher a hidden message to her superiors in the department)

Diplomacy, DC 18 (To get the truth about her assignment for her superiors)

If you fail any of these skill checks you run into a dead end and can find nothing more about her and her activates. She remains a criminal and a dishonest cop.

If you are successful on all the skill checks you discover that she was innocent of the crimes you brought her in for. She was in fact working deep undercover to find out who in the department was corrupt. The evidence she had gathered would have brought down several police captains and possibly the current police commissioner himself. Her death was set up to cover their tracks and now these corrupt cops will never be brought down.

One way or another she is dead because of you. You turned her in and then she was killed on your watch, because of you and your poor investigation she was handed over to her enemies.

Note: You may now take on the Night of the Wrath mission.

Bad Junk #1

"I'm glad you came by, I fear there is a darkness taking over the world and you are our only hope. You may not believe in God, but I'm a man of faith and I think his holiness sent you to this city in its greatest time of need," Father Thomas offers as he pats you on the shoulder in thanks and pride.

"I fear, though, for the poor and lost of the city. There is always some terrible affliction falling down on those in the deepest need. But I think something ever worse is afoot" The good father says as he sits on the steps in front of his church.

"The drug addicts are the worst, they are lost souls I fear. I try to minister to their needs, but these days they seem to be vacant, as if they were walking corpses, dead inside and hallow."

That is all drug addicts you say.

"No, of late it is worse, take a look for yourself, you will see," The Father says as he stands and walks into the church, hustling a few street kids before him so they can get a piece of candy.

You have nothing better to do so you go down to skid row over in darkest part of Low Town, where all the worst drug addicts finally drift to. At first they all seems like normal drug addicts, lost souls as the Father calls

them. But then it begins to dawn on you that the Father was right, these drug addicts seems to be vacant of all emotions and life, they just sit there, staring off into nothing.

You may perform a Healing skill check vs. DC 15 to draw some blood from one of the addicts, who does nothing to stop you.

If you fail the skill test you find nothing out of the ordinary and move on with more important things to do. End the issue here and the mission tree. Gain 25 Exp.

If on the other hand you are successful with the skill roll (Gain 25 Exp) you find that the drugs these fools have been taking have been tampered with, some extra unknown agent added. Can someone be trying to create a new drug? If so, why? The drugs these lowlives take are cheap already, the added work it would take to add this unknown substance must have cost triple what the drug is worth on the street. There is no profit in this, that's for sure.

Asking around you find that the drug is called Blue Number 2 and is being sold all over the city this last few weeks.

You will need to ask a few people some hard questions to get to the bottom of this.

End the issue here and gain 100 Exp. (You and your allies)

Bad Junk #2

You find Bruno on a park bench outside his favorite Deli, stuffing a huge Italian sub into his mouth. "Look, if ya going to beat me up, do it after I eat my lunch," He says as he consumes the sandwich in three mighty bites.

You ask him about the new drug on the streets, Blue Number 2.

"Ya, I heard of it, nasty stuff, but then them druggies will put anything into their body. They got no respect for their temple, you know what I mean," He asks as he wipes mustard off his chin and burps loudly.

"I will says this, whoever is involved gives the stuff away, and that's hitting my bosses' bottom line," Bruno offers, as if you could care. As far as you are concerned Bruno and his boss are just as big a bunch of scum as these other drug dealers. The only difference is Bruno has a habit of talking about things he should not be telling, and you find that useful.

"Go check around the old Firehouse in the Bowery, I hear they have set up shop over there."

Taking off you head for the Bowery. Soon enough you are standing outside the old firehouse, a run down place made of bricks and old iron. At one time it was a place to house the equipotent and people that kept the city safe. Now its little more then a skeleton used by hoods to make drugs.

You can sneak about and see what's going on or charge on in and make a grand entrance,

If you sneak in, make a Stealth skill check vs. DC 15. If unsuccessful you are discovered and the hoods inside attack or flee.

If you are successful on the skill check (Gain 25 Exp.) you find the place a virtual drug factory with barrels of chemicals and tables of lab equipment all over place. Within are a good 20 or so men and woman working on mixing the drugs and placing it in small plastic bags for sell.

Time to put them out of business, doing so from surprise and gaining a single round of free action.

If you charge on in you find the same things and make an intimidations skill check vs. DC 15 (Gain 25 Exp.) to freeze everyone in place for a round as you bluster and blow.

Either way, after the 2nd round all but five of the people inside will turn and run. The other five will pull machine guns out from under the table and fire with mad abandon, caring little where they fire or the damage they do.

Local Thugs (x5)

Human, Medium

Thug level 1

CR: 1

Exp. Award: 400

Init: +1

AC: 12

Hps: 8

Base Attack: +1

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

Melee: Punch +1 (1D3 +1)

Ranged: Machinegun +1 (1D6)

Feat: Burst Fire

Skills: Intimidation +1

Special: None

Strategy: Charge

If you have any hero allies you can bring up to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch

Bounce

Maxx, Male Brick

Paladin

Sphinx

Stonecold

White Tiger

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

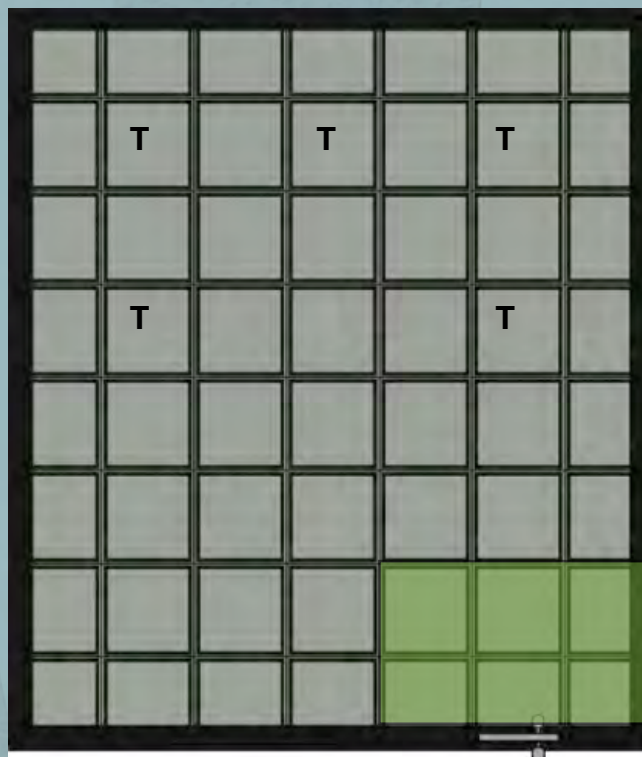
Bad Junk #2

Each round roll 1D20. On a roll of 15+ one of the thug's bullets hits one or more of the chemical barrels, which then explodes. Everyone in the building takes 6D6 damage (Reflex save for 1/2 damage)

Any evidence the building might have held is gone in the explosion and fire.

Rewards:

End the issue here and gain 100 Exp. (You and your allies)



T - Thugs

Heroes may start from the green area shown



Bad Junk #3

“Look I don't know anything about this Blue Number 2!” Says the man you are holding by his tie. “I'm just a middle man, a fence ya know. I don't sell drugs,” Max offers as a defense.

You ask again, a bit more forcefully.

“Hey I'm a made guy, ya can't just go punching me and roughing me up!” He pleads as if that would stop you. You raise your fist once more.

“OK, OK! I'll tell ya what I know,” Max offers finally. Getting himself together he straighten his tie and takes a deep breath. “Like I told ya I don't sell drugs, no one in my crew does, the boss don't like them and he don't sell them. Still I hear things ya know. This blue stuff, number two, its just the first wave man. The first version turn folks into zombies, the second into monsters. I heard though a third version is hitting the street, Blue Number 3.”

You ask who is selling the stuff, who's making it.

“That I can't say,” He replies. You raise your fist once more. “Hey! Calm down, I can't say because I don't know, no one does.”

You leave the small T.V. repair shop Max runs as a front for his fencing operation. No one knows who or where the stuff is being made, but you swear you will find out.

Make a series of skill checks to discover more information.

Knowledge (Local), DC16 (To use your streetwise to find the new drug)

Perception, DC 17 (To see where it is coming from)

Disguise, DC 18 (To dress up like a junkie to buy some of the drugs)

Investigation, DC 20 (To analyze the drug's properties)

Fail any of the skill checks and the trail goes cold up to that point and you find nothing more.

If you are successful on all the skill checks you discover a new lab where the drug is being made.

Heading over to a warehouse near the South Docks you find the drug lab.

Make a Perception skill check vs. DC 15.

If you fail the skill check you spy nothing out of the norm and may carry on.

If you are successful (Gain 25 Exp) then you see that three of homeless bums scattered around the build are watch guards, covered in filthy cloths and hoodies.

At this point you may either try to sneak past then or just charge on in.

If you try to sneak past make a Stealth skill check vs. DC 18.

If you are successful with the Stealth skill check (Gain 25 Exp.) you sneak on past and enter the building.

If you fail the Stealth skill check or the Perception skill check called for earlier, then you are spotted and the guards raise the alarm as they attack.

Local Thugs (x3)

Human, Medium

Thug level 1

CR: 1

Exp. Award: 400

Init: +1

AC: 12

Hps: 8

Base Attack: +1

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

Melee: Punch +2 (1D3 +1)

Ranged: Machinegun +1 (1D6)

Feats: Burst Fire

Skills: Intimidation +1

Special: None

Strategy: Charge

Bad Junk #3

If you have any hero allies you can bring up to six of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

Taking care of the thugs or avoiding them outright you enter the building.

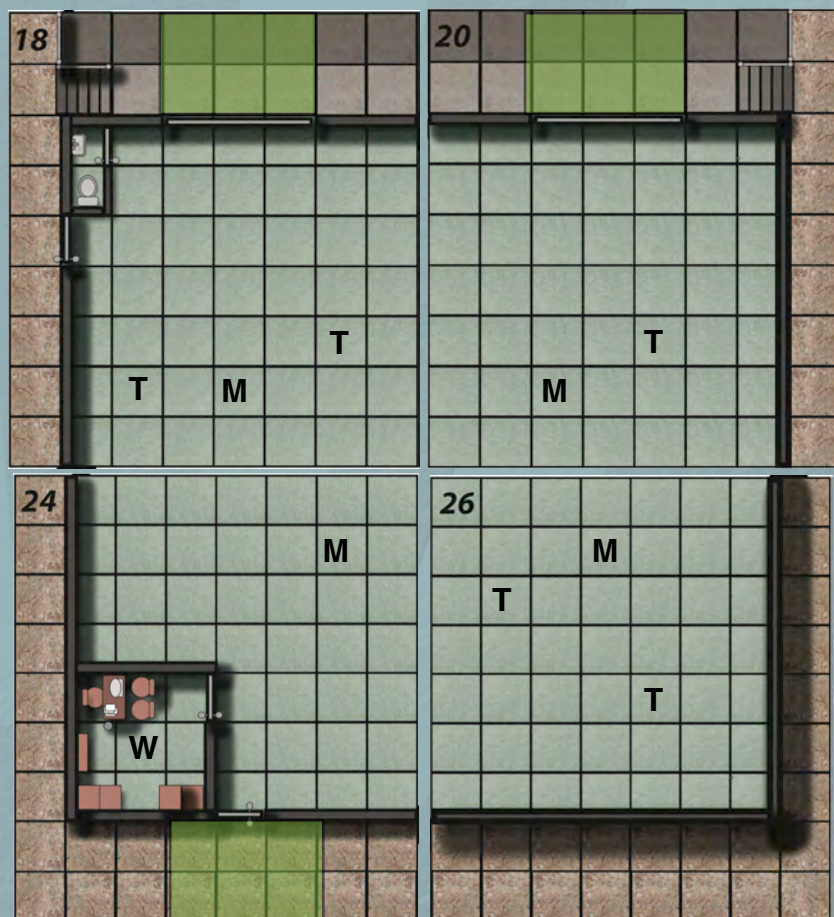
Inside you see that the whole of the warehouse has been turned into a small drug factory, tables full of lab equipment and barrels of chemicals.

If you where able to sneak in then you see that the place is full of people, a good 30 or 40, all working making the blue drug.

If you were not able to sneak in, just barge in or were spotted by the guards outside, then when you enter the building you find no one there, except for four people, all in various stages of turning purple and growing large. These four though seem to be in control of their minds, and not raging monsters like the last few mutants you have run into.

T - Thugs
M - Mutants

Heroes may start from the green areas shown



Purple Mutant (x4)

Brick Lvl 4

Human, Large

CR: 4

Exp. Award: 1,200

Init: +4

AC: 14

Hps: 40

Base Attack: +2

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

Melee: Fist +11 (1D3 +8)

Powers: Increased Attribute x2 (Str +8), Armor x2

Class Features: Basher and Crusher (ignore 6 points of Hardness)

Feats: Power Attack, Throw Anything

Skills: Intimidation +8

Special: None

Strategy: Charge

Note that these four do not explode like the others and when beaten down only return to their human form.

If you are defeated in the battle the mutants leave and you gather yourself together.

If on the other hand you defeat the mutants you may make a Perception skill check vs. DC 15.

Fail and you spot nothing.

If you are successful (Gain 25 Exp.) you spot a bomb set to a timer. You have just enough time to escape before the place blows up.

Fail the Perception skill check or you were beaten in the battle and you do not spot the bomb. Everyone in the building takes 4D6 damage (Reflex save vs. DC 15 for 1/2 damage)

The building goes up in purple flames and all evidence is lost.

Rewards:

End the issue here and gain 200 Exp. (You and your allies)



Mutant

Bad Junk #4

“Look we are like oil and water, we just don't mix,” Say the man called Joey. While he sits there in the small café shop on the West Side you look him over. On any other day you would say he was a small business owner, charming and well dressed, a nice guy over all. You could see him in the backyard standing over the Bar-B-Q cooking up burgers for the family.

That's the image. The reputation though is he is a stone cold killer, a tough man in a tough business. Being an under boss in the Mob calls for this sort of man, cold and calm.

“My boss, he doesn't like drugs, and he don't allow his men to sell them. He's also disturbed about the fight in front of the church,” Joey continues on. “See the boss is a religious man and he don't take to mutants fighting in front of a church like that. So he asked me to give you a call. “ Joey offers as he pauses to take a drink of his coffee.

“Like I said, oil and water, superheroes and mobster just don't mix, but in this case I have something you might like to know.” He then hands you a piece of paper with an address written on it.

“Go check it out and see what you find,” Joey says as he stands to leave.

You check out the address, it's an abandoned building in Low Town. Nothing of interest in the building itself but in the basement you find an old, abandoned lab. A few discarded lab test tubes have a bluish residue and a few loose pieces of paper with formulas written on them but nothing else seems to be here.

You make a Perception skill check vs. DC 20.

If you fail the skill check you find nothing more.

If you are successful (Gain 25 Exp.) you find a hidden safe, unlocked it seems. Inside you find a journal of an Irving Marlowe. Seems he has been experimenting on ways to turn other people into Mutants. He has some success in a small town to the north, but had to flee the authorities before he could perfect his serum.

Soon after arriving in the city he was contacted by some mobster who would finance his experiments in return for a drug that would turn men into super men. One of the last entries in the journal speaks of the mob boss wanting all his men to be super, a Mutant Mob. The journal then says the boss's main man; a small man named Lefty would arrive soon to take him to a better lab.

Now you know who is behind this wave of purple mutants and who is supplying him with labs and equipment. Time to take out the Mutant Mob.

Rewards:

End the issue here and gain 200 Exp. (You and your allies), and one Hero Point.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

You may now take on the Mutant Mob Mission Tree.



Mutant

The Brute

(An Event on Issue 6)

The Brute is on a rampage over on the Ship Yards, ripping up the streets and making a mess. He seems to have stolen some special electronics from a supplier down there and was making his get away when the cops showed up. The police are ill equipped to deal with this threat and you will have to set in and help out.

The Brute

Acrobat Lvl 5

Human, Medium

CR: 4

Exp. Award: 1,200

Init: -1

AC: 17

Hps: 46

Base Attack: +3

Fort: +7 **Reflex:** +0 **Will:** +2

Melee: Fist +13 (1D3 +10)

Powers: Super Attribute (Strength) 3

Class Features: Built Tough, Extreme Effort

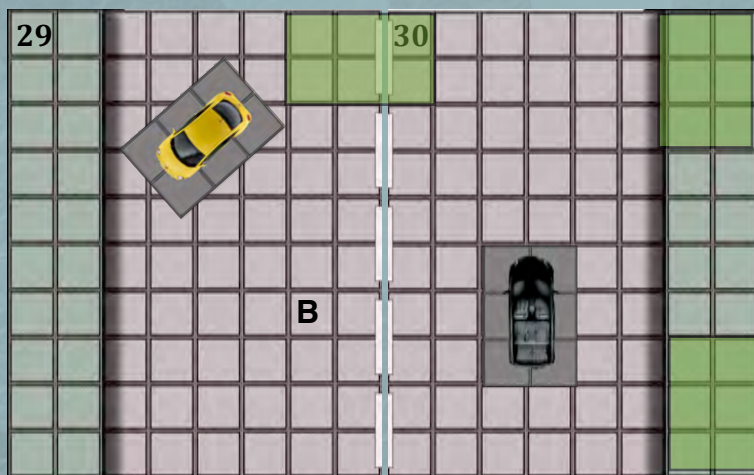
Feats: Power Attack, Furious Focus, Cleave, Cleaving Finish

Skills: Intimidate +9, Survival +8

Special: Big Blue Suit (Armor 4)

Strategy: Charge

(See the core book for details on the Brute)



B - Brute

Heroes may enter from any one of the three green areas shown

If you have any hero allies you can bring up to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch

Bounce

Maxx, Male Brick

Paladin

Sphinx

Stonecold

White Tiger

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

If you are defeated by the Brute he leaves you lying in the rubble of the fight.

End the issue here as a failure and reduce your Reputation -1.

If you defeat the villain you take him in, return all the electronics and save the city from further robberies committed by this villain.

Rewards:

End the issue here, and gain (You and your allies) 500 Exp. You also gain +1 Reputation and must add the Brute as a villain to your list at rank 1.

Roll 1D20 after the fight has been completed. On a roll of 5+ the Media shows up and films the whole thing. If you were defeated they show that on the nightly news, your Reputation suffers and is reduced by -1.

If you defeated the Brute that your villain enemies don't take this well and you must increase all your villain enemies ranks by +1.

Note:

You may make a single Investigation skill check vs. DC 20 to find out that the electronics company where the Brute was rampaging was called Carter's Electronics, a sub division of Mind Games Inc.

Crimes Up #1

You are talking to John, the captain of the local Neighborhood Watch, as he complains about the state of the city.

“Yep it's all going to hell in a hand basket. I know you super types are trying to clear up the city, but there a lot of trash needs taking out to get this place clear,” He continues on. “Hell just heard old lady Margery was robbed a few nights ago,” John offers as an example. “She never hurt anyone, so why would someone steal her collection of Halloween costumes?”

You have no answers for him.

Later on that night you hear the alarms of a store going off. Rushing to check it out you find two hooded figures leave the store by the window, which they have smashed in with a mailbox. In their hands are loads of candy. Nothing more, just candy. Well a crime is a crime you guess.

You leap into action.

Trick and Treat

Brick Lvl 1

Human, Large

CR: 1

Exp. Award: 400

Init: +0

AC: 13

Hps: 15

Base Attack: +0

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

Melee: Fist +3 (1D3 +2)

Powers: Super Leap 1

Class Features: Hard Headed

Feats: Power Attack, Weapon Focus (Unarmed Strike), Blind-Fight, Dodge

Skills: Climb +6, Intimidate +3

Special: Leather Jacket (Armor 1)

Strategy: Charge

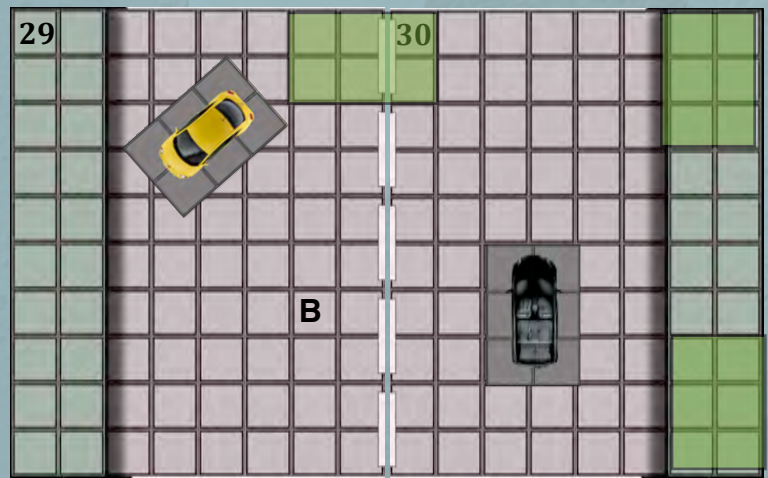
(See the core book for details on Trick and Treat)

If you are defeated they leave you laying in the streets as they walk off eating candy and laughing at you.

If you defeat them they go down laughing their heads off. Later the authorities arrive and cart them off, still laughing about the whole thing.

Rewards:

End the issue here and gain 200 Exp. (You and your allies), and +1 Reputation.



B - Brute

Heroes may enter from any one of the three green areas shown



Crimes Up #2

Officer Kennedy shakes his head. "Sorry I just have a hard time getting past the whole cape and mask gig," He laughs. "Anyways those two clowns you brought in a few days ago, had on the Halloween costumes, laughing all the time. Well they escaped last night while we were transporting them to Jefferson Asylum. Get this, some pumpkin headed guy hijacked the truck and broke those two out." Kennedy tells you.

"Seems we have a band of loons on the loose," He offers.

You have to agree, but why Halloween costume?

Anyways it's another day in the city, when you hear that there is a robbery at a toy warehouse over on Brick Street out in the industry pats east of the city. You can bet it's your Halloween gang.

Sure enough as you arrive the two hooded clowns are hard at work loading a truck full of toy water guns and other odd bits of toy fun. These two are not smart enough to figure this sort of robbery out, so you can beat there is someone else in charge here. Maybe a pumpkin headed boss man.

Trixie Treat

Acrobat Lvl 3

Human, Large

CR: 3

Exp. Award: 800

Init: +4

AC: 17

Hps: 25

Base Attack: +2

Fort: +3 **Reflex:** +7 **Will:** +2

Melee: Kick +6 (1D3 +5)

Ranged: Pumpkin Bomb +6 (5d6, 25 ft. radius)

Powers: Super Leap 1

Class Features: Evasion, Opportunist, Unarmed Strike, High Jump, Brake Fall

Feats: Dodge, Mobility, Weapon Finesse, Utility Belt, Combat Reflexes, Agile Maneuvers

Skills: Acrobatics +10, Bluff +8, Climb +6, Linguistics +1, Perception +7, Power Activation +5, Sleight of Hand +9

Special: Belt of Pumpkin Bombs (Energy Ray (Fire, Area of Effect, Major Item, Minor Limited Use) 5), Leather Jacket (Armor 1); Other Gear Hypersonic Bat Call (Summon Animals (Major Item) 4)

Strategy: Charge



Trick and Treat

Trick and Treat

Brick Lvl 1

Human, Large

CR: 1

Exp. Award: 400

Init: +0

AC: 13

Hps: 15

Base Attack: +0

Fort: +3 Reflex: +0 Will: +0

Melee: Fist +3 (1D3 +2)

Powers: Super Leap 1

Class Features: Hard Headed

Feats: Power Attack, Weapon Focus (Unarmed Strike),
Blind-Fight, Dodge

Skills: Climb +6, Intimidate +3

Special: Leather Jacket (Armor 1)

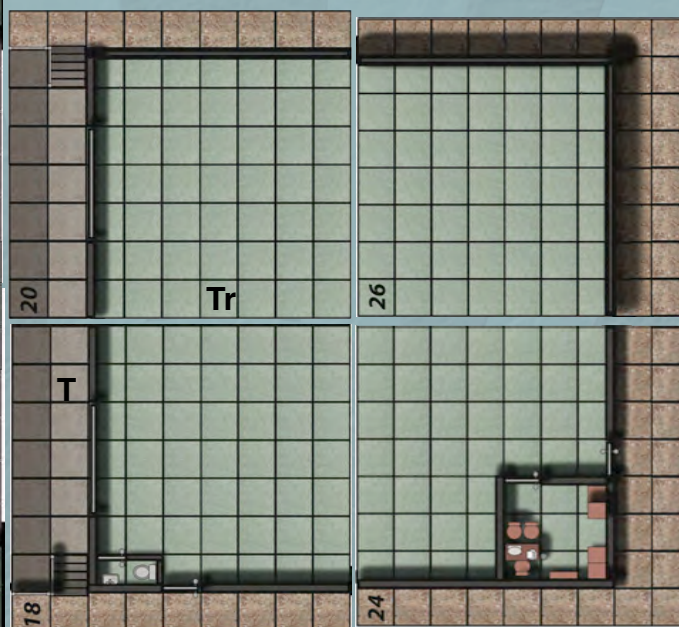
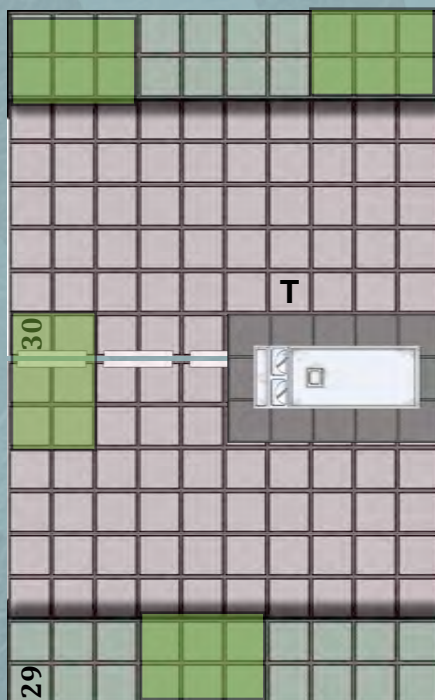
Strategy: Charge

(See the core book for details of the Halloween Gang)

T - Trick or Treat

Tr - Trixie Treat

Heroes may start from the green areas shown



If you have any hero allies you can bring up to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch

Bounce

Maxx, Male Brick

Paladin

Sphinx

Stonecold

White Tiger

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

If you are defeated they leave you laying in the streets as they drive off with their toys, laughing at you as the drive away.

If you defeat them they go down laughing their heads off. Later the authorities arrive and cart them all off, still laughing about the whole thing.

Rewards:

End the issue here and gain 200 Exp. (You and your allies), and +1 Reputation.

Crimes Up #3

Lou laughs at you, "So I hear ya ran into a bunch of clowns or something?" He chuckles. "Reminds me of the Ringmaster, nasty fellow who use to battle the Shade all the time. Used clowns and trained monkeys to do his dirty work."

You have to agree; so far no trained monkeys have crossed your path, which might be for the best. The thought of monkeys throwing monkey poo at you comes to mind.

"Well I got a tip for you, I hear there's been some odd stuff going on over at the abandoned amusement part over on North Point, near the beach. Ya know where I'm talking about?"

Yes you say, used to be called Wally World.

"Yep that the place. Might deserve a good checking out," Lou offers.

Heading uptown you arrive at the run down Wally world. You remember coming here as a kid with your parents. Good memories. Now it's a worn down place, the paint all faded and the bright colors turned to grey.

Now you think to yourself, if you were a mad group of criminals and had a Halloween fetish, where would you hang out. Of course the haunted mansion ride comes to mind.

You may try to sneak about the park or just charge in.

If you sneak about, make a Stealth skill check vs. DC 20.

If you fail you set off one of the many infrared sensor alarms and the gang is more then aware of your presences.

If you are successful in the Stealth skill check (Gain 25 Exp.) you are able to avoid the alarms and sneak right into the gang's lair, gaining surprise.

If you barge on in then you set off several of the hidden alarms and the gang is waiting for you, ambush in mind.

If you set off the alarms then the Halloween gang gains a round of ambush on you. The same is true if you sneaked on in you gain a round of surprise on the gang.

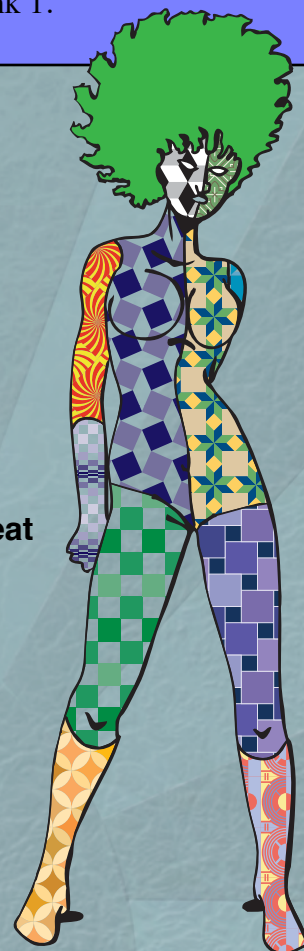
If you have any hero allies you can bring up to six of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

Trixie Treat



Trixie Treat

Acrobat Lvl 3

Human, Large

CR: 3

Exp. Award: 800

Init: +4

AC: 17

Hps: 25

Base Attack: +2

Fort: +3 **Reflex:** +7 **Will:** +2

Melee: Kick +6 (1D3 +5)

Ranged: Pumpkin Bomb +6 (5d6, 25 ft. radius)

Powers: Super Leap 1

Class Features: Evasion, Opportunist, Unarmed Strike, High Jump, Brake Fall

Feats: Dodge, Mobility, Weapon Finesse, Utility Belt, Combat Reflexes, Agile Maneuvers

Skills: Acrobatics +10, Bluff +8, Climb +6, Linguistics +1, Perception +7, Power Activation +5, Sleight of Hand +9

Special: Belt of Pumpkin Bombs (Energy Ray (Fire, Area of Effect, Major Item, Minor Limited Use) 5), Leather Jacket (Armor 1); Other Gear Hypersonic Bat Call (Summon Animals (Major Item) 4)

Strategy: Charge

Jack-o-Lantern

Super Human Lvl 2 Combat Expert Lvl 2

Mutant, Large, CN

CR: 4

Exp. Award: 1,200

Init: +3

AC: 16

Hps: 25

Base Attack: +3

Fort: +7 **Reflex:** +6 **Will:** -1

Melee: Unarmed Strike +7 (1d6+4)

Ranged: Pumpkin Bomb +6 (5d6, 25 ft. radius)

Powers: Control Elemental Forces (Darkness, Blindness, Duration, Wall) 3

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

Feats: Dodge, Combat Expertise, Improved Dirty Trick, Blind-Fight

Skills: Intimidate +10, Perception +4, Power Activation +6, Stealth +5

Special: Belt of Pumpkin Bombs (Energy Ray (Fire, Area of Effect, Major Item, Minor Limited Use) 5) Leather Jacket (Armor 1)

Strategy: Charge

Trick and Treat

Brick Lvl 1

Human, Large

CR: 1

Exp. Award: 400

Init: +0

AC: 13

Hps: 15

Base Attack: +0

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

Melee: Fist +3 (1D3 +2)

Powers: Super Leap 1

Class Features: Hard Headed

Feats: Power Attack, Weapon Focus (Unarmed Strike), Blind-Fight, Dodge

Skills: Climb +6, Intimidate +3

Special: Leather Jacket (Armor 1)

Strategy: Charge

If you are defeated they leave you laying in the streets as they drive off with their toys, laughing at you as the drive away.

If you defeat them they go down laughing their heads off. Later the authorities arrive and cart them all off, still laughing about the whole thing.

(See the core book for details of the Halloween Gang)

Rewards:

End the issue here and gain 200 Exp. (You and your allies), and +1 Reputation.





T - Trick or Treat
 Tr - Trixie Treat
 J - Jack-o-Lantern

Heroes may start from the green areas shown



Crimes Up #4

Captain Franks stands outside the building waiting for you. "Thanks for coming on such short notice," He says as he shakes your hand. "If have not heard, the Halloween Gang you brought in a few days ago were busted out of jail last night by some unknown agent. Whoever it was that set them loose was powerful, several guards where found unconscious, not a one knew what hit them or what happened," Franks tells you.

"Whatever happened, these insane clowns are out and have taken over the Good Time Joe show. They got the host and twenty kids that were in the audience today, all hostage," Franks tells you as he stops to give some orders over his walkie-talkie.

Returning to you he tells you, "They have one demand. You!" He tells you.

Well if they want you here you are.

You set off into the building. You can once more sneak in or go boldly into danger head high.

If you try to sneak in then make a Stealth skill check vs. DC 18. If you fail the skill check they spot you can tell you to come into the studio or they will kill all the kids and Good Time Joe.

If you are successful (Gain 25 Exp.) you see that they are all standing around, the kids in a group near the back of the studio and Good Time Joe in the middle of the stage, a large, almost comical bomb tied to his back.

If you sneaked into the studio you gain surprise, otherwise start the battle as normal.



Jack-o-Lantern

Super Human Lvl 2 Combat Expert Lvl 2

Mutant, Large, CN

CR: 4

Exp. Award: 1,200

Init: +3

AC: 16

Hps: 25

Base Attack: +3

Fort: +7 **Reflex:** +6 **Will:** -1

Melee: Unarmed Strike +7 (1d6+4)

Ranged: Pumpkin Bomb +6 (5d6, 25 ft. radius)

Powers: Control Elemental Forces (Darkness, Blindness, Duration, Wall) 3

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

Feats: Dodge, Combat Expertise, and Improved Dirty Trick, Blind-Fight

Skills: Intimidate +10, Perception +4, Power Activation +6, Stealth +5

Special: Belt of Pumpkin Bombs (Energy Ray (Fire, Area of Effect, Major Item, Minor Limited Use) 5) Leather Jacket (Armor 1)

Strategy: Charge

Trick and Treat

Brick Lvl 1

Human, Large

CR: 1

Exp. Award: 400

Init: +0

AC: 13

Hps: 15

Base Attack: +0

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

Melee: Fist +3 (1D3 +2)

Powers: Super Leap 1

Class Features: Hard Headed

Feats: Power Attack, Weapon Focus (Unarmed Strike), Blind-Fight, Dodge

Skills: Climb +6, Intimidate +3

Special: Leather Jacket (Armor 1)

Strategy: Charge



Trixie Treat

Acrobat Lvl 3

Human, Large, CN

CR: 3

Exp. Award: 800

Init: +4

AC: 17

Hps: 25

Base Attack: +2

Fort: +3 **Reflex:** +7 **Will:** +2

Melee: Kick +6 (1D3 +5)

Ranged: Pumpkin Bomb +6 (5d6, 25 ft. radius)

Powers: Super Leap 1

Class Features: Evasion, Opportunist, Unarmed Strike, High Jump, and Brake Fall

Feats: Dodge, Mobility, Weapon Finesse, Utility Belt, Combat Reflexes, Agile Maneuvers

Skills: Acrobatics +10, Bluff +8, Climb +6, Linguistics +1, Perception +7, Power Activation +5, Sleight of Hand +9

Special: Belt of Pumpkin Bombs (Energy Ray (Fire, Area of Effect, Major Item, Minor Limited Use) 5), Leather Jacket (Armor 1); Other Gear Hypersonic Bat Call (Summon Animals (Major Item) 4)

Strategy: Charge

(See the core book for details of the Halloween Gang)



Jack-o-Lantern

If you are defeated they leave you laying on the stage, alive, but it seems the T.V. cameras were all on and the fight was shown live across the city. Everyone has seen your defeat. (Reduce your Reputation by -1)

If you defeat them they go down laughing their heads off. Later the authorities arrive and cart them all off, still laughing about the whole thing. You discover later that the T.V. cameras were all on and the fight was broadcast live across the city. Everyone has seen you in action. If you have a public Id then your Reputation is increased by +3 and you gain a +1 Do Gooder rank. If you have a secret Id then your Reputation increase by +2 and your Law and Order rank goes up by +2.

The bomb was a fake, so no worries there.

Rewards:

End the issue here and gain 500 Exp. (You and your allies). You also gain a Hero Point.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

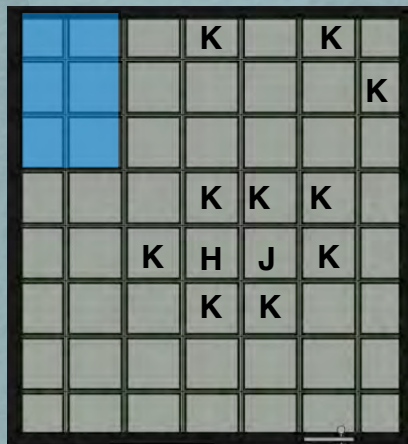
Add the Halloween gang as a villain enemy at rank 2.

If you have any hero allies you can bring up to six of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

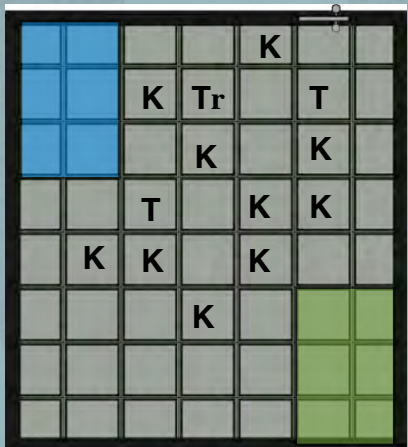
Any ally you don't already have may be added to your ally list at rank 1.



T - Trick or Treat
 Tr - Trixie Treat
 J - Jack-o-Lantern
 K - Kid
 H - Host

Heroes may start from the green areas shown

If you are able to sneak in then the heroes can start in either of the blue squares shown



Each kid will move in a random direction three squares at the start of each round. Roll 1D4 and on a roll of a "1" the kid moves up, a "2" and they move to the right, a "3" and they move left and on a "4" they move down.

Halloween Gang



Doctor Mutation

All these mutants and mobsters have one thing in common: Irving Marlowe. He has been the one developing the blue drugs and he is the one responsible for most of the powers that the Mutant Mob now has.

Reading his journal one thing was clear, he will never stop trying to create more mutants and is quite mad.

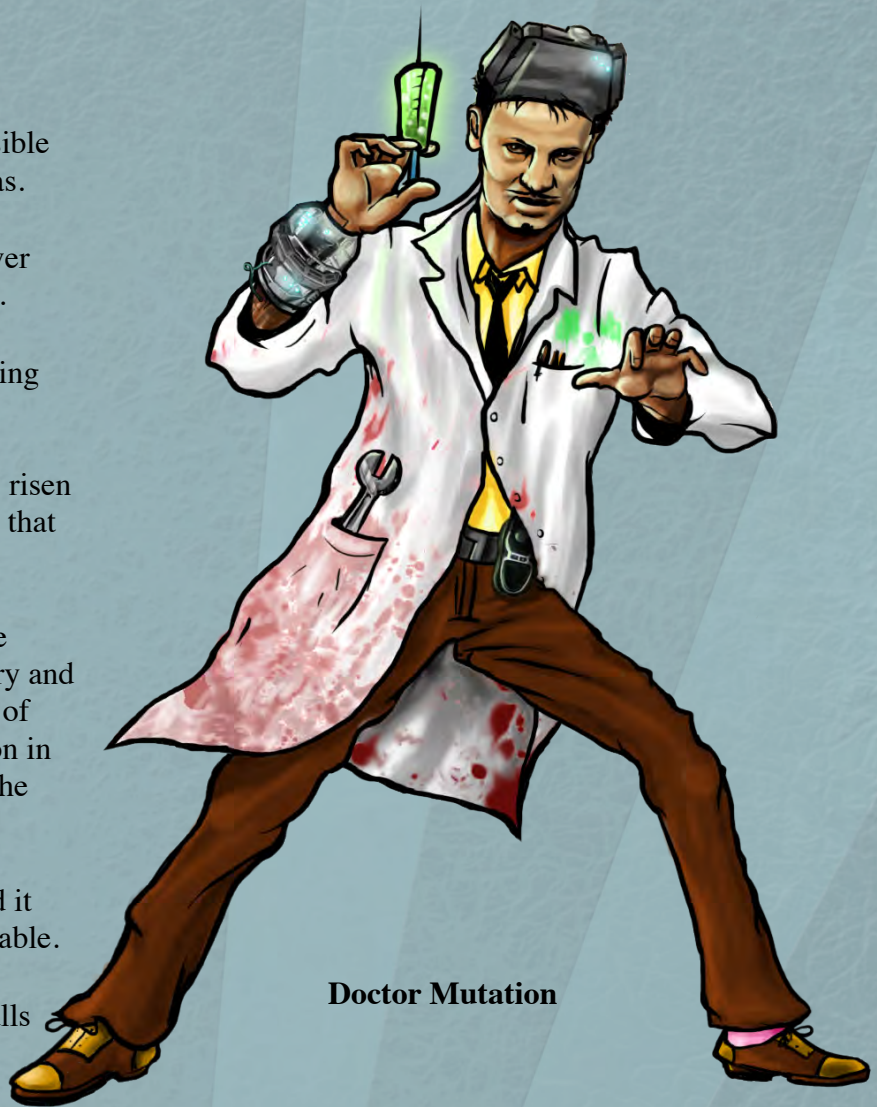
Your investigation has also shown one more interesting clue. Someone other than the Mutant Mob was financing the whole operation. Who and for what purpose you have yet to discover, but one name has risen to the top of your list: Meta Corps, a small company that sells chemicals and lab equipment.

Heading off to investigate the company you find the main building more or less as it appears, a laboratory and chemical manufacturer. A small lab off to the back of the compound appears unused, but you see a light on in the window when everyone else has gone home for the night.

Making your move you search the building and find it full of lab equipment and a lone man working at a table.

You enter and find it is Irving Marlowe, or, as he calls himself, Doctor Mutation.

“Well, I did not expect visitors tonight, but I have more than enough to go around,” He says as he rushes to pull a lever near the table’s edge. With a whoosh a door to the rear of the lab opens and out stumbles a small army of mutants and horribly disfigured people, all purple and moaning, heading right towards you.



Doctor Mutation

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

If you don't have any hero allies, or need more, then add any of the following.

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

Doctor Mutation

Purple Mutant (x2 per hero present)

Brick Lvl 2

Human, Large

CR: 2 **Exp. Award:** 600

Init: +2

AC: 14

Hps: 10

Base Attack: +1

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

Melee: Fist +2 (1D3 +1)

Powers: Increased Attribute x1 (Str +1)

Class Features: Basher (ignore 2 points of Hardness)

Feats: Power Attack

Skills: Intimidation +4

Special: None

Strategy: Charge

Doctor Mutation

Detective Lvl 5

Human, Large

CR: 2 **Exp. Award:** 1,600

Init: +5

AC: 13

Hps: 18

Base Attack: +2

Fort: +0 **Reflex:** +5 **Will:** +9

Melee: Fist +1 (1D3 -1)

Powers: Power Absorption 2

Class Features: Broad Knowledge, Home City, Contacts, Research, Expert

Feats: Skill Focus (Knowledge (Science), Iron Will, Combat Expertise, Improved Disarm, Improved Initiative, Cosmopolitan, Scholar

Skills: Bluff +10, Concentration +11, Disable Device +9, Drive +9, Knowledge (History) +16, Knowledge (Science) +21, Perception +11, Profession (Doctor) +11, Sense Motive +11

Special: Armored Lab Coat (Armor 1);

Other Gear Rejuvenation Tank (Healing (Minor Item) 9), Mutation Field Generator (Organic Shape Shifter (Major Item) 5)

Strategy: Charge

(See Heroes Weekly Vol 1, Issue #14 for details on Doctor Mutation)

If you are defeated by the mutants you can spend a Hero Point as usual.

If you defeat the Mutants you can take the good doctor in, the authorities will put him in Jefferson Asylum for the rest of his life.

Rewards:

End the issue here and gain 500 Exp. (You and your allies). Add Doctor Mutation to your list of villain enemies at rank 1.

Any hero allies may add +1 to their rank if they were involved in this mission.

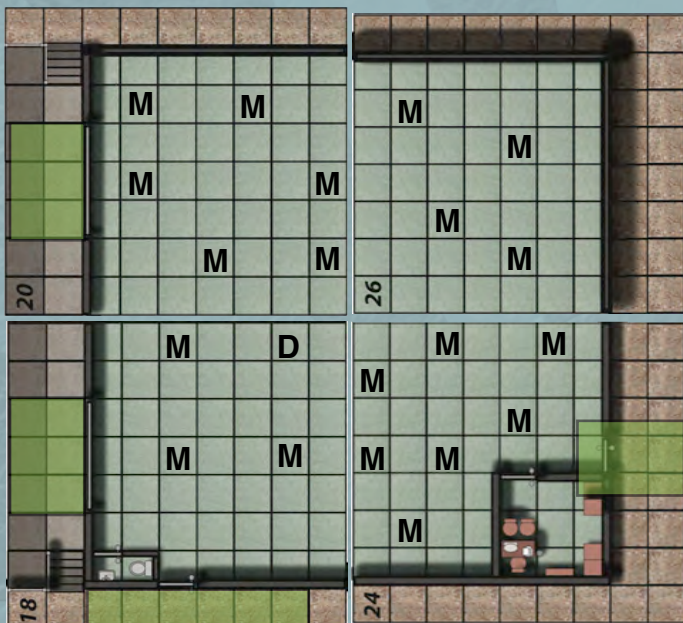
Further investigation shows the chemical company where the doctor had his lab is owned by Mind Games Inc.



M - Mutant

D - Doctor mutation

Heroes may start from any of the green areas shown



Doctors in Need

“Normally I would just call the police, but this is something they cannot be involved with,” Says Doctor Clark as he stands outside the energy room of the hospital. “I have been helping a old friend, Dr. John Walker. He runs a small clinic down in the Bowery; free for the most part to those that need his medical help. I send him medical supplies when I am able to, and from time to time I help out on the weekends seeing patients,” Clarks tells you.

“John is an odd guy. At one time he was a mob doctor, he tells me, would patch up those thugs after they got into a mob war or a shoot out with the cops. He would patch them up and they paid for his medical school. That, of course, was back in the days. Now he just runs his little clinic and tries to do good,” Clarks offers. “Well now he has gone missing. I tried to drop off supplies yesterday and he has not been seen is a few days, or so his secretary tells me. Can you help?”

You tell Clark you will look into it.

The next day you are at the clinic in the Bowery asking Walker’s secretary as few questions. She is a dull woman with little imagination, but she does tell you that, “A few days ago a group of men came in and took the doctor away. Walker said to close down for the day and he would be back soon.” She hasn’t seen him since.

“Have you ever seen any of these men before?” You ask.

“Sure, I see them all the time down by the deli on 4th Street,” She offers with a smile, happy to have helped out.

The next day you stand outside the deli asking questions that the men standing there don’t want to answer.

“We ain’t gotta answer any of your questions super loser,” Says one man after he picks himself off the ground he reconsiders his remarks.

Make an Intimidation or Diplomacy skill check vs. DC 15.

If you fail they clam up and will not talk. The case grows cold by this point and you have no more leads. End the issue here and reduce your Do Gooder rank by -1.

If you are successful they tell you that one of their gang, Hank, “Might know something, but he ain’t here.” After picking himself up off the ground once more the thug tells you where Hank can be found.

Hank lives with his mother in a run down apartment over in Low Town. His mother is a nice woman. She offers you cookies as you wait for Hank to get home. Hank of course is a bit surprised when he enters the apartment to find a super hero sitting next to his mom, the two of you eating cookies. “Not cool,” He says as he escorts you out into the hallway, “What ya want,” He asks.

You want Doctor Walker.

Hank smirks. “Well that would be difficult, he’s dead,” Hank replies.

How and why? You ask

“Look I didn’t have anything to do with it so don’t go beating me up. The boys and me was asked to bring the old man a doctor so we grabbed Doc Walker. I hear tales he was a Mob doctor back in the days so he would have no problem working on an old gangster that got himself shot up.”



What Gangster? You ask.

“Some old gangster, Joe the Hook I think his name was. Been wanted by the Feds forever I guess, hiding out somewhere in South American, but came back to the States for some reason.” Hank continues. “Got into a shoot out with someone, so he needed a doctor.”

Why do you think he is dead? You ask

“I hear Joe the Hook did not make it and that means his doctor did not make it either.”

A few days later they find a barrel in the harbor, filled with acid and bones, the last remains of Doctor Walker.

Sometimes you can't save everyone. Having super powers does not make you infallible or able to be everywhere at once. Seems the past caught up with Walker and he has now paid for his past allegiance to crime and the mob.

Rewards:

End the issue here and gain 250 Exp. (For you and your allies)

Note that Doctor Walker ends up becoming the super villain known as Doctor Death. (See the core book for details)



Master Mind's Threat (An Event on Issue 20)

All over the city T.V transmissions are taken over by a sinister image of a shadowy figure specking with a mechanical voice. "Citizens of Hero City be warned. I am Master Mind and I will have complete control of this city by 12 o'clock midnight or I will destroy it completely," The voice demands. "I have sent your fool of a mayor my demands and expect them to be followed, to the letter. That, or face your collective doom."

With that the TVs all across the city resume their normal programs.

Of course panic sets in, the people of the city are not so used to super villain as of yet, super heroes are just as new and no one has any confidence in these new caped and masked heroes. You will have to prove that there is hope and that the people of this city can always depend on you to keep them safe.

You head to city hall, and with the help of Captain Franks, gain a sit down with the mayor. Frightened, he is all too willing to accept your offer of help.

"What do you think this mad man has planed if we refuse?" Asks the Mayor.

You have no idea, but can bet that it will be grandiose, as the villain clearly needs an audience for his crimes.

Some hours later you have searched the city for the villain's hide out, but no one seems to know anything new, the criminals of the city all rubbing their jaws.

At this point you have two options:

If you have completed the Smugglers Mission Trees and the event, The Brute, then go to outcome #1.

If you have not completed these two adventures, then go to Outcome #2.

Outcome #1:

Something though brings you back to events of the last few weeks.

Robots were used once before by an unnamed madman seeking to terrorize the city. (See the Mini-Mission book for details) You and your friends stopped that giant robot, which was similar to those you found in the old steel mill a few weeks back (See Smugglers). Then as well as with the events of the Brute, the company name, Mind Games Inc. surfaced. Maybe, just maybe this all has a single source.

Heading off to Mind Games Inc.'s cooperate head quarters over on North Point you come to a tall building. Outside you find a small army of robots, all ready to attack the city at Midnight, just a few minutes away.

You either try to destroy the robot before Midnight, or you can try to break into the building and seek out the signal room where these robots must be controlled from.

If you seek to destroy the robots you have ten rounds to attack the small army of 100 robots. Each robot will not move, and may be attacked without fear of a counter attack. Each has a standing AC of 12 and 10 Hit Points. If you are able to destroy all the robots by the end of the ten rounds they will not attack the city. If after ten rounds there are robots left, they will activate jet boots and fly off to attack the city. Any flying characters you control may of course continue to attack the robots, but now they will attack back. Set up a battle field of your choice and try to defeat the remaining robots.

Master Mind's Threat

Robots

Construct, Medium

CR: 1 **Exp. Award:** 400

Init: +0

AC: 12

Hps: 10

Base Attack: +1

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

Melee: Robot Fist +1 (1D6)

Range: Laser +1 (1D6)

Powers: Super Attribute (Strength) 1, Energy Ray 1

Feats: Throw Anything

Skills: Climb +2, Fly +2

Strategy: Boxer

If on the other hand you try to break into the building you are met with security droids, ten in total, which will defend the building from your intrusion.

Robots (x10)

Construct, Medium

CR: 3 **Exp. Award:** 600

Init: +0

AC: 18

Hps: 18

Base Attack: +2

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

Melee: Robot Fist +2 (1D6 +2)

Powers: Super Attribute (Strength) 1

Feats: Throw Anything

Skills: Climb +4

Strategy: Boxer

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

If you don't have any hero allies, or need mor then add any of the following.

Bethany the Witch

Bounce

Maxx, Male Brick

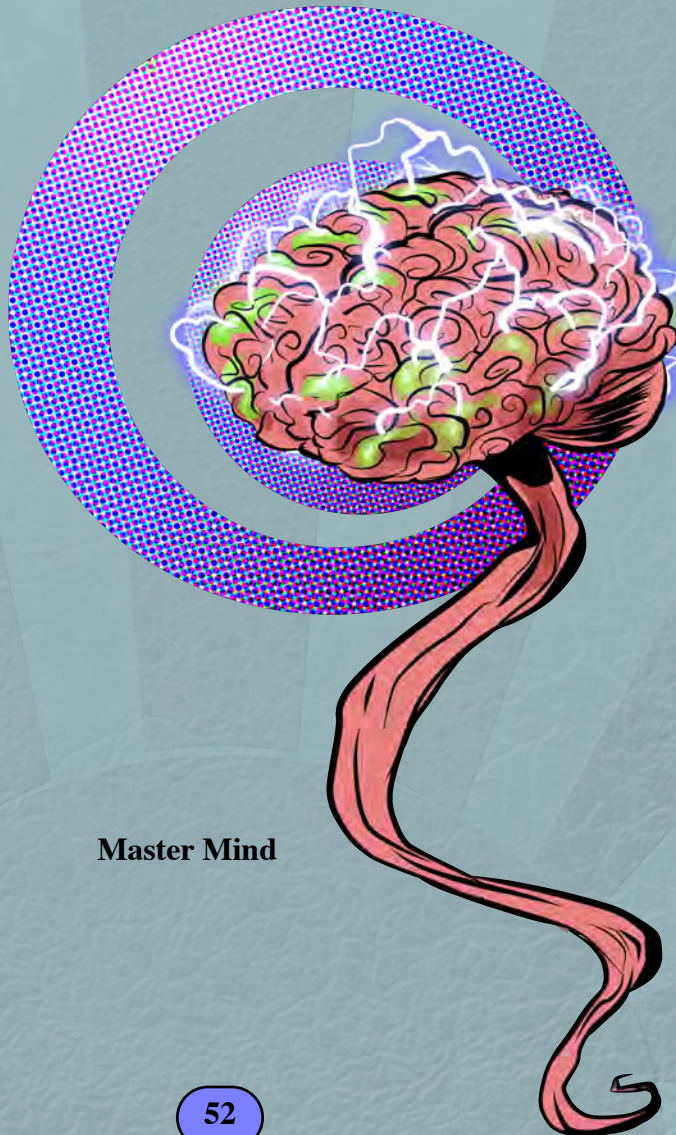
Paladin

Sphinx

Stonecold

White Tiger

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



Master Mind

Master Mind's Threat

If you are defeated by the robots you wake up some hours later with the city in a state of chaos, robots having attacked while you were out. Luckily other super heroes showed up to save the day and they are declared heroes, not you. Reduce your Reputation by 1/2. End the issue here.

If you are able to defeat the robots, you may continue on up to the control room, at the top of the building. There you find a man waiting for you.

In a mechanical voice he laughs at you, "Fools, did you think you could stop the world's greatest intellect, the world's greatest villain?"

Well you did think so, you have to admit.

"You can never defeat me, for I am always a step ahead of you." Then it explodes, nothing more than a robot decoy.

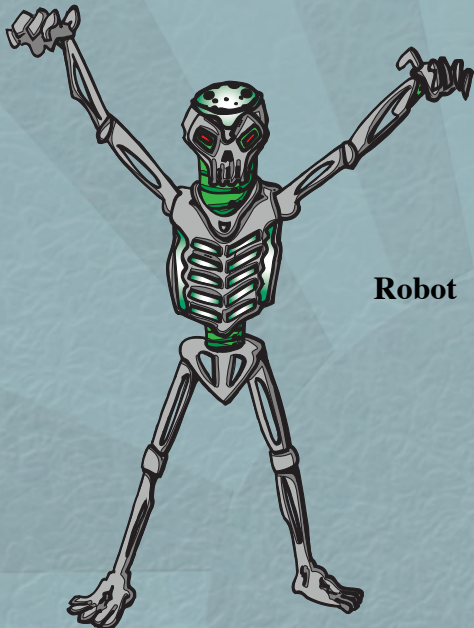
You destroy the control room and the robots that are still active fall to the ground, motionless and deactivated.

Rewards:

You have saved the city from the robot invasion, and are declared heroes. Add +2 to your Reputation and +1 your Do Gooder rank. You and your allies gain 500 exp. End the issue here.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

Add Master Mind to your list of villain enemies, at rank 1.



Robot

Outcome #2:

Having no more time, you along with the city await the coming doom.

Pick a section of the city where you wait for the deadline to arrive.

At Midnight the skies brighten with 100 glowing lights coming out of the North Side of the city. Soon enough the screams and explosions begin in that part of the city. Robots, 100 strong, fly over the city launching beams of bright laser energy and terrorizing the people.

You have to stop them, but the robots have spread out all over the city. You and your allies will have to split up.

There are ten sections of the city the robots will attack (They do not care about Low Town and it is left out of the robot's rampage). You will have to move fast and somehow defeat 10 robots in each section.

From your starting location you will have to spread out to all the parts of the city and defeat the robots. The longer it takes you the more destruction the robots will generate.

Movement in the city.

If you are on foot it takes 20 rounds to move from one section of the city to another adjacent section.

If you have a super car, or some other vehicles, it will take 10 rounds to move from one section of the city to another adjacent section, traffic and news helicopters get in the way as you race about the city.

If you have a movement power of some sorts (Eh, flight, teleportation, super speed, whatever), then based upon the total power levels of that power you can move from one section of the city to another adjacent section as follows.

Power Levels: Rounds to move to new section of city:

1-3	10
4-6	7
7-9	5
10	2

Master Mind's Threat

After you arrive in the new section of the city you may attack the ten robots in that section. You of course do not have to move at all in the section of the city you started at as the robots come to you. You of course can bring in as many allies as you want to help out.

Count the total number of rounds it takes to defeat the robots, in all sections of the city. Compare that number to the chart below.

Total Rounds needed to defeat the Robots	Reputation Bonus	Do Gooder Bonus
Less than 20	+5	+3
30	+4	+2
35	+3	+1
40	+2	+1
45	+1	+1
50	+1	+0
55	+1	+0
60	+0	+0
70	+0	+0
80	+0	+0
90	-1	+0
100	-2	-1
101+	-4	-2

Robots

Construct, Medium

CR: 1 **Exp. Award:** 400

Init: +0

AC: 12

Hps: 10

Base Attack: +1

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

Melee: Robot Fist +1 (1D6)

Range: Laser +1 (1D6)

Powers: Super Attribute (Strength) 1, Energy Ray 1

Feats: Throw Anything

Skills: Climb +2, Fly +2

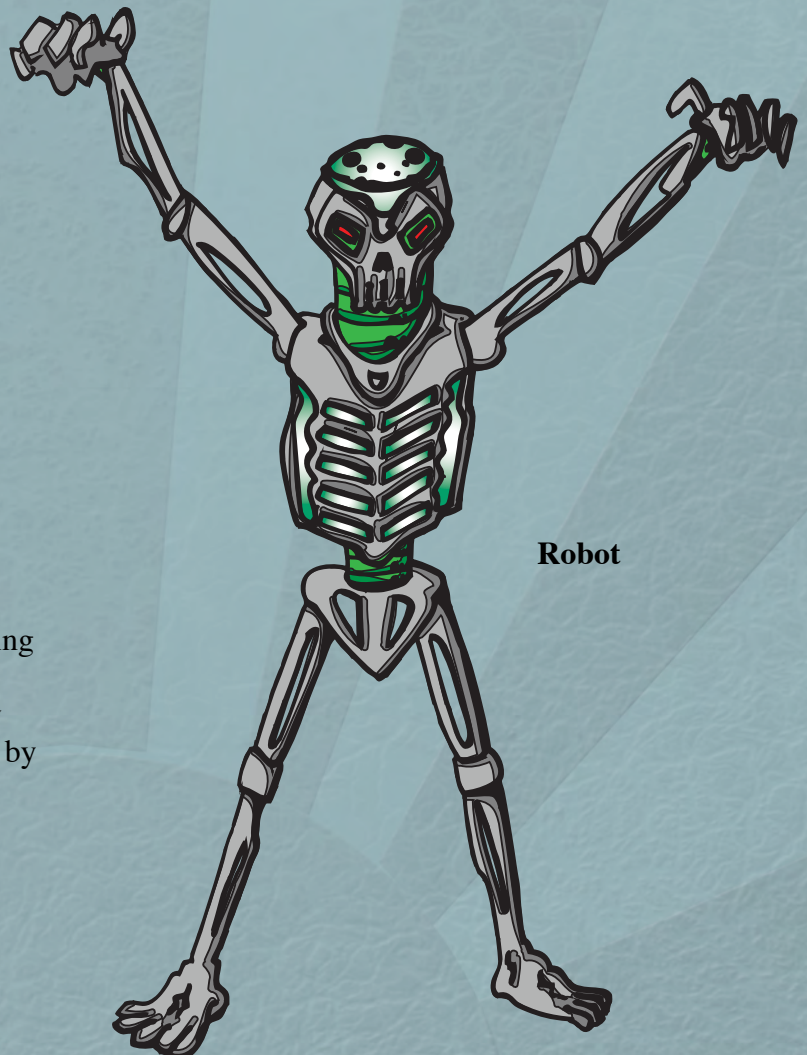
Strategy: Boxer

If you are defeated by the robots you wake up some hours later with the city in a state of chaos, robots having continued their attacks while you were out. Luckily other super heroes showed up to save the day and they are declared heroes, not you. Reduce your Reputation by ½. And end the issue here.

If you defeat the robots then you have saved the city.

Rewards:

You and your allies gain 500 exp. End the issue here. Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.



Robot

Mutant Mob #1

You search the city looking for the Mutant Mob and their mutant making drugs.

Make a Bluff or Intimidation skill check vs. DC 15.

If you fail you gain little useful information and will just have to keep on looking. End the issue there and this mission tree.

If you are successful you find that they have a safe house over in the West Side of town. You of course head right on over to check it out.

The safe house is a small apartment building in a swanky part of the West Side. Yuppies and upwardly mobile people walk the streets and drink lattes in small coffee shops along the way.

Seems the whole apartment building is full of gangsters, and you will have to clean the building of the rat that infest it.

Use whatever battle tiles you like for this encounter.

Thugs (x10)

Human, Medium

Brick, Lvl 1

CR: 1 **Exp. Award:** 400

Init: +0

AC: 11

Hps: 14

Base Attack: +0

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

Melee: Punch +4 (1D4 +5)

Feats: Burst Fire

Skills: Intimidation +1

Special: None

Strategy: Charge

After the battle in the courtyard with the thugs you can ask a few questions.

Make an Intimidation skill check (DC 15) to find out where the rest of the mob is hiding out. If you fail the skill check you may try again at +4 to the DC. Fail a second time and these thugs are just tight lipped.

If you are successful on the skill roll (Gain 25 Exp.) then you find out that they have a warehouse in the Bowery where they are keeping their main goods.

Rewards:

End the issue here and gain 200 Exp. (You and your allies), and either a +1 Reputation, +1 to your Law and Order rank or a +1 to your Mob rank.

You may now take on Mutant Mob #2 Mission.

If you have any hero allies you can bring up to five of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch

Bounce

Maxx, Male Brick

Paladin

Sphinx

Stonecold

White Tiger

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



T - Thug

Heroes may start from any of the green areas shown

Mutant Mob #2

Seeking the hideout of the Mutant Mob you locate their lair in an old warehouse in the Bowery. Soon enough you are there, ready to take these thugs down.

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

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

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

The Boss

Human, Medium

Brick, Lvl 6

CR: 6 **Exp. Award:** 2,400

Init: +0

AC: 20

Hps: 90

Base Attack: +4

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

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

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

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

Class Features: Built Tough, Never Surrender

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

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

Special: Armored Business Suit (Armor 5); **Other Gear** Personal Cloaking Device (Invisibility (Major Item) 5), Jetpack (Flight (Major Item) 6), Healing Tank (Healing 5), Computer Glasses (Super Senses (Minor Item) 2)

Strategy: Charge

Lefty

Human, Small

Combat Expert Lvl 4

CR: 4 **Exp. Award:** 1,200

Init: +2

AC: 23

Hps: 37

Base Attack: +14

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

Melee: Chainsaw Arm +10 (1D8+ 6, DC 14 Fortitude save or target bleeds for 3 damage/round)

Powers: Natural Weapon (Bleeding, Minor Item) 3

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

Feats: Well Equipped, Power Attack, Cleave, Great Cleave, Cleaving Finish, Combat Reflexes, Dodge, Weapon Focus (Chainsaw)

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

Special: Cybernetic Left Arm (Super Attribute (Strength) 2, Deflection 3, Wall-Crawling 1), Cyber Armor (Armor 5); **Other Gear** Cybernetic Baboon Heart

(Regeneration 1)

Strategy: Boxer

Mutant Thugs (x5)

Human, Medium

Thug level 1

CR: 1 **Exp. Award:** 400

Init: +1

AC: 12

Hps: 8

Base Attack: +1

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

Melee: Punch +1 (1D3 +1)

Powers: Super Attribute (Strength), Natural Weapon 1

Class Features: Power Punch

Feats: Improved Unarmed Strike, Power Attack

Skills: Intimidate +3, Survival +4

Special: Leather Jacket (Armor 1)

Strategy: Charge

(See core book for details on the Mutant Mob)

Mutant Mob #2

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

If you defeat the mob you find a load of cash (3 resource points), which you can either keep for yourself, or hand over to a charity (+1 Do Gooder Rank). You also find the final formula for the drug Blue Number 3 and a new one for Blue Number 4.

You find though, no sign of Irving Marlowe.

Rewards:

End the issue here and gain 200 Exp. (You and your allies), and either a +1 Reputation, +1 to your Law and Order rank or a +1 to your Mob rank.

You also gain a Hero Point.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

You may now take on the mission, Doctor Mutation, but only if you have also completed the event, Brute.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

If you don't have any hero allies, or need more then add any of the following.

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

B - Boss

L - Lefty

T - Thug

Heroes may enter from any of the green areas shown. If they are successful with a stealth skill check they may start the encounter from any of the blue shaded areas.



Mutant Rampage #1

Officer McCann is standing next to you, as the both of you talk a bit the recent events of the last few days.

"Yep things are getting worse, bad drugs on the streets and a crime wave, not a good last few days in my option," McCann offers to no one in particular. Just then a report comes over his radio of a rampaging monster in the park a few blocks away. Before he can turn to say anything, you are off and running for the park.

When you arrive the park is absent of people, they have all fled already. In the middle of the small park though is a large purple giant, a mutated thing that might have once been a man, but now is all monster. It's raging about, big and impossibly strong.

You have to stop the thing before someone gets hurt.

Purple Mutant

Brick Lvl 4

Human, Large

CR: 4 **Exp. Award:** 1,600

Init: +4

AC: 14

Hps: 48

Base Attack: +2

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

Melee: Fist +11 (1D3 +8)

Powers: Increased Attribute x2 (Str +8), Armor x2

Class Features: Basher and Crusher (ignore 6 points of Hardness)

Feats: Power Attack, Throw Anything

Skills: Intimidation +8

Special: None

Strategy: Charge

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

After you defeat the thing it begins to expand and bloat, turning reddish in color and then exploding. All characters within 40' take 1D10 points of damage. There then is nothing left but a few burning bits of torn flesh.

Who or what this thing was is no gone, and it seems you will never know.

Rewards:

You (and any allies) Gain 200 Exp. and +1 Reputation. End the issue here.

Mutant Rampage #1

If you have any hero allies you can bring p to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch

Bounce

Maxx, Male Brick

Paladin

Sphinx

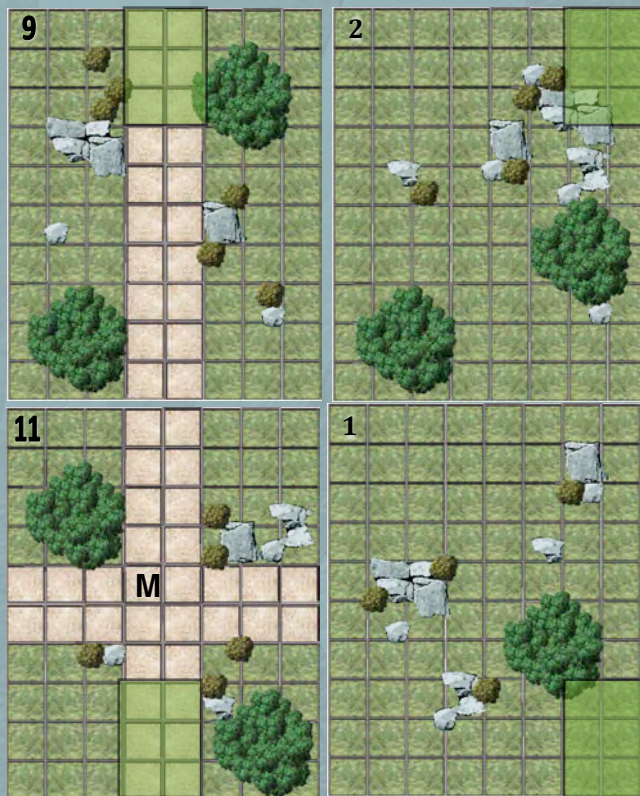
Stonecold

White Tiger

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

M - Mutant

Heroes may enter from any of the green areas shown.



Mutant Rampage #2

Father Thomas sounds panicked as he speaks to you on the phone. “You have to come quick, the hell spawn is attacking the kids!”

When you arrive you find the “Playground” behind the church a mess, the jungle gym little more than a pile of broken poles and twisted metal. A few kids lay crying on the ground, Father Thomas rushing from one to the next to see if they are badly hurt.

“Mostly bumps and bruises,” He says with some relief on his face. “The beast left a few moments ago, heading up the block” Thomas says as he returns to the car of the street kids around him.

You head off to find the attacker. It’s not hard to find the beast; overturned cars and broken street lamps litter the street. Soon enough you spy the monster, another mutated person. It’s hard to tell now if it was a man or a woman. The thing is lifting a car over its head and getting ready to throw it across the street into a storefront.

Time to leap into action before someone gets seriously hurt, but then another one of the things arrives and joins the fight. Two of the purple mutants, things are getting serious.

Purple Mutant

Brick Lvl 4

Human, Large

CR: 4 **Exp. Award:** 1,600

Init: +4

AC: 14

Hps: 48

Base Attack: +2

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

Melee: Fist +11 (1D3 +8)

Powers: Increased Attribute x2 (Str +8), Armor x2

Class Features: Basher and Crusher (ignore 6 points of Hardness)

Feats: Power Attack, Throw Anything

Skills: Intimidation +8

Special: None

Strategy: Charge



Mutant

Mutant Rampage #2

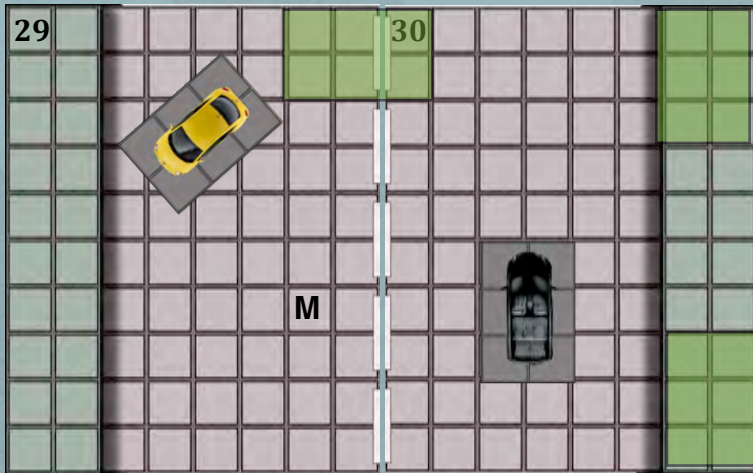
If you are defeated by the things you can spend a hero point as normal.

After you defeat the things, each begins to expand and bloat, turning reddish in color and then exploding. All characters within 40' take 1D10 points of damage. There then is nothing left but a few burning bits of torn flesh.

Who or what this thing was is no gone, you will never know it seems.

Rewards:

You (and any allies) Gain 200 Exp. and +1 Reputation.
End the issue here.



M -Mutant

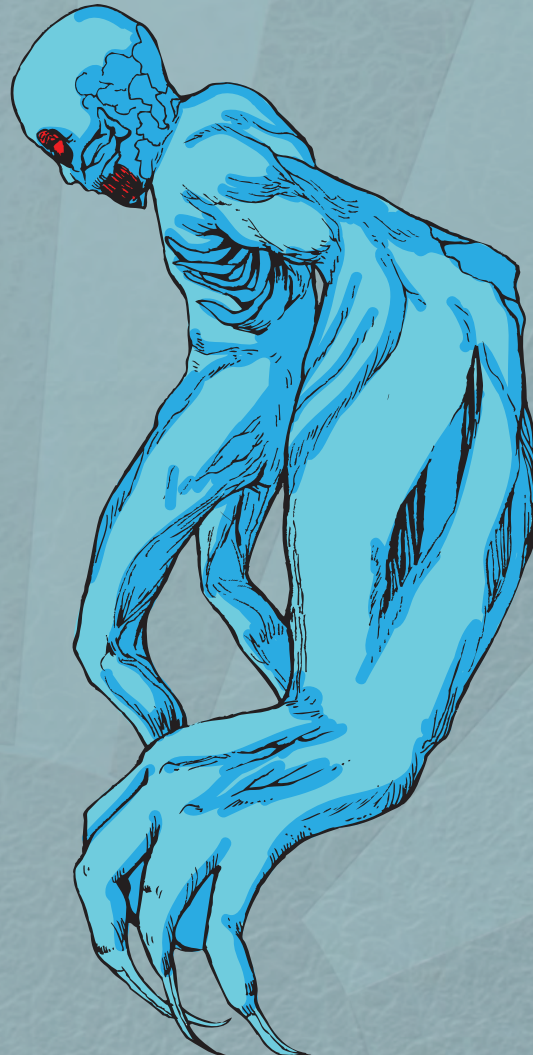
Heroes may enter from any one of the three green areas shown

If you have any hero allies you can bring up to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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



Mutant

Mutant Rampage #3

You are standing in the front of the church talking to Father Thomas about the new drug on the street.

“Yes I have heard of it, but have not seen any one using it,” The old priest tells you. “I have of course gotten a few death threats from drug dealers.” He smiles, taking such threats as a badge of pride. “They don’t like me telling folks not to use their poison. Bad for their business I guess.” He laughs.

You tell him he should be more useful, such threats can be real.

“When the Lord is done with me here he will send for me,” The priest says with a sure voice.

Just about then a group of purple men come walking down the street. You have seen these types before, in a drug lab where the mutagen drug was being manufactured.

You tell Father Thomas to get inside. Seems the death threats against him are real this time and they are sending purple mutants to make the message clear to everyone that stands against them.

Purple Mutant (x4)

Brick Lvl 4

Human, Large

CR: 4 **Exp. Award:** 1,600

Init: +4

AC: 14

Hps: 40

Base Attack: +2

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

Melee: Fist +11 (1D3 +8)

Powers: Increased Attribute x2 (Str +8), Armor x2

Class Features: Basher and Crusher (ignore 6 points of Hardness)

Feats: Power Attack, Throw Anything

Skills: Intimidation +8

Special: None

Strategy: Charge

Note that these four do not explode like the other and when beaten down only return to their human form.

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

Rewards:

You (and any allies) Gain 200 Exp. and +1 Reputation and a Hero Point.

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree. End the issue here.

If you have any hero allies you can bring up to six all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch

Bounce

Maxx, Male Brick

Paladin

Sphinx

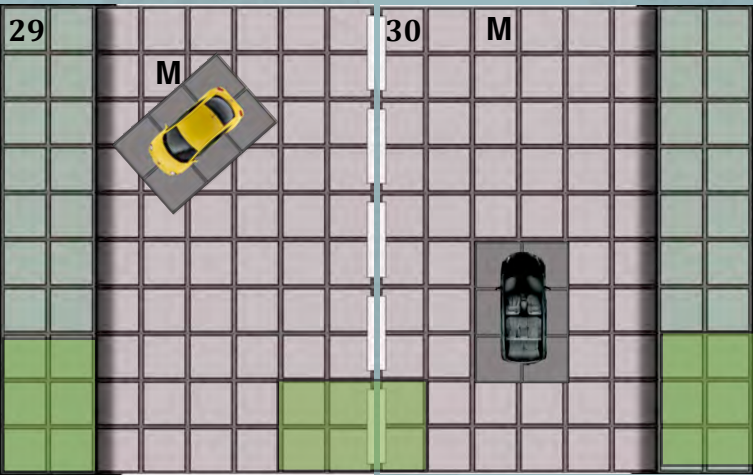
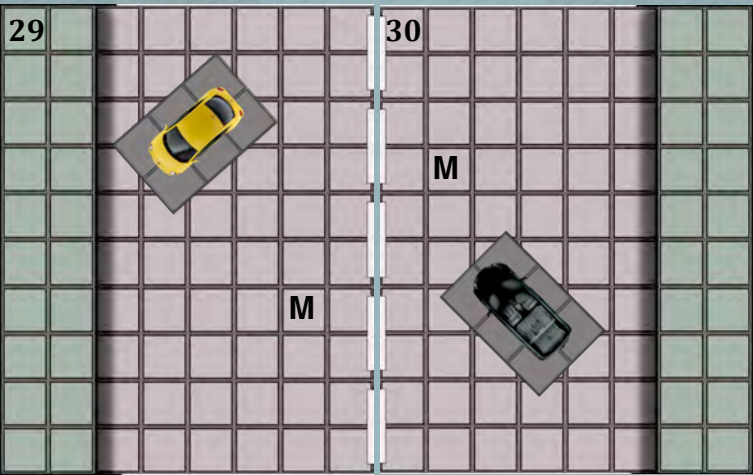
Stonecold

White Tiger

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



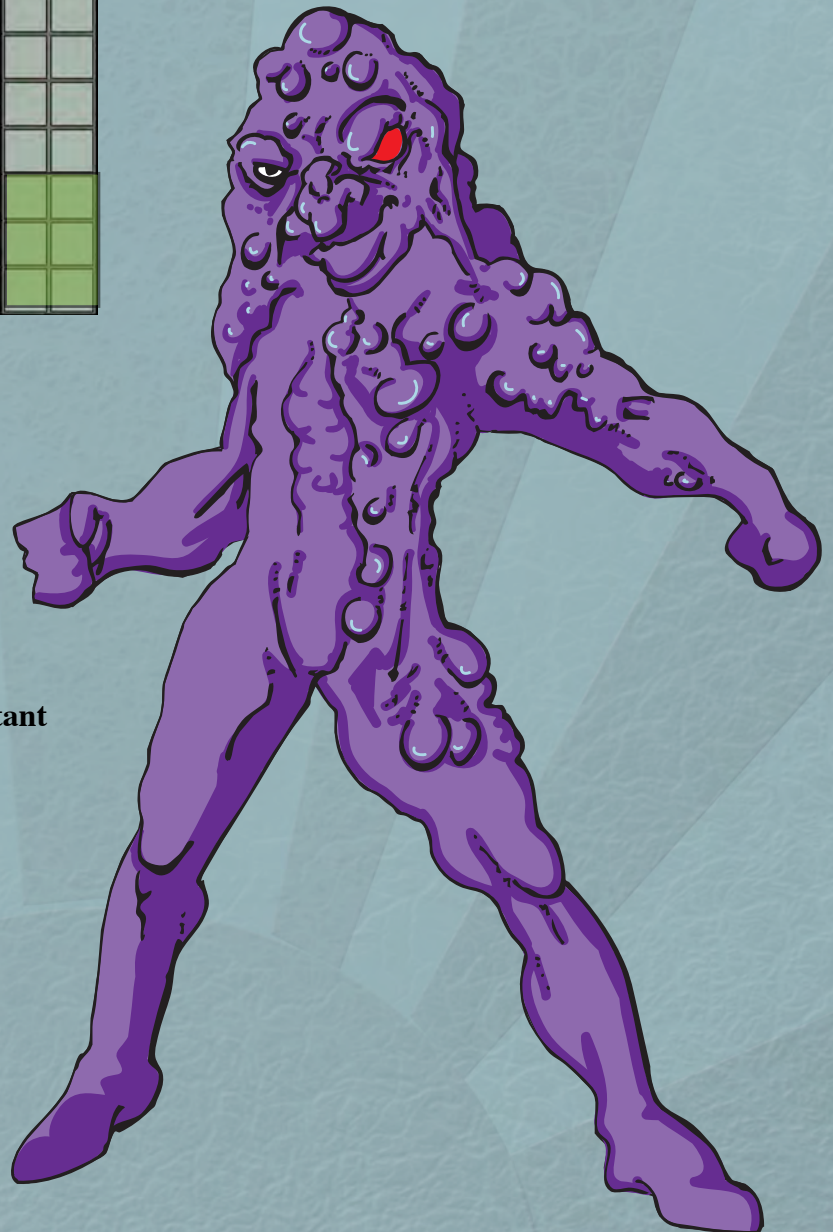
Mutant Rampage #3



M - Mutant

Heroes may enter from any one of the three green areas shown

Mutant



Night of the Beast #1

“Look sugar, like I said, I don’t know anything about a clay tablet,” Debbi Joe tells you. She runs a small pawnshop in Low Town, but she is also a well-known fence for the local lowlife.

“Now I appreciate that you helped out with my little problem, so I am going to tell you all about this Smith fellow.” Debbi had some issues with the local gang a few weeks back. They wanted a cut of her profits each month, so she asked you to get rid of the punks and in return she would offer up some information from time to time.

“This Smith is a top end cat burglar. He mostly deals with ancient artifacts and the like. Has an apartment over on North Point,” Debbie tells you as she turns away to help a customer.

Taking your leave you head across town to North Point and Smith’s apartment. As you arrive at the high-end apartment building you slip past the doorman and head up stairs to the fifth floor. As you step into the hallway you hear a muffled scream from Smith’s apartment. Racing forward you find the door locked.

Break the down with a successful Strength test (vs. DC 18), or pick the lock real fast with a successful Disable Device skill check vs. DC 20. (Gain 25 Exp. if successful)

Once you enter the apartment you see it’s a mess, the furniture overturned and blood everywhere. To your horror though you see a man hanging in mid air before you, as if something was strangling him, but there is nothing there to hold him up.

You of course leap into action.

The Beast

Outsider, Medium

CR: 3 **Exp. Award:** 800

Init: +2

AC: 14

Hps: 20

Base Attack: +2

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

Melee: Claws +4 (1D4)

Skills: Stealth +8

Special: Is invisible so all attacks suffer a -4 modifier to hit.

Strategy: Sneak

You may bring in one or more super hero allies at this point should you want the extra help. You may either use the predesigned heroes that comes with this mission or make some of your own. If you make one or more characters but they need to be 1st level.

Predesigned Hero:

Add Bethany the Witch to your list of super hero allies at rank 1 if you have yet to work with her.

You may bring in the Sphinx for the first time, adding him to the ranks of your hero allies starting him at rank 1.



Beast

Night of the Beast #1

If you defeat the Beast it disappears in a smell puff of smoke, but before it goes you catch a brief look at the thing, all purple scales, baleful eyes and three long arms with deadly claws. It seems to hover in the air before you and then is swallowed up as it dies.

If you are defeated by the monster you wake up a few hours later. Captain Franks from the police department steps into the apartment, you lying in the middle of a fresh crime scene and a dead body right next to you (Reduce your Law and Order and Reputation both by -2 until this Mission Tree has been completed). Franks tells you to get out fast before anyone else finds you here, and that you had best have a good answer for all of this later on. You are forced to leave and must end this mission and issue now.

If the Beast has been defeated, you may search the apartment. Make a Perception skill check vs. Dc 15. If you are unsuccessful then you find nothing and must end this mission and issue at this time.

If you are successful in the Perception skill check (Gain 25 Exp.) you find a hidden safe in the floor behind a desk in the back room. You may make a Disable Device skill check vs. DC 18, or pry the safe door open with a Strength test (vs. DC 20), or use some power to open the door (Requires a Power Activation skill check)

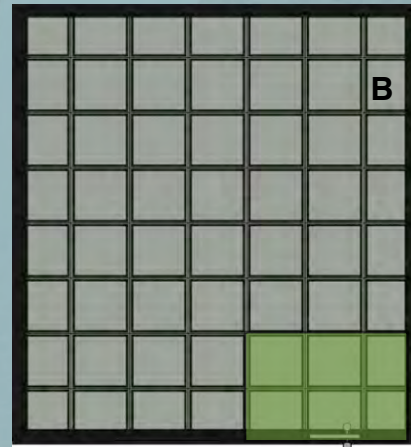
If you are unsuccessful in getting the safe door opened then the clues inside are lost to you. End the mission and the issue at this point.

If you are able to get the safe door open (Gain 25 Exp) you find some money (you may keep the money and gain +1 Resource, or give it to charity and gain a +1 Do Gooder rank) and some papers, mostly private in substance, but for a single hand written note about the clay tablet and the job to steal the original tablet. Smith was using a go between and did not know the client, only the middleman, a low level mobster named Bruce.

Reward:

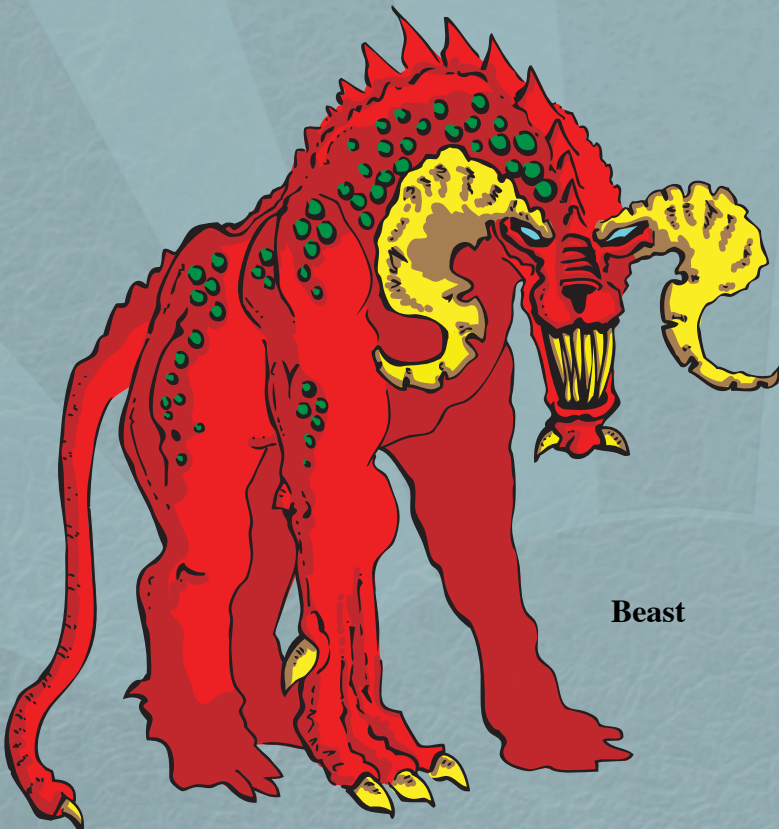
You (and any allies) Gain 200 Exp. and a +1 to your Supernatural rank.

End the issue here.



B - Beast

Heroes may enter from the green area shown



Beast

Night of the Beast #2

Whoever wanted the tablet stolen from the museum is covering their tracks by killing off all those involved. If your informant Bruce was the middleman then his life is in danger. Rushing off to find Bruce you head for Low Town. Bruce tends to hang out at a deli on Broad Street, but when you arrive he is not there. Asking the Deli owner gets you little in the way of a reply.

You may try to Bluff or Intimidate the Deli owner to tell you where Bruce may be. Make a skill check vs. DC 12. If unsuccessful he tells you nothing you can repeat in polite company.

If you are successful in getting the information from the Deli owner, he tells you that Bruce got a call from his boss and headed off to a dive bar near the South Side Docks. He had to go collect a debt from a lowlife gambler.

Rushing off once more you head for the docks. At the Blue Duck Bar you find Bruce in the back ally, holding some guy by the neck, ready to beat the poor man up. "What ya want, I'm working here," Bruce asks over his shoulder. Just then a strange shimmer appears in the air behind Bruce and one of those things materializes, visible for a brief moment before become invisible once more. Bruce screams as the thing rakes his back.

You of course leap into action.

The Beast

Outsider, Medium

CR: 3 **Exp. Award:** 800

Init: +2

AC: 14

Hps: 30

Base Attack: +2

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

Melee: Claws +4 (1D4)

Skills: Stealth +8

Special: Is invisible so all attacks suffer a -4 modifier to hit.

Strategy: Sneak

If you defeat the Beast it disappears in a smell puff of smoke, but before it goes you catch a brief look at the thing, all purple scales, baleful eyes and three long arms with deadly claws. It seems to hover in the air before you and then is swallowed up as it dies.

If you are defeated by the monster you may spend a Hero Point to regain 1D4+2 hit Points (along with any allies you have on hand). Picking yourself off the alley's wet ground you rush back into the fight. You of course could flee the area, but Bruce will die and you will be blamed for his death (Reduce your Reputation by -1, your Mob rank -4 and your Do Gooder rank is reduced to 0)

If you defeat the Beast you can interrogate Bruce on the theft of the tablet. Bruce has little to offer other than it was a job brought to him by a guy named Tom, "A freak if you ask me, but he paid good cash for the job," Bruce offers. "He's in the local police station from what I heard, came into the country illegally and they are holding him for deportation" Bruce tells you and then thanks you for saving his life. "Damn, looks like the little guy I was going to beat up has run off. Now I gotta go find him." Bruce says as he stomps off.

Reward:

You (and any allies) Gain 200 Exp. and end the issue here.

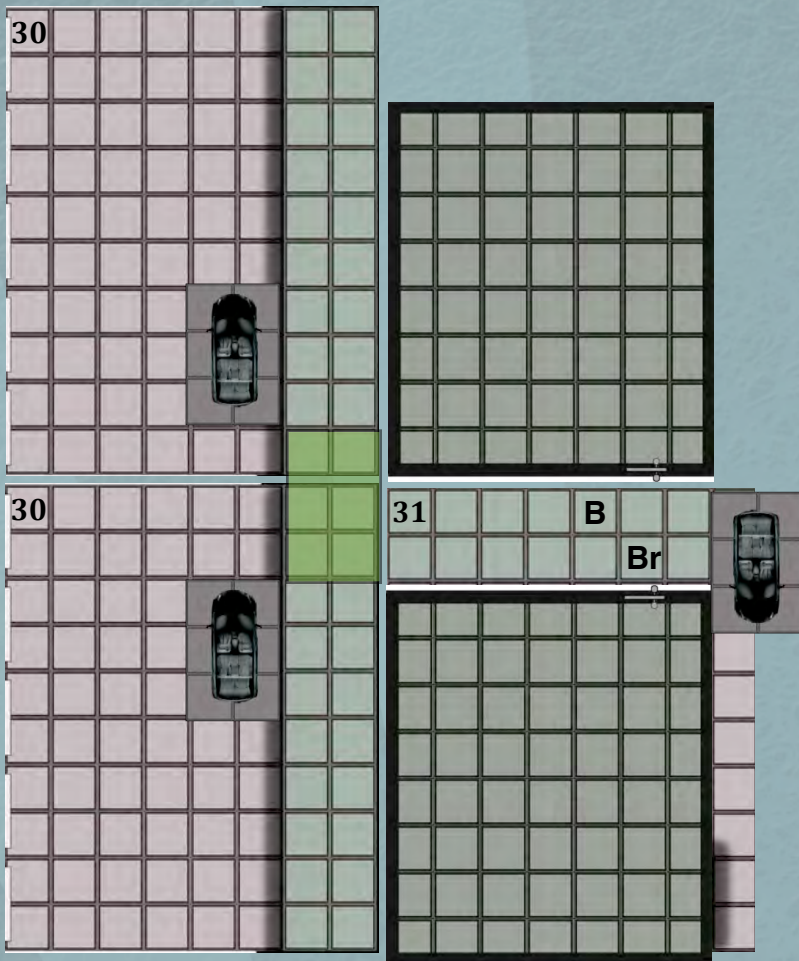
You may bring in one or more super hero allies at this point should you want the extra help. You may either use the predesigned heroes that comes with this mission or make some of your own. If you make one or more characters but they need to be 1st level.

Predesigned Hero:

Add Bethany the Witch to your list of super hero allies at rank 1 if you have yet to work with her.

You may bring in the Sphinx for the first time, adding him to the ranks of your hero allies starting him at rank 1.

Night of the Beast #2



Night of the Beast #3

“Look, you come in here telling me some story about a fake tablet, invisible monsters and mobsters and top it all off you dress like this!” Captain Franks says as he looks you over. “Still we do have a British citizen in our lockup, due to be deported later tonight, so it won’t hurt if the two of us go ask him some questions.”

Note: If you were defeated by the Beast in Night of the Beast #1 and Franks found you in the apartment, then he will look over the evidence you have brought him and grudgingly believes your story. You may end the reduction in the Law and Order and Reputation you suffered.

Walking down the hallway to the jail cells you both hear a scream. Rushing, you see through the jail cell bars a well-dressed man being attacked by an invisible creature.

Frank opens the jail cell door as you rush in to battle the beast.

The Beast

Outsider, Medium

CR: 3 **Exp. Award:** 800

Init: +2

AC: 14

Hps: 40

Base Attack: +2

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

Melee: Claws +4 (1D4)

Skills: Stealth +8

Special: Is invisible so all attacks suffer a -4 modifier to hit.

Strategy: Sneak

If you defeat the Beast it disappears in a smell puff of smoke, but before it goes you catch a brief look at the things, all purple scales, baleful eyes and three long arms with deadly claws. It seems to hover in the air before you and then is swallowed up as it dies.

If you are defeated by the monster, you wake up a few moments after the monster knocked you out to see Captain Franks open fire with his service revolver, filling the monster full of holes. With a pop the thing falls to the ground and then disappear like all the others have done.

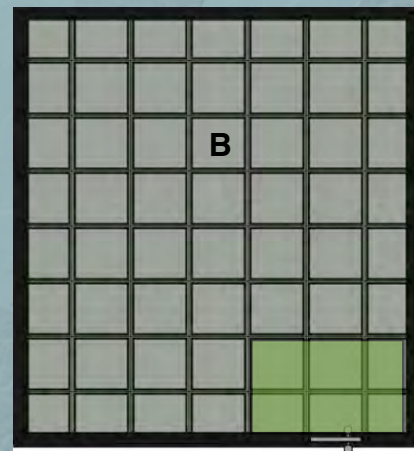
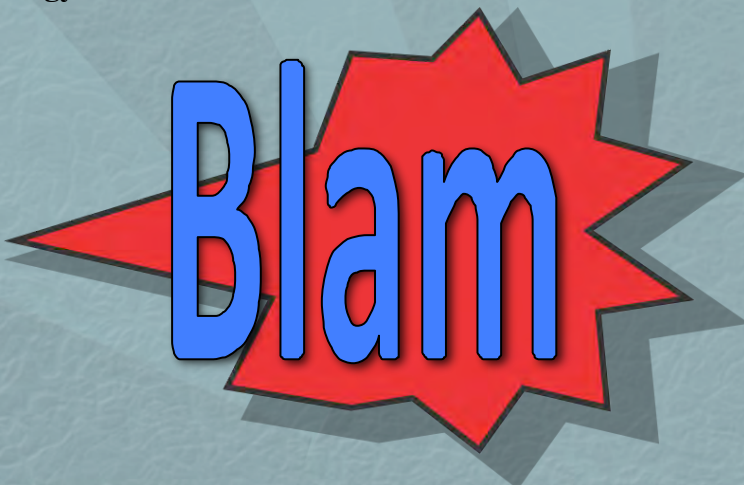
Either way the man you were going to interrogate is dead, torn to bits by the monster.

“Damn, you know what kind of paperwork this is going to cause me,” Grumbles Franks as he stands over the dead British man on the floor. “We better get to the bottom of this soon or its both our butts in trouble for this screw up.”

“Seems to me that this man was going to take the tablet out of the country, but could not do so as we were going to deport him. He needed someone to get the tablet out for him. No one’s better at that than a guy named Bob Jones.” Franks offers. You don’t know who or where Jones is, but you do know a place where you can ask.

Reward:

You (and any allies) Gain 200 Exp. and a Hero Point. Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree. End the issue here.



B - Beast

Heroes may enter from the green area shown

Night of the Wraith

Red eyes look down upon the grave, unmarked and lonely. The eyes are baneful, dark and hate filled. Then a voice is heard, from nowhere and everywhere. "Vengeance is yours."

The ground rumbles and the night is lit up with lighting. Thunder strikes as the decaying hand breaks through the wet ground of the grave, the rain now falling hard and cold.

You have heard that the police commissioner, Johnson, has been murdered; his head ripped off his body and mounted on the iron grill of the cast iron fence in front of his townhouse. The police are baffled by the murder.

While the public is shocked by the horrible murder, you are not so mournful of the man's death. He was corrupt and on the payroll of the Mob. You could never prove it, but that does not make it less true. He was also, as far as you are concerned, responsible for the death of Lt. Muldoon.

You feel responsible as well (As per the outcome of Bad Cop #5). All the good you have done the city, does it balance the scales of justice if all that good comes with the price of one dead cop? An innocent cop it seems. Hard questions, with few real good answers.

Taking off you start your patrol for the night when the rain starts to fall once more. You thought the weather report said it would be clear tonight. Then you hear the scream, a man you think but the terror in the voice makes it hard to tell, that and the thunder's clash.

Rushing to the alleyway you see a small figure holding a full-grown man over its head. With a snap the figure breaks the man's neck. You call out for the figure to drop the man, which is done by throwing his body at you. You duck the flying corpse as the lighting strikes once more, bright and close by. You see the figure for a brief moment in the bright night, backlit by the lighting.

Small, dressed in a cloak and holding a scythe, the face covered by a death's head mask. Then the thunder hits and the air is filled with a booming noise. As you recover the figure is gone. Impossible it seems, but the woman that was standing before you is gone, as if she disappeared right in front of your eyes.

As you stand there the rain stops just as suddenly as it started, the night now hot and wet.

Checking the body you find that it is Skinny Jones, a Mob underboss. He was high up in the food chain, often a go between, you think, between Commissioner Johnson and his Mob bosses.

Is there a tie between this death and Commissioner Johnson's murder?

You search the city for the rest of the night but no sign of the wraith like figure.

Over the next three weeks a series of murders are committed, each preceded by a short surprise rainstorm. You track the murders; each person was involved in one way or another with the death of Lt. Muldoon. Someone is seeking revenge for this woman's death, and they are clearing their list real fast.

You and Captain Franks might be on that list. You had best warn the police captain that he is in danger.

Heading over to his apartment, you find the door ajar, and then the rain starts.

Rushing in you see Franks laying on the ground, unconscious you hope, the wraith-like woman standing over him.

"You are on my list, but not yet," Says the cold female figure before you. "Leave now and you will live until I return to reap your soul for the crime you have committed."

You of course refuse.

Night of the Wraith

The Wraith

Super Human, Lvl 4

Outsider, Medium

CR: 4 **Exp. Award:** 1,200

Init: +2

AC: 20

Hps: 24

Base Attack: +3

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

Melee: Scythe +4 (3D6, Fort Save for ½ damage)

Powers: Density Control (Decrease, Damage reduction 4/energy) 2, Teleportation 3 (Up to 500')

Class Features: New Power

Feats: Cleave, Power Attack, Weapon Focus (Scythe)

Skills: Stealth +8

Special: Scythe (3D6, Energy Ray, No range, Minor Item), Ruby of Rain (Weather Control 3)

Strategy: Sneak

If you are defeated by the Wraith you may send a Hero Point as normal.

If you defeat her she turn to ash and dust.

Whoever she was she is gone and no clues as to where she has gone.

Rewards:

End the issue here and gain (You and your allies) 250

Exp. Add the Wraith to your list of super villain enemies at rank 1.



Wraith

If you have any hero allies you can bring up to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch

Bounce

Maxx, Male Brick

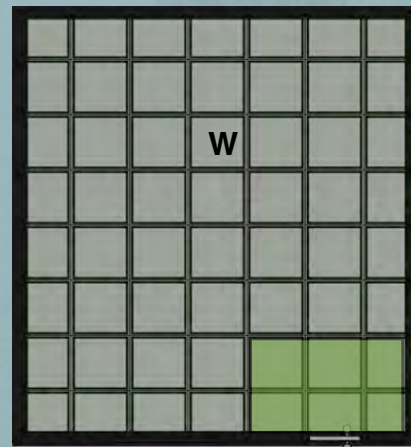
Paladin

Sphinx

Stonecold

White Tiger

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



W - Wraith

Heroes may enter from the green area shown

Night Stalker #1

The city is a dark place at times and it has grown darker of late. There has been a rash of killings in Low Town and the Bowery. The cops are not that interested and the press is clueless. Still the bodies are stacking up, all women, all poor and all vulnerable.

You will find this killer and show them what justice means.

Many of the victims were prostitutes. You have been trying to interview their coworkers, but little has come of these interactions. The women fear your cape and mask, or worse, they fear that the streets will find out that they were speaking to you.

You finally find a woman that will talk, Tianna. Young, vulnerable and a prostitute, a prime target for the killer. She thinks she is tough, but you can see beyond the mask she wears. After all, you know all about wearing a mask.

“Look I can’t say much,” Tianna says outside the strip club where she works. The alley the two of you are standing in stinks of booze and lost hope. “One of the girls worked here off and on when she needed the extra cash, but I don’t know her too well.” Tianna continues.

You ask if she has seen anyone suspicious hanging around. Tianna laughs at the question, “Look, everyone in that dump they call a club is a creep and suspicious,” She offers.

She pauses. “Still there was this one person, kept asking for Julie, that’s the girl that was killed that worked here,” Tianna explains, “Julie said this person gave her the extra creeps, said they wanted her to do a special dance for them while they dressed up like a super hero,” Tianna tells you as she looks your own costume over with a bit more concern on her face.

Like a super hero you say?

“Ya, like a super hero,” She replies, “The next day Julie was dead, found in the gutter, all craved up.

You ask if you know this man’s name. “Man?” Tianna laughs, “No it was a woman that wanted the special dance, but I don’t know her name.” Tianna laughs at your surprise.

Taking this information you continue on with your investigation.

Make an Investigation skill check vs, DC 15.

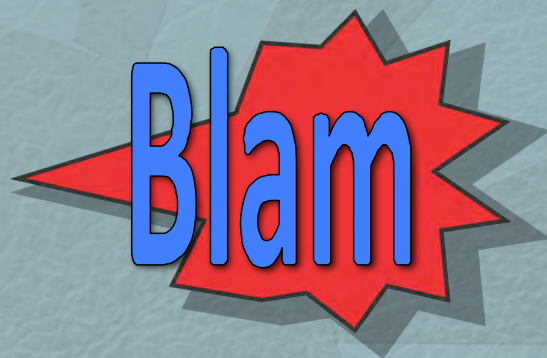
If you are unsuccessful then you find nothing more and the case grows cold, that is until there is another body discovered. End the issue here, but you may continue on with the mission tree. Gain (You and your allies) 50 Exp.

If you are successful with the skill check you discover that the cops had botched what little forensic evidence collecting that they bothered to do. The body of the first victim had a different cut pattern then the second and the second victim had a slightly different pattern then the third and forth. The thirds and forth bodies, Julie being the firth had the same cut pattern, deep cuts, board and spaced three cuts per assault on the body, as if the killer was using three linked blades.

It is clear that on the first body the killer used a simple kitchen knife to kill the victim; the second body a series of three knives were used, clumsily taped or tied together in some manner. The third and fourth victims had a glove like device was used on them, with new, sharp blades added so the cuts would be cleaner and deeper.

Whoever is doing the killing has evolved their process and method, and will continue to do so until they get their twisted vision right.

End the issue here, but you may continue on with the mission tree. Gain (You and your allies) 200 Exp.



Night Stalker #2

Officer Lockwood looks at you like you just crawled off the floor. "Ask me these scum want to kill each other off, I'm not going to stand in the way," He offers as you two stand over the body of victim number five.

"All I ask is they don't leave the bodies where I'm going to find them, ton of paper work involved for me now," The officer says as he walks around the body. "I got to call this in, so do whatever super hero stuff you going to do," Lockwood says. "Kerns says you are alright so I figured I'd let you look the body over first, maybe you can find the guy doing this."

If it's a man at all you think to yourself.

Something is different with this body then the others. Same three cut pattern as the last two, more sure in the cut though; the killer has grown comfortable in using the weapon. The cuts though also show burn marks along the edge, as if the blades were heated in some way. Another evolution to the killer's fantasy world.

Something though, strikes you, if you could just remember.

Make a Knowledge (Super Heroes) skill checks vs. DC 20.

If you are unsuccessful with the skill check then end the mission here. Gain 50 Exp. (You and your allies). You may continue the mission tree from this point.

If though you are successful with the skill check you remember that in the 30's there was a female super hero, a Burning Claw, the Lady of Hot Justice the press used to call her. She had a brief career as a super hero back then and then promptly disappeared. Many think she was killed in action but some say she retired and had a brood of kids.

Could she be back? Seems unlikely, she would be around 120 years old, so unless she's immortal, she is dead mostly likely. Maybe though, your killer has patterned herself after this superhero.

If you know Lou then you may go ask him about the Burning Claw, otherwise end the mission here. Gain 100 Exp. (You and your allies). You may continue the mission tree from this point.

If you talk to Lou he confirms that there was a Burning Claw back in the old days. "That guff about her being dead though is bull, I know for a fact she retired and set up house with a bunch of babies. Married some cop I think," Lou offers.

You ask if he ever knew her name. "Ya, it was, let me think, Van-Housing I think,' He says with some confidence. "Ya, that's it, Mary Van-Housing."

Reward:

End the issue here. Gain 12 Exp. (You and your allies). You may continue the mission tree from this point.



Night Stalker #3

You stand over the body of a young woman as Tianna looks on in horror, tears running down her face.

You knew her you ask?

“Yes, she was new to town, just started working the streets a few nights ago. Poor kid was hooked on the hard stuff already and was turning tricks to pay for her habit.”

Hard life and a hard death for someone so young you think.

“She started dancing over at the Blue Ball last night, or so I hear.” Tianna offers.

A dancer you think as you look over the body. Same means of death as the last one, cuts with a burn around the flesh. The killer has found their true nature now, perfected it, and escalated the need to kill. The last murder was only a few days ago. At this rate she will be killing every night.

You say she was a dancer? You ask.

“Ya, just started the other night,” Tianna replies.

You tell her to call this into the police. You have some research to do.

Taking your leave you look over your files on this case. The first woman killed was young, like all the others, but she was not a street girl as the others were. She came from a nice home, not rich but not too poor. The others were connected with the type of profession they all performed. This first victim is the only one to stand out as different.

Killers start close to home, someone they knew or who is close to them in someway. Why then would the killer start with this first girl, a non-prostitute and then move onto lower class woman? So then the question is, what did all of these women have in common? Dancers, all the other five were strippers, dancers. Was the first a dancer too?

You head off to interview the girl’s family. As you suspected the girl was a dancer, she took dance classes at the Van-Housing dance studio over in the West Side.

There’s your link you think.

Heading over to the West Side, you find the studio in the low end of the town, but still fashionable and respectable. Out on the street you can see through the window a group of girls, all dress in leotards, dancing to the beat set by a woman with a walking cane.

After the class is over you enter and ask the woman with the cane some questions. Her name is Freda Van-Housing, she owns the studio. When asked about the first girl murdered she confirms that she did take classes here, “Poor girl,” The woman says. ” She and my granddaughter were best friends once, before...” She offers and then stops.

Before what? You ask.

“Well my grand daughter was gang raped a few months back. She was a bit wild, and got caught up with the wrong group of friends. I would tell her, don’t hang around those kids, they are bad news, but she would not listen.” The older woman offers with tears in her eyes.

You ask her to continue.

“Mary, that’s my grand daughter, she was never right after that, said it was her fault because she was weak, because she could not fight them boys off. Said she would find a way to make all weak woman safe.”

You ask where her grand daughter is right now.

“She has an apartment over by Grand Street here on the West Side, belonged to my mother way back when, been in the family for a long time.”

You head off to the apartment, sure you have found your killer.

You can sneak in or you can burst in all brave and strong.

If you sneak in make a Stealth skill check vs. DC 12.

Night Stalker #3

If you are successful (Gain 25 Exp.) you sneak in without being seen. Fail and you bumble your way in.

If you burst in or sneak in you find the apartment empty, a bed and some old furniture, but no one is home. Searching the apartment might offer some clues.

Make a Perception skill check vs. DC 20. If you fail you find nothing of note.

If you are successful you find a hidden closet and a hidden catch. (Gain 25 Exp.) Opening the door you find a costume, which once belonged to the Burning Claw.

Just then the door opens and Mary Van-Housing enters. Somewhat surprised, she asks who you are.

You tell her you know all about her crimes and that she needs to turn herself in, or you will have to bring her to justice.

“You?” She laughs, “You could not save those girls, I did.” She offers with pride. “They were weak so I saved them from being hurt, I did that.” She screams.

By killing them you ask.

“They were weak, so yes I saved them, saved them from their fate.” Then she smiles, “Just like I am going to save you right now.” She says as long blades slide down out of her blouse, three blades sharp and beginning to glow white hot.

Burning Claws

Acrobat Lvl 2

Human, Medium

CR: 2 **Exp. Award:** 600

Init: +4

AC: 14

Hps: 16

Base Attack: +1

Fort: +0 **Reflex:** +5 **Will:** +4

Melee: Claws +1 (4D6, Fire)

Powers: Regeneration 1

Class Features: Evasion, Unarmed Strike, Flurry of Blows, Hard to Hit

Feats: Dodge, Improved Initiative, Disorienting Maneuver, Iron Will

Skills: Acrobatics +10

Special: Burning Claws (Energy Ray 4) Minor Item

Strategy: Charge

If you are defeated by the Burning Claw she leaves you on the floor of her apartment as she goes off to continue her mad mission.

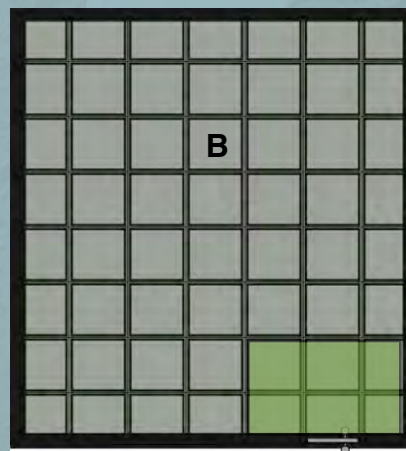
If you defeat her, you can either turn her in, at which points they will lock her up in the Jefferson asylum. Gain +1 Reputation. You may add the Burning Claw to your list of villain at rank 1.

If you kill her now you end her madness and no one will ever know she was the killer. Gain +1 Vigilante.

Reward:

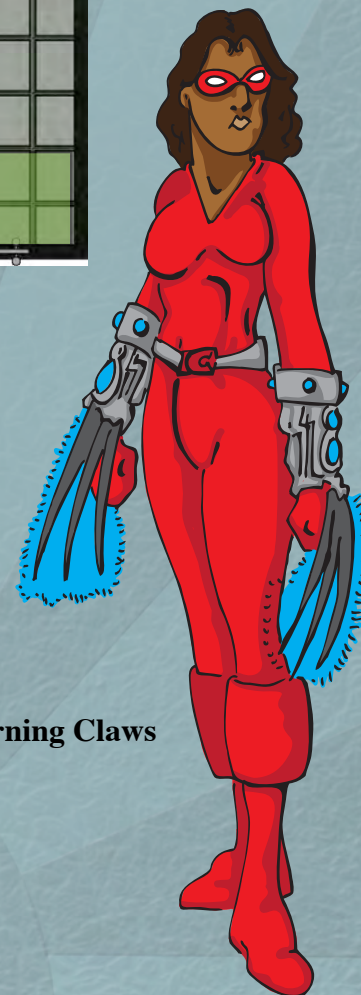
End the issue here and gain 500 Exp. (You and your allies).

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree. Gain one Hero Point.



B - Burning Claws

Heroes may enter from the green area shown



Burning Claws

Odd Looking Fellow

“I’m telling ya,” Says Lou as he leans out of his cab’s window, This guy was not from around here if ya get my meaning.” He complains. “I saw his arm, all metal tentacles and such. Reminds me of a movie I saw, aliens living in the county and the government was covering it all up. Men in Blue I think is was called, had that actor, ya know the one, was on Fresh Prince of Malibu,” Lou offers as if you had seen the movie with him.

“Aliens are among us I say,” He yells as he drives off.

He’s not wrong. You know of a tall blue lady that’s an alien robot.

A few days later you are on patrol when you see a strange looking fellow in a trench coat. He is talking to an ATM machine, which is your first clue he’s not normal. When his arm snakes out as a long tentacle and smashes the ATM you know he’s also not from this planet.

Reminds you of another alien droid that attacked you. Maybe its own is after Blue Lady once more. Best to investigate.

Alien Droid

Construct, Medium

CR: 4 **Exp. Award:** 1,200

Init: +4

AC: 20

Hps: 20

Base Attack: +1

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

Melee: Tentacles +1 (1D6)

Powers: Flight 1

Skills: Fly +4

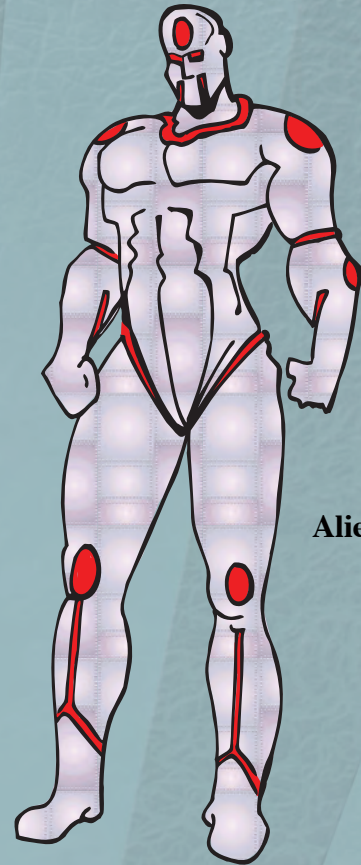
Strategy: Charge

If you are defeated by the droid it leaves you limp on the street where you wake up a few hours later. End the issue here.

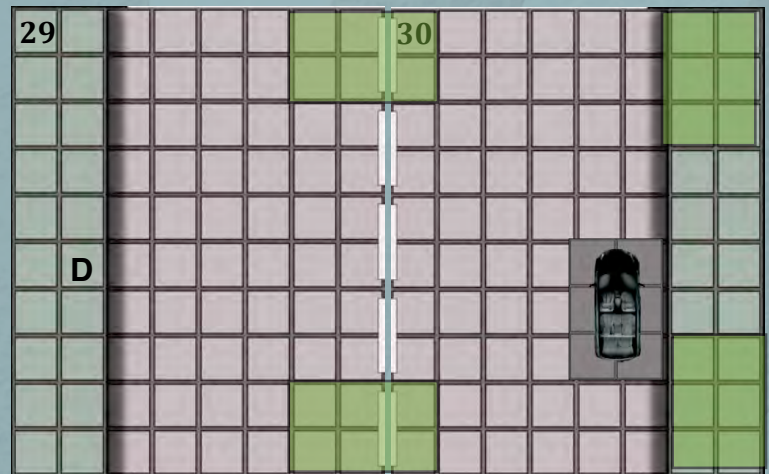
If you defeat the droid it explodes as you deliver the final blow. Everyone within 20’ must make a reflex save vs. DC 15 for 3D6 damage (Save equals ½ damage).

Reward:

End the issue here and gain 250 Exp (You and your allies) and +1 to your Alien rank



Alien Droid



D - Droid

Heroes may enter from any one of the three green areas shown

Smugglers

Little Tom thanks you for the burger and coke as he finishes his meal. You have concerns he is not eating enough, skinny kid that he is.

“Hey you hear about that shipment of new \$100 printing plates they are bring in to the airport tonight. I bet some super villain is going to try and steal that, you think?” He asks, hero worship all over he face as well as ketchup from the fries he devoured.

You tell him you are already on the case, but know that he might be right, so you will check to make sure those plates arrive safe.

Later on that night at the airport you are on watch as the plane with the plates arriving and is unloaded. Nothing out of the norm here you think, but then something does catch your eye. Not with the plane holding the printing plate, but over near the back of the airport where a van has just pulled up and an odd looking fellow steps out, all covered in a dark capes and wearing a top hat.

You can always tell a super villain by the bad costume choice they make. Heading over to investigate you are attacked. Make a Perception skill check vs. DC 18.

If you fail the skill check you are surprised by the attack and the enemy gains the first round of combat before you can take any actions.

If you are successful on the Perception skill check (Gain 25 Exp.) you hear the enemy approach just in time and are not surprised by the ambush attack and may conduct the combat as normal.

Doctor Maniacal

Detective Lvl 1, Super Scientist Lvl 5

Construct, Medium

CR: 6 **Exp. Award:** 2,400

Init: +0

AC: 21

Hps: 15

Base Attack: +1

Fort: +1 **Reflex:** +3 **Will:** +4

Melee: Fist +0 (1D4-1)

Special Attacks Glue Bomb (all creatures within a 20 ft. radius must make a DC 16 Reflex save or become entangled. DC 24 Strength or Escape Artist check to break free)

Powers: None

Class Features: Broad Knowledge, Home City, Anticipate Foe, Jury-Rig, Scientific Gadgets, High Performance, Artificial Being Repair

Feats: Alertness, Antagonize, Utility Belt, Well Equipped, Lair, Dodge, Combat Expertise

Skills: Appraise +12, Bluff +10, Diplomacy +10, Disguise +8, Escape Artist +5, Knowledge (Science) +13, Knowledge (Engineering) +13, Knowledge (Computers) +13, Knowledge (Supers) +13, Perception +13, Sense Motive +13

Special: Robot Body (Armor 5, Density Control (Increase) (always On) 2, Flight 4, Immunity 3 (Poison, Disease, Vacuum), Regeneration 1);

Other Gear Glue Bombs (Entanglement (area of Effect, Major Item) 4), Cloaking Belt (Invisibility (Major Item) 5), “Drink Me” Pills (Shrink (Major Item, Minor Limited Use) 7; Lair Super Computer, Non-Lethal Automated Defenses, Trophy Hall, Lab, A.I., Quarters

Strategy: Sharp Shooter



Smugglers

Bird Boy

Acrobat Lvl 2

Human, Medium

CR: 2 **Exp. Award:** 600

Init: +7

AC: 18

Base Attack: +1

Fort: +2 **Reflex:** +6 **Will:** -1

Melee: Fist +2 (1D3 +1)

Ranged: Sonic Bird Scream +4 (1d6)

Powers: Energy Ray (Sonic) 1

Class Features: E Evasion, Hard to Hit, Unarmed Strike

Feats: Well Equipped, Improved Initiative, Death From Above, Dodge, Mobility

Skills: Acrobatics +8, Bluff +5, Escape Artist +8, Perception +4, Stealth +5

Special: Super Birdsuit (Armor 3, Flight 4)

Strategy: Sharp Shooter

Bestial

Brick Lvl 2

Human, Medium

CR: 2 **Exp. Award:** 600

Init: +2

AC: 17

Hps: 26

Base Attack: +1

Fort: +6 **Reflex:** +2 **Will:** +1

Melee: Claws +7 (1D8+5)

Powers: Super Attribute (Strength) 1, Scent

Class Features: Never Surrender

Feats: Well Equipped, Alertness, Dodge, Weapon Focus (Claws)

Skills: Perception +4, Sense Motive +3, Survival +6

Special: Super Beastsuit (Armor 2, Natural Weapon 3, Super Leaping 1)

Strategy: Charge

Doctor Maniacal and Friends



Smugglers

Cyber Teen

Combat Expert Lvl 2

Human, Medium

CR: 2 **Exp. Award:** 600

Init: +4

AC: 21

Hps: 21

Base Attack: +2

Fort: +5 **Reflex:** +4 **Will:** -1

Melee: Fist +4 (1D6 +1)

Powers: Super Leaping 1, Super Attribute (Dexterity) 1

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

Feats: Dodge, Well Equipped, Combat Expertise, Weapon Focus (Unarmed Strike), Dodge, Mobility, Throw Anything

Skills: Climb +6, Drive +9, Knowledge (Computers) +3, Perception +1

Special: Cyberbrain (Innate Skill 3, Cyber Armor (Armor 3))

Strategy: Sharp Shooter

(See the core book for details on Doctor Maniacal and friends)

If you are defeated you may spend a Hero Point as normal.

If you defeat the villains you have them taken away. Most are teenagers and thus cannot be placed in the jail, so the police have to figure something else out while these criminal super teens are in custody.

You are not sure what they wanted here at the airport, and they are not telling.

Reward:

End the issue here and gain 250 Exp (You and your allies) and +1 to your Reputation.

Add Doctor Maniacal and Friends as villain enemies at rank 1.

If you have any hero allies you can bring up to six of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

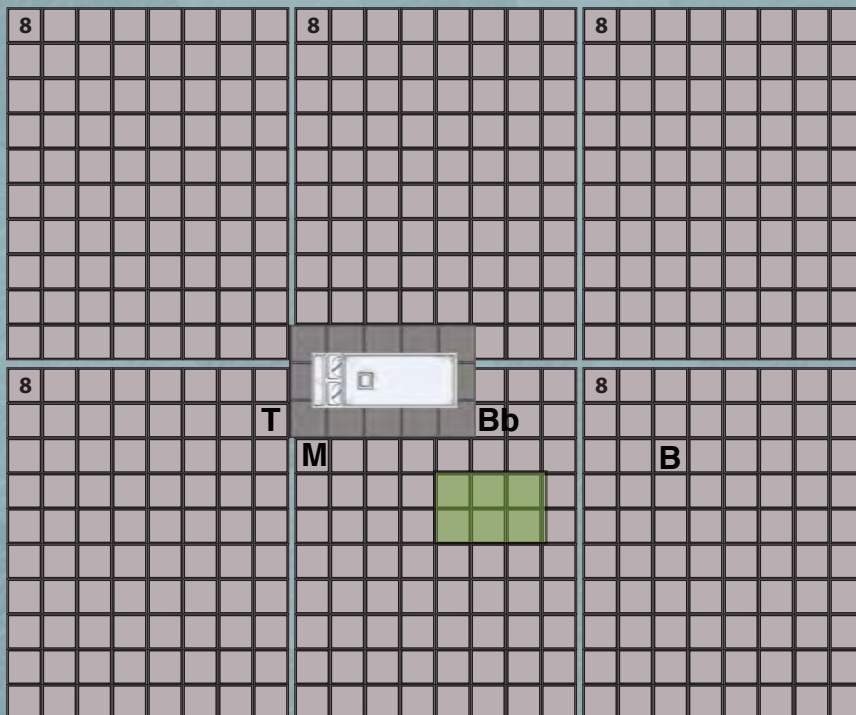
M - Doctor Maniacal

Bb - Beast Boy

B - Bird Boy

T - Cyber teen

Heroes may enter from the green area shown



Smugglers #2

Bruce cowers before you. "Look I'm telling you're the truth!" He says as he raises his hands to cover his face. "Don't hit me no more," He pleads.

You ask him one more time. Who hired him and his pals to rob the stuff from the airport and what did they do with the creates?

"Look all I know is we were to go to this hanger at the airport and there would be a few creates to be picked up. We were to take them to a warehouse over in the Industrial district. Near Iron Street," He offers as you let him go.

You tell him to take off and live a life free of crime. Then you head over to Iron Street.

You had just gotten word that Doctor Maniacal was broken out of jail a few hours ago by his teen super accomplices. You are sure they would go after whatever they were looking for at the airport and try to finish the job. It took you by surprise when you got to the airport to find the hanger already empty and no sign of the super villain teens or their mentor.

Asking around with your fists soon brought you to Bruce and his thuggish friends.

Heading over the Iron Street you find an abandoned factory, used to be a steel mill, but now it's home to pigeons and stray dogs. Inside you find the creates you were looking for as well as a bunch of equipment and high tech machines. All over the place are half finished robots, smaller versions of what you fought in front of the University a few months back (See The Robot Rampage in the Mini-Game).

As you stand there you see several of the robots stand up and move to attack. Seems they are not all uncompleted.

Half Finished Robots (x5 plus 1 per hero present)

Construct, Medium

CR: 3 **Exp.** Award: 800

Init: +0

AC: 18

Hps: 10

Base Attack: +2

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

Melee: Robot Fist +2 (1D6 +2)

Powers: Super Attribute (Strength) 1

Feats: Throw Anything

Skills: Climb +4

Strategy: Boxer

If you are defeated by the robots you wake up across the city near the South Side Docks. Returning to the factory you find it empty and no evidence that any robots were ever there. End the issue here.

If you defeat the robots you find a manifest in one of the creates with the name, Mind Games Inc. Something to look into on your off nights.

Rewards:

End the issue here and gain 250 Exp (You and your allies).

Any hero allies may add +1 to their rank if they were involved in any of the mission from this mission tree.

If you have any hero allies you can bring up to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

Smugglers #2

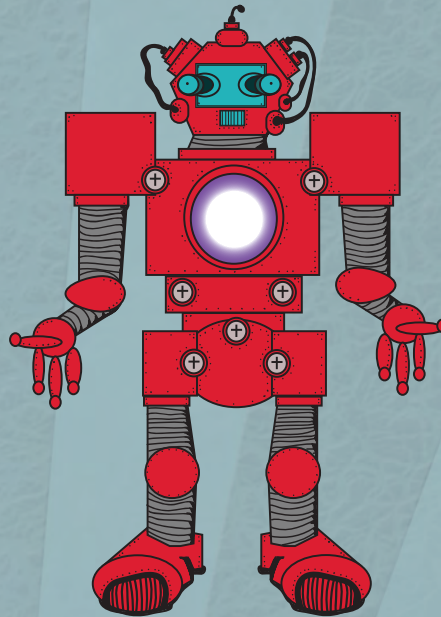


Smuggler's #2 Battle Tiles

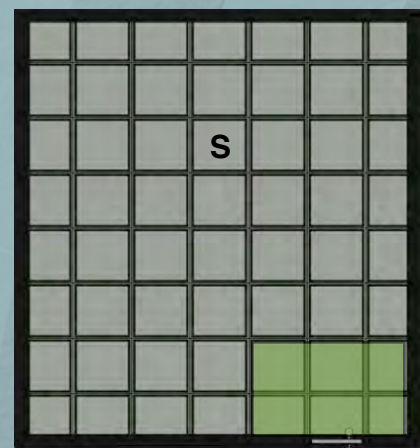
R - Robots

Place additional robots as needed near other robots already shown.

Heroes may enter from any of the green areas shown. If they are successful with a stealth skill check they may start the encounter from any of the blue shaded areas.



Snow Queen's Diamond Battle Tiles



S - Snow Blinds

Heroes may enter from the green area shown



Snow Blind

Snow Queen's Diamond

Professor Gideon looked glum as you walk up to him in the main hall of the museum. "Thank goodness you are here, I'm at my wits end." He says as he shakes your hand, his face brightening with your arrival. "I just don't now what to do."

You ask what is wrong this time.

"Well let me show you." He says as he walks into another room off the main hall. Inside you see a security guard, frozen in a block of ice from the neck down, a melted pool of ice water near his feet and an open display case in front of him.

"This is Fred, the night watchman. As you can see, whoever stole the diamond froze him in some ghastly manner," Gideon offers as a pair of assistants arrive with hair dryers and start trying to defrost Fred.

You ask Fred what happened.

"Well I was doing my rounds when this woman, dressed in a blue and white parka walked in and pointed some strange gun at me. Next thing I know I'm frozen here in this ice," The poor man tells you as the assistants run the hair dryers all over his body, the ice slowly melting away.

"She then smashes the glass case and takes that big blue diamond we had on display," Fred finishes.

"The Blue Ice Diamond, on loan to us from France," Gideon offers. "It's of course priceless and irreplaceable," He moans.

Any clue who this woman was you ask.

"None," Gideon replies. "Please find her and return the diamond."

You say you will do your best.

You may make an Investigation or a Perception skill check. Both are DC 18.

If you fail either roll there is little you notice here at the museum so you will have to take your investigation elsewhere.

If you are successful on either (Gain 25 Exp.) you notice that the ice has an odd color to it, a bluish tone that is not natural.

If you failed the skill roll you must look to the streets for information, contacting fences and other lowlifes to see if they have any information. Make a Knowledge (Local) skill check vs. DC 18. If you fail the skill check the investigation grows cold and you fail to find the woman or the diamond. End the mission here and reduce your Reputation by -1.

If you are successful on the Knowledge skill check (Gain 25 Exp.) you hear that a series of diamond heists have hit the city of late, all involving blue diamonds of different sizes and value.

If on the other hand you made the Investigation or Perception skill check in the museum, you have also heard of these heists and link them to this case. You also know that this sort of diamond puts off a slight radiation signature, one that can be traced and detected with the right equipment.

If you have any unused resource points of 3 or more you can gather up the needed equipment and gear to make a small detection device. It will work well, but only for a short time.

Roll 1D20 each time the device is used. On a roll of 5+ it burns out and is no longer usable.

Once you have the device put together you can search the city for the diamonds. Pick whether you will start in the Bowery and move north and east, or north and west.

If north and east roll two roll once for each section of the city in this order: The Heights, Residential Neighborhood, Industrial District, North Point, Warehouse District, Down Town, Midtown, The West End.

If you started in Bowery and moved west then roll once for each of these sections of the city: Low Town, Midtown, The West Side.

Snow Queen's Diamond

If the device does not burn out once you reach the West Side you detect the diamonds in a penthouse apartment near the seaside of an upscale neighborhood.

You may at this point either try to sneak on in or burst in with bravado.

If you sneak in make a Stealth skill check vs. DC 20.

If you fail the Stealth skill check then the villain hears you and is ready when you enter the apartment, gaining surprise for one round of combat when it starts.

If you are successful (Gain 25 Exp.) on the Stealth skill check you sneak on in and catch the villain by surprise gaining a free round of action when combat starts.

If you just burst on in, make an Intimidation skill check vs. DC 20. If you fail you are not as impressive as you think you are and combat will begin as normal. If though you are successful (Gain 25 Exp.) your reputation precedes you and Snow Blind is cowered for a single round of combat.

If you have any hero allies you can bring up to three of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 1st level.

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

Bethany the Witch
Bounce
Maxx, Male Brick
Paladin
Sphinx
Stonecold
White Tiger

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

Snow Blind

Acrobat Lvl 5

Human, Medium

CR: 5 **Exp.** Award: 1,600

Init: +7

AC: 22

Hps: 34

Base Attack: +3

Fort: +2 **Reflex:** +7 **Will:** +3

Melee: Fist +4 (1D3 +1)

Ranged: Freeze Ray +6 (4d6, DC 19 Fortitude save or paralyzed)

Powers: Resist Energy (Cold), Super Leap 1

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

Feats: Dodge, Improved Initiative, Combat Expertise, Disorienting Maneuver, Iron Will, Skill Focus (Stealth)
Skills: Acrobatics +11, Bluff +13, Climb +21, Escape Artist +11, Perception +8, Stealth +11

Special: Freeze Gun (Energy Ray 4 (Cold, Paralysis), Generate Elemental Materials 6 (Cold)), Skin Tight Parka (Armor 3, Immunity 1 (Endure Elements));

Other Gear Suction Cups (Wall-Crawling 5) (Major Item))

Strategy: Sharp Shooter

(See the core book for details on Snow Blind)

If you are defeated by Snow Blind she leaves you incased in ice while she flees the city with it taking hours for you to defrost. End the mission here as a failure and reduce your Reputation -1.

If you defeat the villain you take her in, return all the diamonds and save the city from further robberies committed by this villain.

Rewards:

End the issue here, and gain (You and your allies) 500 Exp. You also gain +1 Reputation and must add Snow Blind as a villain to your list at rank 1. Gain one Hero Point.

Mission Trees

Single Missions

Doctor in Need

Odd Looking Fellow

Snow Queen's Diamond

Elemental Lords

Ancient Tablet #1

Night of the Beast #1

Night of the Beast #2

Night of the Beast #3

Ancient Tablet #2

Ancient Tablet #3

Events

The Brute

Master Mind's Threat

Smugglers

Smugglers #1

Smugglers #2

Mutation's Drug

Bad Junk #1

Mutant Rampage #1

Bad Junk #2

Mutant Rampage #2

Bad Junk #3

Mutant Rampage #3

Bad Junk #4

Mutant Mob #1

Mutant Mob #2

Doctor Mutation

Halloween Gang

Crimes Up #1

Crimes Up #2

Crimes Up #3

Crimes Up #4

Bad Cops

Bad Cop #1

Bad Cop #2

Bad Cop #3

Bad Cop #4

Bad Cop #5

Night of the Wraith

Night Stalker

Night Stalker #1

Night Stalker #2

Night Stalker #3



Bethany

Sphinx

Detective 1st, Energy Manipulator 1st

Human, Medium

CR: 2

Exp. Award: 600

Init: +1

AC: 13

Hps: 12

Base Attack: +0

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

Melee: Fist +1 (1D3+1)

Ranged: Energy Blast +3 (1D4)

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

Powers: Arcane Magic 2 (Arcane Bolt, Arcane Shield)

Class Features: Broad Knowledge, Home City, Class Ability (Evasion), Bonus Feat (Dodge), Gear, Energy Absorption (Arcane)

Feats: Skill Focus (Perception), Dodge, Martial Arts, Evasion

Skills: Power Activation +1, Investigation +2, Perception +4, Knowledge (Arcane) +2, Knowledge (Crime) +2

Special: Ank (+2 Armor), Power Bands (+2 to hit with all Arcane Attacks), Lens of Sight (+2 Perception), Boots of Flight (Fly 1)

Strategy: Sharp Shooter



Stonecold

Brick 1st, Energy Manipulator 1st

Mutant, Medium

CR: 12

Exp. Award: 600

Init: +0

AC: 12

Hps: 26

Base Attack: +0

Fort: +7 **Reflex:** +2 **Will:** +0

Melee: Fist +5 (1D3+5)

Ranged: Energy Blast (Cold) +0 (1D6)

Str 20 (+5), **Dex** 10 (+0), **Con** 20 (+5), **Int** 11 (+0), **Wis** 10 (+0), **Chr** 10 (+0)

Powers: Armor 1, Super Str 1 (+3), Super Con 1 (+3), Energy Blast (Cold) 1

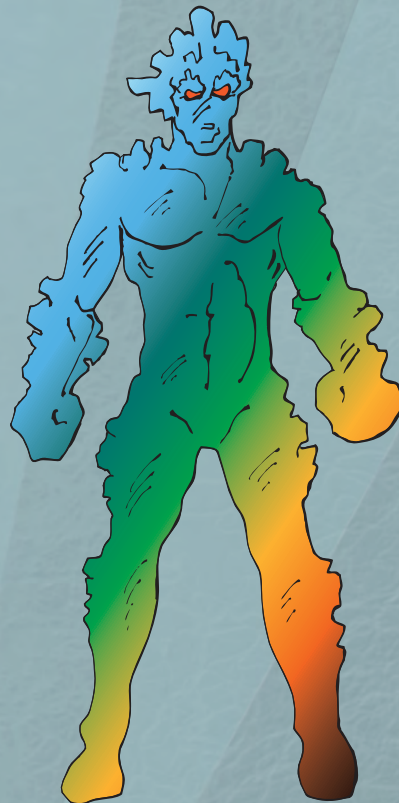
Class Features: Unstoppable, Destroyer

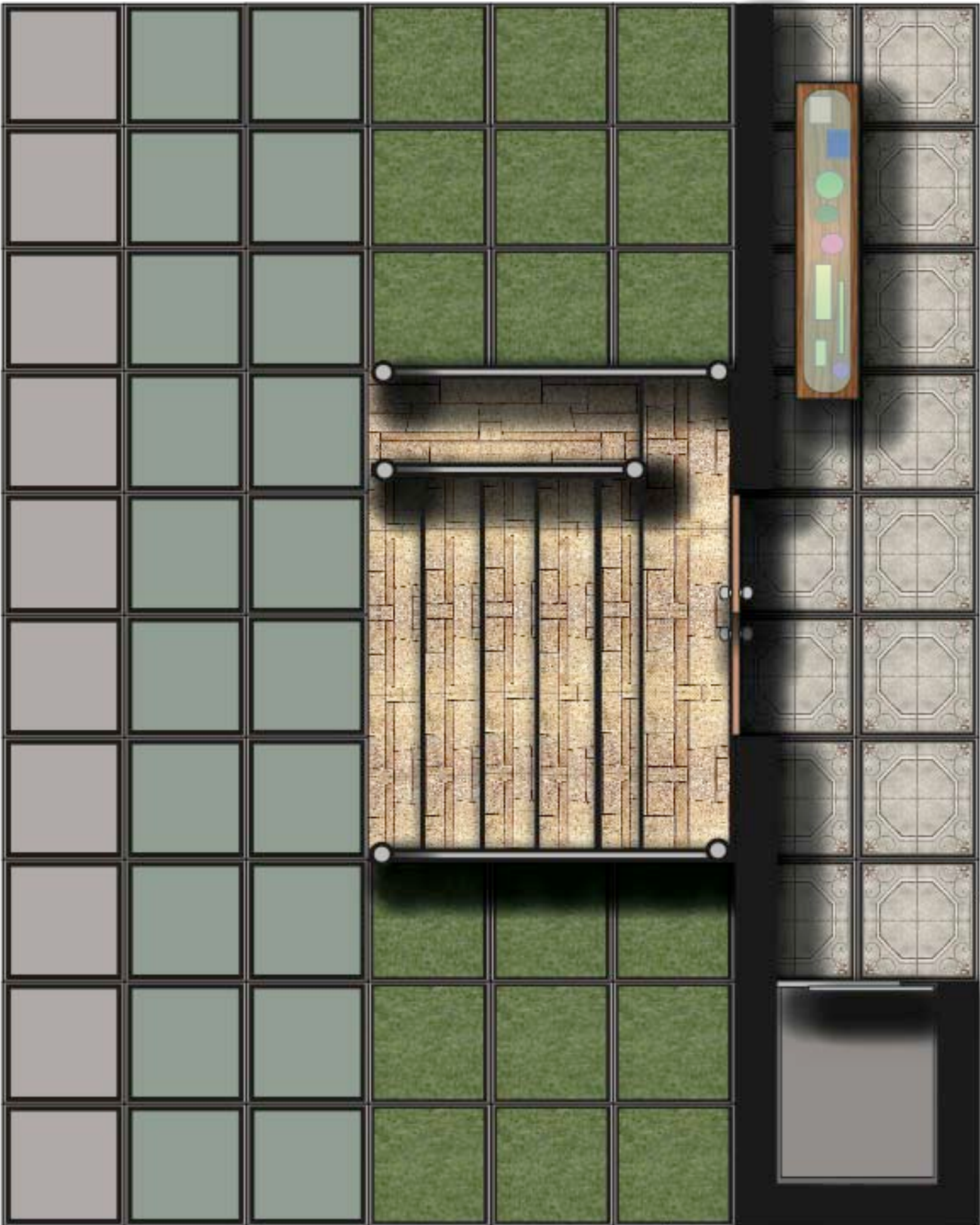
Feats: Endurance

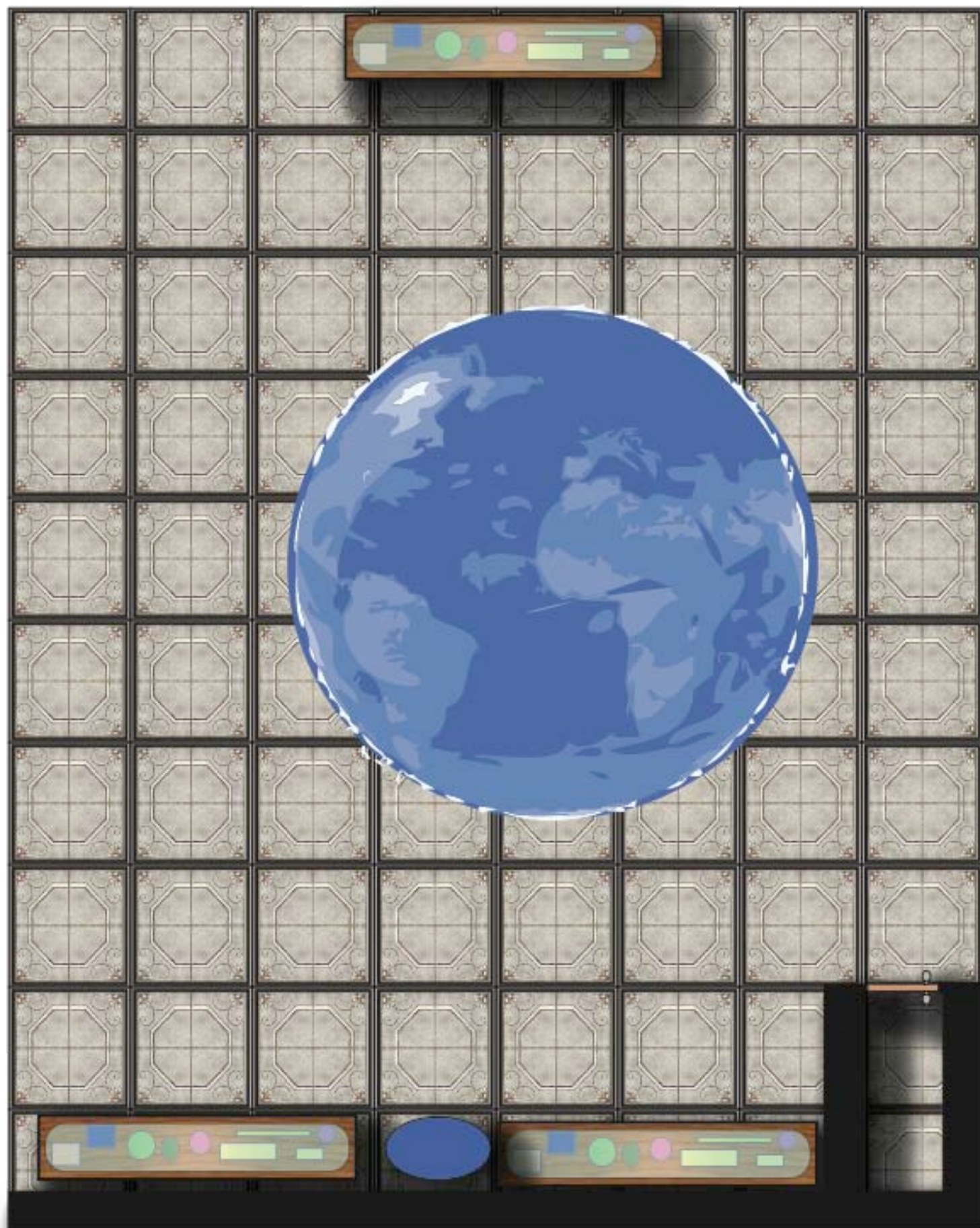
Skills: Power Activation +6, Intimidation +2, Swim +1

Special: Power Enhancer Ring (+4 to Power Activation skill checks)

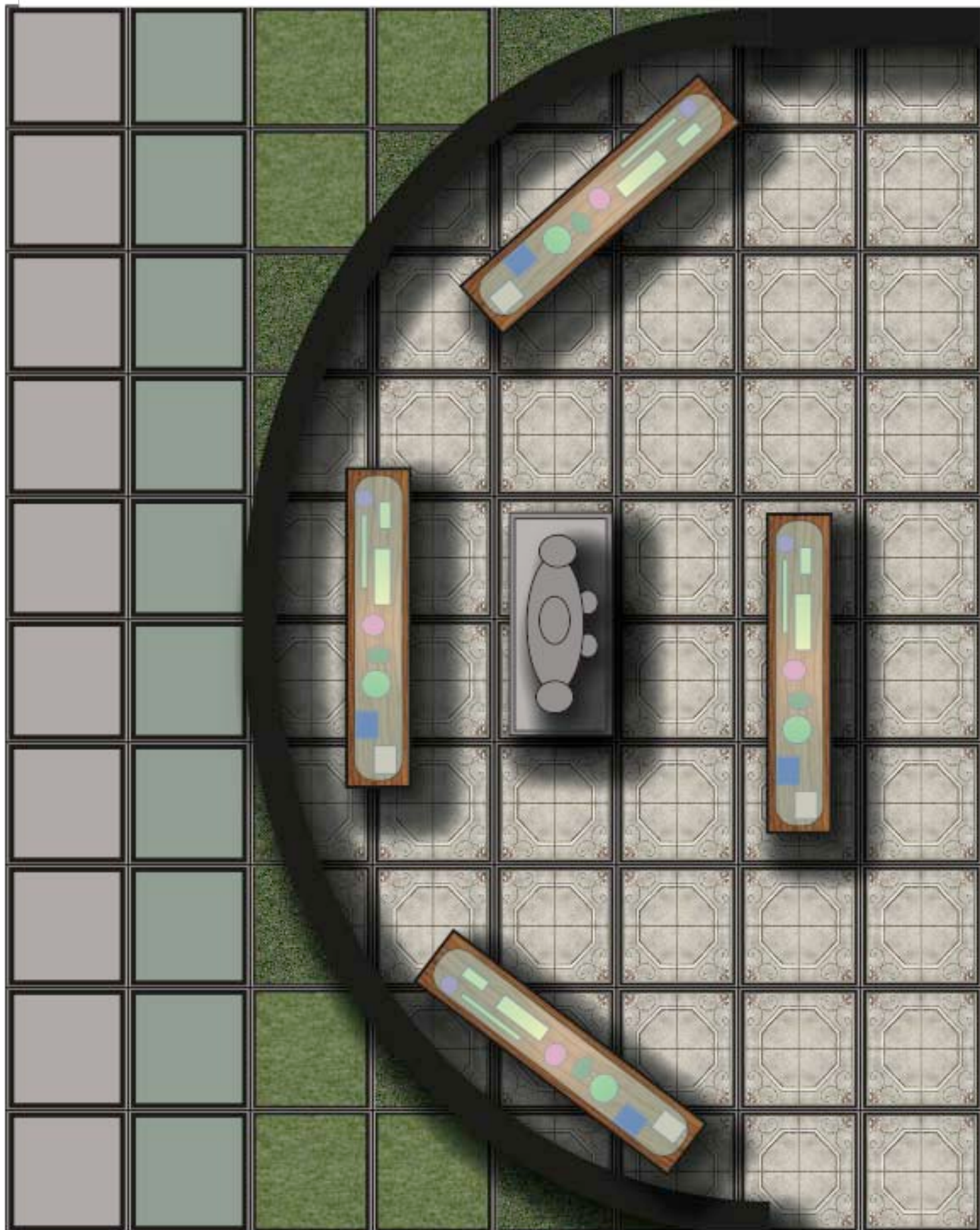
Strategy: Boxer

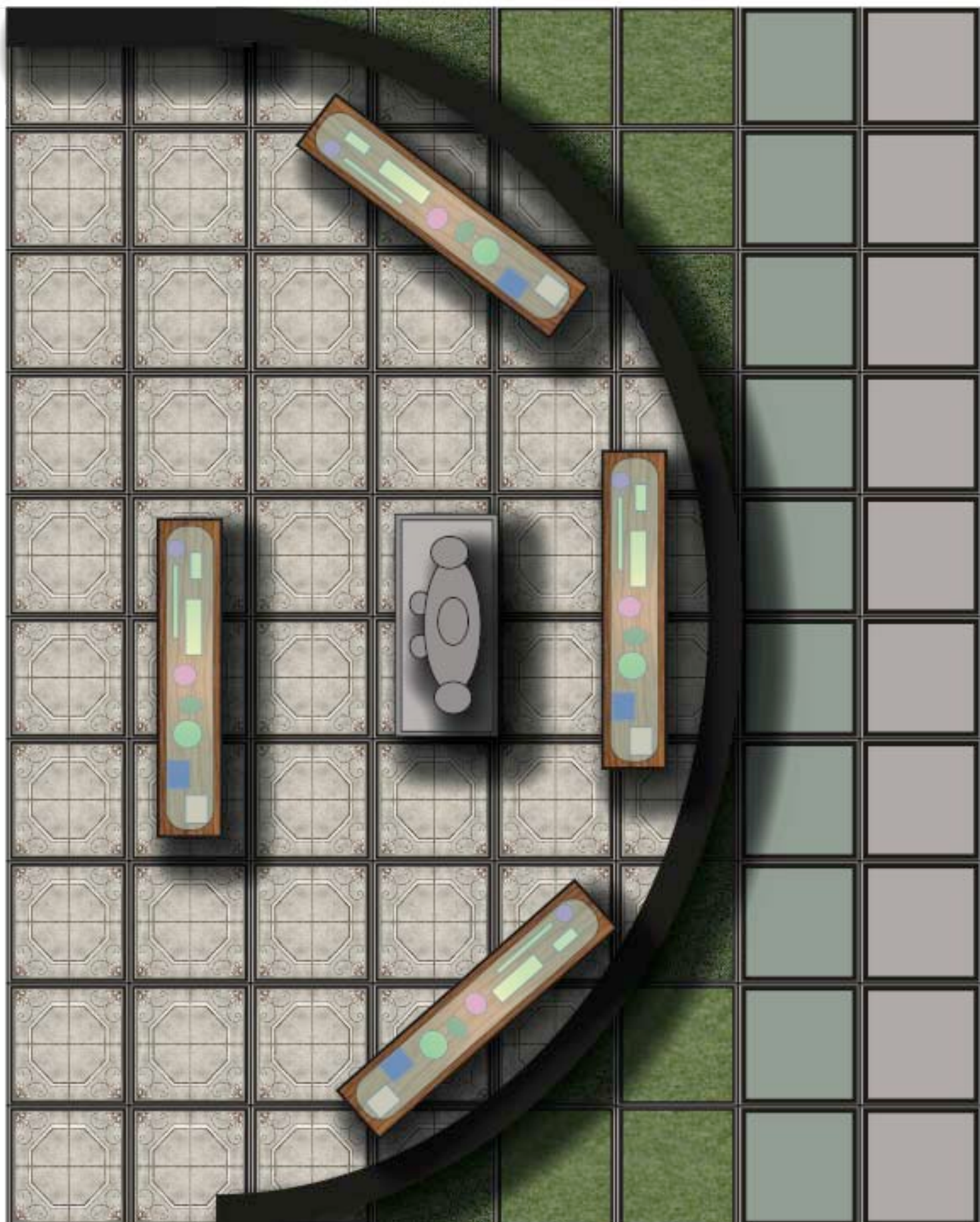


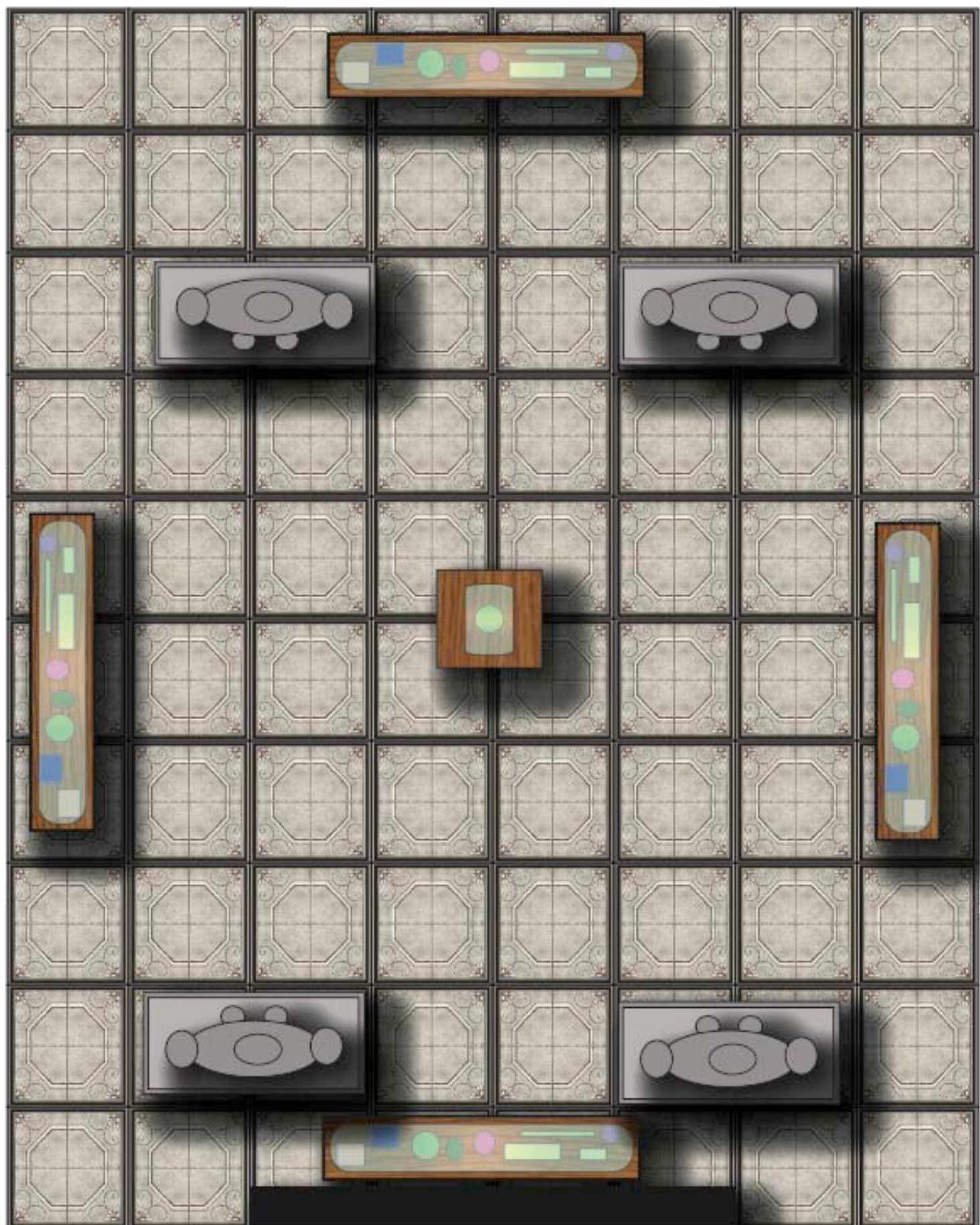












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