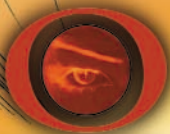


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SUPERLINE

TOMORROW'S HEADLINES

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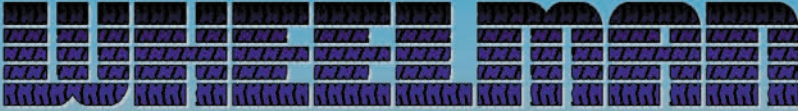


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SUPERLINE

Issue 1

April, 2005

www.roninarts.com

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INTRODUCTION

Welcome to Ronin Arts' *Superline #1: Tomorrow's Headlines*, the first in a series of adventure and rules supplements licensed under the **M&M Superlink** banner. The gist behind the *Superline* series is to present fan-oriented gaming material for **M&M Superlink** in a comic book format and with comic book spirit. But what exactly does this mean?

Comic Book Format

By comic book format we mean the following:

- The releases are formatted to current standard comic book dimensions (6.625 inches by 10.25 inches); each one can be stored in your standard modern day comic book bag & board.
- Each release is numbered sequentially for collecting purposes. While each release will be enjoyable, and perfectly usable, on its own, those that collect each release will be rewarded with ongoing stories and events as well as recurring characters and organizations.
- Each release will feature comic book-styled art (colored covers, b&w interior art).
- Each release will be issued in both PDF and print formats. While the PDF will always be available, the print edition of each release will be available only once and in limited quantities. We do reserve the right to release selected *Superline* material in later trade paperback collections, however, once a single-issue print release has sold out that individual issue will never be reprinted in the single-issue format.

Comic Book Spirit (The World Of *Superline*)

The world of *Superline* is Earth as we know it except with superheroes (and all that goes along with them). Events that have happened (i.e. the American Revolution, the World Wars, etc.) in the real world have happened in the *Superline* world, although such events are obviously filtered through, and impacted by the existence of superheroes.

The world of *Superline* is largely four-color in nature (see M&M p.146 for an explanation of this style of play). Of course, some Grim & Gritty elements will work themselves in (this is Earth after all), but overall the world is one where good and evil are well defined and almost anything can happen.

Fan-Oriented (You Make It Happen!)

We encourage you to send us e-mails of how you used the material presented in each *Superline* release in your game. This can be anything from a synopsis of how an adventure went (especially its outcome) to how you (or someone else) made use of a new rule, power, gadget, etc.

Why? Because we want future releases in the *Superline* series to incorporate the input and experiences of the fans. Of course, if we use your e-mail we will give you (and your game group) credit and you will receive a free PDF of the release in which your material appears.

And while we can't promise you that we'll end up using your material, we will certainly do our best.

Of course, general feedback, suggestions, and criticism are also welcomed.

Oh, and it might help if you knew where to send the stuff:

roninartspresident@yahoo.com.

SUPERLINE #1: TOMORROW'S HEADLINES

In This Issue ...

In this, the premier issue of the *Superline* series, Ronin Arts brings you four complete single-session adventures.

While the adventures are designed in the spirit and at the pace of superhero comic books and cartoon episodes, the GM can easily expand each with a minimal effort.

Each of the adventures is presented in the following general format:

Summary: A paragraph on what the adventure is about.

Set-Up: How the heroes can be introduced to the adventure.

Adventure: The actual adventure, including boxed text for such things as specific plot points, vehicle statistics, and villain tactics.

Follow-Up: Options for what might happen after the heroes complete the adventure and suggestions for rewarding (or punishing) the heroes.

Supporting Cast: Information and statistics on minions and other minor characters.

Main Villain(s): Detailed background, information, and statistics about the major bad guy(s) of the story.

Adjusting The Adventures' Difficulty

One of the nice things about *M&M* is the ease with which the difficulty of adventures can be adjusted.

Since everything works on the power point system, all that is needed to create a more powerful supervillain is to add Power Levels (and the standard 15 power points per Power Level) until the supervillain is a match for the heroes.

Conversely, if the supervillain is too powerful, simply drop the supervillain's Power Level (and the 15 power points) until the heroes can handle the challenge.

The same can, of course, be done with minions.

That pretty much covers it. Thanks for purchasing the premier issue of *Superline* and enjoy!

ABOUT THE AUTHORS

Michael Hammes has been freelancing in the role-playing industry since 2001. Starting small, he has steadily built his repertoire, and reputation, by working for such companies as Ronin Arts, Alderac Entertainment Group, Dark Quest Games, and E.N. Publishing. He is currently trying to balance his writing schedule with his role as stay-at-home father. To catch the latest from Michael's Imagination, please visit www.michaelhammes.com.

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A NEW DRUG

A NEW DRUG

Summary

In this adventure it is up to the heroes to get a new mood-enhancing drug called Pleasure, which is more addictive and dangerous than its users imagine, off the streets.

Set-Up

For several weeks now the stories of a new party drug called Pleasure have been circulating throughout the city. Billed as a tremendous mood-enhancer, it is said that the euphoria produced by Pleasure is greater than anything the user could ever dream of. Inevitably, the heroes have begun to hear about the drug as well.

About three weeks after the heroes first learn of Pleasure reports of increased rage, hostility, and occasional violence in users of the drug begin hitting the various media (print, television, radio, and the Internet).

Although isolated at first and chalked up to a few bad apples, the incidents quickly begin to grow with alarming frequency.

Soon the violence has escalated to the point where the lives of innocent people are being put at risk. Pleasure users are engaging in random assaults and vandalism on an almost daily basis and the violence is spilling from the clubs onto the streets and into the neighborhoods.

With the police focused on dealing with the violence and vandalism it is up to the heroes to trace the source of the drug and put a stop to its distribution.

If the heroes don't succeed soon the mayor is going to have to put the city under curfew and call in the National Guard to enforce it, an action that will be a tremendous publicity disaster for both the city and the heroes.

Adventure

The adventure begins when the heroes decide to take action. They can either do so on their own, or some of the local authorities (the police, mayor, community representatives, etc.) ask them to help.

Using their connections, or perhaps even going undercover in the party scene, the heroes will eventually be able to trace the origin of the drug to a warehouse in the industrial section of the city. All the evidence the heroes have (i.e. informants, reporters, partiers, their own detective work, etc.) will point to this single location being both the manufacturing and distribution center of the drug.

The information the heroes have is indeed true. A would-be supervillain calling himself Corruptor is in fact using the warehouse to manufacture and distribute the drug.

Unfortunately for the heroes, the warehouse is watched day and night by a combination of large numbers of Pleasure addicts (most of them average citizens) and a contingent of armed guards. There are a number of addicts equal to the heroes' average power level and three guards for each hero (so a PL 10 group of heroes has 10 addicts and three guards for every hero).

While the guards present no problem, as they are obviously criminals, the addicts pose a dilemma to the heroes. Even if the heroes don't have a problem with "breaking a few eggs to make an omelet," the fact is that no one is going to find it very heroic if the heroes beat up (or worse) a bunch of misguided citizens. It is in the heroes' best interest to deal as gently as possible with the addicts lest they face public censure or even lawsuits and arrest.

The heroes have two choices for entering the warehouse. They can simply kick in the front door, or they can be a bit more circum-

Pleasure

A typical dose of Pleasure comes in the form of a small colored pill, often with a little symbol printed upon it, such as a rainbow or a smiley face. Once taken, Pleasure takes effect immediately and persists in the user's system for six hours.

At its most basic Pleasure works on the user's pleasure receptors and releases massive quantities of serotonin, making every activity feel that much better. While the drug is in effect, the user experiences feelings of tremendous joy and ecstasy at almost anything.

At the same time, however, Pleasure also heightens the testosterone levels in its users, often causing the individual to react very negatively to anything that is seen as interfering with the user's pleasure. This has the result of creating a bipolar set of attitudes when it comes to interacting with others.

The user is considered to have a Helpful attitude to those that she sees as enhancing her happiness (someone telling a joke, playing a favorite song, giving a compliment, etc.), but a Hostile attitude to those that she sees as interfering with that happiness (such as someone asking them to keep down the noise, go home, etc.).

Due to the powerful hold the drug has on a user's mind while it is active, the user receives a +10 bonus on all Will saving throws and Skill checks (i.e. Diplomacy, Sense Motive) to resist attempts to influ-

ence the user into doing something that he or she doesn't find pleasurable. At the same time, the user suffers a -10 penalty on such saves and skill checks to try and resist something that he or she finds pleasurable.

Once the drug wears off, the user is physically exhausted and almost always suffers from immediate depression. This exhaustion and feeling of depression last until the user gets the proper amount of rest or takes another dose of Pleasure. Since the difference between the high of being on Pleasure and the low experienced after the drug wears off is so tremendous, few individuals are strong enough to resist taking another dose as soon as possible.

To make matters worse, Pleasure has been engineered to be purposely addictive (there's more profit in it, after all).

Each time the drug is taken the user must make a DC 15 (+1 for each additional time the drug has been taken) Will save or else become addicted (the user does not receive the drug's +10 bonus to this saving throw).

An addicted individual will do anything to avoid the feeling of exhaustion and depression that come with coming off the high provided by the drug, which means the addict will do anything to get the drug.

It requires several months of intensive medical care and therapy to overcome a Pleasure addiction.

spect and try to come in "through the back-door".

If the heroes choose to kick in the door, Corrupter and a couple of guards begin loading as much Pleasure as they can into an already waiting van while the addicts and other guards attempt to hold off the heroes.

If the heroes manage to enter the warehouse undetected they will find Corrupter over-

seeing the loading of the van in preparation for new deliveries of the drug. While the heroes can get close, they can't get too close due to Corrupter's scent ability. The moment Corrupter notices something amiss he will have a couple of the guards check it out while putting himself in position to make his getaway. Once the heroes are revealed, Corrupter will he act as described on the next page.

Villain Tactics

Corruptor's main concern in any combat is his own safety and freedom; if he is captured he won't be able to develop any new drugs for quite some time and this is not a pleasant thought. The addicts, and ultimately the guards, are nothing to him.

As a result, Corruptor will do anything to avoid direct combat and escape, counting on the guards and addicts to hold the heroes off long enough for him to get away.

Should the heroes get too close, Corruptor will throw packets of Pleasure around in the hope that the ensuing chaotic stampede of addicts will slow down the heroes. He also has no qualms about running down any heroes, guards, or addicts that get in his way.

Although he tries to take as much Pleasure with him as he can, he knows he can always make more. As a result, if he has to leave some or all of the drug behind, so be it.

Corruptor is not stupid enough to take possibly fatal chances (prison is after all preferable to death) and, if all avenues of escape are blocked or he faces real harm, Corruptor will attempt to bargain with the heroes for his freedom by offering them money, a share of the profits, or whatever else comes to his mind at the time. If that doesn't work, he will surrender.

Corruptor's major combat tactic relies on using his Boost power to improve his physical and mental abilities in the hope of gaining some form of edge over any opposition he faces.

Corruptor does have a syringe gun capable of injecting up to eight doses of what he calls "The Stupids" into any heroes that come too close but, due to its limited ammo, he saves that until he really needs it.

Follow-Up: If Corruptor escapes he will soon find another city to set up shop in. The heroes may hear of this and choose to follow him to the new location or aid the authorities there.

If the GM desires, the guards at the warehouse don't actually work for Corruptor directly, but are members of a local crime syndicate. The syndicate provided protection to Corruptor in exchange for a cut of the profits going to the syndicate. Obviously the syndicate will be none too happy with the heroes since they not only cut off a substantial stream of revenue but also embarrassed them.

There's always a possibility that one of Corruptor's henchmen will escape with the knowledge necessary to create the drug (perhaps a desperate addict or greedy guard manages to steal the chemical formula during the melee).

If this happens, the heroes will sooner or later find themselves facing the same drug epidemic. Since this new operator will have learned from Corruptor's mistakes, he or she will be much harder to capture. Further, if the GM used the option of having the guards be members of a local crime syndicate, then this new operator will most likely be sponsored by (rather than simply partnered with) that same syndicate (or a rival one) and be able to draw readily on his sponsors' resources.

As an added twist this new individual might take the name Corruptor for him- or herself. This could be done as a tribute, as a way to cash in on the actual Corruptor's notoriety, or simply as a means of disguising his or her true identity.

Rewards: If the heroes neutralize Corruptor and keep this latest supply of Pleasure from hitting the streets they each gain one bonus power point (this is in addition to any power points normally awarded by the GM at the end of an adventure).

If Corruptor escapes, or the drug is otherwise allowed to remain on the streets, it will be a problem for the heroes for some time to come. Furthermore, unless the heroes can

completely eliminate the drug and all existing supplies in short order, samples of the drug will eventually find their way into the hands of an international criminal organization. With this more powerful organization in the game Pleasure will soon begin appearing all over the world.

Should the heroes fail to stop Corruptor or the drugs, they will receive no power points for this adventure. If Pleasure falls into the hands of the international criminal organization, each hero loses one hero point.

Supporting Cast

Average Addict: PL 1; Init +0 (Dex); Defense 11 (+1 bonus); Spd 30 ft.; Atk +2 melee (+1S, punch or +3L, knife or +3S, lead pipe); SV Dmg +1, Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 9, Wis 10 Cha 10.

Skills: Bluff +2, Gather Information +2

Weaknesses: Addiction (Pleasure).

Equipment: Knife (+2 lethal damage) or Lead Pipe (+2 stun damage).

Notes: Although some carry weapons, most addicts will fight with their fists or any object that is close by (i.e. a chair, lamp, box, crowbar, etc.).

Description: These individuals are thoroughly hooked on Pleasure. Corruptor uses them as a cheap labor force to do everything from running simple errands and loading the drugs to going to parties and acting as distributors.

The addicts are paid exclusively with more doses of Pleasure.

While the addicts come from all walks of life (rich, poor, educated, uneducated, etc.), the one thing they have in common is that they all are in their mid-teens to early twenties.

Due to the influence of Pleasure, the addicts are surprisingly motivated, willing to risk almost anything in their rage at those that would interfere with their enjoyment (i.e. the heroes).



Guard: PL 3; Init +1 (Dex); Defense 13 (+2 base, +1 Dex); Spd 30 ft.; Atk +3 melee (+1S, punch), +3 ranged (+5L, heavy pistol or +5L, assault rifle); SV Dmg +1, Fort +1, Ref +1, Will +2; Str 13, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills: Drive +3, Listen +3, Profession (criminal) +3, Spot +3

Feats: Iron Will, Point Blank Shot, Power Attack, Toughness

Equipment: Heavy Pistol (+5 lethal damage) or Assault Rifle (+5 lethal damage, *Extras:* Autofire; *Flaws:* Uses).

Notes: N/A

Description: Corruptor's guards are buddies and buddies of buddies from his days of working as a mixer for his previous boss. He recruited them with promises of big money, more than they could make working for their old boss, and as a result they are loyal (to a point).

Their day-to-day duties include supervising (and bullying) the addicts, collecting money from the addicts, and providing security for both the warehouse and out on the street. They are well paid by Corruptor for these duties, but not well paid enough to battle a group of superheroes; they quickly try to escape or surrender if the tide of combat starts going against them.

Corruptor

Quote: "I've got the stash, if you've got the cash."

First Appearance: Superline #1.

At one point in his life Virgil Johnson was just a small-time hustler and mixer with big ambitions in the local drug world. Not content with simply working in his boss' drug operation Virgil "freelanced," using his boss' supplies to create his own drug mixtures in an effort to create the next big drug and go into business on his own.

While Virgil thought he was being clever, his boss knew exactly what was going on and was, in fact, giving Virgil all the slack he



could in the hopes that Virgil might really develop the next big thing (at which point his boss would step in and take control).

But it never came to that. While freelancing in the lab by himself one night, Virgil fell

prey to an industrial accident when a rusted cylinder full of nitrogen suddenly cracked.

The resulting explosion ripped through the lab, shattering chemical containers and spraying their contents everywhere. The

force knocked Virgil to the ground. Unconscious, he was quickly covered with the lab's drugs and chemicals as they poured from everywhere.

The lab's guards, hearing the explosion, quickly investigated. Thinking that Virgil was dead and realizing that the explosion would bring the police, they called their boss. Knowing that the lab was a loss, the boss gave the order to torch the place and get out.

Virgil came to as the lab was already engulfed in flames. Only semi-conscious, he managed to somehow find his way out of the burning lab and into a back alley before firefighters and police arrived.

While recovering from this traumatic experience, Virgil discovered that the drugs and chemicals that had entered his body while he lay unconscious in the lab had permanently altered its chemistry.

As a result of the accident, Virgil has a tremendous amount of control over his body's chemistry. With a little mental effort he is able to command his body to release chemicals to boost both his physical and mental abilities. In addition, the chemicals he absorbed during the destruction of the drug lab have made him very resilient against mental influence (it is ironic that while Virgil can produce all manner of mood-altering and psychotropic drugs, he can't actually enjoy any himself). Finally, this heady mix of chemicals has also made his immune system very resilient.

Virgil is a 5'11" tall, slightly paunchy white male in his mid-20's. He doesn't wear any costume or disguise and prefers nice party clothes as his daily wear.

From a personality standpoint, Virgil is a very detached individual. Always more interested in the effects his drugs had on those that used them than in taking them himself, his accident-induced resistance has only amplified his clinical tendencies; those that use his drugs are nothing more than guinea pigs, living laboratories to use on his quest for creating the ultimate high.

To Virgil, the most important thing is the drug itself. Virgil considers himself an artist whose canvas happens to be designer drugs.

While he also enjoys the money drugs bring, the cash is not his primary interest. In fact, most of his money goes back into research in one form or another (more chemicals, better equipment, paying for protection, etc.). What Virgil wants is for his name to become synonymous with quality drugs and to revel in the adulation of users everywhere.

Having mastered his body's chemistry, and now calling himself Corruptor (because it sounded "street"), Virgil has finally gone into business for himself. The production of Pleasure is his first shot at the big time.

Corruptor (Virgil Johnson): PL 9; Init +6 (Dex, Improved Initiative); Defense 14 (+2 base, +2 Dex); Spd 30 ft.; Atk +6 melee (+1S, punch), +7 ranged (+9 Wisdom Drain, syringe gun); SV Dmg +2, Fort +2, Ref +2, Will +12; Str 12, Dex 14, Con 14, Int 16, Wis 14, Cha 14.

Skills: Bluff +6, Drive +4, Gather Information +6, Science (chemistry) +7, Sense Motive +6, Spot +6, Taunt +4.

Feats: Improved Initiative, Indomitable Will, Iron Will, Lightning Reflexes.

Powers: Boost +9 [*Extras:* All Physical Ability Scores, All Mental Ability Scores, Amazing Save (Willpower)]; *Power Stunts:* Immunity (disease, exhaustion, poison), Scent, True Sight; *Source:* Super-Science; *Cost:* 5 PP]

Equipment: Syringe Gun +9 [*Drain (Extras:* Ranged, Secondary Effect, Slow Recovery; *Flaws:* Intelligence only, Limited (10-foot range increment), Uses); *Cost:* 9 pp]

Notes: To increase the lethality of Corruptor, change the Intelligence drain of his Syringe Gun to Constitution drain.

A COLD FRONT SWEEPS THROUGH THE CITY

Summary

In this adventure, Arctic Blast and some cronies he's outfitted with weaker versions of his battlesuit have come to steal a priceless artifact from the city's museum. It's up to the heroes to stop him, but they'd better be careful or he is going to put them on ice.

Set-Up

The heroes, in their secret identities if they have them, are visiting the local history museum.

The museum is hosting a traveling exhibit that features ancient Egyptian treasures, one of which is the fabled Pharaoh's Staff.

As they're enjoying their tour of the museum they suddenly hear an explosion followed by screams. Almost at the same time the supervillain Arctic Blast, accompanied by a squad of armored lackeys, bursts into the main display room in which the Pharaoh's Staff is on display.

If the heroes are not in the museum at the time of Arctic Blast's appearance, they're either just passing by or will shortly be alerted by the authorities.

Heroes attempting to stop people running from the museum and ask them questions find that the responses go something like this: "There was a big bang and then a bunch of guy's in armor busted in. I didn't hang around to see what they wanted."

Arctic Blast has been hired by a foreign crime lord/art collector to steal the Pharaoh's Staff. This is a simple smash-and-grab; Arctic Blast's plan is to grab the Pharaoh's Staff and escape as quickly as possible. Anticipating heroic opposition, the supervillain has a cloaked VTOL jet waiting on the rooftop of a warehouse a few blocks away.

Adventure

The adventure begins when the heroes confront Arctic Blast in the museum.

After blasting his way in, Arctic Blast makes his way to the Pharaoh's Staff while his armored associates (one for each hero) keep the museum's security personnel and patrons, and the heroes if they are already in the museum, occupied.

As stated earlier, Arctic Blast is expecting superhero opposition. Even if the heroes are not in the museum at the time of the supervillain's entrance, he knows that it is only a matter of time before the heroes arrive to investigate the situation. As such he is in a hurry to get to the Pharaoh's Staff and leave as quickly as possible.

Of course, it will take Arctic Blast just long enough to break through the alarm, glass case, security cage and other protections surrounding the Pharaoh's Staff for the heroes to make their appearance.

Whether they are already in the museum or not, the heroes arrive just after Arctic Blast has secured the artifact and is getting ready to make his escape.

Should Arctic Blast reach the cloaked VTOL the heroes may have a tough time spotting him before he takes off, especially if they are not right on his tail (or can see invisible objects).

At the GM's option, it can take the plane a few rounds to get ready for take-off (i.e. Arctic Blast getting into the pilot's seat, engine starting, building up thrust, etc.). This gives the heroes a chance to catch up to the villain. Although they may still not be able to see the plane, no amount of cloaking can stop the noise and heat of the plane from being noticed.

Follow-Up: If the heroes manage to capture Arctic Blast and his cronies the city and museum officials will thank them for their heroic actions. The heroes will get a headline in the local papers along with a nice photograph of them in action or posing with the captured supervillain and/or recovered Pharaoh's Staff. If they are particularly lucky, they may even make the talk-show circuit.

If the heroes fail to capture Arctic Blast they'll be blamed for the loss of the artifact. Additionally, there's a very good chance that the Patriot Squad (see p. 17), will be brought in to investigate the heroes' failure (taking the rather ridiculous attitude that the heroes' failure is due to the fact that they were actually working with Arctic Blast).

Upon their capture, Arctic Blast and his associates will be stripped of their gear (including Arctic Blast's armor) and incarcerated.

As a supervillain, Arctic Blast will be confined to Watchgate (see p. 15), a prison facility for super-powered criminals. Of course, we all know it's only a matter of time before he escapes (or is busted out, perhaps by his employer on the Pharaoh's Staff job) and is once again a threat to everyone.

If he eludes the heroes, Arctic Blast delivers the Pharaoh's Staff to his employer and collects his fee. He will then be free to return any time another valuable item finds its way to the heroes' city.

Rewards: Capturing Arctic Blast and recovering the Pharaoh's Staff earns the heroes involved in the adventure one bonus power point each (this is in addition to any power points normally awarded by the GM at the end of an adventure).

If Arctic Blast escapes, the heroes receive no reward of any kind for this adventure until they capture Arctic Blast.

The Cloaked VTOL

The VTOL jet does not actually belong to Arctic Blast (he is, in fact, unable to pilot it). Rather, it is on loan from his employer and will be piloted by remote control once Arctic Blast is aboard.

The plane has no cargo space and only room for two people (it was never meant for use by Arctic Blast's associates).

Vehicle Type: Air

Size: Medium

Movement: 10

Hardness: 10

Armor Bonus: 5

Features: Data Link +5 (acts as Pilot skill), Explosive Blast (fire) +10 (self-destruct device), Invisibility +10, All-Around Sight (advanced radar), Radio Broadcast, Radio Hearing (Remote Control)

Cost: 43 pp

If the plane is in danger of being captured, Arctic Blast (or his employer via remote control) activates the self-destruct mechanism during the supervillain's surrender.

Please note that the self-destruct mechanism destroys the plane completely. Due to the placement of the explosives in the proper locations, the plane is considered to have a Damage Save total of 11 (assume the plane rolls a 1 on its 1d20) against the Explosive Blast's attack damage of 25. The Explosive Blast affects anyone in a 50-foot radius of the plane at the time of its self-destruction normally.

Even if the heroes somehow defeat the self-destruct mechanism, unless the players are willing to pay the power point cost of the plane, it should not remain in the heroes' hands.

A good way to get rid of the plane is to have the Patriot Squad (see p. 17) seize it as evidence.

Villain Tactics

Although Arctic Blast is a fairly powerful supervillain thanks to his powered armor, he has no interest in battling the heroes. His job is to steal the Pharaoh's Staff and deliver it as quickly as possible to his waiting client; battling the heroes can only lead to delays or worse.

As a result, the moment he has the Pharaoh's Staff, Arctic Blast will make his way as quickly as possible to the waiting invisible VTOL.

The supervillain's associates are under orders to deal with the heroes and anyone else seeking to stop him while he makes his escape.

Arctic Blast is under no illusion that his associates will be able to do anything more than slow down the heroes' pursuit, but he is hoping that they'll buy him enough time to get to the plane and make his getaway.

For their part, Arctic Blast's associates feel confident that the equipment they have can deal with the heroes. However, as soon as they realize they are overmatched they will attempt to flee as well. None of Arctic Blast's associates is willing to risk their life in this endeavor; each is quite willing to surrender should he be facing serious harm.

Arctic Blast's associates do not know about the cloaked VTOL, having arrived in the city in a rented delivery truck that is currently parked in an alley near the museum (this is also where they met with Arctic Blast). Unfortunately for any associates that actually reach the truck, Arctic Blast has kept the only set of keys.

In the likely event that the heroes manage to pursue him, Arctic Blast will do his best to avoid getting bogged down in prolonged combats with any pursuers. He will use his Energy Control (cold) powers to immobilize and otherwise hinder pursuing heroes.

Arctic Blast makes use of the following tactics:

- If a water source is available (such as a fire hydrant he can blast open), laying down sheets of ice to deter pursuit on foot. Such sheets are 60 feet square and anyone moving across the ice must make a Reflex save (DC 22) or slip and fall prone. Getting up requires a Balance check (DC 15). Even if the hero manages to stand up, he must still succeed at yet another Balance check (DC 15) in order to move off the ice. Succeeding at that Balance check allows the hero to move at half speed across the ice, while success by 5 or more allows the hero to move at full speed. Conversely, failing this check means that the hero cannot move at all that round while failing by 5 or more means the hero slips and falls and must try to get up again next round.
- Creating walls of ice to block pursuers. Such walls (and all other objects created by Arctic Blast) can occupy up to 12 5-foot cubes and have a Hardness of 12.
- Trapping pursuers in blocks of ice (the Snare extra). Like the ice walls, Arctic Blast's snares have a Hardness of 12.
- As a tactic of last resort, Arctic Blast will create blocks/walls/balls of ice and threaten to drop them on innocent bystanders.

Should Arctic Blast be in danger of capture, he will threaten to destroy the Pharaoh's Staff unless he is given safe passage. This is a Bluff on his part since, if he destroyed the staff, his employer would be highly unhappy (and Arctic Blast would not be long for this world). If his Bluff is called, he surrenders; the Pharaoh's Staff and the promised payday are not worth a stay in the hospital or a trip to the morgue.



MONTEMAYOR

Supporting Cast

Associate: PL 4; Init +2 (Dex); Defense 13 (+2 base, +2 Dex); Spd 30 ft.; Atk +4 melee (+2S, punch), +4 ranged (+5S, cold blast); SV Dmg +1, Fort +1, Ref +2, Will +2; Str 14, Dex 14, Con 13, Int 10, Wis 11, Cha 10.

Skills: Drive +4, Listen +4, Profession (criminal) +4, Spot +4

Feats: Iron Will, Point Blank Shot, Power Attack, Toughness

Equipment: Armor +5 [*Extras:* Energy Control (cold) (*Extras:* Energy Blast); *Source:* Super-Science; *Cost:* 3 pp]

Notes: The battlesuits Arctic Blast's associates are wearing are not part of their normal power level (PL 3). The 15 pp that the armor costs raise the PL of the associates by +1.

To increase the lethality of Arctic Blast's associates, change the damage done by their Energy Blast attack from stun to lethal damage.

Description: Arctic Blast's associates are a gang of former petty criminals that the supervillain has recruited and given lesser versions of his own armor to. Since this is more power than they've ever wielded in their lives, Arctic Blast's associates are quite cocky and confident. Of course, once they see how limited their suits are compared to what the heroes can do, their cockiness will give way to panic rather quickly.

Arctic Blast

Quote: "Chill, hero."

First Appearance: Superline #1.

Dr. Yussuf Sidirem (aka Arctic Blast) is a former top-level government scientist who worked on a number of ultra-secret government weapons projects for the Pentagon throughout his career.

After being deemed a potential security risk by the Department of Homeland Security in the wake of the 2001 terrorist attacks, Dr. Sidirem was due to be forced from his post as the head of cryonic research.

Watchgate, Prison for Supervillains

Watchgate is a United States maximum-security prison specifically designed to hold superpowered beings. Located deep in the Rocky Mountains miles from the nearest town, Watchgate is a government-run facility currently under the sole command of the Pentagon.

Until a few years ago the prison was staffed by Army soldiers with heavy weapons and reinforced by members of the Patriot Squad. But with the creation of the Patriot Squad's base of Freedom's Eye, the prison is now guarded solely by the Army and used to hold only less powerful supervillains (such as Arctic Blast without his armor).

Despite this reduced role, the Army is currently lobbying in the halls of Congress to give its soldiers battlesuits equivalent to those used by the Patriot Squad, arguing that even with the "lesser" supervillains the prison now holds the defenses in place are inadequate.

The prison itself is built into a mountain and descends twenty levels into the ground. Several hundred cells, all of them equipped with hi-tech nullification (using the Drain power) devices, are available, though it is rare that more than twenty inmates are housed in the prison at any one time.

Having received warning of his impending ouster from a colleague, Dr. Sidirem was stunned. He was a second-generation American who had given almost three decades of his life in service to the United States government. He had worked on some of the most secret projects ever devised for the Pentagon, including components of the Patriot Squad battlesuits, and had never been anything but loyal. And now, because of what some misguided fools had done, he was suddenly seen as a security risk.

The Pharaoh's Staff

This could be nothing more than a priceless but otherwise ordinary Egyptian staff. After all, people collect that sort of thing every day. But that wouldn't be very four-color now, would it?

The Pharaoh's Staff is a legendary artifact from the earliest days of Egypt and its true origins are lost in the mists of time.

The Pharaoh's Staff is made of pure gold and is as tall as a man (6-foot in height) and 1 inch in diameter; it weighs almost 40 lbs.

Legend has it that the staff can unleash the power of the sun upon the pharaohs' enemies, but that only a true descendant of the pharaohs can wield it.

Although the Pharaoh's Staff is intended as a plot device whose true powers will not be revealed until a later **Superline** issue, a slightly more mundane version is listed below:

Pharaoh's Staff: *Range:* Normal; *Effect:* Energy Control (light); *Extras:* Energy Absorption, Energy Blast, Energy Field, Force Field; *Flaws:* Device, Restricted (only true descendants of the pharaoh may use the staff's powers); *Cost:* (power rank x 4) pp.

Although he found it hard to believe, Dr. Sidirem also knew it to be the truth; he was far too steeped in government paranoia not to realize that if he did not do something, all his life's work would be lost to him.

Acting on impulse, Dr. Sidirem took his notes and the prototype cryonic battlesuit he and his research team had been working on and smuggled them out of the research facility in the back of his SUV. By the time the MPs arrived later that day, Dr. Sidirem was long gone.

But what could he do now? Knowing that the government was looking for him and understanding that he would never be able

to find another legitimate job in his field, Dr. Sidirem realized he had two choices. The first was to sell the battlesuit and his services to the highest bidder. The second was to use the battlesuit himself. Dr. Sidirem chose the latter, adopting the Arctic Blast moniker and hiring his services out to the highest bidder.

Dr. Sidirem is an Arab-American male in his mid-50s. He is 5'8" tall with a slim build. His eyes are brown and his crew-cut black hair is just starting to go gray. He has no facial hair or any other distinguishing characteristics. Thanks to his years of practicing yoga, he is still surprisingly lean and quick.

Dr. Sidirem is highly intelligent and logical. Without his battlesuit he comes across as a rather soft-spoken individual that has some difficulty relating to and interacting with other people (a trait common to scientists that spend most of their time focusing on research).

However, once he dons his battlesuit, Dr. Sidirem becomes Arctic Blast, an identity that is almost an alter ego; as Arctic Blast, Dr. Sidirem is the picture of cool confidence and decisive action.

Even though his experience with the government ended badly, Dr. Sidirem bears no particular grudge against the government; he knows that governments make foolish decisions all the time. Instead, he focuses all of his mental faculties on improving his cryonic battlesuit and fulfilling his contracts.

Realizing that one can ultimately only trust oneself, Dr. Sidirem works as a lone mercenary whose services are available to the highest bidder. Since the highest bidders tend to be individuals and organizations of a criminal nature, Arctic Blast is seen as a supervillain. But the fact of the matter is that he will work for and with anyone if the price (and the conditions) is right.

Arctic Blast's cryonic battlesuit is a suit of bulky, light-blue polymer armor studded with numerous braided alloy hoses that run to various parts of the suit from the suit's back. The battlesuit's helmet looks much like a driving helmet and is made of the same

material as the armor and features a frosted opaque one-way face-shield. There are no symbols or decorations on the battlesuit.

Arctic Blast (Dr. Yussuf Sidirem): PL 12; Init +3 (Dex); Defense 17 (+4 base, +3 Dex); Spd 30 ft.; Atk +12 melee (+1S, punch), +15 ranged (+12L, cold blast); SV Dmg +1, Fort +1, Ref +3, Will +2; Str 10, Dex 16, Con 12, Int 20, Wis 14, Cha 12.

Skills: Computers +11, Craft (electronics) +13, Craft (weapon systems) +13, Drive +4, Disable Device +13, Repair +13, Science (cryonics) +13, Science (metallurgy) +13.

Feats: Accurate Attack, Assessment, Point Blank Shot, Ricochet Attack, Rapid Shot.

Powers: Super Intelligence +5.

Equipment: Armor +12 [*Extras:* Immunity (cold, critical hits, disease, electricity, fire, light, magnetic, poison, pressure, radiation, suffocation, vibration), Energy Control (cold) (*Extras:* Energy Blast, Energy Shapes (*Extras:* Snare))]; *Source:* Super-Science; *Cost:* 6 PP]

The Patriot Squad

The Patriot Squad is the government's very own top-secret force of super-powered individuals.

Most of the members of the Patriot Squad are highly trained government employees from various branches of the Special Forces and clandestine operations that receive their super-powers courtesy of training (martial arts) combined with super science (battlesuits, weapons, etc.).

However, there are rumors that the Patriot Squad also counts a number of individuals with psionic powers in its ranks and has been experimenting with mutation.

The Patriot Squad will be detailed further in upcoming issues of *Superline* products.

Notes: To increase the lethality of Arctic Blast, change the Snare extra to the Suffocation extra.

ALSO AVAILABLE FROM RONIN ARTS!

An RPGNow Electrum Pick!

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ABDUCTION!

Summary

In this adventure unknown aliens lure the heroes into a trap in order to abduct the heroes and transport them to their space prison. The heroes must find a way to escape their mysterious captors and their robot guards before finding a way back to Earth.

Set-Up Part 1

It is late night when a large passenger jet streaks toward the city skyline, flying much too low. People on the street and any heroes on patrol notice that the plane's engines aren't functioning; the plane is going to crash in the city!

As an alternate set-up, if the heroes aren't out on patrol, the local authorities will notify them that a passenger jet is about to crash in the city. If the heroes ask for more information, all that the local authorities know is that all of the plane's engines and systems failed in mid-flight and that the pilot notified the local airport about the situation, which in turn notified the local authorities.

Adventure Part 1

The adventure begins when the heroes attempt to stop the plane from crashing. No matter where the heroes are in the city, or what they are doing, there is enough time for them all to gather and formulate a plan to prevent the plane from crashing.

Unfortunately, as the plane's engines and systems are not functioning, the heroes have no option but to physically intercept the plane and somehow bring it down to Earth safely (this is a plot device; unless the heroes have no other way to prevent the crash, the engines and systems cannot be restarted no matter what actions the heroes take since a series of vital components was removed by the aliens using their Teleportation technology).

Landing the plane safely

To keep things simple, we'll ignore $F=ma$ and assume that the fully loaded passenger jet weighs some 300 tons. This represents a maximum load for a Strength 20 hero with Super Strength +10 and if such a hero is present, he or she will be able to safely land the plane (assuming he or she can reach the plane and guide it down).

If such a hero is not present, the GM should assume that any of various powers that can reasonably be used to physically intercept an object or otherwise slow its progress act like Telekinesis (which moves 100 lbs. at rank 1, doubling for every rank thereafter or about 50 tons at PL 10) for the purposes of supporting the plane's weight.

For example, a hero with Element Control (water) +10 might be able to shoot up a column of water from a nearby lake and support 50 tons of the plane's weight.

The GM should keep in mind that the plane's weight doesn't need to be supported fully; if the heroes can muster enough to support 250 tons of weight, they can guide the plane down slowly enough to where they might be able to steer it to a large street or otherwise move it away from the most populated areas (it would be prudent to warn the locals in the area that the plane is coming down, however). Of course, the resultant landing will be rough, and there will be injuries among the passengers and possibly damage to buildings on the ground, but there shouldn't be any fatalities and few injuries.

The heroes should keep in mind that, while there are a few places within a city to land a large passenger liner safely (the park, a major highway system, an open-air sports stadium, a large plaza), in general it is best to try to get the plane past the city.

Furthermore, there is the matter of evacuating any local residents from the plane's landing site (many of which will have to be roused from sleep).

In the end, as long as the heroes do their best, the GM should keep the damage and any casualties to a minimum. The plane is, after all, only a reason for getting the heroes together.

Of course, if the plane does crash, then things will be very bad indeed.

If the heroes cannot cushion the crash or slow the plane at all, every one of the 180 passengers and 10 crewmembers will become casualties. Additionally, the crash occurs in a heavily populated part of the city and another 20d20 citizens on the ground become casualties among massive structural damage.

If the heroes cannot completely stop the plane, but can somewhat slow its progress, things won't be quite so bad. For every 50 tons of weight the heroes can support the plane with, the damage and casualties will be reduced by 20% (i.e. if the heroes can support 100 tons, then they reduce the severity of the crash by 40%).

No matter what happens, the moment the plane situation has resolved itself, a bright light from the sky illuminates the gathered heroes (this is a plot device; the light illuminates the heroes no matter where they are, whether they are separated, together, etc.; no matter what, the heroes cannot overcome the light's powers by any means). Whether the heroes look up into the light or not, each is immediately blinded and immobilized and quickly goes unconscious; that is all any of them will remember when they wake up later aboard the alien spacecraft.

While the heroes are unconscious, the mysterious light beam dematerializes them and teleports them to the waiting alien vessel.

And now the real adventure begins.

Set-Up Part 2

At some point later the heroes (and any sidekicks if they are played by a player) awaken in individual cells aboard the alien space prison, exactly as they were at the moment they looked up into the light (i.e. if they did not have certain equipment, weapons, or other gear, such as armor or weapons, on or with them at the time of illumination they still do not have them). Despite the strange experience, the heroes are no worse for wear and their powers and any equipment they did have with them are fully functional.

The cells that the heroes occupy are simple cubes of ten feet in each dimension. The floor, ceiling, and three walls are constructed of an alien alloy of incredible resilience (Hardness 30). The fourth wall is actually a combination alien energy/force field (acting as both Energy Field +10 and Force Field +12; overcoming the Force Field negates the entire energy/force field).

One small (about a foot in diameter) viewport in each cell (Hardness 30) allows the heroes to peer out into deep space. They should quickly realize that they're no longer on Earth and, from the look of things, aren't even in the solar system.

The cells are part of a larger block that runs along a single long and slightly curving hallway; all the heroes can see is other cells with other prisoners.

Adventure Part 2

The second part of the adventure begins with the heroes attempting to break free of their cells.

Escaping the Cells

Although the power level of the alien energy/force field has already been determined, if the heroes lack the ability to escape the cells on their own then the GM must make sure that somehow they escape anyway (since without the heroes escaping, there is no adventure); if need be, one or more other prisoners escape and free the heroes.

Once a single hero escapes, the fields of the remaining cells can be turned off using the individual control panels for each cell (this can be as easy as pushing a button or smashing the panel, or as tricky as the GM desires and involve multiple Open Lock or Computers checks and perhaps even bypassing a trap or two).

Within 1 round of a single prisoner escaping his or her cell robot guards (two for each escaped prisoner) appear in the cellblock from out of nowhere (they were teleported) to recapture the prisoner and return the prisoner to his or her cell.

Each time a hero is captured and returned to his cell the aliens send more power to that

Villain Tactics

The robot guards have but one goal: to recapture escaped prisoners. They use their Snare and Drain powers on any escaped prisoners with the intention of rendering them unconscious so that they can be returned to their cells; the robot guards use Snare to capture a prisoner and then Drain him or her into unconsciousness before depositing the prisoner back into the cell.

Note that two robot guards are assigned to each prisoner and that the robot guards do not work together; each pair concentrates solely on the prisoner they are assigned to capture.

Freed Prisoner Tactics

Prisoners freed by the heroes quickly attempt to find their way off the ship. They do not cooperate with the heroes (even if the GM had other prisoners release the heroes). In fact, in their haste to find a way off the ship, many of the released prisoners don't even thank the heroes.

Of course, the moment the prisoners are released more robot guards arrive on the scene, but never more than two for each newly released prisoner.

In the ensuing confusion it is everyone for him-, her-, or itself.

The GM should use the melee between the other prisoners and robot guards as a backdrop to the actions of the heroes; once a hero defeats the two robot guards assigned to recapture him or her, the hero is free from further pursuit and can do what he or she wishes (including freeing other prisoners, aiding others in fighting the robot guards, exploring the ship, etc.).

cell's alien energy/force field, increasing the power rank of the field's effects by +2 (both the Energy Field and the Force Field effects receive this amplification, up to a maximum of +18/+20).

Once the heroes are free of their cells and have defeated the robot guards in the cellblock they may search the spacecraft for a means of escape. The heroes do have the opportunity to release other prisoners that are being held in cells identical to those the heroes were held in, but they can just make a break for it if they want to.

As the shape of the cellblock would suggest, the alien space prison is nothing more than a large ring lined with hundreds upon hundreds of cells holding all manner of prisoners (the exact size of the alien prison, which is a plot device that the heroes can

ultimately do nothing with, is up to the GM, but it should be large enough to hold several hundred prisoners or more).

The sole exception to this uniform design is a single shuttle bay located some distance from the heroes' cells (for added difficulty the GM can choose to hide the shuttle bay behind an Illusion +12 of a cell or another but more powerful alien energy/force field).

This shuttle bay represents the sole way available for the heroes and other prisoners to get off the alien ship.

Once in the shuttle bay, heroes and other prisoners able to survive in space can exit directly from there. All other heroes and prisoners may want to take an alien shuttlecraft.

Although the shuttle bay is capable of holding up to six alien shuttlecraft, at the time of the heroes' escape only a single shuttlecraft is docked here.

Robot guards identical to those in the cellblock defend the shuttle bay from all intruders (there are two of them for each hero and released prisoner that enters the bay). These guards are in addition to those that were dispatched to the prison block when the prisoners escaped (if the heroes have not already dealt with the guards sent to recapture them in the cellblock then those guards will be in pursuit and arriving shortly, resulting in long odds indeed for the heroes).

The mysterious aliens that abducted the heroes, though they will monitor and record the escape for further study and evaluation, will not interfere in their escape, preferring to let their robot guards handle the situation.

If things go against the heroes in the shuttle bay, the GM can choose to have some other prisoners make their way to the bay to provide a distraction or temporarily even the odds.

Of course, the other prisoners will also be after the shuttlecraft and, if there isn't enough space, the heroes could find themselves battling other prisoners as well as the robot guards.

The Alien Shuttlecraft

The alien shuttlecraft is capable of flying through a planet's atmosphere and deep space.

The shuttlecraft can comfortably seat up to eight Medium-sized individuals, one of whom must serve as the pilot; in an emergency it may hold as many as twelve Medium-sized individuals. The shuttlecraft has no separate cargo space.

Due to the alien technology of the shuttlecraft the pilot of the shuttlecraft suffers a -4 penalty to all Pilot checks for the duration of the first adventure in which he or she flies the shuttlecraft; this penalty is reduced by 1 for each subsequent adventure that the pilot flies the shuttlecraft.

A successful DC 20 Pilot or Computer check allows the heroes to find Earth in the ship's navigation computer. A second DC 20 Pilot or Computer check successfully engages the shuttlecraft's autopilot and the heroes are transported back to Earth's orbit without the need for any other Pilot checks or action on the part of the heroes (of course, they'll still have to land it once it arrives, but at least they're home).

Vehicle Type: Space

Size: Large

Movement: 12

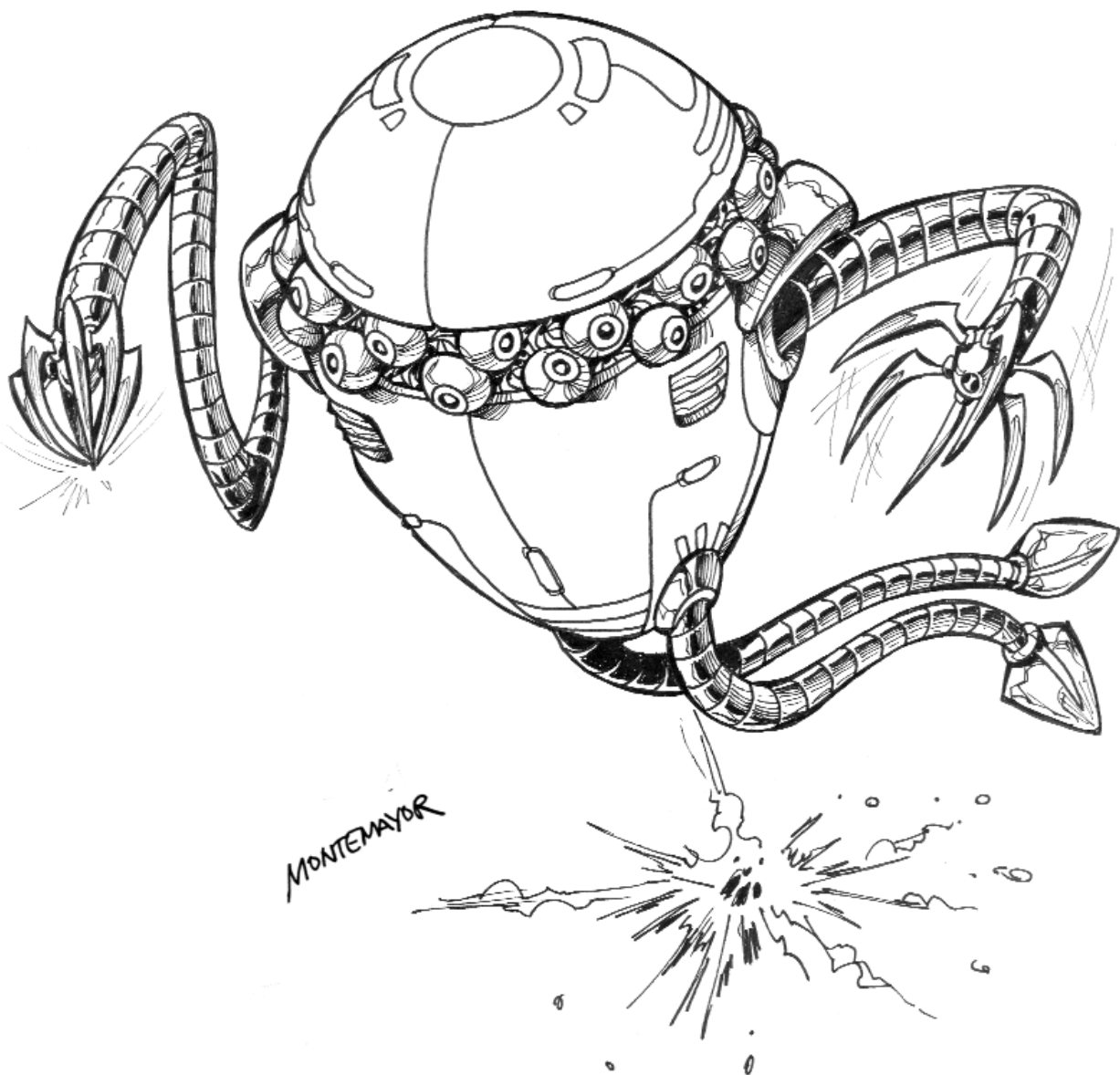
Hardness: 11

Armor Bonus: 10

Features: Space Flight

Cost: 23 pp

However, this is really not necessary. A careful Search (DC 20) of the shuttle bay will reveal a hidden Teleport chamber that will instantly transport any prisoner that steps onto it back to the location from which the prisoner was taken.



Shortly after the heroes and any released prisoners escape the alien space prison, the prison vanishes (it is Teleported), gone for some distant world or dimension. The heroes have no chance of stopping the alien space prison's disappearance or of tracking the prison to its destination (another plot device).

Follow-Up

This adventure was designed as the beginning of a larger storyline that the GM can develop in which the mysterious aliens continue to monitor the heroes and, on occasion, test the heroes' limitations. Inevitably, the aliens prefer robots for these tests and never make a personal appearance.

Any future robots the aliens send will have been programmed to deal with the powers and abilities displayed by the heroes while they were in captivity, making them significantly more capable than their prison guard brethren.

What the aliens' goals are and why they are monitoring the heroes is unknown at this time. The most likely scenario is that the aliens are studying the heroes as preparation for an invasion, but they could also be testing the heroes to see if the heroes are powerful enough to help the aliens with a problem of their own (or perhaps become members of some intergalactic organization).

The GM could also use this adventure as an opportunity to bring new heroes or side-kicks into the group. These heroes would be some of the other prisoners aboard the alien ship. Such heroes would most likely be aliens picked up from other worlds, but they could also be other humans.

Rewards: If the heroes managed to escape the alien spacecraft in the stolen shuttlecraft they should be allowed to keep the vehicle. If this will seriously disrupt the GM's campaign any number of misfortunes ("Oops, was that the self-destruct button?") will prevent the alien shuttlecraft from being useful too long.

Supporting Cast

Robot Guard: PL 6; Init +3 (Dex); Defense 13 (+3 Dex); Spd 30 ft. (Fly 30 ft.); Atk +10 melee (+5S, punch), +8 ranged (+6, snare); SV Dmg +11, Fort -, Ref +3, Will +1; Str 20, Dex 16, Con -, Int -, Wis 12, Cha 1.

Hardness: 11

Skills: N/A

Feats: Immunity (aging, critical hits, disease, energy (all types), exhaustion, poison, pressure, starvation, suffocation)

Powers: Drain +6 [*Extras:* all mental ability scores; *Source:* Super-Science; *Cost:* 3 pp], Flight +6 [*Source:* Super-Science; *Cost:* 2 pp], Snare +6 [*Power Stunts:* All-Around Sight, See Invisibility; *Source:* Super-Science; *Cost:* 2 pp].

Equipment: N/A

Notes: The robot guards suffer damage like inanimate objects:

Damage Roll	Result
Succeeds	No effect
Fails	-1 to Hardness
Fails by more than 5	Broken
Fails by more than 10	Destroyed

Description: The alien's robot guardians are sleek, metallic forms in the shape of an upside-down egg. They feature a large eye cluster (the source of their Snare power) that encircles the robot's circumference like a headband and two long smooth retractable cables that extend from their body and end in six fingers (the source of their Drain power). While the robot guardians' primary mode of locomotion is flying, they also have two additional retractable cables at the bottom of their bodies that can be used for walking should their Flight power be negated.

THE WITCHING HOUR

Summary

In this adventure the heroes get to face the spirits of a trio of three hundred year-old witches that have found new bodies and returned to

exact their vengeance upon the heroes' city. Of course, a lot has changed in three hundred years, and this time it will take more than a posse of locals to bring down the Coven.

A Call Goes Out for the Mighty Heroes!

The chaos brought on by the mass of citizens seeking to escape is a great way for the GM to introduce little vignettes for heroic deeds. While the heroes may decide to ignore the crowd scenes and let the local authorities handle them, there are many possibilities for the heroes in this chaotic situation to do good on a small scale. The following are all possible vignettes:

- Police manning a barricade designed to keep people moving in the right direction are about to be overrun by the sheer crush of refugees; if the heroes don't find some way to reinforce the barricade, the citizens will overrun it and cause even more chaos.
- The heroes see someone go down under the press of the crowd (it could be an elderly person, a child, or whoever else the GM feels is most likely to tug at the heartstrings of the heroes); if the individual isn't rescued, the panicked crowd is liable to trample him or her to death.
- Looters (PL 1 and/or PL 2 thugs; for quick statistics see the Minion Archetypes in **M&M**, p. 154) are taking advantage of the chaos by breaking into stores and trying to make off with the merchandise; it shouldn't take the heroes too long to put a stop to their looting.

- An ambulance is stuck in traffic; if the heroes don't get the patient in the ambulance to the hospital ASAP, the patient will die.
- Someone, or something, started a fire and the fire trucks can't get through to stop it; if the fire isn't put out quickly, it will engulf the entire neighborhood.
- Heated words are exchanged and some people come to blows; if the heroes don't stop this small group of people from fighting there will soon be a full-scale street battle.

Ideally, the GM will tailor the situation to fit a hero's, or heroes', super powers with the idea being for every hero in the group to have a chance to shine.

For example, Create Object, Force Field, or Telekinesis could reinforce the police barricade.

Heroes with Super Strength and the ability of Flight can transport the ambulance.

The looters can be rendered harmless with Paralysis, Snare, or simply tied to a light pole.

The people fighting can be calmed down with Telepathy, Mind Control, or even Slow.

Of course, the GM needs to make sure that these vignettes are just that, short incidents that the heroes can deal with quickly and that don't detract from the overall adventure by being too involved (no supervillains escaping from prison!).

Set-Up

It is already a particularly dreary night (complete with an ominous fog settling in over the hero's city, a thunderstorm, or whatever else the GM feels will set the properly ominous mood) when, precisely at the stroke of midnight, chaos erupts.

An army of vaguely human-like creatures has emerged from the nearby forest (or some other appropriate place like the local park, the docks, a nearby bog, etc.) and is marching upon the city, destroying everything in its path.

Panicked, the city's residents flee from this inhuman onslaught and within minutes the streets are clogged with people and vehicles all desperately trying to escape the horror.

If the heroes are on patrol, they'll have plenty of warning that something is going on as frightened individuals and small groups from the outlying areas make their way into the city before the true panic sets in.

If the heroes are not already out they'll soon be summoned by the local authorities to investigate what in the world is happening.

It will be up to the heroes to face the source of the threat on their own as the local authorities will have their hands full trying to manage the ever-worsening chaos.

Adventure

The adventure begins when the heroes set out to determine the cause of the panic.

The heroes can try to ask some of the panicked citizens

what is going on but will receive largely incoherent answers about "mud creatures" or "shadows". In fact, many of the people on the run don't have any idea what they are running from; they are simply caught up in the panic.

Please note that, although some of the witnesses may have seen the mockmen (see p.27), at this point in time no one has caught sight of the witches that are the cause of all

Mockmen Tactics

The mockmen are mindless. Having been ordered by the Coven to destroy the city and all that live in it, they simply move along until they find someone they can hurt or something they can damage.

Once the heroes arrive the mockmen will attack any heroes on the ground, but the mockmen ignore airborne heroes unless the flying heroes attack them first.

The mockmen's combat tactics consist simply of using their Suffocate power on any hero they can reach with it.

What makes the mockmen tough is the fact that there is effectively an unlimited supply of them; every round a hero is close to the mockmen or within range of their Suffocate powers he or she will be engaged by 1d20/2 (minimum of one) mockmen.

Please note that, while the mockmen do have statistics and they can battle with the heroes, they are actually a plot device; there is no way for the heroes to defeat the mockmen by destroying them individually as for every one that is destroyed another one simply takes its place.

The GM can approach this replacement in two ways. The first is to simply assume that for every mockmen that is destroyed another one comes out of the forest (or whatever other location the GM has chosen as the origin of the creatures).

The second is to have the destroyed mockmen simply reconstitute itself after one or two rounds. This second option should have the heroes realizing more quickly that battling the mockmen is not the way to defeat this threat.

The only way to defeat the mockmen is to defeat the Coven, as it is their conscious hate and accumulated power that drives and sustains the mockmen.

this (they are at the tail end of the invasion, driving their troops on) and so, unless the heroes have some way of making this information out for themselves, they are unaware of the existence of the three at this time.

Finding the mysterious creatures invading the city is relatively simple: the heroes simply have to go in the opposite direction of the panicked citizenry. Of course, as they make their way to the cause of the chaos, they may be forced to swim against the tide of escaping citizens.

At this point the crowds of people, constantly growing in their panic, are causing total gridlock. And, as people desperate for a way out of the city find none, their fear occasionally turns to violence. Sporadic fights break out as frightened citizens clash with the police and each other while ever more refugees from the mysterious invasion join the throng.

Once the heroes get past most of the refugees they find the invaders soon enough: an army of wet and slimy mockmen as far as the eye can see that is hot on the heels of the fleeing populace. The mockmen slow their pursuit of the citizens only long enough to destroy cars and buildings.

If the heroes engage the advance guard of this massive invasion they are quite likely to not notice the three witches (since they are still at the rear of the invasion).

By that same token, if the heroes are concentrating their efforts solely on the front of the invasion then the three witches will not notice the heroes for some time either (at least not until the heroes have been battling the mockmen for long enough to stall their progress).

For their part, at the time of the heroes' arrival the three witches are busy blasting the rear area with their magic while shouting barely intelligible obscenities and singling out the occasional

Defeating the Mockmen

As has already been stated, the mockmen menace can only be truly defeated when the heroes defeat the Coven.

But what exactly do the heroes have to do to defeat the Coven?

The mockmen were raised, and continue to be animated, by the combined will and powers of the three witches; as long as the full Coven are alive and conscious and within 1 mile of the mockmen the invasion will continue. Effectively, the power that drives the mockmen is Sustained and also has a distance limit.

Obviously, if any one of the above factors is changed (i.e. the Coven are driven off, rendered unconscious, etc.) then the mockmen threat will cease.

Note that it takes all three witches being present to fully maintain the mockmen invasion. Thus, if even one of the sisters is taken out of combat or the vicinity of the mockmen then it will have a tangible effect.

Eliminating one of the sisters immediately renders the mockmen unable to replenish their numbers. Depending on which option the GM uses, this means either that no new mockmen are created or that those destroyed do not reconstitute.

Eliminating a second witch affects all mockmen as if they were under a Slow effect (as per the Power).

Eliminating the last witch immediately ends the mockmen invasion.

The moment the last witch falls to the heroes the mockmen dissolve into their components, never to rise again. However, until that point the reappearance of a previously eliminated witch (i.e. she recovers from unconsciousness or returns from having been more than 1 mile away from the mockmen) restores the mockmen to their previous status (i.e. removes the Slow effect or allows the mockmen to once again replenish their numbers).

unfortunate individual that didn't flee in time for "special attention".

At this point the trio is quite content to let their mockmen destroy the city while they spread their own brand of chaos and are unlikely to notice the presence of the heroes until the heroes make their presence known.

Once aware of the heroes the Coven turns all its attention to them, rightly realizing that the heroes pose by far the biggest threat to the invasion.

The Coven is difficult to defeat. If the heroes are not organized and able to work as a team then they stand almost no chance of defeating the trio and ending the mockmen threat.

Villain Tactics

Defeating the Coven is not easy.

Not only are the trio powerful witches, they are also fully aware of the fact that it is solely their will and power that is responsible for keeping the mockmen alive; they know what they must do to maintain their hold over the mockmen. As a result, the trio will tend to fight and act conservatively, trying to take as little punishment as possible while inflicting the maximum harm on the heroes.

The GM should realize that due to their Mental Link with each other, the three sisters are capable of coordinating their tactics and act almost as one.

Further, while the each member of the Coven shares a number of spells and powers with her siblings, each also has a number of different powers and spells that can complement the others'.

In preparing for this adventure the GM should read through the powers carefully and consider various combinations that would work well for the sisters. For example:

- Ilsa Mental Blasts a hero to stun/knock him out while Elsa immediately follows up with her Elemental Blast on the helpless hero.
- Elsa invokes an Illusion of Elsa while Elsa turns Invisible and uses Mind Control to take control of a hero's mind. When the heroes attack Elsa in an attempt to break the control, they'll most likely be attacking the illusion.

- Ilsa uses Telekinesis to lift up a ground-bound hero while Elsa Paralyzes the now helpless hero. Ilsa then lifts the paralyzed hero even higher and drops him or her to the ground.
- Elsa assesses the heroes to see which ones are the most likely to fall prey to Elsa's Mind Control and Ilsa's Mental Blast and relays that information to her sisters.

Other tactics the sisters use:

- They will gang up on the strongest/most dangerous hero first (as per Elsa's Assessment feat), hoping to eliminate that hero as quickly as possible.
- They remain far enough apart to avoid all of them getting caught in any area effect powers.
- They will not voluntarily chase after any retreating heroes or follow those trying to draw them away from the mockmen.
- They will try to keep the fighting within range of the mockmen's Suffocate powers so that they can draw on help from their creations. Please note that, while the Coven's mere conscious presence is enough to maintain the mockmen, in order for the witches to actually command the mockmen they must be able to communicate verbally with them (except for Elsa, who can use Telepathy).

Because of this the GM should be prepared to give the heroes some breathing space if things get too dangerous. Remember that the Coven will not leave the general area of the mockmen invasion, so retreating heroes will not be followed (the heroes should be able to infer from this that eliminating the Coven's presence is the key to stopping the mockmen invasion).

All throughout the battle of the Coven against the heroes the mockmen continue their rampage of terror and destruction. If the heroes do retreat (okay, regroup) the mockmen and the Coven continue on their path of destruction until the heroes finally stop them.

Follow-Up: Once the Coven has been defeated, the mockmen threat is ended.

While the witches can still have a sizable number of mockmen (thanks to their Minions feat), they will never again be able to raise such an army (unless they have another three centuries to build up their power).

It will take the city many months to clean up and repair the devastation caused by the mockmen. During this time there will be plenty of opportunity for action on the part of the heroes as, much like predators always seek out the weakest prey, all manner of criminals and other supervillains will look to take advantage of a city preoccupied with recovery.

Assuming the Coven weren't killed, the heroes have made enemies for life; the sisters held a grudge against the city for three hundred years, so they will have no problem waiting to get even with the heroes. Of course, even if the Coven were killed, it is possible that their spirits once again escaped and are biding their time until they can once again make their presence felt.

Rewards: Stopping an invasion of this magnitude is certainly worth a substantial reward. In addition to the standard awards by the GM, each hero should receive the Fame feat as a bonus feat. Heroes that already have the Fame feat should be

awarded a different bonus feat, preferably one based on their actions in the adventure. For example, if a hero took charge of the situation he or she might be awarded with the Leadership feat (or the Inspire feat if the hero already possesses the Leadership feat). A hero that engaged in a lot of melee combat might be awarded a melee-based bonus feat. Or a hero repeatedly pummeled by the witches' magic might receive the Detect (magic) feat as a result.

Supporting Cast

The following section contains statistics for the mockmen summoned by the Coven. There are four different types of mockmen, one of each PL 1 to PL 4. This corresponds to the Minions feat that each member of the Coven possesses and allows the mockmen (and their statistics) to be used as minions any time any member of, or the entire, Coven are encountered in the future.

While there are four types of mockmen, the GM is free to choose which type(s) make an appearance in the adventure based on the strength of the heroes and how complicated the GM wants the adventure to get; the simplest is to have only one kind of mockmen appear throughout the course of the adventure.

Since during the course of the adventure each hero is likely to face mockmen in numbers every round, the GM may wish to randomly decide the type (PL) of the mockmen encountered by the heroes. While this is a bit more cumbersome than simply ruling there is only one kind of mockmen, it can make things a bit more interesting. If random generation is desired, use the following table based on a d20:

Roll	Mockmen Type
1-8	Water Mockmen (PL 1)
9-14	Mud Mockmen (PL 2)
15-18	Clay Mockmen (PL 3)
19-20	Sand Mockmen (PL 4)

Please note that the various mockmen can be made less deadly by substituting the Slow or Snare power for the Suffocate power and redistributing the extra points into the mockmen's ability scores.

The GM should also remember that, as constructs, all mockmen suffer damage like inanimate objects:

Damage Roll	Result
Succeeds	No effect
Fails	-1 to Hardness
Fails by more than 5	Smashed
Fails by more than 10	Dispersed

Water Mockmen: PL 1 construct; Init +3 (Dex); Defense 13 (+3 Dex); Spd 30 ft.; Atk +0 melee (+0S, punch), +3 ranged (+1, suffocate); SV Dmg +6, Fort -, Ref +3, Will +0; Str 10, Dex 16, Con -, Int -, Wis 10, Cha 1.

Hardness: 6

Skills: N/A

Feats: Immunity (aging, critical hits, disease, energy (all types), exhaustion, poison, pressure, starvation, suffocation)

Powers: Suffocate +1 [*Source:* Mystical; *Cost:* 3 pp].

Equipment: N/A

Notes: Water mockmen attack by shooting streams of water from their bodies. If this attack hits, the water mockmen continues pouring water into the victim's mouth and nose until the victim passes out and/or dies.

Description: Water mockmen look like humanoid shaped masses of brackish water. They have no distinguishing features. Their every move causes a faint sloshing sound to emanate from their bodies and the wet footprints they leave behind allow others to easily track them.



Mud Mockmen: PL 2 construct; Init +4 (Dex); Defense 15 (+1 base, +4 Dex); Spd 30 ft.; Atk +2 melee (+1S, punch), +5 ranged

(+2, suffocate); SV Dmg +7, Fort -, Ref +4, Will +1; Str 12, Dex 18, Con -, Int -, Wis 12, Cha 1.

Hardness: 7

Skills: N/A

Feats: Immunity (aging, critical hits, disease, energy (all types), exhaustion, poison, pressure, starvation, suffocation)

Powers: Suffocate +2 [*Source:* Mystical; *Cost:* 3 pp].

Equipment: N/A

Notes: Mud mockmen attack by shooting streams of sticky, foul-smelling mud from their bodies. If this attack hits, the mud mockmen continues pouring mud into the victim's mouth and nose until the victim passes out and/or dies.

Description: Mud mockmen look like bipedal shaped blobs of mud. They have no distinguishing features. Their every move causes a faint sloshing sound to emanate from their bodies and the muddy footprints they leave behind allow others to easily track them.



Clay Mockmen: PL 3 construct; Init +5 (Dex); Defense 17 (+2 base, +5 Dex); Spd 30 ft.; Atk +3 melee (+2S, punch), +7 ranged (+3, suffocate); SV Dmg +8, Fort -, Ref +5, Will +2; Str 14, Dex 20, Con -, Int -, Wis 14, Cha 1.

Hardness: 8

Skills: N/A

Feats: Immunity (aging, critical hits, disease, energy (all types), exhaustion, poison, pressure, starvation, suffocation)

Powers: Suffocate +3 [*Source:* Mystical; *Cost:* 3 pp].

Equipment: N/A

Notes: Clay mockmen attack by shooting streams of tacky, tough clay from their bodies. If this attack hits, the clay mockmen continues pouring clay into the victim's mouth and nose until the victim passes out and/or dies.

Description: Clay mockmen look like bipedal shaped masses of clay. They have no distinguishing features. Their every move causes a faint suction sound to emanate from their bodies and the bits of clay they leave behind allow others to easily track them.



Sand Mockmen: PL 4 construct; Init +5 (Dex); Defense 18 (+3 base, +5 Dex); Spd 30 ft.; Atk +5 melee (+3S, punch), +8 ranged (+4, suffocate); SV Dmg +9, Fort -, Ref +5, Will +4; Str 16, Dex 20, Con -, Int -, Wis 18, Cha 1.

Hardness: 9

Skills: N/A

Feats: Immunity (aging, critical hits, disease, energy (all types), exhaustion, poison, pressure, starvation, suffocation)

Powers: Suffocate +4 [*Source:* Mystical; *Cost:* 3 pp].

Equipment: N/A

Notes: Sand mockmen attack by shooting streams of wet sand from their bodies. If this attack hits, the sand mockmen continues pouring sand into the victim's mouth and nose until the victim passes out and/or dies.

Description: Sand mockmen look like bipedal shaped masses of sand. They have no distinguishing features. Their every move causes a faint scraping sound to emanate from their bodies and the grains of sand they leave behind allow others to easily track them.

Supporting Cast (Alternate)

For those that prefer to have the walking dead rather than walking mud puddles invade the city, here is a selection of PL 1 to PL 4 undead. These undead can be used in place of, or even with, the mockmen. They are especially handy if in, or near, the heroes' city there are no likely places for mockmen to arise from since the undead can come from the morgue or a cemetery (and every city has at least one of those).

As constructs, the undead suffer damage like inanimate objects:

Damage Roll	Result
Succeeds	No effect
Fails	-1 to Hardness
Fails by more than 5	Broken or Crushed
Fails by more than 10	Shattered or Torn Apart

As with the mockmen, the undead make excellent minions for later encounters with the members of the Coven.

Skeleton: PL 1 construct; Init +0 (Dex); Defense 10 (+0 Dex); Spd 30 ft.; Atk +2 melee (+2S, punch), +1 ranged (+2L, brick, can, etc.); SV Dmg +6, Fort -, Ref +0, Will +0; Str 12, Dex 10, Con -, Int -, Wis 10, Cha 1.

Hardness: 6

Skills: N/A

Feats: Immunity (aging, critical hits, disease, energy (all types), exhaustion, poison, pressure, starvation, suffocation)

Powers: Super Strength +1 [*Source:* Mystical; *Cost:* 4 pp].

Equipment: N/A

Notes: Skeletons attack with their bony claws.

Description: These are the skeletons of long deceased individuals animated through foul powers. They move as well as the living do.



Zombie: PL 2 construct; Init +1 (Dex); Defense 13 (+2 base, +1 Dex); Spd 30 ft.; Atk +4 melee (+5S, punch), +2 ranged (+5L, brick, can, etc.); SV Dmg +7, Fort -, Ref +1, Will +0; Str 16, Dex 12, Con -, Int -, Wis 10, Cha 1.

Hardness: 7

Skills: N/A

Feats: Immunity (aging, critical hits, disease, energy (all types), exhaustion, poison, pressure, starvation, suffocation)

Powers: Super Strength +2 [Source: Mystical; Cost: 4 pp].

Equipment: N/A

Notes: Zombies attack with their surprisingly powerful hands.

Description: These are the bodies of recently deceased individuals animated through foul powers. Contrary to some movies, they move as well as the living do.



Mr. Bones: PL 3 construct; Init +0 (Dex); Defense 14 (+4 base, +0 Dex); Spd 30 ft.; Atk +8 melee (+8S, punch), +4 ranged (+8L, brick, can, etc.); SV Dmg +8, Fort -, Ref +0, Will +0; Str 18, Dex 10, Con -, Int -, Wis 10, Cha 1.

Hardness: 8

Skills: N/A

Feats: Immunity (aging, critical hits, disease, energy (all types), exhaustion, poison, pressure, starvation, suffocation)

Powers: Super Strength +3 [Source: Mystical; Cost: 4 pp].

Equipment: N/A

Notes: Mr. Bones attack with their bony claws.

Description: These are more powerful versions of normal skeletons. They are usually limned with a soft, evil-looking light reflective of the foul powers coursing through them.



Revenant: PL 4 construct; Init +3 (Dex); Defense 18 (+5 base, +3 Dex); Spd 30 ft.; Atk +8 melee (+9S, punch), +6 ranged (+9L, brick, can, etc.); SV Dmg +9, Fort -, Ref +3, Will +0; Str 20, Dex 16, Con -, Int -, Wis 10, Cha 1.

Hardness: 9

Skills: N/A

Feats: Immunity (aging, critical hits, disease, energy (all types), exhaustion, poison, pressure, starvation, suffocation)

Powers: Super Strength +4 [Source: Mystical; Cost: 4 pp].

Equipment: N/A

Notes: Revenants attack with their surprisingly powerful hands.

Description: These are more powerful versions of normal zombies. Their eyes usually glow with a wan, black light reflective of the foul powers coursing through their bodies.

The Coven

Quote: "A triple pox be upon ye!"

First Appearance: Superline #1.

Accused and hanged as witches some three hundred years ago by residents of the heroes' city, the three sisters that make up the Coven swore revenge upon their executioners with their last breath.

For three centuries the severed spirits of Alsa, Elsa, and Ilsa were bound to their lonely and forgotten gallows tree deep in the nearby woods, biding their time and gathering their powers until some unfortunate vessels that the witches' spirits could possess should happen by.

Those unfortunate vessels proved to be three sorority pledges from the local university. Having gotten lost in the woods during the sorority's initiation rite, the trio came upon a barren hill with a single, skeletal oak that rose from the surrounding forest like an evil omen. Finding themselves irresistibly drawn to the forlorn tree, the three women were easy prey for the witches' spirits.

Their spirits given form once more, and flush with the power of centuries, the Coven quickly set about planning their revenge. Of course, after three hundred years the Coven are no longer content with just revenging themselves upon those that executed them (who are dead in any case). They now seek to inflict the same amount of torment on the entire world that they themselves experienced.

In outward physical appearance the three sisters look exactly like the three sorority pledges whose bodies they possessed.

But while superficially they appear as a trio of 19-year old co-eds, the witches' true nature is revealed through eyes that are far too old for their bodies and an unmistakable aura of malice and hatred that literally permeates the air about them; no one that spends longer than a mere moment in the presence of any member of the Coven is likely to believe that they are simply university co-eds.

Of the three sisters, Alsa is the oldest and most powerful. She is the Coven's leader and enforcer and enjoys nothing better than a good fight. She prefers to wear tight-fitting and unadorned bodysuits of black or deep purple.

Elsa is the middle sister and serves as the Coven's scout and spy. She is actually smarter and wiser than Alsa and is considered the planner of the trio. Of course, when her plans don't mesh with the desires of Alsa, Elsa usually gives way to her more powerful and aggressive sister. Elsa's preferred color is red, everything from burgundy to deep crimson, and she prefers a more ornate style to her clothes, including long capes (she feels they add a touch of class, mystery, and wisdom).

Ilsa is the youngest of the three sisters and really has no role beyond being the youngest sister. All of the unpleasant and dirty tasks fall to Ilsa as her older sisters tend to gang up on her. Unsurprisingly, this has made her rather cruel to others and, while she doesn't go out of her way to avoid a fight, she prefers picking on people weaker than herself. Ilsa dresses in the latest, hip styles for people of college age.

Alsa the Crone: PL 13; Init +2 (Dex); Defense 18 (+6 base, +2 Dex); Spd 30 ft. (Fly 65 ft.); Atk +8 melee (+1S, punch), +9 ranged (+13L, energy blast); SV Dmg +4, Fort +4, Ref +2, Will +3; Str 12, Dex 14, Con 18, Int 16, Wis 16, Cha 18.

Skills: Concentration +9, Intimidate +9, Knowledge (occult) +13, Move Silently +12, Sense Motive +8.

Feats: Darkvision, Detect (magic), Indomitable Will, Mental Link (Elsa, Ilsa), Minions, See Invisibility, Startle.

Powers: Sorcery +13 [*Spells:* Energy Blast, Flight, Force Field, Incorporeal, Invisibility, Mind Control, Telepathy; *Source:* Mystical; *Cost:* 7 pp].

Weakness: Disturbing

Equipment: N/A.

Notes: Alsa prefers to charge directly into battle while Invisible, blasting opponents with Energy Blast or dominating them with Mind Control.



Elsa the Hag: PL 12; Init +7 (Dex, Improved Initiative); Defense 18 (+5 base, +3 Dex); Spd 30 ft. (Fly 60 ft.); Atk +6 melee (+1S, punch), +8 ranged (+12, paralysis); SV Dmg +2, Fort +2, Ref +3, Will +4; Str 12, Dex 16, Con 14, Int 18, Wis 18, Cha 16.

Skills: Bluff +8, Concentration +10, Intimidate +8, Knowledge (occult) +9, Sense Motive +7.

Feats: Assessment, Darkvision, Detect (magic), Improved Initiative, Indomitable Will, Mental Link (Alsa, Ilsa), Minions, Startle, True Sight.

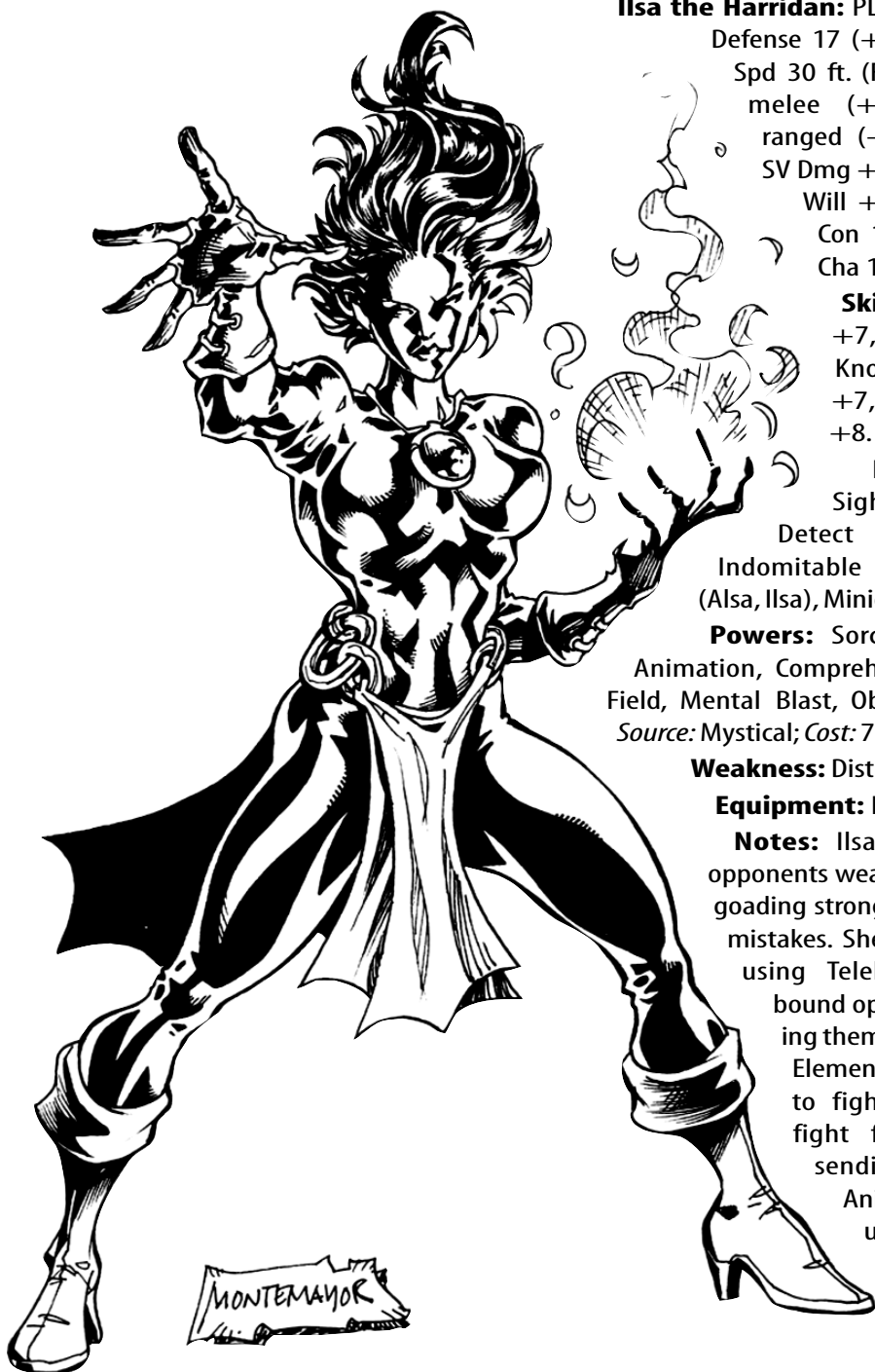
Powers: Sorcery +12 [*Spells:* ESP, Flight, Force Field, Illusion, Paralysis, Possession, Shape Shift; *Source:* Mystical; *Cost:* 7 pp].

Weakness: Disturbing.

Equipment: N/A.

Notes: Elsa prefers to plan prior to any combat, using her ESP and Assessment to determine the Coven's foes' strengths and weaknesses. She may also employ Shape Shift if necessary to disguise herself and get some firsthand information.

Elsa prefers to let her sisters do the actual fighting, supporting their efforts with Illusion and Paralysis, although she is not above using her Possession on the physically strongest of



Ilsa the Harridan: PL 11; Init +2 (Dex); Defense 17 (+5 base, + 2 Dex); Spd 30 ft. (Fly 55 ft.); Atk +6 melee (+1S, punch), +7 ranged (+7, mental blast); SV Dmg +3, Fort +3, Ref +2, Will +5; Str 12, Dex 14, Con 16, Int 14, Wis 20, Cha 16.

Skills: Concentration +7, Intimidate +7, Knowledge (occult) +7, Spot +10, Taunt +8.

Feats: All-Around Sight, Darkvision, Detect (magic), Indomitable Will, Mental Link (Alsa, Ilsa), Minions, Scent, Startle.

Powers: Sorcery +11 [*Spells:* Animation, Comprehend, Flight, Force Field, Mental Blast, Obscure, Telekinesis; *Source:* Mystical; *Cost:* 7 pp].

Weakness: Disturbing.

Equipment: N/A.

Notes: Ilsa enjoys taunting opponents weaker than herself or goading stronger opponents into mistakes. She especially enjoys using Telekinesis on land-bound opponents and holding them in the air for Alsa's Elemental Blast. If forced to fight, she prefers to fight from a distance, sending in waves of Animated objects and using Mental Blast to deal with opponents that get too close.

the Coven's foes and wading into battle knowing that it isn't her body that will be taking the punishment.

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