

**HEROES
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HEROINES**

PRESENTS

THE MAXX

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Adventure Supplement

THE
MAXX



"The Trouble With Julie Gone"

HEROES & HEROINESTM

ROLE-PLAYING GAME

Presents:



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THE TROUBLE WITH JULIE GONE,

is an adventure designed for one player and one Heroes Master (HM). The adventure is designed for the player to use the Maxx character. If a character other than the Maxx is used, game play may not flow smoothly, and some modifications may need to be made to the adventure by the HM. It is suggested that a non flying character from 200 - 300 pts. be used.

The adventure takes place in two different worlds of existence, the present day real world we all live in, and another dimension that looks alot like Australia's outback. It is the spirit world, and feels like a dream to the Maxx. Here the Maxx has the strength of 20 men and one small boy, and Julie Winters (Maxx's friend) is the Leopard Queen. Both worlds are somehow linked together. Throughout the adventure the Maxx will unexpectedly switch between both worlds many times. The player will use the appropriate Maxx statistics for each world. Maxx's Hit Points are not shared between both dimensions. If the Maxx of the real world suffers damage, the statistics of the Maxx character in the Outback dimension does not suffer the same damage. The player character will need to keep two separate sets of Hit Points for game play. If the Maxx dies in one of the worlds, the Maxx character dies in both, and the game is over. An optional rule that may be employed in game play is to allow the Maxx character to heal back his Hit Points when the character switches between dimensions. This may be done when needed if the Maxx suffers severe damage

in game play and it does not appear that the character will make it to the end of the adventure. The adventure is a much more difficult challenge to play if the optional rule is not used of course. Normal means of healing, as described in the Rules Guide, may be employed by the character, including the use of medical facilities, etc.

The statistics for the Maxx character in both dimensions, the villain Mr. Gone, Julie Winters, the Leopard Queen, are located at the back of the adventure. Individual statistics of NPC's (Non player characters) are detailed within in the sections that they are needed.

The Oasis is only one small part of the Outback dimension, other scenarios may be created for game play by the HM.

The Maxx character is taken from the Maxx comic book and may be used with this adventure as well as in your own adventures and campaign world.

All characters and creatures, unless noted otherwise, are 1st level.

Several encounters occur in the water. All land based creatures, without some sort of water power, fight at two Attack and Defense Ratings lower than normal. Characters who cannot breath underwater may fight for 6 rounds max., with one breath, before they have to surface for air. After 10 rounds without surfacing for air, the character will fall unconscious and possibly drown, unless rescued, etc.

The Maxx is a homeless bum, who drifts from shelter to shelter, playing superhero, and is somehow connected to Julie, a social worker. He believes he is her spirit animal who was sent to help her out in

life. Maxx's mask is alive, like a little creature sitting on his face, and is connected to the spirit world. Anytime that someone tries to take off the mask, it bites their fingers off. (1+1d8 damage)

The numbered encounters on the map refer to the same numbered encounter of text. The boxed description is to be read to the player. All other information is for the HM to read only. This adventure should be read entirely by the HM before game play to make your game flow smoothly.

The Adventure



The mysterious world of the Outback., not the Australia they teach you about, the Spirit World, Australia. The smoking caves, the Gods who eat mountains, the flying dragons, the rivers of gold, and the Leopard Queen. The adventure begins in the Spirit, Dream world. The Maxx is trudging through the grassy plains towards the stone fortress of the Leopard Queen (Julie Winters, in the real world). The two are linked by their souls and share the same feelings. He senses that she is in trouble.



Suddenly the scene shifts to the real world. Maxx is standing outside the entrance to Julie Winters' apartment building. When he reaches her apartment, he finds that the door has been left ajar. He enters the apartment and finds that Julie is not there. It is apparent that there was some sort of struggle. In the center of the living room floor, Maxx finds an odd orange and cadmium scarf, with a stylized double - S symbol engraved on it.

When the player is ready to begin the adventure, read the following boxed text aloud:

The vast grassy plane of the Outback stretches before you. This is your land. You Are King here. All living within this realm fear the name of the Maxx. For a brief second, the sky is blotted out by the shadow of a passing air whale. As you par the grass in your wake, the little form of a seussadon bolts from your path. This is your world, and you feel more at home here than you do in that filthy city that fades from your memory with every step you take. Now though, trying to remember the city is unimportant.

The Leopard Queen is in trouble. You know this because you can feel it. Her distress rings through your head like a bell in a tower. Somehow your souls are linked. At least that's what that vile puckwallow, Mr. Gone, has told you. Even though he is the last being you should trust, you know this to be true. The Leopard Queen needs help, you know it, you feel it.

Up ahead, her stone fortress comes into view. At it's sight, you break into a run. You love to run in the Outback. Two legs churn through the grass as if they were some powerful reaper.

As you reach the entrance of the stone fortress, an all too familiar pounding builds in your head. Chung! Chung! Chung! Chung!... It reaches a crescendo, and you wake to find yourself in the city, at the entrance to Julie Winter's apartment building.

The door opens to a dirty stairwell that leads up. You enter as quietly as possible, not wanting to disturb the landlord. He really does not care for you in this building, at least not since that incident with the God Clan. It appears he finally replaced that banister that was broken, and you hope that his arm is better.

Every step you climb to Julie's apartment seems to take longer and longer as a feeling of unease sweeps across you. Could it be a sign? A form of foreshadowing of some future danger? When you reach her landing, you notice the door to her apartment has been left slightly ajar. "It's not like Julie to leave her door like that," you think out loud. As

you enter a very meagerly furnished living room, the signs of a struggle are apparent. A chair lies overturned in the corner. A picture of Susan Anthony lies broken at the base of a wall. The rug underneath an orange - crate coffee table, is spattered by a spilled bowl of yogurt and Julie is nowhere to be found!



A quick search of the apartment will reveal an orange and cadmium red scarf, with an embroidered double "S" logo on it. When Maxx is examining the scarf, the landlord enters the apartment. He is not too happy about Maxx being there. He immediately starts jumping to conclusions when he notices the mess and finds Julie not at home. His first assumption is that Maxx is responsible and has done something to Julie. Screaming loudly, he runs out of the apartment to call the police. When the player is ready, read the following aloud:

On the floor you notice a brightly colored piece of silk. On examination, you see that it is a scarf of some sort. It's orange, trimmed in cadmium red, with an embroidered stylized double "S" logo. The logo looks slightly familiar, but still you can't place it.

If Maxx continues to search her apartment, he will find no other clues. Remind him that it would not be good if Julie's landlord still found him there, and brings the police. Suggest that it might be a good idea if he would scour the streets for some more information.

As soon as he leaves the building, read the following aloud:

As you exit the building to the street, you keep staring at the logo on the scarf. You know you have seen this somewhere before, but where?

As you look up to cross the street, a wall on the other side, catches your eye. Plastered on the wall is a poster. On the poster, emblazoned at the top, you see the same double "S" logo. As you approach the poster, it reads, "Help an underprivileged boy see more than just the concrete of the city streets. Teach him about the outdoors, camping, and confidence. Become a Squirrel Scout volunteer. See your local Squirrel Scout recruiter. 448 West 59th Street."

When the player is ready to continue, go to Episode 2.



Episode 2: A Scouting We Will Go

The Maxx has come to Squirrel Scout Recruiting to try and find some answers. The office is tended by one man, Mr. Wilford P. Peavers. He is a thin, sickly man, in his late forties. His position is that of Logistical Brigadier of the Squirrel Scout. In short, he keeps track of all the Squirrel Scout troops in the city. He is in no way connected with Julie's disappearance. If questioned, his knowledge is limited, until he is shown the scarf. Then he reveals some pertinent information.

When the Maxx enters the office, Mr. Peavers will act a bit shocked at Maxx's appearance, but he will be polite. So when reading his dialogue, throw in a little nervous stammer.

If the Maxx busts into the office expecting to do battle, Peavers will faint. The Maxx will then have to wait until he revives before he gets any information. If the office is searched, nothing related to Julie's disappearance will be found. The office contains a desk, a phone, and a few filing cabinets.

When the Maxx enters the office, read the following boxed text out loud:

Entering the office, you see a balding man in his late forties seated. He is of a thin build, and wears thick glasses that give him the appearance of a malnourished owl. He is perched behind a small desk. A plaque on it reads,

"Wilford P. Peavers, Logistical Brigadier."
He addresses you in a nasally whine,
"May I be of some assistance?"

The player will probably ask some routine questions concerning Julie's disappearance. Peavers seems to be of no help. Just answer the questions with an irritating "sorry." If he is shown the scarf, or if he sees it in Maxx's hand, Peavers will raise his eyebrows and become a wealth of information. When Peavers lays eyes on the scarf, read the boxed text aloud:

At the sight of the scarf, Peavers perks up, "Oh, a Squirrel Scout neckerchief. Did you know that the different colors of the neckerchief stands for different things. Mine, being maroon, denotes the Squirrel Scouts Logistical Command. Emerald is the Treasury Department. Dark blue stands for the main Squirrel Scout Senate. They're based in Washington.

Now, all of the Squirrel Scout troops wear multicolored neckerchiefs. Each troop has it's own colors. If you like, I could look that one up for you. Let's see, orange with cadmium trim."

Peavers, rat like, scurries over to a file cabinet, and starts leafing through a drawer. After a few minutes, he pulls a file, "Ah, here it is. This particular set of colors was assigned to a new troop. It was just commissioned two weeks ago. The troop is led by Squirrel Master Gone. He was a very odd man, but very enthusiastic about starting a troop. In fact, he is taking the troop camping this

weekend in Central Park. You know only an official scouting group is allowed to camp there."

If Peavers is asked if he knows exactly where, he will pull out a map.

"Lets see, ah yes, here it is. He and his troop are camping on the grounds in front of the statue of Field Marshal Bernard Law Montgomery."

He gives you a map of the park and wishes you "Good day."

When the player is ready, proceed to Episode 3.

Episode 3: Breaching The Forest Primeaval

The Maxx has arrived at the entrance of Central Park. As soon as he reaches the gate, he is shifted to the Outback. He is

now at the edge of a large oasis that is situated in the center of the grassland. The oasis is thick and teeming with plant life and jungle foliage. The entire perimeter of the oasis is surrounded by an ancient, decrepit stone wall. Where the Maxx stands, is a large wooden gate.

As soon as the Maxx enters the oasis, he will be attacked by the natural guardians of the oasis. The guardians are giant, carnivorous tree sloths. Anything that passes the wall is attacked. Three sloths attack at the first breaching of the wall. If the Maxx is unsuccessful in entering on the first attempt, on his second attempt, four sloths will attack. For each failed attempt, another sloth will join the attack.

For this episode, you will need the map of the park/oasis. When the Maxx reaches the park entrance, read the boxed text aloud:



You are approaching the entrance to Central Park. Somehow, it seems odd that a lush reserve of green can thrive in the middle of all this concrete. The park is fenced in by a twelve foot iron fence. A large arched gate marks the entrance to the park. The gate is open.

As you begin to enter the park, the *pounding starts in your head*. Chung! Chung! Chung! Chung!... The park gate wavers and fades to black. When you regain your senses, you find yourself deep in the Outback.

A dense jungle oasis lies spread before you. It is like a rich living island surrounded by the barren seas of the grasslands. The oasis is partitioned from the grasslands by a large decrepit stone wall. It looks as if it has been here since the dawn of time. A large wooden gate stands before you. It is made from the whole trunks of trees, tied together with animal hide. On each side of the gate is a hideous totem pole. They stand there leering, as if to ward off all who approach.

A plethora of eerie sounds emanate from within. The rotting odor of death permeates the air. You feel it in your soul that the Leopard Queen is in trouble on the other side of this wall. You cannot remember how you came to be here though.

The Maxx may enter anyway he chooses. The gate will open with little effort. The walls can be easily scaled. As soon as he puts one foot in the oasis, the sloths will attack. When the player decides how he is going to enter, read the

following aloud:

As you stand among the foliage, you hear the rustle of leaves from all around you. From out of the dense green, three huge furry bodies come charging at you, brandishing claws and teeth. Three carnivorous tree sloths close in for the kill.

Giant Carnivorous Tree Sloths:

Stamina: 25	HP: 15
Reflexes: 20	MHP: 8
Agility: 20	Damage: 5 + 1d6
Attack Rating: 3	Defense Rating: 2
Point Total: 93	

Powers: *Climbing:* Skill

Heightened Senses: Smell: (2000'), Can track opponents scents.

Body Weaponry: Claws, does the above listed damage.

These sloths are very similar to the sloths found in the tropical forest of Central America. There are only two differences. The first, is these sloths are 6' tall and weight 500 lbs. The second, is they are blood thirsty carnivores instead of harmless herbivores.

The sloths of the oasis have been trained to protect it. They will attack any living thing that attempts to breach the oasis' outer perimeter. They attack with their claws, and bite with their teeth. They have a very acute sense of smell and can track escaped prey.

If Maxx defeats the sloths, he will be able to enter the oasis with no further trouble from them. Each time he leaves the oasis and returns, another sloth will join the attack. He could try to outrun the sloths, *but they will be able to pick up his scent, and trail him throughout the oasis.* If the player comes up with some imaginative way to try to avoid the sloths, let him play it out. If it seems reasonable and feasible, let him escape the sloths. In any event, he needs to penetrate the oasis. Play upon his emotions and sense of heroism. Tell him from deep inside his soul, he feels the Leopard Queen's panic grows stronger.

When the player has defeated the sloths or found a solution, read the boxed text out loud:

As you leave the sloths behind, the oasis seems to close in around you. The jungle is thick, who knows what other dangers may lurk within. From out of the growth, you stumble upon a faint trail. At times the trail grows almost non-existent, it has been awhile since anyone has traveled it.

You follow the trail for about an hour. Finally the foliage opens up to a clearing. Fifty yards beyond the clearing, you see a mighty jungle river.

The river seems to divide the whole oasis. Maxx can go no further unless he crosses the river. When he reaches the bank of the river, go to Episode 4.

Episode 4: A Bridge Not There

The Maxx has emerged into a clearing. Fifty yards ahead is the bank of a river. The river divides the entire oasis in two. Looking up and down the river, no bridge can be seen to cross. The river is protected by a charm and a guardian.

Where the Maxx emerged on the river, there is a large stone marker on the bank. On the marker is an inscription, a crystal rod, and a black marble disk. The inscription tells that if the river is to be crossed, the disk must be balanced atop the rod. When the disk is in position, a bridge will appear. The disk must be balanced the whole way across the bridge. If the disk falls, the bridge will vanish.

The stone also tells that if one falls into the river, he will be dealt with by the god of the river. The god of the river is actually a very territorial narwhal, with a nasty temper. The narwhal will attack any living thing that enters his domain, the river.

For this episode you will need the map of the park/oasis. When the player is ready, read the following boxed text aloud:

You have come to the bank of a jungle river. The air is hot and humid here. The sound of water rushing by is mingled with the call of some wild bird. The buzz of small stinging insects flutters in your ear.

As you scan up and down the river, you see no visible way of fording it. Standing at the river's edge, you notice a large,



rectangular cut stone. Sitting on top of the stone is a crystal rod, and a black marble disk. The rod is approximately one yard long, and one inch in diameter. The disk has a radius of about nine inches. The surface is mottled with white specks that represent some unrecognizable constellations.

Chiseled into the stone is an inscription. A few of the letters are faint and worn, but you have no problem making them out.

The inscription reads;

"Beware. All who break the surface of the Neut'aaran River offer themselves as sacrifice to the River God.

To appease his wrath, the canopy of night must be balanced on the pillar of faith. Then before you, his divine passage will be allowed."

The Carnivorous Narwhal

Stamina: 18	HP: 40
Reflexes: 13	MHp: 10
Agility: 13	Damage: 5+1d10
Attack Rating: 2	Defense Rating: 1
Point Total: 114	

The narwhal is a 20' long whale with a 8' tusk protruding from it's head. This particular narwhal is highly territorial over the river it swims in. Anyone who happens into the river will be attacked by the narwhal. It will charge with it's tusks.

This narwhal is ancient, it is well over 800 years old. At one time it was worshipped by the lower river clans that lived in the Oasis.

If the Maxx decides to swim across, he will be attacked by the narwhal. If he decides that he is going to try to balance the disk on the rod, and he succeeds, a translucent lavender bridge will appear over the river. The bridge spans the entire one hundred yards of the river. Every

hundred feet of bridge covered, the Maxx must make an agility roll to keep the disk atop the rod. A missed roll means that the bridge will vanish and the Maxx will fall into the river and be attacked by the narwhal. There are three agility rolls to make. To make an Agility roll, the player must roll under double his agility score on a roll of 3d20. (3-60)

When the player balances the disk, read the following boxed text aloud:

As you balance the disk on top of the rod, you see a beautiful, translucent lavender bridge appear before you. This is a work of sorcery at it's finest. As you take your first step upon it, it shimmers and sparkles with an enchantment that defies description.

If the player makes all three agility rolls, read box one aloud. If the players miss an agility roll, read box two aloud:

The walk across the bridge was nerve racking and precarious, but you made it. As you step upon the opposite bank, the bridge disappears. Another stone, similar to the one you just left behind is glowing. The inscription on the stone reads the same as the first one.

The disk and the rod must be deposited on the stone. When they are, the stone will stop glowing, and the Maxx can leave the bank.

If he does not leave the disk and rod on the stone, an invisible barrier will keep him from leaving the river bank. The

barrier cannot be breached. He will be trapped until he leaves the disk and rod on the stone.

As you place the disk and rod on the stone, it stops glowing. A dull throb starts in your head. The world starts to fade.

Box 2

You lose your balance and the disk falls from atop the rod. It hits the water below with a splash. The bridge vanishes from under your feet, you hit the water with a bigger splash.

At first the water is calm around you. You start to swim for shore. Then the wake from a huge beast appears in the water to your right. You are about to be struck in the side by something that looks like a spear.

The narwhal gets the first attack. It will strike with it's horn, then attempt to pull it's victim under to drown him. A successful attack by the whale will allow it to pull the Maxx under the water. The Maxx will have to use his *Free Action* to break free of the whales hold. Fighting under the water is possible for 5 rounds before the Maxx must breath air or he will fall unconscious. If the Maxx is victorious, continue reading box two aloud:

With what strength you have remaining, you pull yourself up on shore. The world seems to spin before you. Is the pounding in your head from the fight, or something

else. Your vision fades and goes black.

When the Maxx awakes, he will find himself back in the park. Behind him is a stream. Ahead of him is a nature trail. The trail forks to the left and right. If he looks for the map Mr. Peavers gave him, it's gone. He lost it. When the player is ready, read the boxed text aloud:

You awake to the smell of fresh mown grass. The lilt of laughing children is in the air. You are back in the park. As you lift yourself off the ground, a red plastic disk hits you in the head. A young boy runs over to you. "Hey Mister, can I have my whizbee back?"

Behind you is a small stream. In front of you is a nature trail. The trail forks to the left and right. In the crutch of the fork is a fountain. The Granite carved fountain depicts a posed winged serpent spitting water.

If Maxx decides to take the left trail, go to Episode 5. If he takes the right trail, proceed to Episode 6.



Episode 5: Master of Carrots

Signs along this trail indicate that a ranger station and information center are up ahead. About halfway up the trail, the Maxx will shift back to the Outback. The trail will open up onto a small glade. In the glade stands a small shack. Behind the shack is a large field that contains a cultivated garden.

The shack is the home of a very old man, who tends the garden. He is the Master of Carrots. He farms carrots for sacrificial offer to the spirits of the oasis. At first, the old man will appear to be crazy and senile. If questioned, he will know no answers.

When the Maxx has given up on communicating with the old man, the old man will ask the Maxx a question. He will ask the Maxx if he is the sorcerer who will be making the oasis his stronghold. When the old man is asked what he means by this, he goes into an explanation.

If a sorcerer sacrifices royal blood to the chief spirits, in the catacombs of the oasis by midnight, the oasis will become the sorcerer's personal stronghold. In short, Julie is the Leopard Queen of the Outback, she is of royal blood. If she is sacrificed in the catacombs by midnight, the oasis will become Mr. Gone's fortress.

When the old man is asked if he knows where the entrance to the catacombs are, he does not know.

The Master of Carrots is a very old man. In fact he is 2,363 years old. He has been growing carrots in the Oasis since the first sorcerer used it as a stronghold. He grows

carrots as tribute to the reigning sorcerer for letting him live in the Oasis. This is usually accepted because for some strange reason most sorcerers love carrots. Go figure. The master is at harmony and one with the land. If not provoked, he will let most travellers pass through his fields.

When the player enters the glade, read the following aloud:

On the way down the trail, you see a few signs reading that there is a ranger station and an information center up ahead. Maybe you can get directions to the statue from there. As you are walking, your footing becomes unstable. The world around you turns grey and fades. When you regain your senses, the oasis once again surrounds you.

You are walking along another overgrown trail, although this one seems to have been a bit more travelled than the last. After about two hundred yards, the trail opens to a tranquil glade. The vegetation here is groomed and well kept. In the center of the glade, you see a small simple shack. Sitting on the porch of that shack, in a rocking chair, is a very old man. He is dressed in a long green robe. He just sits there gently rocking. As you approach closer, you see that he looks older than any human you have ever seen, almost mummified. He nods a greeting to you, pulls out an ivory pipe and lights it.

Asking the old man who he is will only bring an answer of, "I tend carrots." When he is asked any other questions, he will only answer, "no" or "do not know,"

followed by "I tend carrots."

The old man will not object to having his shack searched. It only contains a bed, a table, a chair, cooking utensils, and gardening tools. When the Maxx gets ready to leave the glade, read the boxed text aloud:

As you turn to leave, the old man croaks a question to your back. "Are you the next sorcerer who will make this oasis your stronghold?"

When the old man is asked what he means, he goes on to explain.

"Tonight at midnight, if a sorcerer sacrifices royal blood to the Hierarchy of Spirits, in the catacombs of the oasis, the oasis will become the sorcerer's fortress. Then I will tend carrots for him."

If asked if he knows where the catacombs are, the old man will just shrug. He knows no more. When the Maxx is through asking questions, proceed to Episode 7.

Episode 6: The Hyena's Laugh

This trail will take the Maxx to the park zoo. As he travels along the trail, he will catch sight of three of Mr. Gone's *isz*. The *isz*, if undisturbed, will not let on they know the Maxx is there. Maxx will think that they are leading him to Gone's camp. The *isz* have an acute sense of smell. They are quite aware that the Maxx is

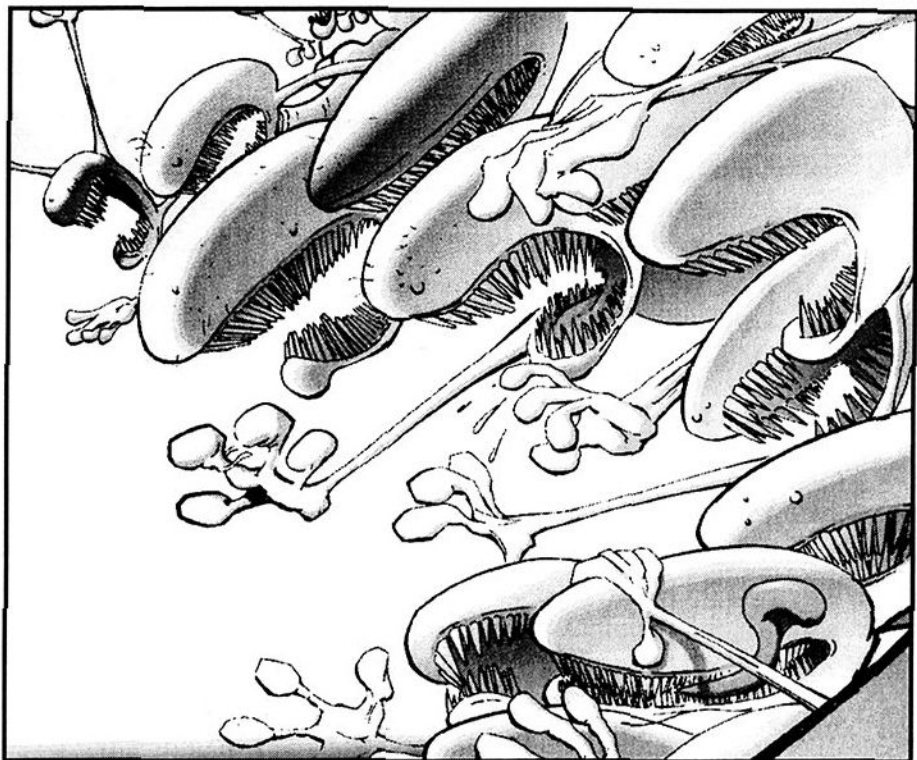
behind them. They are leading him into the zoo as a trap. Once there, they will chew a hole into the hyenas' cage. When the hyenas are loose, panic breaks out among the patrons. They will scatter. The Maxx will be left alone to deal with the hyenas.

If Maxx decides to attack the isz immediately, two of the isz will turn and fight. The third will chew a hole in the hyenas' cage.

Towards the end of the fight, the police will show up.

For this episode, you will need the map of the park/oasis. When the Maxx is ready, read the boxed text aloud:

You have taken the trail that leads to the park's zoological compound. Children and their parents are casually strolling down the path with you. As a couple holding hands moves out of your way, you catch sight of the squat black bodies of three isz. The isz are wearing orange neckerchiefs, and the yellow berets of the Squirrel Scouts. The crowd does not notice them, they see only three boys on their way to the zoo.



ISZ

Stamina: 14

HP: 10

Reflexes: 13

MHp: 10

Agility: 13

Damage: 6+1d4

Attack Rating: 1

Defense Rating: 1

Point Total: 90

Powers: *Body Weaponry:* Razor sharp teeth, capable of biting through metals, and inflicts the above damage.

Image Alteration: The Isz appear as whatever they are dressed as to humans other than the Maxx who can see them for what they really are.

The Isz are approximately 2ft. tall, black, are all mouth, and have no eyes (but can still see). This is the way they appear in the real world. In the spirit, dream world, the Isz appear the same, but

are white in appearance.

If the Maxx decides to attack the isz, read box one aloud. If he decides to follow them, read box two aloud to the player:

As you come down on the isz, the people around you cry out in shock. From the crowd, you hear things like; "My God, what is that lunatic doing to those poor Scouts." "Somebody call the police!" And "Why is that thing attacking those poor boys!"

Two of the isz begin to fight back. The third takes off towards the zoo. As you battle the two, you see the third take a bite out of the bars on the hyena cage. Within seconds, you will have a pack of five wild hyenas on you.

Box 2

The isz are making their way down the path, hopefully leading you to their master, Mr. Gone. They reach the zoological compound. They hop past the chimpanzee cage, then stop at the cage containing the hyenas. Suddenly, they pounce on the iron bars of the cage and begin to chew through.

Within seconds, they have made a hole big enough for the hyenas to escape. Finished their work, they take off up the path. As you close in on them, five ferocious hyenas escape from their cage.

The crowd, seeing the hyenas, panic and run for safety. Being left alone in the center of the compound, the hyenas form

a circle around you. They snarl at you, baring their fangs, sizing you up. In the blink of an eye, they attack.

5 Hyenas

Stamina: 18	HP: 12
Reflexes: 18	MHP: 8
Agility: 14	Damage: 5+1d6
Attack Rating: 2	Defense Rating: 2
Point Total: 55	

These are your average hyenas you would find on the African planes or in most city zoos. They hunt and travel in packs. When attacking, if their numbers are reduced to less than three, they will break off the attack and retreat.

By the time the Maxx finishes with the hyenas, the isz will be gone. When the last hyena falls, the police arrive too late to help. Suggest to the player that it might not be a good idea if he waits around for the police. Especially if he attacked the isz. Beating up Squirrel Scouts is frowned upon by the police. If the Maxx defeats the hyenas, read the following boxed text aloud:

As the last hyena falls, you hear the scream of police sirens approaching. The last thing you need is to go into long explanations with the police.

There is only one exit from the zoological compound, and that's through a narrow path covered by a long gazebo-like structure. The gazebo is woven with

a thick growth of ivy.

When the player exits down the path, go to Episode 8.

Episode 7: Flying Fur

The Maxx is about to take his leave of the old man. Suddenly the old man gets up from his rocking chair. He worriedly peers up at the sky. He sniffs at the air, then runs into his shack bolting the door behind him.

From over the trees come twenty to thirty carnivorous flying squirrels. The squirrels swoop down on their prey, attaching themselves with their claws and fangs. Seven to eight squirrels will try to attach themselves at one pass. On each continuous pass, more squirrels will try to attach themselves, replacing their dead comrades. The squirrels will keep this up until either their prey falls, or their number dwindle to below ten.

It is possible to run and take cover. If the squirrels see your hiding place, they will circle it until they are fatigued. This usually takes about five to six hours. The player really does not have this much time to waste.

For this episode you will need the map of the park/oasis. When the player is ready, read the following boxed text aloud:

25 Carnivorous Flying Squirrels

Attack Rating: 1	HP: 4
Defense Rating: 1	MHP: 4
Point Total: 8	Damage: 2

The flying squirrels that inhabit the Oasis are slightly larger than their "real world" counterparts. They travel in swarms like bees. When they encounter a living creature, they dive from the sky attaching themselves to their prey with their claws. They will continuously bite their victim until it falls. It is possible for



the Maxx to attack two squirrels per round while they are attached to him, or when they dive in formation to attack.

The old man starts to stick his pipe back in his mouth, then suddenly stops. He slowly rises from his rocking chair. He peers at the sky from underneath the awning of the porch. His head cocks from left to right as if scanning the clouds. He stops and sniffs the air, much like a dog that is on some animal's scent. His eyes grow wide with terror. Before you know it, he is inside, the bolt of his door being slammed into place.

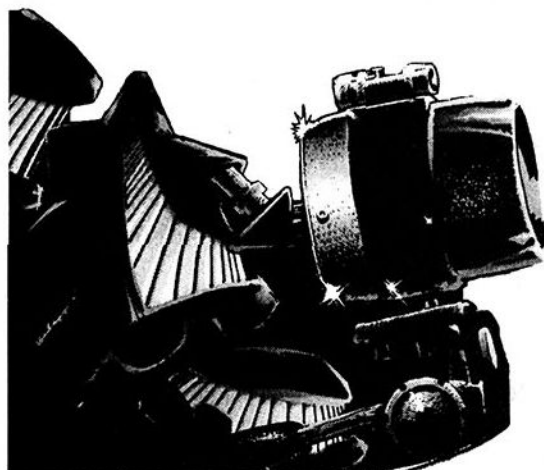
As you turn to see what the old man is so afraid of, a curious chirping sound fills the sky. From over the treetops, you notice several small furry creatures come gliding down towards you. Now you can see they are flying squirrels, and they want blood.

If the Maxx pounds on the door of the shack, the old man will at first be reluctant to open. After about the third plea, the old man will let the Maxx in. The squirrels, however, will make a dive for the door. There is a 45 percent chance that one to six squirrels will get in. If a fire is not started in the fireplace, the squirrels will attempt to come down the chimney.

If the Maxx does get into the shack, and drives off the squirrels, the old man will be very grateful. He will give Maxx a large copper tray. He will then tell Maxx, "This will catch sky, if it falls. I tend carrots." The tray is about three feet in diameter. It has a symbol representing a

thundercloud embossed on it.

When the Maxx is ready to leave, there are two ways out of the glade. The first is the way Maxx came in. The second, is a narrow trail behind the carrot field. If the second trail is taken, proceed to Episode 9.



Episode 8: Eight Arms of Death

The Maxx is following the gazebo path. The path opens up onto a circular yard. The yard is completely enclosed by a twelve foot wall. At the far end of the yard is a small man-made pond. A marble cherub face set into the wall spits water into it. As soon as the Maxx enters the yard, he sees one of the black *isz*. The *isz* jumps into the pond and vanishes. The pond's diameter is ten feet allowing passage should Maxx follow. The depth of the pond is eight feet.

If Maxx follows the *isz*, he will see it swim through an archway at the bottom of

the pond. The archway is five feet long by three feet high. The Maxx should be able to fit through the opening.

As the Maxx swims through the archway, he starts to feel dizzy. When he looks back at the isz, he notices that it's color is now white. He is once again in the Outback. The archway that was behind him is now gone. The Maxx is now at the bottom of an olympic size pool. He is now about twenty feet under water.

The isz swims towards the surface and hops out of the pool. As the Maxx goes to follow him, he is grabbed by the leg by a giant octopus.

You will need the map of the park/oasis. When the player is ready, read the following boxed text aloud:

As you walk through the gazebo, your nostrils are assaulted by the fragrant smell of exotic flora. The path opens up onto a beautiful yard. The yard is circular in shape, about thirty feet in diameter. It is entirely enclosed by a twelve foot high wall. The wall is covered with various plant life. At the far end of the yard is a small man-made pond. The pond is ten feet in diameter. Set into the wall, is the marble face of a cherub cheerfully spitting water into the pond.

As soon as you enter the yard, you see the small, black form of an isz. It turns towards you, hisses, then jumps into the pond.

The player will more than likely try to follow the isz. If for some strange reason

he decides to clumb the wall, tell him he sees only a dense forest, and no sign of the isz. When the Maxx enters the water, read the boxed text aloud:

You jump into about eight feet of cold water. At the bottom of the pond, you see the black form of the isz vanishing through an archway. The archway is about three feet high and five feet long. Following the isz through the archway, the world seems to spin around you. The sensation makes you lose the air you have stored in your lungs. You shoot to the surface gasping for air.

You now find yourself in a very large man-made pool. You are treading in about twenty feet of water. The archway that you came through is now gone. The isz you were chasing is now white.

The isz makes it's way across the pool and hops out onto dry ground. When you try to follow, you feel something strong and sinuous wrap itself several times around your leg. You are being dragged to the bottom by a giant octopus.

Giant Octopus

Stamina: 10

HP: 33

Reflexes: 10

MHP: 12

Agility: 10

Damage: 8+1d8

Attack Rating: 3

Defense Rating: 1

Point Total: 145

Powers: *Chemical Power:* Ink Spray: The ink acts as a paralyzing agent that numbs opponents. A roll versus the characters Stamina score may be made

(1d100) to avoid the effects of the ink. If the roll fails, the victim attacks at a -2 Attack Rating. Creatures whose Attack Ratings fall below (0) are paralyzed. This effect lasts for 3d4 rounds.

The octopus that inhabits the ornate, man-made pool, was the favorite pet of the last sorcerer who ruled the Oasis. When the sorcerer would feed his pet it was considered to be quite an event. Many of the sorcerer's subjects would gather at the pool at feeding time. The sorcerer would then take a captured enemy, or some poor subject who had fallen from his grace, into the pool. The crowd would eagerly watch as the octopus would devour its meal, cheering as if they were watching a sports event.

It has been quite some time since the last sorcerer's death. The octopus has had to rely on feeding itself, grabbing unwary creatures that wander to the pool to drink. When the Maxx enters the pool, the octopus is famished. It has been a long time since it has tasted a bit of human meat.

The octopus weighs close to 1 ton. Each tentacle is 14' long, and has a bench press ability of 1050 lbs. in grabbing strength. The octopus will attempt to grab its opponent with its tentacles and suction cups and bring it to its mouth to bite and eat the victim. The damage the octopus inflicts, listed above, is from the octopuses bite. The ink spray will also be released at its opponent to help subdue it. The octopus may not use its ink spray and attack in the same round. The numbing

effect of the ink lasts for 2d4 rounds to large opponents.

A sharp blow delivered between the octopus' eyes will kill it immediately. This would require a special attack as described in the Rules Guide.

Water rules, as described in the beginning of the adventure, apply here. To break free of the octopus' grip requires 1 round. Characters other than the Maxx must be able to lift more than the octopus' Bench Press Weight to break free.

If Maxx does not drown, and kills or escapes the octopus, read the following out loud after the fight.

As you drag yourself out of the pool, you find that you are in a walled-in courtyard. There are marble tables and benches here. It seems as if this structure was specifically built to house this monster as a pet. Maybe the marble benches were to seat demented onlookers as some hapless victim was fed to it.

There is only one entrance into the courtyard. It's the only way the isz could have escaped. You peer out the doorway onto a long winding trail that cuts through dense vegetation.

When the player ventures out on the trail, go back to Episode 5.

Episode 9: King Of The Mountain

Maxx leaves the shack and takes the path on the far side of the carrot field. Somewhere on the path, he will shift back to Central Park. When he passes a hotdog vendor, the player will know he is back. The path will take him to McClellan's Hill. This is a huge hill with steps going up the center to the top. The hill slopes up about ninety feet. At the top of the hill is a statue of General George B. McClellan.



At the foot of the hill, the Maxx will run into five juvenile delinquents. They belong to a street gang called the Copperheads. The hair of each member is dyed bright orange. They all carry switch blades. The leader, Frost, and his lieutenant, Nuker, both carry .45 automatic pistols. If Nuker tries to fire his pistol, it will not work. It's jammed.

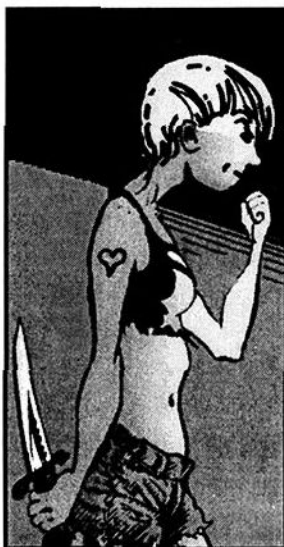
You will need the map of the park/oasis. When the player starts down the trail, read the boxed text aloud:

You have taken the path on the far side

of the carrot field. The path starts out very narrow and heavily overgrown with vegetation. As you go along, the path starts to get wider. The plant life begins to look less wild and more well kept. The dirt under your feet has turned into a paved walk. From up ahead, a breeze carries the smell of burnt animal flesh to your nostrils.

Keep the player on his toes. Play up the smell of burnt flesh like it might be dangerous. Let him think that there might be cannibals or something up ahead. He is actually back in the park. The source of the odor is from a hotdog vendor. Continue reading the boxed text aloud:

The aroma becomes alot stronger and much worse as you head up the path. In this place, who knows what could be around the bend. Cannibals cooking their supper, or maybe crazed people burning a witch at the stake. Whatever the source,



the smell is coming from just around the clump of trees in front of you. It might be a wise idea to look before you leap.

As you cautiously peer around the bend, you see the brightly colored cart of a hotdog vendor. He holds out a wienie to

you. "Hey Mister, how about a dog with kraut?" You are back in the park.

Continuing down the path takes you to the base of a large hill. In the center of the hill are marble steps that go up about ninety feet. At the top of the hill, you see the tarnished green bronze of a statue. Could this be Montgomery's monument?

When you start to climb the stairs, five teenagers approach you. You notice that the hair of each teenager is dyed a bright orange. They are also wearing similar leather jackets with the word "Copperheads" painted on the back.

A particularly ugly boy with a tooth missing approaches you. He appears to be the leader. "Hey bonehead, they don't have Mardi Gras here. What are you sposed to be, Beaver - Man?"

The rest of his friends follow suit, and they begin to surround you. The leader speaks up again. "Look Bonehead, this hill belongs to the Copperheads. We don't like tresspassers. Is that what you are, a tresspasser?" They all pull switch blades.

At this point, if the Maxx does not attack, the copperheads will. If the Copperheads win the fight, they will leave the Maxx for dead.

Frost

Bench Press Weight: 200 lbs. IQ: 105

Stamina: 14 HP: 16

Reflexes: 13 MHP: 15

Agility: 13 Damage: 1+1d6

Attack Rating: 1 Defense Rating: 1

Point Total: 25

Pistol: 5+1d20 Damage

Switchblade: BPWD +1d4

It will take one round for Frost and Nuker to arm themselves with their guns.

Nuker

Bench Press Weight: 285 lbs. IQ: 100

Stamina: 18 HP: 17

Reflexes: 13 MHP: 15

Agility: 12 Damage: 3+1d6

Attack Rating: 1 Defense Rating: 1

Point Total: 29

Boxing: Att. Rating: 3, Def. Rating: 2

Pistol: (Jammed)

Switch Blade: BPWD +1d4

Tigress, Aphid, & Yak

Bench Press Weight: 150 lbs. IQ: 95

Stamina: 12 HP: 15

Reflexes: 10 MHP: 15

Agility: 10 Damage: 1+1d6

Attack Rating: 1 Defense Rating: 1

Point Total: 10 (each)

Switch Blade: BPWD +1d4

If Maxx wins the fight, read the following boxed text aloud:

The last two teenagers, seeing they are outclassed, take off running. You are now free to climb the hill.

After putting your foot down on the first step, the pounding starts in your head again. Gong! Gong! Gong! This time it is quite painful. That's the way it is sometimes. It could come without you knowing it, or it could feel like a million

cannons going off in your head. As you try to fight it, the world goes black.

When you awake, you find yourself at the base of a cliff. Obviously you are in the Outback. The cliff goes up about three hundred feet to a plateau. The cliff's side is pretty sheer, but it is climbable.

At the base of the cliff is a trail. The trail goes off to the right for about two hundred yards, then winds into a forest of tall trees.

If the player decides to climb the cliff, go to Episode 10. If the player decides to take the trail through the forest, go to Episode 11.

Episode 10: Plateau Of The Falling Sky

The Maxx is at the base of a three hundred foot cliff. The cliff is sheer, but the wall has plenty of protruding rocks, nooks, and fissures to make it climbable. For every hundred feet of cliff scaled, a roll must be made. One missed roll and the Maxx will

go plunging to the bottom. There is a 10% chance on 1d100 or percentile dice that a character will fall. This is lowered by 3% for every 10 points of agility the character has above 10. Falling damage is detailed in the Heroes & Heroines Rules Guide on page 92.

When the Maxx reaches the top, he will look out onto a large plateau. The plateau is covered with a fine green sand. Very dark clouds, which span the whole plateau, hang low to it's surface.

Just when Maxx is about to pull himself up, he is startled by a crabbit that scampers out of a fissure in the cliff. The crabbit starts to hop across the plateau. When it gets about twenty feet away, a bolt of lightning hits it.

The green sand is copper dust. The storm clouds are always over the



plateau. Any living thing that tries to traverse it is hit by lightning.

If the player helped the old man at the carrot patch, he was given a tray. This tray would help to get across the plateau safely. While walking across the plateau, the tray must be held aloft. The lightning will be attracted to the tray instead of the player. When the lightning hits the tray, it will be absorbed harmlessly.

You will need the map of the park/oasis. To cross the plateau without the tray runs a great risk of being struck by lightning. The lightning bolts Attack Rating is 6. Three such attacks will be made as the Maxx crosses the Plateau. The damage inflicted on a successful attack is $15+2d10$. When the player is ready to begin, read the following boxed text aloud:

You are standing at the bottom of three hundred feet of rock wall. Looking up, you notice a heavy covering of storm clouds gathered over the plateau. The face of the cliff is a straight one hundred and eighty degree climb. Fortunately the cliff is pocked by many fissures and protruding rocks, making the climb a little easier.

Make the three rolls to see if the player reaches the top. If the Maxx is successful, read the boxed text aloud:

Pulling yourself to the top, you hear the low rumble of thunder. Peering over the edge, you see a large plateau stretched out

before you. An odd green colored sand covers the whole plateau. Ominous black storm clouds hang low over the ground.

Perched in a fissure, a crabbit, scared by your approach, scampers across the plateau. You watch it get about twenty feet across when the sky is split by lightning. With a thunderous crash, the bolt pounds into the crabbit. Where it once stood is a mound of smoldering debris.

Using the tray is the only way to cross the plateau safely. If the player has the tray, but does not think of it, remind him. If the player never acquired the tray, he will have to go back down the cliff and take the trail around it.

If the player has the tray, read box one. If the player does not have the tray, and decides to leave, read box two:

You hold the tray aloft, a bolt of lightning comes crashing into it. Other than temporary blindness from the flash, you feel nothing. The tray is not even warm. Lightning continues to strike the tray as you make your way across to the other side.

When the Maxx gets to the other side, proceed to Episode 12.

Box 2

Staring at the charred spot that had once been a crabbit, you concede that there is no safe way across the plateau. It was a wasted climb. Now you must descend the

cliff without killing yourself.

Again, make three rolls to see if Maxx gets down safely. When he reaches the bottom, proceed to Episode 11.

Episode 11: Don't Sit Under The Vampire Tree

The player decides to take the trail at the base of the cliff. The trail snakes off to the right into a dense patch of forest. It gently slopes up through the trees ending at the foot of a large knoll. The knoll is bare except for a single tree in the center. The tree is about thirty feet tall and covered with white blossoms. Scattered around the tree are the bones of several types of animals.

This is a vampire tree. It feeds of the blood of living creatures. The tree remains stationary while the roots burrow through the ground in search of prey. When a creature ventures onto the knoll, the roots feel the vibrations of the creature's footsteps. They burrow underneath the creature, then reach up through the ground to grab it. When it's prey is finally subdued, the sharp ends of the roots puncture the skin. The roots then act as a straw, sucking the blood from the creature's body. As the tree is feeding, the blossoms change from white to a pink, to a deep crimson.

There are only two ways to destroy a vampire tree. The first is to set it on fire. The second, is to introduce it to blessed termites. If the victim is strong enough,

he could wrestle himself free. It requires an Action for the Maxx to break free if enough damage is inflicted to the roots.

The surrounding brush is too thick to penetrate. The knoll has to be crossed to get to the trail on the other side.

You will need the map of the park/oasis. When the player is ready to begin, read the following boxed text aloud:

The only way around the cliff is to take the trail on the right. Walking along it, you find the ground soft and easy on your feet. Up ahead, you see that the trail snakes off into another patch of forest.

Entering the forest, the air comes alive with the sounds of various wildlife. Large trees flank the trail blocking out the sky with a canopy of thick branches. The grade of the trail starts to gently rise. The leaves overhead rustle in a tango with the breeze.

A sudden uneasiness comes over you for no reason. No, there is a reason. It's quiet. The sounds of the forest have stopped. You don't even hear the buzzing of insects. From up ahead, you see the sunlight cutting through the treetops.

The trail has opened up onto a large knoll. The knoll juts up in the middle of the trail like a green dome. It is void of trees, except for one that stands in the center. The tree towers about thirty feet above the knoll. It's thick, knotted trunk gives it the appearance of great age. Large milky white blossoms dot the tree's leafy crown. Their sweet scent assail your senses, beckoning you to come closer.

Scattered about the knoll, you also notice the bleached bones of a menagerie of various creatures.

The Vampire Tree

Attack Rating: 4 **HP: 35**
Defense Rating: 4 **MHP: Nil**
Damage: 6+1d4 **Point Total: 340**

Powers: *Immortality:* Body Restoration
Healing: Regenerate. 5 HPs/ 2 rounds.
Vampirism: Has no normal vampiric weaknesses, but has the weaknesses listed below.
Hypnotism: (Limited), see below.

The Vampire Tree is the result of an experiment conducted by the sixth ruling sorcerer, *Schi'c stiggle the Fuchsia*. *Schi'c stiggle* wanted to see the effects of Vampirism on plants. He planted an acorn and treated it with fertilizer laced with the plasma of a vampire. In two months time, he had a sapling that needed blood to grow. The tree's roots are sensitive to vibrations in the soil made by movements on top. The roots wander snake-like through the soil to the spot where there is movement. They spring from the soil and wrap themselves around the trespassing creature. Sharp thorns in the roots then pierce the victim's skin attempting to suck all the blood from it's body.

The tree attracts it's prey with a very fragrant blossom. A Mental Attack Roll is made to Hypnotize it's prey. The blossoms will change in color depending on how recently the tree has fed. A

hungry tree will have white blossoms. A full tree will have a deep crimson blossom. While a tree in between feedings will have a pink blossom.

The tree's roots have a radius around the tree about twenty feet. They are extremely strong. BPW ability of 400 lbs. Once a creature finds itself snared in them there is little hope of escaping.

There are only two ways to kill a vampire tree. The first is to introduce it to blessed termites. The second is to chop it down with a blessed axe, chain saw, etc.



The blossom's scent is like a powerful hypnotic drug. All who happen upon the knoll are irresistibly drawn into it. No one is immune to it's spell. The Maxx will simply walk towards the tree. When he is attacked, he will regain his senses. Read the boxed text aloud:

The blossoms are the most wonderful things you have ever smelled. The world seems brighter. A pleasant drowsiness creeps from your head to your limbs. As you shuffle past the bones on the ground, it feels as if you are floating towards the tree.

A vice-like tightening, cutting off the circulation in your legs, breaks you from your dreamy repose. You look down to see two heavy roots protruding from the ground. They're wrapped serpent-like around your legs. A third is reaching for your left arm. A fourth is encircling your waist.

The roots will attempt to pierce the Maxx's skin every round he is entangled. If pierced, the Tree will drain 6+1d4 points of damage per round. Each set of roots that entangle a victim will take 9 points of damage before they will break.

If Maxx does manage to break free, read the boxed text aloud:

Pulling the last root from around you, you see that the trail continues on the opposite side of the knoll.

Proceed to Episode 12.

Episode 12: In The Camp Of the Enemy

Maxx continues along the trail. His remaining journey through the forest is quiet and uneventful. After a bit of hiking, he will see light from a clearing up ahead. As he approaches his exit from the forest, he hears loud male voices coming from the clearing. Mixed with this, he hears the whining "meeps" of several *isz*.

Looking into the clearing, Maxx beholds an odd sight. The clearing is triangular in shape. The trail's entry, that you are peering from, is in the center of it's base. All three sides are about one hundred and fifty feet in length. At the far corner of the triangle, is the mouth of a cave. In front of the cave entrance, is a pedestal with a statue on it. The statue is Zii'tah, the chief spirit of the oasis. Below the statue is a black marble slab. On it, is the bound body of the Leopard Queen. The black clad figure of Mr. Gone stands above her, arms outstretched, proclaiming to the idol. An audience of twenty *isz* look on.

After the bizarre scene is described, the Maxx's vision will blurr. When his vision clears, the scene has changed. He is back in the park.

Julie Winters lies bound before a statue of Field Marshal Montgomery. Gone stands over her dressed in a Squirrel Master's outfit. His army of *isz* are wearing the yellow berets of the Squirrel Scouts. Behind the statue is the barred entrance of a large drainage tunnel.

You will need the map of the park/oasis.

From the back of the book you will need the statistics for Mr. Gone. You will also need the statistics of the Isz from Episode 6. When the player is ready to begin, read the following boxed text aloud:

Making your exit before the tree recovers, you take the trail at the opposite end of the knoll. Once again, the living sounds of the forest fill your ears. The noise comes as great consolation, for death is usually silent.

After walking for close to an hour, the trail becomes illuminated with rays of sunshine. You see ahead of you that the trail exits into a clearing. From somewhere in the clearing, you hear a loud male monotone voice. Mixed with it, you hear the all too familiar "meeps" of several isz.

Gazing from your wooded concealment, you see a triangular shaped clearing. From where you stand it looks like you are in the center of the triangle base. Each of the three sides looks to be about one hundred and fifty feet long. In the far corner, opposite you, is the gaping mouth of a cave. Set in front of the cave, is the statue of a large robed upright hippopotamus. It is carved from some sort of black stone. There are two great emeralds, where the eyes should be. At it's feet, is a marble slab. On it, lies the bound body of the Leopard Queen.

Clad in a black cape, Gone stands over the Queen. His arms raised to the statue, as if pleading to it. Around him twenty isz stand transfixed listening to Gone's proclamations.

His voice carries over the clearing. "Oh great Zii'tah, we humbly beseech thee! Allow us safe passage into thy subterranean chambers, and we will offer unto thee royal blood!"

At this point, Maxx will shift into the park. Continue reading the boxed text:



Chung! Chung! Chung! The macabre scene starts to grow fuzzy. Your vision blurs. Nothing seems to focus. When your head finally clears, you are looking out on a triangular clearing. Julie Winters lies bound before a statue of Field Marshal Montgomery. Mr. Gone stands over her, looking snazzy as ever in his Squirrel Master's uniform. Gathered about him are twenty isz wearing the bright yellow berets of the Squirrel

Scouts. Behind the statue you see the barred maw of a drainage tunnel.

As soon as the Maxx enters the clearing, Gone will order the *isz* to attack. Ten of them will charge. Only four of them may attack the Maxx at one time, per round. Gone will grab Julie Winters and enter the drainage tunnel. The other ten *isz* will follow Gone. When the player enters the clearing, read the boxed text aloud:

Gone spins around to face you. He barks an order. "Get him my Scouts! Protect your Squirrel Master!"

Ten *isz* charge you. Gone picks up the prone body of Julie Winters. Two *isz* bite through the iron bars on the drainage tunnel. Gone and the remaining *isz* then disappear into the tunnel.

If the Maxx manages to defeat the *isz*, proceed to Episode 13.

Episode 13: Watch Your Step

Mr. Gone has escaped into the drainage tunnel taking Julie Winters with him. The Maxx has no choice but to go after him. Since Maxx was detained by the *isz* attack, Mr. Gone has gotten a pretty good head start.

The security bars, that had once blocked the tunnel's entrance, have been chewed away by the *isz*. The diameter of the tunnel is six feet wide. A small stream of gutter water runs into it. Looking into the tunnel, the Maxx will see nothing but

pitch darkness. The only sound he hears is the trickle of gutter water.

The tunnel is made up of a series of ten foot tubes fitted together. The first segment goes straight for ten feet, and then drops one hundred feet at a forty-five degree sloping grade. When the Maxx gets ten feet into the tunnel, divide his *reflex ability in half, and roll 1d20*. A missed roll above the reflex score means Maxx tumbles down the tunnel taking 1d6 points of damage when he hits the bottom.

One way or the other, when the Maxx gets to the bottom, his eyes should be pretty well adjusted to the dark to be able to see. He has descended into a large concrete room, thirty feet by forty feet, and eight feet high. There is fresh dirt on the floor. It looks as if it were just dumped there.

From out of the corner, a rat scurries across the dirt, tripping a land mine. Mr. Gore has laid a mine field in the concrete room. The dirt covers the whole area of the concrete floor. In the wall, at the opposite end, are two more tunnel entrances.

Every land mine stepped on will do 2d8 points of damage. There are twenty land mines buried in the room. On the map you will see the placement of the mines.

You will need the map of the sewer/catacombs, and the map of the land mine placements. When the player is ready to begin, read the following boxed text aloud:

The *isz* had done their job. They've

delayed you long enough for Gone to get a good head start. You were so close to freeing Julie, now you have to go tracking after the madman again. This time, in the sewers of the city.

The entrance to the drainage tunnel stands before you like the open mouth of a beached whale. The bars that once secured it are pretty much gone.

Digesting in the bellies of Gone's vermin. Sewage water, draining from different areas around the park, trickle by your feet into the tunnel. You peer in, only to be greeted by pitch blackness and a stench of mildew. The only sound is the far off echo of running water.

Passing from the light of day into the darkness of the tunnel renders your eyes useless. You are groping your way through stygian murk.

If the Maxx does not make the reflex roll, read box one. If he does make the roll, read box two:

As you take another step forward in the darkness, you feel your foot come down into nothing. You plunge headlong down the sloping tunnel, bouncing off it's sides like a runaway pinball.

Your body is suddenly halted by the emergence of a concrete floor.

Box 2

As you take another step in the darkness, your foot comes dangerously close to the edge of the sloping tunnel. By bracing your arms against the top of

the tunnel, you slowly shuffle your way down the grade, emerging a hundred feet later onto the flat concrete.

Whatever the outcome was, continue reading the boxed text aloud:

Your eyes have finally become acclimated to the dark. You have entered a large concrete box. It measures about thirty feet by forty feet, and is eight feet high. At the far end, there are two more tunnel openings side by side. The odd thing about this place, is that there is freshly dug dirt covering the concrete floor. If Gone had come this way, why are there no foot prints?

Just then, your eyes catch a glimpse of a rat scurrying across the dirt. A bright flash stabs your eyes. The box reverbrates with the crushing pressure of an explosion. Your body is seared from the flash.

Gone has planted a mine field.

Let the player try to figure out a way across. One way, would be for the Maxx to get down on his hands and knees and gently probe the dirt with his claws. One tripped mine will do 2d8 points of damage. So tell the player to be careful. If the Maxx does get across in one piece, read the following boxed text aloud:

One problem down, another to go. You've traversed the mine field, now you have to make a crucial decision. There are two tunnel openings in the wall. Which one did Gone take? The wrong

choice could send you miles out of your way.

If the Maxx takes the tunnel on the right, go to Episode 14. If the tunnel on the left is taken, proceed to Episode 15.



Episode 14: Gator Bowl

This tunnel goes on for about four hundred feet. It opens into a large pit that is full of water. The pit measures seventy-five feet by seventy-five feet. The water is twenty feet deep. At the far wall, there are concrete steps leading out of the water to an iron door. To get to the door, the Maxx will have to swim the pit.

The only problem is, there is a twenty-five foot alligator living in the pit. He will attack anything that enters the water. He attacks by grabbing his prey with his jaws, and pulling it under water to drown. He then eats it later.

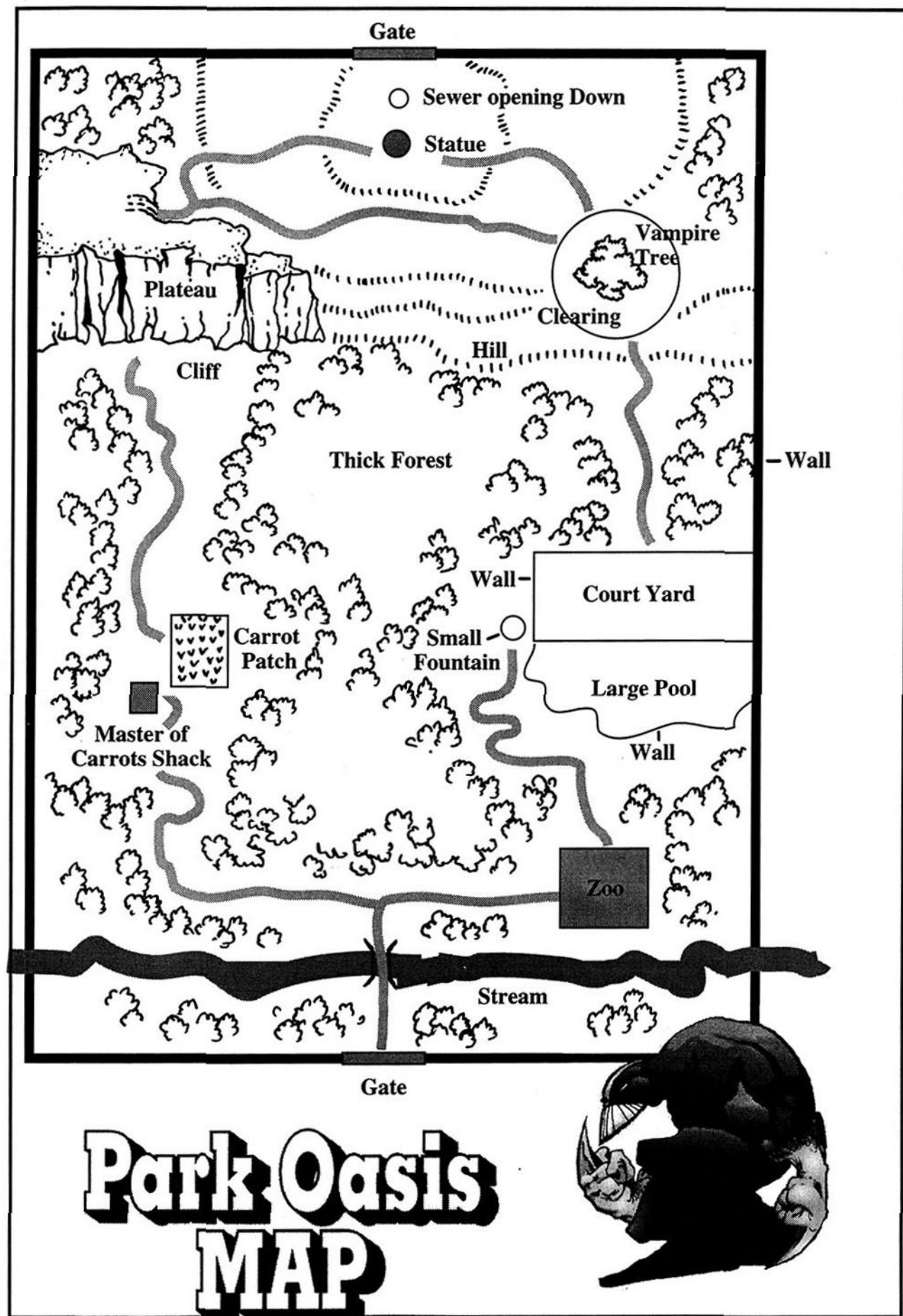
If the iron door is reached, Maxx will find that it's only an empty utility closet. If Maxx does not kill the alligator on his first trip across, he will have to fight him again on his way back.

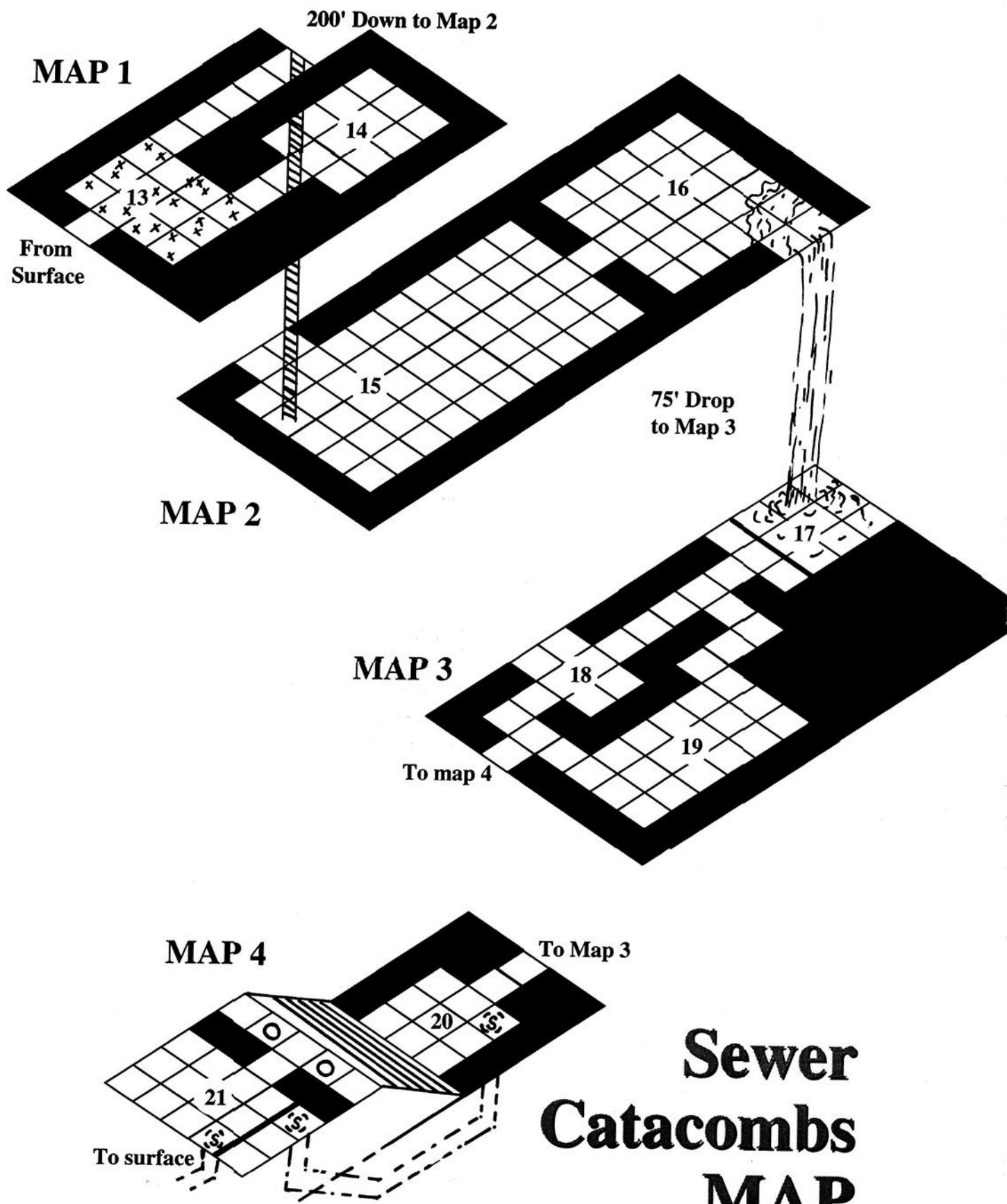
You will need the map of the sewer/catacombs. When the player enters the tunnel, read the boxed text out loud:

The foul stench of stagnant water hits you in the face like a dirty dish rag. The tunnel seems like it will go on forever. The gutter water running over you feet brings an eerie chill to your bones, or is it something else.

When you finally reach the end, the tunnel opens up into a great concrete pit that is filled with the disgusting water. At the far wall, you see concrete steps surfacing, who knows how deep, from the water. They lead to a heavy iron door that is just above the water line. It looks like you're going to have to swim for it. The thought of entering the foul water sickens you. It has to be done though, if you want to see Julie again.

The green scum that was floating on the surface, clings to your body as you submerge in to the murk. The stench gets a lot worse with the water lapping at your face. From off to the side, you notice an old telephone pole floating towards you. As it gets closer, you see that the phone pole has eyes. Just then, a horrible realization hits you. That's not a phone pole. Your're looking at a very large alligator. It's at least twenty-five feet long from snout to tail. As the monster gets to





Sewer Catacombs MAP

1 Square = 10'
Some Large Rooms Are Not To Scale.

within a dozen feet from you, like a U-boat, he submerges for the kill.

Giant Alligator

Stamina: 12 **HP: 24**
Reflexes: 15 **MHP: 8**
Agility: 12 **Damage: 8+1d6**
Attack Rating: 2 **Defense Rating: 1**

This alligator is like any other, except of course for it's size. How it got there is anybody's guess. Popular myth insists they got there by parents flushing their children's pet alligators down the toilet. Whatever the case, he's down there and he's huge. He is 25' long, and weighs about 650 lbs. The gator will attempt to grab his victim with it's powerful jaws and drag him under the water to drown. See the front of the book for details on water combat.

If the Maxx escapes or defeats the gator, continue reading the boxed text aloud:

Reaching the concrete steps, you see through the filthy murk that they once descended to the bottom of the pit. Now, only the landing is above water. You pull yourself out of the bilge by the old iron railing. The concrete landing is slippery with algae. The iron door looks as if it has not been open in centuries.

With some effort, you tug the door open. A faint musty smell fills the air. You stand before an empty closet.

If the alligator was not killed on the

swim across, on the swim back he will attack again. If this is the case, read box one aloud. If the alligator was killed, read box two aloud:

Knowing you have reached a dead end, you look out across the water. The gator sits there waiting for you. From the look in his eye, it must have been a long time since his last meal. This on top of the fact that you made him angry gives you great concern about the swim back across.

As soon as the Maxx enters the water again, the alligator will attack. If the player devises some clever means to avoid the alligator, let him.

Reaching a dead end, you have no choice but to cross the pit again, double back, and take the other tunnel.

Whether the Maxx had to deal with the alligator again or not, as soon as he leaves the water, read the following boxed text aloud:

Pulling yourself into the tunnel entrance, you shake the stagnant water from your body. Thinking of the bad case of amoebic dysentery you could get, maybe the gator was'nt so bad.

You start back down the tunnel, keeping a quicker pace since you know what's ahead. Emerging from the tunnel, you are back in the mine field room.

When the Maxx enters the tunnel on the left, proceed to Episode 15.

Episode 15: Boar Hunters

This tunnel goes on for about fifty feet, ending at the mouth of a shaft. There is an iron ladder that is attached to the shaft's side and spans its entire two hundred foot depth. Looking down the shaft, the Maxx will see nothing but darkness. When he gets about halfway down, he will shift back to the Outback.

When the shift happens, the concrete tubing will turn to rough rock. The iron ladder will become wooden. He will now be able to see light coming from the bottom of the shaft. When he gets about fifty feet from the bottom, he will hear shouts and whistles.

At the end of the shaft, Maxx will find a four foot high archway cut through the side of the shaft. On the other side of the archway is a huge subterranean cavern. It is one thousand feet long, six hundred feet across, and one hundred and fifty feet high. Torches randomly burn from sconces on the wall. The cavern is well lit. Large boulders are scattered throughout the cavern floor.

The shouting is being made by six members of the Clam Clan. The Clam Clan is a large group of nomadic, dwarflike humanoids. They are distinguishable by a purple stripe that is painted down the center of their faces. They sometimes enter the catacombs of the oasis to hunt for their favorite ceremonial dish, wild boar. That is what they are doing here now.

There are three warriors and three bait boys. The bait boys run down a tunnel at

the far end of the cavern, where the boars dwell. When they find a boar, they taunt it with a short club, and get it to chase them. They then run from the tunnel into the cavern with boars chasing behind. There the warriors, armed with lances, try to skewer the boars. Sometimes an enraged boar that is not killed on the first pass will attack either the warrior or the bait boy.

When the Maxx enters the cavern, the Clam Clan hunters will see this as an intrusion on their sacred hunting ground. The bait boys will attack him with their clubs while the warriors will move in for the kill with their lances. Members of the Clam Clan are fearless and will fight to the death.

At the far end of the cavern is a tunnel entrance. It measures nine feet high by fifteen feet wide.

You will need the map of the sewer/catacombs. When the player is ready, read the boxed text aloud:

This tunnel is dry and dusty. There is no stream of foul water running over your feet. Your footsteps echo through the tube. If anyone is up ahead, they know you are coming. The tunnel is also a lot shorter. You have walked only about fifty feet when the tunnel abruptly ends. In front of your feet is the open mouth of a shaft. The shaft is of the same concrete tubing that makes up the tunnel. Looking over the edge, an abyss of darkness greets your eyes. From what you can see, there is an iron ladder spilling down the side

into the shaft. Listening, you hear only the sound of your own breathing.

Grabbing hold of the cold iron rungs, you start your blind descent. Hand over hand, you drop deeper into the darkness. It seems as if you are climbing down into Hell itself. By calculating the number of rungs you have descended by the approximate space between each rung, you figure you have gone down about one hundred feet. Still there is no sign of a bottom.

A dull thudding starts in your head. Your eyes blurr. The iron rungs in your hand dissolves to old grey wood. The smooth surface of the concrete tubing is now rough hewn rock. You are now descending into the catacombs of the oasis. Welcome back to the Outback.

A soft glow bathes the shaft. You can now see the bottom. It's another one hundred feet down. There is a light from somewhere below. Shrill shouts and whistles echo up the shaft.

The wooden ladder is a bit rickety, but you have no problem with the rest of the descent. Hitting bottom, you see the source of the illumination. There is a small hole knocked through the side of the shaft. A flickering light is pouring from the hole. The shouts and whistles are coming just from the other side. Peering through, you see only the grey bulk of rock. The only way you are going to see what is on the other side is to crawl through the hole.

The rock floor feels like ice against your chest. The hole is a tight fit, but you are able to squeeze yourself through with only

a few scrapes.

Getting to your feet, you are awed by what you see. You have entered an immense cavern. Stalactites hang from a ceiling over one hundred feet above your head. The length is over three football fields long. The width, just a little over half the length. Stalagmites tower from the floor like skyscrapers. At the far end of the cavern, you see an opening you could drive a truck through. From around a huge stalagmite, you hear voices speaking in a strange tongue.

Into a clear area step three dwarfs armed with wooden lances. They wear animal fur and their faces have a broad purple stripe painted down the center. You recognize the markings on their faces. These dwarfs are members of the Clam Clan. A nomadic tribe that wanders the Outback. They're small, about only half the size of a man, but they are very hostile.

The shriek of a high pitched whistle comes from the direction of the far end. The dwarfs get down on their knees. Their lances poised towards the large entrance at the cavern. From out of the opening, run three more of the Clam Clan brandishing clubs. Chasing behind them is a large boar.

The club wielding dwarfs, huffing and puffing, come charging past the lance bearers. One of the dwarfs with a lance, then positions himself in front of the galloping boar. With an ear piercing squeal, the boar, unable to stop, impales himself on the lance.

As the boar breathes his last, the

members of the Clam Clan jump and shout in exaltation. You watch as they heap the carcass with two others. You have stumbled onto a Clam Clan hunting party. The Clam Clan look on their hunting ground as sacred places. They will kill anyone who enters the hunting grounds who is not a member of the Clan.

The only way to get across to the tunnel entrance is to fight the hunting party. The center of the cavern is free of the stalagmites and is open ground. There is no way to stay hidden crossing the entire cavern.

If the player hides and tries to wait for them to leave, he will have a long wait. A successful hunting ground is usually occupied for two to three days.

As soon as the Maxx makes his presence known, the Clan will attack. Like attacking the boar, the bait boys will try to position Maxx with their clubs while the warriors move in with the lances.

6 Clam Clan Members

Bench Press Weight: 200 lbs. **IQ:** 105

Stamina: 20 **HP:** 18

Reflexes: 15 **MHP:** 15

Agility: 15 **Damage:** 1+1d6

Attack Rating: 2 **Defense Rating:** 2

Point Total: 55

Powers: *Heightened Senses: Smell(2000')*

(3) **Lances:** 6+1d12

(3) **Clubs:** BPWD +1d8

Three Clan members fight with lances, the other three fight with clubs. As soon as 4 Clan members are defeated or killed the other two members will attempt to run. No more than three may attack the Maxx per round.

The Clam Clan will fight to the very last dwarf. They take no prisoners and fight to the death. If the Maxx should survive the fight, and enters the large opening, proceed to Episode 16.



Episode 16: Priestess Of The Forgotten Burial Chamber

Defeating the Clam Clan hunting party, the Maxx will probably continue his way across the cavern to the large opening at the far end. The opening is fifteen feet high and twelve feet wide. Looking through it, the Maxx will see lush green vegetation. Light shines from the other side, but it is different than the torchlight in the large cavern. It is more like sunlight. This is the Cavern of the

Garden Burial Chamber. It is a smaller chamber than the last. It measures thirty feet high, fifty feet wide, and two hundred feet long. The rock overhead is of a strange reflective azure colored mineral. Scattered throughout are large violet gems that glow with an intense light. This covering provides the needed environment for the garden to survive.

Stepping into the garden cavern is like stepping into a small, indoor version of Eden. Well kept plants and flower beds cover the entire area. There is even an orchard of trees bearing some fragrant unknown fruit. Towards the back, a waterfall cascades through some rocks.

Along each side of the garden, long rectangular reliefs are cut from front to back. Each rectangle has a series of figures of a long forgotten script engraved on them. These are the burial vaults of all the previous sorcerers, who have ruled the oasis.

About twenty feet to the right of the waterfall, is a small, stone, one room dwelling. This is the private sanctum of the Priestess of the Burial Chamber. She tends and protects the chamber. Her symbol and her pets are wild boar. She has three of these animals at her beck and call, discounting the three the Clam Clan has killed. They aid her in protecting the burial chamber, much like watchdogs.

She appears to be a very beautiful young woman in her twenties. She is actually several milenia old. When the first sorcerer was on his deathbed, he appointed her guardian. The rock covering overhead, is of a highly

reflective azure colored mineral. Protruding from this mineral, are numerous large violet gems. The gems radiate an intense glow that also heats the cavern. You can now see how this garden can flourish underground.

Before you lies beauty unequal to any you have ever seen. It is like a subteranean Eden. The foliage is well kept. Colorful flower beds adorn the entire area. There is even an orchard of trees that bear a fragrant bluish fruit that you have never seen. Towards the back of the cavern, a small waterfall cascades musically through some rocks.

Looking to the left and right, you notice handmade stonework covers both sides of the garden's enclosure. Rectangular relief cuts run from front to back. Each rectangle has strange engravings of a script you do not recognize.

As you work your way deeper into the garden, something catches your eye that you did not notice before. About twenty feet to the right of the waterfall, stands a small one story stone shelter. The doorway is decorated with boar's heads carved from stone. As you step closer, a loud female voice startles you from behind.

"Halt, infidel! Or burn where you stand!"

As you turn around, standing before you on a boulder, is the most beautiful woman you have ever seen. Ringlets of hair black as coal spill down over her shoulders. Her eyes are as green as the plant life in the cavern. She is wearing a bright yellow

top that ends at her bare midriff. The chest is emblazoned with a grey boar's head symbol. Her mid-section is clothed in yellow satin scarfs that wrap and cover all essential areas, and forms a small skirt. Her feet are shod with yellow slippers that curl at the toes. Behind her, three ferocious boars spit and snarl at you. Most important, she has a flamethrower strapped to her back. It's hissing muzzle is pointed at you.

"Are you one of the phuu'klar scum that has been killing my pets?"

3 Wild Boars

Stamina: 20	HP: 20
Reflexes: 10	MHP: 9
Agility: 10	Damage: 6+1d6
Attack Rating: 1	Defense Rating: 1
Point Total: 30	

Priestess

Bench Press Weight: 100 lbs. **IQ:** 118
Stamina: 16 **HP:** 17
Reflexes: 16 **MHP:** 16
Agility: 16 **Damage:** 1+1d6
Attack Rating: 3 **Defense Rating:** 4
Point Total: 124

Powers: *Immortality:* Permanent

Acrobatics: Attack Rating Total: (4)

Defense Rating Total: (5)

Animal Link: *Communicate.*

Range: 800'

Flame Thrower: 4+1d20, Range: 30'.

If the player gives a flip answer or no

answer, read box one aloud. If the player answers no and fails to mention in his explanation that he killed the Clam Clan dwarfs, read box two. If the player tells the Priestess about killing the dwarfs, read box three aloud:



The woman's finger tightens around the trigger.

"How dare you be so impudent in my garden! My boars will dine on your flesh!"

The Priestess will let the boars at the Maxx first. She will then call them off and let him have it with the flamethrower. She will fight until one of you are dead.

The Priestess lowers her weapon just a little.

"I am the Priestess who guards this burial chamber. For over three millenia I have kept post here. Thirty-eight sorcerers have been layed to rest in this chamber. The last one died four hundred and six years ago. This stronghold has been too long without a master. Even if he is as evil as you say, I am bound to see that a sorcerer takes charge. If you were also a sorcerer, I could let you through to oppose him. But you are only a warrior. Go back to where you came."

If the player tries to force his way, go back and read box one. If he adds to his story that he killed the Clam Clan hunting party, read box three.

"I am the Priestess who guards this burial chamber. For over three millenia I have kept post here. By killing the defilers, you have gained my favor. I will allow you safe passage through my garden. Follow me."

She takes you to the rocks where the waterfall runs. The water pours from the ceiling into a hole through the rocks on the ground.

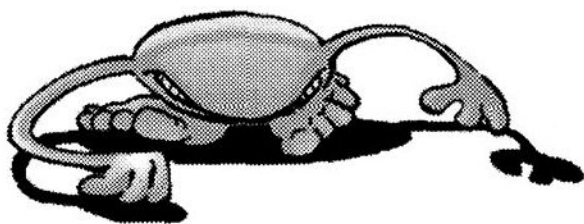
"You must spill with the water into the chamber below to exit the garden. Do not worry over the fall. The water empties into a pool. Take heed though, I think

there is another guardian below in case I should fail in my duties.

One more thing, Sorcerer Gone must make his sacrifice in the Chamber of Darkness. The offering has to be taken with an obsidian blade carved from the chamber walls.

Farewell. I hope you retrieve your Queen before it is too late."

When the Maxx drops through the falls, proceed to Episode 17.



Episode 17: Where Swims The Sharcllops

The Maxx has jumped down through the waterfall. He will fall seventy-five feet into a large underground pool. The pool's measurements are approximately three hundred feet by three hundred feet. The pool's depth is about thirty feet. To the right of the pool is a rock ledge. The ledge is thrityseven feet long and nine feet wide. The Maxx was deposited on the left side of the pool furthest from the rock ledge. The cavern is totally dark, except for a soft purple light. The light's source

is a tunnel opening positioned in the center of a rock wall behind the ledge. The opening is big enough for a person to walk through, if he ducks his head. It is only wide enough to accomodate one person at a time.

When the Maxx hits the water, he will submerge about twenty feet. Underwater, he will see that the pool's bottom is covered with hundreds of various skeletons. On top of one large pile of bones, lay a rusty trident.

The pool is the home of the dreaded sharclops. The sharclops is a twenty-three foot long albino shark. His skin is translucent, making his skeletal structure and major organs plainly visible. His most notable feature is his one large pink eye that protrudes from a stalk on the top of his head. When on the prowl, the sharclops' one eye can be seen above the waterline in front of his dorsal fin.

The sharclops was a favorite pet of the twelfth sorcerer who ruled the oasis, Bloctungle The Rude. Bloctungle used to love feeding the Sharclops unlucky prisoners. Since Bloctungle's demise, the Sharclops has been feeding off anything that happens into the pool. It has been quite some time since it's last meal. So, he will be quite hungry when the Maxx drops in.

As soon as the Maxx's head breaks the surface, he will see the Sharclops' eye and dorsal fin circling him. When the Maxx makes a move for the rock ledge, the Sharclops will attack. If he thinks of it, Maxx could use the rusty trident against the Sharclops.

You will need the map of the sewer/catacombs. When the player is ready to begin, read the following boxed text aloud:

Free falling through the waterfall, you did not expect the drop to be so steep. Your insides feel like they are going to squirt through the top of your head. In an instant, your body hits the water with an enormous splash. The judge from neutral Switzerland would have only given you a three point five for the dive.

The freezing water immediately starts to numb your limbs. Opening your eyes in the murk, the water shimmers with a disturbing purple glow. At the bottom of the pool, you see a carpet of skeletal remains mixed with various rusting junk. Across some poor tekla's rib cage, lies a corroded trident. A bent and twisted crown sits near a skull. This boneyard, along with the Priestess' warning, gives you a bad feeling in the pit of your stomach.

Breaking the surface, you can now see how large the pool is. There is a rock ledge on the other side of the pool that you could swim to. The purplish glow is coming from a tunnel entrance beyond the ledge.

Out of the corner of your eye, you see something stir in the water. Rising out of the water, you see a milky white stalk with a pink orb on top. A few feet behind it, is the familiar shape of a shark's dorsal fin.

Diving under the water, a most horrific aberration swims before your eyes, a

shark over twenty feet long. The purple light shines through it's transparent body, it's inner components plainly visible. Instead of two normal eyes, a stalk protrudes from the top of it's head. A large pink eye leers in it's socket.

As soon as the Maxx tries to swim for it, the Sharcllops will attack. If the player thinks of it, the trident is sturdy enough to be used as a weapon. The Trident inflicts BPWD +1d10.

Sharcllops

Stamina: 20	HP: 35
Reflexes: 10	MHP: 12
Agility: 13	Damage: 8+2d8
Attack Rating: 2	Defense Rating: 2
Point Total: 113	

If the Sharcllops is defeated, continue reading the boxed text aloud:

Half frozen and sputtering water, you make your way to the rock ledge. As you swim closer, you notice that there are runes painted on the wall. When you pull yourself out of the water, you examine them more closely. They read, "Central Park Drainage Receptacle #148.

While the Maxx was swimming to the ledge, he shifted back to the park.

To the right of the stenciled lettering, you see a dingy tunnel entrance. The tunnel is dimly lit by a few low wattage

light bulbs. As soon as you enter the tunnel, you see to your dismay, that it forks again.

If the tunnel to the left is taken, go to Episode 18. If the player chose the tunnel on the right, proceed to Episode 19.



Episode 18: Nobody Home But Us Isz

This tunnel is like all the others except that it is lit by low wattage light bulbs every twenty feet. The tunnel goes on for about eighty feet. It ends at a heavy grey steel door. Stenciled on the door are the words, "Warning! High Voltage! Keep Out!" The door has many locks on it, but it has been left unlocked. If the player stops and listens at the door, he will hear a brief scuffling, then silence.

Opening the door, the Maxx will find the room lit by one of the low watt light bulbs. He has stumbled onto someone's living area. An old army surplus cot sits unmade in a corner. On a card table sits a ham radio set, and an unfinished cup of coffee. Hanging on the wall next to a map of the city, is a gun rack. The rack holds five M-16 rifles, one is missing. Several



boxes of ammunition sit on the floor. A six foot high steel locker sits against another wall. There is a name painted on the locker, "Master Sergeant Ignacious Y. McTullock, fifth Airborne Ranger Battalion. "On the opposite side of the room is another steel door like the one you entered.

The room is the living quarters of Squinty McTullock, an estranged ex-Vietnam veteran. Squinty is a survivalist. He has been hiding in the sewers since 1971. Unaware of the fall of the Soviet

Empire, Squinty is convinced that the end of democracy is coming in the form of nuclear war.

Squinty is not at home, but his lair is crawling with *isz*. When the Maxx enters, they are hiding all over the room. There are four in the locker. One is on top of it. five are hiding underneath the blankets on the cot. The last two are hiding under some empty ammunition crates. As soon as the locker is opened, they will attack. If the locker is not opened, they will stay in hiding until the Maxx leaves the room.

The door on the other side of the room opens into another lighted tunnel.

For this Episode, you will need the map of the sewer/catacombs. The statistics for the Isz are located under encounter 6. When the player is ready to begin, read the following boxed text aloud:

You have decided to take the tunnel on the left. Like the tunnel entrance, it is lit by a series of low watt light bulbs. This could only mean that the tunnel is used often. By whom, is the question. You walk the tunnel until you come to the grey steel door. Stenciled on the door in yellow paint, you read the words, "Warning! High Voltage! Keep Out!" There are four dead bolt locks on the door.

If the player tries to listen through the door before opening it, tell him he hears some scuffling, then silence.

Trying the door knob, you find that the door has been left unlocked. It swings open on well oiled hinges. The room before you is bathed in a dull yellow light from another of those cheap bulbs. It looks as if someone has been living in this room for awhile.

In a corner is an old army surplus cot. Blankets and sheets lay balled up on top. Near the cart is a rickety card table. On top of the table sits a ham radio set. Near the set's microphone is a cold, unfinished cup of coffee. Hanging on one wall is a map of the city. Adjacent to the map is a gun rack. Four well kept M-16 rifles sit

snug in their slots. A fifth slot on the rack is empty. Scattered over the floor, are wooden crates marked "Ammo." Against the far wall is a steel locker six feet tall. Printed on the front of the locker is a name, "Master Sergeant Ignacious Y. McTullock, Fifth Airborne Ranger Battalion, United States Army." To the right of the locker is another steel door like the one you just entered.

If the Maxx searches the room, he will find nothing of importance. If the locker is opened, the isz will attack. If during the fight, the number of isz is reduced to less than four, they will try to retreat.

If the Maxx does not open the locker, the isz will remain in hiding and attack later. If the locker is opened, read box one aloud. If the Maxx leaves the room without searching the locker, read box two aloud:

As soon as you put your fingers on the locker handle, the door flies open hitting you in the face. You are slightly stunned, but a collective hiss from inside regains your attention. Sharp fangs gleam from black jaws. Six isz spring from the locker onto you. Searing pain shoots through your body as they sink their teeth into your hide. Another hops from atop the locker onto your head. Seven more reveal themselves from their hiding place beneath some empty ammunition crates. They try to make a grab for your legs and ankles.

If the Maxx defeats the isz, go on and

read box two aloud:

Box 2

The steel door to the right of the locker is unlocked. Opening it, you see another dimly lit tunnel that continues deeper into the sewer.

When the player ventures into the tunnel, proceed to Episode 20.

Episode 19: A Most Deadly Fungi

This tunnel is illuminated with dim low wattage light bulbs. The tunnel is one hundred and forty feet long. When the Maxx gets to the seventy foot mark, he will shift into the Outback. The smooth tubing of the sewers will dissolve into rough hewn rock. The light bulbs will become light stones like the type found in the Burial Chamber, only not as bright. The last twenty feet of the tunnel is not lit and almost totally black.

At the end of the tunnel is a large dark cavern. From the tunnel's end to the cavern floor, is a six foot drop. The cavern is about one hundred feet long and forty feet wide. From ceiling to floor it is about fifty feet.

The cavern is covered from end to end by giant mushrooms. They stand anywhere from three feet to five feet tall. Their crowns measure from four to six feet in diameter. These are not your ordinary giant mushrooms. They are crushrooms.

Crushrooms live off of the decomposing flesh of humans and animals. They are made up of a very tough, thick plant-life material. Their skins are almost as hard as granite. They have the ability to move through the soil they grow in.

When an unsuspecting victim wanders through the cavern, the crushrooms sense the movement in the loose soil. The crushrooms then converge on that spot and try to crush their prey against each other or the cavern wall. The victim then falls dead, his decomposing body providing the needed nutrients for the fungi to flourish.

If the Maxx decides to cross the cavern, when he gets about thirty-five feet into it, the crushrooms will start to move. If the victim has enough strength and stamina, he could push his way past the crushrooms. There are two hundred and forty-one crushrooms in the cavern.

For this episode, you will need the map of the sewer/catacombs. When the player is ready to start, read the following boxed text aloud:

The dull light from the bulbs cast long eerie shadows down the tunnel. Not only do you have to worry about Mr. Gone and his isz, there might be some nut running around down here with a machine gun. The fun never ends. You just hope that you are in one piece by the time you find Julie.

From somewhere in the tunnel, you hear a dull thudding. As you continue, the thuds reach an ear splitting peak. No, it's

not coming from the tunnel. It's coming from inside your head. Your surroundings start to melt around you. The smooth surface of the drainpipe is now rough surface of carved stone. A low purplish glow emanates from stones in the tunnel's ceiling. In the pit of your gut, you can feel the Leopard Queen's fear grow stronger. You push on.

Further down the tunnel, you see that the light stones abruptly stop. You must finish the trek in darkness. Eventually, your eyes become accustomed to the pitch blackness.

The tunnel ends at a ledge. Another large cavern expands before you. A foot below the ledge, you see numerous white domes scattered around the cavern. At the far end in the rock wall, there is a small hole.

The player will be able to lower himself over the ledge with no problem. When he does, describe the crushrooms appearance to him. When he starts to traverse the cavern, let him get thirty-five feet into it, then have the crushrooms attack.

241 Crushrooms

Stamina: 6	HP: 6
Reflexes: 6	MHP: 6
Agility: 5	Damage: 2
Attack Rating: 1	Defense Rating: 1
Point Total: 5	

Crushrooms are large, animated mushrooms that live off of decaying flesh. When a person or animal enters their

chamber, they sense the movement in the loose soil that they grow in. They instinctively converge on that spot and follow the victim through the chamber. They move very slowly, only 20' round. Their skin is tough and thick, and has the consistency of granite. They utilize this by trying to crush their victim against each other, or the cavern wall. When their prey is killed, the body falls to the dirt and decays, making a rich fertilizer in which to grow in.

It will take the Maxx 6 rounds to cross to the hole on the other side through the crowd of mushrooms. That is assuming the Maxx does not stop as he moves. He may attack as he travels, but if he stops to fight, the trip across will take longer. Only two Crushrooms may attack at a time.

Lowering yourself over the edge, you find that your feet hit the ground. It was only a six foot drop. All around you are giant white mushrooms. They stand anywhere from your waist to eye level in height. Under your feet, you feel soft grainy soil.

The positions of the mushrooms force you to walk a maze-like path through the patch of fungi. Penetrating deeper into the growth, you notice the large caps of the mushrooms are starting to shift back and forth. The mushrooms are actually moving towards you. Their caps and stems sway into you, jolting you around like a pinball. Their granite texture makes it feel like it will knock the life out of you.

If the Maxx manages to make it to the hole on the other side, continue reading the boxed text aloud:

Bruised and battered, you make it to the hole on the other side. It's about four feet in diameter and you should have no trouble crawling through it.

Dropping on the other side, you find yourself in the concrete tubed tunnels of the park's sewage system. Again the way is lit by the cheap dim lighting.

When the player is ready to continue, proceed to Episode 20.



Episode 20: Squinty McTullock

This tunnel is six hundred feet long, and gradually slopes upward. It ends at a large cement landing at the base of a very steep stairwell. As soon as the player enters this chamber, he is roughly greeted by a man dressed in military fatigues. He is carrying an M-16 machine gun and has it trained on the Maxx. This man is

Ignacious Y. "Squinty" McTullock, Master Sergeant, United States Army, retired.

Squinty is an estranged ex-Vietnam veteran. He came home from Southeast Asia in 1971, and has been hiding in the park's sewer system ever since. Totally isolated from the world (his ham radio broke in 1973), Squinty is convinced there is going to be a nuclear confrontation with the Soviets. He took to the sewers believing them to be the safest place to hide.

All these years of isolation has made Squinty dangerously unstable. He is an ex-commando, and knows a lot of nasty combat tricks. He is also very protective of his home, the sewer.

He has seen Mr. Gone and the *isz*, and thinks they are the vanguard of a Soviet invasion. Unless the player can convince Squinty otherwise, he will think the Maxx is a Soviet scout, part of Mr. Gone's strike force. If the Maxx cannot convince Squinty that he is not with Mr. Gone, he will take the Maxx prisoner. Squinty will then lead the Maxx at gunpoint to a utility closet and lock him in.

If the Maxx can make Squinty believe that he is against Mr. Gone, Squinty will lower the machine gun. He will then tell the Maxx exactly where Gone is. He will offer Maxx his help, mutter something about a secret weapon, and run off down one of the tunnels.

Squinty has told the Maxx that Gone is in a room at the top of the staircase. He also indicated that Julie is there with him, and that there are a large number of *isz* in

the room as well.

You will need the map of the sewer/catacombs. When the player is ready, read the boxed text out loud:

Looking up the tunnel, it reminds you of the subway in the city. This one looks as if it goes on forever. Walking through it, you notice that it starts to gradually slope upward. Maybe you will finally get to see the surface again. After a few minutes pass, you see the end of the tunnel.

Looking out from the tube, you see a large concrete room. Directly across from where you are perched, is a corrugated steel ascending staircase. To the right of the staircase, is a grey painted door. To the left of it in the floor, is a manhole cover. As you exit the tunnel, you hear a rough gravelly voice to your right.

"Hold it right there, Ivan!"

Standing beside you, is a man dressed in camouflage fatigues. He is in his early fifties. His eyes are two narrow slits. The rest of his face looks contracted like an accordion. He has the build of a malnourished scarecrow. On his bald head, which comes up to about your chest, he is wearing a black beret. Most importantly, he has the barrel of a M-16 leveled at your heart.

"You Reds think your smart! Coming down here dressed as Squirrel Scouts! Holding the Rear Admiral hostage! Well Mr. Smart, meet Mr. Smarter. When I get through with you, you will wish you had kept your red butt home in Moscow where you belong!"

Squinty McTullock

Bench Press Weight: 150 lbs. IQ: 101

Stamina: 15 HP: 16

Reflexes: 18 MHP: 15

Agility: 12 Damage: 3+1d6

Attack Rating: 3 Defense Rating: 3

Point Total: 45 Level: 4

M-16 Machine Gun: 5+1d20 (3-6 shots /round), -1 Attack Rating.

Ignacious Y. "Squinty" McTullock is an ex-Vietnam Veteran. He was a master Sergeant in the fifth Airborne Range Battalion. He received the nickname "Squinty" from the way his face is always contorted. If asked what the "Y" stands for, he will answer "Why ask?"

Squinty served two years in Vietnam, and has seen alot of action. He came home in 1971. His second tour of Vietnam has taken it's toll on Squinty. When he arrived at home, he was suffering from acute paranoid schizophrenia. He believes the Soviets are going to invade the United States.

Convinced that democracy was in trouble, he took to the sewers, and has been there ever since. His ham radio broke back in 1973, so he is unaware of the fall of the Soviet Union. Even if he did hear the news, he would not have believed it.

Squinty has stockpiled a good amount of provisions and weapons. He even has a captured Soviet built MIG-21 fighter jet. He is highly unstable. His illness makes him see Soviets everywhere. With this

cash of weapons, his combat knowledge, and his delusions, Squinty is a powder keg looking for a fire.

Bring it to the players attention that Squinty must have seen Gone with Julie. Tell him it might be a good idea if he were to try and talk his way out of this. One wrong move, and Squinty is going to put a bullet in his heart.

There are two ways he can play this. If he gives Squinty the straight truth, Squinty will not buy it, and Maxx will wind up locked in a closet. But, if the player appeals to Squinty's fantasy world, then he will let Maxx go and tell him everything he knows.

If the Maxx tells Squinty the truth, read box one aloud. If he plays along with Squinty, read box two aloud:

The man's fingers tighten around the trigger.

"Nice try Commie! But, I wouldn't believe that story if you resurrect Vladimir Lenin and had him tell it to me, cross his heart, hope to die, and kiss my butt in red square! Now, get those claws up, and walk towards that grey door!"

The man directs the Maxx to the grey door to the right of the staircase. When he opens the door, you see that it is an empty utility closet. You feel the cold steel of the rifle barrel in your back. With a foot in the small of your lower back, he shoves you in. The door slams shut, and you hear the loud click of a heavy bolt.

The door can withstand 10 DP's of damage before it will break open, and has

an Invulnerability score of (15).

Box 2

The man lowers the rifle and extends his hand.

"Glad H.Q. sent me some back up. The name's Squinty McTullock, Master Sergeant with the Fifth Ranger Battalion. Been down here since I got home from the Nam, back in seventy-one. I always knew the Russkies would try something like this. Well, I'm ready for them.

Thought they could pull one over old Squinty, coming down here dressed like Squirrel Scouts. The first thing that tipped me off was that they all looked alike. That's communism in it's purest form! Then I saw the Squirrel Master, this evil looking bald guy with a lenin beard. He tipped them off for sure. Especially when I saw they had Rear Admiral Bigberries bound and gagged. Well, they're going to rue the day they tangled with Squinty McTullock.

I was just on my way to reconnoiter their base, when I heard you coming up the tunnel. I have to check their strength so I can rescue the Rear Admiral. They're encamped in the room at the top of this staircase."

In Squinty's delusional world, he sees Julie Winters as a Rear Admiral named Bigberries. He has taken it upon himself to try and rescue her from Gone, who he thinks is a Soviet Colonel. When the Maxx mentions that he will go after Julie, Squinty will agree. He will tell Maxx

that he has a secret weapon and disappear down the manhole.

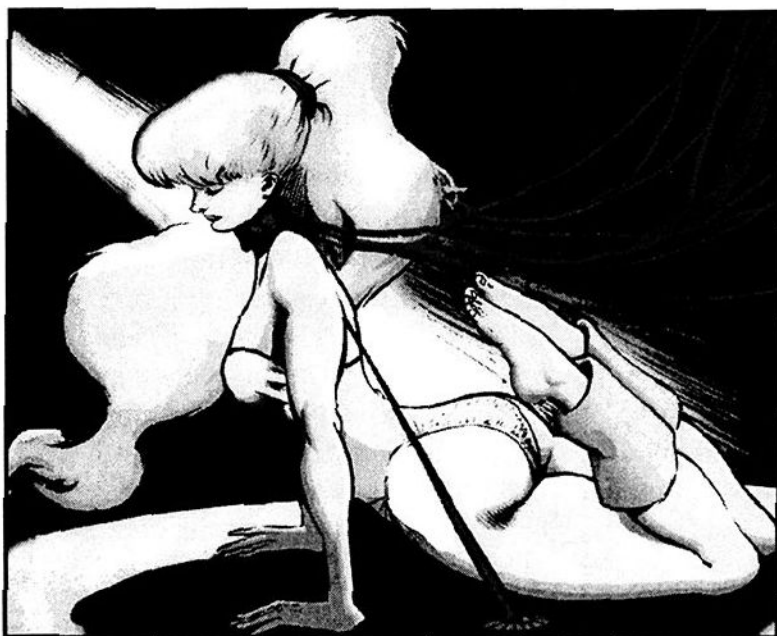
Squinty listens intently to what you have to say.

"Good idea. You give them the direct attack, that way I can prepare my secret weapon. Those Reds are in for one big surprise. I've got a little momento from the old home town!"

Lifting the manhole cover, he pops down the hole like a demented mouse. As he disappears into the darkness, all you hear is his insane cackle, mixed with gleeful muttering.

When the Maxx decides that he is going to climb the staircase, proceed to Episode 21.

Episode 21: A Royal Offering



As soon as the Maxx puts his foot on the first step of the staircase, he will shift into the Outback. The corrugated steel that makes up the staircase, will fade to highly polished obsidian. The steps are long and steep. They extend up to a full one hundred and eighty feet. They end at a landing and archway also carved from obsidian. Two statues of robed women, carved from some red stone, flank either side of the arch. Their arms extended, hold bowls in which a fire burns.

From beyond the opening emanates the echo of a loud male voice. Looking through the arch, the interior is plainly visible. The whole chamber and everything in it is carved from black obsidian. In six pews, three on each side, sit thirty-six *isz* "meeping" in unison. At the front of the chamber, the Leopard Queen is bound spread eagle to an altar. Above her stands Mr. Gone, a black

obsidian dagger raised over his head. The voice Maxx heard was Gone appealing to the spirits of the oasis. He is about to make his royal sacrifice.

When the Maxx enters the room, Gone will stop the ceremony. He will bark a few nasty remarks, then plead to the unseen spirits for help in vanquishing his enemy. With that, a clap of thunder will resonate throughout the chamber. The *isz* will hypnotically rise from their positions.

One will jump to the center aisle between the pews. Then a second will jump onto the first combining to make a larger *isz*. All the rest will follow suit until one giant *isz* stands between Maxx and the Leopard Queen.

The giant *isz* stands fourteen feet high, and weighs two tons. Along with its usual biting attack, it will also use its giant feet to try and stomp on the Maxx. Instead of "meeping", it roars like a lion.

If the Maxx defeats the giant *isz*, Mr. Gone will bound over the altar to face the Maxx. He is brandishing the obsidian dagger, and will try to slash Maxx with it. As soon as the two make bodily contact, they will shift into the real world.

The obsidian chamber is now a concrete room covered with spray painted graffiti. Julie Winters lies bound and gagged in an old grocery shopping cart. Between the Maxx and Julie stands Gone, brandishing an ice pick, dressed in his Squirrel Master's uniform. Scattered around the room are the mutilated bodies of several dead *isz*.

You will need the map of the sewer/catacombs. From the back, you will need the statistics for Mr. Gone. When the player takes his first step on the staircase, read the following boxed text aloud:

Starting up the staircase, the world starts to spin around you. Chung! Chung! Chung! The pounding in your head feels like someone ordered a field artillery barrage on your frontal lobes. When the

pain subsides, you are no longer climbing corrugated steel.

You are ascending black obsidian steps polished to a high sheen. The steps are wide and steep, they seem to grow to a dizzying altitude. The air around you is cold and damp like that of a palace or maybe some haughty sacred temple.

Reaching the top landing, an ornate archway stands before you. It also is carved from obsidian. Its intricate triangular relief work gives it a mechanical, almost mathematical beauty. On either side, stands two life sized statues. They are the images of two robed women cut from some dull red stone. Their arms are extended with braziers of fire in their hands, as if they were offering you the element.

From the other side of the arch, you hear the echoing words of a loud male voice.

"I, Gone, The Sorcerer, shall help quench your immortal thirst with this blood most royal. In return, grant me this land as a fortress from which I can stretch my hand to rule Pangaea in feudal splendor!"

Through the arch, you see a strange mixture of beauty and the macabre. The entire chamber and everything in it is carved from black obsidian. The artwork is like that of the arch, intricate and beautiful. The obsidian shines with luster, much like the way death sometimes shines with glory. Drawing you near, even though you know it to be bad.

Six obsidian pews, two rows of three, divide the chamber. Sitting on them, their white bodies sticking out, like pinholes of

light through a black sieve, are thirty-six isz. Their attention is transfixed to the front of the chamber. They rock back and forth, "meeping" in unison.

At the head of the chamber, you see the object of their interest. Bound, spread eagle to an altar, is the Leopard Queen. Her pale body adding to the beauty of the room. Above her looms Mr. Gone, his red robe hurting your eyes with it's contrast to the room adding to the macabre. Raised above his head, you see a sharp shard of obsidian in his hands. Hocus pocus gobbledegook spills from his lips as he gets ready to make his sacrifice.

Julie is your soul link. You feel what she feels. Right now, a hopeless cold fear festers in your gut.

When Maxx enters the room, Gone will stop, make his plea, and the isz will merge and attack.

As you pass through the arch, Gone stops. His glare cuts across the chamber boring through your soul.

"BR'er Lappin! You have desecrated the Obsidian Chamber of Ascension! For that you will die, and then I will spill your soul link's blood!"

Gone drops to his knees and pleads to the air above him.

"Spirits of the Oasis, ally with me to destroy he who would deprive you satiation of royal blood!"

From the black void of the ceiling, a clap of thunder shakes the chamber sending tremors through your skeleton, ending in your back teeth. A dead silence

hushes the chamber. Then, like zombies in a trance, the isz simultaneously rise in the pews. The first isz jumps in the aisle between the pews. A second jumps into the first. Their bodies, instead of knocking each other flat, melt into each other to form a larger isz. Like Hessians on a parade ground, the remaining thirty-four follow suit. When the last one merges, one Giant Isz stands in front of you. It towers fourteen feet high. It's weight must be close to two tons. When it opens it's mouth, there is no "meep". Instead, a roar hits you in the face with gale proportion. The chamber trembles as it approaches you.

Giant Isz

Stamina: 36

HP: 40

Reflexes: 20

MHP: 15

Agility: 20

Damage: 6+1d10

Attack Rating: 4

Defense Rating: 4

Point Total: 147

Powers: *Body Weaponry:* Teeth: Can ignore invulnerability scores up to (15). This allows the Isz to bite through Metals, etc., and inflict normal damage.

The giant isz is the product of some limited magic that the Spirits of the Oasis have granted Mr. Gone. When Gone made a plea to the Spirits asking them for help in defeating his enemy, they answered by taking control of the thirty six isz sitting in the pews. All at once, the isz rise from their seats in a trance-like state. One by one, they jump to a single



spot in the aisle.

When the first isz jumps to the center aisle, the second follows jumping on the first. Their bodies take on a gelitanous quality and the second isz merges with the first, forming a larger, single isz. The remaining 34 isz do the same. With each merging isz, the single isz grows larger. When the last isz merges, there is a single isz facing the Maxx. It stands fourteen feet tall, and weighs close to two tons.

If the giant isz is killed, it's body will break up into the separate isz that compose it.

If the Maxx manages to defeat the giant isz, continue reading after the fight:

Gone clenches his fist in rage and screams some unintelligible sound to the heavens. With a burst of rage, he bounds over the alter waving the obsidian dagger in your face.

As soon as the two adversaries make physical contact, they will shift into the real world. When this happens, read the following boxed text aloud:

As Gone and yourself grab each other, the room begins to spin. First clockwise, then counterclockwise. When the room straightens itself out again, the two of you are grappling in the sewers under the park. Gone is dressed in his Squirrel Master's

uniform. Clenched in his fist is an ice pick. The shredded dead bodies of thirty-six isz cover the cement floor.

You are in a large cement room. The walls and ceiling are black with various graffiti. Towards the front of the room, Julie Winters is bound and gagged in a grocery shopping cart. Between clenched teeth, Gone is swearing at you.

"You colossal fool! In just a few seconds, I would have been the master of an unassailable fortress! But it's not over BR'er Lappin! Julie Winters can still bleed in a sewer!"

Episode 22: Squinty's Souvenir

Embraced in mortal combat, the Maxx and Mr. Gone are thrashing about the chamber. Julie Winters lies in an old, rusty shopping cart bound and gagged. The black, shredded bodies of several isz are littered over the filthy concrete.

Mr. Gone is engaged in a slugfest with the Maxx. He will use a punching grappling attack. If Gone starts to lose the fight, he will try and break away from the Maxx. When he does, he will scramble over to where Julie is bound and gagged in the shopping cart. From underneath the cart, Gone will produce a .45 calibre automatic pistol. There are eight rounds in the pistol's clip.

Kneeling behind the shopping cart, Mr. Gone will take one shot at Maxx. Before he can get off another shot, the wall on the left side of the chamber, will retract into

the floor. The sound of the wall retracting will draw Gone's attention away from the Maxx. Behind the wall is a fully armed Soviet built MIG-21 fighter jet. Sitting in the open cockpit is Squinty McTullock.

While stationed in Southeast Asia, Squinty mailed home the captured fighter to his mother piece by piece. When he took refuge in the sewers, he reassembled the fighter to add to his arsenal. This is the secret weapon Squinty was referring to when he exited through the manhole.

From the cockpit of the MIG, Squinty will order Gone to drop the pistol, or he will fire one of the MIG's air to surface missiles. Not wanting to die, and most important, not wanting Squinty to destroy the mystic chamber in which the sacrifice must take place, Gone will comply to Squinty's demands.

Squinty will then call out to Maxx. He will point out a large iron grating in the floor of the far right corner of the chamber. He tells the Maxx that beyond the grating is a tunnel that will lead out of the sewers and into the park. He spouts out something about his base being too important to fall into enemy hands. He is going to fire the missile anyway, destroying himself, Mr. Gone, and a good part of the City's sewer system. He orders Maxx to get moving. He has exactly three minutes to get the Rear Admiral (Julie), and escape down the two thousand foot tunnel to the outside.

When the Maxx gets to the end of the tunnel, he will find there is an iron gate covering the exit. The lock on the gate is very heavy, and will take up to 15 hit

points worth of damage before it breaks.

As soon as the Maxx and Julie clear the tunnel, they will see a flash from the other end. A low rumble will travel up the tunnel along with a thick cloud of black smoke. The tunnel's exit will belch out a blast of intense heat, and a large amount of debris. With that, the tunnel will collapse.

For this episode, you will need the map of the sewer/catacombs. From the back, you will need the statistics for Mr. Gone. After three rounds of combat, begin reading the boxed text aloud:

You are struggling on the concrete floor with Gone. It's hard to keep a good hold on him for both of you are covered in the greasy, foul smelling remains of the shredded *isz*. With a quick burst of energy, Gone manages to pull free from the entanglement. He skitters across the floor like a beached crab. Taking refuge behind the shopping cart containing Julie.

Crouched on the other side of the cart, Gone fumbles around on the ground underneath it. In one quick movement, you see him grab for a pistol, snap back the carriage, and take aim at you.

"It ends now, BR'er Lappin! Since you are both linked, it would make sense to kill you too!"

The chamber echoes with the explosion from the automatic. The shot goes wild and ricochets off the ceiling. When the gun's report dies in your ears, a new sound gets your attention. It's the sound of stone scraping across stone.

Gone turns to look over his shoulder, as

the wall behind him starts to sink into the floor. As the wall slides two-thirds of the way down, a glint of light is reflected off of a chrome fin. When the last of the wall disappears, standing before you is a fully armed, Soviet built, MIG-21 jet fighter. The canopy of its cockpit is slid back. Sitting at the controls, you see the *determined scowl of Squinty McTullock*.

"All right Russkie!" Drop the heater and step away from Rear Admiral Bigberries! Neither he or this base can fall into enemy hands! I'm authorized to kill us all to keep that from happening! My finger is poised on this yoke, ready to launch an air to ground missile! I figure in these close quarters, there's not going to be much left!"

Gone's face goes white with terror. Not so much for his own safety, but for the chamber. If it is destroyed, its counterpart in the Outback will be destroyed too. Without the Chamber, he could never become Master of the stronghold.

Dead slow, Gone drops the pistol and rises. His words come between clenched teeth.

"I'll do what you ask. Just don't destroy this room!"

Squinty smiles and nods towards the Maxx. "How do you like it kid? It's just a little souvenir I brought back from the Nam. Mailed it home piece by piece to my mother. Comes in handy, huh?"

Now look behind you, on the floor is a grating. See it? Underneath the grating is a tunnel that leads to the outside. You should come out on the back entrance of the park. Grab Rear Admiral Bigberries

and get out.

Comrade Colonel and I are going to have a little talk. Oh, and kid, you've got exactly three minutes to get yourself some fresh air. Now move!"

The grate to the tunnel lifts off easily. There is a rung ladder that goes down six feet to the tunnel's surface. Looking up the tunnel, you see you have about a half mile to travel. If Squinty is going to do what you think he is going to do, you'd better get moving.

When the player gets to the gate, tell him he has two rounds to break the lock and get clear of the tunnel's mouth. The gate is too heavy to break down, but it's possible to break the lock. It will take 15 hit points before it opens. When the player reaches the gate, continue to read the boxed text aloud:

After what seemed like hours, you finally reach the end of the tunnel, only to find your exit barred by a heavy iron gate with a large padlock securing it. From beyond the gate, you can see the sun setting behind the City. Only a piece of metal stands between you and freedom.

From behind your back down the tunnel, a flash of light frames your shadows. A low rumble starts to reverberate up the concrete tubing. A sulfurous fume assaults your nostrils as you look back to see a thick cloud of black come traveling up behind you.

If the Maxx does not get the lock off on time, the tunnel will collapse, possibly

killing him and Julie. If he breaks through, read the boxed text aloud:

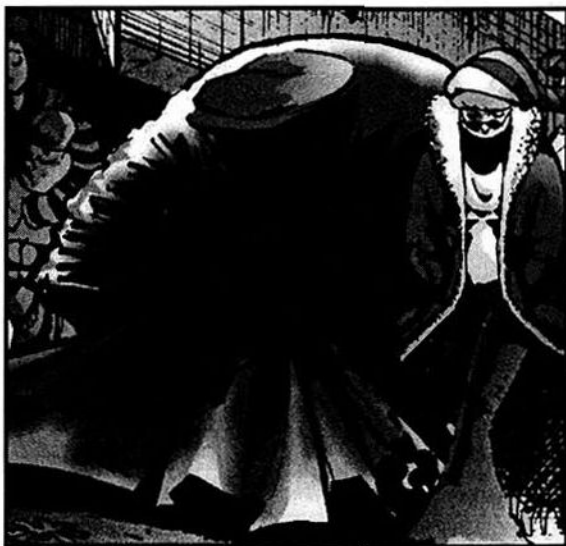
With your last punch, the lock clatters to the ground and the gate swings open. Running clear of the mouth, you see a large tree in front of you. The tree would make great cover from the blast.

Like the guttural belch of some great whale, a blast of smoke, heat, and debris vomits from the tunnel's maw. It shudders, then collapses on itself sealing the tunnel exit.

Looking at the rubble, you wonder, did Squinty make it? Then a cold chill travels up your spine. Did Mr. Gone survive? If Squinty did die, you can only hope he took Gone with him.

Proceed to Episode 23.

Episode 23: The Walk Home



As the Maxx stands in the park with Julie, water shoots from various places in the ground from water pipes broken in the explosion. The sound of sirens can be heard in the background, as police and fire departments respond to the explosion. The only thing left to do, is walk Julie home.

When the player is ready to continue, read the following boxed text aloud:

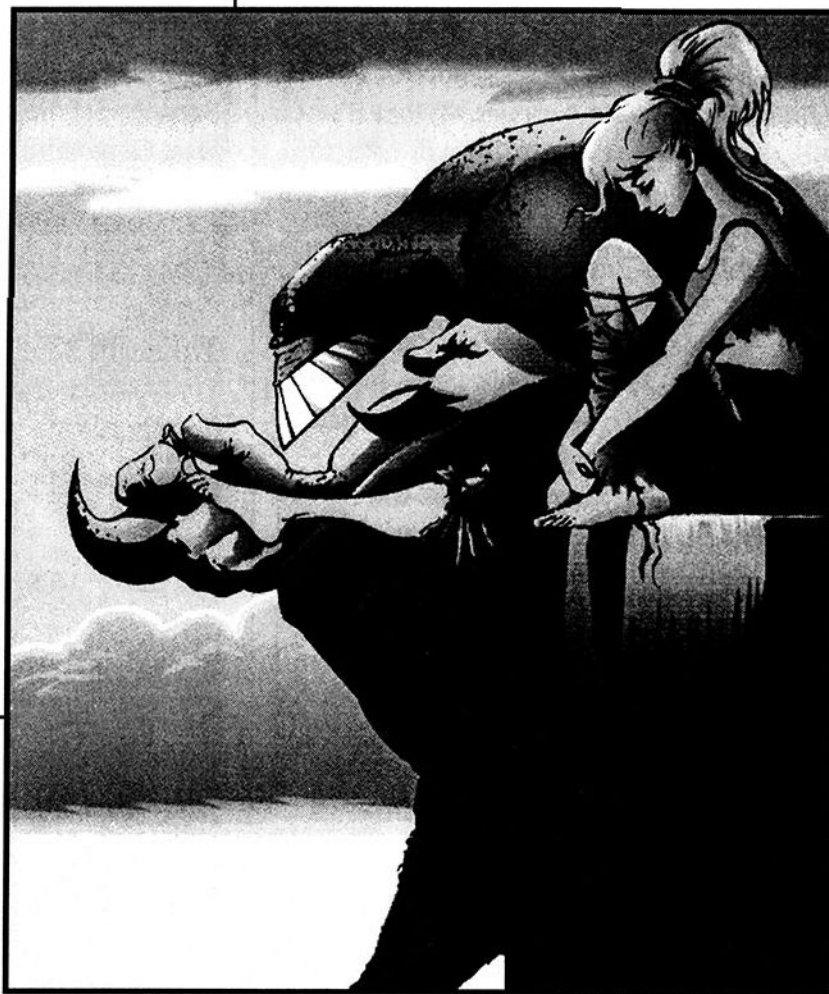
As you stand with Julie in the park, dusk is settling over the city. A light spray of water falls over the two of you. Spouts of water are springing up all over the ground from water pipes broken in the explosion. The sound of many sirens draw near, as the police, fire department, and the City's utility department race to the area.

Julie wipes some dirt from her cheek.

"Let's get out of here before the cops come. I don't want to have to explain this one."

As the two of you walk to her apartment, she is silent. The whole experience has taken it's toll on her. Gone was right, you don't know why, but you are linked to her. You can feel it. Like Julie, you are hoping you have seen the last of Mr. Gone, and like Julie, you don't think you have.

As you get to the door of her apartment building, she stops and looks up at you. "Who is this Rear Admiral Bigberries anyway?"





Real World Statistics

Bench Press Weight: 475 lbs.
IQ: 105 Damage: 7+1d8
Reflexes: 28 Init. Mod.: +2
Agility: 24
Stamina: 28 Healing Factor: 3

HP: 29 Level: 2
MHP: 15 Point Total: 248

Attack Rating: 5
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Body Weaponry: Claws: BPWD + 2+1d6

Dimension Travel: The Maxx has an uncontrollable (at present) ability to travel between the real world and the dream, spirit world.

Mind Rapport: The Maxx and Julie have an empathic rapport that allows them to know what the other is feeling. Range: Global

Identity Transformation: The Maxx has two forms, one stronger identity that he becomes in the dream world, and a weaker self in the real world. The Maxx's statistics for the dream, spirit world are listed on the next page.





Dream World Statistics

Bench Press Weight: 4025 lbs.
IQ: 105 Damage: 12+2d8
Reflexes: 28 Init. Mod.: +2
Agility: 28
Stamina: 31 Healing Factor: 3

HP: 33 Level: 3
MHP: 15 Point Total: 248

Attack Rating: 6
Mental Attack Rating: 1
Defense Rating: 6

Powers: (Same as The other Maxx
Stats)



julie



Bench Press Weight: 100 lbs.
IQ: 110 **Damage:** 1+1d6
Reflexes: 11 (14) **Init. Mod.:** 0
Agility: 12 (16)
Stamina: 11 (15) **Healing Factor:** 1

HP: 13 (15) **Level:** 1 (2)
MHP: 15 **Point Total:** 35

Attack Rating: 1 (2)
Mental Attack Rating: 1
Defense Rating: 1 (3)

Powers: None currently known

(The Jungle Queens statistics are listed in parenthesis if different.)



Mr. Gone

Bench Press Weight: 225 lbs.

IQ: 118

Damage: 3+1d6

Reflexes: 16

Init. Mod.: +1

Agility: 14

Stamina: 24

Healing Factor: 3

HP: 21

Level: 4

MHP: 16

Point Total: 245

Attack Rating: 3

Mental Attack Rating: 1

Defense Rating: 4

Powers:

Dimension Travel: Mr. Gone may travel between the Real World and the Dream, Spirit World at will. It takes one round to travel between the two.

(Energy Attack): 10+1d10, Range: 1000'

Animal Control: (Special) Mr. Gone is able to control the creatures from the Spirit, Dream World known as the Isz. He may control any number of them, that are present, for any length of time. Communication is necessary for control.

(Abilities in parenthesis are only usable in the Dream, Spirit World.)



RULES EXPANSION

We would like to take this opportunity to expand on the aspects of time and movement in the Heroes & Heroines Role Playing game. These additions will most likely appear in future printings of the Heroes & Heroines Rules Guide. We hope these additions and clarifications will increase the enjoyment of your game.

Time

1 Round = 30 seconds of normal time.

Action = The amount of time needed to perform the given action in that round. This time may fall under the full 30 seconds of a round, but does not change the number of Actions the character receives in a given round. The same applies to a **Free Action**.

Movement

Listed below is the average Move of a human being or Hero, without super powers.

Base Move: 100' / round.

Jog, Run: 440' / round.

Sprint: 880' / round.

Characters with Stamina scores above

10 can move at a faster rate. Their Base move is the same, but their top sprint speeds are higher. To determine the increased rate, you subtract 10 from the Heroes' Stamina score, and make the result a two place decimal following a 1, then multiply the maximum distance by the equation. For example, with a score of (20) you would multiply 880'(maximum sprint distance) by 1.1 ($20-10=10=1.10$). The total distance the Hero with a Stamina score of (20) could move would be 968' / round. With a Stamina score of 18, you would multiply the distance by 1.08, and with a score of 30 you would multiply the distance by 1.2, etc.

HEROES & HEROINES

ROLE-PLAYING GAME
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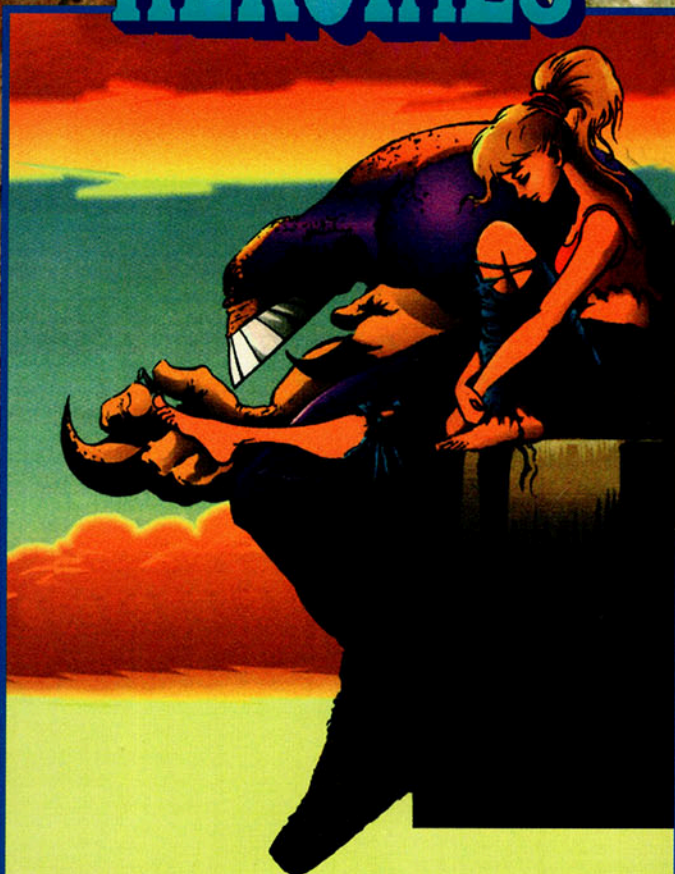
AND THE
RULES GUIDE

BY:



MAXX TM & C. Sam Keith, DeathWatch TM & C. Neal Adams, Ex-Mutants & Protectors TM & C. Malibu Comics

HEROES & HEROINES



THE TROUBLE WITH JULIE GONE, is an adventure for the Heroes & Heroines Comic Book Role-playing game. Mr. Gone and the Isz have captured Julie, while in disguise as a pack of Squirrel Scouts. You, the Maxx, must rescue her before she's sacrificed to increase Gones' control of the Spirit World. The statistics for all of your favorite Maxx characters are included within.



EXL 3010