

Comic Book Adventures

Mission Book 3



Avalon Games



Where Fun Happens

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

An Avalon Games Product, All rights reserved, Version 1.0, 2015

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 and LPJ

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license.



Getting Started	Page 3
Contacts and Informants	Page 4
Map of the City	Page 11
Death Stalker #1	Page 12
Death Stalker #2	Page 14
Death Stalker #3	Page 16
Death Stalker #4	Page 19
Death Stalker #5	Page 21
Fund Raiser	Page 23
Interview	Page 26
Jewels of Glory	Page 27
King Master Mind	Page 29
Little Thieves #1	Page 31
Little Thieves #2	Page 35
Little Thieves #3	Page 37
Little Thieves #4	Page 39
Master Mind's Treat	Page 40
Robbery	Page 43
Safe House	Page 45
Something You Need to See	Page 47
Space Gun #1	Page 48
Space Gun #2	Page 50
Space Gun #3	Page 51
Super Kids	Page 52
Wraith's Revenge	Page 53
Mission Tress	Page 54
NPC Heroes	Page 55

Capes and Crimes

This series of adventures and missions is for the Avalon solo super hero system. This is a series of missions for 3rd to 5th level characters, and can be used to get your game started or continue the story from both the core system's mini-mission and the 1st and 2nd series of mission books. The missions used here will link to the those found in the other mission books so you can continue your story and character's history without interruption.

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

Getting Started

You have been a super hero for a while now and the city is a much safer place because of your efforts. A community of heroes has sprung up within the city, but where heroes gather so do super villains. You seem to spend more and more of your now time dealing with super crime then street level crime. A lot of old contacts have gone cold and you seek out new people to aid in your ongoing fight against crime and evil.

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

Once a mission has been completed you may gain any benefits listed from 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 +1

Contacts and Informants

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

Captain Franks

Captain Franks is in charge of the Firth 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 women 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:

Death Stalker #1

Councilwoman Fredric

Her political base is the low south side, which covers the Bowery, Low Town, and the south docks. While not as rich or influential as the other city council member, she is faithful to her belief that the Southside can be brought back from its run down state and made into a place where families can raise their children without fear of gang violence and Mob influence.

To know Councilwoman Fredric you need a Reputation rank of 8 or more.

Available Missions:

Death Stalker #2, may only be taken if Death Stalker #1 has been completed

Mayor Hamilton

Mayor of the city, Hamilton is a political animal through and through. He is willing to do whatever is necessary to stay in power and has been known to cut corner to get the job done. Ultimately, however, he has the city's best interest at heart.

To know Mayor Hamilton you need a Reputation rank of 10 or more.

Available Missions:

Master Mind' Threat

King Master Mind, may be taken only if Master Mind's Threat is completed

Sergeant Kerns

Kerns is a 20-year man and looking to make 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:

Little Thieves #1

Lieutenant Wilds

Usually a by the book lawman, Wilds does though know how to turn his eyes away when the book just won't get the job done. Wilds has seen it all - that is, until super heroes showed up. With all these caped crusaders running around his job seems twice as hard.

To know Wilds you need a Law and Order rank of 7 or more.

Available Missions:

Little Thieves #2, may only be taken if Little Thieves #1 has been completed and you captured the Puppet Master

Detective Samuel

Murder and crime fill his day and flowers and tulips his night. Samuel is called in when the department needs a case solved and fast. His skills as a detective are well defined and his ability to see through the maze of clues are wonder to watch.

To know Samuel you need a Law and Order rank of 10 or more.

Available Missions:

Little Thieves #3, may only be taken if Little Thieves #2 has been completed and the Puppet Master has not escaped

Museum Director Gideon

A scholar and historian, Gideon is an old academic, seemingly 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 fundraiser 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:

Fund Raiser

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, but he is proud of the work he does. He 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:

Something You Need to See, may only be taken if King Master Mind has been completed

Socialite Madam Sheppard

Self described queen of the Bowery, she constantly raises money for soup kitchens, drug rehab clinics and after school programs. Still, she never seems to be able to do enough for the poor and unfortunate within the city.

To know Madam Sheppard you need a Go Gooder rank of 6 or more.

Available Missions:

Super Kids Day

News Reporter Kelly

Investigative report for the Star city news, she is a tough-minded reporter always getting into trouble and always getting her story. She has made the super hero scene her beat these days and reports on all the supers and their villain foes.

To know Kelly you need a Go Gooder of rank 8 or more.

Available Missions:

The Interview, may only be taken if Robbery #1 has been completed

Star Labs Scientist Updike

Updike is a scientific geek, lost in his own world of mathematics, gadgets, and odd things. He is a true scientific genius and seeks to understand all the wonders of the universe. His labs at Star Labs are filled with odd bits of space junk and left over experiments.

To know Updike you need a Go Gooder rank of 11 or more.

Available Missions:

Robbery, may only be taken if Super Gun #3 is completed

Bruce

A thug and two bit hood, Bruce has spent his whole life on the streets and knows no other life. 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:

Space Gun #2, may only be taken if Super Gun #1 has been 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:

Space Gun #3, May only be taken if Super Gun #2 has been completed.

Rafael

A gang member and long time thug, Rafael is a hard core gangbanger, but he knows that he is a little fish in a much bigger pond. Still, he has his ear to the street and knows what's going on.

To know Rafael you need a Street Thug rank of 10 or more.

Available Missions:

Space Gun #1

Doctor Lucas

Some folks call him a quack, some a failed medical student. Whatever his history, "The Doc" will heal anyone that needs his services, no questions asked. He keeps a quiet office in the Southside of town.

To know Doctor Lucas you need a Vigilante rank of 7 or more.

Available Missions:

Death Stalker #3, may only be taken if Death Stalker #2 has been completed

Detective Bruce

A tough man, Bruce cares for little. As far as he is concerned the city is a sewer and the people that live here are just rats. He has seen too much blood, death, and terrible things to change his mind.

To know Detective Bruce you need a Vigilante rank of 10 or more.

Available Missions:

Little Thieves #4, may only be taken if Little Thieves #3 has been completed and the Puppet Master has not escaped

Under Boss Joey

A mad 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, and his own greed, he might even be successful and become a boss.

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

Available Missions:

Death Stalker #4, may only be taken if Death Stalker #3 has been completed and the Wraith is still held captive

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:

Jewels of Glory, may only be taken if Little Thieves #5 has been completed

Mob Boss Franco

Boss of the Devinci Mob Family, he has been in the game his whole life. Even so, these damn super types are changing the game way too fast for him to like it.

To know Mob Boss Franco you need a Mob rank of 10 or more.

Available Missions:

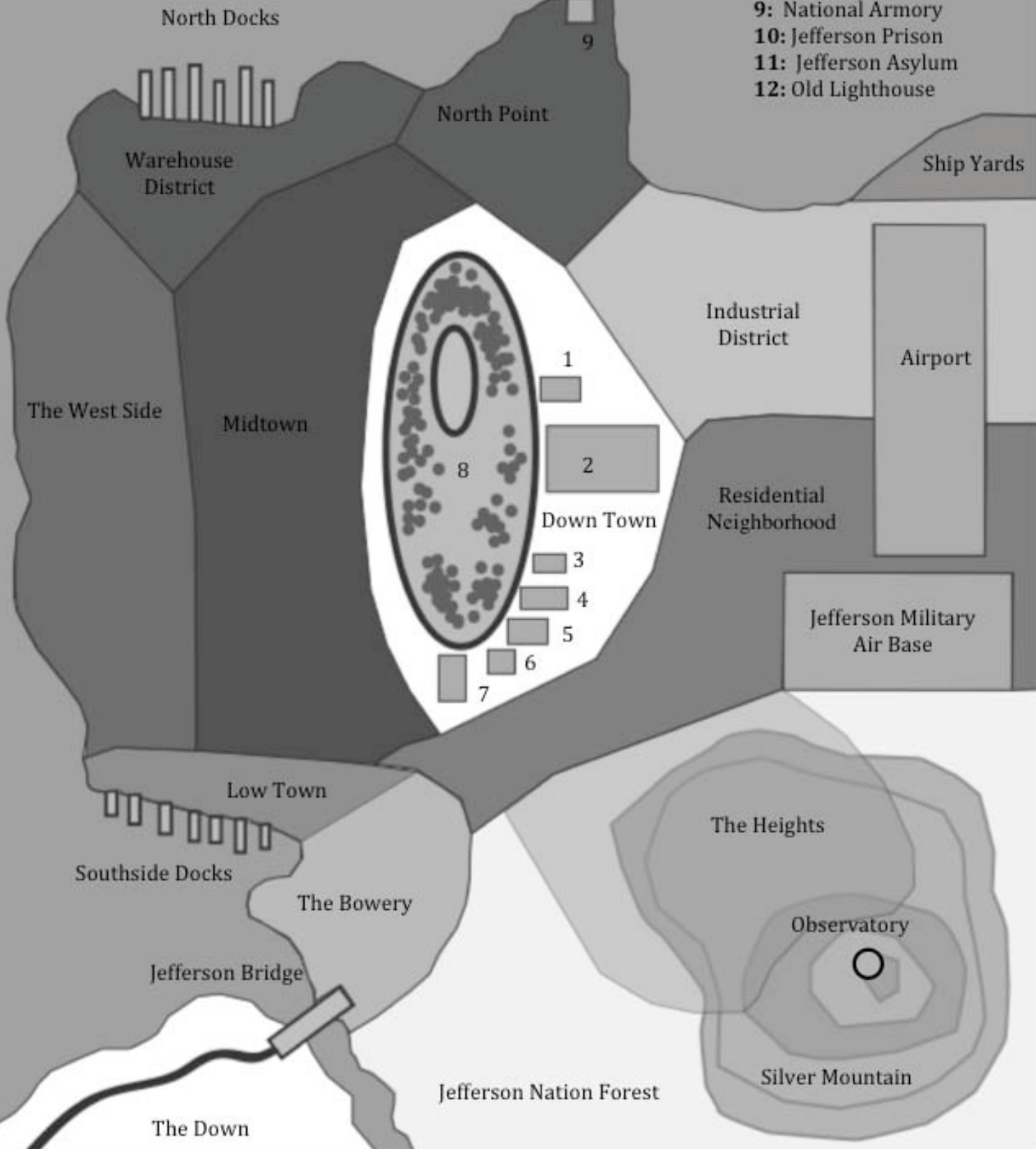
Death Stalker #5, may only be taken if Death Stalker #4 has been completed, and the Wraith is still captive

Hero City

North
↑

Index:

- 1: Star High School
- 2: City Zoo
- 3: City Museum
- 4: City Hall
- 5: Court House
- 6: City Bank
- 7: Star Labs
- 8: City Park
- 9: National Armory
- 10: Jefferson Prison
- 11: Jefferson Asylum
- 12: Old Lighthouse



Death Stalker #1

Franks stands in the rain waiting for you, the glow of his cigarette bright in the gloom of the overcast day. Franks has had a tough time these last few months, but he seems to have held up under all the stress and pressure of the job.

“About time you showed up, it's raining cats and dogs out here,” He says as he turns up the collar of his raincoat. “I figured this was something in your line of interest.” He hands you a police file. “Eight dead mobsters in eight days, all cut down by a large bladed weapon. And its been raining for eight days.” He offers.

The Wraith you wonder?

Franks sees that look in your eyes, “Ya, I thought the same thing. I figured after you dealt with her last time we were done with it, but asking around with some hoodoo voodoo people around the city...” He take a drag on the cigarette. “If she was a spirit of vengeance then she could return at any time, seeking revenge over and over again, never truly at rest. But, and here is the problem, each time she returns she loses a bit of her self, she forgets what and why she is seeking vengeance. Eventually she will just be a thing of rage with not memory of why she was murdered or by who. She will just start killing anyone she comes in contact with.”

You see the danger she might pose and promise to look into the murders of the mobsters.

You have several options you can use to find out what is going on.

You can make an Investigation skill check Vs. DC 18 to see if the mobsters had anything in common.

You can just go out and ask some questions of the lowlifes in the city and see what turns up. Make an Intimidation skill check Vs. DC 18.

You can try to find out what has been going on by playing the role of one of the recently deceased mobsters. Make a Disguise skill check Vs. DC 18.

If you fail any of these skill checks you may try one of the other options, but at +2 to the DC check.

If you are successful on any of these skill checks (Gain 25 Exp.) you find out that each of these Mobsters worked for the same crew, of which only their boss is still alive. It is clear that a mobster named Tony Delco is the next one on the list to be killed. It's a race now between you and the Wraith, who can find Delco first.

To find Delco you will need to make the following skill checks, in the following order.

An Investigation skill check Vs. DC 15 to find where he is hiding out.

A Knowledge (Local) skill check Vs. DC 17 to find the hideout in time.

A Power Activation skill check Vs. DC 19 to get there before the Wraith does.

Note: Gain 25 Exp. for each successful skill check you make.

You can set up the battle where ever you would like.

If you fail any of these skill checks then you may try again, but at +2 to the DC.

Make a note of the total number of skill checks you had to complete to reach the mobsters hide out. Next roll 1d6. If your total number of skill checks is less then the 1d6 die roll, you get to the mobster before the Wraith does and can get him to safely.

If the Wraith's die roll is equal to the total number of skill checks you needed to make, then you arrive at the hideout at the same time as the Wraith and a battle takes place.

If the Wraith's die roll is higher your total number of skill checks, then you arrive too late and she has killed Delco and your mission has failed. The rain stops and she has left the world of the living once more.

The Wraith

Super Human, Lvl 6, Combat Expert 2

Outsider, Medium

CR: 8

Exp. Award: 4,800

Init: +6

AC: 20

Hps: 56

Base Attack: +6

Fort: +8 **Reflex:** +5 **Will:** +2

Melee: Scythe +7 (4d6, Fort Save for 1/2 damage)

Powers: Density Control (Decrease, Damage reduction 4/energy) 2, Teleportation 3 (Up to 500'), Invulnerability 2 (DR 4 / magic), Duplication 2 (x2 HPs: 28 Base Attack: +4 Mods to Rolls: -2)

Class Features: New Power x2, Combat Feat, Unarmed Combat, Bravery, Combat Style)

Feats: Cleave, Power Attack, Weapon Focus (Scythe), Improved Initiative, Back Strike, Double Strike

Skills: Stealth +9, Knowledge (Arcane) +5

Special: Scythe (4d6, Energy Ray, No range, Deflection 2, Minor Item), Ruby of Rain (Weather Control 4)

Strategy: Sneak

The Wraith is more powerful this time around. It seems each time she returns to the world of the living she grows in power and madness.

Results:

End the issue here.

If you were able to save Delco you and you allies gain 2,000 Exp.

If you battled the Wraith and save Delco then you and your allies gain 1,000 Exp.

If you could not save Delco and the Wraith got away then you and your allies gain 500 Exp.

Add +1 to your Mob rank. Add a +1 to the Wraith's rank.

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

If you were able to save Delco's life he tells you that he and his men had the goods on Councilwoman Fredric and they have been blackmailing her to make sure that some city contracts went to businesses that they own. The Wraith has found this out and for sure will be seeking the Councilwoman's life next.

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 3rd to 5th level.

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

All Star
Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
Sky Queen
Sphinx
Stonecold
White Tiger

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

Death Stalker #2

“Yes it is all true,” Says the Councilwoman with tears in her eyes. “These men, these terrible men got my only child, my beautiful daughter hooked on drugs. They told me if I did not help them they would see to it that she got an overdose and kill her,” The Councilwoman cries. “What could I do? Let my daughter die?”

You understand the position the Councilwoman was in, but assure her that the men that had been blackmailing her are either dead or in custody. They can no longer hurt her or her daughter. The Wraith, however, does not see things in terms of grey shades, but only in black or white. The Wraith sees the Councilwoman as a corrupt political figure and will come seeking vengeance.

You tell the Councilwoman to take a vacation with her daughter, get her child into rehab while you deal with the Wraith.

You can now set a trap for the Wraith, and possibly deal with her once and for all. Beating her in combat though has not proven a consistent way of keeping her from returning, so you will need to find a supernatural means to defeat her.

If you make a Knowledge (Arcane) skill check Vs. DC 20 (Gain 25 Exp.) you may know of a way to entrap the Wraith, holding her captive until such time as you can find a more permanent way of dealing with the ghost. This will involve an incantation and a crystal bottle to seal the Wraith's spirit in. You will first have to defeat the vengeance spirit in battle and that will require finding her, or tricking her into coming to you.

If you the skill check or do not have the needed lore, then you will need to seek help somewhere else. If you have a supernatural or magic using character, or if Bethany is still an ally of yours, you use arcane skills to gather the information. Make a Power Activation skill check Vs. DC 20. If successful you find the information needed to entrap the Wraith and can cast the incantation needed.

If neither of these options are available to you, then the Wraith will just have to wait until some other time. End the mission and the issue here and the mission tree.

Once you have the means to deal with the Wraith you will need to trick her into coming to you. You can use any one of the following options.

Disguise yourself as the Councilwoman and wait until the Wraith arrives on its own. Make a Disguise skill check Vs. DC 15. If you are successful gain 25 Exp. and get ready for a battle with the Wraith in the home of the Councilwoman.

Seek out the Wraith's burial plot. As the grave was left unmarked, this will require some skillful computer searches and record keeping. Make an Investigation skill check Vs. DC 16 to find the gravesite. If you are successful gain 25 Exp. and conduct the battle with the Wraith in a graveyard.

If Bethany is with you (or you have an arcane based character) then you can try to summon the Wraith to the world of the living. Make a Power Activation skill check Vs. DC 20. If successful gain 25 Exp. and the Wraith arrives. Use a park battleground for when she is summoned.

If you fail the skill check on any of these, you of course can try again at +2 to the DC.

Set up the battlefield to whatever you want for this encounter.

The Wraith

Super Human, Lvl 6, Combat Expert 2

Outsider, Medium

CR: 8

Exp. Award: 4,800

Init: +6

AC: 20

Hps: 56

Base Attack: +6

Fort: +8 **Reflex:** +5 **Will:** +2

Melee: Scythe +7 (4d6, Fort Save for 1/2 damage)

Powers: Density Control (Decrease, Damage reduction 4/energy) 2, Teleportation 3 (Up to 500'), Invulnerability 2 (DR 4 / magic), Duplication 2 (x2 HPs: 28 Base Attack: +4 Mods to Rolls: -2)

Class Features: New Power x2, Combat Feat, Unarmed Combat, Bravery, Combat Style)

Feats: Cleave, Power Attack, Weapon Focus (Scythe), Improved Initiative, Back Strike, Double Strike

Skills: Stealth +9, Knowledge (Arcane) +5

Special: Scythe (4d6, Energy Ray, No range, Deflection 2, Minor Item), Ruby of Rain (Weather Control 4)

Strategy: Sneak

The Wraith is more powerful this time around, so it seems each time she returns to the world of the living she grow in power and madness.

Results:

End the issue here.

If you battled the Wraith you and your allies gain 1,500 Exp.

Add +1 to your Vigilante rank. Add a +1 to the Wraith's rank.

Any hero allies may add +1 to their rank.

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 3rd to 5th level.

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

All Star

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Lady Blue

Paladin

Sky Queen

Sphinx

Stonecold

White Tiger

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

Death Stalker #3

You watch the man from the shadows for a while, he seems nervous but most people are when they first meet you. He had put out the word on the street a few days ago that he needed to see you about something. His name was Lucas, but most people on the street call him Doc. He is not a real doctor, but a failed medical student that sells his skills to those in need but who are unwilling or unable to see a real doctor.

You swoop out of the shadows before the man, just to make him a bit more nervous, that way he will be willing to tell you more upfront about what he wants.

“H-hello,” The man stutters. “I was not sure you would come.” He scuffing his feet.

You ask what does he want.

“Well I might have some information you would be interested in. See a few days ago I was treating a young girl, named Jill. The girl was very agitated, speaking in strange voices and shivering like she was cold or wet. The whole time the sky is rumbling with thunder.”

What does this have to do with you?

“Well she said your name several times and each time she said it there was a lot of hate and a strange temperature drop in the room. It was real spooky.”

Now he has your interest you tell him. Where can you find the girl you ask? Lucas gives you her mother's address. “I think she was raped.” Lucas says as you turn to leave.

Later that night it starts to rain real hard and the night grows cold. As you walk up the steps to the old brownstone in the Bowery, you see the door is open. You find an elderly woman, cut in two. You have seen this sort of wound pattern before, the Wraith eaves her victims this way. But the Wraith though is trapped in limbo, you saw to that.

Checking on the crystal bottle you trapped the Wraith in you see that it is intact. So what is going on?

You can take one of several directions on this investigation. You can seek out more information on the Wraith and the vengeance spirit that she is (Part 1). You can track down the girl and see what's is going on with her (Part 2).

Note that you may perform both of these actions to gain even more information.

Part 1

If you seek out more information, and have an arcane or supernatural based character, you can use your powers as needed to gather the information you seek. You can of course ask Bethany the Witch for aid. Either way the DC for the information is 20. You can use Knowledge, Profession or even Power Activation skill checks to gather the needed lore.

If you are successful on the skill check (gain 25 Exp.) you discover that while you may have trapped the physical form of the Wraith in the bottle, her spirit is free to possess others seeking vengeance. If this is the case then the girl must have had something terrible happen to her that has opened her mind to possession by the trapped Wraith. You must either free the trapped spirit of the Wraith so it can return to its own form, or find the girl and either put her down or conduct an banishment rite so to free her of the Wraith's possession.

If you failed this skill test then you will have to just find out where Jill is. Continue with part 3 of this mission.

Part 2

If you seek Jill she can be tracked down, make an Investigation skill check at DC 20 to find the clues needed. Interviews of the locals indicate the girl was living at home with her mother and her mother's new boyfriend. Could he be the one that raped Jill? Regardless of who assaulted the poor girl, it is clear that the vengeance spirit is trying to find justice by having Jill kill her rapist. If you are successful on the Investigation skill check you gain 25 Exp. If you fail the skill check you are unable to find the girl soon enough and are too late to stop her from killing more people, the spirit of vengeance burning her up inside until the girl dies. End the Mission here, but you may continue the mission tree (Gain 500 Exp. and +1 rank to each ally that was with you on this mission)

Part 3

If you are able to discover why Jill is doing what she is doing or what is going on with the Wraith, make a Knowledge (Local) skill check DC 20 to track Jill down (Gain 25 Exp. if successful). Fail the skill check and you are too late to stop Jill, and she dies from the experience. End the Mission and the issue here, but you may continue the mission tree (Gain 500 Exp. and +1 rank to each ally that was with you on this mission)

Locating Jill brings you outside a local bar in the Bowery. Jill has her mother's boyfriend in a death grip and large kitchen knife in her hand. Jill's mother knew of the man's rape of her daughter and said nothing, so Jill killed her mother as an act of vengeance. Now she has her rapist in her grip.

Jill, Possessed

Super Human, Lvl 6

Outsider, Medium

CR: 6

Exp. Award: 2,400

Init: +6

AC: 20

Hps: 46

Base Attack: +4

Fort: +6 **Reflex:** +5 **Will:** +2

Melee: Scythe +7 (3d6, Fort Save for 1/2 damage)

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

Class Features: New Power x2, Combat Feat, Unarmed Combat, Bravery, Combat Style)

Feats: Cleave, Power Attack, Weapon Focus (Scythe), Improved Initiative, Back Strike, Double Strike

Skills: Stealth +9, Knowledge (Arcane) +5

Special: Scythe (3d6, Energy Ray, No range, Deflection 2, Minor Item), Ruby of Rain (Weather Control 3)

Strategy: Sneak

Set up a small ally between two buildings for this encounter.

The Wraith is in possession of the girl and as the fight with Jill continues on she begins to take on the appearance of the Wraith. Any harm done to Jill in the battle and the girl will suffer. Defeat her though and the spirit of the Wraith will flee the girl's body, freeing Jill from the nightmare she is in.

Defeating the Wraith here only allows its spirit to possess another person some time later. As long as the Wraith is trapped in the bottle it is free to possess others. However, if you release the Wraith from her crystal prison, it is free to grow in power, a threat that will never end. There seems to be no good solution to the problem.

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 3rd to 5th level.

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

All Star
Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
Sky Queen
Sphinx
Stonecold
White Tiger

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

Results:

End the issue here.

If you battled the Wraith you and your allies gain 1,500 Exp.

Add +1 to your Do Gooder rank. Add a +1 to the Wraith's rank. Any hero allies may add +1 to their rank.

The Wraith's rage has possessed another innocent. Something will have to be done.

If you free the Wraith then go immediately to the Wraith's Rage mission, do not heal the hero or their allies of any wounds and condition they may have suffered in this mission.

If you continue to keep her in her bottle prison, then end the issue here as normal and you may though continue with this mission tree.



Death Stalker #4

"I'm telling ya the truth, a ghost is out to kill me," The man sitting in the booth before you says, sweat and worry on his face. The word was out in the streets that a mobster under the boss named Joey the Knife wanted to speak with you. A meeting was arranged at the Lucky Wok restaurant in the Bowery later that night. Only you and the man are in the place, it being clear that the mobster had the restaurant cleared out before you arrived.

"I hear that you have dealt with this host before," Joey says wiping his brow with a napkin.

You tell him that you have dealt with supernatural foes in the past, but that does not mean this foe is a ghost.

"Look I ain't no good guy, I'm a mobster, a made man you see," Joey explains. "But the ghost of my old boss, Don Marco, he is out to kill me, take my soul and eat it."

Why would this dead Don want you dead Joey, You ask.

"Cuz I was the one that did the hit on him. Was ordered to take him out so Franco Devinci could take over," Joey tells you. "Now his ghost is out for revenge."

Just then the air grows cold and thunder can be heard outside as rain begins to fall. You know this condition, you have dealt with thus spirit before, the Wraith is coming.

Just then the doors to the restaurant blow in and a young man walks in, an axe in his hands. "I have come for you Joey," Says the man in a terrible voice, one you have heard before. The Wraith's haunting voice.

"That's Marco's grandson Bobby." Joey says with surprise.

"So many to kill in the name of vengeance and all the time the grave affords me," Says the possessed man.

Bobby Marco, Possessed

Super Human, Lvl 6, Combat Expert 2

Outsider, Medium

CR: 6

Exp. Award: 2,400

Init: +6

AC: 20

Hps: 46

Base Attack: +4

Fort: +6 **Reflex:** +5 **Will:** +2

Melee: Scythe +7 (3d6, Fort Save for 1/2 damage)

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

Class Features: New Power x2, Combat Feat, Unarmed Combat, Bravery, Combat Style)

Feats: Cleave, Power Attack, Weapon Focus (Scythe), Improved Initiative, Back Strike, Double Strike

Skills: Stealth +9, Knowledge (Arcane) +5

Special: Scythe (3d6, Energy Ray, No range, Deflection 2, Minor Item), Ruby of Rain (Weather Control 3)

Strategy: Sneak

The Wraith is in possession of the man and as the fight with Bobby continues he begins to take on the appearance of the Wraith. Any harm done to Bobby in the battle the man will suffer. Defeat him and the spirit of the Wraith will flee the man's body, freeing Bobby from the nightmare he is in.

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 3rd to 5th level.

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

All Star
Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
Sky Queen
Sphinx
Stonecold
White Tiger

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

Results:

End the issue here.

If you battled the Wraith you and your allies gain 1,500 Exp.

Add +1 to your Do Gooder and mob ranks. Add a +1 to the Wraith's rank.

Any hero allies may add +1 to their rank.

Once again the Wraith rage has possessed another innocent. Something will have to be done.

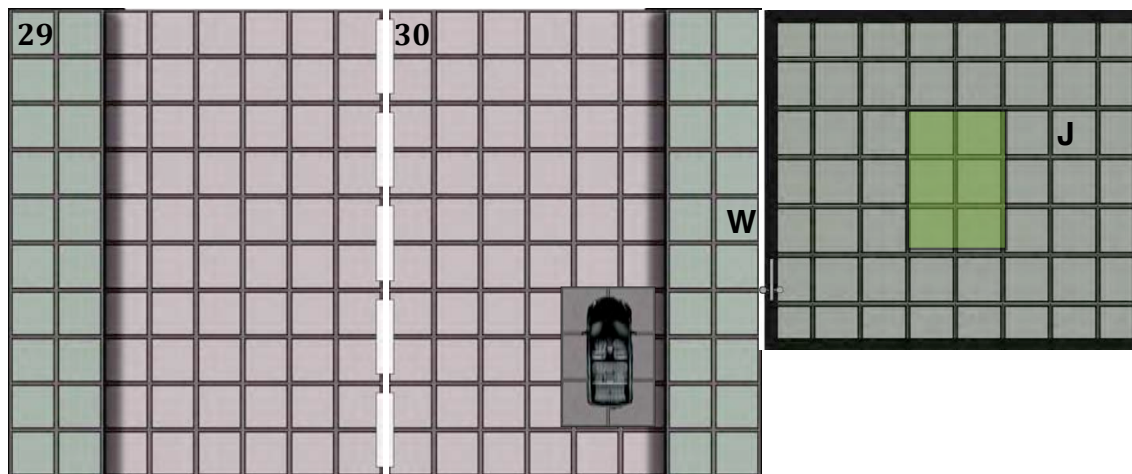
If you free the Wraith then go immediately to the Wraith's Rage mission, do not heal the hero or their allies of any wounds and condition they may have suffered in this mission.

If you continue to keep her in her bottle prison, then end the issue here as normal, you may though continue with this mission tree.)

J -Joey

W - Wratih

Heroes start in the green shaded area



Death Stalker #5

Since you saved underboss Joey the word on the street is you are now saving mobsters, maybe you are now one of the bad guys. If anyone knew the real reason you saved the mobster, people would be terrified.

You are on patrol one night when a dark limo pulls up on the street before you. The door opens as the car waits for you to approach. Inside is an older man, well dressed smoking a large, smelly cigar.

"I'm Franco Devinci." The man say.

You know who he is you say with a clear distaste in your voice.

"Well then we got business to do, get in." The man says.

As you climb into the car he shifts his seat to make room, "Seems the ghost of Don Marco is out to kill my men and maybe even me," Franco says.

You tell him you have dealt with the Wraith for now; there should be no danger from that spirit.

"I don't like waiting for enemies to come for me, I think it better to go to them," Franco says with some evil in his voice. Being in the car with him makes you feel dirty. "So I figure," He continues, "As you have dealt with this ghost before you are the expert. Kill this ghost if you can and I will pay ya a small fortune."

You tell the mobster you would rather be set on fire then take a dime of his dirty money. He and his mob organization is what you are fighting against.

"Ya, but the Wraith is killing innocent folks, so it seems to me that we have a common enemy. As they say a enemy of my enemy is an ally." Franco offers.

You agree that the spirit does have to be dealt with.

"Good, then leave it up to me, I will flush the thing out, you be there to deal with it when it shows up. Be at this address tonight at midnight," Franco tells you as the car stops.

As you get out of the car and it leaves you can hear Franco laughing.

Midnight arrives and so do you. Inside the warehouse that Franco set up as the meeting place you find Franco, several of his men, all armed, and a woman and her infant child tied up in the middle of the warehouse.

What is going on you ask Franco.

"Well you don't think the ghost was just going to show up, nope I had to make sure it would show up." Franco explains. "So I made sure by having Bobby Marco's wife and kid made into bait. If he was taken control of by the ghost the first time I'm sure he will be open to it again now that we are going to kill his family."

You did not agree to this you tell the Mobster as you walk towards the woman intent on releasing her.

"Now, now don't be in such a hurry there hero," Says Franco as his men raises their machineguns, all pointing at you. "Lets just wait and see what happens," Franco offers.

Just then the warehouse grows cold and the rain begins to fall outside. Too late it seems now, the Wraith is here.



T- Thug

F - Franco

Wo - Woman and Child

W - Wraith

Heroes start in the green shaded area

Bobby Marco, Possessed

Super Human, Lvl 6, Combat Expert 2

Outsider, Medium

CR: 6

Exp. Award: 2,400

Init: +6

AC: 20

Hps: 46

Base Attack: +4

Fort: +6 **Reflex:** +5 **Will:** +2

Melee: Scythe +7 (3d6, Fort Save for 1/2 damage)

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

Class Features: New Power x2, Combat Feat, Unarmed Combat, Bravery, Combat Style)

Feats: Cleave, Power Attack, Weapon Focus (Scythe), Improved Initiative, Back Strike, Double Strike

Skills: Stealth +9, Knowledge (Arcane) +5

Special: Scythe (3d6, Energy Ray, No range, Deflection 2, Minor Item), Ruby of Rain (Weather Control 3)

Strategy: Sneak

The Wraith is in possession of the bobby Marco once more and as the fight with Bobby continues on he begins to take on the appearance of the Wraith. Any harm done to Bobby in the battle the man will suffer. Defeat him though and the spirit of the Wraith will flee the man's body, freeing Bobby from the nightmare he is in.

Results:

End the issue here.

If you battled the Wraith you and your allies gain 2,500 Exp. (For you and your allies)

Add +1 to your Do Gooder and Mob ranks. Add a +1 to the Wraith's rank.

Any hero allies may add +1 to their rank.

Gain a Hero Point.

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 3rd to 5th level.

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

All Star

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Lady Blue

Paladin

Sky Queen

Sphinx

Stonecold

White Tiger

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

Once again the Wraith rage has possessed another innocent. Something will have to be done.

If you free the Wraith then go immediately to the Wraith's Rage mission, do not heal the hero or their allies of any wounds and condition they may have suffered in this mission.

If you continue to keep her in her bottle prison, then end the issue here as normal, you may though continue with this mission tree.)

Fund Raiser

Gideon beams with delight at the crowd which showed up to his small fundraiser to support the museum.

“I can not thank you enough for helping me with this fundraiser,” The elderly man says as he stands next to you, “The money we raise today will go a long way to supporting out school outreach programs.”

You were more then happy to help out you say. Seems these days you do as much to help the city by attending fundraisers as you do fighting crime.

“I'm sure half the people here today came to get a glimpse of you and your costume,” Gideon offers. “I have even begun drawing up plans to put on a display of super heroes from the past, as well as those of the present. You would be surprised at the wealth of newsprints and old film footage of such heroes as the league of amazing people, the prowler an Doctor Bronze.” Gideon begins to explain. While it is in interesting subject, you can only take so much of Gideon's lectures on the past.

Just then there is a roar and then screams of terror and panic from the other side of the fair. Moments later a crowd of people come stampeding your way, trying to avoid the exploding pumpkin bombs.

“Who said you could have a celebration and not invite me and my friends,” Laughs Jack-o-Lantern as he leaps in front of you, the rest of his mad crew of villains not far behind.

You will have to be careful in this battle, as there are civilians all over the place as well as priceless artifacts on display everywhere.

Trixie Treat

Acrobat Lvl 5

Human, Large

CR: 5

Exp. Award: 1,600

Init: +6

AC: 32

Hps: 25

Base Attack: +3

Fort: +3 **Reflex:** +8 **Will:** +2

Melee: Kick +7 (1D3 +5)

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

Powers: Super Leap 1

Class Features: Evasion, Opportunist, Unarmed Strike, High Jump, Brake Fall, Uncanny Dodge, Flurry of Blows, Hard to Hit, Class Features X2

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

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

Special: Belt of Pumpkin Bombs (Energy Ray (Fire, Area of Effect, Major Item, Minor Limited Use) 5), Leather Jacket (Armor 3); Other Gear Hypersonic Bat Call (Summon Animals (Major Item) 4)

Strategy: Charge

Jack-o-Lantern

Super Human Lvl 2 Combat Expert Lvl 4

Mutant, Large, CN

CR: 6

Exp. Award: 2,400

Init: +5

AC: 18

Hps: 42

Base Attack: +5

Fort: +8 **Reflex:** +7 **Will:** +0

Melee: Unarmed Strike +9 (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), Combat Training

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

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

Special: Belt of Pumpkin Bombs (Energy Ray (Fire, Area of Effect, Major Item, Minor Limited Use) 5)
Leather Jacket (Armor 3)

Strategy: Charge

Trick and Treat

Brick Lvl 3

Human, Large

CR: 3

Exp. Award: 800

Init: +0

AC: 15

Hps: 35

Base Attack: +2

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

Melee: Fist +5 (1d6 +4)

Powers: Super Leap 1

Class Features: Hard Headed, Power Punch

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

Skills: Climb +6, Intimidate +5

Special: Leather Jacket (Armor 3)

Strategy: Charge

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

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 3rd to 5th level.

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

All Star

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Owl

Lady Blue

Paladin

Sky Queen

Sphinx

Stonecold

White Tiger

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

Rewards:

Gain 2,000 Exp. (For you and your allies) and either a +1 to your Reputation, Do Gooder, Law and Order or Vigilante rank.

End the issue here.

Increase the Halloween gangs rank by +1.



J - Jack-o-Lantern

T- Trixie

X - Trick and Treat

C - Civilians

Heroes may start from the green areas shown

Each round roll once for each civilians to see where the run in fear.

Roll 1D6

1 - 2: Up two squares

3 - 4: Down two squares

5: Right one square

6: Left one square

The Interview

“So I understand Tony Updike has invited you to be the first to walk through his star gate once he gets it up and running,” Asks Kelly Roberts as she continues her interview of you. She continued to pester you about an interview after the battle at Star Labs with the villain called the Hood until you finally said yes.

You tell her that yes Updike has offered you and a few others the chance to be the first to enter his “Star Gate.”

“It doesn't concern you to have your atoms scattered across the galaxy?” She asks.

No more than it does to fight a super villain. You tell her. Life is an adventure, so why not look at this as an adventure as well.

“Is that why you have become a super hero, for the excitement?” She inquires.

To some extent, you say, but mostly you put on the mask to rid the city of its dark criminal element. The people of this city needed a symbol to offer a chance that they could live their lives without the fear of being murdered in their sleep or having everything they have worked for taken from them by men and woman with little to no compassion or mercy.

“So you see yourself as a symbol of hope and justice?” Roberts asks.

Yes.

Some say though that you have brought more crime and violent to the city, that the new super hero has also spawned a new kind of criminal, the super villains,” She offers.

Life is a Ying-Yang sort of balance you reply.

The interview continues on for another hour and then Roberts thanks you for the time and leaves. The next day the interview is on the front page of the Star City News.

Make a Diplomacy skill check and see the chart below for the results of the paper's effects on your various ranks.

Skill Check roll of 1 or below: Reduce your Reputation by -2 as people think you are a crack pot and should be locked up with the other super villains.

Skill Check roll of 2-13: No effect one way or another.

Skill Check roll of 14: The interview was a good experience, but you find that a famous rock star married a famous movie star and this has everyone talking and no one paying any attention to you.

Skill Check roll of 15-19: The interview went well, add +1 to your Reputation.

Skill Check roll of 20-24: The response to the interview was very good. Add +1 to your Reputation and Do Gooder ranks.

Skill Check roll of 25 -29: The response was overwhelming, and now you have offers to do talk shows and even start your own T.V show. Increase your Reputation by +2.

Skill Check roll of 30 or above: Roberts wins awards for her interview and you are now a celebrity. Reduce your Personal Life ranks by -1 but increase your Reputation and Do Gooder ranks by +2.

Jewels of Glory

You sit on the park bench feeding the pigeons as you wait. Soon enough a well dressed young woman walks up and takes a seat next to you. She pauses with a smile as a young boy approach and asks you for your autograph.

“Must be nice being famous and all,” She muses.

You are not as sure, things were different when you first started, crime and the injustice the only things you concerned yourself with. Now there is the media to deal with, fame, notoriety.

“So my employer has a bit of a difficult matter to discuss with you,” The woman begins. She had contacted you a few days ago about setting up a meeting. You had agreed, even though she worked for one of the most dangerous organizations in the world, Crime Unlimited.

What do you want, you asked?

“Well we have been robbed.” She laughs, amused by the very statement. “As you can understand, robbing the best criminal minds in the world is quite the feat in itself, but that does not mean we cannot find out who did it and deal with them in our customary manner.” She continues as she drawing a line across her throat, making it clear what happens to those that steal from Crime Unlimited.

So what is the problem?

“Well we though you might be better able to deal with this issue then we are,” She replies, “After all, you have some history with these little dolls of crime.”

The Puppet Master's dolls of crime, you had thought them a closed chapter in your career of crime fighting. The dolls had proved to be one of your most dangerous foes, truly inhuman and void of any since of mercy or restraint. They could kill on a dime without their Master's control keeping them less savage.

“I see I have peeked your interest,” The nameless woman says as she sits back and watches the ducks paddle in the lake across the walkway. “We took possession of a set of gemstones that the Puppet Master had stolen, the very stones that he was sent to jail for stealing. These dolls though have taken them back, for what reason we cannot say, but you can be sure it involves trying to break their master out of jail.”

She looks at you as she stands to leave. “I see we have brought you on board. While I cannot be sure, if I were you I would expect an attack on Jefferson Prison within the next few days.” With that she leaves, walking away into the crowds of the park.

You sign a few more autographs and leave yourself. You have a lot to do before your next, and, you hope, last encounter with the dolls.

Some days later you are on patrol near the walls of Jefferson Prison, the small island out in the bay little more then a road, tall stonewalls and the prison itself. The night is cold and wet, the waves of the ocean beating constantly against the rocks of the prison's island.

The last two nights have been uneventful, so you are then ready to meet the dolls in battle, this being the last moonless night for the month.

Sure enough the waves break and out of the water raises a huge doll, a thing some 50 foot tall, all made of wood and set with five perfect gemstones in key places.

The dolls have made themselves a battle golem of some sorts, using magic and technology to fashion a means of freeing their master.

Giant Doll Golem
Brick Lvl 10
Construct, Large
CR: 8
Exp. Award: 9,600
Init: +0
AC: 15
Hps: 110
Base Attack: +6
Fort: +3 **Reflex:** +1 **Will:** +1
Melee: Fist +6 (1d10 +4)

Powers: None
Class Features: None
Feats: None
Skills: Intimidate +10
Special: None
Strategy: Charge

If you are defeated by the Doll's Golem you can spend a hero point to continue the battle.

If you defeat the doll golem it falls back into the ocean, the dolls, gemstones and golem lost to the depths of the sea.

Results:
End the issue here and gain 2,500 Exp. (For you and your allies)

Add +1 to your Reputation and Law and Order ranks.

Gain one Hero Point.

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 3rd to 5th level.

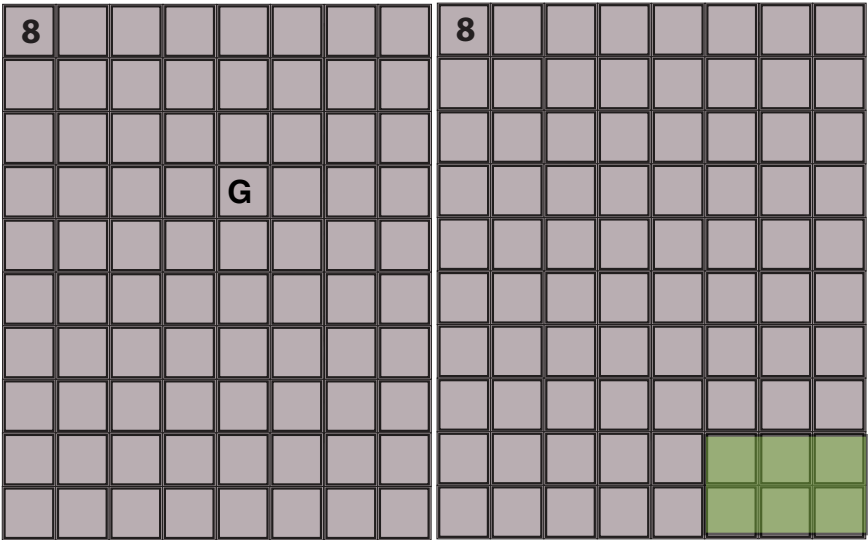
If you don't have any hero allies, or need more (You can have up to three this event), then add any of the following.

All Star
Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
Sky Queen
Sphinx
Stonecold
White Tiger

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

G - Giant Doll

Heroes may enter the battle from the green shaded area.



King Master Mind

Returning home from the prehistoric prison Master Mind left you in, you are shocked to find the city is under martial law, set up by Master Mind after he took over the city. Now he sits in the mayor's office, giving orders and rebuilding the city in his image.

The mad brain has sent out a small army of robots to patrol the city streets and to force his commands upon the city. A curfew has been instituted and the mayor, along side most of the police force and city officials, are locked up in jail.

Worst of all, the mad brain has released all the prisoners held in Jefferson Prison, giving all of them a pardon and letting them loose on the undefended city.

Of course all of you will have to deal with these issues. The only way to deal with all these threats to the city is to split up. Pick two heroes to accompany you as you go to deal with Master Mind directly, while the others free the mayor and the police, and some of the other heroes try to deal with the chaos in the streets.

Arriving at city hall you find it surrounded by robot guards. You of course can just barge on in, beating up a small army of robots, or try to sneak in.

If you try to battle the robots they will come at you in waves. The first ten are standing at the front of the building doors. Conduct the a battle as normal, but on the third round three more robots arrive, and so on every three rounds for the next 27 rounds, with a total of 37 robots having to be fought.

Once you get inside city hall itself more robots arrive, ten more followed by three more every three rounds for the next 27 rounds of combat.

Once you have dealt with all these robots, the way is clear to battle Master Mind, who is more then ready for you.

If you sneak in then make a Stealth skill check Vs. DC 20. If you are successful (Gain 25 Exp.) then you sneak past all the robots and reach the mayor's office and Master Mind undetected, you can attack Master Mind with a free round of combat. If you failed the Stealth skill check then the brain knows you are coming and you are attacked by ten robots in the building. Conduct the a battle as normal, but on the third round three more robots arrive, and so on for the next 27 rounds, with a total of 37 robots having to be fought.

Robots

Brick Lvl 3

Construct, Medium

CR: 3

Exp. Award: 800

Init: +0

AC: 18

HPs: 20

Base Attack: +2

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

Melee: First +2 (1d4)

Ranged: Blaster +2 (1d8)

Powers: None

Class Features: None

Feats: None

Skills: Intimidate +5

Special: None

Strategy: Charge

Master Mind

Detective Lvl 6, Super Villain Lvl 4

Human, Medium

CR: 10

Exp. Award: 9,600

Init: +4

AC: 15

Hps: 57

Base Attack: +6 / +1

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

Melee: None

Ranged: Mind Beam +12 (2d6+1)

Special Attacks: Mind Darts (1d4 damage)

Powers: Psychic Powers 3 (Mind Darts (Energy X), Telepathy, Telekinesis), Super Intelligence x3

Class Features: Broad Knowledge, Home City, Anticipate Foe, Contacts, Bonus Feat x5, Gear, Escape, Jail Break, Tough As Nails, Just Plain Mean

Feats: x11 Lair, Improved Lair, Improved Initiative, Skill Focus (Knowledge (Science)), Skill Focus (Knowledge (Computers)), Skill Focus (Knowledge (Engineering)), Skill Focus (Knowledge (Supers)), Blind-Fight, Combat Expertise, Desperate Battler, Dodge, Mobility

Skills: Bluff +10, Concentration +12, Diplomacy +10, Investigate +24, Knowledge (Science) +30, Knowledge (Engineering) +30, Knowledge (Computers) +30, Knowledge (History) +24, Knowledge (Supers) +28, Linguistics +17, Perception +12, Sense Motive +12

Special: Psionic Amplifier Implants (Psychic Powers +7), Thought Projector Implant (Force Field Manipulation +10), TK Field Booster Implant (Flight 2), Mind Focusing Crystal Implant (Energy Ray 2);

Other Gear: Recovery Tank (Healing 10); Lair A.I., Super Computer, Well Hidden, Lab, Medical Lab, Quarters, Prison Cell, Automated Defenses (Lethal)

Strategy: Sharp Shooter

If you are defeated by the robot or Master Mind you can spend a hero point to continue the battle.

Once Master Mind is defeated you find that he was a robot double, the true Master Mind controlling the whole mess somewhere else. Once again the evil brain has escaped justice.

Results:

End the issue here and gain 4,000 Exp. (For you and your allies)

Increase your Reputation and Law and Order ranks by +2. Also gain one Hero Point.

Any allies with you in this long battle gain +2 ranks.

Little Thieves #1

“Hey hero,” Smiles Sergeant Kerns as a greeting, slapping you on the back. “Been a while since you hanged out in the old neighborhood,” He offers. “What? You too famous now to be seen with the likes of me and the old town?” He continues with a big smile.

You tell him crime never sleeps, and neither do you.

“Hump,” Kerns replies. “Well, being you are here, I got something you might be interested in. Been a rash of thefts of late. All unsolved, all damn hard to figure out. If you are interested I can get you the report,” Kerns offers.

You agree to have a look. A few days later copies of the reports are delivered to you. Five robberies, each was conducted in the homes of a wealthy family, a single item stolen from each home or penthouse. Each site of a theft had a safe, each safe was opened, and a single piece of jewelry stone. All other items in the safes were left behind, including cash and other valuables.

No clues where left, no finger prints, security cameras disabled, no alarms set off. Whoever has been doing these thefts is an expert criminal.

You can conduct each of the following actions in whatever order you want. You may try each action but once, so if you fail the required skill check you must turn to another method of investigation.

Investigations

Objects of Desire?

You can try to figure out what was so interesting to the thief concerning the items stolen. Make an Appraise skill check vs. DC 18 to find out what was so important about the jewels. If you fail the skill check, end the investigation in this direction and find another angle to investigate. If you are successful on the skill check (Gains 25 Exp) you discover that each item held a single perfect example of a gem stone. One was a perfect diamond, another a perfect ruby, and soon. In total there were five such items stolen.

You may then make a Diplomacy skill check Vs. DC 18 to see if any other jewels such as those desired by the thief are present in the city. If you fail the skill check no other information can be discovered and you will have to turn to other directions to continue your investigation. If you are successful in the skill check (Gain 25 Exp.) you find out that there is one other such gem in the city, the famous Fritgald Emerald, a perfect gemstone set in a necklace of gold, the whole thing surrounded by diamonds and opals. This for sure will be the next item on the thief's list of wanted objects.

You can stake out the Fritgald estate in the Heights and wait to see who comes by to try and steal the gem.

Sure enough a few days later the house is broken into. You arrive just in time to see a doll with a small laser open the safe and take out the Emerald.

Crime Doll

Acrobat Lvl 3

Construct, Medium

CR: 3

Exp. Award: 800

Init: +2

AC: 17

HPs: 15

Base Attack: +2

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

Melee: Fist +2 (1D3)

Ranged: Laser +2 (1d4)

Powers: None

Class Features: Evasion, Unarmed Strike, Hard to Hit, Initiative

Feats: Skill Focus (Stealth, Disable device)

Skills: Disable Device +6, Stealth +4

Special: None

Strategy: Sharp Shooter

There will be two additional Crime Dolls for each hero you have on your side.

If you are defeated the dolls get away, along with the gem. If you defeat them they all fall lifeless to the floor when beaten down, never to move again. Each hero involved in the battle gains 500 Exp.

Any Physical Clues?

Asking permission to investigate the crime scenes themselves proves little help. Most have been cleaned and disrupted. The last robbery was a few days ago, so you hope it will still offer some clues. You make an appointment to search the home of the Rothschilds, the last victims of the string of crimes.

The Rothschilds had their safe broken into, just like all the others. Make a Disable Device skill check Vs. DC 18 to discover how the safe was opened. Fail the skill roll and you find nothing of interest; you will have to seek out other directions to continue your investigation.

If you are successful in the skill check (gain 25 Exp.) you find that the safe was opened by means of a micro laser which was used to burn a microscopic hole into the safe door. This was then used to open the safe by means of a set of microscopic tools. All of this is very high tech and well beyond any normal thief. You are sure you are dealing with a super villain. But who?

Make a Perception skill roll Vs. DC 20. If you fail you discover nothing more. If you are successful with the skill check (Gain 25 Exp.) you find a small bit of incongruous wood near the safe, burned on one end from the laser. The wood is smooth and covered with a bit of paint and lacquer.

Make a Craft skill check Vs. DC 25 to find out more clues. If you fail then continue on with the investigation in a different direction. If you are successful you find that the paint is common enough, but the lacquer used is common to puppeteers and those that make string puppets.

Talk on the Street?

Any crime in this city is from lowlifes and thugs of the underworld. The trick is asking the right questions to the right people. To do this you have found that blending in often works best. Make a Disguise skill check Vs. DC 16. If you fail the skill check, the underworld figures out you are interested in these crimes and no one is willing to talk from that point on. You will have to try some other direction to solve this series of crimes. If you are successful (Gain 25 Exp.) on the skill check then you are able to infiltrate the underground, seeking out bars, alleyways and back street deals to find out that the word on the street is that a new super villain is in town, stealing jewels.

Now that you have a better idea of what is going on, you ask a few well-chosen questions to a few unlucky thugs and fences. Make an Intimidation / Bluff or Diplomacy skills check Vs. DC 18 to get these punks to talk and tell what they know. If you fail the skill check you get nothing of use and have to seek information somewhere else. If you are successful on the skill check (Gain 25 Exp.) you find out that the super villain called the Puppet Master has come town.

Once you have conducted your investigations you will have gathered some useful information, enough to maybe locate this new villain. Make a Knowledge (Local) Vs. DC 25 to see if you can locate this criminal's hideout. If you were able to discover what the villain was stealing from this first investigation, then add +1 to the Knowledge (Local) skill check. If you were able to discover who was doing the robberies and opening the safes, then add +1 to the Knowledge (Local) skill check. If you discovered who was behind all the thefts, then add +1 to the Knowledge (Local) skill check.

If you fail the Knowledge (Local) skill check end the mission here as you cannot find the villain and will have to wait for more clues to pop up. If you are successful with the Knowledge (Local) skill, check (Gain 25 Exp.) and you discover that the Puppet Master is holding up in a warehouse down in Low town by the Docks. In fact he means to leave town tonight so you must hurry up if you want to capture him.

Once you arrive at the warehouse you can either sneak about and try to get the drop on the villain, or just barge on in. If you sneak on in make a Stealth skill check Vs. DC 20. If you fail, nothing happens and you may enter the warehouse as normal. If you are successful you gain a free round of action on the puppet master and his dolls.

If you just barge on in make an Intimidation skill check Vs. DC 20. If you fail the villain is unimpressed with you and the battle starts as normal. If you are successful the villain is hesitant to attack you and you gain a free round of action against him and his puppets.

Puppet Master

Super Human Lvl 8

Human, Medium

CR: 8

Exp. Award: 4,800

Init: +2

AC: 19

HPs: 45

Base Attack: +6 / +1

Fort: +6 **Reflex:** +6 **Will:** +2

Melee: Fist +2 (1D3)

Ranged: Laser +2 (1d4)

Powers: Animate Object 10

Class Features: Evasion, Unarmed Strike, Hard to Hit, Initiative

Feats: Skill Focus (Stealth, Disable Device, Escape Artist)

Skills: Escape Artist, +8, Disable Device +6, Stealth +4

Special: Armored Suit (+3), Hypno Dust (Mind Control 5)

Strategy: Stealth

Crime Dolls (x2 per hero present)

Acrobat Lvl 3

Construct, Medium

CR: 3

Exp. Award: 800

Init: +2

AC: 17

HPs: 15

Base Attack: +2

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

Melee: Fist +2 (1D3)

Ranged: Machine Guns +2 (1d6)

Powers: None

Class Features: Evasion, Unarmed Strike, Hard to Hit, Initiative

Feats: Skill Focus (Stealth, Disable device)

Skills: Disable Device +6, Stealth +4

Special: None

Strategy: Sharp Shooter

Results:

End the issue here and gain 1,500 Exp. for you and your allies.

Add +1 to your Reputation and Law and Order ranks.

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

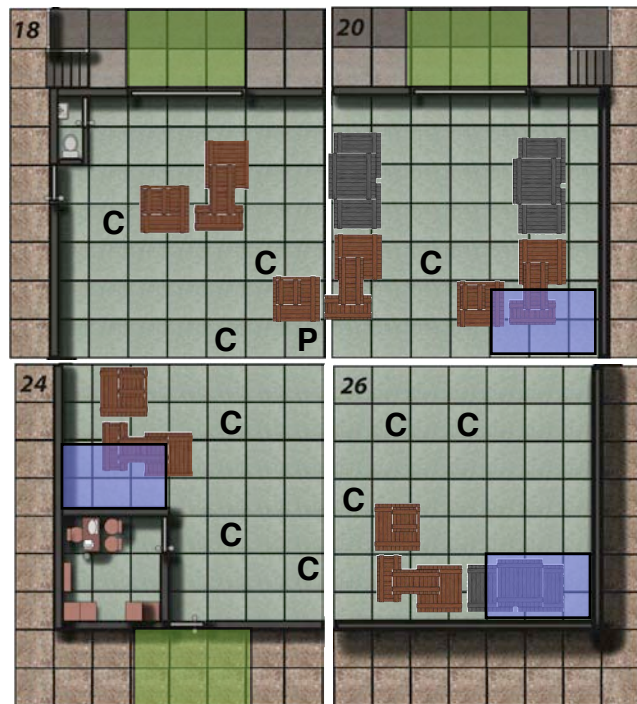
If you battled the Puppet Master and lost he escapes, never to be seen again.

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 3rd to 5th level.

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

All Star
Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
Sky Queen
Sphinx
Stonecold
White Tiger

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



Puppet Master

**P - Puppet Master
C - Crime Dolls**

If the heroes made a successful stealth skill check they may enter on one of the blue shaded areas.

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

Little Thieves #2

“Glad you could come in,” Says the Lieutenant as you sit down in front of his desk, the chair a bit too small for you.

“So I just need to get a final report worked up on this Puppet Master fellow before we send it all to the D.A to charge him with grand theft,” The Lieutenant tells you. “Your testimony, this written report and the evidence you gathered is more than enough I think to send this guy away for a long time.”

You are about to agree when you hear an alarm from deeper in the police station. “What the hell is going on?” Grumbles the police lieutenant as he stands to find out. Just then an explosion rocks the building, flames and shrapnel flying everywhere. Make a Reflex save Vs. DC 16. If you are successful you avoid the danger of the flying glass and metal. Fail and you take 1d6 points of damage.

The Lieutenant is knocked out by the explosion and lies across his desk. You rush out into the smoky hallway and down to the prison cells where you can hear gunshots. You stop at the first fallen police officer and check him. He is alive, just knocked out, might be a gas or some sort of knockout drug. Sure enough you can smell the gas in the air. If you are immune to poison then you can continue on with no trouble. If you have a gas mask you can put that on.

If none of these applies then you must each round make a Fortitude save Vs. DC 15 or become affected by the gas and fall into a deep sleep which do you not awaken from for several hours. Use the following flow chart to keep track of the number of Fortitude checks you will be required to make.

Round 1: You make it to the end of the hallway, moving over several fallen police officers. The gas is growing thick and vision is becoming difficult.

Round 2: You make it to the prison cells, one of them open and you see a figure through the haze of the gas, near the back of the cell. Something unseen brushes past your feet in the mist of the gas.

Round 3: “My little friends have come to rescue me,” Says the Puppet Master as another explosion rocks the building and the back of the cell wall blows outwards into the alley behind the police station. At this time you can start the super battle.

Puppet Master

Super Human Lvl 8

Human, Medium

CR: 8

Exp. Award: 4,800

Init: +2

AC: 19

HPs: 45

Base Attack: +6 / +1

Fort: +6 **Reflex:** +6 **Will:** +2

Melee: Fist +2 (1D3)

Ranged: Laser +2 (1d4)

Powers: Animate Object 10

Class Features: Evasion, Unarmed Strike, Hard to Hit, Initiative

Feats: Skill Focus (Stealth, Disable Device, Escape Artist)

Skills: Escape Artist, +8, Disable Device +6, Stealth +4

Special: Armored Suit (+3), Hypno Dust (Mind Control 5)

Strategy: Stealth

Crime Dolls (x5)

Acrobat Lvl 3

Construct, Medium

CR: 3

Exp. Award: 800

Init: +2

AC: 17

HPs: 15

Base Attack: +2

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

Melee: Fist +2 (1D3)

Ranged: Machine Guns +2 (1d6)

Powers: None

Class Features: Evasion, Unarmed Strike, Hard to Hit, Initiative

Feats: Skill Focus (Stealth, Disable device)

Skills: Disable Device +6, Stealth +4

Special: None

Strategy: Sharp Shooter

The villain has several of his puppets with him, two of them surrounding you in the hallway leading into the prison cell and three more in the cell itself as they try to free their master. It will take two rounds for the Puppet Master to get free and another to climb out the hole in the wall. You have to stop him before he gets away or lose him forever.

There are no allies with you on this mission, so you are on your own.

If you are defeated by the Puppet Master you may spend a Hero Point as normal.

Results:

End the issue here and gain 2,000 Exp. (For you and your allies)

Add +1 to your Reputation and Law and Order ranks.

If you battled the Puppet Master and lost he escapes, never to be seen again. Reduce your Reputation by -2. If you defeat him his puppets run off. You are sure they will show up again soon enough.



P - Puppet Master
D - Crime Dolls

Hero starts in the green shaded area

Little Thieves #3

“Look I ain't saying he won't try it again, but if he does we are ready for him,” Says Detective Samuel as you try to warn him that the Puppet Master's little dolls will try again to free their master. You have offered your assistance in transporting him to the courthouse where he will begin his trail for the theft of all those jewels.

“I'm glad you are willing to help, but we don't need you super types getting in the way. This is going to be a circus enough without you being in the way,” The Detective says as he walks off.

You think you will just keep an eye on things anyways, regardless of what the good detective wants.

The day the Puppet Master is to start his trial he is brought to the courthouse in chains and under heavy security, several well-armed guards walking him into the courtroom which is packed with people wanting to watch the show. The Puppet Master is smug as always, sure in himself and his little dolls of crime.

You are to testify about your encounter with the criminal and his capture and wait in the hallway as reporters try to ask you questions. You can answer these and make a show of it, increasing your reputation by +3. Or, you can ignore these reporters, increasing your Vigilante rank by +2 but reducing your Reputation by -1.

When your turn to testify comes up you enter the courtroom, take the stand and swear to tell the truth and only the truth. You testify about the events of the night you captured the super villain known as the Puppet Master and his dolls of crime.

Just then four people in the audience stand up, each is dressed in a long over coat and have press badges pinned to their coats. They each drop their over coats to show a crime doll standing on the shoulders of another crime doll, four dolls tall. People start to cry out as the dolls attack the courtroom, causing panic in the viewing stands and bringing the courtroom into a state of chaos.

Puppet Master

Super Human Lvl 8

Human, Medium

CR: 8

Exp. Award: 4,800

Init: +2

AC: 19

HPs: 45

Base Attack: +6 / +1

Fort: +6 **Reflex:** +6 **Will:** +2

Melee: Fist +2 (1D3)

Ranged: Laser +2 (1d4)

Powers: Animate Object 10

Class Features: Evasion, Unarmed Strike, Hard to Hit, Initiative

Feats: Skill Focus (Stealth, Disable Device, Escape Artist)

Skills: Escape Artist, +8, Disable Device +6, Stealth +4

Special: Armored Suit (+3), Hypno Dust (Mind Control 5)

Strategy: Stealth

Crime Dolls (x8)

Acrobat Lvl 3

Construct, Medium

CR: 3

Exp. Award: 800

Init: +2

AC: 17

HPs: 15

Base Attack: +2

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

Melee: Fist +2 (1D3)

Ranged: Machine Guns +2 (1d6)

Powers: None

Class Features: Evasion, Unarmed Strike, Hard to Hit, Initiative

Feats: Skill Focus (Stealth, Disable device)

Skills: Disable Device +6, Stealth +4

Special: None

Strategy: Sharp Shooter

The villain will escape his handcuffs after the end of the second round of the battle and try to escape as soon as he can, out the back door into the offices behind the courtroom and then out the fire escape down the hall where a car is waiting, driven by several dolls.

Meanwhile in the courtroom, the dolls attack you, the bailiff and Detective Samuel, who are trying to get the rest of the people out of the courtroom and to safety, while trying to protect the judge, the lawyers and yourselves from the rampaging machinegun armed dolls. As you are by yourself, with no super allies around, it is going to be quite the task to stop the Puppet Master and his dolls, and make sure no one gets hurt.

Note that the dolls will attack each round in the following way. Roll once for each doll.

Roll 1d6

- 1:** The doll attacks you
- 2:** The doll attacks Detective Samuel
- 3:** The doll attacks the Bailiff
- 4:** The doll attacks the DA
- 5:** The doll attacks the judge
- 6:** The doll attacks you

There are no allies with you on this mission, so you are on your own.

If you are defeated by the Puppet Master you may spend a Hero Point as normal.

If you are knocked out or the Puppet Master is able to escape, then end the battle as the villain has made his getaway and leaves the city with haste never to be seen again.

Results:

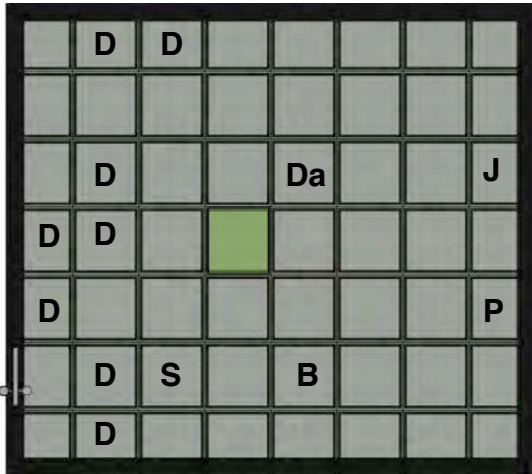
End the issue here and gain 3,000 Exp. for you and your allies.

Add +2 to your Reputation and Law and Order ranks if you defeat the villain and prevent his escape.

If you battled the Puppet Master and lost he escapes, never to be seen again. Reduce your Reputation -3.

If the Judge is hurt reduce your Reputation by -2. If either of the lawyers are hurt reduce your Reputation by -1.

If you defeat him his puppets run off. You are sure they will show up again soon enough.



- P - Puppet Master**
- D - Crime Doll**
- S - Det. Samuel**
- J- Judge**
- B - Bailiff**
- Da - Da**

Hero starts in the green shaded area

Little Thieves #4

“Ya, I can use your help I guess,” Says the man before you. You have asked to help transport the villain known as the Puppet Master to jail to serve his life sentence. “With them damn puppets of his still on the loose I could use all the help I can get,” Says Detective Bruce. “I’m sure as hell they are going to try and bust their maker out of our custody somewhere along the way to the prison. Once we get him there he is good and locked up, them dolls won’t be able to get him out, ever. Getting him there though is going to be tough.”

If you have a super power that allows fast movement of up to 60 MPH or faster then you can use that power. If you have a super vehicle you may use that nice bit of gear. If you have none of these then you can ride in the armored truck with Detective Bruce and his men, the Puppet Master in the back of the truck, handcuffed and chained to his seat.

As the truck pulls out of the courthouse parking lot the dolls attack, riding in small toy cars armored with machineguns and rocket launchers. A whole hoard of them are after the truck trying to bring it to a stop, even if they have to blow up half the city to do so.

Use the City Street Car Chase charts to conduct the chase as the truck flies down the city streets on its way to the Jefferson Prison. Each round the dolls will make a single attack against the truck.

Roll 1d20 for the dolls’ attack on the truck and on a roll of 12+ they score a hit. (Do not use the doll’s base attack on this roll, but just roll the d20 straight) The truck can take 40 hits of damage, with each attack doing 1d10 damage.

If you are using your own super car or a super power you can be attacked as well. The dolls will make an attack on you each round with a Base attack of +4. If they score a hit you suffer 1d10 damage as well.

Using your own super powers you can attack a single doll and its car each round. The dolls have an AC of 20. If you score a hit the doll is destroyed and out of action. This reduces the dolls’ attack on the truck by -1 to hit, and thus it becomes harder for the dolls to hit the truck.

If the truck reaches the end of the chase you are able to avoid wrecking and get the Puppet Master to prison, his dolls defeated.

If though the truck is wrecked by the attack the doll break their master free and all of them escape into the confusion and destruction the running battle has created.

Results:

End the issue here and gain 2,000 Exp. for you and your allies.

Add +2 to your Reputation and Law and Order ranks if you defeat the villain and prevent his escape.

If you battled the Puppet Master’s dolls and lost he escapes, never to be seen again. Reduce -2.

Master Mind's Threat

The Mayor thanks you for coming in on such a short notice. "Please have a seat," The Mayor asks.

You ask what you can do for the mayor and the city.

"I'm afraid that the vile villain Master Mind has returned. He is threatening to destroy the city outright if we do not meet his demands," Says the Mayor as he places his head in his hands and sighs deeply. "He says that if you and the other super heroes in the city do not appear before the statue of Ben Jefferson, the city's founding father, at noon tomorrow, he will blow the city up with a nuclear bomb hidden somewhere in the city."

The sick mind of that evil villain is more than capable of putting together such a device you offer.

"It is sure to be a trap," offer the Mayor, "What will we do?"

I will gather my super allies and we will all stand before the statue at noon, and then see what happens next. You say as you stand to leave.

The next day you and your allies all stand before the statue of Ben Jefferson in the middle of the city park, across from city hall.

"Any clue what he means to do?" Asks the hero Bounce.

"It is sure to be a trap," Offers the White Tiger.

"Who's to say that once Master Mind deals with us he won't just blow up the city anyways?" Asks Maxx.

"Master Mind is a lot of things, crazy one of them, but he also has his own sick sense of honor," Answers Paladin, "He will keep his word."

"Yes I will," Says a mechanical voice as a robotic view screen rises above the statue before all of you. The image of the mad brain seen on the screen. "Now that all of you have arrived as I asked, I will deactivate the nuclear device hidden in the very statue before you."

"You won't get away with this Master Mind," States Bethany the Witch, "We have beaten you before and will do so again."

"I agree little witch," Replies the brain, "That is why I have made plans to get rid of all of you with one simple maneuver." With that all of you hear a humming sound and then a flash of blue light.

All of you cover your eyes and turn away from the light. In a moment all of you are standing in the grass, the statue still before you.

The hovering view screen crackles and Master Mind appears once more. "The following is a recorded message as I am unable to speak to you in person. If you are hearing this recoding then I have completed my master plot and removed all of you from any further involvement in my criminal plots and plans. Your beloved city will fall to me and my fellow super villains, forever more held in our iron grip," Laughs the mad brain. "You will never be able to stop us now, as you are no long in the same time as the rest of the city, but thrown back into the distant past by my fiendish device."

All of you turn to view the landscape before you.

"Welcome super fools, welcome to your new home, the Jurassic period and all its marvelous dinosaurs," Gloats Master Mind's recorded voice.

In the distance you all can see several huge dinosaurs roaming a vast jungle and plains.

"My God!" Stammers Stonecold.

The floating device turns on one more time with a hiss and fizz. "Oh, by the way super fools, I should have mentioned that the nuclear device is hidden in the statue before you and will go off at any moment, have fun dying." Laughs Master Mind one last time.

At the same time a Tyrannosaurs Rex tops the rise before you, a might roar issuing from the beast as it charges, ready to eat all of you.

Pick one character to try to deactivate the bomb while the others deal with the dinosaur.

Tyrannosaurus

Dinosaur, Huge

CR: 9

Exp. Award: 6,400

Init: +5

AC: 21

Hps: 153

Base Attack: +13

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

Melee: Bite +20 (4d6+22/ 19-20 Grab)

(See Pathfinder Bestiary for details on all dinosaurs)

All of the following super heroes are with you. You note that the alien root, Lady Blue, did not arrive in time and was not transported into the past with you. Maybe she will be able to find a way for you all to return home?

Bethany the Witch

Bounce

Iron Knight

Maxx

Night Hawk

Lady Blue

Paladin

Sphinx

Stonecold

White Tiger

Meanwhile a single character of your choice must try to deactivate the nuclear bomb. Have them make a Disable Device skill check Vs. DC 17. If they are successful (Gain 25 Exp.) the bomb is deactivated and all of you are safe. Otherwise the bomb does blow and all of you are dead. You can of course re-roll a failed skill check but at +2 to the DC.

After you deal with the dinosaur and the bomb you as a group will have to survive in this prehistoric landscape. Use the time line below to find out events and dangers all o you must face.

Day 1: Make a single Survival skill check Vs. DC 15 to find shelter for the group. A cave is found that will do the trick for now. Pick a single character to make the skill check.

Day 2: Have each hero make a Survival skill check Vs. DC 13. If you fail the character falls ill from the water they are forced to drink and suffer a -2 to all die rolls.

Day 3: Pick three heroes. As they forage for food they are attacked by four raptor dinosaurs.

Raptors (x4)

Dinosaur, Large

CR: 3

Exp. Award: 1,600

Init: +4

AC: 16

Hps: 24

Base Attack: +2

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

Melee: Bite +3 (1d6)

Day 4: Have each hero make a Survival skill check Vs. DC 13. If you fail the character falls ill from the food and suffers a -2 to all die rolls. This will stack with other modifiers the character has suffered for failed Survival skill checks.

Day 5: Pick four heroes and as they forage for food find themselves attack by five Pteranodons.

Pteranodon (x5)

Dinosaur, Large

CR: 3

Exp. Award: 1,600

Init: +8

AC: 16

Hps: 32

Base Attack: +3

Fort: +6 **Reflex:** +8 **Will:** +3

Melee: Bite +5 (2d6+4)

Special: Fly 50'

Day 6: Have each hero make a Survival skill check Vs. DC 13. If you fail the character falls ill from the jungle air and they are forced to suffer a -2 to all die rolls. This will stack with other modifiers the character has suffered for failed Survival skill checks.

Day 7: Pick five heroes. As they forage for food they are attacked by ten giants Ants.

Giant (Ants)

Insect, Medium

CR: 2

Exp. Award: 600

Init: +0

AC: 15

Hps: 18

Base Attack: +1

Fort: +6 **Reflex:** +0 **Will:** +1

Melee: Bite +3 (1d6 +2 Grab)

Poison: Stinger Fort Save DC 12, 1 per Rd for 4 Rd 1D2 Str. damage

Day 8: Have each hero make a Survival skill check Vs. DC 13. If you fail the character falls ill from the water they are forced to drink and suffer a -2 to all skill rolls and die rolls. (This will stack with other modifiers the character has suffered for failed Survival skill checks.)

Day 9: Pick four heroes. As they forage for food they are attack by a T-Rex.

Day 10: Pick four heroes. As they forage for food they are attacked by five raptor dinosaurs.

Tyrannosaurus

Dinosaur, Huge

CR: 9

Exp. Award: 6,400

Init: +5

AC: 21

Hps: 153

Base Attack: +13

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

Melee: Bite +20 (4d6+22/ 19-20 Grab)

Day 11: Have each hero make a Survival skill check Vs. DC 13. If you fail the character falls ill from the food and suffer a -2 to all die rolls. This will stack with other modifiers the character has suffered for failed Survival skill checks.

Day 12: Pick four heroes. As they forage for food they are attacked by five raptor dinosaurs.

Raptors (x5)

Dinosaur, Large

CR: 3

Exp. Award: 1,600

Init: +4

AC: 16

Hps: 24

Base Attack: +2

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

Melee: Bite +3 (1d6)

Day 13: Have each hero make a Survival skill check Vs. DC 13. If you fail the character falls ill from the jungle air and they are forced to suffer a -2 to all die rolls . This will stack with other modifiers the character has suffered for failed Survival skill checks.

Day 14: On the second week that all of you have been trapped here, a strange blue glow appears before your cave and out steps the alien robot Lady Blue. She tells you that Tony Updike used the alien device he has been studying was to create a limited use time machine and has sent her back to find and rescue all of you. If everyone would hurry and step into the light she will take all of you home.

Results:

End the issue here and gain 3,000 Exp. for you and your allies.

Also give each character that is successful with a Survival skill check 25 Ep.

Go to the next mission King Master Mind, but do not heal any damage taken or illness effect suffered while in the prehistoric past.

All heroes gain +1 rank as your allies.

Robbery

Tony Updike thanks you for coming by as he walks over to you across the lab. "Its quite the honor to have you visit my lab," He says as he shakes your hand. "Lady Blue has told me much about you and your shared adventures."

You smile at the alien robot; she has been a true friend and ally you say.

"Well let me introduce you around," Says Updike as he leads you around the lab, introducing you to his various assistants. "Last but not least we have a reporter from the Star City News, Miss Kelly Roberts."

"It's a pleasure to meet you in person," Say the young woman standing before you, a Star City News press badge pinned to her shirt. "Maybe I could get an interview after we are done here," She asks.

You are non-committal in your response as Updike begins his demonstration.

"The alien device brought to us by our heroic friends is quite an astonishing little toy," Updike begins. "While the street thugs that found the device used it as a weapon, its true purpose it seems is to transmit energy in the form of a worm hole. We think with the right equipment and some time, we could use the device as a means to open doorways in time and space, sort of an interstellar passage to other worlds, maybe even other times."

Just then you hear a crash from behind you. Everyone turns to see the super villain Green Hood entering the room along side several well-armed men. "Well it seems we have an audience today, a good turn out it seems," Says the Hood. Then he spies you and Lady Blue. "Super heroes as well, well this will be just a grand old time after all."

You tell the Hood to leave these people alone and just surrender now.

"Well then I guess I will just have to do this the hard way," The Hood says in reply. "Kill everyone," The Hood orders his men, "starting with the two super heroes."

Green Hood

Combat Exert Lvl 5

Human, Medium

CR: 5

Exp. Award: 1,600

Init: +4

AC: 18

Hps: 52

Base Attack: +5

Fort: +5 **Reflex:** +3 **Will:** +1

Melee: Fist +8 (1d8 +6)

Powers: Increased Attribute (Str +6)

Class Features: Combat Feat x2 (Throw Anything, Diehard), Unarmed Strike, Bravery, Combat Style (Hand-to-Hand), Combat Training

Feats: Die Hard, Endurance, Improved Initiative, Power Attack, Throw Anything, Stunning Fist, Spring Attack

Skills: Intimidation +2, Climb +4, Stealth +2

Special: Combat Suit (+6 AC), Invisibility Generator (Lvl 2, Minor Item)

Strategy: Boxer

Henchmen (x4)

Combat Exert Lvl 2

Human, Medium

CR: 2

Exp. Award: 600

Init: +4

AC: 12

Hps: 18

Base Attack: +2

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

Melee: Fist +2 (1D3 +2)

Ranged: Machine Gun +2 (1d6)

Class Features: Look good for the Boss, Sneak Attack 1d6

Feats: Endurance, Improved Initiative, Burst Attack

Skills: Intimidation +2, Stealth +2

Special: Combat Suit (+2 AC)

Strategy: Sharp Shooter

Hero may start the battle from the green shaded area.

Safe House

Master Mind levitated into the dark chamber and activated the lights with a mental pull of a switch. The lab brightened as dormant equipment came to life, all ready for the dreadful brain's needs. Robots walked or rolled about the floor, preparing the Master's throne which was located amid a massive bank of computers and lab equipment. This was only one of several hidden lairs Master Mind had located about the city. Each held enough equipment and raw materials for him to launch one of his foul plots. He would stay here a few days until the fury of the police pursuit calmed down. He had just had his plans foiled again by those damn super heroes and now had to hide out for a short period of time before he could start his next plot to take over the city and then the world.

Taking a perch on the small golden throne, he activated several viewing screens and took a quick inventory of his supplies. He had been a bit lax in his bookkeeping it would seem, as he looked over the list of equipment and materials on hand. Yes, he had been a bit lazy, for his hidden off shore bank accounts were all low in funds, and there were a few bits of equipment he would have to acquire before he could start his newest plot. How, though, to acquire the needed cash and gear, and not bring undue attention to himself in the process? After all, he was the most wanted criminal alive, at least for the moment. No, he would require some help gaining the materials he would require. The only question then remaining, who to hire to steal what he needed?

In the meantime he checked his new toy, the massive surveillance cameras set into timeless peoples' brains. This was a masterstroke on his part, now he had a vast network of living spies that did not know they were even working for him.

Just then an alarm sounded in the lair.

"Damn heroes, they were always getting in the way of his master plans," Muttered Master Mind as he levitated over to the master view screen centered in the middle of his hidden lair. "Seems the spandex fools have located my lair, and are getting ready to launch a raid in an attempt to capture him. Well this time," The massive floating brain laughed to himself, "This time they will have a rude surprise when they show up."

Lay out the secret lair as shown. At each of the X marked location a death trap waits to be activated. Have one character make a Perception skill check Vs. DC 15 to notice the device. If the device is found, you can try to deactivate it with a successful Disable Device skill check Vs. DC 15. Fail either of these skill tests and the trap is sprung. Gain 25 Exp. for each skill check you are successful on.

Roll 1D4 times on the chart below to find the type of Death Trap and its effects.

Roll 1d20:

1-4: Laser beams, do 1d8 damage, auto hit on each character in the group.

5-8: Pit trap. Each character needs to make a Reflex save Vs. DC 15 or fall in taking 1d10 damage.

9-12: Flame Thrower. Each character needs to make a Reflex save Vs. DC 15 or fall in taking 1D12 damage.

13-16: Buzz Saws. Make an attack at base attack of +6 on each character. Those hit suffer 2d8 damage.

17-20: Laser beams do 1d10 damage, auto hit on each character in the group.

Once you have passed all the death traps you can enter Master Mind's lair proper, where he is waiting.

Master Mind

Detective Lvl 6, Super Villain Lvl 4

Human, Medium

CR: 10

Exp. Award: 9,600

Init: +4

AC: 15

Hps: 57

Base Attack: +6 / +1

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

Melee: None

Ranged: Mind Beam +12 (2d6+1)

Special Attacks: Mind Darts (1d4 damage)

Powers: Psychic Powers 3 (Mind Darts (Energy X), Telepathy, Telekinesis), Super Intelligence x3

Class Features: Broad Knowledge, Home City, Anticipate Foe, Contacts, Bonus Feat x5, Gear, Escape, Jail Break, Tough As Nails, Just Plain Mean

Feats: x11 Lair, Improved Lair, Improved Initiative, Skill Focus (Knowledge (Science)), Skill Focus (Knowledge (Computers)), Skill Focus (Knowledge (Engineering)), Skill Focus (Knowledge (Supers)), Blind-Fight, Combat Expertise, Desperate Battler, Dodge, Mobility

Skills: Bluff +10, Concentration +12, Diplomacy +10, Investigate +24, Knowledge (Science) +30, Knowledge (Engineering) +30, Knowledge (Computers) +30, Knowledge (History) +24, Knowledge (Supers) +28, Linguistics +17, Perception +12, Sense Motive +12

Special: Psionic Amplifier Implants (Psychic Powers +7), Thought Projector Implant (Force Field Manipulation +10), TK Field Booster Implant (Flight 2), Mind Focusing Crystal Implant (Energy Ray 2);

Other Gear: Recovery Tank (Healing 10); Lair A.I., Super Computer, Well Hidden, Lab, Medical Lab, Quarters, Prison Cell, Automated Defenses (Lethal)

Strategy: Sharp Shooter

M - Master Mind

Hero starts in the green shaded area

If you have any hero allies you can bring one or all of them into this fight, as you might need them. You may of course make up to three characters if you want, but make sure they are all 3rd to 5th level.

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

All Star
Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
Sky Queen
Sphinx
Stonecold
White Tiger

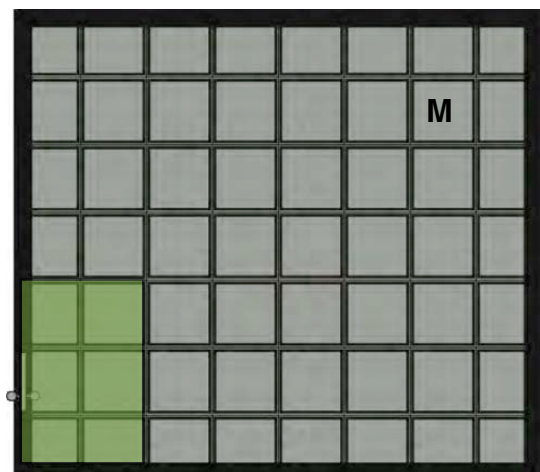
Any ally you don't already have may be added to your ally list at rank 1.

Results:

End the issue here and gain 4,000 Exp. (For you and your allies)

Add +4 to your Reputation and +2 to your Law and Order ranks and one other rank of your choice.

Gain a Hero Point.



Something You Need to See

Dr. Clark thanks you for showing up, even if he looks haggard and over worked. "It's Saturday night, so all the wing nuts are out in force, and sooner or later they all end up in my E.R it seems," He tells you. "Anyways, ever since you and your friends took down that weird crazy brains Master Mind," He continues, "I have been seeing these cases come in."

Taking you over to an examining room he shows you an unconscious woman, clearly a bag lady passes out on too much cheap gin. "Look here," The doctor says lifting the hair at the back of her head. You look closely and see a small wire sticking out of her hear, at the base of her skull.

Any clue what it is you ask?

"I was hoping you could tell me," Says Clark, "This is the tenth case I have found of this wire sticking out of people."

When did you first notice them you ask?

"Right after you brought Master Mind down and freed the city of his dominance," Explains the doctor. "Here is what the wire is connected to." He tells you as he hands over a small round device with a wire attached to it. "I found this one on an old drunk that came in here and then died of liver failure. I had an autopsy performed and they found this device, whatever it is."

You ask if you can keep the device?

"Sure," Says Clark. "You think this has anything to do with Master Mind?"

No clue you rely as you leave, but you would not be surprised.

Make a Disable Device skill check Vs. DC 25. If you fail the skill check then you cannot figure out what the device is and have to put it aside after a few days as other matters come to your attention.

If you are successful with the skill check (gain 25 Exp.), you figure out that the small device taps into the visual centers of the brain and beams what the person sees to a remote receiving station somewhere in the city. For all intents and purposes, the device turns someone into an unwitting spying device, allowing the controller to see what the victim sees. The perfect spy cameras, placed in people no one pays any attention to who are all over the city. Enough of these and you could keep an eye on everything that goes on in the city.

If you were successful with the Disable Device skill check you can try to trace the device's signal to its source. Make another Disable Device skill check. If you fail the device blows up while you tinker with it, and you will be unable to locate the source of the signal.

If you are successful on the Disable Device skill check (Gain 2 Exp.) you can trace the device's signal to a small warehouse in the north of the city, near the ship yards.

Results:

Gain 1,000 Exp. for you and your allies if you are able to figure out what the device does, and another 1,000 Exp. for you and your allies if you can trace the device's signal.

Gain +1 to your Reputation and +1 to any one other rank of your choice.

You may then conduct the Safe House Mission.

Space Gun #1

You step out of the shadows in front of the young punk as he turns the corner. “Ya!?!” He calls out, “Damn don't go jumping out at me like that fool, I might have shot ya,” He tells you. You of course know he had no hope of getting his gun out of his pants before you could have broken his arm.

“What ya want?” He asks as he looks around to see if anyone on the street has seen the two of you together.

You and your gang, the Dragons have been on the losing side of a turf war with your rivals the Deadheads. You tell him.

“Ya, maybe we have,” He replies stepping back into the alleyway so no one can see him. “But only because them mothers is using some space gun on us. In a real fight we could beat um' real easy, but with them armed with that space gun, ain't no way we got a chance.”

You had heard the same thing, now you have someone that has seen this space gun. You ask Rafael to describe the gun.

“Ain't like no gun I ever saw, its all silvery and glowing blue,” The young gang member tells you. “Shoots out some weird blue light and that's it man, you are dead, all burned up.”

You ask if he knows where the Deadheads got the gun.

“Nope, but I want one.” You punch him in the nose to make sure he understands you don't think it would be good idea if he had such a gun.

So the Deadheads have a space gun, one that sounds a bit like the technology that makes up your friend Lady Blue.

A few days later you are at the main hang out of the Deadheads, and old bar and grill in Low town.

Normally the Deadheads would be below your interest, but if that are armed with alien technology, you will have to make sure they lose that tech and you will have to find out where the got it from.

You can sneak into the bar's backdoor and get the drop on the punks or just barge in and make it known you are here to kick butt and chew gum, and you are all out of gum. If you sneak in, make a Stealth skill test Vs. DC 15. If you are successful you can place your character(s) anywhere on the battle map used. Gain 25 Exp. if the skill roll is successful.

If you just barge in then make an intimidation skill roll Vs. DC 12. If you are successful (Gain 25 Exp.) and you cower the punks and get a free round of action against them.

Deadhead Thugs (x10)

Human, Medium

CR: 2

Exp. Award: 600

Init: +4

AC: 12

Hps: 18

Base Attack: +2

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

Melee: Fist +2 (1D3 +2)

Class Features: Look good for the Boss, Sneak Attack 1d6

Feats: Endurance, Improved Initiative, Power Attack

Skills: Intimidation +2, Stealth +2

Special: Combat Suit (+2 AC)

Strategy: Sneak

One of the Deadheads has the space gun, which does 2d10 damage each time it is fired.

You may bring in Lady Blue to help you with this adventure.

If you are defeated by the thugs, first off shame on you, but you may spend a Hero Point as normal.

If you defeat the punks you search around but find the gun is gone, taken by one of the punks as they fled in the confusion.

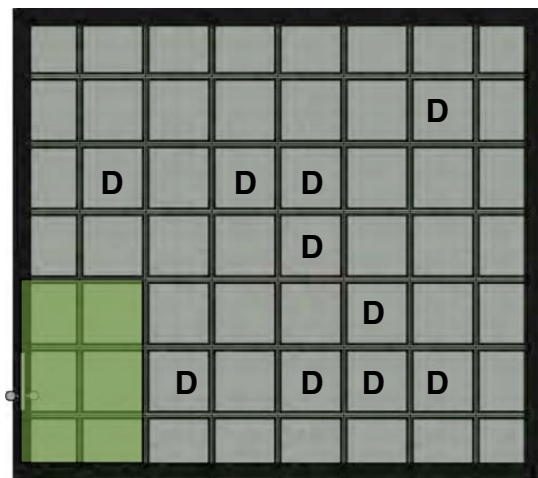
Results:

End the issue here and gain 1,000 Exp. (For you and your allies)

Add +1 to your Street Thug rank.

D - Deadhead

Heroes starts in the green shaded area



Space Gun #2

Bruce rolls his eyes when he sees you walking up. “Look I have no clue about anything and have done nothing worth getting beat up for.”

That does not stop you from punching him in the nose anyways.

“Damn that hurts,” Bruce says over his hands as he covers his bleeding nose.

You ask him about a space gun that is on the streets.

“Well I hear the Deadheads have a strange space gun,” Bruce says with a cunning smile. You punch him again. “Come on, give me a chance to tell you everything,” He complains. “I also hear they lost it and some punk named Left Hand Lou has it now, is bragging he is going to roll a bank with it.”

A few days later you find Lou walking down the street. Jumping out at him gets him jumping in fear. He pulls the strange looking device and fires at you. The shot goes wild though and hits the building behind you, which catches ablaze.

Within moments the building is a raging infernal. You have to make a hard choice, capture Lou or save anyone that might be in the building. Of course there is no choice now is there?

After you rescue several people from the flames, you turn your attention to Li and his new toy. Soon enough you catch him, but he does not have the device.

“I threw it away, in the sewer. No way I want a super hero after me,” Lou tells you over several broken teeth.

You seek out the place where Lou pointed out where he tossed the device. No sign of it anywhere. This thing is dangerous and someone is going to get hurt if you do not find it soon.

Results:

End the issue here and gain 1,000 Exp. (For you and your allies)

Add +1 to your Street Thug and Do Gooder ranks.

Space Gun #3

Debbie Joe greets you as you walk in to her pawnshop. “Well I figured you would be coming around some time soon, looking for that space gun I take it,” She says.

You ask if she knows anything about it.

“Well of course I do,” She says, “Everyone in town is talking about how you are looking for it. I have had sever different people in here trying to sell me a space gun. Most were made from tinfoil.”

You ask if she has any clue where the gun might be?

“Well I did hear that the gun is being sought after by Left,” She says with a sneer.

Lefty of the Mutant Mob you ask?

“Ya, that skumbag, I hear he got out of jail last week and is already looking to start trouble,” She tells you.

Some time later you are standing outside the bar called The Trouble Spot. An apt name you are sure. Stepping in you see Lefty sitting on a tall stool by the bar, drinking and talking to a floozy. He looks at you when you step in and smiles. “Was hoping you would come looking for me, I got a real good surprise for ya,” He says as he lifts his arm, the alien device attached to it.

Set up the battle tiles as you see fit for this encounter.

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)

Ranged: Space Gun +4 (1D12)

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

You may bring in Lady Blue to help you with this adventure.

If you have an ally with you, then add to Mutant Mob thugs to the mix.

If you are defeated by Lefty, you may spend a Hero Point as normal. If you defeat him you gain the gun, which you should take to Star Labs for further investigation.

Results:

End the issue here and gain 1,500 Exp. (For you and your allies)

Add +1 to your Street Thug rank and +1.

Gain one Hero Point.

Some time later you find out that the space gun is of the same technology as Lady Blue, but she has never seen such a device, or at least she doe not remember ever seeing one. Another mystery that needs solving.

Super Kids

Madam Sheppard just beams when you arrive at the fundraiser she has set up. “Darling you are on time and in costume,” She laughs as she rushes up to you and kisses you lightly on the cheek. “I’m sure you will be as big a hit as you were last time. I fully expect to raise twice the money as we did last time,” She continues without a breath, “My best friend, Hilda Van Horn, just died with envy when she saw you at my last fundraiser. It was in all the papers and social columns.”

You are no less sure about this as when you attended last time. However, the old socialite did raise a ton of money for the children of the city, so it seems you are on the hook every time she wants you to attend now.

“Come with me my dear, I have so much for you to do,” She says as she drags you off into the crowd of people, small children running all over the place in super hero costumes. As you look about you realize that almost everyone is dressed up like a super hero, fanciful costumes all over the place. There are twice as many people here this time.

“These are all pretenders of course, you and your super friends over there are the only real super heroes here,” Madam Sheppard offers. “I have though set up several events to allow you and your friends to shine and to raise money for the unfortunates of our fair city.”

Madam Sheppard explains that she has set up several events that will allow you and the other super heroes to display your super powers and heroic skills. Each will allow those in attendance to offer rewards if their chosen super hero accomplishes the task in question. “The better you do my dear, the more money that will be given to my charity,” Madam Sheppard tells you.

“Come on, let us have some fun,” She says as she drags you off to the first event.

“The first event will challenge a hero's strength. I hear you are quite strong,” She says as she leads you over to an old fashioned mallet and bell game. “It's rather simple, hit the mallet on this petal, and the weight will fly up and hit the bell,” Madam Sheppard explains.

Make a base attack against AC 10. For every point of damage done the weight will fly up. At set points rewards have been set (in Resource Points) which will be donated to charity by those at the fundraiser.

Damage Done: Resource Points Donated:

1-4:	0
5-8:	1
9-15:	2
16-18:	3
19-20:	4
21+:	5

The crowd raves at your abilities and the fun presented to them tonight. “Darling, you where wonderful,” Madam Sheppard beams, “Now on to a true test of your abilities,” She offers as she leads you over to a climbing wall with dummies hanging out of fake windows. Red streamer flutter from fans behind the wall.

“A fire has broken out and you must save as many of these poor unfortunates as you can,” says the socialite, “Off you go my dear, save the dummies.” Like a trained monkey to leap into action.

Make a Climb skill check Vs. DC 12 each round. It takes three rounds to reach a window where a dummy is laying half out. Take the dummy and climb back down as fast as you can. It takes three rounds to climb back down or one to fall / jump. There are five dummies in total and you have 25 rounds to save them all. For each dummy you save the crowds will donate 1 Resource points for a total of up to five.

Note that if you have a super power like flight then a single round can be spent reaching a dummy, and acrobatics can be used to reduce the time as well.

“The last test will be of your bravery my dear,” Madam Sheppard says. “You must dance with each of these fine people.”

Rewards:

Gain 500 Exp. (For you and your allies) and +1 Reputation for every 3 resource points you generate in donations you gain a + to your Do Gooder rank.

Wraith's Rage

This mission may only be taken if Death Stalker #4 or #5 has been completed, and the Wraith is set free of her bottle prison.

Pick a location to set the Wraith free (a warehouse, park or graveyard would be best). You place the bottle on the ground and smash it with your foot. With a whoosh the Wraith rises up in a cold gust of wet smoke and mist.

“You have released me at last. You must understand now that vengeance cannot be avoided, it must only be sated for a short time,” The spirit says as she materialize fully before you.

“As you have gained understanding I will make your death painless,” The thing says as she attacks.

Wraith

Super Human, Lvl 6, Combat Expert 2
Outsider, Medium

CR: 8

Exp. Award: 4,800

Init: +6

AC: 20

Hps: 56

Base Attack: +6

Fort: +8 **Reflex:** +5 **Will:** +2

Melee: Scythe +7 (4d6, Fort Save for 1/2 damage)

Powers: Density Control (Decrease, Damage reduction 4/energy) 2, Teleportation 3 (Up to 500'), Invulnerability 2 (DR 4 / magic), Duplication 2 (x2 HPs: 28 Base Attack: +4 Mods to Rolls: -2)

Class Features: New Power x2, Combat Feat, Unarmed Combat, Bravery, Combat Style)

Feats: Cleave, Power Attack, Weapon Focus (Scythe), Improved Initiative, Back Strike, Double Strike

Skills: Stealth +9, Knowledge (Arcane) +5

Special: Scythe (4d6, Energy Ray, No range, Deflection 2, Minor Item), Ruby of Rain (Weather Control 4)

Strategy: Sneak

The Wraith is more powerful this time around. It seems each time she returns to the world of the living she grows in power and madness.

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 3rd to 5th level.

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

All Star
Bethany the Witch
Bounce
Iron Knight
Maxx
Night Owl
Lady Blue
Paladin
Sky Queen
Sphinx
Stonecold
White Tiger

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

Results:

End the issue here.

If you battled the Wraith you and your allies gain 2,000 Exp.

Add +1 to your Law and Order rank. Add a +1 to the Wraith's rank.

Any hero allies may add +1 to their rank.

Gain one Hero Point.

Fund Raiser

The Interview

King Master Mind

Master Mind's Threat

Robbery

Something You Need to See

Safe House

Super Kids

Death Stalker #1

Death Stalker #2

Death Stalker #3

Death Stalker #4

Death Stalker #5

Wraith's Rage

Little Thieves #1

Little Thieves #2

Little Thieves #3

Little Thieves #4

Jewels of Glory

Super Gun #1

Super Gun #2

Super Gun #3

All Star

Combat Expert 5th

Enhanced Human, Medium

CR: 5

Exp. Award: 1,600

Init: +0

AC: 16

Hps: 50

Base Attack: +5

Fort: +6 **Reflex:** +3 **Will:** +2

Melee: Fist +9 (1D4+2)

Str 13 (+2), **Dex** 14 (+2), **Con** 14 (+2), **Int** 15 (+3), **Wis** 13 (+2), **Chr** 12 (+1)

Powers: Danger Sense 2, Super Stats 1 (Str, Dex, Con)

Class Features: Unarmed Strike, Bravery

Feats: Power Attack, Cleave, Weapon Focus (Fist), Unarmed Strike.
Improved Bull Rush, Improved Grapple

Skills: Perception +5, Fly +4, Knowledge (Local) +5, Survival +4, Swim +2

Special: Body Suit 2 (+4 AC), IR Goggles (Infra red sight), Jet Boots (Fly 2)
Smoke Bombs (One use, Darkness 20')

Special: Strategy: Boxer

Sky Queen

Super Human 5th

Mutant, Medium

CR: 5

Exp. Award: 1,600

Init: +0

AC: 13

Hps: 12

Base Attack: +3

Fort: +7 **Reflex:** +8 **Will:** +3

Melee: Fist +4 (1D3+1)

Ranged: Energy Blast +6 (6D6, Sonic)

Str 12 (+1), **Dex** 16 (+3), **Con** 14 (+2),

Int 12 (+1), **Wis** 13 (+2), **Chr** 16 (+3)

Powers: Fly 3. Energy Blast (Sonic) 3

Class Features: Power Proficient

Feats: Skill Focus (Fly), Lair x2

Skills: Power Activation +6, Fly +6, Perception +2

Special: Combat Suit x3 (+6 AC), Sonic Voice Generator (Energy Blast 3)

Special: Strategy: Sharp Shooter