

Action Games™

The DAY of DEEDS



WyrnThane, MacNeil, Sanchez

"Requires the Mutants & Masterminds RPG, Second Edition, for use"

The Day Of Deeds

The Action Crew

Head Writer	Wyrmtane
Co Writers	Sarah MacNeil Richard Sanchez
Proof Reading	Wyrmtane Sarah MacNeil
Layout and design	Richard Sanchez
Cover Art	Galen Ihlenfeldt MasterMindArtstudio.com
Interior Art	Richard Sanchez
Creative Support	Angelo Lavanderos

Additional Thanks And support

Obsidian Dawn
Digital Design Resources. High quality
brushes found at
www.obsidiandawn.com

Image After
The Raw Base for your Creativity
Digital medium and Textures for
Personal and Commercial use
www.imageafter.com

Produced By Action Games © 2010
Contact at: www.actionrpg@yahoo.com
Visit us at www.ActionGamesRPG.com

“Mutants & Masterminds, M&M Superlink, the M&M Superlink logo, and Green Ronin are trademarks of Green Ronin Publishing and are used with permission.”

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated

versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc., System Reference Document, Copyright 2000 Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, Based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc., Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing: Steven Kenson.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing: Author Skip Williams.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

"Mutants & Masterminds, M&M Superlink, the M&M Superlink logo, and Green Ronin are trademarks of Green Ronin Publishing and are used with permission."

The Day of Deeds Copyright 2010, Action Games, Authors Jeremy MacNeil, Sarah MacNeil.

Open Gaming Content

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of Open Gaming License: Action Games, The Day of Deeds.

Designation of open Gaming Content: The following sections of The Day of Deeds are designated as open Gaming Content except for terms defined as product identity above. All illustrations, pictures are Product Identity and property of Action Games TM. or the respective artist.

Tables: The tables chapter is open content.

Antagonists: The Antagonists chapter is open content.

Table Of Contence

Intro	Page 1
Tables	Page 4
Wild Cards	Page 10

Locations

Boardwalk	Page 13	Prison	Page 37
City Hall	Page 15	Airport	Page 39
Public Library	Page 17	Cemetery	Page 41
Pedestrian Mall	Page 19	Bank	Page 43
Museum	Page 21	Construction Site	Page 45
Hospital	Page 23	High School	Page 47
Laboratory	Page 25	Amusement Park	Page 49
University	Page 27	Military Base	Page 51
City Park	Page 29	Wedding	Page 53
City Zoo	Page 31	Television Station	Page 55
Aquarium	Page 33	Land Fill	Page 57
High-rise Office	Page 35	Botanical Garden	Page 59

Antagonists

Antagonists	Page 61
-------------	---------

Click on the chapter you want to fast link to



INTRODUCTION

“Day of Deeds”

Welcome to an adventure unlike most you may have seen before. When I was writing this adventure the subject of flavor text came up. My solution was to add none; instead I wanted to promote the GM's to ad-lib a little. Being prepared is great but sometimes there just isn't an opportunity to prepare. So there's no Flavor text to read, just have fun.

The adventure is designed to be played multiple times with any level of hero or heroes. It functions like a random encounter chart with an encapsulating theme.

Encounters have very little game information, and are very basic so the GM may easily adjust it for any party level or size. GM's should feel free to use all or none of each encounter to fit their particular city. Encounters are presented in an order of 1-24 but may be played in any order the GM wishes. Encounters are placed in a location based chart. When rolling for each location roll once for the antagonist once for the victim and once on the wild card chart. Hero groups should be encouraged to stay in a group; it will be far less hectic that way.

For the GM

Difficulty numbers DC's

Difficulty numbers should be set as to make the events challenging but not impossible. Heroes should be worn out at the end of the day, not destroyed. This adventure is meant to be difficult, not killer. Checks made against a DC or (Difficulty class) DC 10 is average, DC 15 is hard, DC 20 is challenging, and so on. (See Introduction of the M&M book for Difficulty Class examples)

Events and Locations

Locations are in numeric order as a matter of reference ease, and can be run in any order the GM wishes. In each encounter location a brief description is given, this is not written in stone and the GM should feel free to describe the location any way they see fit.

Events should happen on an hourly basis over a twenty four hour period and should not take more than an hour to solve, that way the hero is at these tasks all day. Remember to interrupt the hero's routine. Stopped for lunch? Look out! Trying to make a call? No way; too much to do.

Antagonist

Antagonists are the main trouble maker for the encounter. You will see there are no super villains on any chart; that is because "Day of Deeds" is all about the role playing. While certain tasks will definitely need strength or speed to solve, brainpower will surely be the most important aspect. So, all those heroes with the "bash now" attitude will have to change tactics a little. Only one antagonist should be rolled for each location. The GM may wish to roll all antagonists before play to prepare but sometimes rolling on the fly is fun too.

Under each antagonist are three listed objectives, besides saving the rolled victim the objectives are for use by the GM as extras and can be left out or added to as the GM wishes. Remember that all heroes will not have the powers to react to every situation and that is the fun part. Taking a hero out of their comfort zone and forcing them to think outside the box is great. Just remember as a GM your job is to give the hero a way to do that. Example A: falling man and a non-flying hero what ever shall he do? They might ask if there is a large net around or awning, is there a way to throw something and pin the faller to the building to stop their fall. A GM's job is not to beat

the players it's to make the game challenging and fun for everyone.

Victims

A victim should be rolled for every encounter, and included in some way. Remember if a crowd is mentioned by the GM, they still need saving and are just as important as the victim.

These are the main folks or objects in trouble, they need a hero to protect them, only one victim should be rolled per location and, as with the antagonist, the GM may wish to pre roll all victims..

Wild cards

Wild cards are events that can take place anywhere to add a little excitement and confusion. Additional challenges happening during the action to throw the heroes off and see if they can deal with the pressure. Some are ordinary while others could be disastrous if the heroes can't save the day. Wild cards can present different challenges and lots of role-play options.

The wild card chart is different from the locations/victims/antagonists in that there are only twenty wild cards and so some will be repeated in the course of your adventure, when this happens the GM should make it a reoccurring wild card. As in, "I can't believe that baby is still out causing trouble." One wild card should be rolled per encounter. Wild cards are not meant to take heroes away from the main task, only to be a thorn in their side while they make the big save. As with the other charts the GM may wish to pre roll wild cards but it is fun to run an adventure where you're on the spot sometimes. Just remember to have fun with things.

Static encounters

If the heroes are anti-social and don't have a good relationship with police use opening B, otherwise read opening A.

Encounter one "Awakening"

If the heroes are anti-social and don't have a good relationship with police use opening B, otherwise read opening A.

Opening A:

At exactly midnight the phone begins to ring in your heroes' headquarters. The Chief of police's voice booms over the receiver

"Hello this is the Chief. Sorry to wake you but the city is in chaos and needs your help. All the other heroes and most of the police have disappeared and we need you on patrol right away."

At this the heroes should grab their gear and head out the door. As they leave their lair and reach the city, roll the first encounter.

Opening B:

At midnight you are watching television when the Chief of police comes on.

"We interrupt this program with a message from the chief of police." The Police Chief's images flashes onto the screen, "Hello this message is to any heroes left in the city. Heroes have disappeared from the city in mass, as have most police officers. The city is in chaos, please begin patrolling immediately. We need you."

As in opening A as soon as the heroes enter the city roll the first encounter.

The closing encounter will be the same for either opening.

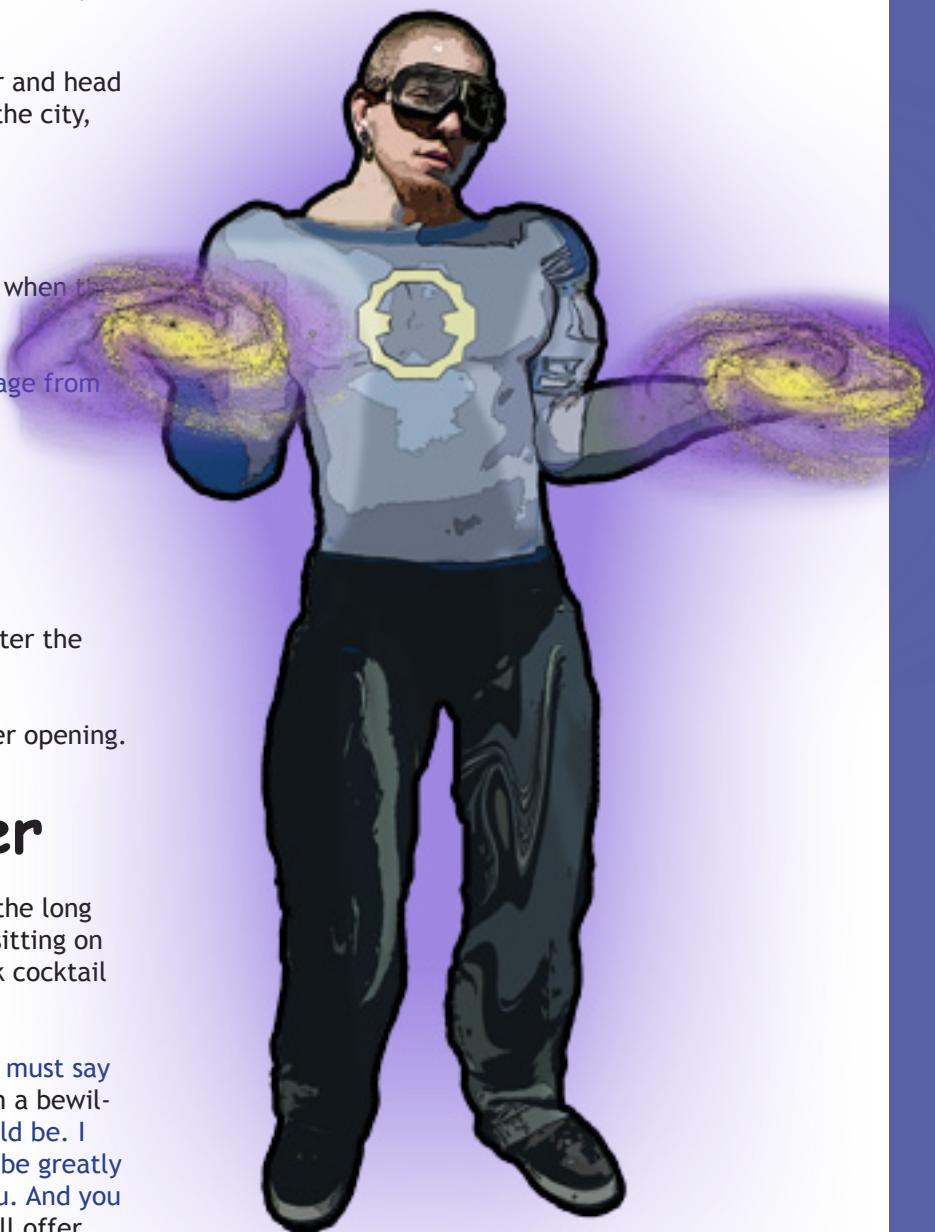
Closing encounter

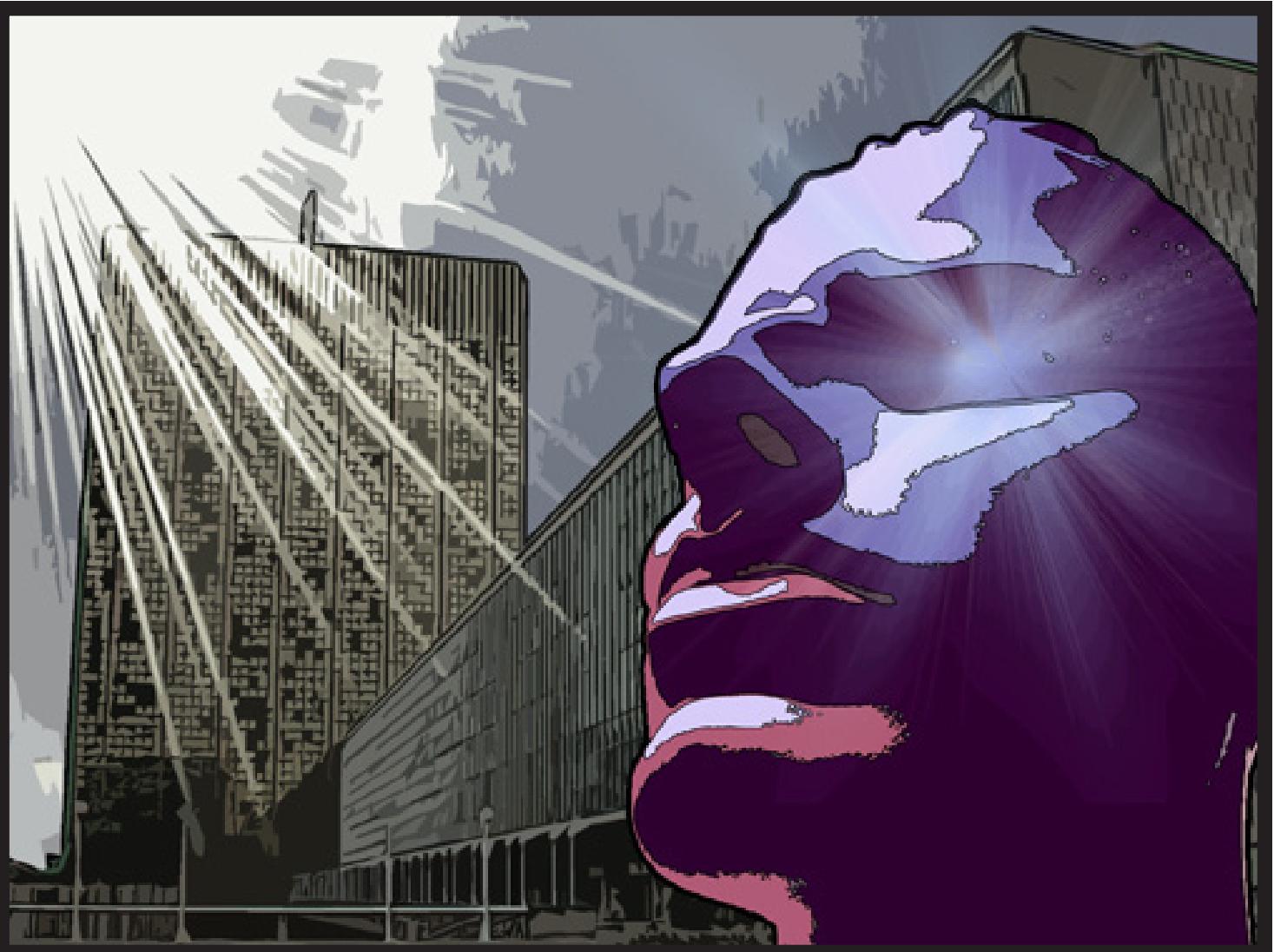
When you arrive back at your lair after the long day you are surprised to see a funny little man sitting on a counter sipping an iced tea topped with a pink cocktail umbrella. As you approach he greets you:

"Howdy partners! I'm Rodopydope and I must say you folks are just awesome." When you give him a bewildered look he says, "Slightly confused? You should be. I am from a time in your future when heroes will be greatly needed and I have come back in time to test you. And you have succeeded. Congratulations!" At this he will offer the heroes all a small disc of metal. "This disc will begin

to glow when you are most needed and will transport you to the future. Ta ta for now." At that the little fellow vanishes without time for any questions to be asked and almost immediately your television blinks on and you see the Police Chief issuing a statement: "This is the Chief, all of the missing heroes and police have reappeared. We owe many thanks to those few brave souls who kept our fair city safe in their absence. Thank you."

The little man will only be seen again if the GM so desires.





TABLES

The random encounter tables are a quick reference format allowing the GM many story options. GMs may roll the whole adventures before the gaming session, or on the fly as they see fit. Remember preparation can add a lot to your campaign. Also randomness and on the fly gaming is always fun too, just not as thought out.

Victims Table

Location	Victims	Location	Victims
1. Boardwalk	1. Fisherman 2. Roller Girl 3. Teen Thugs 4. Shuffle Board Players 5. Food Vendor 6. The doofus hipster	7. Laboratory	1. Scientist 2. Lab Animals 3. Lab Tech 4. Protestors 5. Experiment 6. Student Intern
2. City Hall	1. Mayor 2. Council Men 3. Lawyer 4. Field Trip 5. Bailiff 6. Charming Defendant	8. University	1. Dean 2. Study Group 3. Professor 4. Hippie 5. Mascot 6. Sport team
3. Public Library	1. Librarian 2. Gaming Group 3. Studying Student 4. Hot Nerd 5. Reading Group 6. Writer Doing a Book Signing	9. City Park	1. Children 2. Park and Recreation Worker 3. Park Animals 4. Boater 5. Picnickers 6. Kite Flyer
4. Pedestrian mall	1. Acoustic Entertainer 2. Teen Girls 3. Mall Cop 4. Senior Citizen 5. Little League Team 6. Comic Book Store Guy	10. Zoo	1. Animals 2. Zookeeper 3. School Group 4. Family 5. Commercial Actors 6. Stage Show
5. Museum	1. Tour Guide 2. Piece of Art 3. Curator 4. Tourist 5. Tour Group 6. Museum collapse	11. Aquarium	1. Whale 2. Shark 3. Octopus 4. Diver 5. Patron 6. Tour Guide
6. Hospital	1. Nurse 2. Doctor 3. Paramedic 4. Patient 5. Administrator 6. Janitor	12. High-rise Office	1. CEO 2. Protestor 3. Security Guard 4. Office Worker 5. Office Manager 6. Secretary
Roll a D6 to determine the victim for each location		Roll a D6 to determine the victim for each location	

Victims Table

Location	Victims	Location	Victims
13. Prison	<ol style="list-style-type: none"> 1. Prisoners 2. Warden 3. Guards 4. Visitor 5. Delivery Man 6. Chaplin 	19. Amusement Park	<ol style="list-style-type: none"> 1. Rides 2. Carnie 3. Nun 4. Kids 5. Security Guard 6. Concession Stand Worker
14. Airport	<ol style="list-style-type: none"> 1. Traveler 2. Plane 3. Pilot 4. Baggage Handler 5. Flight Attendant 6. Air Traffic Control Tower 	20. Military base	<ol style="list-style-type: none"> 1. Soldier 2. Officer 3. Chaplain 4. Ordinance 5. Helicopter 6. Tank
15. Cemetery	<ol style="list-style-type: none"> 1. Widow 2. Elderly 3. Grounds Keeper 4. Grave 5. Lost Soul 6. Funeral 	21. Wedding	<ol style="list-style-type: none"> 1. Bride 2. Groom 3. Preacher 4. Best Man 5. Parents 6. Ring Bearer
16. Bank	<ol style="list-style-type: none"> 1. Teller 2. Manager 3. Bank President 4. Loan Officer 5. Bank Customer 6. Security Guard 	22. Television station	<ol style="list-style-type: none"> 1. Reporter 2. Kids Show Host 3. Weather Man 4. Cooking Show Host 5. Audience Members 6. Camera Man
17. Construction site	<ol style="list-style-type: none"> 1. Engineer 2. Worker 3. Owner 4. Kids 5. Baby 6. Blind Man 	23. Landfill	<ol style="list-style-type: none"> 1. Worker 2. Kid 3. Security Guard 4. Reporter 5. Protestors 6. Environmental Scientist
18. High School	<ol style="list-style-type: none"> 1. Teacher 2. Principal 3. Coach 4. Cheerleader 5. Jock 6. Student 	24. Botanical gardens	<ol style="list-style-type: none"> 1. Student field trip 2. Botanist 3. Plant life 4. Delivery man 5. Elderly visitors 6. Aviary
Roll a D6 to determine the victim for each location		Roll a D6 to determine the victim for each location	

Antagonists Table

Location	Antagonists	Location	Antagonists
1. Board walk	<ol style="list-style-type: none"> 1. Out of control car 2. Killer birds 3. Stranded sea creature 4. Carousal gone awry 5. Board walk collapse 6. Crazy Farris wheel 	7. Laboratory	<ol style="list-style-type: none"> 1. Small black hole 2. Small white hole 3. Enlarged animal 4. Mad scientist 5. Rouge computer intelligence 6. Rouge robot
2. City Hall	<ol style="list-style-type: none"> 1. Mole people 2. Crazed bailiff 3. Gas leak 4. Angry plaintiff 5. Rat attack 6. Out of control protesters 	8. University	<ol style="list-style-type: none"> 1. Animated statues 2. Mutated mascot 3. Frat hazing gone awry 4. Chemical lab explosion 5. Stadium collapse 6. Cooking class baking project out of control
3. Library	<ol style="list-style-type: none"> 1. Book wyrms 2. Raging literary characters 3. Ghost 4. Stone lions animate 5. Book thief 6. Kid & dangerous magic tome 	9. City Park	<ol style="list-style-type: none"> 1. Animated Play Ground Equipment 2. Water Element 3. Mutated Doggie 4. Craft Fair Weather Phenomena 5. Lawn Mower Gone Crazy 6. Wild Animal on the Loose
4. Pedestrian mall	<ol style="list-style-type: none"> 1. Shopper stampede 2. Contagious mime 3. Pet store craziness 4. Left over fast food mutant 5. Out of control comic book store guy 6. Rampaging adds 	10. Zoo	<ol style="list-style-type: none"> 1. Super Animal 2. Super Intelligent Animals 3. Extraterrestrial Being's Pet Captured 4. Run Away Zoo Monorail 5. Endangered Child 6. Loose animals
5. Museum	<ol style="list-style-type: none"> 1. Animated dinosaur skeleton 2. Trapped flying stuffed whale 3. Cavemen come to life 4. Mummy 5. Museum guild gone crazy 6. Planetarium Show Gone Nuts 	11. Aquarium	<ol style="list-style-type: none"> 1. Angry Sea People 2. Trapped Guest/Visitor 3. Mutated Sea Creature 4. Leaking Tank 5. Wading Pool Whirlpool 6. Trapped Diver
6. Hospital	<ol style="list-style-type: none"> 1. Chemical spill 2. Out of control helicopter 3. Organ thieves 4. Crazy patients 5. Out of control cleaning machine 6. Hostage taker 	12. High-rise Office	<ol style="list-style-type: none"> 1. Falling Window Washer 2. Office Building Jumper 3. Hotdog Cart Monster 4. Bomb Scare 5. Colossal Spider 6. Construction Crane Gone Amok
Roll a D6 to determine the antagonist for each location		Roll a D6 to determine the antagonist for each location	

Antagonists Table

Location	Antagonists	Location	Antagonists
13. Prison	<ol style="list-style-type: none"> 1. Riot! 2. Jail Break 3. Everyone Missing From Prison 4. Trapped Prisoners 5. Intergalactic Police 6. Experiment on Prisoner Gone Awry 	19. Amusement Park	<ol style="list-style-type: none"> 1. Cotton Candy Monster 2. House of Horror Trap 3. House of Mirrors Trap 4. Freak Show Gone Amok 5. Magician Summons Creature 6. Runaway Roller Coaster
14. Airport	<ol style="list-style-type: none"> 1. Crashing Plane 2. Crashed Plane 3. Terrorist 4. Livestock on Runway 5. Crack Opens on Runway 6. Out of Control Fuel Truck 	20. Military base	<ol style="list-style-type: none"> 1. Out of Control Experimental 2. Stolen Tank 3. Bomb About to Detonate 4. Super Soldier Gone Crazy 5. Stolen Drone with Weapon 6. Spy Loose on the Base
15. Cemetery	<ol style="list-style-type: none"> 1. Undead 2. Sink hole 3. Lost Child in Catacombs 4. Poltergeist 5. Grave robber 6. Mutant Dog 	21. Wedding	<ol style="list-style-type: none"> 1. Runaway Elephant 2. Snatched Bride 3. Out of Control Limo 4. Dove Attack 5. Trapped Preacher 6. Union of Evil
16. Bank	<ol style="list-style-type: none"> 1. Robbers 2. Man Trapped in Vault 3. Trapped Robbers in Tunnel 4. Out of Control Patron 5. Bank Lock Down 6. Ghost Robbery 	22. Television station	<ol style="list-style-type: none"> 1. Reporters Trapped on Camera 2. Crashing Helicopter 3. Tempest 4. Hypnotic-control from Anchor 5. Publicity Stunt Gone Awry 6. Militant Takes Control
17. Construction site	<ol style="list-style-type: none"> 1. Earth Elemental 2. Baby's Day Out 3. Runaway Construction Equipment 4. Unearthed Ruins 5. Trapped Worker 6. Falling beams 	23. Landfill	<ol style="list-style-type: none"> 1. Trash Monster 2. Trapped Workers 3. Lost Artifact 4. Toxic Creature 5. Trash Fire 6. Vortex Spewing Alien Trash
18. High School	<ol style="list-style-type: none"> 1. Gang Activity 2. Out of Control School Bus 3. Students Trapped by Dodge ball Cannon 4. Rampaging Lunch 5. Out of Control Science Project 6. Wild Janitor beast 	24. Botanical gardens	<ol style="list-style-type: none"> 1. Plant Monster 2. Chemical Spill 3. Dangerous Plants 4. Alien Plant 5. Bio Terrorist 6. Crazed Gardener
Roll a D6 to determine the antagonist for each location		Roll a D6 to determine the antagonist for each location	

Locations & Wild Cards Table

Locations	Wild Cards	
1. Boardwalk	1. Kid crashing on bicycle	
2. City Hall	2. Run away food cart	
3. Public Library	3. Blind person wandering into danger	
4. Pedestrian Mall	4. Toddler on adventure in danger	
5. Museum	5. Trapped animal/ pet	
6. Hospital	6. Pick pocket	
7. Laboratory	7. Vandals	
8. University	8. Person falling	
9. City Park	9. Animal / pet in dangerous traffic	
10. City Zoo	10. Adoring fan in way	
11. Aquarium	11. Mini tornado reeking havoc	
12. High-rise Office	12. Fire	
13. Prison	13. Good Samaritans in the way	
14. Airport	14. Downed power line	
15. Cemetery	15. Oblivious bystander in danger	
16. Bank	16. Foolish journalist	
17. Construction Site	17. Loose group of toddlers	
18. High School	18. Fireman in danger	
19. Amusement Park	19. Policeman in danger	
20. Military Base	20. Run away baby stroller	
21. Wedding	Roll a D20 to determine the wild card for each location	
22. Television Station		
23. Landfill		
24. Botanical Gardens		
Choose what ever order best suits your game		



Wild Card Descriptions

Wild Cards Descriptions

1. Kid crashing on bicycle

With all the excitement going down, some poor kid has lost control of his bicycle. He could be careening for oncoming traffic, riding off a bridge or dock, or even just crashing in to a wall. What ever the case this kid needs the heroes' help. So hopefully the hero can save the kid and the day all at the nick of time.

2. Run away food cart

Poor Mr. Food-cart-man, he never tried to hurt anyone. Just doing his job and trying to get by day-to-day. When all of a sudden some crazy stuff goes down and wouldn't you believe it his cart is now on a joy ride. Maybe it's heading for some old ladies, or glides in front of a speeding garbage truck. In any case the hero is the only one that can save Mr. Food-cart-man's livelihood and tasty fried treats.

3. Blind person wandering into danger

It's tough out there with all the villains in the world. Especially if you're blind and not sure of what is going on around you. Maybe this unknowing person wanders in to a construction site, or in the way of fleeing towns people, or even between the hero and the panicking victim. With all the commotion of the day only the hero can save them all.

4. Toddler on adventure in danger

Suzy is on a great adventure, she has wandered off chasing a butterfly or balloon. What ever the case she is on a personal quest for some shiny thing kids these days love. And wouldn't you have guessed it, she has wondered in to danger. Now only the heroes have a chance to save this inquisitive little adventurer.

5. Trapped animal/ pet

Little Fluffy the cat or even Ivan the zoo tiger can get into trouble with super villainy afoot. And there is nothing in this world angrier than a trapped, cornered, or scared animal. Hopefully the heroes don't get torn apart by Ivan or Fluffy in the line of duty.

6. Pick pocket

Chaos all around: people running, stuff blowing up, and this guy is trying to make a buck. Stealing a lady's purse, a man's wallet, or candy from a baby it's all the same to this street thief. Thinking that the action of the day will hide them from the heroes view is not always a safe bet.

7. Vandals

Kids these days don't know right from wrong (neither do the adults for that matter). These punk vandals have been wrecking this fine city and it's paid for by your tax dollars. Now all that bad behavior has gotten them in to trouble. Will the heroes save these delinquents or not?

8. Person falling

It's a bird, it's a plane, it's...!! Some poor civilian is falling to their doom if the heroes can't save them.

9. Animal / pet in dangerous traffic

There is a reason animals can't get drivers licenses. They don't understand vehicles at all; ask any deer or possum you've seen on the road side. Luckily for these animals there are super heroes to the rescue. Hopefully they can save the day and the animals at the same time.

10. Adoring fan in way

Being a hero is tough and now a fan-boy or girl is in danger because they love you so much. Caught unawares by the action of the day this poor fan needs their hero's help and attention now more than ever.

11. Mini tornado reeking havoc

A freak weather pattern has hit the town and now a tornado is making things worse. Now the heroes must save the day and anything else in the tornado's path.

Wild Cards Descriptions

12. Fire

Well wouldn't you know every thing is going haywire and now a fire has broken out? Hopefully the heroes have brought their A-game, because the town may go up if they can't save the day and the burning what-ever.

13. Good Samaritans in the way

While most people are running and screaming, this one is on the job keeping it together. But is now way in over their head. Hopefully good karma for trying to be a hero will get a Hero save them.

14. Downed power line

Sparking electricity jumps from line to line as they sway and twist in the wind. People running, possible combustibles exploding, and the potential of electrocution add to the danger. Don't let this wild card go unchecked too long or something very bad will happen.

15. Oblivious bystander in danger

Survival of the fittest is the name of the game and this person has been dealt a losing hand. This person's fight or flight instincts are all upside down. Please won't the heroes step in and save this poor sap?

16. Foolish journalist

Every news team has one foolish journalist. He or she is always the one knee deep in flood water, or chasing a tornado to get you the latest news. And unluckily for the heroes this journalist is in trouble again and has probably dragged the camera man in to it with them.

17. Loose group of toddlers

They're tiny; they like cartoons, and are at times a little loony. A pack of toddlers have escaped and any soccer mom or baby sitter can tell you its trouble. But for these toddlers only the heroes have a chance to save their

cartoon loving cans.

18. Fireman in danger

Joey the fireman has had a hard day. This is his second or third call today and he is very overworked and tired. Finding him off balance by helping a heavy lady down the stairs or falling flames and buildings getting him down. It's time for the heroes to help a fellow in need.

19. Policeman in danger

Mr. Policeman or woman always wanted to be a hero. Working hard on dangerous streets for the betterment of the community, for very little pay. And now is in the thick of the action way over their underpaid head.

20. Run away baby stroller

Little Jimmy is living the life: good milk, long naps, and someone always changes him promptly. But when all the action goes down his mom accidentally lets go of the stroller. Now Jimmy's health and well-being is in the hands of the heroes. Look out for that car Jimmy, oh no don't go into the steal mill!



First the disappearances,
now trouble on the
boardwalk?

1. Boardwalk

The wide wooden walkway stretches out into the crashing waves. Many people walk along the planks enjoying the food, games and rides. The sound of children laughing, the smell of the sea and the heat of the sun fill your senses.

Victim Descriptions

1. Fisherman

This salty old sea dog always has at least two fishing poles in the water. Dressed in a yellow mackinaw rain coat, and boots, he always has a "Yarr how ya doing" for all who pass.

2. Roller Girl

Stuck in the 80s, this part time soccer mom still enjoys putting on the short shorts and blading for a few hours a day. Sadly she still has not mastered the roller blade and is often in need of rescue.

3. Teen Thugs

Dressed in leather jackets and blue jeans this group of would be ruffians only needs a little positive push to become helpful members of society.

4. Shuffle Board Players

Dressed in the best cabana wear found anywhere, a gaggle of elderly victims with an odd combination of bad balance and incontinence make rescuing these old folks difficult and sometimes messy.

5. Food Vendor

Sal Salvador has been here selling pretzels on this spot for thirty years. His cart always has a shine and Sal always has a smile.

6. The doofus hipster

Still wearing a zuit suit, fedora and giant shades, he walks the board walk with a swagger, some cotton

Boardwalk Description

candy, and the newest addition to his unicorn stuffed animal collection.

Antagonist Descriptions

1. Out of control car

Speeding through the crowd headed for the water, this car belongs to a man who seems to have forgotten to take his medication which is stowed in the glove compartment. The crowd is in danger and the driver is unconscious and needs help.

(See chapter 7 M&M book for Vehicle examples)

Objectives

- A) Clear the pedestrians
- B) Stop the car from crashing into the water
- C) Save sick driver, by getting his medicine

2. Killer birds

There's something rotten in the bird seed. Chemicals from a disused Glomco drum under the board walk have leaked into the birds' food source. A crazed flock of gulls has descended upon the crowd and everyone needs some saving.

(See chapter 11 of M&M book for hawk statistics)

Objectives

- A) Save panicked crowd before they run into the water and drown
- B) Capture the gulls without hurting them
- C) Find the source of the contamination, under the boardwalk

3. Stranded sea creature

Your choice of stranded creature has washed ashore and is in trouble. Is it a whale or manatee only you know, maybe something mythical like a sea dragon or Sea lion, the mythical one?

(see Chapter 11 of M&M book for sea creature statistics)

Objectives

- A) Save the creature
- B) Calm the crowd and quiet crying children
- C) Keep the bewildered creature from harming the Victim

4. Carousel gone awry

Repairs have recently been made to this cheery ride and it appears that some of the new gears are cheap Glomco reproductions that are fusing together under the pressure of operation. The sound of music gaining tempo alerts to trouble. Spinning out of control, the brightly col-

ored horses turn into a blur; if the ride goes much faster it will gain escape velocity and become air born. The riders can't hold on forever, help the kids.

Objectives

- A) Stop the carousel
- B) Catch the riders that are flung off
- C) Heroes need to figure out what happened

5. Board walk collapse

Rotten wood and poor building skills have made this swaying structure a death trap. As the wind picks up the boardwalk is coming down, tilting at a crazy angle and spilling everything and everyone into the water.

Objectives

- A) Stop the collapse by fixing the problem
- B) Save anyone who is sliding into the sea
- C) Save the businesses from losing everything

6. Crazy Farris wheel

With sparks cascading from the control box this old standard is past its prime. Add to that a barrel of Glomco contaminated grease, and you have a Farris wheel about to break loose crushing all those too slow to escape its bid for freedom.

Objectives

- A) Stop Farris wheel from spinning out of control, find grease barrel
- B) Catch any riders who are thrown off
- C) Stop panicked crowd from stampeding each other



2. City Hall

This large building is an icon of diplomacy in the city. One of the oldest buildings in town it reflects the bygone age when the city was young and the people were building the future. Wide stone steps leading up to a pillared walkway. Large lead glass windows are spaced evenly between the pillars on either side of the broad double doors.

Victim Descriptions

1. Mayor

He's the leader of the city, a man of the people. Always willing to lend a hand, but all too often in need of one himself.

2. Council Men

Dressed in fine Italian suits, this group of city officials, who may or may not be corrupt, make some of the key decisions for the city's future.

3. Lawyer

Dressed in a sharp suit, hair in a speed bun, this sexy defender of the truth is often the focus of trouble. She also might want a date with her super rescuer.

4. Field Trip

Fresh from the local elementary school, these young eager minds are ready to soak in the criminal justice system.

5. Bailiff

Tall and powerfully dressed in an immaculate uniform, not the usual victim, but everyone has an off day.

6. Charming Defendant

Wearing a two-thousand dollar suit, his award winning smile and smooth charm may not get him out of his legal troubles, but the hero certainly can get him out of his current woes.

City Hall Description

Antagonist Descriptions

1. Mole people

The earth opens sending people into a frenzied mob. From deep underground they come, and they want to speak to the person in charge... of permits.

(See Antagonists chapter for Mole People statistics)

Objectives

- A) Stop crowd from fleeing into traffic or falling into the hole
- B) Find out what mole men want
- C) Help the mole people get their food venders' permit for mole on a stick

2. Crazed bailiff

He is there to give comfort and protection to those in need, but not today. Due to an allergy attack the friendly bailiff has put on Glomco's newest anti allergy patch. It seems he is having a bad reaction. You might even go so far as to say a psychotic reaction.

(See Chapter 11 of M&M book for Police Officer statistics)

Objectives

- A) Save the bailiff's would-be Victims
- B) Detain the bailiff
- C) Determine the cause of the breakdown

3. Gas leak

A faulty plumbing repair has damaged a gas valve which is now releasing the foul smelling gas into the basement of City Hall. It is slowly filling the lower rooms containing the oldest of the record rooms and utility closets. The gas is also steadily reaching towards the designated smoking area on the back steps of the building. We all knew smoking is hazardous for your health but this might get a little out of hand.

Objectives

- A) Find and stop leak
- B) Clear people out of area
- C) Remove existing gas

4. Angry plaintiff

The ruling has come back in favor of the defendant and this 5 foot tall elderly plaintiff isn't taking it so well. However the bailiffs are having a hard time restraining her. It seems Glomco's product testing needs some work: Mrs. Jackson's Glomco perfume seems to be having a strange reaction to her Glomco face cream and she is

much stronger than someone of her advanced age and small stature would account for.

(See Chapter 11 of M&M book for Bystander Statistics)

Objectives

- A) Restrain old lady without harming her
- B) Save all hostages
- C) Wash off perfume

5. Rat attack

An irresponsible janitor has flushed an odd combination of Glomco cleaners down one of City Hall's toilets. When the chemicals hit the sewers they reacted and caused the sewers to fill with a noxious gas which has driven the rats that normally dwell there to flee into City Hall and the surrounding streets, and they're not happy to be there.

(See Chapter 11 of M&M book for Rat statistics)

Objectives

- A) Catch rats nicely
- B) Find janitor and discuss proper disposal procedures
- C) Clear gas from sewers

6. Out of control protesters

An unfavorable judgment in an environmental case against Glomco, and a new Glomco incense product has turned these environmental activists into environmental terrorists. They are now turning into an unruly mob, destroying public property and endangering the good citizens caught in their midst.

(See Chapter 11 of M&M book for Bystander Statistics)

Objectives

- A) Clear out any innocents
- B) Calm unruly mob
- C) Save Glomco Vice president



3. Public Library

Many trees and trimmed bushes line the sides of this large sprawling building. The style on the outside of the library shows the wide variety of architectural styles of the city through the ages. Two massive lions flank the main door. The building is low and wide with many large bay windows along the sides

Victim Descriptions

1. Librarian

With horn-rimmed glasses and a love of literature, this lass loves peace quiet and a good book.

2. Gaming Group

Nothing is as fun as getting together with your friends and gaming your heart out. Today everyone has made time in their schedules to get together in one of the Library's conference rooms for a full day of role-playing fun.

3. Studying Student

Home was way too noisy, and this student wanted to get some work done. A little algebra, computer programming, and biology is all that is left to do and the Library seems a perfect get away to get the work done.

4. Hot Nerd

Sally loves gaming, books, math, and studying quietly. She is very pretty and would be beautiful if she ever put any time into her appearance.

5. Reading Group

A group of kids are learning the fun and excitement of reading. Today they are reading comics brought in by a teen volunteer.

6. Writer Doing a Book Signing

J.P. Jorgen's is singing his most recent book in the library today. Lots of people have showed up with a copy

Public Library Description

of his newest book. He has set up behind the checkout counter to sign the copies that his long line of fans has brought in.

Antagonist Descriptions

1. Book Wyrm

This great dragon-like creature has come out of a portal in the old bomb shelter and established a residence in the Library's basement with the stacks of older reference books and classic literature. You see, a Book Wyrm's greatest treasure is the written word and this creature has decided the contents of this Library belong to it and it is willing to fiercely defend against interlopers.

(See [Antagonists chapter for Book Wyrm Statistics](#))

Objectives

- A) Find and capture wyrm
- B) Find portal and put wyrm through
- C) Clean up Dragon sized mess

2. Raging literary characters

A new shipment of books contained a great many classics, including some that were apparently written with Glomco ink. Librarians opening some to examine their condition and characters sprang to life. There are villains and heroes out of classic literature battling throughout the Library causing quite a bit of chaos and potential harm to library patrons.

(See [Chapter 11 of M&M book for statistics depending on your chosen literary character](#))

Objectives

- A) Stop the character from hurting anyone
- B) Find the Glomco ink remover on the janitor's cart
- C) Erase all the literary louts

3. Ghost

This lively spirit has long inhabited the stacks of this prestigious library. However recent renovations and long years of disrespectful teenagers making out amongst her beloved books seem to have worn down her patience and now this ghost has turned poltergeist, hurling books and tipping stacks. Can the heroes stop her? Or reason with her?

(See [Antagonists chapter for Ghost statistics](#))

Objectives

- A) Find Ghost favorite book that has been misplaced
- B) Calm ghost
- C) Find juvenile delinquents and make them pay for

misdeeds

4. Stone lions animate

The identical stone lions that grace the front of the City Library were once the guardians of a high priest's tomb in China. The head Librarian recently tracked down the twin stones that once graced the foreheads of the mammoth statues and has commissioned artisans to restore the gems in their rightful places. However once the second stone is set in place The Glomco glue reacts with long forgotten magic and the lions suddenly come to life and start to rampage through the city streets.

(See [Antagonists chapter for Stone lions statistics](#))

Objectives

- A) Save the innocents in the street
- B) Stop lions without destroying them
- C) Remove the stones

5. Book thief

The City Library boasts some magnificently preserved, and fairly priceless, manuscripts and first edition copies of some real classics. These literary treasures are on display in the museum wing of the library. However an enterprising thief has broken into the case and is trying to make off with the books with the intent of selling them on the black market. Can he be stopped?

(See [Chapter 11 of M&M book for Criminal statistics](#))

Objectives

- A) Catch thief
- B) Find stolen Manuscript
- C) Pay your fine

6. Kid with dangerous magic tome

A teenager has snuck into the restricted section and pulled down a magic tome that contains some powerful (and dark) magic. He reads a spell out loud and invokes some unintended consequences. The GM can choose what those consequences may be.

Objectives

- A) Stop whirling magic
- B) Find kid and get tome
- C) Seal tome it doesn't want to close



4. Pedestrian Mall

The perfect example of free trade in progress, the pedestrian mall is the American equivalent of the medieval market place. A strange variety of storefronts interspersed with vendors and fast food.

Victim Descriptions

1. Acoustic Entertainer

Armed with nothing but a tie-dye shirt and a guitar plastered with peace signs, this performer is rocking it to his own far-out beat.

2. Teen Girls

Some giggling and well dressed girls are having a good time in the mall today. Buying the latest fashions and slurping down frappuccino's, they are completely unaware of the danger about to descend upon them.

3. Mall Cop

Mr. Stanley takes his job as mall security very seriously. No shoplifters or vandals dare commit a crime on his watch.

4. Senior Citizen

Power walkers extraordinaire: these seniors are wearing matching jogging cloths and breaking a sweat.

5. Little League Team

The Wild Cats are at the mall celebrating their latest victory. The coach and parents are treating them to pizza and arcade fun. This group of pre-teens in matching uniforms can be quite the hyperactive handful.

6. Comic Book Store Guy

Comic guy is in conversation with some local teens, sharing his vast wisdom on heroes and villains alike. He can out-talk anyone when it comes to proper

Pedestrian Mall Description

comic book cannon.

Antagonist Descriptions

1. Shopper stampede

A super saver sale has been announced at one of the luxury department stores. A mob of mad moms and terrifying tweens is stampeding towards that end of the mall and woe to anyone in their way. Unfortunately they have to go through a Build-a-Bunny Workshop to get to their destination. Stuffing is flying and children are crying...oh the humanity!

(See Chapter 11 of M&M book for Bystander Statistics)

Objectives

- A) Save little kids
- B) Save little Suzie's Bunny creation
- C) Stop the stampede and give them a strict talking to

2. Contagious mime

A mime has Glomco's new best mime makeup and it works great. Too great in fact. Everyone who gets near him is infected and believes they are stuck in the same situation he is miming at the time.

Objectives

- A) Find out why this is happening (Mime with Mental confusion power level 6)
- B) Find and stop the original mime, "Zero"
- C) Collect and save the mimes, some trapped in boxes, some acting as robots, etc.

3. Pet store craziness

New Glomco pet food has caused a slight behavior modification in the pet store creatures. They have gone mental. Balmy bunnies, paranoid parakeets, Foul faced ferrets take your pick, they're nuts.

(See Antagonists chapter for Angry animal statistics)

Objectives

- A) Catch all the critters
- B) Save any trapped or pecked kids
- C) Find the animal food and dispose of it properly

4. Left over fast food mutant

All the orange slush and falafel have created a horrific sight. Towering above the fleeing crowd it warbles like Jell-O on a stick and it wants to know why it was not good enough to eat.

(See Antagonists chapter for Food mutant statistics)

Objectives

- A) Stop rampaging beast
- B) Save crowd from being eaten by yesterday's leftovers
- C) Give restaurant owners a lecture on proper ways to end waste

5. Out of control comic book store guy

Due to the fact that some kids just ripped off his Batgirl #31, and he's been downing Glomco's newest energy drink "Glom-fast", this over weight dud has turned orangish-yellow; you might even call it a kind of umber. Oh yeah and he's out of control too.

(See Antagonists chapter for Comic guy statistics)

Objectives

- A) Calm "nerd hulk" down
- B) Stop "nerd hulk" from taking out years of frustration on the mall patrons
- C) Give "nerd hulk" the antidote- four glasses of vegetable juice

6. Rampaging ads

The paste to hold up this weeks ads is the new Glomco super poster paste and its causing some ads to come to life and some are getting a little pushy... and grabby... and kidnappy.

(See Antagonists chapter for Rampaging ads statistics)

Objectives

- A) Save the people being held hostage by living advertisements
- B) Stop the baby and child ads from hurting themselves
- C) Get all the ads back into their original posters



5. Museum

A place of history and science, this massive building is four stories tall and has columns on all sides. Inside are all of the exhibits you could imagine

Victim Descriptions

1. Tour Guide

A tour guide is directing a group through the museum sharing her knowledge of the exhibits.

2. Piece of Art

A beautiful piece of work in the art section of the museum has been on loan from the Louver for the past week. Many people have come to see it but now it is in danger.

3. Curator

The local curator is on the floor today watching over the people and the exhibits. She loves her job and

likes to watch people enjoy her museum.

4. Tourist

Some tourists from out of state have come all the way to the museum to see it. They are snapping photos and chatting quietly about the wonders they are seeing.

5. Tour Group

The tour group is listening to the guide talk about the history of the museum pieces. They are paying close attention to the exhibits and not on their surroundings.

6. Museum collapse

This museum holds countless priceless treasures enjoyed by all. And it's up to the heroes to save not only the people and exhibits but the museum itself.

Museum Description

Antagonist Descriptions

1. Animated dinosaur skeleton

Glomco has released its new Glomco Dinosaur Polish; unfortunately it's made from frog stem cells and has started to cause the skeletal remains to have very life-like symptoms.

(See Antagonists chapter for Dinosaur skeleton statistics)

Objectives

- A) Stop the skeleton without destroying it
- B) Protect other exhibits from collateral damage
- C) Get skeleton back in its proper place with all bones included

2. Trapped flying stuffed whale

This taxidermy whale was preserved with cursed embalming fluid which has kicked into effect when the planets aligned precisely as required. Now the poor creature has come to life and is struggling against the wires hanging it from the ceiling.

(See chapter 11 of M&M book for whale statistics with a fly power level of 2)

Objectives

- A) Free the whale before the ceiling gives way
- B) Get the whale to the ocean before it's too late
- C) Calm the bystanders at the museum

3. Cavemen come to life

The museum has recently procured several frozen cavemen that were found in the ice of Siberia. A refrigeration malfunction has caused them to thaw. They unexpectedly gain consciousness as they reach ambient temperatures and are very distressed by their modern surroundings. They have now taken over the Homo Sapiens display and are wreaking havoc.

(See chapter 11 of M&M book for Thug statistics)

Objectives

- A) Protect the museum patrons
- B) Calm the cavemen
- C) Restore the Homo Sapiens display to order

4. Mummy

Erupting like a hotdog monster from a vendor's cart. This undead menace is wrapped in dirty bandages and rage. His treasures have been spread throughout the museum and he won't rest until they have been returned to him.

(See Antagonists chapter for Mummy statistics)

Objectives

- A) Protect the museum patrons
- B) Capture the mummy
- C) Restore his treasures to him so he may rest

5. Museum guide gone crazy

Bad wages, new management, and home troubles have driven this young lady over the edge, when she discovers an artifact in the new Egyptian exhibit that animates objects she goes on a rampage, giving life to her only friends...the exhibits.

(See chapter 11 of M&M book for Bystander statistics)

Objectives

- A) Capture Museum Guide
- B) Round up animated museum exhibits
- C) Figure out how to use Egyptian artifact to make exhibits inanimate again

6. Planetarium Show Gone Nuts

Jenny is the new Planetarium show director and her first day on the job she decided the show needed some spark so she amped up the machinery to produce a miniature galaxy on the ceiling rather than just a light show. Her experimental equipment produces tiny stars, actual nebulas, and even rocketing comets in miniature. However in producing a Planetarium sized display she missed a decimal point and the galactic creations are raging out of control and increasing in size. Worst of all, the swirling systems have created a black hole that is trying to suck in everything in close proximity.

Objectives

- A) Protect citizens from fiery comets streaking throughout the room
- B) Stop the black hole from sucking up its surroundings by shutting down the projector
- C) Get Jenny in touch with MIT to work out the kinks in her formula



6. Hospital

Consisting of stone and sterile white walls, it is a place of healing. The hospital is actually made up of five buildings connected by a variety of tunnels and walkways

Victim Descriptions

1. Nurse

Dressed in pastel scrubs befitting any nurse this lady has had a busy day. Putting up with angry patients and listening to hot winded doctors is not easy but this nurse is dedicated to her job.

2. Doctor

Dr. Drake Ramón is a good looking kind hearted man. He has years of experience helping those in need.

3. Paramedic

Rushing a patient on a gurney to the emergency room, this paramedic only has one thing on his mind: sav-

ing lives. Rushing towards the doctors and nurses he is determined to see his patient to their destination.

4. Patient

Silvia is out walking the halls with her IV stand in hand. Getting some exercise that her doctor says she needs.

5. Administrator

The hospital administrator is walking around making sure every thing is going smoothly; stopping to check up on doctors and nurses alike.

6. Janitor

Keeping the hospital clean and tidy is a tough job, but for Mort it's all in a day's work. He loves to see the hospital shine.

Hospital Description

Antagonist Descriptions

1. Chemical spill

A ruptured 500 gallon drum of Glomco cleaner has spilled forth and the fluid is rushing through the hallways with a life of its own.

(See Antagonists chapter for Toxic Creature statistics)

Objectives

- A) Save elderly couple caught up in spill
- B) Divert rushing flood of chemicals from pediatric wing
- C) Capture chemicals in containment device and dilute to harmless runoff

2. Out of control helicopter

High winds, poor judgment and pilot error have caused this helicopter to spin wildly out of control. The chopper and it's precious cargo are headed for an imminent impact with the rooftop landing pad. And to top it off the pilot is having heart attack symptoms.

(See chapter 7 of M&M book for Helicopter statistics)

Objectives

- A) Prevent helicopter crash
- B) Get patient being transported to appropriate care
- C) Save pilot

3. Organ thieves

A transplant recipient is being transported to the hospital to receive the precious gift of a new heart which is available after a car crash victim turned out to be an organ donor. Unfortunately a local mob boss also needs a new heart and he has sent out his best thieves to make sure the heart goes only to him. The thieves have absconded with the organ and doctors estimate that their patient has only an hour to live without it.

(See chapter 11 of M&M book for Criminal statistics)

Objectives

- A) Apprehend thieves
- B) Calm panicking family
- C) Get organ back to recipient in time

4. Crazy patients

Jack, a trouble making new mental patient, is leading a riot in the Psychiatric wing. Nurses and security staff are having trouble containing the patients and keeping them from harming themselves and others.

(See chapter 11 of M&M book for Thug statistics)

Objectives

- A) Round up the rioting patients
- B) Calm Jack, and separate him from the others
- C) Help repair damage done to security doors

5. Out of control cleaning machine

A bit of do-it-yourself repair work and a gallon of Glomco floor wax have turned this cleaning machine into an out of control mechanical menace. It is hurtling down hallways plowing down anything in its way.

(See Antagonists chapter for Mad Machines statistics)

Objectives

- A) Rescue patients in path of cleaning machine
- B) Stop the machine
- C) Repair structural damage to the hospital

6. Hostage taker

One of the hospital elevators has lost power between floors and one of the riders isn't taking it so well. He has experienced a psychotic episode and believes that the nurses and doctors riding with him are holding him hostage and in turn has pulled a knife on them and is holding everyone hostage.

(See chapter 11 of M&M book for Terrorist statistics)

Objectives

- A) Fix the elevator
- B) Capture the man with the knife
- C) Talk the man out of his psychotic delusion



7. Laboratory

Gleaming in the sun this one story building has a wide variety of experiments going on at any one time. Gardens surround it on three sides giving hard thinking scientist a place to contemplate the future.

Victim Descriptions

1. Scientist

The head researcher is in today checking on the laboratory's condition. Overlooking all that goes on is a full day's work.

2. Lab Animals

Chim Chim is a happy monkey that is helping the scientists learn about communication of primates. She is learning sign language and is progressing quickly thank to the lab's experimental procedures.

3. Lab Tech

Norm the lab tech is busy delivering reports to the scientists and keeping track of his own work.

4. Protestors

Ill informed protestors are outside picketing the laboratory. They think that the lab's work is hurting its animal subjects.

5. Experiment

Experiment XJY is device to help translate the thoughts of animals. It is the only one like it in the world.

6. Student Intern

Intern Lil is happy to start work today. This is her first time working in a real laboratory, and she wants to make it a good one.

Laboratory Description

Antagonist Descriptions

1. Small black hole

An experimental device created by an amateur astronomer has been transported to the lab for study into how it works. When switched on without the proper safety procedures, the machine creates a miniature black hole which starts to suck in all of its surroundings.

Objectives

- A) Save scientists from black hole
- B) Turn off the machine
- C) Lecture scientists and lab techs about proper safety protocols

2. Small white hole

An experimental device created by an amateur astronomer has been transported to the lab for study into how it works. During transport some wiring was shaken loose and when the lab technicians repaired the device the polarity of the activation module was reversed. When the machine was turned on without the proper safety procedures, the machine produced a small white hole which began producing objects from other places in space and time. All manner of things will begin to appear through the hole if it is not stopped. Is that a World War II era tank coming through?

Objectives

- A) Reverse polarity on machine
- B) After polarity has been returned to normal, send objects back through hole
- C) Shut off machine and lecture lab techs on safety

3. Enlarged animal

Normally this fuzzy little creature can do very little to escape the test the white coats run on him. Normally, but not today. An odd combination of products have been given to the little fellow today and he has had a negative reaction. Crashing around trying to escape someone is going to get hurt

(See chapter 11 of M&M book for Giant Animals statistics)

Objectives

- A) Save the white coats
- B) Stop the animal and return it to normal size
- C) Give the scientist a lecture on animal testing

4. Mad scientist

He wasn't always stable but now he has gone over

the edge. After losing his latest grant he is going to show them all what his new cleaner can do. Unfortunately when it's sprayed on the wall it begins to dissolve the whole building.

(See chapter 11 of M&M for Scientist statistics)

Objectives

- A) Find antidote to cleaner
- B) Stop building from collapsing
- C) Reprimand mad scientist

5. Rouge computer intelligence

Gifted with a new AI this roguish computer has not developed a healthy way of expressing it self. It has gone on a practical joke marathon with this area as the butt of its jokes.

Objectives

- A) Stop traffic jam created by out of control signals
- B) Shut down computers access to outside
- C) Help computer realize the era of its ways

6. Rouge robot

A random bolt of lightning and a spilled soda have brought this machine to life, coupled with the program down load it received it thinks the head scientist's young daughter is a damsel in distress and every one else are mythical monsters out to get her, it's scared and confused.

(See Antagonists chapter for Mad Machines statistics)

Objectives

- A) Save the little girl
- B) Give robot the shut down code
- C) Reboot robot with a new outlook on life



8. University

Hundreds of students swarm this place of learning. Many brick buildings are scattered around the campus. With well manicured lawns, statues of great men and ancient trees students have a great many places to study.

Victim Descriptions

1. Dean

The Dean is on campus today checking up on the faculty and meeting with the families of potential new students.

2. Study Group

A study group is sitting outside studying Spanish, boning up for an oral exam later in the day.

3. Professor

Professor Smith is hurrying to class. He does not want to be late because he never gives that luxury to his students.

4. Hippie

Spending her days playing hacky sack, she doesn't eat meat or take any flack from "the man". This young hippie is having fun out in the quad when danger strikes.

5. Mascot

The school's mascot is loved by all. Brimming with school spirit and showing it with his acrobatic antics, now he will need more than tumbling and slogans to make it through today.

University Description

6. Sport team

The soccer team is out practicing today and having fun. Working on drills and hoping to be picked out by a talent scout for Team USA during the game this afternoon.

Antagonist Descriptions

1. Animated statues

On this day the college won a great sports victory years ago and to celebrate, students have a massive water balloon fight and douse the statues littered all over campus. Unfortunately the new Glomco statue cleaner has had a bad reaction to water and has caused the statues to become animated and violent.

(See Antagonists chapter for Animated statues statistics)

Objectives

- A) Save the students being chased
- B) Stop the statues without destroying them
- C) Put all statues back in their proper place

2. Mutated mascot

The dancing acrobatic exploits of this furry mascot bring laughs and joy to everyone around, usually. Today however the young man inside stole some keep cool spray from the lab on campus and has become attached to his costume and also gone a little crazy taking the cheer leading squad hostage.

(See Antagonists chapter for Mutated mascot statistics)

Objectives

- A) Save the cheer squad
- B) Stop the mascot's rampage
- C) Find an antidote for his condition

3. Fraternity hazing gone awry

Although not allowed officially the Greeks still go over board sometimes, this is one of them. a group of pledges have become trapped in a massive vat of Jell-O and will drown soon to make matters worse the vat is about to explode turning Greek row into Jell-O tidal wave wiping out all the houses

Objectives

- A) Save the pledges
- B) Stop the Jell-O tank from exploding
- C) Get rid of the Jell-O and lecture the frat boys

4. Chemical lab explosion

Staying out late and not studying has led this sophomore to mix some pretty volatile chemicals together, and wham you get an explosion complete with fire and poison gas.

Objectives

- A) Save trapped science students
- B) Put out fire
- C) Disperse toxic cloud

5. Stadium collapse

A recent win in sports has caused the crowd to go crazy and start jumping with joy unfortunately the old stadium can not take it and has caved in starting a fire and trapping thousands

Objectives

- A) Put out fire
- B) Save trapped fans
- C) Keep rest of stadium from collapsing

6. Cooking class baking project out of control

Sugar and spice and everything nice may be what little girls are made of, but this soufflé from the planes of darkness was made with Glomco's new everything spice and its trapped the class and is rising quickly and soon will trap the whole school.

(See Antagonists chapter for Food mutant statistics)

Objectives

- A) Save the cooking students
- B) Stop the soufflé monster
- C) Clean up the mess



9. City Park

Rolling lawns and trickling fountains make up this place of leisure. Trees cast shade for those citizens who wish only for a quite afternoon nap.

Victim Descriptions

1. Children

The children are out having a great time at the park today. Swinging, laughing and playing with friends. They sing children songs full of love and life.

2. Park and Recreation Worker

The parks and recreation man is making his rounds. Cleaning up trash and checking on the park equipment.

3. Park Animals

The squirrels and birds are enjoying the weather and the tasty bits left by visitors. Scampering and tweet-

ing the day away.

4. Boater

Boaters are cruising around the pond having fun fishing and catching some breezes.

5. Picnickers

Good food and a warm blanket to put it on. Nothing could spoil this great day, nothing at all. Or can it?

6. Kite Flyer

After saving his allowance for a month, little Sammy finally saved up for that trick kite he wanted and today it is soaring majestically over the park under the guidance of Sammy's little hands.

City Park Description

Antagonist Descriptions

1. Animated Play Ground Equipment

A healthy dose of rain and Glomco play ground cleaner has caused these slides and jungle gyms to take out their unbridled rage on the only ones they can the kids now they have them trapped on swings and monkey bars

Objectives

- A) Save the kids
- B) Stop the playground equipment
- C) Fix the playground for the kids

2. Water Elemental

A magic coin thrown into the fountain has summoned a Water Elemental. Now it's trapped and confused and holding people hostage with it's watery limbs.

(See Antagonists chapter for Water Elemental statistics)

Objectives

- A) Save trapped people
- B) Calm the scared elemental
- C) Find coin and remove from fountain

3. Mutated Doggie

Left alone this hound wanted to go to the park to play, so while trying to get out he knocked over some ant killer and polish both from your friendly Glomco distributor and the concoction has altered the hound slightly, turning him huge and aggressive and now he wants to play and won't take no for an answer as some poor Frisbee players are finding out.

(See Antagonists chapter for Mutated Dog statistics)

Objectives

- A) Save Frisbee players
- B) Catch the dog
- C) Find antidote and get doggie home

4. Craft Fair Weather Phenomena

A cursed weather vane was unknowingly used to create a wind chime by one of the artists at this week's craft fair. The curse has kicked in now that the cursed item is hung under the open sky and caused localized cyclonic activity. The artisans' livelihoods are in danger. Tents are blowing away and display tables full of goods are being tipped. The chain saw artist is even trapped under one of his toppled creations.

Objectives

- A) Save trapped artist

- B) Find and destroy weather vane
- C) Help artists get the craft fair back in order

5. Lawn Mower Gone Crazy

A Glomco spark plug was gapped incorrectly and has had the unintentional side effect of causing this riding lawn mower to become out of control. It sped through some low hanging tree branches, knocking its rider to the ground and is now careening through the park at top speed, blades spinning. And it is headed right for that dog walker with all the puppies.

(See Antagonists chapter for Mad Machines statistics)

Objectives

- A) Save the dog walker and puppies
- B) Stop the lawn mower
- C) Get the rider to the hospital for treatment of his head wound

6. Wild Animal on the Loose

A man visiting from Montana had engine problems with his truck. When he stopped, the Buffalo he was transporting in his trailer breaks loose and rampages through the park.

(See Antagonists chapter for Angry animal statistics)

Objectives

- A) Protect park goers
- B) Capture Buffalo
- C) Help get visiting man back on his way



10. City Zoo

The sounds and smells of this place remind people that none like to be in captivity. Here at least though are many who only wish to educate, preserve, and protect. Made up of many cages, paddocks, and enclosures of many types this can be a place of sadness or joy.

Victim Descriptions

1. Animals

There are all types of animals at the zoo. Big ones, small ones, and even some dangerous ones.

2. Zookeeper

Zookeeper Dan loves animals and his place at the zoo. He has fed most of them and is on his way to feed the last animals on his list.

3. School Group

A school group is visiting the zoo today. The kids outnumber the teachers and chaperones by ten to one and are quite a rambunctious group.

4. Family

A family is having fun visiting the zoo together. Laughing and watching the animals in each exhibit.

5. Commercial Actors

A commercial for the zoo is being filmed today. And the star actor is getting ready to perform for the camera alongside some of the animal residents.

6. Stage Show

A stage show with Monty the python and Spike the hedgehog is the hit of the zoo. Kids especially flock to see and touch the animals.

City Zoo Description

Antagonist Descriptions

1. Super Animal

A new species of animal discovered recently in the wilds of Peru has been brought to the zoo. Unfortunately, the keepers were ill prepared to handle its supernatural powers. GM should decide which super powers this animal will have.

(See chapter 11 of M&M book for animal statistics, increase Strength, Dexterity, and Constitution by 10)

Objectives

- A) Rescue the Keepers
- B) Rescue any other animals threatened by Super Animal
- C) Contain the new Super Animal

2. Super Intelligent Animals

A tainted Glomco vaccination has caused a swarm of meerkats to gain an unnatural intelligence and realize that they are being held in an artificial environment. Upon realizing this fact they have taken a small group of children hostage in an attempt to gain their freedom. (See chapter 11 of M&M book for cat statistics, increasing the intelligence score by 14)

Objectives

- A) Save the children
- B) Negotiate a compromise with the meerkats
- C) Locate reason for higher animal intelligence

3. Extraterrestrial Being's Pet Captured

An alien being has come to the zoo claiming that the rare white rhino in captivity there is actually his beloved pet and not an Earth creature at all. He is demanding that it be returned to him and is becoming quite hostile when the zoo management don't seem to believe him.

(See Antagonists chapter for E.T. pet statistics)

Objectives

- A) Stop rampaging alien
- B) Calm zoo officials
- C) Determine if white rhino is an extraterrestrial animal

4. Run Away Zoo Monorail

A wiring short circuit has caused the zoo's monorail to gain speed at an exponential rate. This coupled with the failing of the brakes means that this vehicle may soon reach the critical failure point and fly off of its tracks,

endangering riders, zoo inhabitants and visitors alike. (See Antagonists chapter for Monorail statistics)

Objectives

- A) Stop the monorail
- B) Rescue riders
- C) Find cause of mechanical failure (is it wear and tear or something more sinister)

5. Endangered Child

A small child has fallen over the wall into the Gorilla enclosure. He's injured by the fall and in danger from the silver back gorilla who seems to be trying to determine if he is a threat or not.

(See chapter 11 of M&M book for Ape statistics)

Objectives

- A) Calm gorilla
- B) Rescue child
- C) Calm hysterical parents

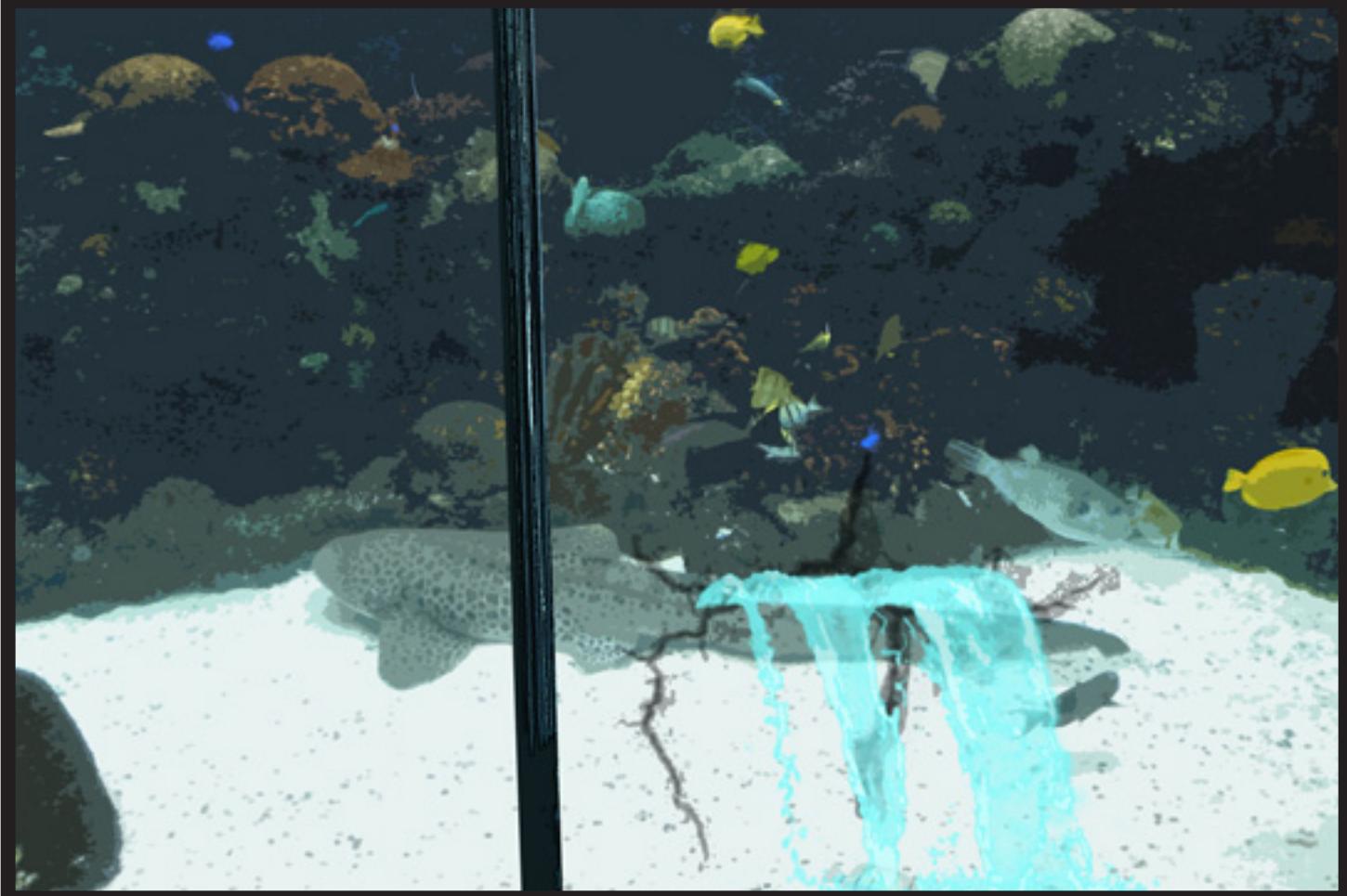
6. Loose animals

The new security system downloaded from Glomco has a virus which has caused all of the electronic animal enclosures to open at once. The large variety of zoo inhabitants, both dangerous and benign, are now free to roam the zoo.

(See Antagonists chapter for Angry animals statistics)

Objectives

- A) Protect zoo staff and visitors
- B) Fix the malfunction in the enclosures
- C) Round up the animals



11. Aquarium

Sea creatures are held here in massive tanks in false environments cared for by those who wish to see the sea remain healthy. They hold these creatures for the public to learn about them and to rehabilitate those creatures humans have hurt.

Victim Descriptions

1. Whale

Wally the whale is performing today in his tank for a large crowd. He and his trusty marine biologist handler work hard to entertain the crowd.

2. Shark

The sharks here are beautiful predators. People flock to see the predators that they would never wish to encounter in the wild.

3. Octopus

A giant octopus is a big crowd pleaser. He swims around and looks like he is even waving to the crowd.

4. Diver

The diver swims with the dolphins and rides their backs, stopping occasionally to hand out fish to the performing mammals.

5. Patron

Many visit the aquarium each year to see the animals. This elderly gentleman comes every Friday to see the Wally the whale performance.

6. Tour Guide

Dressed in a cobalt blue shirt the lovely young lady is working her way through her graduate program by guiding visitors through the aquarium exhibits and answering questions.

Aquarium Description

Antagonist Descriptions

1. Angry Sea People

Remember all of those Sea Monkey's that you flushed down the toilet as a child? Well they're back. Due to the combination of toxic waste and natural evolution those little Sea Monkeys have turned into a race of Sea People. They now live in the oceans and are not happy that you are holding their fellow sea creatures in captivity. They are ready to take any means necessary to right this injustice.

Objectives

- A) Figure out how to communicate with Sea People
- B) Save anyone taken hostage by them
- C) Try to reason with the Sea People and quiet their misgivings

2. Trapped Guest/Visitor

During a wildlife exhibition show a visitor was called down to feed Wallace the Walrus. However, Wallace seems to have taken offense to this gentleman's Glomco cologne and has knocked him to the ground in a rage. Not even the walrus handler is able to call Wallace off. (See chapter 11 of M&M book for Herd animal for attack statistics)

Objectives

- A) Rescue the visitor
- B) Calm the walrus
- C) Calm the distraught audience

3. Mutated Sea Creature

A normally unobtrusive octopus name Ollie has recently been exposed to a new anti-algae tank cleaner and has mutated to a massive new size. His appetite has grown in conjunction with his girth and now he is trying to eat all of the residents of his tank and anyone who gets too close to the edge of the tank as well.

(See Antagonists chapter for Mutated Sea Creature statistics)

Objectives

- A) Rescue other sea creatures
- B) Rescue any people he tries to pull into the tank
- C) Find a way to reverse Ollie's mutation

4. Leaking Tank

A crack has formed in one of the underground viewing tunnels. The flood of leaking water has trapped a children's group in one of the underground viewing sta-

tions. As the crack grows larger and more water floods through, even the sea life is in danger and the structural integrity of the tunnels is compromised.

Objectives

- A) Save the children's group
- B) Stop the leak
- C) Repair any structural damage

5. Wading Pool Whirlpool

This aquarium has a wading pool where visitors can roll their pants up and walk barefoot among starfish and manta rays. This normally peaceful wading pool is having a malfunction with its filtration system due to a power surge last night. It seems the fluctuation in the filtration is causing a massive whirlpool to open up in the middle of the water. The powerful current is sucking in sea creatures and threatening to pull visitors under the water.

(Whirlpool grapple attack is +10)

Objectives

- A) Save sea creatures
- B) Save visitors
- C) Shut down filtration system to stop whirlpool

6. Trapped Diver

A diver has gone into one of the tanks to repair an underwater feeding system that has become clogged. His finger has become trapped during the repair. Hungry sea creatures have been attracted by his trashing and he is surrounded by so many potentially dangerous animals that other divers can't get to him without endangering themselves. To make matters worse, he has begun to run out of air.

Objectives

- A) Drive animals away from the diver
- B) Rescue the diver
- C) Finish the repair he started



12. High-rise Office

Massive and stretching skyward this glass monstrosity holds those who spend their days in cubical dreaming of fresh air and open sky.

Victim Descriptions

1. CEO

Seated back in his lavish high-rise office this business man has it all.

2. Protestor

With a rebel yell and more tie-dye apparel than a person should ever own, this protester came to fight the power with a slogan and a poorly drawn sign.

3. Security Guard

Ben Boil loves his job; not too much responsibility is needed to keep the peace in an office building.

4. Office Worker

Ronnie has worked in this office for years, working his way to the top with his trusty pocket protector close to his heart.

5. Office Manager

Corbin has had a lot of work lately, troublesome employees, and big wigs breathing down his neck for more productivity.

6. Secretary

Jamie has never missed a day of work. Putting up with nasty bosses and answering countless phone calls.

High-rise Office Description

Antagonist Descriptions

1. Falling Window Washer

Cords snap and a wash bucket falls to the earth, as a helpless window washer holds on for dear life. The swaying motion is too much for him. Will he fall?

Objectives

- A) Save The washer from a messy end
- B) Stop the platform from crushing the victim
- C) Clear out bystanders protect from falling glass

2. Office Building Jumper

It's been a hard day and an even harder life for this jumper. He is tired of life but can't make the decision to end it all, when a gust of wind decides it for him.

Objectives

- A) Save falling man of sorrow
- B) Clear the people out of impact zone
- C) Console jumper and give him pep talk

3. Hotdog Cart Monster

Made form too much nitrate and ground animal parts, this monster erupts from its cart like mummy from a tomb. All it craves is human flesh with a side of relish.

(See Antagonists chapter for Food Mutant statistics)

Objectives

- A) Save cart owner from certain doom
- B) Stop little children from needing a life time of therapy
- C) Teach the beast kindness or slay it, your call

4. Bomb Scare

A panicked call for help, claiming a bomb has been planted in the walk way between buildings, twenty stories up.

Objectives

- A) Find the bomb
- B) Disarm or neutralize bomb
- C) Find sad bomber, in his crappy van, under the walk way

5. Colossal Spider

Experimental pesticides from Glomco chemicals, radiation, or just a crazy growth spurt. What has created this colossal monster? What ever the cause its here and climbing a high rise in search of a good meal and place to nest.

(See chapter 11 of M&M book for Monstrous Spider statistics)

Objectives

- A) Save helicopter trapped in web
- B) KO arachnid to cause major shrinkage
- C) Find the source of the growth

6. Construction Crane Gone Amok

Due to a wiring problem a broken gear or Faulty operation, this crane is out of control and is spinning like carousal about to crash into this building. People are running scared and tripping over each other while this crane could spell disaster for all those below.

(See Antagonists chapter for Statistics)

Objectives

- A) Stop spinning crane
- B) Save crane operator
- C) Help those affected by the disaster



13. Prison

Dark stone walls and four tall towers hold three buildings of formidable appearance. Holding those men who could not obey the laws of society. Many trying to rehabilitate, some with no wish to reform

Victim Descriptions

1. Prisoners

These few have committed crimes and must be punished, but their safety is as important as any citizen

2. Warden

He is in his forties and in great shape always dressing in a finely tailored suit he runs this prison with a strict hand.

3. Guards

They do their duty to help rehabilitate their fellow man. Using rules and compassion.

4. Visitor

Here to visit a loved one this innocent is defiantly in the wrong place at the wrong time.

5. Delivery Man

Bringing the supplies the prison needs to run properly this hard working Joe cant help get involved whenever he feels needed even when he's not

6. Chaplin

A man of the cloth here to give comfort to all who ask he wants only to help and today to be helped.

Prison Description

Antagonist Descriptions

1. Riot

A few inmates are all it takes to start a riot but unfortunately almost all of them are now involved. Totally outnumbered the guards may be the only hope, but they are locked in the cells, and no one has the keys.

(See chapter 11 of M&M book for Criminal or Thug statistics)

Objectives

- A) Round up prisoners, and give them stern talk
- B) Save guards trapped in cells
- C) Get wounded to hospital

2. Jail Break

A hand full of prisoners has staged a jail break. They are armed and have taken a nun hostage. Now with freedom in sight it is up to the heroes to bring them to justice before they hurt someone.

(See chapter 11 of M&M book for Criminal or Thug statistics)

Objectives

- A) Seal up where prisoners escaped from
- B) Grab escapees
- C) Save the hostage

3. Everyone missing from prison

For some mysterious reason all the prisoners and guards have gone missing. Not a soul can be found. The heroes will discover a strange smell coming from the kitchen where a rotten vat of Glomco grease is emitting a gas that may affect them, it has driven everyone mad, and into the sewers with one rookie guard who has left the only door key in his locker.

Objectives

- A) Find vat of grease and neutralize it
- B) Find everyone in the sewers
- C) Find key before everyone suffocate

4. Trapped Prisoners

A man in striped pajamas calls to the heroes from outside the walls. A few prisoners have tried the great escape and he is one of them. Having made it out, leaving his fellows trapped in a tunnel. Air is running out and the ceiling is collapsing.

Objectives

- A) Detain the prisoner
- B) Find trapped prisoners
- C) Fill in tunnel

5. Intergalactic Police

In a buck Rodgers type rocket ship, intergalactic police show up at the prison demanding that they gain custody of a prisoner. This prisoner has warrants on two different planets and these space cops won't take no for an answer. In reality these are two of the man's gang and this is a prison break.

(See chapter 11 of M&M book for Police statistics)

Objectives

- A) Quiet the arguing police before trouble breaks out
- B) Legitimizes or not their claim on the prisoner
- C) Get the district attorney to sign off on prisoner release or stop cops from taking the prisoner

6. Experiment on Prisoner Gone Awry

Deep in the bowels of the prison an ex Glomco employee now turned inmate is doing illegal experiments on the inmates. Prisoner Alpha has escaped, and the prison is ground zero for a catastrophe of epic proportions is in the making.

(See Antagonists chapter for Prisoner Alpha statistics)

(See chapter 11 of M&M book for Scientist statistics)

Objectives

- A) Stop Prisoner Alpha
- B) Find the experimental lab
- C) Find ex Glomco employee and stop his mad experiments before the other twenty five altered prisoners have a chance to escape.



14. Airport

With its grey runways stretching in all directions the massive terminals hold the hundreds of travelers on their way to business trips or places of dreams. Families and professionals mingle in the many restaurants and concourses.

Victim Descriptions

1. Traveler

Mr. Barker is a jet-setter and a man of the world. He has traveled through countless airports and many countries.

2. Plane

Flight 118 to Denver never missed a beat, flying in all kinds of conditions with boisterous passengers. Today is not any other day and flight 118 needs some super help to stay intact.

3. Pilot

Captain Russell Rose loves the sky and the freedom of flight. He has never been late or even missed a day of work.

4. Baggage Handler

Jerry handles the bags each morning and afternoon, making sure that the travelers' luggage gets to the same place they do.

5. Flight Attendant

Mary Malloy has to put up with a lot of grief each day with unruly passengers and crying kids. But she always shows up and puts her best foot forward.

6. Air Traffic Control Tower

Steven Summers has helped many planes land safely, aided only by his radar and a cup of hot Joe.

Airport Description

Antagonist Descriptions

1. Crashing Plane

A plane is in turmoil and heading for the airport. Are the engines out, has a wing fallen off? Hundreds may die both on the plane if it crashes.

(See chapter 7 of M&M book for Jet statistics)

Objectives

- A) Clear out a place to land the plane
- B) Stop plane from crashing into airport
- C) Quiet or save any distraught passengers. Panic attacks, heart attacks, etc...

2. Crashed Plane

A plane has come to an abrupt stop by crashing in to a bus on the landing strip far away from help. Fuel is burning, people are hurt and trapped. Emergency rescue is not available.

Objectives

- A) Put out the fire
- B) Save all those who are trapped
- C) Get the injured to the hospital

3. Terrorist

Misunderstood, this out of control fundamentalist has mental problem and wants to make the evening news. His family called the police and alerted them to the danger now he must be found and stopped.

(See chapter 11 of M&M book for Terrorist statistics)

Objectives

- A) Find the disturbed man
- B) Disarm his bomb
- C) Get him some help

4. Livestock on Runway

Local livestock being flown to Texas have escaped their corral because of a faulty lock, turned by the airport fences they are now on the runway. Planes touching down and taking off are in trouble, and the cows are in danger.

(See chapter 11 of M&M book for Herd animal statistics)

Objectives

- A) Stop all airport traffic
- B) Round up the cows and return them to their transport
- C) Fix the corral lock

5. Crack Opens on Runway

Glomco has been digging a new tunnel for itself and safety is not their concern. The runway is now in danger as huge cracks open. Planes are sinking down to the cavern below, the radio tower has collapsed and as more planes try to land the problem is growing. Soon the whole airport will be swallowed.

Objectives

- A) Save any planes that are in immediate danger
- B) Contact planes about to land reroute them
- C) Stop the digging and save those workers below

6. Out of Control Fuel Truck

A fuel truck is out of control, a small child has taken it on a joy ride and now it's on a collision course with a dozen possible barriers all bad. To make matters worse the Glomco fuel inside is unstable. The pressure in the tank is rising and it will explode no matter what happens if it is not vented.

(See chapter 7 of M&M book for Small truck statistics)

Objectives

- A) Save the little boy
- B) Stop the truck from hitting anything or any one
- C) Vent the gas or get truck away from area



15. Cemetery

Rows of granite stones mark the final resting place of the city's loved ones. Manicured lawns and trees make this a place of peace, but also a place where some feel the presence of spirits and lost souls.

Victim Descriptions

1. Widow

Elizabeth Roderick has missed her husband every day since he passed on. She comes to the cemetery every Sunday to pay respect to a great man and father.

2. Elderly

Buck Johnson is at the cemetery today paying respect to his fallen friends and Army buddies. He is a tough man hardened by war and age.

3. Grounds Keeper

Grounds keeper Wilson has been keeping this place clean

and tidy for many a year. He takes more pride in this cemetery than most people do in their garden.

4. Grave

Many a grave sits in this cemetery being tended to and honored by loved ones. Gleaming headstones lying low to the ground mix with the aging marble and granite of towering headstones and statues of the older grave sites.

5. Lost Soul

Jake Nolen's soul has roamed this hollowed place for years. A friendly specter that overlooks the resting places of the fallen.

6. Funeral

Bob Spade was a great man in life and today many attend a funeral in his honor. Friends, family and those touched by this man's life are in attendance today.

Cemetery Description

Antagonist Descriptions

1. Undead

The Glomco weed killer is contaminated, and the dead are ripping out of their graves in a search for cotton candy. Loved ones are fleeing for their lives and might panic the city.

(See chapter 11 of M&M book for Zombie statistics)

Objectives

- A) Round up the zombies
- B) Stop panicking crowd
- C) Find cotton candy to lure zombies back to eternal slumber

2. Sink hole

While digging a hole for a grave a sink hole starts to swallow a gardener, his lawn tractor and the ground around them. Water from a split pipe has eroded a cavern. Filling with water the gardener will soon drown.

Objectives

- A) Save gardener
- B) Save lawn tractor
- C) Stop the water before it floods the cemetery

3. Lost Child in Catacombs

A mausoleum was accidentally left wide open, and now some poor kid has wondered in. To make matters worse mom and dad have already gone looking and also can't be found. Sadly it is much bigger than anyone really knew.

Objectives

- A) Find the missing child
- B) Find mom
- C) Find dad

4. Poltergeist

A spirit that is upset with the living is on the loose. Angry at the fact its tombstone has been accidentally moved by the new grounds keeper. The pesky spirit has induced some crazy squirrel shenanigans.

(See Antagonists chapter for Ghost statistics)

Objectives

- A) Capture the squirrels
- B) Find out why spirit is so angry
- C) Put tombstone back

5. Grave robber

There is not much lower of a deed than stealing from the dead, but for these guys it's just a way to make a buck. Having heard the noise an elderly security guard came looking and fell into an open grave, breaking his leg. (See chapter 11 of M&M book for Criminal statistics)

Objectives

- A) Catch the robbers
- B) Help the security guard to the hospital
- C) Rebury the dead

6. Mutant Dog

Fuzzy was a good dog until it ate some Glomco's radioactive dog food. Now he's ten feet tall and looking for a new bone collection and has hit the jack pot, graves. The only thing that will make this huggable family pet small again is some antidote from Glomco.

(See Antagonists chapter for Mutant Dog statistics)

Objectives

- A) Capture the doggie with out hurting him
- B) Find out what changed the dog
- C) Go to Glomco and get antidote



16. Bank

An institution of money this new age building holds the riches of those with financial power in the city and those who wish to borrow some of that power.

Victim Descriptions

1. Teller

Kevin showed up late to work today. His boss is mad and there is a lot of work to be done. Now with today's new danger his day looks really bad.

2. Manager

Peterson is a go-getter and a hard worker. Wearing his new suit and tie he is hoping for a promotion.

3. Bank President

Jones is old and tired of his job. Just two days until retirement and he is done with a life of hard work.

4. Loan Officer

Sally has had a lot of work today. She has had to make many phone calls and is so tired she can hardly stay awake. With this new danger she only wishes she could just go home.

5. Bank Customer

Richard has been waiting in line for an hour and a half. All he wants to do is cash his pay-check and go home.

6. Security Guard

Matt has seen some crazy stuff go down in his life. He is a big strong looking man with a heart of gold. Today he needs help to save the rest of the bank and himself.

Bank Description

Antagonist Descriptions

1. Robbers

A group of robbers have successfully infiltrated a bank and now are holding it up. Terrified tellers and bank customers are being held hostage while these robbers fill sacks full of cold hard cash.

(See chapter 11 of M&M book for Criminal statistics)

Objectives

- A) Save the hostages
- B) Catch the robbers
- C) Return the cash

2. Man Trapped in Vault

A man is trapped in the vault after it shuts behind him. He is the only one with the key and the air is running out. To make matters worse, the man has started to experience chest pains.

Objectives

- A) Find a way to open the vault without destroying it
- B) Rescue the man
- C) Get him to the hospital for evaluation

3. Trapped Robbers in Tunnel

Some would-be bank robbers have attempted to tunnel under the street to access the bank vault. However, they don't have any experience with digging a safe tunnel and without the proper reinforcing structure, the tunnel has given way and trapped the thieves and collapsed the street above.

(See chapter 11 of M&M book for Criminal statistics, and Chapter 7 for Vehicle statistics)

Objectives

- A) Prevent cars from crashing into the hole
- B) Rescue the thieves
- C) Repair the street

4. Out of Control Patron

A local entrepreneur applied for a loan to start up her dream bakery but she was turned down. Now she has snapped and is threatening the bank staff with a gun.

(See chapter 11 of M&M book for Bystander with gun statistics)

Objectives

- A) Save bank staff
- B) Capture woman with gun
- C) Get woman to counseling and educate her on other ways to obtain start up money for her business

5. Bank Lock Down

The new Glomco security system has malfunctioned and locked down all of the security doors in the bank. Bank customers and staff alike are trapped in different parts of the building and no one can get in to help them. To top matters off, a pregnant woman has gone into labor inside the building.

Objectives

- A) Disable the security system
- B) Free the trapped people
- C) Deliver the baby or get the woman to a hospital

6. Ghost Robbery

An old west bank robber's grave was disturbed by local construction. Now his malevolent ghost is back to finish the robbery that he failed at so many years ago. The fact that his guns are ghostly doesn't seem to make them any less effective and he has taken the terrified bank customers and tellers hostage.

(See Antagonists chapter for Ghost statistics)

Objectives

- A) Rescue the hostages
- B) Find a way to capture the ghost
- C) Put the ghost back to rest in his grave



17. Construction Site

Men with loud and massive machines work here altering the city skyline with their sweat and blood. Cranes swing steel beams into place. Trucks roll onto and off of the site in an almost continuous stream

Victim Descriptions

1. Engineer

Jon has worked a long time in the construction field. He has been poring over blueprints all day, and is trying to make the deadline.

2. Worker

Either on a high rise steel beam or mixing cement Angelo has been working very hard today.

3. Owner

Russ is a self made man, out on site today checking the progress of his latest venture.

4. Kids

Bobby, Joy, and Jimmy have been playing way too close to this work site. They have been chased off on many occasions by the workers who say it's unsafe.

5. Baby

How did little Jorge get on to the work site? He slipped right past his mom and all the workers on his great adventure and is now crawling to his doom.

6. Blind Man

Edger's Seeing Eye dog is getting old and can't hear or sees too well himself. And unluckily for the pair of them, they have both stumbled on to an active work site.

Construction Site Description

Antagonist Descriptions

1. Earth Elemental

Loud noise and excavation have awoken this monster from its slumber. It has begun to reap its revenge on the earth destroying machines of the construction site, taking no pains to avoid harming construction workers or innocent bystanders.

(See Antagonists chapter for Earth Elemental statistics)

Objectives

- A) Prevent harm to the people in and around the construction site
- B) Stop the elemental from harming the machinery
- C) Destroy or banish the Earth elemental

2. Baby's Day Out

Two parents implore the hero(es) to find their baby. It seems he has eluded his parents and crawled into the construction site. With an almost comical expertise the toddler has thus far avoided disaster and traversed the many dangers of the construction site without being noticed by a single adult. It seems his luck has ended when he is lifted high above the city aboard a girder that is being moved to the top of the building that is under construction. As the girder dangles from the crane, how long can this baby play a dangerous game of teeter totter?

Objectives

- A) Spot the baby
- B) Rescue the baby
- C) Return him to his parents

3. Runaway Construction Equipment

Glomco's newest high octane fuel has cause a unpredictable reaction when used in the construction equipment at this site. The equipment is uncontrollable and unstoppable. It's a dangerous game of bumper cars as these massive machines careen around the construction site.

(See Antagonists chapter for Construction equipment statistics)

Objectives

- A) Save the workers
- B) Stop the machinery
- C) Determine the cause

4. Unearthed Ruins

While digging the whole for the foundation of this new building the workers unearth some unknown ruins.

The ruins cause the foundation to be unstable, threatening to destroy the building and ruins all in one foul swoop.

Objectives

- A) Save the workers
- B) Shore up the foundation
- C) Bring in experts to excavate the ruins and save any artifacts therein

5. Trapped Worker

An air pocket deep in the ground ruptures from the added weight of the machinery and newly constructed building on the surface. The collapse of the pocket shifts the building and causes a newly erected concrete wall to fall on some workers. As the other workers struggle to free the trapped men, the rest of the building creaks ominously, threatening to come down entirely.

Objectives

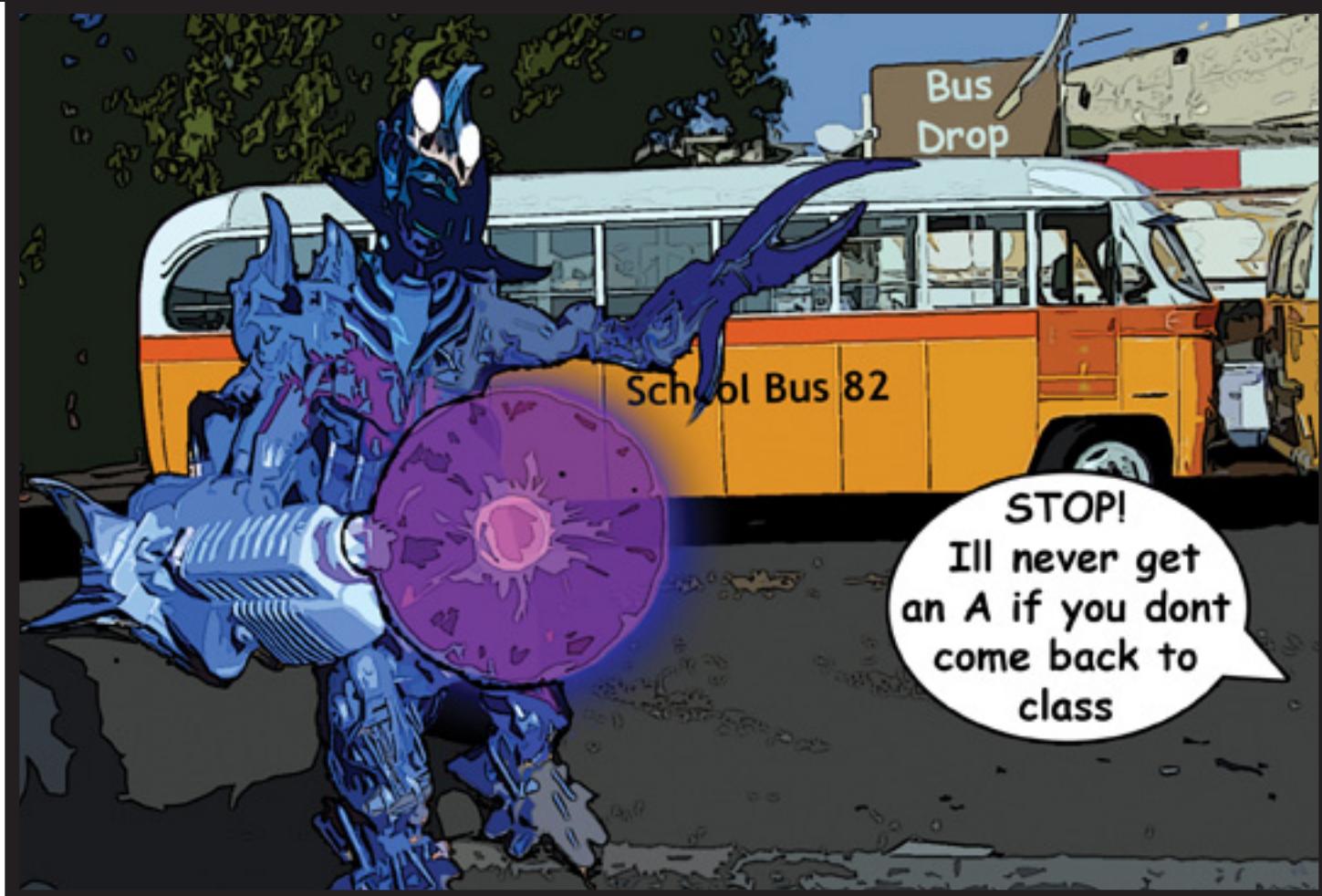
- A) Get the workers who aren't trapped to safety
- B) Free the trapped workers without causing the rest of the structure to collapse
- C) Help to reinforce the building's structural integrity

6. Falling beams

An out of control car crashes into the base of the newly erected building. The crash shakes loose a pile of beams stacked precariously on the upper stories. The steel beams plummet towards the ground, putting workers, citizens and even the driver of the crashed car in danger of being crushed.

Objectives

- A) Save workers
- B) Get the driver out of his crashed car and out of danger
- C) Catch the falling beams



18. High School

Students and teachers mingle in the hallways of this place of learning. Most enjoying the lawns and study spots, practicing arts and sports in fun. Unfortunately those with no respect for education also dwell here spreading graffiti and anarchy in their ignorance

Victim Descriptions

1. Teacher

Mrs. Akin is one of the meanest teachers alive, or that's what her students think. She gives way too much home work and is never happy. Well today she wishes she would have been nicer because no one has come to her rescue.

2. Principal

Mr. Price has been a very well liked Principal. Always saying "Kids will be kids" when the little ones get into trouble. Now this kindly Principal needs some super

help to make it through the day.

3. Coach

Mr. Gooch has coached many students over the years, leading by example and molding young minds and bodies in the art of sportsmanship. But today he will need more than a life of exercise and discipline to survive.

4. Cheerleader

Holly is a beautiful young cheer leading captain. Always peppy and full of school spirit, this young lady loves her squad

5. Jock

Rick is an all-state field and track athlete. Not to mention a foot ball hero, and ladies man.

High School Description

6. Student

Greg is just trying to pass his classes and make it into a good college. He is a hard worker and is face deep in a book most of the time. Hopefully he can take his eyes off his studies long enough to survive.

Antagonist Descriptions

1. Gang Activity

A gang moves in the local high school, harassing the students and teachers alike.

(See chapter 11 of M&M book for Criminal statistics)

Objectives

- A) Save any students being harassed
- B) Round up gang members
- C) Lecture gang members on proper behavior

2. Out of Control School Bus

A bus full of children rounds the last curve of road approaching the school. As the driver applies the brakes they suddenly fail, leaving the bus to hurtle unstoppably towards the group of school age children gathering outside ready to start their day. The driver swerves to avoid the groups of students but the speed of the vehicle makes it start to tip.

(See chapter 7 of M&M book for Bus statistics)

Objectives

- A) Prevent students and bystanders from being run over
- B) Stop the bus from tipping
- C) Rescue the riders and driver from the runaway bus

3. Students Trapped by Dodge ball Cannon

An invention powered by Glomco rubber bands has gone horribly wrong and has trapped a group of gym students. The cannon meant for practice is firing dodge balls with deadly force.

(See Antagonists chapter for Dodge ball cannon statistics)

Objectives

- A) Save the students
- B) Stop the cannon
- C) Determine reason for malfunction

4. Rampaging Lunch

School lunches can be nasty and unappetizing

some days. But today the lunch ladies secret recipe of hate is out for revenge. It means to eat the students that it was cooked for.

(See Antagonists chapter for Food mutant statistics)

Objectives

- A) Save the students that have been eaten and are trapped inside lunch monster
- B) Stop the lunch monster
- C) Detain lunch lady who created monster

5. Out of Control Science Project

In an attempt to save his failing grades, a student hastily concocted a new science project. The student has lost control of his invention and now it is wreaking havoc to everything in its path.

(See Antagonists Chapter for Science Project statistics)

Objectives

- A) Save students
- B) Stop runaway science project
- C) Lecture student on safe science procedures

6. Wild Janitor beast

Years of cleaning the toilets and bad health care coverage has culminated into the beast once known as the janitor. Was it the pre-chewed gum dust inhaled after years of scraping it off desks that did it? No one knows. The beast has cornered several students who he has decided are the messiest of the bunch.

(See Antagonists chapter for Wild Janitor beast statistics)

Objectives

- A) Save students
- B) Capture Janitor Beast
- C) Return Janitor to normal



19. Amusement Park

Crazy rides and screaming children dominate this location, full of food and game booths. Shows and acts can be seen from all over the world; it's great fun.

Victim Descriptions

1. Rides

The rides of this amusement park see a lot of kids and adults each day. Constantly running and keeping the city's population immersed in fun and excitement. But with the day's danger levels rising, these rides may bring more than joy to the people.

2. Carnie

Under paid and not too appreciated the carnie is a tough job to have. Add crying kids, and snotty parents to the mix and you got a bad day.

3. Nun

Sister Mary loves kids and is out with her fellow sisters having some good clean fun. Snacking on some cotton candy and happy to be with the people she loves.

4. Kids

Too many kids to count are in the park today. Running, screaming, jumping, eating and just having fun on a beautiful day.

5. Security Guard

Pete is making some extra cash as a security guard at the park today. So far it's been easy waving to park-goers and kind of having fun at the same time. Now everything is going too fast and danger is all around.

Amusement Park Description

6. Concession Stand Worker

Covered in powdered sugar and wearing a funny looking hat poor Roland needs a break.

Antagonist Descriptions

1. Cotton Candy Monster

They always said high fructose corn syrup would kill you but this is crazy. The cotton candy monster erupts from its sugar laced prison and intends to eat as many little kids as it can.

(See Antagonists chapter for Food mutant statistics)

Objectives

- A) Save the children
- B) Stop the Cotton Candy Monster
- C) Destroy the mix that created the monster

2. House of Horror Trap

The house of horrors is usually corny at best. But an ancient artifact mixed into the props has caused the horrors to take life and run amok.

(See Antagonists chapter for Rampaging ads statistics)

Objectives

- A) Save people
- B) Capture horrors
- C) Find and neutralize artifact

3. House of Mirrors Trap

After cleaning the mirrors with a new Glomco glass cleaner they have turned into traps within traps. A dozen patrons have become ensnared inside the planes of glass.

(Each hero that enters the mirrors must fight a Mirror version of them self. Mirror heros have a -5 to all saves, attacks, and damage, with a minimum of +1. x2 damage for bashing and sonic damage dealt to mirror heros, once all mirror heros are beaten the patrons are freed)

Objectives

- A) Find lost patrons
- B) Get them out of the mirrors
- C) Find out what caused the mishap

4. Freak Show Gone Amok

The normal actors at this side show were joined by a real creature found by an unscrupulous man and sold to the side show owner. Now the creature's parent is here to get back its young, but in the melee the cage the young

creature was in is damaged and its trapped.
(See chapter 11 of M&M book for Bear statistics)

Objectives

- A) Help the trapped young creature
- B) Calm the mother
- C) Reunite the creatures and get them home

5. Magician Summons Creature

The amazing Matzo pulls out his big trick for the finale, a new trick sold to him by a strange little man. Sadly in teleporting himself, the man has brought something with him from his ethereal jaunt, a very scared ethereal ape.

(See Antagonist chapter for Summons Creature)

Objectives

- A) Calm the panic crowd
- B) Stop the ethereal ape
- C) Return the ape home with the spell

6. Runaway Roller Coaster

That darn Glomco grease has made its way to the roller coaster and it wont slow down. The cars are full and people are starting to fall out, and a worker trying to help is hanging from the highest slope.

(See Antagonists chapter for statistics)

Objectives

- A) Save the hanging worker
- B) Save the flying riders
- C) Stop the coaster



20. Military Base

Order dominates this place, the uniformed men and women hurry about on their duties with purpose. Tanks, planes and other equipment are parked in orderly rows. Walls and wire keep those out who should be kept out and, those in who should be kept in.

Victim Descriptions

1. Soldier

Private first class Hites is on duty today. He has just come off leave and is happy to get back to work.

2. Officer

Captain Lance is overseeing the events on base today. Leading men and answering questions, he is hard at work and is looking forward to a good night's sleep.

3. Chaplin

Soldier and man of the cloth, Chaplin Lamar is a well liked person. Always ready to listen and help fellow soldiers with their problems.

4. Ordnance

On any base there is a lot of ammunition and explosives for training and war.

5. Helicopter

A very important military official is on route to the base today. Flying in to check on the troops and get some work done.

6. Tank

Big Bobby is the name of this base's most prized tank. It was once on the front lines and now is a training vehicle for the troops. This Tank is fully loaded and ready for training.

Military Base Description

Antagonist Descriptions

1. Out of Control Experiment

A top secret robot was created by the military scientists and given an experimental AI. Its programming is not quite finished when an officer asks to see it in action. The weapon begins to seek targets in all direction and can't be stopped by the military or the scientists. Fortunately this robot was a culinary model and has very limited armament but is still on a rampage, and the building may collapse.

(See chapter 11 of M&M book for Robot, Medium statistics)

Objectives

- A) Save trapped personnel in the mess hall
- B) Stop robot
- C) Keep mess hall from collapsing

2. Stolen Tank

A drunken punk rock star has wandered onto base and mistaken a tank for his Volvo wagon. But not being versed in the vehicles complex operation he is on an unstoppable joyride trapping people in collapsing buildings.

(See chapter 7 of M&M book for Tank statistics)

Objectives

- A) Stop tank
- B) Save any trapped people
- C) Find rocker's car

3. Bomb About to Detonate

A live bomb was accidentally routed to a training room and now it's about to explode, with the timer counting down people are running in panic.

Objectives

- A) Clear crowd from area
- B) Disarm or remove bomb
- C) Give lecture on bomb safety

4. Super Soldier Gone Crazy

This is the reason you look at the fine print when signing up for experimental military research. Now an angry blob has escaped the underground facility and is scared and confused. He has found the company commander and wants answers.

(See chapter 11 of M&M book for Giant Ooze statistics with a 11 Intelligence)

Objectives

- A) Stop blob soldier

- B) save commanding officer
- C) Help the blob solve his problem

5. Stolen Drone with Weapon

Angry that asthma keep him out of the military this computer programmer bought a radio van and used it to steal a remote control vehicle with a high powered weapon, and it is on the loose. Luckily for everyone only non-living targets are feeling his anger unlucky things are bursting into flame.

(See chapter 7 of M&M book for Fighter Jet statistics)

Objectives

- A) Stop the drone without destroying it, hopefully
- B) Track down the signal van
- C) Put out any fires the drone started

6. Spy loose on the base

Security has determined a spy is loose on the base. He has stolen some top secret plans and must not escape. To make matters worse, the guards believe him to be a shape shifter.

(See chapter 11 of M&M book for Assassin statistics)

Objectives

- A) Locate spy
- B) Capture spy
- C) Return stolen documents



21. Wedding

Joyous people gather to unite two humans who love each other. Groups of well wishers mingle with the family under white canopies while the minister warms up the crowd.

Victim Descriptions

1. Bride

Bridget has always wanted to get married. And today is that most special, long awaited day.

2. Groom

Gavin loves his soon to be wife with all his heart and is a little on edge by the day's events. He is trying to play it cool and shrug off his cold feet.

3. Preacher

Pastor Making is getting ready for the wedding. Bible in hand and a smile on his face, he really loves this part of the job.

4. Best Man

Brian is ready to see his best friend off to married bliss. He remembered the tux and to comb is hair. Now where did that speech get to?

5. Parents

Mrs. Wallace is so happy to see her little boy get married. It's been a good life watching him grow into a man and now she's ready to see him begin his own family.

6. Ring Bearer

Little Perry was entrusted to carry the ring. He has been watching it like a hawk all day and will do anything not to fail at his assigned task.

Wedding Description

Antagonist Descriptions

1. Runaway Elephant

Some brides want doves at their wedding, while others want something bigger. At this wedding the main event was to feature the bride and groom riding down the aisle on the back of an enormous elephant. However things are not going as planned after the elephant is spooked by a kindergartner that comes out of nowhere wearing a mouse Halloween costume. The elephant has panicked and everyone is at risk of being trampled by this confused pachyderm.

(See chapter 11 of M&M book for Elephant statistics)

Objectives

- A) Save the kindergartner
- B) Stop the runaway elephant
- C) Calm the wedding party and get the event back on track

2. Snatched Bride

The only thing worse than a runaway bride is a stolen one. Before the vows are spoken she is snatched by a disgruntled old flame.

(See chapter 11 of M&M book for Thug statistics)

Objectives

- A) Find Bride
- B) Save Bride and detain kidnapper
- C) Transport Bride back to the wedding in time for the main event

3. Out of Control Limo

This fancy limo is high priced and worth every penny. With a lavish leather interior and shiny new rims it's the envy of all that look upon it. Unfortunately this vehicle has been car jacked by kindergartners and is now a hurtling death machine that needs to be stopped.

(See chapter 7 of M&M book for Limousine statistics)

Objectives

- A) Save pedestrians
- B) Stop vehicle without harming the children
- C) Find the children's parents and return them to their care

4. Dove Attack

The crowning touch for this wedding is a lovely freeing of the doves. The doves were fed some tainted Glomco birdseed and when released turn on their handlers. The maddened birds are now dive bombing wedding

guests and driving them into the church fountain.

(See Antagonists chapter for Angry animal statistics)

Objectives

- A) Save the crowd
- B) Stop the doves
- C) Find and dispose of tainted birdseed

5. Trapped Preacher

An angry man who regrets his marriage is blaming the preacher who performed the marriage ceremony and is holding him hostage on the church roof.

(See chapter 11 of M&M book for Terrorist statistics)

Objectives

- A) Save the preacher
- B) Capture the angry man
- C) Get the preacher to today's wedding on time

6. Union of Evil

This blessed event is more than just a marriage of two people in love, it's the union of two very powerful evil families. All was going as planned until an angry ex-boyfriend showed up and chaos is about to kick off.

(See chapter 11 of M&M book for Criminal statistics)

Objectives

- A) Stop the angry boy friend
- B) Calm the angry bride
- C) Save the wedding day



22. Television Station

Reporters scurry in this small building, rushing to complete deadlines and scoop their competitors. A huge antenna and heliport dominate this structure.

Victim Descriptions

1. Reporter

Jim the reporter is finishing up his latest story, and is almost ready to bring it to the people.

2. Kids Show Host

Katie the cat is a lovable kid show host. She wears a thirty pound cat costume but still loves her job.

3. Weather Man

This charismatic weather man is always smiling and upbeat. He loves nothing better than anticipating the next big weather front.

4. Cooking Show Host

Roberto Loves food and is cooking up a storm today on camera. A little garlic and a pinch of salt and BAM you got some good food.

5. Audience Members

These fans are excited to see their favorite program live from the studio, they applaud when they're told and laugh when told and can't wait to see what prize may be given away today.

6. Camera Man

Stan the camera man has heard every joke about his name and occupation. But he likes his job and can put up with the news teams' poor humor.

Television Station Description

Antagonist Descriptions

1. Reporters Trapped on Camera

The reporters ended their newscast but are alarmed to find that they are trapped on frame by a bizarre malfunction with an experimental HD camera (produced by Glomco)

Objectives

- A) Determine cause of reporter's inability to move
- B) Free reporters by disabling camera
- C) Warn other stations not to use new camera

2. Crashing Helicopter

Helicopter three is covering a high speed chase when its engines fail. The helicopter begins to auto rotate and is going to crash into an elementary school playground.

(See chapter 7 of M&M book for Helicopter statistics)

Objectives

- A) Get children out of harm's way
- B) Stop crash and/or rescue reporter and pilot
- C) Stop the high speed chase

3. Tempest

The new antenna purchased by the television station to broaden their viewing area seems to be drawing storm clouds into a swirling tempest around the studio. Lightning strikes, raging winds and pelting rain are trapping staff in the building and keeping everyone outside in their cars or in any other temporary shelter they can find.

Objectives

- A) Save people trapped outside
- B) Dodge lightning
- C) Disable the antenna

4. Hypnotic-control from Anchor

A local television anchor has had a strange effect on the viewers today. People stop what ever they are doing to watch. You might even say his presence is hypnotic. It seems that the Glomco contact cleaning solution has this strange effect over television broadcast.

(See chapter 11 of M&M book for Reporter statistics, with Emotion control Power level 10)

Objectives

- A) Identify the television station broadcasting the program
- B) Shut down broadcast
- C) Figure out what the cause of the hypnotic effect is

5. Publicity Stunt Gone Awry

A local child star is parachuting into a local baseball game in support of her favorite charity. Unfortunately her parachute won't open and she's plummeting towards the crowd. The crowd realizes the danger and begins to panic, running in every direction (potentially into traffic or trampling fallen children).

(See chapter 11 of M&M book for kid statistics and chapter 7 for Vehicle statistics)

Objectives

- A) Control panicking crowd
- B) Save child star
- C) Complete stunt for local charity

6. Militant Takes Control

A crazed militant believes that Glomco products are the root of all evil and has taken over the television studio to spread the word.

(See chapter 11 of M&M book for Soldier statistics)

Objectives

- A) Save the audience and studio staff
- B) Capture the militant
- C) Help militant to direct his complaints against Glomco through proper channels



23. Landfill

With the latest technology, giant machines layer earth and rubbish in a hole large enough to swallow the city's refuse. A small weight station and education center is located near the entrance.

Victim Descriptions

1. Worker

Toiling in the sun or rain the trash must be put in its place. Hard days and long hours mean this job is not for the meek.

2. Kid

On a field trip, a bus load of kids is learning about the landfill. They are being shown the facilities and the latest in proper waste disposal technology.

3. Security Guard

Stan never wanted to guard trash but some people will steal anything and of course there's always the safety of customers that needs to be guarded as well.

4. Reporter

Stacy is on site with her camera man doing stories for the news. She's walking around in the trash and not paying close enough attention to her footing.

5. Protestors

Hippies and activists march back and forth in front of the gates to the landfill, protesting the pollution of mother earth.

6. Environmental Scientist

Taking readings and analyzing the data, this scientist is checking to make sure the proper methods of hazardous waste disposal are being observed.

Landfill Description

Antagonist Descriptions

1. Trash Monster

People should listen to the landfill's ads about dumping chemicals in to the trash. The prime example for this is the trash monster. After years of mutating it attacks the nearest person; trying to eat anything it can. (See Antagonist chapter for Food mutant statistics)

Objectives

- A) Stop trash monster from harming people
- B) Destroy trash monster
- C) Find and dispose of chemicals that caused trash monster

2. Trapped Workers

A trash avalanche traps some poor workers. With only minutes to get them out before it is too late, the heroes must free them without making things worse by another spill.

Objectives

- A) Find trapped workers
- B) Prevent further avalanche
- C) Save trapped workers

3. Lost Artifact

A worker or visitor to the landfill finds a dangerous artifact of power. It takes over the finder's mind and starts to attack. Beams of light shoot forth and it's up to the heroes to stop it without hurting the possessed person.

Objectives

- A) Get other people to safety
- B) Capture possessed person
- C) Separate and contain artifact of power

4. Toxic Creature

All the runoff of the landfill pools in a local pond causing a toxic sludge creature to emerge. This creature seems only driven by hunger.

(See Antagonist chapter for Toxic Creature)

Objectives

- A) Protect citizens
- B) Capture and destroy sludge creature
- C) Prevent further runoff into the pond

5. Trash Fire

The sun refracted through a broken pair of glasses starts a small fire. And within minutes the fire turns into an inferno threatening to consume the entire landfill.

Objectives

- A) Save trapped workers
- B) Keep hazardous waste from exploding
- C) Put out fire

6. Vortex Spewing Alien Trash

A vortex opens up a few hundred feet in the air over the landfill. Within seconds it starts to spew extra-terrestrial trash by the ton. Along with the trash are giant alien houseflies feeding off the refuse. They seem to have decided that humans look tastier than their current food source.

(See chapter 11 of M&M book for Gargoyle statistics)

Objectives

- A) Prevent anyone from being crushed by falling refuse
- B) Fight off alien flies
- C) Find a way to close the vortex-GM can choose what is causing vortex based on Heroes powers



24. Botanical Gardens

Hot houses and green houses are spread out among outdoor gardens. Paths wind through the area while students, scientists and visitors stroll leisurely about studying exotic plants and birds.

Victim Descriptions

1. Student field trip

Group of students are visiting the gardens today. Writing notes and visiting with friends while the teacher prattles on about the plants.

2. Botanist

Studying the changes in the specimens, writing reports and occasionally stopping to smell the flowers, this botanist is more at home with plants than people.

3. Plant life

Some of the rarest plants reside in this garden. People come from all around to see their beauty.

4. Delivery man

It's hard to deliver a full grown Venus fly trap, especially when it's six feet tall but Dave the Delivery Man is in the Gardens today to do just that.

5. Elderly visitors

You can only take so many walks around the grounds of the retirement home before the scenery gets a bit boring. In an effort to keep their wards happy, the retirement home directors have brought a bus-load of the elderly residents to the Gardens today to get some air and see the plant life that is in full bloom at this time of year.

Botanical Gardens Description

6. Aviary

A large open area with all kinds of birds. Soaring from tree to tree they live a pampered life of peace and beauty.

Antagonist Descriptions

1. Plant Monster

Due to a radioactive batch of Glomco fertilizing pellets, the biggest plant in the garden suddenly gains consciousness and starts to attack. It grabs at anyone within reach, trying to pull them into its planty jaws. This Venus fly trap has now become a Venus human trap.

(See chapter 11 of M&M book for Monstrous Fly trap statistics)

Objectives

- A) Keep the plant from eating anyone
- B) Find a way to dilute the fertilizer and negate the effects on the plant
- C) Find the rest of the fertilizer pellets from the same batch and dispose of them

2. Chemical Spill

A large vat of chemicals has been sent to the botanical garden by mistake. Its origins and intended recipient are unknown. Upon arrival of the barrel a staff member opens the lid to see what it is and the vapors that are emitted cause people in the surrounding area to fall asleep. Even worse, when the staff member who opened the barrel passes out he bumps the container and it tips onto the ground, spilling its acidic contents towards other knocked out people.

(Chemical spill has same effect as Paralyzing power

level 8)

Objectives

- A) Save the unconscious citizens without becoming overwhelmed by the fumes
- B) Clean up the dangerous spill
- C) Determine the sender of the barrel and notify them of their error--Is it another Glomco screw up?

3. Dangerous Plants

Some highly dangerous plants from a secluded island have been shipped to the botanical gardens. Once unpacked they start to lash out with thorny vines, grabbing anyone in sight. The thorns contain venom that makes people go crazy.

(See Antagonists chapter for Plant Monster statistics)

Objectives

- A) Subdue or destroy the vines
- B) Keep the victims from hurting themselves or others
- C) Find the head botanist who can provide anti-venom

4. Alien Plant

An alien seedling has somehow gotten mixed in with the normal plants being transplanted into the garden today. The seedling quickly grows and grows until the plant starts to cover the entire gardens, threatening to choke out all of the plants that live there and trapping visitors and staff in its tangled vines.

(See Antagonists chapter for Plant Monster statistics)

Objectives

- A) Free the trapped visitors and staff
- B) Find the root of the alien plant and destroy it
- C) There is another alien seedling in the flats of plants waiting in the greenhouse to be planted in the ground. Find it and take it to the lab to be examined.

5. Bio terrorist

Bio terrorists burst into the gardens taking every one inside hostage. They threaten to unleash a bio chemical that will turn every one into plants.

(See chapter 11 of M&M book for Terrorist statistics)

Objectives

- A) Negotiate with or fight the bio-terrorists
- B) Free the hostages
- C) Locate and dispose of the biochemicals that they were threatening to use

6. Crazed gardener

A gardener named Wilt has seen too many kids mess up his hard work. He finally snaps and starts to threaten visitors with garden implements and bodily harm.

(See chapter 11 of M&M book for Thug statistics)

Objectives

- A) Save any visitors from Wilt's violent intentions
- B) Talk Wilt down or capture him without harming him
- C) Get Wilt to the hospital for psychiatric evaluation



Antagonists

Monsters, crazed animals, and blood thirsty mutants, what's a person to do? Luckily today the heros are on the job, and with a little hard work all will be right.

Antagonists

Animated Statues

Power 6

Str 18 | Dex 8 | Con 0 | Int 6 | Wis 4 | Cha 10

Powers: Strike 6, Immunities 30 (Fortitude effects), Protection 4

Skills: Hide 8 (+6)

Feats: Power Attack, Improved Grapple

Combat: Attack +4 (+4 Claw), Damage +6 (Strike), Defense +4, Initiative -1

Saving Throws: Toughness +10, Fortitude +0, Reflex +0, Will +0

Looks will vary, many possibilities include Ave Lincoln, Teddy Roosevelt on Horse back, or an armless Venus.

Animated Dino Skeleton Power level 11

Str 26 | Dex 12 | Con 0 | Int 1 | Wis 12 | Cha 1

Powers: Protection 8, Strike 4 (Trample) Area effect, Growth 8 (Power Feats: Innate, Flaw: Permanent), Immunity 40 (Fortitude effects, Cold damage, Half damage from slashing and piercing weapons)

Skills: Notice 8 (+9)

Feats: Improved Grab

Combat: Attack +8, Damage +8 (Bite), Defense +4, Initiative +1

Saving Throws: Toughness +10, Fortitude +0, Reflex +3, Will +1

This once fearsome T-Rex was the scourge of the planet. But a tar pit spelled his doom many years ago. Now re-animated this dino terror is out for blood.

Angry Animals

Power level 1

Str 3-10 | Dex 12 | Con 16 | Int 10 | Wis 14 | Cha 10

Powers: Flight 2 (if flying animal), Super Movement 1 (wall crawling if animal is appropriate)

Skills: Survival 2 (+4)

Feats: Move by Attack, Improved Initiative

Combat: Attack +1, Damage +1, Defense +4, Initiative +7

Saving Throws: Toughness +4, Fortitude +6, Reflex +8, Will +0

Drawbacks: Vary Mad

Flying or crawling their small and swarming.

Book Wyrm

Power level 15

Str 42 | Dex 10 | Con 31 | Int 16 | Wis 12 | Cha 8

Powers: Blast 12 (Ice breath), Flight 3, Growth 16 (Power Feats: Innate, Flaws: Permanent), Protection (Extras: Impervious) 8

Skills: Notice 4 (+5), Sense Motive 4 (+5), Knowledge (Literature) 4 (+7)

Combat: Attack +6 (includes -8 due to size), Damage +16 (claws), Defense +4 (includes -8 due to size), Initiative +0

Saving Throws: Toughness +18, Fortitude +12, Reflex +2, Will +8

Drawbacks: Power Loss (Flight, if wings are immobilized) Power Loss (Strength, constitution abilities -20 points, Power: Protection Nullified, when master tomb is not in dragons possession)

This is a dragon that hordes books instead of treasure. It is a massive lizard like, winged creature with fearsome claws and teeth. Its time is spent pursuing new knowledge and protecting its book hoard. (DC 20 Notice to find its Master tomb, If heros can get it away from the Book wyrm it will lose a lot of its power.)

Antagonists

Comic Guy

Power level 7

Str 20 | Dex 20 | Con 20 | Int 13 | Wis 10 | Cha 8

Powers: Strike 5, Super Movement 5 (Leaping)

Skills: Knowledge pop culture 8 (+9)

Combat: Attack +5, Damage +5, Defense +5, Initiative +5

Saving Throws: Toughness +10, Fortitude +10, Reflex +10, Will +10

No one is safe when the local comic book guy is on a rage. Full of energy drink and freaking out

E.T. Pet

Power level 6

Str 2 | Dex 24 | Con 18 | Int 6 | Wis 18 | Cha 18

Powers: Emotion Control 4 (Love), Shape Shifting 6, Super Movement 4 (Wall-crawling, Burrow, Swim), Telekinesis 4, Teleportation 4 (Flaws: beam)

Skills: Notice 6 (+10), Stealth 6 (+13), Survival 6 (+10)

Feats: Attack Specialization 3 (Ranged), Improved Initiative, Alertness

Combat: Attack +0 (+6 Ranged), Damage +0 (-4 bite), Defense +10, Initiative +11

Saving Throws: Toughness +6, Fortitude +4, Reflex +2, Will +3

A tiny multi colored ball of fur with no ears and large purple eyes. Currently it looks like a white rhino the first thing it saw upon arriving at earth

Earth Elemental

Power level 8

Str 24 | Dex 10 | Con 20 | Int 6 | Wis 12 | Cha 10

Powers: Burrowing 6, Protection 6, Strike 6 (slam), Blast 6 (Rock) Element Control 8 (Earth)

Feats: Improved Grab, Power Attack, Bulls Rush

Combat: Attack +4 (Slam), Damage +6 (Slam Strike) +6 (Rock Blast), Defense +0, Initiative +0

Saving Throws: Toughness +12, Fortitude +10, Reflex +5, Will +6

Hulking rocks and earth come together to form this monstrous element. Forged from the earth with only the protection of the land in its feeble mind.

Ghost

Power level 6

Str 0 | Dex 16 | Con 0 | Int 12 | Wis 14 | Cha 8

Powers: Paralyze 6, Emotion Control 6 (Fear), Insubstantial 4 (Incorporeal), Immunities 30 (Fortitude effects), Telekinesis 5

Skills: Notice 4 (+6), Stealth 4 (+5)

Combat: Attack +4, Damage +4, Defense +5, Initiative +3

Saving Throws: Toughness +4, Fortitude +0, Reflex +5, Will +8

Drawbacks: Light sensitivity (-4 Notice checks) (Nullified by Goggles)

Ghosts are souls that have lost their way and can't pass on to the next life. Some are malevolent while others are evil. Only one true way to end a ghost's existence, find out what is keeping it in the world of the living.

Food Mutant

Power level 5

Str 14 | Dex 12 | Con 16 | Int 10 | Wis 14 | Cha 10

Powers: Growth 4 (Power Feat: Innate, Flaws: Permanent), Blast 7 (Spew SEE BOTTOM TEXT FOR SPEW VARIANTS)

Skills: Notice 4 (+0), Stealth 6 (+6)

Feats: Bull Rush

Combat: Attack +5, Damage +7 (Spew Blast), Defense +4, Initiative +1

Saving Throws: Toughness +15, Fortitude +14, Reflex +6, Will +1

Food Mutants come in all shapes and flavors. But one thing is for sure they do not want to be eaten. Now with their newly acquired life force and powers they want to eat you.

Hot dog mutant Spew (Hot dog Blast projectiles)

Cooking class mutant spew (Stick dough entangle)

Slushy freeze mutant spew (cold Blast)

Sloppy Joe mutant spew (Heat Blast)

Antagonists

Mad Machines

Power level 10

Str 30 | Dex 10 | Con 0 | Int 0 | Wis 0 | Cha 0

Powers: Immunities 30 (Fortitude effects)

Feats: move by Attack, Bulls Rush, Sunder

Combat: Attack +10, Damage +10, Defense +10, Initiative +4

Saving Throws: Toughness +6, Fortitude +4, Reflex +2, Will +3

Drawbacks: Power Loss (Strik, Immunities is fuel runs out or power is severed)

Mad machines come in all shapes and sizes. They are crazy and out of control, hurting all that stand to close. There one weakness is that they need fuel or power to operate. **When reserves are low and power is fading the will lose their powers and slowly come to a stop (D10 rounds before it stops).**

Mole People

Power level 3

Str 14 | Dex 12 | Con 16 | Int 10 | Wis 14 | Cha 10

Powers: Burrowing 3, Protection 2, Strike 3 (Claw), Enhanced Senses 2 (Infravision)

Skills: Knowledge Geology 7 (+6), Notice 4 (+6), Survival 6 (+8)

Feats: Attack Specialization (claws), Equipment 2, Sent

Equipment: Goggles (Sensory Shield 2 (Light)), Tool kits

Combat: Attack +2 (+4 Claw), Damage +2 (+4 Claw), Defense +2, Initiative +1

Saving Throws: Toughness +6, Fortitude +4, Reflex +2, Will +3

Drawbacks: Light sensitivity (-4 Notice checks) (Nullified by Goggles)

Standing about four feet tall with beady little black eyes and soft grey or black fur. They dress in no clothing but wear some leather equipment belts.

Mummy

Power level 8

Str 20 | Dex 10 | Con 0 | Int 15 | Wis 20 | Cha 10

Powers: Emotion Control 8 (Fear) limited to one emotion, Immunity 30 (Fortitude effects), Paralyze (touch) 6, Protection 3

Skills: Bluff 6 (+6), Notice 5 (+10), Stealth 5 (+5), Ancient History 10 (+12)

Combat: Attack +6, Damage +5 (claw), Defense +5, Initiative +0

Saving Throws: Toughness +8, Fortitude +0, Reflex +5, Will +10

This Egyptian ancestor is up like an animal. With centuries of time wasted he is ready for conquest. Covered in bandages and lavish jewelry Mr. Mummy wants to rule the world.

Mutated Dog

Power level 6

Str 27 | Dex 13 | Con 19 | Int 10 | Wis 2 | Cha 6

Powers: Growth 4 (Power Feat: Innate, Flaws: Permanent), Protection 4, Super senses 3 (scent, Track, Ultra-hearing)

Skills: Notice 4 (+5), Survival 2 (+5), Escape Artist 2 (+3), swim 2 (+8)

Equipment: Dog collar

Combat: Attack +5 (includes -1 for size), Damage +8 (Bite), Defense +5, Initiative +1

Saving Throws: Toughness +8, Fortitude +9, Reflex +6, Will +3

This dog stands six foot at the shoulder and weighs 1,200 lbs. The dog has mutated to this size and still acts like a playful dog but doesn't understand how to be careful with his new massive body.

Antagonists

Mutated Mascot

Power level 7

Str 18 | Dex 26 | Con 16 | Int 4 | Wis 15 | Cha 12

Powers: Super Movement 6 (Wall-Crawling), Super Movement 6 (Leaping), Strike 6 (Bite), Blast 6 (Chitter)

Skills: Climb 6 (+10), Acrobatics 6 (+14), Jump 6 (+10)

Feats: Evasion, Elusive Target

Combat: Attack +4, Damage +6 (claw), +6 (Sonic Chitter) Defense +6, Initiative +8

Saving Throws: Toughness +8, Fortitude +7, Reflex +14, Will +2

The universities mascot has fused with his squirrel suit. Now with the powers and brain power of a squirrel this mascot is on the lose.

Mutated Sea Creature

Power level 9

Str 26 | Dex 17 | Con 13 | Int 1 | Wis 12 | Cha 2

Powers: Additional Limbs 4 (10 Tentacles), Growth 8 (Power Feat: Innate, Flaws: Permanent), Super Movement 3 (Swimming), Obscure 4 (Ink Cloud Sight 20ft radius)

Skills: Notice 4 (+5), Swim 4 (+12)

Feats: Endurance, Improved Pin, Improved Grab, Choke Hold, Environmental Adaptation (Underwater)

Combat: Attack +6 (Includes -2 due to size), Damage +8 (Unarmed), Defense +2, Initiative +3

Saving Throws: Toughness +11, Fortitude +9, Reflex +10, Will +5

Drawbacks: Limited to underwater

This octopus has mutated to a giant size. Its appetite has also grown along with its rage on humanity.

Plant Monster (Alien)

Power level 15

Str 25 | Dex 20 | Con 30 | Int 0 | Wis 14 | Cha 0

Powers: Growth 20, Regeneration 25 (Recovery Rate: 17, Bruised 3, Unconscious 3, Injured 4, Staggered 4, Disabled 6; Ability Damage: 5, Power Feat: Regrowth), Protection 5

Skills: Survival 10 (+12)

Combat: Attack +3 (-12 due to size), Defense +0, Initiative +5

Saving Throws: Toughness +15, Fortitude +15, Reflex +5, Will +2

Drawback: Power Loss (If root is found and destroyed)

This green plant from another world is starting to grow, rapidly. Soon its threatening to trap and crush all, maybe even the world. No mater what you do to it seems to regenerate in seconds. DC 20 spot or appropriate plant knowledge check will give you the location of the root. But its under a titanic plant so GM must let heros find their own way to get it.

Plant Monster (Dangerous)

Power level 10

Str 26 | Dex 20 | Con 18 | Int 2 | Wis 14 | Cha 0

Powers: Additional Limbs 4 (10 tentacles), Growth 8 (Power Feats: Innate, Flaws: Permanent), Elongation 3 (30 ft.), Confuse 6 (Extras: Poison touch)

Skills: Stealth 6 (-3 for size), Survival 10 (+12)

Feats: Improved Grab

Combat: Attack +6 (-2 due to size, -2 due to elongation), Damage +5 (Thorn vine), Defense +4, Initiative +5

Saving Throws: Toughness +10, Fortitude +10, Reflex +5, Will +2

This torn filled monster is lashing out at modern society. Driving the people made with its poison. If only a Mad lawn mower was in the area.

Antagonists

Prisoner Alpha

Power level 10

Str 20 | Dex 20 | Con 20 | Int 20 | Wis 20 | Cha 20

Powers: Nemesis 8

Skills: Acrobatics 5 (+10), Notice 5 (+10), Stealth 5 (+10), Streetwise 5 (+10)

Equipment: Orange jump suit

Combat: Attack +5, Damage +5, Defense +5, Initiative +5

Saving Throws: Toughness +10, Fortitude +10, Reflex +10, Will +10

Brutally tortured by the mad ex-Glomco employee, Prisoner Alpha wants his freedom. Now endowed with incredible power he will stop at nothing to escape.

Rampaging Ads

Power level 3

Str 12 | Dex 16 | Con 0 | Int 6 | Wis 10 | Cha 18

Powers: Dazzle 5 (visual, auditory), Strike 3 (Paper cut), Flight 2 (Flaws: gliding)

Skills: Bluff 4 (+8), Climb 6 (+9), Stealth 6 (+7)

Feats: Improved initiative

Combat: Attack +3, Damage +3 (Paper cut strike), Defense +5, Initiative +7

Saving Throws: Toughness +2, Fortitude +0, Reflex +7, Will +1

Drawbacks: Flammable (x2 fire damage)

Made from poster board and highly quality ink, these ads are on the loose. They are out to sell you their jingles or mess up your face trying. Just hand them your wallet and all will be well.

Science Project

Power level 8

Str 30 | Dex 10 | Con 0 | Int 12 | Wis 10 | Cha 8

Powers: Blast 6 (Energy), Strike 8 (Claw), Protection 8, Immunities 30 (Fortitude effects)

Skills: Knowledge homework 6 (+7), Craft homework 6 (+7), Repair 6 (+7)

Equipment: Oil can, Tool kits

Combat: Attack +6, Damage +6 (Blast) (+8 Strike), Defense +5, Initiative +0

Saving Throws: Toughness +12, Fortitude +0, Reflex +4, Will +4

This robotic marvel is made from the finest materials a student could get his hands on. At first it was made as a homework droid, but bullying made the student up its combat ability. Powered up and freaking out this robot is on a rampage of destruction.

Stone Lions

Power level 3

Str 26 | Dex 17 | Con 0 | Int 2 | Wis 12 | Cha 0

Powers: Strike 8 (claw), Protection 8, Growth 4 (Power Feat: innate, Flaw: permanent), Immunity 30 (Fortitude effects)

Skills: Jump 6 (+14), Notice 6 (+7)

Feats: Power Attack, Improved Grab

Combat: Attack +8, Damage +8 (Claw), Defense +5 (includes -1 due to size), Initiative +3

Saving Throws: Toughness +10, Fortitude +0, Reflex +7, Will +3

Drawbacks: Stone head jewels (If removed) the Stone Lion will revert to a non-animated stone.

Once a Chinese guardian these two lions have traveled along way to this location. Powered by the magic of the stones these lions will fight any that try to enter or leave the library. (A spot check DC 15 to spot the magic stone, and a grapple check VS the lion to remove the stone rendering the lion to its original non moving form).

Antagonists

Summonsed Creature

Power level 10

Str 12 | Dex 15 | Con 14 | Int 18 | Wis 19 | Cha 17

Powers: Strike 8 (Sting Extras: Poison Strength), Super Senses 2 (extra eyes: 360 sight), Flight 2, Growth 4 (Shrinking Power Feat: Innate, Flaws: Permanent), Telepathy 8

Skills: Climb 4 (+5), Diplomacy 6 (+9), Stealth 6 (+10), Notice 8 (+12)

Feats: Elusive Target, Evasion, Improved Initiative

Combat: Attack +10 (includes +1 for size), Damage +4 (Sting, plus poison), Defense +7, Initiative +6

Saving Throws: Toughness +2, Fortitude +2, Reflex +8, Will +9

An insect-like flying creature from another plane. This creature will follow and observe intruders into its habitat and wont attack unless provoked. It has a poisonous sting, tow sets of eyes (front and back) and no mouth. It communicates via telepathy.

Toxic Creature

Power level 5

Str 14 | Dex 20 | Con 16 | Int 1 | Wis 10 | Cha 1

Powers: Corrosive Blast or Touch 4, Blast 4 (Cloud, Poison Fumes Power Feat: Innate, Flaws: Permanent), Elongation 4, Insubstantial 1 (Fluid), Super Movement 4 (Swim, Slither)

Feats: Improved Grab, Bulls Rush

Combat: Attack +2 (+4 Blast), Damage +2 (Slap), (+4 Corrosive), Defense +6, Initiative +5

Saving Throws: Toughness +9, Fortitude +9, Reflex +11, Will +6

Made from toxic sludge or some bad chemicals, this creature is on a rampage. Oozing, spewing, fuming, and slithering towards its next victim.

Water Elemental

Power level 8

Str 20 | Dex 16 | Con 24 | Int 6 | Wis 12 | Cha 10

Powers: Super Movement 6 (Swim), Strike 6 (slam), Blast 6 (Water) Element Control 8 (Water), Insubstantial 1 (Fluid)

Feats: Improved Grab, Power Attack, Bulls Rush

Combat: Attack +4 (Slam), Damage +6 (Slam Strike) +6 (Water Blast), Defense +0, Initiative +0

Saving Throws: Toughness +12, Fortitude +12, Reflex +8, Will +6

Boiling up from the murky depths, the water elemental explodes forth. Made of living waves this creature is mad and ready to fight.

Wild Janitor Beast

Power level 10

Str 30 | Dex 30 | Con 30 | Int 3 | Wis 3 | Cha 3

Powers: Strike 10, Super Movement 6 (Leaping), Blast 10 (Sonic howl)

Skills: Acrobatics 10 (+20), Knowledge Gardening 5 (+1), Notice 5 (+1), Repair 8 (+4)

Feats: Improved Initiative, Power Attack

Equipment: Cleaning equipment, Mop, Orange power for vomit

Combat: Attack +10, Damage +10 (Strike), +10 (Sonic Blast), Defense +5, Initiative +14

Saving Throws: Toughness +15, Fortitude +15, Reflex +15, Will +0

Drawbacks: Janitor Beast cant stand messes, and he will fly into confusion for D6 rounds if one is created.

Poor Mr. Janitor, he never wanted to hurt anyone. But transformed by sources unknown, this beast is out for payback. Years of cleaning up after filthy students and teachers has taken its tole.

Antagonists

Vehicles

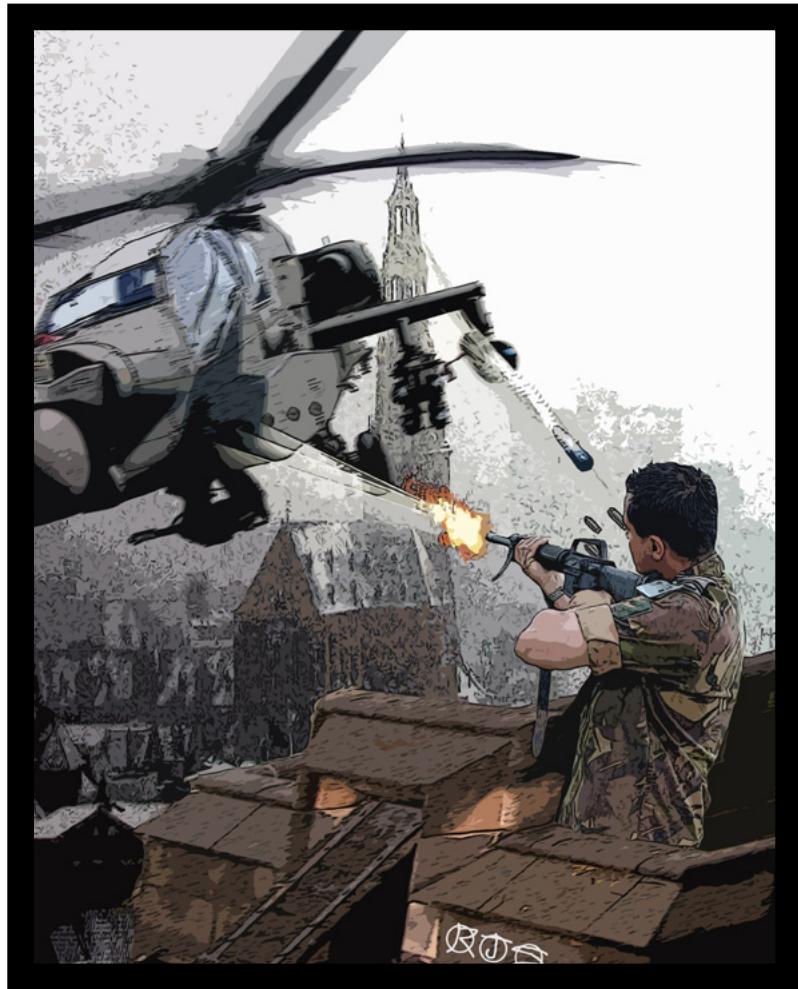
Name	Strength	Speed	Defense	Toughness	Size
Construction Equipment	50	3	8	11	Huge
Dodge Ball * Cannon	26	0	9	8	Large
Mono Rail	45	6	2	11	Colossal
Roller Coaster	40	5	2	8	Colossal

* = See individual descriptions for more information

Dodge Ball Cannon

This pinnacle of GYM teacher technology is the bane of most students. It whips dodge balls at mind numbing speed at its targets. Attack+5, Damage + 7 with a range of 40 feet.

Stay tuned for upcoming games and adventures from
Action Games
www.ActionGamesRPG.com



Soon to come From Action Games

LPM

(Little Plastic Men)

All new system with all the rules you need for high action combat and strategy
Reenact historic battles or forge new ones of your own.



RANDY BRANDYWINE FROM THE HOBBIT GAZETTE SAYS
"IT HAD WORDS."

STEFAN ORCCULLER OF THE ELF LEAF TIMES SPARKLED
"IT TOOK ALL DAY."

GRUNT EDITOR OF THE ORC TOWN NEWS MUMBLED
"MY GUY CAN FLY." AND "MY CAT'S BREATH SMELLS FUNNY."

ANONYMOUS ASSASSINS GUILD SOURCES WERE HEARD TO SAY
"THAT WYRMTHANE WILL BE ON OUR LIST SOON ENOUGH, DON'T YOU WORRY."