

MARVEL SUPER HEROES™

Official Advanced Game Adventure

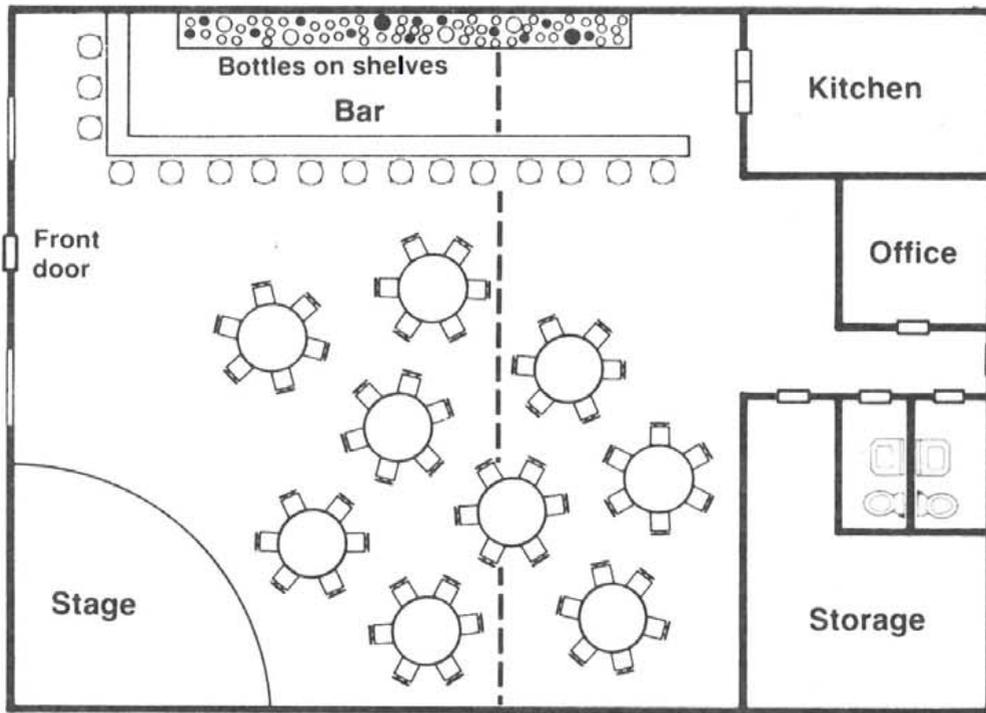
AFTER MIDNIGHT

by Anthony Herring

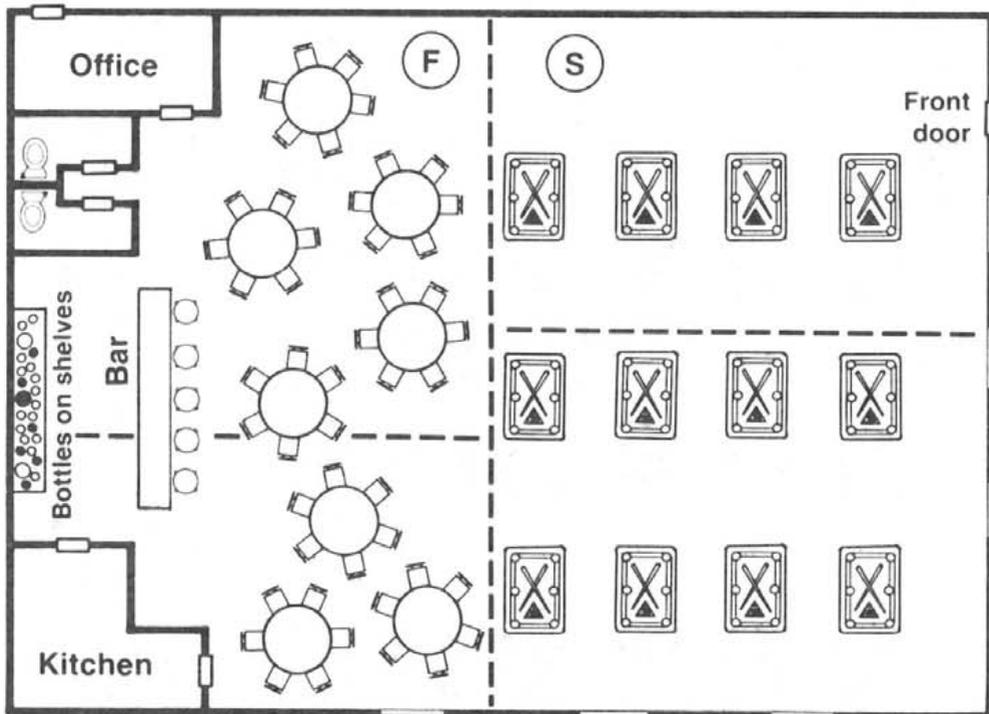


The
fantastic first
installment of the
GANG WARS
trilogy!

Hank's Tavern



Starky's Pool Hall



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INTRODUCTION

A thick mist rises eerily from the ground, covering Central Park with its glistening wetness.

Outside the Metropolitan Museum of Art, a stealthy figure glides down from the fog-filled sky. Nearby a bell tolls the hour—it's after midnight!

Yes, true believers, it's time for *After Midnight*, Part 1 of the stupendous *Gang Wars* Trilogy.

That's right. There are two more thrilling adventures in the series, *MLA2, Night Moves*, and *MLA3, Night Life*.

If Part 1 gets your heart bumping, you'll want to invest in Parts 2 and 3, in order to continue the campaign against the crime lords. However, all three adventures are designed to be self-contained, so they may be run individually or as a series.

After Midnight contains:

- a 64-page adventure book (you're reading it now) that details the player characters, the non-player characters, and the story itself.

- a pull-out map sheet that depicts several important locations.

- a cover that features various maps designed to help play run smoothly.

As Judge, you should read through the entire adventure book at least once before play commences. If you are an inexperienced Judge, you may also wish to review the *Marvel Super Heroes* rule books.

After Midnight is compatible with either the Basic or Advanced rules, and relies heavily on material published in the *Deluxe City Campaign Set*. However, have no fear. You do not have to own the campaign set to play the *Gang Wars* Trilogy.

Intensity and FEATs

For those of you who own the Advanced Set, this is old hat—you may skip it if you wish. Judges still using the Basic Set rules should read this section carefully.

In the Basic Set rules, a player has to make a green FEAT roll for his character to succeed at any action, limited only by the Judge's discretion. The idea of Intensity has been added in the Advanced Set rules in order to determine whether certain FEATs are feasible, as well as the color result needed for the FEAT to succeed.

Intensity is set as a rank (Feeble, Monstrous, etc.). Compare the requisite Ability against the Intensity to determine the color of the FEAT required for success, as follows:

- If the Intensity rank is greater than the Ability rank, only a red result is successful.

- If the two are equal, a yellow or red result succeeds.

- If the Ability rank is greater than the Intensity rank, then any colored result (except white, of course) indicates success.

- If a FEAT does not have a stated Intensity, assume that any color result means success. Alternatively, you may declare the Intensity to be Typical.

Automatic FEATs. In order to reduce the number of dice rolls during the game, certain simple or unimportant actions can be considered automatic. If the Intensity for the action is three or more ranks lower than the hero's Ability, the FEAT is automatic—no roll is necessary.

The final decision as to whether a FEAT is automatic is left to the Judge. If a simple action is crucial to the story, the Judge has every right to call for a FEAT roll. In some cases, as with the effects of poisons, a FEAT roll is required regardless of the Intensity.

Example: Spider-Man is in a death trap. Flexing his superhuman muscles, he attempts to bend an iron bar and escape.

Normally, this action is an Automatic FEAT because the iron bar is made of Excellent strength material, which is three ranks less than the web-slinger's Amazing Strength. However, the Judge wants to make his death trap as exciting

as possible, and calls for a FEAT roll.

The bar's Intensity is equal to its material strength. Because Excellent Intensity is less than Spider-Man's Amazing Strength, the player needs only a green or better result on the Universal Table to succeed.

Impossible FEATs. As with Automatic FEATs, the Judge must decide when a FEAT is impossible. Generally, any action with an Intensity more than one rank above the hero's Ability may be considered impossible.

If the action is important for the successful completion of the adventure, the Judge may rule that a red result achieves success for an otherwise impossible FEAT.

Example: From the previous example, suppose the metal bar is made of Adamantium, and not iron. Spider-Man cannot bend a bar of Adamantium steel because its Unearthly material strength is two ranks higher than his Amazing Strength. It looks like curtains for the wall-crawler.

Like most Judges, the Judge in this example does not like to see heroes meet untimely ends during the middle of an adventure he has spent hours writing. The thoughtful Judge allows the player to attempt a FEAT roll, even though bending an Adamantium bar is normally an Impossible FEAT for Spider-Man. A red result is required for success. The player will likely spend a lot of Karma to save the web-head from certain death. Good luck, Spidey!

Karma Points

Some chapters of the adventure are followed by sections about Karma, which present suggested Karma awards and reductions. All heroes who actively participate in the events of the chapter should split the points evenly among themselves (or add them to a Karma Pool, if the heroes have one). However, the Judge may give a larger portion of the Karma Points to characters who do most of the work.

The Premise

The Fixer and Mentallo have joined forces once again. Their nefarious plan is to form a criminal organization, placing themselves as its leaders. To this end they stole the Mister Fear costume from the police, and gave it to a small-time thug, who became their enforcer.

With the help of the new Mister Fear, Mentallo and the Fixer swelled their ranks with the members of a Yancy Street gang called the Batboys. All seemed to be going well for the new organization, until it was learned that a Maggia family (under Hammerhead's control) was already operating in the area.

Dubbing their gang the Faces of Fear, the Fixer and Mentallo decided to bring about the downfall of Hammerhead's branch of the Maggia. They stole an ancient book from the Metropolitan Museum of Art, leaving clues to incriminate Hammerhead.

The priceless tome is rumored to contain arcane inscriptions that enable the reader to create an assortment of horrible monsters.

Their plan is to cause super heroes (the player characters) to believe the Maggia is responsible for a rash of "supernatural" crimes, thus provoking the heroes to subdue Hammerhead. In addition, they hope to incite several small-time gangs into joining forces and attacking Hammerhead's family.

Getting Started

The majority of the action of After Midnight takes place on Manhattan Island. If you are a proud owner of the Deluxe City Campaign Set, you will find it very helpful. Many of the adventure settings in this module are described in greater detail in the campaign set. Nevertheless, as mentioned earlier, you can successfully run After Midnight without this set.

If you are thinking of starting a new campaign within New York City, After Midnight is a great first adventure. During the course of play, the heroes establish themselves with numerous contacts, opening the way for future encounters beyond those described in After Midnight. As Judge, this module provides you with many ideas for scenarios of your own design (see the Epilogue).

If you are currently running a super hero campaign set within the Big Apple, After Midnight offers you new insights into this fabulous city. It also provides your campaign with refreshing plot twists, which you can embellish or ignore as you wish.

If the super heroes in your campaign have a base of operations in another city (such as Los Angeles, for example), getting them to come to Manhattan is no problem (see Chapter 1).



THE PLAYER CHARACTERS

The three adventures in the Gang Wars Trilogy are designed for use with characters of the players' own creation. However, should your players not have original characters (and they don't want to take the time to create some), allow them to choose from those described below.

Black Widow

Real Name: Natalia Alianova Romanova

F IN 40 **Health:** 100
A RM 30
S GD 10 **Karma:** 70
E EX 20
R GD 10 **Resources:** GD (10)
I IN 40
P EX 20 **Popularity:** 30

KNOWN POWERS:

Widow's Bite: The Black Widow wears bracelets that include a number of weapons and devices:

—*Electro-Blaster:* She can shoot an Excellent Energy attack up to a range of 4 areas.

—*Gas-Launcher:* She can fire gas-filled capsules containing Excellent Intensity tear gas. Range is 4 areas, and the gas fills 1 area.

—*Cable-Launcher:* From her bracelets, the Black Widow can fire a cable that is 3 areas long and is made of Incredible strength material. It includes a grappling hook. By swinging on the line, she can move up to 4 areas per round.

Wall-Crawling: The gloves and boot soles of the Widow's costume are covered with microscopic suction cups, enabling her to wall-crawl with Remarkable ability.

Talents: The Black Widow is a weapon specialist with her widow's bite (+2CS when using the weapons or cable), and is also skilled in Martial Arts A, B, and E. She has Detective/Espionage and Military skills, and speaks several languages.

Background: Natalia Romanova was trained by the KGB to become the spy

known as the Black Widow.

While in the United States on a mission, she fell in love with Hawkeye and defected from the Soviet Union. She publicly revealed her true identity, and offered her services to SHIELD.

Her romance with Hawkeye ended, as did her subsequent love affair with Daredevil, although she remains friends with both men. The Black Widow was a member of the Champions of Los Angeles, and serves as a reserve member of the Avengers.

Daredevil

Real Name: Matthew Michael Murdock

F IN 40 **Health:** 110
A IN 40
S GD 10 **Karma:** 91
E EX 20
R TY 6 **Resources:** PR (4)
I MN 75
P GD 10 **Popularity:** 6

KNOWN POWERS:

Enhanced Senses: Daredevil's senses of touch, taste, hearing, and smell have been enhanced to Monstrous rank. He can identify substances by taste, read print on a page by touch, or track by scent.

Overloading his senses reduces Daredevil's Enhanced Senses to Incredible rank. This occurs when Daredevil experiences excessive noise or numerous rapidly moving objects, for example.

Daredevil can use his enhanced hearing in a Power Stunt to determine if a person is lying (he listens for an erratic heartbeat) with Amazing ability.

Radar Sense: Daredevil has developed an omnidirectional sense that operates as primitive radar. He can "see" three-dimensional images up to 3 areas away, regardless of light conditions. Rapid movements and chaotic conditions reduce this Power and his Intuition to Incredible rank. Daredevil cannot be blindsided.

Billy Club: Daredevil carries a Billy Club made of Incredible strength material. He may wield it or throw it for

Excellent Blunt damage. Daredevil can throw it up to 1 area away and ricochet it off multiple targets or hard surfaces with a Power Stunt. By firing a line from the club to any adjacent area, Daredevil can use it to swing up to 3 areas per turn.

Blindness: Because he is blind, Daredevil is unaffected by any light-based attacks, illusions, or hypnosis.

Talents: Daredevil is a master of Acrobatics, and he possesses Martial Arts A, B, and E. He is a Weapons Specialist with his Billy Club, receiving a +2CS to hit. Although he has been disbarred, Murdock retains his legal training.

Background: One day, young Matt Murdock saw a truck about to hit a blind man. Hurling himself in front of the vehicle, Murdock was able to keep the man from being struck. However, a canister of radioactive waste the truck was carrying burst open, and Murdock was bombarded with radiation which blinded him, but also heightened his other senses.

Matt Murdock later met a blind martial arts master known as Stick, who taught him how to use his augmented senses and trained him as a fighter.

In order to finance his son's college education, Murdock's father Jack (who was a boxer past his prime) agreed to fix a fight. But because Matt watched the bout, his father could not humiliate himself in front of his son and decided not to throw the match. Jack was later gunned down in retaliation.

The grief-stricken Matt Murdock finished his studies at Columbia University, then opened a law office with his partner, Franklin "Foggy" Nelson.

Murdock was determined to bring his father's killers to justice, but he could see no legal way of doing so. Hence, he decided to adopt the guise of a costumed vigilante, and called himself Daredevil. He was successful in avenging his father.

Daredevil has had numerous vio-

lent encounters with Kingpin, who robbed Murdock of the woman he loved, his fortune, and his legal standing.

Iron Fist

Real Name: Daniel Rand

F	IN	40	Health: 100
A	RM	30	
S	GD	10	Karma: 125
E	EX	20	
R	GD	10	Resources: PR (4)
I	IN	40	
P	MN	75	Popularity: 20

KNOWN POWERS:

Chi: By focusing his spiritual energy, Iron Fist can temporarily (for 10 turns) increase his Fighting, Agility, Strength, or Endurance by +1CS. A Psyche FEAT and 1 turn are required. Afterward, his Health temporarily drops 25 points.

Iron Fist: Once per day he can use his Chi to deliver a devastating blow. A Psyche FEAT determines the damage (green = Incredible, yellow = Amazing, red = Monstrous). Afterward, an Incredible or Amazing blow causes him to temporarily lose 50 Health points, while a Monstrous blow drains Iron Fist of 50 points and knocks him unconscious for 1-10 turns as well.

Talents: Rand's aptitude with Martial Arts enables him to Slam or Stun opponents who have greater Strength than his Endurance.

Background: When he was only nine, Daniel Rand traveled to Tibet with his father, mother, and his father's business partner, Harold Meachum. They were in search of the fabled city of K'un-Lun.

Along the way, disaster struck. Daniel slipped and fell off a treacherous mountain pass, dragging his mother and father over with him. While he and his mother landed on an ice shelf, his father dangled over the sheer precipice and called to his partner for help. Hoping to take over Rand's share of their business, Meachum instead caused him to lose his

grip, and the elder Rand fell to his death.

Spurning Meachum's offer of assistance, Daniel and his mother attempted to make it back to camp on their own. As they approached a long suspension bridge, they were attacked by a pack of wolves. Daniel's mother held off the fierce predators long enough for Daniel to escape, but she was killed.

Daniel wandered alone in the frozen wilderness and was soon discovered by some of the denizens of K'un-Lun, who took the boy to their city. He was brought before the ruler, Yu-Ti, who sensed Daniel's desire for vengeance and apprenticed him to martial arts master Lei Kung and the Thunderer.

At age 19 Daniel Rand opposed the fire-breathing serpent called Shou-Lao the Undying. When he grabbed its body, Daniel received mystic emanations from the beast's dragon-shaped scar, marking where its heart had been ripped out years before. During the struggle, the scar imprinted itself on Rand's chest.

After killing the serpent, Rand plunged his hands into a brazier containing Shou-Lao's molten heart, which the creature had been guarding. Daniel's fists shone with a quasi-mystical force, and he earned the title "Iron Fist."

Returning to America, Daniel Rand became a crimefighter. He joined forces with Power Man (Luke Cage) in the Heroes for Hire business.

Moon Knight

Real Name: Marc Spector

F	RM	30	Health: 80
A	EX	20	
S	GD	10	Karma: 60
E	EX	20	
R	GD	10	Resources: RM (30)
I	EX	20	
P	RM	30	Popularity: 10

KNOWN POWERS:

Power Boost: While the moon is up, his Fighting, Agility, Strength and

Endurance ranks increase +1CS. His Health raises to 130.

Ankh: This object glows in the presence of danger, giving Moon Knight Monstrous Danger Sense. Using the Ankh raises his Intuition +3CS to Amazing. It can be thrown to inflict Good damage.

Bola: This weapon can be thrown up to 3 areas to inflict Typical damage, or to make a Good Grappling attack.

Ivory Boomerang: Like the bola, it has a range of 3 areas. It causes Excellent damage, then returns to its thrower.

Lasso-Grapple: This can be used at a maximum range of 1 area to inflict Good damage, or to make an Excellent Grappling attack versus a single target. Moon Knight can also use it as a grapple, enabling him to climb walls at a rate of 2 stories per turn.

Scarab Darts: With a range of 3 areas, these weapons cause Good Edged Throwing damage. As a "called shot," Moon Knight can use them to pin a target to a wall.

Throwing Irons: These can be used at a range of up to 5 areas to inflict Good Blunt Throwing damage.

Talents: Moon Knight has acquired the skills of a Soldier, Driver, and Financial specialist.

Background: After rejecting his father's way of life, Marc Spector pursued a very materialistic life. He became a liaison to the CIA, but soon resigned to become a mercenary soldier.

As a soldier of fortune, Marc Spector worked as second-in-command to Ronald Bushman, a terrorist for hire whose face was tattooed as a death mask.

While Bushman's forces were fighting rebels in the Sudan, Spector learned that Bushman planned to loot a nearby archaeological dig. This was all Spector needed to finally realize that he was fighting on the wrong side. He decided to leave Bushman that night.

Unfortunately, Dr. Peter Alraune, an American archaeologist working to preserve the treasures at the site,

tried to stab Bushman. Spector instinctively stopped him, and Bushman killed the archaeologist. Spector warned the archaeologist's daughter Marlene to get to safety and then challenged Bushman. Spector lost and was left in the desert to die.

Adherents of an Egyptian religion found Spector, but it was too late to save his life. They took him before the statue of Khonshu, the Egyptian god of the moon. Miraculously, Spector's heart began beating again. In a delirium, he attributed his revival to Khonshu, and declared himself the moon's knight of vengeance.

Spector destroyed Bushman's organization in that part of the world, then returned to America. He decided to adopt the costumed identity of the Moon Knight in order to use his acquired wealth and resources to wage war against criminals.

Power Man

Real Name: Luke Cage

F	RM	30	Health: 130
A	GD	10	
S	IN	40	Karma: 36
E	AM	50	
R	GD	10	Resources: PR (4)
I	EX	20	
P	TY	6	Popularity: 18

KNOWN POWERS:

Invulnerability: Power Man has Incredible resistance to physical and energy attacks.

Regeneration: Luke has the Poor ability to heal, enabling him to gain his Endurance rank number in Health three times per day.

Talents: Luke is skilled in Martial Arts A and E, Law Enforcement, and Criminology.

Background: Luke Cage grew up on the streets of Harlem, often committing petty crimes with his friend, Willis Stryker. As the two matured, Cage found legitimate odd jobs, while Stryker became a criminal.

Cage and Stryker became rivals for

the affections of Reva Connors. Unfortunately, Stryker's illicit wealth made him a more eligible suitor.

One night Stryker was badly beaten in a mob hit. Cage and Reva Connors saw a lot of each other while visiting Stryker at the hospital. Stryker believed Cage was trying to steal Reva away from him and became insanely jealous. Stryker planted heroin in Cage's apartment and tipped off the police, and Cage was arrested on drug charges.

A few days later, Reva was killed in a mob hit intended for Stryker. From prison, Cage swore vengeance against his former friend.

While Cage was in prison, a research physiologist arrived to perform an experiment in cell regeneration on volunteer prisoners. Cage volunteered, but the experiment was sabotaged by a guard, allowing it to advance to a point beyond its design. Cage's body was enhanced, giving him superhuman strength. He used his new powers to escape from prison.

Back in New York, he discovered that using his superhuman strength to thwart crime could be quite profitable. He defeated Stryker, and with the help of Iron Fist was able to clear his name. He and Iron Fist formed an organization called Heroes for Hire.

Spider-Man

Real Name: Peter Parker

F	RM	30	Health: 160
A	AM	50	
S	IN	40	Karma: 70
E	IN	40	
R	EX	20	Resources: TY (6)
I	GD	10	
P	IN	40	Popularity: 30/6

KNOWN POWERS:

Wall-Crawling: Spider-Man can adhere to vertical and upside-down surfaces with Amazing ability.

Spider-Sense: Spider-Man possesses a Combat Sense of Amazing at all times. This sense warns him of potentially dangerous situations. The higher the rank of the danger, the greater is the intensity of the sensa-

tion he receives. Spider-Man cannot be blindsided while his Spider-Sense is in effect; he may perform defensive actions if he succeeds at an Intuition FEAT roll. If this sense is denied him, his Intuition is as listed and all Agility FEATs are at -1CS.

Web-Shooters: From devices on his wrists, Spider-Man can fire a weblike chemical formula. The webbing has Incredible material strength the round it is fired, and hardens to Monstrous strength in the following turn. The webbing dissolves in one hour. He uses it to restrain foes, to make swing lines (traveling 3 areas/turn), to create missiles that inflict Excellent Blunt damage (range: 3 areas), and to create shields of Monstrous strength.

Spider-Tracer: Spider-Man carries small homing devices shaped like spiders that are tuned to his Spider-Sense. He can track them with Amazing accuracy up to 1 mile away.

Talents: Peter Parker is a graduate student in chemistry with a background in physics. He works as a photographer at the Daily Bugle.

Background: One evening Peter Parker attended a public demonstration on the safe handling of nuclear waste materials. During the exhibition, a common house spider wandered into the path of a particle beam accelerator. The spider fell on Parker's hand and bit him.

On the way home, Peter was attacked by a gang of thugs; to his surprise, he found that he could toss them around like rag dolls. Dazed and confused, he ran into the path of a car, and jumped to safety by clinging to a wall. Parker quickly associated these superhuman powers with the bite from the radioactive spider.

After his Uncle Ben was slain by a burglar that Peter could have apprehended for a previous offense, he realized that with power comes responsibility. In the costumed identity of Spider-Man, Peter Parker began to use his abilities to fight crime.

NON-PLAYER CHARACTERS FACTIONS

The super heroes encounter many non-player characters (NPCs) during the adventure. For ease of reference, they have been divided into six factions (or groups):

- the Faces of Fear
- the Maggia
- the Crimson Smiles Gang
- the Flashing Blades Gang
- the Buzz Cuts Gang
- Contacts and Other NPCs

These groups are described in the following paragraphs. Statistics for individual NPCs may be found in the Non-Player Character Roster at the end of this module.

The Faces of Fear

This gang of villains was secretly brought together by the Fixer and Mentallo. Should the fledgling organization crumble, Mentallo and the Fixer are relying on their anonymity to avoid retribution. Not even the members of the Faces of Fear have any idea who the Big Boss is.

Next in the hierarchy of the gang is Mister Fear. He acts as a liaison between the mysterious Big Boss (Mentallo and the Fixer) and the low-life members of the Faces of Fear.

Next in the structure are several super villains, including Black Talon, Scarecrow, Frankenstein's Monster, and the members of the Night Shift (Shroud, Gypsy Moth, Werewolf, Tatterdemalion, and the Brothers Grimm).

All of these superhuman criminals are under the influence of Mentallo and the Fixer's hypnoporter machine (see the next section for details on this powerful gadget). With this device, they are able to dominate the "monsters," and teleport them to various locations in Manhattan.

Finally, at the lowest level of the organization are the former members of a street gang called the Batboys. They serve as a vital connection between the Faces of Fear and the streets, gathering information and breaking legs.

At one time, the Batboys operated on the Lower East Side of Manhattan near

Yancy Street. They profited mainly by selling drugs. However, they were also involved in a number of crimes, from muggings to auto theft.

Currently, they have been incorporated into the Faces of Fear; they are looking forward to much bigger crimes. To disguise themselves, they wear cheap Halloween masks, like those found in any novelty store.

Typical Batboy

F	TY	6	Health: 32
A	GD	10	
S	TY	6	Karma: 14
E	GD	10	
R	PR	4	Resources: TY (6)
I	TY	6	
P	PR	4	Popularity: 0

Talents: None.

Weaponry: Mister Fear has armed them with handguns. As the Batboys, they used to carry baseball bats.

Since opening shop on the streets of New York, the Faces of Fear have begun to terrorize merchants by forcing them to pay "protection" money. By selling drugs, they destroy families and lives as well.

Operating mainly on the Lower East Side of Manhattan, the Faces of Fear are in direct conflict with the Maggia.

The Maggia

This criminal organization is the most powerful in the world. Besides having an iron grip on most drug traffic, illicit gambling, and other prohibited activities, it also influences political officials and labor unions.

The Maggia is broken down into a hierarchy of independent groups called "families." Each family controls a specific territory. Each is forbidden to operate in another family's territory without permission.

The Hammerhead family claims most of Lower Manhattan, Greenwich Village, and the Lower East Side as its

territory. The Faces of Fear have infringed upon Hammerhead's turf, which causes a terrible gang war, unless the heroes can intervene.

In order to utterly defeat the Faces of Fear (and the heroes), Hammerhead has hired several super-powered criminals. They are detailed in the Non-Player Character Roster, and include Blacklash, Boomerang, Eel, Scorpion, and Whirlwind.

Typical Maggia Thug

F	GD	10	Health: 32
A	TY	6	
S	TY	6	Karma: 16
E	GD	10	
R	TY	6	Resources: GD (10)
I	PR	4	
P	TY	6	Popularity: 0

Talents: They are trained in Martial Arts B.

Weaponry: Wearing pin-striped suits, Hammerhead's thugs carry revolvers and brass knuckles.

The Crimson Smiles Gang

This gang of young toughs hangs out at Friscoe's Bar and Grill on the Lower East Side. They operate mainly as drug pushers, muggers, and hired killers. They call themselves the Crimson Smiles after the way in which they slit their victims' throats—they are certainly not nice guys.

The Crimson Smiles are the first to be attacked by the members of the Night Shift, under Mister Fear's control.

Typical Crimson Smile

F	TY	6	Health: 32
A	GD	10	
S	TY	6	Karma: 12
E	GD	10	
R	PR	4	Resources: PR (4)
I	PR	4	
P	PR	4	Popularity: 0

Talents: None.

Weaponry: The Crimson Smiles carry switchblade knives. Their leader has a handgun.

The Flashing Blades Gang

Although this gang operates mostly on the Lower East Side, they like to meet at Hank's Tavern in Times Square. They profit mainly from drug trafficking. They carry straight razors as their trademark.

The Flashing Blades are the second gang to be hit by Mister Fear and the Night Shift.

Typical Flashing Blade

F	TY	6	Health: 28
A	GD	10	
S	TY	6	Karma: 16
E	TY	6	
R	TY	6	Resources: PR (4)
I	PR	4	
P	TY	6	Popularity: 0

Talents: None.

Weaponry: They carry straight razors.

The Buzz Cuts Gang

This gang of street punks hangs out at Starky's Pool Hall, located on the Lower East Side. They make money through extortion and selling narcotics. The Buzz Cuts take their name from their hair style—a very short flattop.

They are the third gang to be attacked by the Faces of Fear.

Typical Buzz Cut

F	GD	10	Health: 28
A	TY	6	
S	TY	6	Karma: 11
E	TY	6	
R	PR	4	Resources: PR (4)
I	PR	4	
P	PR	4	Popularity: 0

Talents: None.

Weaponry: Buzz Cuts carry switchblades.

Contacts and Other NPCs

A number of NPCs serve vital roles during the adventure. They present the heroes with needed clues, continuing the flow of the story. While many of them aid the heroes, others are deadly opponents. Statistics for all of them may be found in the Non-Player Character Roster.

Friendly NPCs encountered by the heroes include Mr. Maximilian Pride, Felicia Bifrost, Johnny Bifrost, Black Panther, Callisto, and Skids.

Not-so-friendly characters include Arlight, Harpoon, Vertigo, and several Mark IV Sentinels.



THE HYPNORTER MACHINE

This powerful device was created by the combined genius of the Fixer and Mentallo. The machine consists of a tremendous accumulation of circuitry and computer hardware, including metal mainframes, glass bubbles holding strange gases, flashing monitors, and the ever popular blinking lights.

At the heart of the structure is a control console and two large, metal chairs (one for the Fixer and the other for Mentallo).

The hypnorter has a Reason of Remarkable, and is made of Typical strength materials.

Extending from the machine is a tangled mass of black cables. They connect to a series of six glass and steel cubicles (Excellent material strength), each of which measures 10' x 10' x 10'.

Inside each cubicle is a reclining chair similar to that used by a dentist. A subject is fixed to each chair by steel restraints (Amazing material strength). Above each seat dangles a large helmet, to which are attached the wires of the hypnorter.

Hypnorter Powers

The hypnorter has a number of useful Powers:

Mental Probe: When an individual is strapped into a chair in one of the cubicles, and the helmet is placed on his head, the operator may attempt to probe the subject's mind for desired information.

The hypnorter has three potency levels. The Fixer and Mentallo usually begin at the lowest potency level.

If the victim resists questioning, they increase the potency to the next level, accompanied by lots of flashing lights and threatening sounds. This continues until either the subject reveals everything he knows, or he resists all three levels of questioning.

For each potency level, a subject who wishes to resist the machine must attempt a Psyche FEAT roll. If the roll is failed, the hero must answer to the

best of his ability. A successful roll means the subject has resisted that stage of questioning.

Opposing the hypnorter strains the victim's Psyche. Each attempted Psyche FEAT roll inflicts 5 points of Health damage. If the hero chooses to answer all questions without a struggle, no damage is inflicted.

In order to resist the first potency level, an Excellent Intensity Psyche FEAT is required. For the second level one must roll a Remarkable Intensity Psyche FEAT. To resist the third level requires an Incredible Intensity Psyche FEAT.

The subject may try to deceive the hypnorter by lying. This is extremely difficult, requiring a successful Amazing Intensity Psyche FEAT roll.

Mind Control: A victim of the hypnorter may totally lose control of his conscious mind. The character's personality remains intact, but his actions are controlled by the operator of the machine. A controlled individual has no memory of the time he is under control.

The subject may attempt to resist the Mind Control by succeeding at a Remarkable Intensity Psyche FEAT roll. If the roll is successful, the hypnorter may not be used in an attempt to Mind Control that individual until 1-10 hours have elapsed. If the roll is failed, the conscious actions of the character are controlled.

A controlled player character gains an additional Psyche FEAT roll each time he is commanded to perform a Karma-losing action, or one that is life-threatening (robbing a bank, attacking his friends, committing suicide, etc.). No Karma may be added to any FEATs while under control, including this Psyche FEAT.

Unless otherwise stated in the text, no previously controlled non-player characters can resist the hypnorter, even if placed in a Karma-losing or life-threatening situation.

Teleportation: A subject strapped into

a chair in one of the hypnorter's six chambers may be teleported by the operator. Teleportation takes three turns.

When it occurs, the chamber quickly (within 1 turn) fills with green gas. Lightning dances through the cloud and upon the victim's skin (during turn 2), causing only an intense tingling and no damage. Suddenly (during turn 3), there is a loud crack and the subject vanishes.

The subjects of all six chambers (one subject per chamber) may be teleported at the same time, and they may even be sent to different locations. Subjects may be teleported up to 250,000 miles away (to the moon, for example). Individuals weighing over 2,000 pounds may not be teleported.

The hypnorter is currently equipped with a very precise grid map of Manhattan. Teleporting within this area has no chance of failure.

If individuals are teleporting outside of Manhattan, attempt an Excellent Intensity Reason FEAT for the hypnorter. If successful, the teleport works as desired. If the roll is failed, the targets are transferred to a random location (Judge's option).

A safety feature in the hypnorter prevents it from teleporting travelers into solid objects.

The hypnorter may be set to return teleported individuals at a given time, or when a specified circumstance occurs. For example, all of the Fixer and Mentallo's "monsters" return if they are knocked unconscious.

To be returned, the traveler must have previously had a small tracking device placed beneath his skin at the base of the skull. The instrument is about the size and shape of a quarter. It monitors the subject's vital signs and present location.

Teleporting a returning individual takes two turns. During the first turn, lightning dances across the target's skin; in the second turn, he vanishes with a thunderous crack.

A returning individual may bring only inorganic material back. The cargo can weigh a total of 500

pounds, or the traveler's Strength weight limit, whichever is less.

Teleportation and the Heroes. During the course of the adventure, the heroes encounter numerous NPCs who teleport when knocked unconscious, or when a specified time limit has expired.

In order to capture the villains, the players are sure to come up with some ingenious attempts to thwart the Teleportation Power of the hypnoporter.

Unless you, as Judge, decide otherwise, it is suggested that all attempts fail. By capturing villains before they teleport, the flow of the adventure and encounters in future chapters are jeopardized.

Some possibilities the players may come up with are described below.

—Grabbing a teleporting villain in order to teleport with him. This does not work because only inorganic matter may teleport with a returning

traveler. The hero finds himself grabbing air.

—Placing a homing device on the villain. A smart player, and especially one playing Spider-Man, may decide to place a tracer on a villain in order to locate the hideout. Unfortunately, this does not work because the hypnoporter is sophisticated enough to detect the device while it is reforming the teleported villain's molecules. Scratch one homing device.

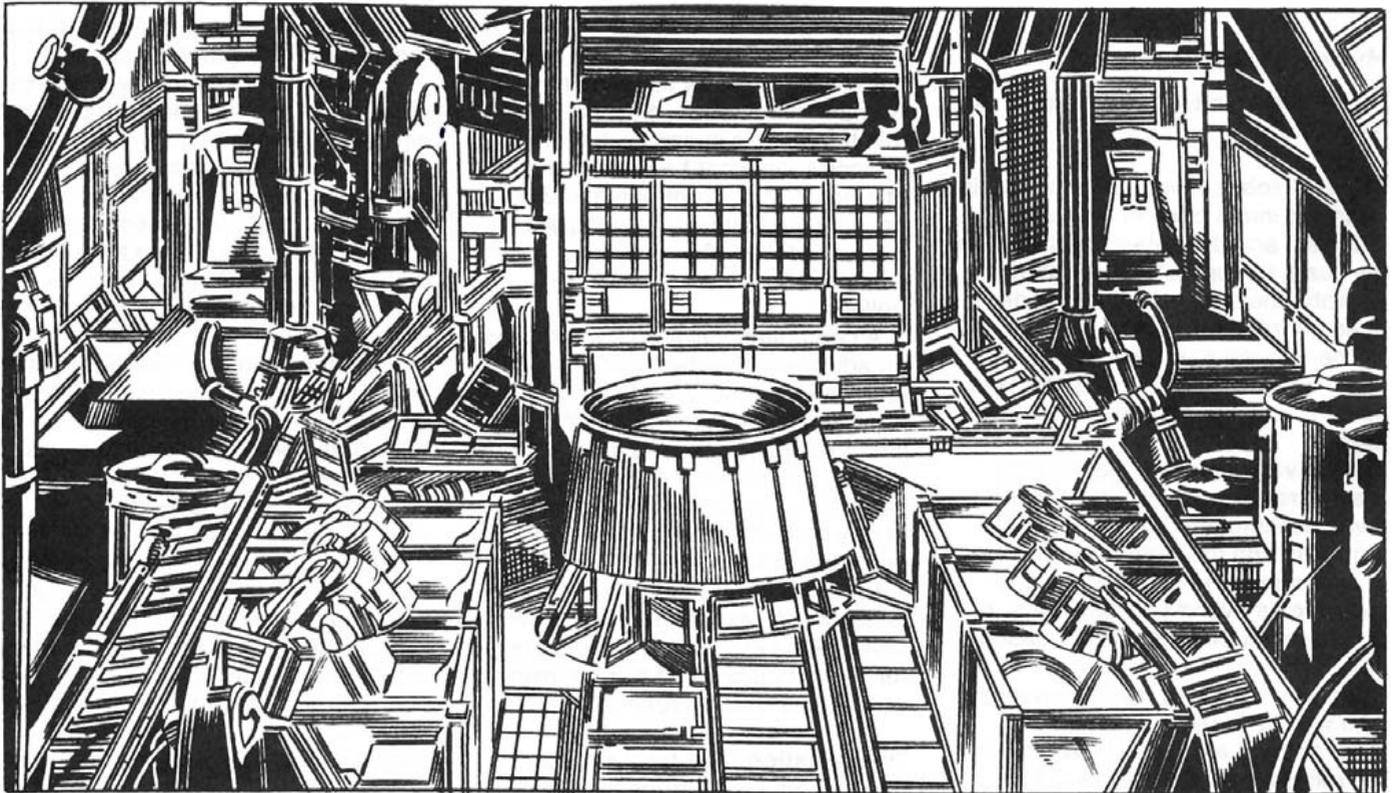
—Using various Powers. There are a number of Powers the heroes could use in an attempt to alter or stop the teleportation (Probability Manipulation, Nullifying Power, Density Manipulation, etc.). All attempts fail.

Using the Hypnoporter

The Fixer and Mentallo are the only NPCs skilled in the use of the

hypnoporter. Mister Fear cannot use it.

If a player character attempts to use any Powers of the machine, he must attempt an Incredible Intensity Reason FEAT. Success indicates the hero can accurately employ all of the Powers of the device. Failure means the character simply cannot understand how to operate the hypnoporter.



CHAPTER 1: RECENT HEADLINES

SUMMARY: The heroes learn about the theft of the artifact. Let the adventure begin!

STARTING: Read the following boxed text to the players:

While flipping through your local Monday morning paper, you notice an interesting article on the front page:

"PRICELESS MUSEUM PIECE STOLEN!

Sometime after midnight last night, a priceless book was stolen from the Metropolitan Museum of Art in New York City. Police have no suspects and are continuing their investigation.

The book, oddly titled *A Madman's Mutterings*, is several hundred years old and deals with topics pertaining to the supernatural.

Because specific details of the

crime are being withheld by the authorities, the museum's curator, Mr. Maximilian Pride, refused to comment to reporters."

AFTERMATH: The theft of anything from the Met is a major media event. Not only is the crime detailed on the front page of every newspaper in the country, but it is also on national television all day Monday.

During the day, the heroes witness television interviews with celebrities of the art community, all of whom are appalled that the security of the museum has been breached. If one artifact has been taken, what is to keep the thieves from stealing other art treasures?

Be sure the players realize the theft is receiving a lot of public attention. A robbery at the Met should be enough to entice the heroes. By solving this important crime, the costumed characters can expect some good publicity (and possibly a monetary reward).

However, should they be reluctant, have each of the player characters receive a message from the curator through contacts they had established prior to the adventure. If a hero has no contacts, the curator simply places an ad in all of the major newspapers in the U.S. (He is a very determined man!) Assume the ads are seen by the characters.

The notes (or ads) implore the super heroes to meet with Mr. Pride at the museum five minutes before closing (4:55 p.m.) on Tuesday (the Met is closed on Mondays; this gives the characters one full day to travel to Manhattan, if they are in another city). A night watchman will be waiting for them at the door.

When the heroes decide to visit the Met, proceed with Chapter 2.

KARMA:

Deciding to investigate without a note from the curator: +5

CHAPTER 2: AT THE MET

SUMMARY: The heroes visit the Metropolitan Museum of Art to look for clues, either on their own initiative or at the request of the curator.

STARTING: Read the following text to the players:

It's nearly five o'clock—closing time at the Met. An elderly watchman named Harry meets you at the entrance to the museum, just as the last visitors are leaving.

Unfortunately, your guided tour is short, for your destination is nearby. Harry leads you through the Great Hall, which is currently decorated with medieval tapes-tries and weaponry, and into the library.

Sitting in a comfortable chair is an elderly man wearing a fine suit.

He is reading today's issue of the *Daily Bugle*.

"Hello, I'm Maximilian Pride, the curator."

ENCOUNTER: Mr. Pride asks the heroes to be seated at an old oak table in the library. He asks if any of them would like a drink. Whether or not they want anything, Maximilian asks Harry to have someone named Felicia bring coffee from the cafe.

Although Mr. Pride has been asked by the police to remain silent, recent events have caused him to believe the police are going to need all the help they can get. He is prepared to answer the heroes' questions, and he is willing to reveal some useful information. Some of the most important questions and answers are the following ones:

1. *How was the book stolen?* The theft took place in the library—the same room the heroes are sitting in. The book was kept in a locked case, which was smashed to bits. There were no signs of forced entry into the museum. Only the alarm protecting the case was activated. During the robbery, security cameras recorded an unnatural darkness in the library; this darkness totally concealed the thief.

(The truth of the matter is that the Shroud was teleported into the library. Cloaking the area in darkness with his Darkforce Control Power, he smashed the case with a nearby chair, took the book, and was teleported away.)

2. *Was anything else stolen?* Several other valuable texts on display with the book in question were left untouched. When the guards

responded to the alarm, they found no sign of any intruders, except for one incriminating clue.

3. *What is the evidence?* Nestled upon the ruins of the display case was a hat, similar in style to that made famous by the gangsters of the 1920s—a wide-brimmed fedora with the crown creased lengthwise. Stuck into a black band around the hat was a note that read:

"Hammerhead's puttin' the hammer down!"

The police took the hat and note, but the watchman (Harry) had read it, and later told the curator.

4. *What is the name of the book?* The book is titled *A Madman's Mutterings*. It was written in 1690 by a man named Bartholomew Jacobs, who was burned as a witch in 1692.

Because of the fragile nature of the book, Mr. Pride has never endeavored to read it, nor has he allowed anyone else to handle it. However, he knows the writing supposedly consists of a hodgepodge of myths and speculations about the supernatural. The book is thought to be confusing and tedious to read.

The curator is aware of a legend concerning the book (which is often told during tours of the museum). According to the tale, *A Madman's Mutterings* was written in a secret code, which when deciphered, reveals how to create an assortment of gruesome monsters. Apparently, Bartholomew Jacobs was burned because he summoned such creatures from the spirit world.

Originally, Mr. Pride put little credence in the legend, considering it an amusing anecdote. However, he has recently changed his opinion.

Recent Weird Happenings. Read the following boxed text:

Mr. Pride opens today's Daily Bugle, lays it on the table, and points to one of the headlines:

"GANG HANGOUT DEMOLISHED IN WILD RAMPAGE!"

Friscoe's Bar and Grill, located on the Lower East Side, was nearly torn to the ground late last night.

Police reports state that just after midnight a lunatic entered the bar and began smashing anyone and anything in sight with an uprooted street sign.

Three persons were killed, and five others suffered minor injuries in the scuffle. The suspect is still at large.

Eyewitnesses report the madman as being 'a monster, like Frankenstein or something.'

Police refute this, speculating that by the amount of destruction more than one individual was involved. Gang fights are common in the establishment, say the police, because it is one of the hangouts of the notorious Crimson Smiles gang."

Mr. Pride explains that he believes the book has been deciphered, and that more incidents of murder are imminent. He told the police of his fears, but they laughed at him. He begs the heroes to recover the book, "for the sake of New York City!"

If your players are heavily motivated by money, Mr. Pride is willing to offer up to \$50,000 for the return of the book.

Digging for More Clues. The heroes may wish to further research the history of Bartholomew Jacobs and *A Madman's Mutterings*. It is unnecessary for them to do so, however, because Mr. Pride offers to do the research himself. If he finds anything interesting, he promises to get in touch with the heroes immediately.

The curator asks the characters to leave a telephone number or an address where they can be reached. If they do not (because of secret IDs or whatever), Mr. Pride states that he will take out ads in the Daily Bugle to contact them.

Enter Ms. Bifrost. When the heroes have nearly finished questioning Mr. Pride, Felicia finally arrives with a pot of coffee and whatever else the heroes may have asked for.

Clattering cups and saucers, the young waitress appears flustered. Anyone succeeding at a Typical Intensity Intuition FEAT realizes Felicia is extremely nervous. If asked, she replies that nothing is wrong, and continues pouring drinks.

At some point she accidentally spills hot coffee on one of the characters (roll randomly). If the hero reacts nicely, Felicia smiles warmly and helps clean up the mess. Should the hero be rude or abusive, the waitress flees from the room in tears.

Felicia is upset because she believes her twin brother, Johnny, is involved in the theft of the book. She knows that he hangs out with a street gang called the Flashing Blades. Felicia thinks Johnny was forced to commit the crime as part of some sort of initiation. (She is mistaken, however—see Chapter 3.)

AFTERMATH: If the heroes have gained Felicia's trust by seeming concerned about her and by not being rude when she spills hot coffee, go to Chapter 3. If they upset her, go to Chapter 4.

KARMA:

Befriending Felicia:	+10
Scaring Felicia away:	-15

CHAPTER 3: A WALK IN THE PARK

SUMMARY: If the heroes were kind to Felicia Bifrost, they find her sitting on a park bench outside the Metropolitan Museum of Art. She has been waiting for the characters, and has something important to tell them.

STARTING: When the heroes exit the Met, read the following boxed text to the players:

As you walk out of the museum, you notice the waitress who served coffee during your talk with the curator. She is sitting on a park bench, but she quickly stands up when she notices you.

The setting sun glistens warmly off her pristine face and ebony hair—she is a very beautiful young lady.

"Hello, again. Could we talk?"

As before, she seems nervous, as if something is on her mind.

"It's nearly dark, and I really don't want to walk through Central Park alone. Would you walk me to a cab?"

After a few minutes, Felicia finally confides in the heroes. Read the following boxed text to the players:

As you make small talk with Felicia you once again get the feeling she has something to say but is afraid to say it.

Finally, behind a mask of tears, she breaks down and confides in you.

"I know who stole that old book ... it was my brother! (sob, sob)"

ENCOUNTER: Felicia goes on to explain that her twin brother, Johnny Bifrost, is a member of a gang of street toughs. She has tried to talk Johnny into leaving the gang many times but has always failed. The gang members call themselves the Flashing Blades.

Sunday night she overheard Johnny talking on the phone about "a job at the Met." Putting two and two together, she realized her brother was part of the museum robbery.

As mentioned earlier, she is mistaken.

He was really referring to her job at the Met (Felicia was recently hired as a waitress).

Felicia tells the heroes that Johnny is really a good person who has been forced to turn to a life on the streets in order to survive. She begs the heroes to make Johnny give back the book before he is arrested.

If the heroes promise not to take Johnny to jail, but instead agree to try to convince him to leave the gang, Felicia tells them where to find the Flashing Blades.

When they promise to help, Felicia informs the player characters that the Flashing Blades are having a meeting tonight around midnight at a bar in Times Square called Hank's. "The stolen book will probably be there," she says.

AFTERMATH: If the heroes are planning to go to the meeting to retrieve the book and show Johnny the error of his ways, go to Chapter 5.

KARMA:

Promising to help Johnny: +5

CHAPTER 4: SCREAMS IN THE DARK

SUMMARY: The heroes exit the Metropolitan Museum of Art after a meeting with the curator. Having blown the encounter with Felicia, they do not gain any valuable information from her. Nevertheless, the heroes encounter a member of the Flashing Blades, who gets them back on the right track.

STARTING: When the heroes leave the museum, read the following:

Your meeting with Mr. Pride took longer than you thought. The sun has set, and night has settled over Central Park.

The few people you see walking about are much different from those you saw in the park during the day. There are no longer any

people playing sports, riding bicycles, or walking with young children. The citizens here now are a seedy lot—the kind of people who only come out at night.

Suddenly, from out of the darkness, you hear a scream of pain.

ENCOUNTER: Three Batboys (disguised as members of Hammerhead's Maggia family) have beaten up a member of the Flashing Blades.

When the heroes arrive, they find Mark Black lying on the ground moaning loudly. There is no sign of the young man's assailants.

Struggling to stand, Mark screams that he must warn his friends because Hammerhead is going to make a hit on them tonight. Before

lapsing into unconsciousness, he says that the attack will be at Hank's Tavern, in Times Square.

Unless the heroes can somehow heal Mark, he must be taken to a hospital. If the players manage to heal him, he pleads with them to go to Hank's with him and help his friends. He does not know why Hammerhead is out to get him and his buddies.

Mark does not freely admit that he is a member of the Flashing Blades and his "friends" are all gangsters.

AFTERMATH: The players decide to thwart the attack at Hank's Tavern. Go to Chapter 5.

KARMA:

Getting Mark to the hospital: +5

Healing Mark: +10

CHAPTER 5: TROUBLE AT HANK'S

SUMMARY: The heroes approach Hank's Tavern, where they become involved in a drive-by shooting; they also must defeat the Werewolf.

STARTING: If you are using the map included with the Advanced Set, Hank's Tavern is located on the corner of 8th Avenue and Grant Street, on the first floor of the place marked "vacant building."

If you have the map included with the Basic Set, Hank's is along 7th Avenue, on the first floor of the building marked "Schweinenger's Furs."

An interior map of Hank's Tavern has been included with this module.

Read the following boxed text to the players when they arrive at Times Square and approach Hank's Tavern:

You are standing outside Hank's Tavern. The full moon hangs above the city, watching impassively.

Late at night, Times Square is a very busy place. Con men and prostitutes fill the streets, along with junkies and pushers. Panhandlers beg for loose change, while performers do back flips and play old musical instruments for money. Even in your strange costumes, you draw only a few stares.

Suddenly, a woman's scream and the squeal of a car's tires grab your attention. A long black sedan tears down the street, scattering people in its path. From the windows, the barrels of machine guns protrude menacingly. It's heading right for you!

On any street adjacent to the tavern, place a marker for the car 4 areas away from Hank's. The sedan is moving at a rate of 4 areas per turn.

ENCOUNTER: The heroes have one turn to react before the car drives by Hank's. Inside the sedan are four of the Batboys (disguised as Hammerhead's men), who have orders to do a drive-by shooting at Hank's Tavern. Three of

them are armed with submachine guns. The driver carries a handgun.

If the car is stopped, the thugs do not hesitate to fire upon the heroes. If they must flee from the car, they attempt to take hostages (there are a lot of people on the sidewalks).

Cry of the Werewolf. During the battle with the thugs, any hero succeeding at a Typical Intensity Intuition FEAT hears screams coming from the interior of Hank's Tavern.

Inside, the Werewolf is attacking the patrons. For each turn the heroes ignore the screams, one young man is killed by the Werewolf (a maximum of 5). If the player characters respond within one turn, the deaths are prevented.

Most of the customers are trying to flee through the doors and windows. Those trapped inside are attempting to find cover behind tables and chairs.

The monster continues to destroy the bar and its inhabitants for five more turns before being teleported back to the Fixer and Mentallo's hideout. Should he be knocked unconscious, Werewolf teleports immediately. When teleporting, lightning dances across his body, and he vanishes with a thundering report.

Thirty turns after the monster disappears, the police and a news crew arrive on the scene. If the heroes stick around, they can expect to answer a lot of questions, and get their faces splattered all over the newspapers and television in the process.

Johnny Bifrost and Pals. Before the police show up, Johnny Bifrost and the other Flashing Blades approach the heroes.

Johnny suffered only a few scratches during the fight. Obviously shaken (especially if the Werewolf killed some of his friends), Johnny thanks the characters for their help.

Anyone succeeding at a green Popularity FEAT can get the answers to some important questions from Johnny and the other members of the Flashing

Blades. Some of the most important questions and answers are listed below.

1. *Where did the Werewolf come from?* He suddenly appeared right in the middle of the bar and started whaling on anybody he could reach.

2. *Where is the book?* Johnny swears he didn't steal the book. He does not know where it is. If he did swipe the book, why would he send monsters to kill his own friends?

3. *What does Hammerhead have to do with all of this?* Rumors on the street say that Hammerhead's Maggia family stole the book. They are using monsters to try to wipe out rival gangs. Monday night the Crimson Smiles were attacked, and tonight the Flashing Blades were clobbered by the Werewolf.

4. *What gang is likely to be attacked next?* Most likely the Buzz Cuts will be hit tomorrow night. They hang out in a pool hall on the Lower East Side called Starky's.

5. *Where is Hammerhead's hideout?* Johnny and his buddies don't know for sure. They believe Tommy Kent (the leader of the Buzz Cuts) probably knows where the heroes can find Hammerhead. Several months ago, Tommy worked for the Maggia, but they had a falling out. Hammerhead has sworn many times to have Tommy killed.

Getting Johnny out of the Gang. If the players are faithful to their agreement with Felicia, they attempt to talk Johnny into leaving the Flashing Blades for good. Trying to do this while his friends are standing around requires a red Popularity FEAT. Otherwise, because of tonight's gruesome events, merely a green result is called for.

The Goons in the Sedan. The heroes probably assume (incorrectly) that the four gangsters in the drive-

by shooting are members of Hammerhead's family.

If the heroes consult the police about the men in the car, the officers inform them that the four thugs all have criminal records. However, the punks have never been associated with Hammerhead, but were members of a Yancy Street gang called the Batboys.

The Batboys were a small-time gang who used baseball bats as weapons. They recently faded away. No one knows what happened to them. (They were secretly incorpo-

rated into a new gang, the Faces of Fear, by Mister Fear.)

AFTERMATH: If the heroes decide to wait and go to the Buzz Cuts' hangout tomorrow night, go to Chapter 6. If they want to go tonight, go to Chapter 7.

KARMA:

Getting Johnny out of gang:	+25
Failing to get him out of gang:	-10
Keeping thugs from shooting innocents or taking hostages:	+30

Allowing thugs to shoot innocents or take hostages:	-15
Keeping Werewolf from killing:	+30
Defeating the Werewolf:	+35
Allowing Werewolf to kill:	-All

A Note about Karma. Because the Werewolf teleports when it has been rendered unconscious, the heroes gain only half the normal Karma award for defeating it. This applies to all other NPCs who are defeated by the heroes and then teleported by Mentallo and the Fixer.

CHAPTER 6: BIG NEWS

SUMMARY: The heroes decide to either spend the day resting, searching for clues, or performing the daily routines of their civilian identities (if they have secret IDs).

STARTING: Heroes with secret IDs often have day-to-day responsibilities in their civilian lives (families, jobs, etc.). Because this adventure takes place over several days, such heroes must see to their obligations between encounters. Karma awards for making and breaking commitments can be found on page 23 of the Basic Set Campaign Book, and page 37 of the Advanced Set Players' Book.

This chapter is designed to let the heroes know how their actions (and those of the villains) are being viewed by the public. The following newspaper article concerns the events that took place at Hank's Tavern. The Judge should feel free to add more details, describing the specific actions of the heroes and villains.

Read the following boxed text to the players:

Opening the morning issue of the Daily Bugle, you notice a very interesting article:

"MONSTERS IN NEW YORK? WHAT'S NEW?"

Last night, Hank's Tavern was the subject of two attacks. The first was apparently a gang-related drive-by shooting.

According to witnesses, the second assault was instigated by 'a wolfman, with claws and fur and everything!'

What's going on New York? Monday night it was Frankenstein, last night it was the Werewolf. When are these monster murders going to stop? When are the authorities going to do something? Is this for real?

The police refute the existence of monsters, claiming the violence is the result of a growing gang war.

Most of the victims of last night's mayhem were members of the Flashing Blades street gang. They wish to thank [insert names of heroes] for their assistance.

According to one of the young toughs, 'Without them super-dudes we'd all be dead. The Maggia is behind all of this. You better

watch out, Hammerhead, 'cause [insert names once more] are gonna getcha!"

ENCOUNTER: During the time between encounters, the heroes may wish to dig for clues or consult contacts they had established prior to beginning the adventure. Any such clues or contacts are left to the creativity of the Judge.

AFTERMATH: If the heroes are going to Starkey's Pool Hall for the first time, turn to Chapter 7.

POPULARITY: The heroes may be made to look good or bad, depending on their actions. Either the Basic Set rules or the Advanced Set rules may be used to determine awards and reductions of Popularity. As a general guide:

KARMA:

Positive media coverage:	+1
Negative media coverage:	-3

CHAPTER 7: A DRINK ON THE HOUSE

SUMMARY: The heroes go to Starky's Pool Hall to find out from Tommy Kent where Hammerhead's hideout is; they also want to prevent another monster attack.

STARTING: If you have the Basic Set map, consider Starky's Pool Hall to be located at Olson's Five & Dime (on the corner of Arthur St. and 8th Ave.).

If you are using the Advanced Set map, Starky's is at Octavian's on Pierce (a restaurant on the corner of Pierce St. and 6th Ave.).

An interior map of Starky's Pool Hall has been included with this adventure.

When the heroes enter the pool hall, read the following boxed text to the players:

As the sound of billiard balls cracking together assaults your ears, a thick haze of cigar smoke stings your eyes.

Throughout the dimly lighted room, you see men hunched over decrepit pool tables.

At the bar, a wino moans and begs for one last free beer. Such is the daily routine at Starky's Pool Hall.

ENCOUNTER: The way in which the heroes approach the situation greatly affects what they encounter. There are a couple of possibilities.

The Blunt Approach. If the heroes enter the pool hall in costume, everyone except the Buzz Cuts quickly leave—this is their turf and they plan to defend it!

If the characters reveal that the Buzz Cuts are going to be attacked tonight and offer to help, they must succeed at a yellow Popularity FEAT in order to be believed and accepted by the gangsters.

If they do not state why they are here, but simply start making demands or

asking questions, they must succeed at a red Popularity FEAT.

If either FEAT is missed, the Buzz Cuts jump the heroes with pool cues and switchblade knives, in an attempt to drive the "costumed creeps" off their turf. For each hero present, there are three thugs.

After two turns of combat, Shroud and Frankenstein's Monster teleport into the pool hall (see following).

If the heroes can avoid a fight, they can learn some important information from Tommy Kent, the leader of the Buzz Cuts (see following).

The Stealthy Approach. If the heroes enter the pool hall wearing appropriate disguises (as street punks, etc.), the occupants do not react strangely. Should they wear something inappropriate (such as a three-piece suit) consider this to cause the same reaction as the blunt approach.

The gangsters are easily distinguished from the other patrons



because of their haircuts (flattops, of course).

Out Go the Lights. At some point during the evening, Shroud and Frankenstein's Monster are teleported into Starky's Pool Hall by Mentallo and the Fixer.

The exact time of the attack is up to the Judge. It is suggested that it occur during a fight between the heroes and the Buzz Cuts, or while the characters are questioning Tommy Kent.

Shroud appears at point "S" on the map of Starky's, while Frankenstein's Monster teleports in at point "F." They begin to wreak havoc at the pool hall for 20 turns before being teleported back to the Fixer and Mentallo's hideout. Their objective is to cause as much death and property damage as possible.

If either of them should be knocked unconscious, the one who is disabled teleports automatically, while the other continues to fight.

Some Answers. If the heroes question Tommy Kent before Shroud and Frankenstein's Monster attack, he expects some money for his information

(at least 20 bucks). Otherwise, he is thankful for the characters' help during the fight, and answers their questions freely.

A few of the most important questions and answers are listed below.

1. *Where is Hammerhead's hideout?* The only place Tommy knows about is a speakeasy called the Roarin' Twenties. It's not too far away, on the Lower East Side. Hammerhead likes to play poker in the back room.

2. *Where is the book?* He does not know for sure. The rumor on the street is that Hammerhead stole the book and it has given him magical powers. Hammerhead is supposedly using his new arcane abilities to summon monsters in an attempt to wipe out rival gangs. Obviously, there must be some truth to the rumors because of what happened tonight.

3. *What gang will be hit next?* Tommy has no idea. He is surprised that Hammerhead is wasting his time on small-timers like the Buzz Cuts and the Flashing Blades. Tommy suspects that

Hammerhead will move on to bigger game, but he has no clue as to what that might be.

Here Come the Cops. Thirty turns after the monsters vanish, the police and a news crew arrive on the scene. If the heroes are still around, they can expect to be asked a lot of questions.

The Buzz Cuts back up anything the heroes say, and they are more than happy to elaborate to reporters. Unless the player characters ask them to be quiet, Tommy Kent and the Buzz Cuts brag to the media about the abilities of the heroes. They also spout threats against Hammerhead and the Maggia.

AFTERMATH: If the heroes go to the Roarin' Twenties, go to Chapter 9. If they want to return to their base and wait a day before going, turn to Chapter 8.

KARMA:

Fighting the Buzz Cuts:	-10
Defeating Shroud:	+25
Defeating Frankenstein's Monster:	+25
Building is severely damaged:	-15

CHAPTER 8: A DAY OFF

SUMMARY: Before going to the Roarin' Twenties, the heroes take time off to pursue their daily activities.

STARTING: During the course of the day, the heroes see the following newscast on television. Read the boxed text to the players:

While watching television, a VNN newscast grabs your attention:

"MORE MONSTER MURDERS

Last night New Yorkers were shaken by yet another monster

attack. The incident occurred at a Lower East Side pool hall called Starky's.

According to police, the establishment is a gang hangout with a violent past.

It certainly is living up to its reputation, for last night a large brawl took place. Witnesses reported seeing a number of super-powered individuals, including (insert names of heroes).

Witnesses also attest to have seen 'Frankenstein' and a creature cloaked in darkness.

Until they have a suspect in custody, police refuse to speculate about these strange beings.

When asked about monsters in his city, the mayor had only one thing to say: 'Hogwash!'

ENCOUNTER: During the time between encounters, the heroes may wish to dig for clues or consult contacts they had established prior to beginning the adventure. Any such clues or contacts are left to the creativity of the Judge.

AFTERMATH: If the heroes are going to the Roarin' Twenties for the first time, turn to Chapter 9.

POPULARITY: See page 15 for details.

CHAPTER 9: THE ROARIN' TWENTIES

SUMMARY: The heroes go to the speakeasy in hopes of retrieving A Madman's Mutterings from Hammerhead and his minions.

STARTING: If you have the Basic Set map, Guide's Grocery (on the corner of 9th Avenue and Cleveland Street) is a good location for the Roarin' Twenties.

If you employ the Advanced Set map, consider the speakeasy to be at the unemployment office (on the corner of Johnson St. and Grant St.).

An interior map of the Roarin' Twenties has been included with this module.

The Roarin' Twenties is a legitimate business. However, it is owned, operated, and frequented by members of the Hammerhead family. The bar is open from 5 p.m. to 1 a.m. every day except Sunday.

The speakeasy is decorated with 1920s style furnishings. During hours of operation, the place is filled with people out for a good time. Many of the patrons dress in clothing appropriate for the era.

Behind the bar is a long, one-way mirror. On the other side is the back room, which serves as an office and private game room. Anyone standing in the office can see everything that happens in the bar by looking through the mirror.

The only entrance to the office is a heavy door (Excellent material strength) near the bar. A large thug is always sitting on a stool beside the door. He does not allow anyone to enter the office unless that person's name is on a list in his pocket.

Inside the back room are a long table and several comfortable chairs. On the table is a rack holding an assortment of poker chips and two decks of cards.

Against one wall of the office is an old safe (Remarkable material strength, weighs 200 pounds) containing \$20,000 in cash and a loaded handgun. Also in the safe is a letter to Hammerhead from Mister Fear.

The letter says:

"Come to the Washington

Square Arch at midnight, and you'll get what you want.

—Mister Fear."

A trap door in the floor of the back room leads to the basement, where liquor and other supplies are stored. A hidden door in the basement opens onto a subway tunnel. Hammerhead uses this secret entrance whenever he visits the Roarin' Twenties.

ENCOUNTER: The approach the characters take to investigate the Roarin' Twenties greatly affects what they encounter. There are several possibilities.

The Illegal Approach. If the heroes break in while the bar is closed, they find the bartender (named Jack), who demands that the characters leave immediately.

If the heroes refuse, or begin to ask him questions, Jack picks up a phone resting on the bar, and begins to dial the police. Unless Jack is stopped (by pulling the telephone cord from the wall, or whatever) the authorities arrive in five minutes.

Whether or not the police are on the way, Jack again demands that the heroes leave, if they have not already done so. He is unarmed and does not attempt to physically interfere with the super-powered characters.

The only thing to be found in the bar is the letter, which is locked in the safe. The bartender knows the combination, but he refuses to reveal it to the heroes.

If he is threatened, Jack challenges one of the characters to a fair fight. The bartender agrees to give the combination to his opponent, if he loses. If Jack wins the boxing match, the heroes must promise to peacefully leave the bar. Although Jack has given up boxing, he still keeps in good shape and is a worthy opponent.

Alternatively, various Mental Powers could be used to extract the information from Jack's mind. Considering this to be

an attack, Jack resists any Mental Powers with all of his might, and he tries to strike the offending hero if given the opportunity.

Jack the Bartender

F	GD	10	Health: 40
A	GD	10	
S	GD	10	Karma: 14
E	GD	10	
R	PR	4	Resources: PR (4)
I	TY	6	
P	PR	4	Popularity: 0

Abilities: Jack was once a talented boxer, granting him the equivalent of Martial Arts B and a +1CS when fighting unarmed.

Weaponry: Jack is unarmed, but he can use his hands to great effect.

If the police arrive while the heroes are in the bar, the characters have some explaining to do. Unless one of the heroes succeeds at a green Popularity FEAT while talking with the police, the authorities begin to arrest the characters for breaking and entering.

Jack interferes, however, and informs the police that he does not plan to press charges, if the heroes will agree to leave the area. Jack refuses to explain himself, stating only that it may be in his boss's best interest if the heroes remain free. When they agree to leave the Roarin' Twenties in peace, the characters are freed.

If the Popularity FEAT roll is successful, the police do not attempt to arrest the heroes, but instead they allow the characters to leave (after giving them a lengthy lecture about abusing their super powers).

The Blunt Approach. If the heroes enter the bar in costume during business hours, most of the customers hurriedly exit. Those who remain are Maggia thugs (three for each hero present), carrying concealed handguns.

Hammerhead's men know better

than to start a shoot-out. While the bartender dials the police, they merely glare at the heroes, holding their pistols beneath their coats.

If the heroes make any threats or attempt to enter the back room, the thugs draw their weapons and shoot. Hammerhead is not present.

If the characters do nothing, the police eventually arrive and ask them to leave. The authorities do not have a warrant to search the building for the stolen book; they suggest that the heroes go through legal channels if they want to investigate the Roarin' Twenties.

If the characters decide to petition the court or hire a lawyer, the heroes discover they do not have enough evidence for a search warrant.

The Stealthy Approach. If the characters disguise themselves before entering the Roarin' Twenties, the customers continue about their business. A small band plays music appropriate for the period, while

"flappers" dance frantically.

By simply trying to blend in, and listening to the people around them, the heroes hear fragments of a conversation between three thugs sitting nearby.

Read the following boxed text to the players:

Three drunk thugs at a nearby table are talking rather loudly.

Thug #1: "Yeah, the Boss sure is steamed. Wait till he finds the guys who stole that book!"

Thug #2: "I hear there's a big poker game in the back room tonight."

Thug #3: "I ain't gonna make it. Ten o'clock is too late to start a game for me. Besides, the Boss don't like to lose."

Thug #2: "I heard some big wheel from Chi-Town's gonna be in the game."

Thug #1: "Yeah, the Boss ain't never seen him before, but he's supposed to be good. His name's Sam Evans. I got orders to pick him up at LaGuardia. His flight arrives at nine o'clock. What time is it? Geez, I gotta go!"

AFTERMATH: If the heroes find the letter and decide to go to Washington Square, go to Chapter 12. If one of them wants to impersonate Sam Evans and enter the poker game, go to Chapter 10.

KARMA:

- The illegal approach: -20
- Winning the boxing match: +10
- The blunt approach (no combat): -10
- The blunt approach (with combat): -20
- The stealthy approach: +10

CHAPTER 10: BUT I WANNA BE SAM EVANS!

SUMMARY: The heroes decide that one of them should impersonate Sam Evans in order to enter the poker game and find out who stole the book from Hammerhead. (Actually, Hammerhead never possessed the book, but at this point the heroes probably believe he did.)

STARTING: The heroes must beat Hammerhead's thug to the airport to intercept Sam Evans. For simplicity's sake, assume they are successful. When they arrive at LaGuardia, read the following to them:

Looking at the arrivals board, you see that the flight from Chicago arrived at the gate one minute ago!
Rushing to the gate, you see an assortment of business-types dis-

embarking. One of them stands out from the rest. Although he is wearing the current fashion in suits, on his head is a 1920s style hat, with the ace of spades sticking up from a velvet band. He must be Sam Evans.

ENCOUNTER: To be successful, the heroes must keep Sam Evans from getting to the poker game. There are numerous ways for the players to go about this.

The simplest method is for one of them to impersonate Hammerhead's thug. He tells Mr. Evans the game had to be cancelled. "Sorry we couldn't tell ya sooner, Boss. Your plane was already in flight. Guess you'll have to go back to Chicago, eh?"

Evans is obviously infuriated. He gave up the chance to play in a big game in

Chicago to come to New York. Surely Hammerhead will spring for a ticket so he can make it back to Chicago in time for that game?

While the hero impersonating the thug escorts Mr. Evans to the ticket counter, the hero disguised as Sam Evans encounters the real thug. The player character is given a ride back to the Roarin' Twenties in a plush limousine.

AFTERMATH: When the hero (as Sam Evans) finally arrives for the game, go to Chapter 11.

KARMA:

- Thinking of an ingenious plan which involves no serious infractions of the law: +15
- Using a plan that breaks major laws (such as kidnapping): -30

CHAPTER 11: THE BIG GAME

SUMMARY: Hoping to discover who has the book, one of the heroes (disguised as Sam Evans) enters a poker game with Hammerhead.

STARTING: The following text is for the hero impersonating Sam. However, read it out loud, so everyone can enjoy the fun:

You are led into the back room of the Roarin' Twenties. The rattle of poker chips and the noxious smell of cigar smoke fills the air.

Sitting around a large, oak table with three of his cronies is the notorious Hammerhead.

He rises to shake your hand. "Youse must be Sam Evans. I hears you cut a mean deck. Sit down, and let's get started."

ENCOUNTER: The actual outcome of the poker game is irrelevant. But if the players must know who is winning, you have a couple of options.

Playing a Real Game. If you and your friends enjoy playing poker in reality, you may want to play a few hands. As Judge, you take the role of Hammerhead. While one of the players pretends to be Sam Evans, the rest may play Hammerhead's thugs.

Roll the Dice. Alternatively, you can quickly simulate a poker game with dice. Allow each participant to attempt an Intuition FEAT. The one with the highest color result wins the hand. The first player to win three hands wins the game. A tie counts as a split pot.

During the Game. Because Sam Evans is a member of the Chicago Maggia, he has Hammerhead's complete trust. Hammerhead is willing to answer any questions Sam (the hero) has. The answers to the most important questions are given below.

1. *"So what's this I hear about you stealing a book from the Met?"*

"Well, youse knows how it is—

rumors is rumors. I didn't swipe no book. It's all a frame-up!"

2. *"Who's trying to frame you?"*

"That's what I'd like to know! I gotta hunch it's some joker callin' himself Mister Fear."

3. *"So who's Mister Fear?"*

"My spies tell me he's operating a new gang—on my turf! I got a note from him this morning. It said something like, 'Be at the Washington Square Arch at midnight, and you'll get what you want.' I guess he means the book. I got a little surprise for him." Hammerhead looks at his watch. "Yeah, a super surprise!"

AFTERMATH: The hero in the poker game will probably excuse himself so he can inform his companions that something is going to happen at the arch. When they decide to go to the Washington Square Arch, turn to Chapter 12.

KARMA:

Good role playing:

+5



CHAPTER 12: WASHINGTON SQUARE

SUMMARY: The heroes go to the Washington Square Arch, hoping to encounter Mister Fear and retrieve the book.

STARTING: The arch is located in the center of Washington Square Park. A map of the area has been included with this adventure.

The small, rectangular park sits in the heart of Greenwich Village. In the late 1600s the park served as a burial ground for beggars and the anonymous.

Later, in the 1700s, it became a popular dueling ground and a place of public hangings. Several of the ancient gallows trees still stand. Hundreds of skeletons lie moldering beneath the soil.

The arch stands 86 feet tall (6 areas) and is 30 feet across. Being constructed of white marble (Excellent material strength), it weighs in excess of 700 tons (Shift-Z Strength to lift).

Because the arch is being re-

paired, scaffolding runs up one side of it. Any hero succeeding at a Good Intensity Agility FEAT can easily climb the scaffolding to the top of the monument.

When the characters approach the arch, read the following boxed text to the players:

It's a foggy, cold night at Washington Square Park. Ahead of you in the gloom is the arch. By the scaffolding running up one side, it looks as if the structure is in the process of being renovated.

Embracing warmly, two young lovers sit upon a stone bench beneath the glistening light of a street lamp. Not far away, a bell tolls the hour—it's midnight.

A figure moves from the shadows to stand boldly beneath the arch. He is wearing a long coat and hat. From this distance it is hard to tell, but he could be Hammerhead.

Suddenly, the air crackles and four people appear out of nowhere to stand beneath the arch. They immediately surround the man in the coat.

ENCOUNTER: The man beneath the arch is one of Hammerhead's thugs. He is acting as bait. He holds a submachine gun beneath his coat.

The four people who appeared near the thug are Scarecrow, Gypsy Moth, and the Brothers Grimm. They were teleported here by Mentallo and the Fixer, and they have orders to kill whoever they discover near the arch (which includes the two lovers on the park bench).

The Skeleton Horde. Unknown to the heroes, Black Talon was teleported to the top of the arch. Having studied the stolen book, he has increased his occult knowledge.

Black Talon uses his new power to cause 80 skeletons buried beneath



the park to crawl to the surface, where they attack anyone present. The horde does not burst forth until three turns have elapsed.

More Super Villains. As part of his own devious trap, Hammerhead hired the Eel and the Scorpion to kill Mister Fear. They are lurking in the fog near the arch. When the thug gets in trouble, they come forward to help. However, since Mister Fear is not present, they do not hang around long, especially when the heroes show up.

The Two Lovers. When the fighting begins, they sit cowering on the park bench, watching in shock.

However, when the skeletons start emerging from the earth all around the area, they attempt to flee. Unless the heroes help, the young college students are injured. They will spend several weeks in the hospital.

If the heroes help, the lovers flee from the park in terror.

The Escape. Black Talon and the Night Shift crew are teleported back to Mentallo and the Fixer's hideout after 20 turns. If one of them is rendered unconscious, he teleports immediately. When Black Talon teleports, the skeletons crumble to dust.

Interrogating. If the heroes capture Hammerhead's thug, the Scorpion, or the Eel, they may want to drill the captive for information.

If the heroes promise not to turn them over to the police, they answer a few questions:

1. *Why are you here?* They were hired by Hammerhead to kill Mister Fear.
2. *Who is Mister Fear?* Word has it that he is the mastermind behind a new gang. In order to control illicit

activities in the area, he is trying to wipe out Hammerhead's family.

3. *Where is the book?* They do not know. They are certain that Hammerhead did not steal it.

AFTERMATH: This has almost certainly been the most difficult encounter for the heroes. They need some rest. Go to Chapter 13.

KARMA:

Rescuing the two lovers:	+40
Capturing the Eel:	+40
Capturing the Scorpion:	+50
Capturing the thug:	+10
Defeating Scarecrow:	+15
Defeating Gypsy Moth:	+20
Defeating Black Talon:	+30
Defeating the Brothers Grimm:	+40
Allowing the arch to be damaged:	-30
Allowing the two lovers to be injured:	-30

CHAPTER 13: MORE BIG NEWS

SUMMARY: The heroes recuperate and fulfill their daily obligations.

STARTING: The heroes notice two important newspaper articles, and they hear a newscast on television. The first newspaper report:

Flipping through the Daily Bugle, you read the following article on the back page:

"DISTURBANCE IN WASHINGTON SQUARE PARK

Last evening around midnight, police responded to a disturbance at the Washington Square Arch.

They found numerous holes in the ground around the structure. The turf was covered with a thin layer of a 'flourlike' powder.

Police speculate it is the result of a college prank."

The above entry may be changed dramatically. If the two lovers were

injured (or killed), or the heroes hung around to speak with the police, alter the article accordingly.

The following television news item involves the theft of two dozen M-16 assault rifles by Mister Fear.

While watching the news on television, you notice the following VNN newscast:

"ARMORY ROBBED

Late this afternoon, a National Guard Armory on the Lower East Side of Manhattan was robbed.

Authorities would not state exactly what was stolen. However, it is believed that a large number of assault rifles were taken.

The police have no suspects."

The next entry is a message from Johnny Bifrost. If the heroes sustained heavy damage in Chapter 12, you may delay this message for a day or two, enabling them to recover

more Health Points.

When you decide they have had enough rest, read the following:

While reading the Daily Bugle, you happen upon the following ad in the personals column:

[Insert names of heroes]: Meet me at the Obelisk in Central Park at midnight. Signed, Johnny B.

ENCOUNTER: During the time between encounters, the heroes may wish to dig for clues or consult contacts they had established prior to beginning the adventure. Any such clues or contacts are left to the creativity of the Judge.

AFTERMATH: When the heroes go to meet Johnny Bifrost at the Obelisk in Central Park, turn to Chapter 14.

POPULARITY: See page 14 for details.

CHAPTER 14: A TALK WITH JOHNNY

SUMMARY: The heroes arrive at the Obelisk in Central Park for a meeting with Johnny Bifrost.

STARTING: The Obelisk is also known as Cleopatra's Needle. It was donated to the city by Khedive Ismail Pasha in 1880.

The monument is fashioned from pink granite (Excellent material strength). It is 77 feet tall (5 stories) and weighs 200 tons (Shift-X Strength to lift).

A brief history of ancient Egyptian pharaohs is engraved on the Obelisk in badly weathered hieroglyphics.

Included with the Deluxe City Campaign Set is a map of Central Park, showing the location of the Obelisk. It is very useful for this encounter.

If you do not own the set, refer to either the map in the Advanced Set or that in the Basic Set. Both maps show a small park containing a statue. Consider the Obelisk to be the statue.

When the super heroes approach the monument, read the following boxed text to the players:

Once again you find yourselves prowling through the night. Ahead of you stands the Egyptian Obelisk, which you also know as Cleopatra's Needle. Vague hieroglyphics are carved into the pink stone of the monument.

At the base of the structure you see the familiar figure of Johnny Bifrost. Standing menacingly all around him are several street punks.

With a flick of their wrists, blades gleam in their hands as they move in for the kill.

ENCOUNTER: The punks are members of Johnny's former gang, the Flashing Blades. Johnny recently quit the gang, possibly with the aid of the heroes in Chapter 5.

The gangsters know Johnny plans to squeal about the big meeting with Mister Fear tonight. They have come to kill him. For each hero present, there are two gangsters.

Be sure that Johnny is not killed

during the fight, treat any Kill results against him as Stuns instead.

When the battle is over, Johnny explains that his "friends" tried to kill him because he knows some secret information: At 1 a.m. tonight, there is going to be a huge gang meeting. It has been organized by somebody called Mister Fear. It will take place at a warehouse on the Lower East Side near Pier 44. Johnny does not know what the meeting is about.

Johnny is not willing to go to the meeting. He offers to summon the police to arrest any of the Flashing Blades the heroes have captured.

Interrogating any captured gangsters results in no useful information.

AFTERMATH: The heroes go to the meeting at the waterfront. Turn to Chapter 15.

KARMA:

Arresting the thugs:	+15
Keeping Johnny from getting hurt:	+10
Allowing the Obelisk to be damaged:	-30

CHAPTER 15: ON THE WATERFRONT

SUMMARY: The heroes go to the warehouse to find out what the meeting is about.

STARTING: If you have the Basic Set map, consider the waterfront warehouse to be located at the Ace Handling warehouse (between 8th and 9th Avenues).

If you are using the Advanced Set map, the warehouse is at the School District Garage and Warehouse (on the corner of 8th Ave. and Buchanan St.).

An interior map of the warehouse is included with this adventure.

When the characters approach the building, read the following:

Ahead of you is the warehouse Johnny was talking about. To your

right is Pier 44. You can hear (and smell) the East River as it flows through the darkness beyond the pier. The streets are deserted.

This end of the warehouse is surrounded by a loading dock, complete with a row of large, sliding doors. They are all shut.

At each end of the loading dock is a small door. Light shines through the windows in them.

If the heroes peer into a window, read the following:

Your view is partially blocked by a huge stack of wooden crates. Neat rows of them run the entire length of the warehouse.

Several of the crates have been

moved toward the middle of the building and are being used as a platform.

Standing on the makeshift stage is a man wearing a costume. He must be the mysterious Mister Fear. He appears to be speaking to a group of people, but it is difficult to tell from the window.

ENCOUNTER: The walls and ceiling of the warehouse are concrete (Excellent material strength). The sliding doors and the side doors are steel (Remarkable material strength). The side doors are unlocked, while the shipping and receiving doors are locked from the inside.

The wooden crates (Poor material strength) inside the warehouse contain engine parts and tools (weight

800 lbs., Excellent Strength to lift).

Unless the heroes have an appropriate Power, they cannot hear Mister Fear's speech from outside the building.

How the heroes approach the situation affects what happens. There are a couple of possibilities.

The Blunt Approach. If the heroes burst into the warehouse, Mister Fear screams for the street punks to kill them. He then teleports to the Fixer and Mentallo's hideout.

The majority of the gangsters are members of the Flashing Blades and the Buzz Cuts, two gangs the heroes have helped previously. Because of this, the thugs hesitate for one turn.

By succeeding at a yellow Popularity FEAT, one of the heroes can persuade the mob not to attack. If the roll is missed, the punks draw their blades and rush forward. For each hero, there are ten gangsters.

The Stealthy Approach. The characters may decide to sneak into the warehouse

and hide behind the rows of crates. If any of the heroes fails a Good Intensity Agility FEAT, they have been spotted. Proceed as per the Blunt Approach, above.

If they succeed at the Agility FEATs, the heroes enter the building undetected. By hiding behind the rows of crates, they may watch and hear Mister Fear's speech.

Read the following boxed text:

Standing before the platform is a small mob of street punks from various gangs. You recognize members of the Flashing Blades and the Buzz Cuts.

On the stage is Mister Fear. To each side of him is a wooden box, which are different from those you are hiding behind.

In an excited voice, he yells above the din, "I've had enough of Hammerhead, how about you?" The crowd responds by cheering and yelling threats against the Maggia.

When they quiet, Mister Fear continues, "You've all been attacked by his monsters. I say this time we strike before he does!"

With that said, he kicks open one of the small crates, and out pour a dozen M-16 assault rifles!

Moving as one, the mob rushes the stage. Mister Fear grabs one of the rifles and fires a burst into the ceiling. Bullets ricochet crazily, and the crowd falls back.

With a look of satisfaction, he yells, "Tomorrow night we attack!"

The heroes must keep the thugs from getting the assault rifles. If they do not, the player characters are going to be in big trouble.

One way to get them is to persuade the gangsters that Mister Fear, not Hammerhead, is really behind the monster murders. This requires a yellow Popularity FEAT with a -2 Column Shift.



If the FEAT is successful, Mister Fear teleports away in disgust. He cannot take the guns or anyone else.

If the Popularity FEAT is failed, Mister Fear orders the goons to attack. He then kicks the other crate off the stage; it breaks open, scattering the weapons among the crazed thugs. There are 12 assault rifles in each box, and each firearm is loaded with a clip holding 20 rounds of ammunition.

Another option is simply to attack before the rifles are handed out. Mister Fear does not engage in combat, and he teleports away at the first opportunity.

Finally, the heroes could simply observe and do nothing, feeling they are

too heavily outnumbered. In this case, Mister Fear passes out the guns. He tells the thugs to be at the Roarin' Twenties at midnight tomorrow night, where they will wipe out Hammerhead once and for all.

Interrogating the Creeps. If the heroes talk the gangsters out of a fight, or subdue any of them, they can learn that the attack is scheduled to take place tomorrow at midnight at the Roarin' Twenties.

AFTERMATH: If the heroes recovered the guns (peacefully or otherwise), the planned attack against the Maggia is

cancelled. Turn to Chapter 17.

If they failed to get the weapons, the attack against Hammerhead occurs tomorrow night, unless the heroes warn him. If they decide to visit the Roarin' Twenties to warn Hammerhead, go to Chapter 16. Otherwise, turn to Chapter 17.

KARMA:

Recovering the rifles:	+20
Failing to recover the rifles:	-10
Turning gangs against Mister Fear:	+20
Fighting the gangs:	-10
Allowing the warehouse to be damaged:	-15

CHAPTER 16: BACK TO THE TWENTIES

SUMMARY: The heroes go to the Roarin' Twenties to warn Hammerhead about the mass gang attack instigated by Mister Fear.

STARTING: When the heroes approach the bar, read the following boxed text to the players:

Ahead of you is the Roarin' Twenties. On the door is a big sign which says, "CLOSED FOR RENOVATION."

There are no lights on inside, and nobody seems to be around.

ENCOUNTER: No matter what time of day or night the heroes arrive at the bar, the place appears deserted. However, the front door is unlocked.

Hammerhead has already been warned about an attack by one of his informants. He has prepared a trap for his assailants.

Hammerhead does not know exactly who has been sent to kill him, however. If the heroes enter the bar, Hammerhead assumes they are his enemies.

If the heroes enter the speakeasy, they have walked into Hammer-

head's trap. A curtain has been hung along the stage. Six thugs are behind the curtain. When the heroes near the center of the room, the curtain falls and the thugs spray the area with sub-machine gunfire. After this initial assault, Blacklash, Boomerang, and Whirlwind burst through the large one-way mirror behind the bar. With the thugs backing them up, the super criminals battle the heroes.

There is no way for the heroes to talk themselves out of a fight. Hammerhead's men do not listen to reason. Responding to the commotion, the police arrive in ten minutes.

Asking Some Questions. If the heroes subdue any of the thugs or super-powered creeps, they can ask some questions before the police arrive.

1. *Where is Hammerhead?* The bad guys do not know where he is or how to contact him. They do know that he has taken the monster attacks very seriously. He is probably hiding out at one of his safe houses.

2. *Why did they attack the heroes?* Expecting an attempt on his life,

Hammerhead paid the costumed criminals to kill anyone who came into the bar. The thugs were simply following orders.

Mister Fear and Friends. Because of the disturbance at the Roarin' Twenties, Mister Fear has called off his attack. The heroes have inadvertently succeeded at preventing a huge gang fight.

AFTERMATH: Go to Chapter 17.

KARMA:

Capturing Blacklash:	+30
Capturing Boomerang:	+40
Capturing Whirlwind:	+40
Capturing the thugs:	+15
Allowing the building to be damaged:	-15

CHAPTER 17: SHOCKING HEADLINES

SUMMARY: While resting between encounters, the heroes read a bizarre story about zombies in the morgue. They also receive an urgent message from Felicia Bifrost.

STARTING: One of the heroes notices a startling headline on the front page of the Daily Bugle. Read the following boxed text to the players:

The front page of the Daily Bugle is adorned with a very disturbing headline:

"CORPSES WALK OUT OF MORGUE!

Late last night, the police received a series of frantic phone calls from workers in the morgue of Bellevue Hospital.

According to the employees, over a dozen corpses suddenly opened their eyes, stood up, and marched out of the building. The walking dead filed into a waiting van and were driven off.

All of the witnesses have been admitted to Bellevue for psychiatric evaluation and questioning.

The police have no comment."

The next entry should be read only if the super heroes failed to stop the mass gang attack (instigated by Mis-

ter Fear in Chapter 15), and if they did not go to the Roarin' Twenties to warn Hammerhead (Chapter 16):

Your favorite television program is rudely interrupted by a VNN news bulletin:

"ESCALATING GANG VIOLENCE IN NYC

The streets of New York are even more dangerous these days, thanks to an escalating gang war.

Last night after midnight, a deadly gunfight took place on the Lower East Side of Manhattan at a bar called the Roarin' Twenties. Eleven persons suffered serious injuries. Three of them are not expected to live.

The bar is rumored to be owned and operated by a Maggia family. According to our sources, several gangs formed a mob and stormed the establishment in an attempt to kill the head of the family.

Surprisingly, the 'gangbusters' were armed with M-16 assault rifles. Police have confirmed that the weapons were some of those stolen from a local National Guard Armory earlier this week.

Numerous arrests were made at the scene, and police promise that more are soon to follow."

The previous event should have been thwarted by the heroes in either Chapter 15 or Chapter 16. If it was allowed to occur, the characters lose 50 Karma Points. Hammerhead was not involved in the attack.

The next entry is a message from Felicia Bifrost to the heroes. If the characters sustained heavy damage in either Chapter 15 or Chapter 16, you may delay the message a day or two. This gives the heroes a chance to recover valuable Health Points.

When you feel the characters are ready for the next encounter, read the boxed text to the players:

While perusing the Daily Bugle, you discover an interesting ad in the personals column:

[Insert names of heroes]: Meet me outside the Met at the Obelisk at 7 p.m. Urgent. Signed, Felicia Bifrost.

AFTERMATH: If the characters are planning to look for clues at Bellevue Hospital, go to Chapter 18.

If the heroes are going to the Obelisk to meet Felicia Bifrost, turn to Chapter 19.

KARMA:

Failing to prevent gang attack: -50

CHAPTER 18: BELLEVUE HOSPITAL

SUMMARY: The heroes go to Bellevue Hospital to question the witnesses who saw the walking dead.

STARTING: When the heroes arrive at the hospital, read the following boxed text to the players:

As you pass through the main entrance of Bellevue Hospital, you see a nurses' station down the corridor. Several nurses are standing behind the counter.

You approach and ask to visit the patients who claim to have seen corpses walking in the morgue.

Slightly surprised by your costumes, the head nurse says, "I'll have to call Dr. List. He's in charge of those patients."

She dials the phone and says, "Dr. List? This is Nurse Crandall. I have several super hero types down here who want to speak with your special patients ... yes, doctor. Okay."

She hangs up and informs you that Dr. List will be down shortly.

After several minutes, the good doctor finally steps out of a nearby elevator.

"Hello, I'm Dr. List. Please follow me."

You step into the elevator, and begin to ride to the 23rd floor.

Doctor List says, "Did any of you know that Bellevue is the oldest general hospital in North America? Although we treat illnesses of all types, we have acquired the reputation of being a mental hospital. I must say, however, that we do indeed have an excellent psychiatric department. Ha! Ha! Ha! Ha! Ha!"

The elderly (and somewhat strange) Dr. List rambles on for some time before leading the heroes into the room of Jimmy Biggies, the first person to see the corpses move.

Mr. Biggies is obviously heavily sedated. He has difficulty answering the heroes' questions, often bursting into incoherent jabbering.

Jimmy relates that the corpses slid themselves out of their compartments and walked out of the room. They proceeded to the "meat wagon" entrance of the morgue, where they piled into a waiting van.

The vehicle was white and smelted strongly of chocolate. Jimmy could not see the driver.

Two other people, Mr. Dodd and Ms. Waylan, saw the event. If questioned, they can add no useful information.

Doctor List believes the corpses were stolen and the witnesses are suffering from hysteria. He finds the idea of zombies in the hospital to be ludicrous.

After the heroes have finished asking questions, read the following boxed text to the players:

A nurse enters the room carrying a package. She says, "This just arrived for Mr. Biggies. I also delivered one to Mr. Dodd and Ms. Waylan."

The patient grabs the parcel and begins tearing off the wrapper. Inside is a white box of candy. In large gold letters is written "HAMMERHEAD DOODLES." Below that in small black letters it says "Chocolate Supremes."

With drool dribbling down his chin, Jimmy Biggies opens the box of sweets, and a small envelope falls to the floor.

Inside the envelope is a card that reads:

"A parting gift from the dearly departed."

An address gives the location of the Hammerhead Chocolate Factory.

ENCOUNTER: The candy has been poisoned. If the patients are allowed to eat any, they are stricken with convulsions and begin to asphyxiate. An emergency team of physicians and nurses is able to save them, but they fall into comas.

Because Mr. Biggies mentioned the van smelled like chocolate, the characters should realize something is wrong when the Hammerhead Doodles arrive. Mr. Dodd and Ms. Waylan are in nearby rooms. If the heroes act quickly, they can keep the patients from eating the candy.

AFTERMATH: If the heroes are planning to meet Felicia Bifrost at the Obelisk, go to Chapter 19. If they have decided to visit the Hammerhead Chocolate Factory, see the following.

The Hammerhead Chocolate Factory.

The players may wish to visit the factory to find out why they are making poisoned chocolates.

Actually, the place is a legitimate business that does not produce deadly goodies like those delivered to the patients at Bellevue. The Fixer and Mentallo are making the tainted treats in their own factory in the hope of getting Hammerhead thrown in jail.

If the heroes take a box of the toxic bonbons to Hammerhead's factory, the manager informs them that they were not made in his plant. By comparing the fakes to a box of authentic Hammerhead Doodles, it is obvious the boxes delivered to Bellevue are clever counterfeits.

KARMA:

Preventing the patients from eating the toxic treats:	+30
Allowing the patients to be poisoned:	-30

CHAPTER 19: A TALK WITH FELICIA

SUMMARY: The heroes arrive at the Obelisk in Central Park for a meeting with Felicia Bifrost.

STARTING: For a description of the Obelisk, review Chapter 14.

Included with the Deluxe City Campaign Set is a map of Central Park, showing the location of the Obelisk.

If you do not own the set, refer to either the map in the Advanced Set or that in the Basic Set. Both maps show a small park containing a statue. Consider the Obelisk to be the statue.

When the super heroes approach the Obelisk, read the following boxed text to the players:

Shadows have fallen across Central Park. Near the Metropolitan Museum

of Art stands the familiar Obelisk.

On a bench beside the monument is Felicia Bifrost. Staring into the gathering darkness, she appears very nervous, as if she expects someone to jump out and grab her at any moment.

ENCOUNTER: Felicia is under the influence of the Mind Control Power of the hypnoporter. Even so, her personality is intact, and she appears normal to anyone she meets.

The Fixer and Mentallo have become tired of the characters interfering with their plans. Felicia is being used to lead the heroes into a trap.

When the heroes approach, they find Felicia with tears running down her angelic face. If asked what is bothering her, she explains that she is very

worried about her twin brother, Johnny. She relates to the characters that Johnny has been missing since yesterday. That was the last time she spoke to him.

Johnny told her that he was trying to help the heroes find the book, and that he had discovered something important. Felicia believes Johnny is in big trouble (and she is right).

"If Johnny found something, it is probably at his apartment," she says. Felicia gives the characters the address, and asks them to please find her twin.

AFTERMATH: The heroes go to Johnny's apartment to look for clues. Turn to Chapter 20.

KARMA:

Promising to find Johnny: +10

CHAPTER 20: JOHNNY'S APARTMENT

SUMMARY: In search of clues concerning Johnny's disappearance, the heroes arrive at his apartment only to find a deadly bomb with their names on it!

STARTING: Johnny lives in the roughest, most decayed neighborhood on the Lower East Side—Yancy Street.

When the heroes arrive at Yancy Street, read the following boxed text to the players:

Johnny lives on Yancy Street. When you see the neighborhood, you realize why Felicia did not want to come here.

The streets are lined with abandoned cars, rusting into oblivion. Spilled garbage cans block the sidewalks, where cats and dogs fight for scraps. The stench of decay is oppressive.

Finally, you come to Johnny's apartment building. The windows

have been boarded up. The place looks like it could collapse at any moment.

In the shadows of the doorway, you think you see some of the human denizens of Yancy Street.

ENCOUNTER: The three people in the doorway are winos. They are sharing a bottle of very expensive liquor, and appear to be only semi-conscious. No one else is in the entire building.

There are three floors in the building. Johnny's room is on the first floor. The door was secured with a padlock, but it has been pried off.

Inside, the room is a mess. Things have been scattered all about, as if someone was looking for something. There is only one thing of interest in the apartment.

In a cleared space in the center of the room sits a large, white box (1' x 2' x 1'). On the milk-white wrapper in large gold letters is written

"HAMMERHEAD DOODLES." Below that in small black letters it says "Chocolate Supremes."

On the box is an envelope. Inside is a card that reads:

"A savory explosion of flavors just for you! From the folks at the Aurora Chocolate Mill, 2112 E. 14th St."

The box contains plastic explosives. When the box is opened, an LED readout begins to count down. The heroes have two turns before the bomb explodes.

The detonator is connected to the explosives by two wires—a red one and a yellow one. To deactivate the bomb, the red wire must be disconnected. If the yellow wire is cut before the red one, the bomb explodes. If both wires are cut at the same time, the device has a 50% chance of detonating (roll randomly).

Allow anyone with the Electronics Talent or the Repair/Tinkering Talent an attempt at a Good Intensity Reason FEAT. If successful, the hero

realizes the red wire must be cut first. If the roll is missed, the character has come to a wrong conclusion.

If the heroes are unable to disconnect or dispose of the bomb, it detonates, collapsing the apartment building. Anyone in the same area as the explosion suffers Amazing Edged Attack damage. Everyone else in the building sustains Remarkable Edged Attack damage.

The Winos. If the heroes do nothing to help the winos, and the building falls, they are severely injured and must be taken to a hospital.

If the heroes rescued them and they are unhurt, the winos answer a few questions. If the heroes speak to the bums before searching Johnny's apartment, or after the bomb has been deactivated, getting any answers from them requires a yellow Popularity FEAT.

If the roll is successful, the drunks answer the heroes' questions to the best of their ability. Some of the most important questions and answers:

1. *Has anybody carrying a white box come through here recently?* Three guys came here earlier in a white van. They gave the winos a bottle of good hooch to keep an eye on their vehicle. They wore funny masks, they smelled like chocolate, and they had some sort of white goo on their boots.

2. *When was the last time you saw Johnny?* They do not know Johnny. However, when those three guys came back out, they were dragging a young man who was kicking and screaming for help.

3. *What was the license plate number of the van?* Two of the winos give different numbers; the third thinks the van did not have a license plate.

AFTERMATH: Believing the bomb would utterly destroy the heroes, the Fixer and Mentallo foolishly left the address of their chocolate factory on the card included with the box of exploding candy. When the heroes go to the Aurora Chocolate Mill, turn to Chapter 21.

Realizing that Felicia has led them into a trap, the heroes may decide to visit her. In this case, see below.

In Search of Felicia. Getting in touch with Felicia Bifrost is not going to be easy; she is not listed in the phone book.

The obvious place for the heroes to find her is at the Metropolitan Museum of Art. When they arrive there, the heroes discover from Mr. Pride that Felicia did not show up for work. He gives the characters Felicia's address, if they ask for it.

Maximilian Pride is unaware that all of the information he has concerning Felicia is false. The address is an abandoned lot. No matter what the heroes do, they cannot find Felicia.

KARMA:

Deactivating the bomb:	+20
Allowing the bomb to explode:	-20
Rescuing winos before the bomb detonates:	+60
Allowing winos to be hurt:	-30



CHAPTER 21: CHOCOLATE ZOMBIES

SUMMARY: The heroes go to the Aurora Chocolate Mill in search of Johnny Bifrost.

STARTING: The factory is located near the East River. It is surrounded by run-down buildings and is protected by an eight-foot-tall, chain-link fence.

A map of the Aurora Chocolate Mill is included with this adventure.

When the heroes approach the chocolate factory, read the following boxed text to the players:

The Aurora Chocolate Mill stands before you. It appears to be somewhat run-down. The lot is overgrown with weeds, and all the windows in the building have been covered with sheets of plywood.

The place is surrounded by a chain-link fence. A "For Sale" sign is fastened to the front gate.

ENCOUNTER: The front gate is secured with a large padlock (Excellent material strength). The characters should have little difficulty entering the compound, either by breaking the lock or scaling the fence.

The white van is parked behind the factory. Inside are dozens of boxes of Hammerhead Doodles. They all contain poisoned candy, which the Faces of Fear plan to give away at a local school. The treats are slightly radioactive, which may be detected by an appropriate Power or device.

The front offices and employee lounge are vacant and devoid of furniture.

The Faces of Fear. The Fixer and Mentallo recently purchased the Aurora Chocolate Mill through an agent. Since then they have been busy producing tainted treats. Many of the factory's former employees have been well paid to train the Batboys in the proper use of the machinery.

The Batboys wear white coveralls and Halloween masks. Their clothing and masks are designed to protect them from radiation (Excellent Resistance to

Radiation). There are 15 Batboys working in the factory. Five of them are armed with M-16 assault rifles.

The Vats. The factory is dominated by two open-topped vats. An assortment of machinery connects them together. The final product is formed here. The blobs of candy fall to a conveyor belt, which carries them to be packaged by some of the Batboys.

One of the tanks contains boiling chocolate. It is untainted and smells delicious. Several of the Batboys monitor pressure and temperature valves at the base of this vat.

The other vat is a different story. It contains a putrid mixture of toxic waste and syrup. The substance gives off radiation (Excellent Intensity).

Anyone who is not resistant to radiation and is within 1 area of the toxic vat must attempt an Endurance FEAT against the Excellent Intensity radiation. If successful, the hero is unaffected, but he must continue to attempt Endurance FEATs each round that he remains within the radiation zone.

If a roll is failed, the hero immediately falls unconscious for 1-10 turns and loses an Endurance rank. At the end of 1-10 turns, the hero must attempt another Endurance FEAT at his lowered rank. If he succeeds, the effects of the radiation are halted.

If the next roll is failed, he loses another Endurance rank and falls unconscious for 1-10 more rounds. This process continues until a roll is successful and the effects are halted, or the hero's Endurance reaches Shift-Zero, at which point the character dies.

The toxic syrup has been created by Black Talon through the use of his necromantic powers. As part of the process, the brew must be "stirred by the hand of the living dead."

The animated corpses from the morgue of Bellevue Hospital are inside the vat. Obeying Black Talon's commands, the zombies walk around the inside of the tank, effectively stirring

the gruesome mixture.

Johnny Bifrost. Johnny is dangling above the toxic vat. He is hanging upside down by a length of rope (Poor material strength).

The rope is fixed to an electric winch. The controls of the winch are on the wall, where Black Talon is standing (marked by a "B" on the map).

Black Talon has orders to kill Johnny, but he is taking his time about it. Johnny is being slowly lowered toward the grasping arms of the radioactive zombies.

Enter the Heroes. When the heroes enter the part of the factory containing the vats, Black Talon orders the zombies to climb out of the syrup and attack. There is one zombie for each hero present.

Statistics for the zombies are given in the entry for Black Talon in the Non-Player Character Roster. In addition to the statistics listed there, the zombies emit Good Intensity radiation, due to the toxic goo.

Anyone in the same area as one or more zombies must attempt an Endurance FEAT against the Good Intensity radiation. The effects of success or failure are the same as for being near the toxic vat (see earlier).

When the heroes are discovered, five of the Batboys open fire with their assault rifles. The others beat a hasty retreat.

Even if the heroes stop Black Talon before Johnny is lowered into the toxic syrup, he dies from the radiation. Nevertheless, within 1-10 turns Johnny is reborn with all of his mutant powers operational. With his newly crystallized eyes, Johnny Bifrost helps the heroes defeat Black Talon and the zombies.

If Black Talon is knocked unconscious or captured, he immediately teleports to the Fixer and Mentallo's hideout. Obeying Black Talon's last command, the zombies continue to battle the heroes even after their creator has fled the scene.

Questions and Answers. If the heroes subdue any of the Batboys, they may want to ask the thugs some questions. Unfortunately, the Batboys are not nice guys; they do not willingly give up any information.

Because of the Batboys' hostile disposition toward the heroes, getting information out of them requires a successful Popularity FEAT. This is an Impossible FEAT, unless the super heroes promise the gangsters something in return for answering a few questions (i.e., to not turn them over to the police). In this case, a red result is needed for a successful Popularity FEAT.

If the player characters threaten the lives of the Batboys (or physically abuse them) in order to get the information, a successful yellow Popularity FEAT is required. Even so, the heroes lose five Karma for resorting to such devious tactics.

If the heroes succeed at one of the Popularity FEATs described above, the Batboys answer the characters' questions to the best of their ability. Several of the most important questions (and corresponding answers) are listed below.

1. *Why are they making poisoned candy?* By poisoning the consumers of Hammerhead Doodles, "the Boss" hopes to get Hammerhead in trouble with the police. The Batboys have been told that the resulting lawsuits could financially cripple Hammerhead's Maggia family, effectively shutting down their organization. This would allow the Faces of Fear to control all illicit activities on the Lower East Side.

2. *Is there any more candy besides what is here in the factory?* The first shipment has been loaded into a van parked out back. The Batboys have been instructed to take the boxes of treats to a school in the morning, where they are supposed to pass out the deadly goodies to the children.

Originally, the Batboys refused to kill innocent kids, but the thugs were told by

Mister Fear that the candy would only make the children sick for a few hours. (Actually, the toxic candy would kill any child who eats it.)

3. *Who is the Boss?* The Batboys have heard talk on the street that the Kingpin is the Boss, but they are not certain that this is true. (Actually, this is a false rumor created and spread by the Fixer and Mentallo.)

The Batboys are never allowed to see the Boss. They take orders from Mister Fear, who in turn receives instructions from the Boss.

4. *Who is Mister Fear?* The Batboys lie to the heroes, telling them they do not know Mister Fear's true identity. Actually, the Batboys are fully aware that Mister Fear's real identity is Alan Fagan.

Note that some heroes (such as Daredevil) have the ability to detect lies. Even so, the Batboys do not divulge the truth about Mister Fear. The only way to get this information is to extract it from the minds of the thugs by employing an appropriate Mental Power or device.

Note that, depending on the composition of the player character group, some of the heroes may already know or suspect who Mister Fear is. Spider-Man was involved in stopping Pagan's earlier plot to blackmail New York City (see the Mister Fear entry in the Non-Player Character Roster section), so he may figure that Pagan is back in business. (If none of the players are aware of any facts about Mister Fear, it is up to you whether their characters "automatically" know any worthwhile information.)

5. *Where is the Boss's hideout?* The Batboys do not know where the Boss's hideout is located. They believe that Mister Fear and the other super villains are the only people who know where to find the Boss. The Batboys think that Mister Fear and the "monsters" teleport to and from the Boss's hideout (and they are correct).

6. *Where is the book?* Although they have never seen it, the Batboys suspect the Boss has the stolen book. They mistakenly believe that he is using the arcane tome to summon and control the super-powered monsters.

Quizzing Johnny. The heroes will certainly want to ask Johnny Bifrost some questions, especially if he used any super powers. Getting information from Johnny does not require a Popularity FEAT. He is willing to help the characters in any way he can.

1. *Why is he here?* He does not know. Three guys wearing masks came to his apartment and kidnapped him. They brought him here, where they planned to kill him. Johnny thinks Mister Fear wants him dead because he told the heroes about the gang meeting at the waterfront warehouse.

2. *Who are the guys wearing coveralls and masks?* Johnny recognized some of them because they foolishly called each other by name. They used to be members of a gang called the Batboys. Now they call themselves the Faces of Fear. Their leader is Mister Fear.

3. *Who is Mister Fear and where is his hideout?* Johnny does not know who Mister Fear is, or where his hideout might be. However, he did hear some of the Batboys talking about a big job planned for tonight—they are going to rob the East River Savings and Loan.

4. *How long has he had super powers?* Johnny never knew he had them before—his eyes were normal until now. He believes the radiation released by the toxic syrup in the vat affected his eyes in some strange way, granting him his new abilities. (Actually, the radiation killed the virus that was keeping Johnny's powers dormant.)

5. *Where is the book?* Contrary to what Felicia told the heroes, Johnny has not been trying to help them find the book. He does not know anything useful about the ancient tome.

When Johnny discovers that Felicia lied and led the heroes into a trap, he becomes visibly shaken.

Johnny swears that Felicia could not be responsible. He promises to find his sister in order to get an explanation, and quickly leaves the chocolate factory.

AFTERMATH: If the heroes go to thwart the robbery at the East River Savings and Loan, turn to Chapter 22. If

they decide not to stop the bank heist, go to Chapter 25.

KARMA:

Defeating Black Talon: +35
 For each zombie disabled: +30
 Capturing the thugs: +15

CHAPTER 22: BANK HEIST

SUMMARY: The heroes attempt to stop a robbery at the East River Savings and Loan, but they end up being arrested for the crime!

STARTING: An interior map of the bank is included with the adventure.

If you have the Basic Set map, consider the bank to be on the first floor of the Executive Building (on 7th Avenue and Arthur Street).

If you are using the Advanced Set map, the Empire Bank (on the corner of Grant and Johnson Streets) is now the East River Savings and Loan.

The savings and loan is secretly owned by the Maggia. Unknown to the government, the Maggia uses the bank to launder money. The vault contains over \$1,000,000 in cash, along with an abundance of mortgage papers and bonds.

Currently, the Starfire Necklace, which boasts three of the ten largest diamonds in the world and is made of pure Vibranium, is being kept in the vault. It is one of the crown jewels of Wakanda, whose king, T'Challa (the Black Panther) is presently in New York serving a diplomatic function.

When the heroes approach the building, read the following boxed text to the players:

It is late at night, and there are only a few pedestrians and automobiles on the street.
 The front wall of the East River Savings and Loan is made of glass. A few security lights are on

inside. You can plainly see the massive vault door.
 Suddenly, the area in front of the vault seems to glow, and four people appear out of thin air!

ENCOUNTER: The Fixer and Mentallo have teleported Frankenstein's Monster, Tatterdemalion, and the Brothers Grimm in front of the vault (the hypnoporter could not teleport them inside the vault). They have been sent here to steal the Starfire Necklace and to destroy as many valuables as they can.

By ruining the money, mortgage papers, and bonds, Mentallo and the Fixer hope to financially cripple (or at least injure) the Maggia. They intend to sell the diamonds in the necklace and use the Vibranium for a new device they are planning to build.

If the heroes try the front door, they find it locked. They must break into the bank to stop the robbery (no Karma loss for doing so). No matter what they do (even if someone Phases through the glass) the alarm is set off.

During the first turn of action, Frankenstein rips the vault door off its hinges. (If the alarm has not yet been activated, this certainly does it.) Tatterdemalion then rushes into the vault, forces open a safety deposit box, and stuffs the Starfire Necklace into his shirt.

While Frankenstein and the Brothers Grimm hold off the heroes, Tatterdemalion uses his gloves to rot money, mortgage papers, and bonds.

The villains remain for a maximum of five turns before being teleported back to the Fixer and Mentallo's hideout. As a last act of destruction, Tatterdemalion drops an incendiary grenade as he begins to teleport.

Unless the heroes can somehow dispose of the grenade, it explodes in one turn, igniting all of the money and papers in the vault. The fire burns with Remarkable Intensity.

The Police. Immediately after the villains teleport, a fire truck and three SWAT vans from the Special Weapons Force (SWF) arrive on the scene. Each van holds ten SWF Operatives.

SWF Operatives

F	EX	20	Health: 46
A	GD	10	
S	TY	6	Karma: 22
E	GD	10	
R	TY	6	Resources: GD (10)
I	TY	6	
P	GD	10	Popularity: 4

Talents: All operatives are skilled in Law Enforcement, surveillance, shadowing, and Marksmanship.

Weaponry: Each operative carries a handgun with two extra ammo clips, a riot gun, a pair of handcuffs, a walkie-talkie, a flashlight, a flak jacket (Good protection versus physical damage), and a uniform and belt to hold the equipment.

The SWF is a team designed to handle super-powered individuals. In each of the three SWAT vans are ten sniper rifles and an assortment of

gas grenades that may be fired from riot guns, including tear gas, smoke, and knockout gas.

The SWF operatives burst from their vehicles with weapons ready. They demand that the heroes surrender at once.

The heroes should not attack the SWF. If they do, the results are left to the Judge. The heroes should suffer serious

Karma and Popularity losses (at least -60 Karma and -1/2 of all Popularity), and become hunted criminals if they are not captured at the bank.

When they surrender, they are loaded into the vans. As the doors close, the last thing the characters see are the firemen busily cleaning up the mess at the East River Savings and Loan.

AFTERMATH: The heroes are in the slammer. Go to Chapter 23.

KARMA:

Defeating the Brothers Grimm:	+30
Defeating Frankenstein's Monster:	+25
Defeating Tatterdemalion:	+15
Surrendering to police:	+5
Resisting arrest:	-60

CHAPTER 23: GO TO JAIL, GO DIRECTLY...

SUMMARY: The heroes have been arrested by the SWF as suspects in the robbery of the East River Savings and Loan.

STARTING: The heroes are driven to SWF Headquarters. They are then escorted into a high-security conference room for questioning. The room is airtight, and the walls and door are made of a thick titanium steel alloy (Monstrous material strength).

ENCOUNTER: The heroes are interviewed by two SWF operatives. The interrogation is both tape-recorded

and videotaped.

The operatives ask the characters to describe everything that occurred at the bank. Because the Starfire Necklace was stolen, this is a national security matter, and the heroes are not allowed to make any phone calls.

When the heroes try to reason with the SWF operatives, each of them must attempt a Popularity FEAT. A red result is required for success.

If any of the heroes fail the roll, the operatives do not believe their story. The characters must attend a hearing before a judge tomorrow morn-

ing. Each of them is taken to a separate confinement cell, similar to those described in Chapter 35.

If all the heroes' rolls are successful, the operatives believe the characters and allow them to leave after repeating their story several more times.

AFTERMATH: If the heroes must attend a hearing, go to Chapter 24. If their story has been accepted and they are free, turn to Chapter 25.

KARMA:

The heroes are freed:	+5
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CHAPTER 24: HERE COMES THE JUNGLE

SUMMARY: The heroes appear before Judge Clayton, who listens to the characters and the district attorney before setting bail.

STARTING: The morning after the bank heist, the characters are driven by the Special Weapons Force to the courthouse.

During the journey, read the following boxed text to the players:

You have been loaded into a SWAT van by several SWF oper-

atives. After driving for several minutes, one of the operatives turns on the radio. You hear the familiar voice of a local newscaster coming from the front of the van:

"Late last night several super-powered individuals were arrested as suspects in the robbery of the East River Savings and Loan. Members of the Special Weapons Force, a police emergency team designed to handle super-powered criminals, arrived on the scene to

find the vault literally ripped off its hinges.

"Numerous suspects were apprehended, including [enter names of heroes]. These 'heroes' are expected to appear before Judge Clayton later today.

"Although it has not been confirmed by the authorities, it is believed the Starfire Necklace was stolen in the robbery. The necklace is one of the crown jewels of the nation of Wakanda, whose king, T'Challa, is currently visiting

New York City for unspecified diplomatic reasons.

"When asked to comment, T'Challa stated that. . ."

As the officer switches off the radio, the van pulls to a stop.

You step out into the bright light of morning. You are on the street in front of the court house. On the steps in front of the building is a small mob of news reporters and cameramen.

As your escort of police officers leads you up the steps, the crowd gathers around you. They attempt to shove microphones in your face, but the police keep them back. The question on everyone's lips is, "Why did you rob the bank?"

If they wish, allow the PCs to make a short statement to the media.

Once inside the building, the heroes may call an attorney and have a brief conference with him before the

hearing begins. If they do not have a lawyer, one is appointed to them by the court.

Note that Daredevil is a talented lawyer. If someone is playing him, Daredevil can speak for the group.

ENCOUNTER: During the hearing, the district attorney claims that he can produce witnesses who were on the street outside the bank.

The witnesses have all made statements to the police, saying they saw the heroes break into the bank. However, they did not see anyone else in the building, which conflicts with the characters' testimony. When the alarm sounded, all of the witnesses fled the scene.

The district attorney informs the court that the film from the security cameras which recorded the robbery has vanished. Even without the film, he believes he has enough evidence to convict the heroes.

The heroes' lawyer tells them that

without the film they are likely to be convicted. (The film was stolen by an agent of the Fixer and Mentallo; it should be recovered by the characters in Chapter 35.)

Because of the diplomatic importance of retrieving the Starfire Necklace, Judge Clayton declares a trial date of one month from today. He sets bail for the heroes at \$250,000 each.

If the characters cannot pay, T'Challa secretly pays for their release. He wishes to remain anonymous in the hope of tracking the heroes to the necklace.

AFTERMATH: When the bail is paid, the heroes are free. Proceed with Chapter 25.

POPULARITY:

The heroes make a statement to the media, vowing to catch the real thieves:	+2
Although innocent, the heroes have been accused of a crime:	-1/2 total



CHAPTER 25: BAD NEWS

SUMMARY: The heroes read about the bank robbery, and they receive a message from Johnny Bifrost.

STARTING: The first newspaper article should be read to the heroes only if they did nothing to thwart the bank robbery and you skipped Chapters 22, 23, and 24.

On the day after the bank heist, the characters cannot help but notice a vivid headline on the front page of the Daily Bugle. Read the following:

As you pick up today's issue of the Daily Bugle, you are startled by the front page headline:

"SAVINGS AND LOAN ROBBED!

Late last evening, the East River Savings and Loan was

robbed. Police arrived to discover the vault ripped from its hinges. Curiously, all money and legal documents kept inside the vault were destroyed by the thieves.

The only object found missing was the Starfire Necklace, one of the crown jewels of the African nation of Wakanda. T'Challa, the king of Wakanda, is currently in the city for diplomatic purposes.

Strangely, the police found no signs of illegal entry. Security cameras recorded only an unnatural darkness near the vault."

The second entry is from Johnny Bifrost to the heroes. Read the following on the day after the bank

heist, or when the heroes are released from jail:

In the personals column of the Daily Bugle, you find an ad addressed to you:

[Insert names of heroes]: Meet me behind Hank's Tavern at 10 p.m. Very important. Signed, Johnny B.

AFTERMATH: The heroes go to meet Johnny in the alley behind Hank's Tavern. Turn to Chapter 26.

KARMA:

Making no attempt to prevent the bank heist: -10

CHAPTER 26: A MEETING

SUMMARY: The heroes meet Johnny Bifrost in the alley behind Hank's Tavern.

STARTING: When the heroes arrive for the meeting, read the following:

You are in the alley behind Hank's Tavern. It is getting late, and the air is foggy and cold.

A figure emerges from the shadows to stand in the middle of the alley. It is Johnny Bifrost. He is wearing a long, leather coat and mirrored sunglasses. The glasses effectively conceal his crystallized eyes. From the look on his face, he appears to be worried.

ENCOUNTER: Johnny is indeed worried. Since seeing the heroes at the Aurora Chocolate Mill, he has not been able to find his sister.

Felicia has been abducted. She has been placing a vision in Johnny's mind which has greatly disturbed him. She has been trying to communicate her whereabouts to him, but her telepathic abilities have been drastically hampered.

Johnny can feel that it is Felicia who has been placing the picture in his mind, and he can tell that she is in danger. He believes Mister Fear has abducted her and is trying to kill her. He relates his fears to the heroes and asks them to help.

The Vision. The sign that Johnny has received is a picture of the Statue of Liberty. The monument has Felicia's face, and it is bound by ropes and chains. The perspective seems to be as if Johnny were standing about a mile north of Liberty Island, where the statue is located.

(In fact, Felicia is being held on Ellis Island, which lies one mile north of Liberty Island.)

Allow the players to see a map of Manhattan. If you do not have a map, you can find one at your local library. By looking at a map, and from the clues in the vision, they should be able to figure out where Felicia is. If they cannot, Johnny proposes that they go to Ellis Island.

The Black Panther. During the con-

versation with Johnny, choose one of the heroes at random and allow him to attempt a Good Intensity Intuition FEAT. If the result is green or better, the hero has the feeling that he is being watched.

The heroes are being secretly observed by the Black Panther (alias T'Challa). His goal is to recover the Starfire Necklace. The king of Wakanda is secretly following the characters in the hope that they will lead him to the stolen jewel.

If the heroes start to look for him, be sure that the Black Panther gets away without being seen—he is encountered later and has been included here to add a sense of mystery to the heroes' meeting with Johnny Bifrost.

AFTERMATH: The heroes and Johnny go to Ellis Island. Turn to Chapter 27.

KARMA:

Figuring out where Felicia is being held: +5

Johnny has to tell them to go to Ellis Island: -5

CHAPTER 27: WIDEAWAKE

SUMMARY: The heroes go to Ellis Island to rescue Felicia Bifrost. Once there, they are attacked by several super-powered Sentinels.

STARTING: Ellis Island is located about one mile southwest of Manhattan, and one mile north of Liberty Island. It is approximately 1,300 feet east of the New Jersey shoreline.

A map of the island is included with the adventure.

From 1892 to 1943 Ellis Island served as the chief United States immigration station, processing millions of European immigrants. Now it is a national monument.

Known only to certain government officials, part of Ellis Island is being used to support Project Wideawake.

Project Wideawake. In response to the attempted assassination of Senator Edward Kelly by the second Brotherhood of Evil Mutants, the Office of the President sanctioned the secret and illegal "Project Wideawake."

The project's agenda is to investigate any super-powered mutants whom the project directors believe pose a threat to national security. Unfortunately, the project has overstepped its bounds by capturing and incarcerating many suspected mutants. This is in total disregard of the basis of the United States legal system—that an individual is innocent until proven guilty.

The installation on Ellis Island is a laboratory designed to investigate how mutations that bestow superhuman powers come about, and how they may be inhibited or prevented from developing. Felicia and Johnny Bifrost were born in the sterile environment of this laboratory.

Getting to the Island. Johnny feels that Felicia is in urgent need of help. He wants to rescue her the same night he meets with the heroes. If the heroes want to go on the following day, Johnny protests vehemently and declares that he will go alone if they will not help him.

If one of the heroes can fly, and is

strong enough, he can make several trips, each time carrying a different character. If none of them can fly, they must rent a small boat or swim. For a fee (at least \$100) they can rent a boat from someone at the docks.

Ellis Island. The numbers of the following areas correspond to the numbers on the map of Ellis Island.

1. *The Dock.* The channel running through the middle of the island is a ferry slip. The ferry carries tourists from the mainland during the day. The dock is made of concrete (Excellent material strength). It runs the entire length of the north side of the ferry slip.

2. *Ferry Building.* This building has been renovated; it is now a cafe and gift shop. During the evening hours, three ferries are docked in front of the ferry building.

3. *Main Building.* This entire structure has been authentically restored. A canopy entrance opens onto the main room, known as the baggage room. Up a large staircase is the registry room, where immigrants were processed. Upstairs may also be found balcony dormitories, an interrogation room, meeting rooms, a library, a theater, a bookstore, the tourist information office, and rest rooms.

The main building is patrolled by three security officers 24 hours a day.

Security Officers

F	GD	10	Health: 36
A	GD	10	
S	TY	6	Karma: 18
E	GD	10	
R	TY	6	
I	TY	6	
P	TY	6	

Abilities: The security officers have been trained in Law Enforcement.

Weaponry: They wear uniforms;

each carries a handgun, a billy club, a walkie-talkie, and handcuffs (Excellent material strength).

4. *Commons.* All of the decrepit buildings that once stood here have been demolished and hauled away. The area is now a commons, complete with clipped grass, shrubs, trees, flowers, and picnic tables. Two security officers patrol the surrounding area 24 hours a day.

5. *Fountain.* A beautiful fountain stands here. Positioned on a block of granite in the center of the fountain is a miniature replica of the Statue of Liberty. The statue is made entirely of bronze (Good material strength, weighs 800 pounds).

6. *Restricted Area.* A ten-foot-tall security fence (Good material strength) surrounds the southern half of the island. On the fence are posted numerous signs that read:

"KEEP OUT!
CONSTRUCTION SITE
HARD HAT REQUIRED"

The area beyond the fence is a jumble of debris. When the fighting starts, the characters can find an assortment of makeshift weapons, from utility poles to chunks of concrete.

This part of the island is closely monitored by hidden security cameras (Excellent Intensity Intuition FEAT required to find them). After the heroes have poked around in here for a couple of turns, they are spotted. The Sentinels beneath the helipad are immediately launched (see area 8).

7. *The Old Hospital.* Scaffolding on the walls of the hospital reveals that it is in the process of being renovated. Anyone succeeding at a Good Intensity Agility FEAT can climb the scaffolding to the roof. The building is three stories tall. Renovation has begun on the interior, but much of it is still a mess.

8. *The Helipad.* This circular platform is made of a steel alloy (Amazing material strength). All debris has been cleared in a 1-area radius around the helipad.

By pressing a button in the secret laboratory, it is possible to cause the helipad to slide open. Below the helipad is a large chamber that contains three Mark IV Sentinels, programmed to capture intruders.

9. *The Shack.* Standing near the helipad is a wooden shack. Actually, the structure is made of reinforced concrete (three feet thick, Amazing material strength) concealed with wooden planks. A big sign on the door reads:

"EXPLOSIVES!
AUTHORIZED PERSONNEL ONLY!"

The door is made of a steel alloy (Amazing material strength) and is covered by planks. There is a wooden handle on the door. If anyone tries to open it normally, it appears to be stuck, and the handle breaks off.

If a hero believes the door is made of wood, and he attempts to smash through it, he is in for a big surprise! Treat this as a Charging Attack, and consider the door to have Amazing Body Armor.

The door is sealed by an electromagnetic lock. Ripping the door open (not Charging through it) requires an Amazing Intensity Strength FEAT.

An Excellent Intensity Intuition FEAT is required to find the lock's control panel, which is concealed behind a hinged plank. The door can be opened by short-circuiting the control panel. This requires a successful Remarkable Intensity Reason FEAT. Allow any characters with the Engineering, Computers, Electronics, or Repair/Tinkering Talent a +1CS to the roll.

Within the shack is an elevator. It has two buttons inside—up and down. The down button lowers the elevator to the secret laboratory.

ENCOUNTER:

The Security Officers. The northern half of the island is patrolled by two security officers carrying flashlights, in addition to their normal equipment. If the heroes are trying to be sneaky, they spot the guards before the guards spot them.

If the heroes are spotted, the security officers use their walkie-talkies to alert the secret lab. The Sentinels are immediately launched. The guards stay well away from the fight.

The Sentinels. The Sentinels are programmed to capture intruders and to avoid killing. They are also programmed to avoid damaging any of the buildings on the island and to concentrate their efforts upon anyone who is causing damage to the structures.

If the heroes are losing the battle, the Black Panther arrives at the last minute to rescue them. Simply fudge his rolls, allowing him to smash Sentinels right and left. He has tracked the characters to Ellis Island in search of the Starfire Necklace.

If you feel the heroes may need help finishing the adventure, the Black Panther offers to join them. Otherwise, he slips back into the shadows; he may reappear in later chapters, as needed.

The Secret Lab. At the time of the heroes' arrival, there is only a skeleton staff at the secret laboratory. This is because the entire project is being revamped by the government.

Currently, there are eight scientists in the building, 12 technicians (food preparation, sanitation, and maintenance), and three security officers. Because of the Sentinels, only a few guards have been assigned to the installation.

When the characters ride the elevator to the secret lab, read the following boxed text to the players:

As you descend in the elevator, you begin to hear the sound of an

alarm. The deeper you go, the louder it becomes.

Finally, the elevator stops, and the doors open onto a large laboratory. Flashing sirens on the walls reveal that the place is on full alert.

Strapped to a table in the center of the chamber is Felicia Bifrost. She is surrounded by an assortment of machinery that flashes, gyrates, and screeches. She is in obvious pain.

Between you and her is a group of 11 men and women. Three of them are security officers, holding assault rifles pointed right at you. Behind them are eight people wearing red lab coats.

One of the scientists speaks, "This is a United States Government installation. For your actions you can expect to be charged with trespassing, destruction of government property, terrorism, and conspiracy ... only to name a few. Please surrender at once, or we will use force."

The scientist tries to stall for time. By eliminating the Sentinels, the heroes have scared the wits out of everyone in the secret lab.

If one of the heroes demands that they release Felicia, allow the player to attempt a Popularity FEAT. A red result is required. However, grant the player a +4CS to the roll because the government people would really like to avoid a fight.

If the roll fails, or the heroes attack, the security officers open fire. During the battle, the scientists merely attempt to stay out of the way.

When the security officers are defeated, the scientists surrender without a struggle. They release Felicia from the experimental machinery. She staggers into Johnny's arms, and the pair make their way to the elevator.

The heroes should not dawdle—a military helicopter armed with 12 heat-seeking missiles (Incredible Edged damage, Excellent Agility) is

on its way to the island. It is carrying twenty heavily armed soldiers, and it arrives five minutes after the end of the fight in the underground lab.

What Happened to Felicia? Felicia is still under the influence of the hypnoporter. Even so, she appears normal. When the characters return to Manhattan, she attempts to answer their questions, but the Mind Control interferes with the veracity of her answers.

Felicia explains that she was abducted in her apartment by the scientists. They took her to Ellis Island and subjected her to a series of horrible experiments.

The scientists revealed to her that she and Johnny are mutants with latent powers. They have been under the close scrutiny of the government for most of their lives.

Because of the Mind Control, she claims to know nothing about Mister Fear or the bomb planted in Johnny's apartment. She denies that she at-

tempted to lead the heroes into a trap (in Chapter 19).

Even though her powers were allowed to develop several weeks ago by the Fixer and Mentallo, Felicia lies to the heroes and tells them she has no superhuman powers. If the characters bring up the fact that she contacted Johnny telepathically, she still claims not to have any special powers. As a function of the Mind Control, she can never reveal her identity as Lady Anguish, or the fact that she has Mental Powers.

When the scientists captured Felicia, their equipment temporarily nullified the teleportation disc implanted in the back of her neck. Because it was no longer functioning, the Fixer and Mentallo lost the ability to teleport her.

While the heroes are questioning Felicia, the teleportation disc is reactivated. Mentallo and the Fixer immediately teleport her to their hideout to find out what happened to her. Felicia begins to teleport exactly like the

super villains the heroes have encountered previously—lightning dances across her skin, and she vanishes with a loud thunderclap. During the teleportation, there is a look of terror on her face.

Cursing Mister Fear, Johnny becomes hysterical; he must be calmed down by the heroes. He begs them to let him join their team so he can avenge his twin sister. Unless you or the players have a good reason, Johnny should be allowed to complete the adventure with the heroes—they are going to need him!

AFTERMATH: At the moment, there is nothing the heroes can do to find Felicia. After their battle with the Sentinels, they probably need some rest. Turn to Chapter 28.

KARMA:

- For each Sentinel defeated: +75
- Rescuing Felicia: +20
- For each historic building damaged: -20



CHAPTER 28: A MESSAGE FROM MAX

SUMMARY: The super heroes receive a message from Mr. Maximilian Pride, the curator of the Metropolitan Museum of Art.

STARTING: If the heroes need some rest, allow them to recuperate for a day or two before presenting them with the next "hook." When the super heroes are ready, read the

following boxed text to the players:

In the personals column of the Daily Bugle, you notice an ad addressed to you:

[Insert names of heroes]: Please meet me at the Met at 5 p.m. to-

night. I have some important information concerning the object you seek. Harry will meet you at the door. Signed, Mr. P.

AFTERMATH: The heroes go to the Met to meet Mr. Pride. Turn to Chapter 29.

CHAPTER 29: TO THE MET ONCE MORE

SUMMARY: The heroes meet Mr. Pride at the Metropolitan Museum of Art.

STARTING: When the characters arrive at the Met, read the following:

Once again you are met at the door by Harry, one of the night watchmen. He escorts you to the library, where you find Mr. Pride sitting at a long table. Several opened books lay scattered about the table. The curator is writing in a notebook, while flipping through one of the old texts.

When he notices you, he says, "Hello. I'm so glad you have come. Please have a seat."

ENCOUNTER: Mr. Pride has been extensively researching Bartholomew Jacobs, the author of *A Madman's Mutterings*. He has uncovered some important information.

After you have seated yourselves, Pride continues, "As I told you at our first meeting, Bartholomew Jacobs wrote *A Madman's Mutterings* and was burned as a witch in Salem in 1692.

"Recently, I uncovered a curious legend concerning Bartholomew and his book. According to the tale, as the flames consumed him, he swore that he would return to claim his book if it were ever used by another magician. I believe that Mr. Jacobs

has returned to the world of the living!"

He opens a copy of *The Spirit Tracker*, an obscure newspaper dealing with the supernatural, and reads an article to you:

"Several students of New York University report having seen a ghost beneath the Washington Square Arch at the stroke of midnight last night. According to eye witnesses, the specter was that of a burning man, who 'called out to us from the flames, demanding that we return his book.'

"One brave student, who ventured quite close to the apparition, reported that the flames appeared real, but they produced no heat. When the observers backed away, the ghost vanished."

After finishing the article, Mr. Pride says, "I spoke with the editor of this paper. He assures me the incident was not a hoax, and the spirit is likely to return to the same place.

"I believe the ghost is Bartholomew Jacobs. Perhaps if you go to the arch tonight, the apparition will reveal the location of the book."

Pride attempts to answer any questions. For instance:

1. *Who were the witnesses who saw the ghost?* Because they wish to remain anonymous, the editor of *The Spirit Tracker* would not reveal the identities of the witnesses. All Maximilian knows

is that they were three respected college students.

2. *Who is the editor, and where can he be reached?* The editor of *The Spirit Tracker* is named Artemis Hoot. Mr. Pride discourages the heroes from visiting the editor's office by telling them that he believes he has gained all available information.

3. *Why did the ghost appear at the Washington Square Arch?* Mr. Pride is not sure, but he believes the powers of the book must have been used near the monument.

If the heroes describe their encounter with the skeleton horde (Chapter 12), the curator speculates that this is why Bartholomew Jacobs chose to manifest at the arch.

Maximilian is aware that Black Talon is a necromancer. He suggests that the villain may have deciphered the book and used it to enhance his arcane powers.

4. *Where is Felicia Bifrost?* He doesn't know. She has not reported to work for several days.

AFTERMATH: When the heroes decide to go to the arch, turn to Chapter 30.

Even though Maximilian has tried to discourage them, it is possible the characters may decide to visit the offices of *The Spirit Tracker*. There is nothing to be learned by doing so. Mr. Hoot does not reveal the identities of the witnesses under any circumstances.

CHAPTER 30: THE BURNING GHOST

SUMMARY: The heroes encounter the ghost of Bartholomew Jacobs.

STARTING: When the characters arrive at the arch, read the following:

It is another cold night in New York, and Washington Square Park appears to be deserted. Standing impassively, the arch looms in the fog before you.

In the distance, a clock tower tolls midnight.

Suddenly, the ground beneath the arch bursts into flames. From a widening hole, a long, blackened pillar is thrust into the night air. Fixed to the pole is a burning man. He screams hideously as the fire continues to devour him, the same way it has done for nearly three hundred years.

ENCOUNTER: Bartholomew Jacobs has returned to haunt the arch because it

was here that Black Talon used the book to raise the dead from their graves. At the present time, the ghost cannot venture more than 1 area away from the arch.

Although he is in obvious pain, Bartholomew can speak to the heroes. He informs them that he has come to reclaim his book. However, he cannot leave the flames unless his spirit enters a mortal body. If one of the heroes will accept his spirit, Bartholomew promises to guide them to the book.

Unfortunately, Bartholomew is a liar. When one of the heroes accepts the offer and approaches the ghost, Bartholomew extends his hand from the spectral flames and touches the character. The spirit of the hero and the spirit of Bartholomew transfer—the hero's soul is now fixed to the burning pole, and Bartholomew's soul is in possession of the character's body.

If none of the heroes willingly accepts the ghost's offer, Bartholomew springs

from the flames and touches one of the characters. The transferral is automatic. Bartholomew is no fool—he chooses a hero with obvious physical abilities and Powers (such as great Strength) over one who seems to rely on mental abilities and Powers.

The hero on the pillar is in obvious agony. He can only writhe in pain. As the other heroes watch helplessly, the burning pole and the flames quickly sink into the dark hole, which vanishes—there is no time for the unfortunate hero to attempt an escape from the hellish pillar.

Bartholomew possesses all of the physical abilities and Powers of the character he has exchanged bodies with. However, he does not possess that hero's mental abilities and Powers or Talents.

Bartholomew's mental abilities are:

R	RM	30	Karma:	115
I	GD	10		
P	MN	75		



Bartholomew may spend only his own Karma, and not that of the character he is possessing.

Truth or Consequences. The heroes are certainly going to be upset with Bartholomew. If they attack him, he does not fight back, but surrenders immediately.

When questioned, Bartholomew swears there is nothing he can do to return their friend until he has the book (which is true). He cannot tell the characters where the book is located because he does not know. Bartholomew can only sense the book; he can track it like a bloodhound.

Bartholomew does not inform the heroes that he has only until sunrise to recover the book. At dawn he must return to the arch, where he must change places with the unfortunate hero and sink back into the nether realms.

Without his book, Bartholomew cannot employ his Magic Powers. By retrieving the book, he hopes to free himself from his place of torment.

AFTERMATH: Bartholomew moves to a nearby manhole cover and proceeds to enter the sewers. He realizes he may need help recovering the book, and he asks the heroes to follow him. If they refuse, Bartholomew warns them that they will never see their comrade again, unless they help find the book.

When the heroes follow Bartholomew into the sewers, turn to Chapter 31.

Hero on a Stick. The hapless hero trapped on the pillar is in the nether realms, suffering in the place of Bartholomew Jacobs. Although all of the character's mental abilities and Powers are intact, they are of no use here. There is nothing the hero can do to escape.

Take the player aside (out of earshot of the other players), and read the following boxed text to him or her:

You are chained to a massive pillar of black stone. It must be hundreds of miles high. The atmosphere all about you crackles and sparks with crimson flames.

Occasional goutts of fire spiral up the stone column. Their touch causes your spirit to shudder in agony.

You are not alone in your misery. Looking up and down the length of the black pillar, you see tens of thousands of screaming souls chained with you.

The anguished souls closest to you seem surprised by your appearance. Through clenched teeth one of them speaks, "It would seem that Bartholomew's plan was successful, for you have accepted the burden of his eternal suffering!"

Allow the hero to speak to nearby souls. They attempt to answer any of the character's questions. Some of the most important questions and answers are the following:

1. *Where am I?* This is a domain whose rulers draw power from the countless souls tormented here.

2. *What is Bartholomew's plan?* Over the centuries, Bartholomew discussed his background and his plan of escape with the souls near him. They willingly reveal the story to the hero.

As the flames consumed his mortal body in 1692, Bartholomew Jacobs made a pact with the lords of this realm. In exchange for Bartholomew's soul, they agreed to allow the black magician to seek vengeance upon anyone who employs his magic book. Thus, Bartholomew is granted a respite from his torture from midnight to sunrise whenever the power of the tome is unleashed.

However, the lords of this realm realized that if Bartholomew retrieved the book his Arcane Powers would return, allowing the sorcerer to escape this domain. These rulers swore to find the book and destroy it, thus preventing Bartholomew from ever leaving.

Apparently, they never found the book because Bartholomew was allowed to leave. If he finds his spell book, Bartholomew Jacobs will never return, and the hero will suffer for eternity in his place.

Be sure the player of the trapped hero agrees to keep the previous information from his friends.

KARMA:

Accepting Bartholomew's offer: +5
Following him into the sewer: +5

CHAPTER 31: THE WORLD BELOW

SUMMARY: The heroes follow Bartholomew Jacobs, whose spirit possesses the body of one of their teammates, into the sewers below Manhattan.

STARTING: The sewer network beneath Manhattan reaches virtually

everywhere in New York City, including the other four boroughs (the Bronx, Queens, Brooklyn, and Staten Island). It is much too elaborate to be mapped.

Simply draw a random map as the heroes progress through the sewers, if they require one. If the players do

not state that they are marking their trail, don't give them a map! Let them get the feeling they are lost, and are at the mercy of Bartholomew's guidance. (There are manhole exits to street level every few hundred yards, but don't mention this unless the players ask.)

The sewer tunnels are circular in cross section, measuring anywhere between six feet to 30 feet in diameter. On each side of a tunnel is a two-foot-wide walkway. Sometimes these have rails, and sometimes they do not.

The tunnels are dimly illuminated by light filtering down through manholes and curb grates on the streets above. In some places, phosphorescent algae grows on the walls.

In the middle of each sewer pipe is a stream of putrid brown water. The sewage is anywhere from six inches to four feet deep, and may be deeper after a rain storm.

When the characters enter the sewer, read the following:

You follow [name of possessed hero] down a long steel ladder into the main sewer tunnels of the city.

Vapors rise from a stream of foul sewage running down the middle of the tunnel. Through the murky air you can see numerous pipes intersecting at odd angles. Not only does the sewer smell bad, but it is also a bewildering maze.

As your possessed comrade heads off down a walkway above the fetid water, his footsteps echo eerily off the grimy walls. From his familiar face comes the voice of Bartholomew Jacobs: "Follow me, quickly. I feel that time is short!"

ENCOUNTER: The following encounters may be sprung upon the heroes at any time during their trek through the sewers. It is not necessary to play all of them. Simply pick a couple of the ones you like best.

As Judge, you should not be reluctant to add details to the encounters, or to create encounters of your own.

1. *Alligators.* It is common knowledge that alligators thrive throughout the sewers of New York City. As the heroes walk down a particularly wide tunnel (30 feet across), several of the reptiles quickly emerge from a number of smaller, intersecting pipes.

There is one alligator for every hero present.

Alligator

F	PR	4	Health: 64
A	GD	10	
S	RM	30	
E	EX	20	
R	FE	2	
I	FE	2	
P	FE	2	

2. *Rats.* Ahead, the stream of sewage is frothing with rats. The walkways on both sides of the tunnel are choked with the little creatures.

It is possible for the characters to gently push the rats out of their way. Many of the rodents flee, running down into the sewage or into small pipes and crevices. The rats do not attack unless they are attacked.

There are over 100 rats. They attack in packs of ten.

Rat, pack of 10

F	EX	20	Health: 48
A	TY	6	
S	FE	2	
E	EX	20	
R	FE	2	
I	FE	2	
P	FE	2	

A pack of rats attacks on the Edged Attack column of the Universal Table. They cannot score Stun results, but may inflict Kill results from multiple attacks.

3. *Mosquito Swarm.* A cloud of hungry mosquitoes fills the tunnel. They descend upon the heroes.

Mosquito Swarm

F	EX	20	Health: 48
A	FE	2	
S	FE	2	
E	EX	20	
R	FE	2	
I	FE	2	
P	FE	2	

The swarm attacks on the Edged Attack column, but cannot inflict Stun or Kill results. Rather, any mosquito attack against unprotected flesh

(excluding natural Body Armor) forces the hero to succeed at an Endurance FEAT or be unable to perform any actions or concentrate.

This encounter can be especially troublesome if it occurs just prior to any other numbered encounter.

4. *Vagrants.* In a side tunnel devoid of water, several beggars have built a fire of rubbish and other refuse. They eye the heroes mournfully, and they plead for food and money.

These are only a few of the forgotten people dwelling within the sewers. They have no useful information for the heroes, nor can they act as guides. They are here merely to remind the players of the horrible atmosphere of the sewers.

5. *Dealers.* The characters have stumbled upon a large processing tank. The river of sewage does not flow into the tank. The floor is covered with dust.

Several punks are using the tank as a secret base for producing illegal drugs. Their laboratory consists of several wooden crates (Poor material strength, serving as tables), three chairs (Typical material strength), a camping stove (Typical material strength), and numerous common household implements. Several pounds of narcotics are present.

For each super hero present, there are two gang members in the lab. For the statistics of the thugs, use any of the street gangs described in the Non-Player Character Factions section, but use a different name.

By capturing the gangsters, destroying the lab, and revealing its location to the police, the heroes can do the people of New York a great service.

AFTERMATH: After several encounters, Bartholomew leads the heroes deeper—into the Morlock tunnels. Go to Chapter 32.

KARMA:

Unnecessary slaughter of rats:	-20
Giving aid to vagrants:	+10
Destroying laboratory:	+20
Capturing dealers:	+15

CHAPTER 32: MORLOCKS AND MARAUDERS

SUMMARY: The heroes meet two of the denizens of the Morlock tunnels, while Bartholomew Jacobs faces the wrath of the rulers of the nether realms.

STARTING: The Morlock tunnels were constructed by the federal government during the civil-defense scares of the 1950s. In the event of a nuclear war, the government and the military planned to shelter much of New York's population in them. However, international tensions eased, and the tunnels were forgotten.

Not long ago, a mutant outcast named Callisto discovered the tunnels, and claimed them for herself. Callisto was soon adopted as the leader of a group of mutant refugees, who lived within the network of tunnels and became known as the Morlocks.

Unfortunately, the evil mastermind called Mister Sinister desired the Morlock tunnels for himself. He commanded his group of mutant assassins (known as the Marauders) to hunt down and destroy the Morlocks.

Beneath the streets of New York City, a fierce battle took place, in which most of the Morlocks were slaughtered by the Marauders. The remaining Morlocks became fragmented. Many of them wandered off to die alone in the dark passageways.

Callisto survived the battle. She has found no rest, however, for Mister Sinister and the Marauders hunt her to this day.

The Morlock tunnels are between 100 and 250 feet below the streets. Between them and the surface are subway tunnels and the sewers.

The Morlock tunnels are similar to the sewer tunnels, except that the floors are flat and dry. Like the sewers, the Morlock tunnels form a confusing maze of different-sized passages and pipes.

The Morlock network is centered around a vast tunnel, known as the "Alley," which runs north and south through the middle of Manhattan Island. The Alley is 70 feet wide and is supported by arching ceilings that

reach a height of 50 feet. The Alley and its myriad branches were designed to hold over half of the population of New York City.

Bartholomew Jacobs leads the characters from the sewers and into the Alley. When the super heroes reach this point, read the following boxed text to the players:

Your descent through the sewers has led you to a different network of tunnels. These are obviously not meant for sewage, but were designed with some other purpose in mind.

You have entered a vast tunnel that is at least 50 feet wide and 50 feet high. The walls are lined with pipes, bulges, and protrusions of all kinds. Their function is not immediately apparent.

As you study your new environment, you see a flash of light down the tunnel and hear a scream of pain. A battle is going on nearby!

ENCOUNTER: Many of the protrusions along the walls are containers holding emergency supplies (dried and canned foods, water, bedding, first aid packages, and similar items). They were meant for the survivors of a nuclear war. However, most of the canisters have been broken open, and their contents stolen.

Battling in the Alley. Because of the numerous protrusions, pipes and cables lining the walls of the Alley (or any of the Morlock tunnels for that matter), damaging the walls has unpredictable (and often disastrous) results. Any time a character fires a stray missile attack, or Slams an opponent into the wall, check to see if there is a special occurrence. Roll a D100, and consult the following table.

Alley Combat Table

D100 Roll	Result
01-50	Nothing Special
51-60	Water Main
61-70	Sewage Pipe
71-80	Steam Pipe
81-90	Electrical Wiring
91-00	Explosion

Result Descriptions

Nothing Special. Other than causing normal damage to the tunnel wall, there is no special result. The walls are made of reinforced concrete and steel (Remarkable material strength).

Water Main. A water main running along the wall has been ruptured. Thousands of gallons of water spew into the Alley with Incredible Intensity.

Because the water flows from multiple directions and swirls about the walls, every character within 5 areas of the breach must attempt an Incredible Intensity Agility FEAT. Success indicates the individual avoided the flood.

All those who fail the Agility FEAT are attacked by the water as if it were making a Charging Attack with Incredible Endurance. Any characters sustaining a Hit, Slam, or Stun result are caught in the flood, and are quickly swept 7 areas down the passage.

At this point (7 areas away), the stream expands across the floor of the Alley, losing much of its force. Because it is now only one or two feet deep, characters in the water are in no danger of drowning (unless they are unconscious) and can easily regain control of their movement.

Because of the immense size of the Alley, it is only flooded to a depth of one foot. But until the rupture is repaired, several square blocks of Manhattan are without water.

Sewage Pipe. A large pipe is breached, spewing putrid waste into the Alley. Treat this like a water main rupture—it's just more disgusting.

Steam Pipe. Running along the walls and ceiling of the Alley are

numerous steam pipes. One or more of them have broken and are emitting blasts of superheated air.

The steam blows in many directions. Everyone within 3 areas of the breach must attempt an Excellent Intensity Agility FEAT. All those who fail the Agility FEAT are attacked by the steam as if it were making an Energy Attack of Excellent Intensity. Characters may easily avoid the blasts of whistling air on the following turn.

Electrical Wiring. Inside the walls and ceiling are large cables that are insulated with rubber, and conduct high voltage electricity. One of the cables has been partially severed, causing dangerous sparks of lightning to arc crazily from the walls, floor, and ceiling.

Any characters within 2 areas of the broken cable are attacked by arcs of Incredible Intensity electricity. If the Alley has previously been flooded by water or sewage, this can be a particularly dangerous event. In this case, the electricity flows through the water, attacking everyone within 7 areas.

In either situation, the electrical attacks halt after 1-10 rounds, when the cable has finally short-circuited. The loss of power causes a temporary blackout in the buildings on the street above the Alley.

Explosion. Reserved for use after a nuclear holocaust, military weapons were hidden in some of the protrusions along the walls of the Alley. These supplies include firearm ammunition, grenades, and dynamite. When the wall is ruptured, the lethal materials detonate, inflicting Remarkable Edged Attack damage to everyone within 2 areas.

Skids and Arclight. The battle witnessed by the heroes is between one of the Morlocks, named Skids, and one of the Marauders, called Arclight. When the characters approach the fight, read the following:

You see two women engaged in a fierce battle. One of them is a

teenager, while the other appears to be around forty.

The young girl is on the defensive, struggling to protect herself with a weak force field. The older woman seems intent on killing her, as she sends the girl flying into the wall of the tunnel with a powerful shockwave attack.

Allow the heroes to intervene before Skids is attacked again. Arclight fights the characters until reduced to half of her Health. At that time she attempts to flee down a side tunnel.

Enter Evil. As Arclight runs away, the passage vibrates from a tremendous thunderclap. A rift opens in the ground. Accompanied by a spout of flames, a long pillar rises from the gaping hole. The hero who switched souls with Bartholomew is fixed to the stone column.

Read the following boxed text:

A booming, disembodied voice speaks. "How dare you attempt to deceive me? Bartholomew Jacobs, your soul is mine!"

Bartholomew cowers against the tunnel wall and says, "Do not cast me back into the fire, master. I will do anything you ask!"

The voice laughs and says, "Bring me these mortals, and you shall have your wish."

Using the physical abilities and Powers of the hero he is possessing, Bartholomew attacks the characters. He attempts to cast them into the rift.

During the battle, the voice laughs continuously, but its owner does not interfere. Skids remains unconscious, slumped against the wall.

If a hero is thrown into the rift, he must succeed at an Excellent Intensity Strength FEAT to climb back out. If the roll is missed, invisible hands chain the hero to the pillar.

The only way to break free of the pillar is to make an Unearthly Intensity Strength FEAT. The flames do not burn the character, but his soul is

in intense pain. The unseen hands do not venture from the rift.

If the heroes defeat Bartholomew, the voice offers them a deal. In exchange for Bartholomew's soul, it will release the souls of any heroes chained to the pillar. All they need to do is toss Bartholomew into the pit. Of course, whether they should trust such an obviously nasty being is something they'll have to decide!

If the hero possessed by Bartholomew is cast into the rift, the souls switch once more, and Bartholomew resumes his place on the pillar. The formerly possessed hero must now pass an Excellent Intensity Strength FEAT or be rechained to the pillar. When Bartholomew is fixed to the pillar, the rift closes and the voice is not heard from again.

If any of the heroes are attached to the pillar when the rift closes, their souls are separated from their bodies. The heroes' souls are transported to the nether realm. But all hope is not lost.

If Bartholomew throws all of the heroes into the rift (which is very unlikely) and they become chained to the pillar, the unseen hands then venture out of the hole, overpower Bartholomew, and chain him to the pillar. The pit closes.

If only Bartholomew's soul is chained when the rift closes, the heroes are left in peace. However, it appears that they no longer have a guide to lead them to the book.

Skids wakes up and asks the characters what happened. When they relate their story, she offers to take them to a place she believes is the hideout of Mister Fear. However, the heroes must first help her rescue a friend from the Marauders.

AFTERMATH: If any of the heroes have been transported to the nether realm, go to Chapter 33. Otherwise, turn to Chapter 34.

KARMA:

Defeating Arclight: +50
Defeating possessed hero:
hero: you decide
Being chained to the pillar: -25

CHAPTER 33: THIS ISN'T KANSAS ANYMORE

SUMMARY: Within the nether realm, the heroes' souls endure great suffering. The only way to escape is to make a bargain with the rulers.

STARTING: Read the following boxed text to the players:

You are chained to a massive pillar of black stone. It must be hundreds of miles high. The atmosphere all about you crackles and sparks with crimson flames.

Occasional goutts of fire spiral up the stone column. Their touch causes your soul to shudder in agony.

You are not alone in your misery. Looking up and down the length of the black pillar, you see

tens of thousands of screaming souls chained with you.

Time has no meaning in this place. It is impossible to tell how long you have been here, but it seems an eternity.

Without warning, the voice that spoke in the sewer booms out.

"I hope you are enjoying your stay in my domain. I have come to make you a bargain."

ENCOUNTER: In exchange for their souls, the heroes must destroy Bartholomew's book for the rulers of this domain. Being immortal, they are in no hurry and thus no time limit is set. To fulfill their part of the bargain, the player characters merely have to cast the

grimoire into a fire.

The super heroes cannot argue the matter. When the characters accept the bargain, their souls are returned to their bodies.

Time is different between the dimensions. Although countless days have passed in the nether realm, only one turn has elapsed within the Morlock tunnels.

To anyone left behind in the Alley, the heroes appear to have died when the rift vanished with their souls. One turn later, however, their lifeless bodies are suddenly revived (at full Health).

AFTERMATH: Go to Chapter 34.

KARMA:

Accepting the bargain: +10

CHAPTER 34: THE RESCUE OF CALLISTO

SUMMARY: Callisto has been captured by Marauders. If the heroes rescue her, she and Skids lead them to Mister Fear.

STARTING: The heroes are in the Alley with Skids. She explains that a friend of hers named Callisto, who was the original leader of the Morlocks, has been captured by several of the Marauders.

Skids leads the characters from the Alley and into the maze of side passages.

Read the following boxed information to the players:

Following Skids, you are led deeper into the maze of passages and chambers known as the Morlock tunnels. After several minutes, Skids hesitates.

"At the end of this tunnel is one of the lairs of the Marauders. I am sure that Callisto is being kept there. Bring her to me, and I will take you to Mister Fear."

ENCOUNTER: At the end of the passage is a door made of a steel alloy (Amazing material strength). It is shaped like a submarine hatch, with a spiked wheel that must be turned to open it.

The door has been locked from the inside. It is possible to forcibly turn the wheel, breaking the lock and opening the door. This requires a Remarkable Intensity Strength FEAT. Only one hero can try to turn the wheel at one time.

The room beyond the door is a circular processing tank. A map of the Marauders' hideout has been included with this adventure.

A five-foot-wide walkway with no rail runs all the way around the chamber. It is 20 feet above the floor, and the door opens onto it.

Rising from the middle of the floor is a rectangular cement platform that is ten feet tall, five feet wide, and ten feet long. Chained on top of the platform is Callisto.

Beneath the walkway on the opposite side of the tank, a large pipe extends from the wall. Water is spewing from it, filling the chamber. The

water is currently at a height of five feet.

Swimming in the water are six alligators. When the water reaches the height of the platform (ten feet), the alligators will devour Callisto. The water rises at a rate of one foot per turn. The heroes have five turns before Callisto is killed.

For the statistics of the alligators, see Chapter 31.

The Marauders. Standing at point "A" on the map is Arclight, if she was not captured in Chapter 32. Standing at point "H" is Harpoon, and Vertigo is at point "V."

At the Judge's option, Vertigo attempts to use her Equilibrium Distortion Power to cause heroes to fall into the water. Harpoon then throws one of his energized Slayspears into the water, causing Incredible Energy damage to anyone in the pool. However, this also affects the alligators.

Freeing Callisto. By turning a valve in the pipe, the water may be shut off before it reaches Callisto. In doing this, the heroes can spare the lives

of the alligators. The keys to Callisto's bonds are in Vertigo's clothing.

When Callisto is taken back to Skids, the pair agree to escort the heroes to a place used by SHIELD, but which they (correctly) believe is now the hideout of Mister Fear.

If Callisto is killed, Skids is heartbroken. Nevertheless, she is thankful to the heroes for saving her from Arclight (in Chapter 32), and she agrees to guide them to the hideout.

Take a Break. If the heroes want to rest before facing Mister Fear and his minions, Skids takes them to one of her secret places. Here they may eat, sleep, and recover valuable Health Points.

As Judge, allow them to stay for as long as you deem appropriate. If they are resting for an inordinate amount of time, Skids begins to protest, fearing that they are never going to leave her in peace.

AFTERMATH: Go to Chapter 35.

KARMA:

Defeating Arclight:	+50
Defeating Harpoon:	+40
Defeating Vertigo:	+100
Rescuing Callisto:	+20
Failing to rescue Callisto:	-ALL
Unnecessary slaughter of alligators:	-20

CHAPTER 35: THE DEFEAT OF MISTER FEAR

SUMMARY: The heroes discover the hideout of the Faces of Fear.

STARTING: A map of the hideout has been included with the adventure.

The place is actually an abandoned SHIELD "foxhole." When SHIELD was in operation (they may still be active in your campaign), agents used the foxholes in the sewers as emergency refuges after their covers had been blown on the streets. Although SHIELD has become defunct, the foxholes remain intact.

Most SHIELD foxholes are merely ten-foot-square concrete rooms (walls are Excellent material strength). Each contains a row of six wall lockers, each of which usually holds a hand weapon, a first aid kit, a portable two-way radio linked to SHIELD headquarters, and concentrated food supplies. The shelters also contain several folding chairs, a porcelain washbasin and toilet, and a wall mirror. A foxhole is powered by long-life batteries.

Because the shelters are concealed by camouflaged steel doors (Remarkable material strength), the lockers are not locked. To enter a foxhole, an agent places his hand on a hidden sensor plate. The sophisticated machinery confirms the agent's identity, then slides the door panel up into the ceiling.

Mentallo was once a SHIELD

agent. However, he turned traitor and tried to take over the organization. Mentallo was caught and imprisoned in a very special SHIELD foxhole. This foxhole is currently the Fixer and Mentallo's hideout.

ENCOUNTER:

The Trap. The outer door to the hideout is camouflaged and is set into the main wall of the Alley. Anyone simply walking past the door must succeed at an Incredible Intensity Intuition FEAT to notice it. Someone actively searching for the door must make an Excellent Intensity Intuition FEAT.

The door sensor is coded to accept only the Fixer or Mentallo. If anyone else places his palm on the sensor, the door will open, but the gas trap is then set off.

If the trap is activated, invisible laser lights crisscross the entire length of the short passage between the outer and inner doors. If a laser is disrupted (someone walks through a beam), a noxious cloud of the Fear Compound (see Mister Fear in the Non-Player Character Roster) fills the chamber.

It is possible that someone with an appropriate Power (Energy Detection, Enhanced Senses, etc.) can see the invisible laser light. In this case, that hero can easily cross the passage to the inner door; he may also guide others

who cannot see the lasers. However, any heroes being guided must pass a Typical Intensity Agility FEAT. If anyone fails the roll, the trap is sprung.

The Inner Door. This door is exactly like the outer door, but it only responds to the hand print of the Fixer or Mentallo. Anyone attempting to batter down the door must succeed at a Remarkable Intensity Strength FEAT.

A hero may attempt to short-circuit the sensor, causing the door to slide open. This requires an Excellent Intensity Reason FEAT. Allow anyone with the Engineering, Computers, Electronics, or Repair/Tinkering Talent a +1CS to the roll.

The Main Chamber. SHIELD used this foxhole to imprison powerful or important criminals. The main chamber once held equipment to prepare processed foods, wash clothes, and see to the day-to-day needs of the inmates. Currently, all of these sundries have been removed by Mentallo and the Fixer (teleported far, far away, to be precise).

The far end of the room is dominated by the hypnporter machine. The wall behind the device is covered with blinking lights, forming a very detailed grid map of Manhattan. The six glass and steel cubicles attached to the hypnporter are lined up in two neat rows down the middle of the room.

If you are playing this adventure separately from the trilogy, Mentallo and the Fixer are sitting at the controls of the hypnoporter when the heroes enter the main chamber. Mister Fear and Felicia Bifrost (as Lady Anguish) are standing before the machine speaking with the Fixer and Mentallo.

During the first round of action, either Mentallo or the Fixer presses a button, opening all of the doors to the confinement cells.

The stolen book, *A Madman's Mutterings*, is in Black Talon's cell. Lady Anguish is wearing the Starfire Necklace. The security camera film from the East River Savings and Loan is in Mister Fear's pocket.

If you are playing this adventure as the first part of the Gang Wars Trilogy, Mentallo, the Fixer, and the stolen book are not in the hideout, but are encountered in the next module, *MLA2, Night Moves*.

Mister Fear and Felicia (as Lady

Anguish) are sitting at the controls of the machine. During the first round of action, one of them presses a button, opening all of the doors to the confinement cells.

Lady Anguish is wearing the Starfire Necklace. The security camera film from the East River Savings and Loan is in Mister Fear's pocket.

The Confinement Cells. Each of these rooms is locked by a sliding door made of a steel alloy (Amazing material strength) The walls are reinforced concrete (Remarkable material strength).

Each confinement cell contains a bed and a porcelain wash basin and toilet.

Black Talon, the Brothers Grimm, Frankenstein's Monster, Gypsy Moth, Scarecrow, Shroud, Tatterdemalion, and the Werewolf are each in a separate cell. They are all under the Mind Control Power of the hypnoporter. When the doors to their cells slide up, they move to attack the heroes.

The Hypnoporter. Damaging or destroying the machine does not free any player characters or non-player characters from the effects of Mind Control. If the device is hit with a bolt of energy, it catches on fire, throwing sparks and emitting a harmless green gas.

Allow the heroes to believe the hypnoporter is about to explode. However, it merely burns and smokes for a while before crumbling into a ruin of melted machinery.

Help. If the heroes are losing the fight (which is a definite possibility), you have several options that can help them out.

1. *Felicia Bifrost.* Allow Felicia to break free of the Mind Control and help the heroes. This is especially plausible if Johnny Bifrost is with the player characters. A treacherous Psionic Attack from her can easily eliminate a super villain for 1-10 turns.



2. *The Night Shift*. Allow one or more of the "monsters" to snap out of the Mind Control. This causes them to falter for one turn. They may then attack the heroes or the villains, depending upon the circumstances of the battle, and what makes sense to you as Judge.

3. *Callisto*. Callisto (if she was rescued previously) and Skids enter the hideout to help the heroes.

4. *The Black Panther*. If he did not join the team earlier, the Black Panther may burst into the hideout to help the heroes. He has been secretly tracking the characters, hoping they will lead him to the Starfire Necklace (which they have).

AFTERMATH: There are two possible outcomes to this encounter. In both cases the heroes succeed (with a little help from you, if needed).

1. **If played as a separate adventure**, the heroes capture Mister Fear, Mentallo, the Fixer, and the super-powered "monsters."

The player characters also retrieve the arcane book, the Starfire Necklace, and the film from the security cameras at the East River Savings and Loan, which clears the heroes of any charges brought against them during the robbery.

2. **If After Midnight has been played as the first part of the trilogy**, only Mister Fear and the mem-

bers of the Night Shift are found in the hideout. The Fixer and Mentallo are not seen and are still at large. The stolen book is not in the hideout (it is with the Fixer and Mentallo).

Mentallo, the Fixer, and A Madman's Mutterings will be encountered in the next part of the trilogy.

However, the Starfire Necklace and the film from the East River Savings and Loan are discovered in the hideout by the super heroes.

Questioning the Creeps. The heroes certainly want to ask the villains where they can find the book. Getting any useful information is difficult.

1. *Mister Fear*. Although not influenced by the hypnoporter, he has had a block placed in his mind, causing him to forget that the Fixer and Mentallo are the "Big Boss."

All Mister Fear can tell the heroes is that the Big Boss has the book. He does not know who the Big Boss is, nor does he know where to find him.

2. *Felicia Bifrost*. She vaguely remembers that there was more than one "Big Boss." This is all she knows.

3. *The Night Shift*. The super villains were (or still are) under the influence of the Mind Control. They cannot remember anything during the entire time they were controlled. Questioning them is of no use.

Let's Try the Hypnoporter! If the

hypnoporter has not been destroyed in the battle, the heroes may want to use it to remove Mister Fear's mental block and the Mind Control from the NPCs. See the section entitled "The Hypnoporter Machine" for details on how to use the device.

If the heroes figure out how to operate the machine, they can successfully remove the Mind Control from the NPCs. However, because the non-player characters cannot remember anything while they were controlled, they do not know that Mentallo and the Fixer are involved. They can only remember being abducted and being placed in the hypnoporter by Mister Fear.

Mister Fear's mental block cannot be removed without killing him, which is obvious to anyone operating the hypnoporter, or attempting to use a Mental Power to remove the block.

No matter what they do, the heroes cannot learn that Mentallo and the Fixer are the Big Boss.

KARMA:

Capturing Black Talon:	+75
Capturing the Brothers Grimm:	+60
Capturing the Fixer:	+40
Capturing Frankenstein's Monster:	+50
Capturing Gypsy Moth:	+30
Capturing Mentallo:	+50
Capturing Scarecrow:	+30
Capturing Shroud:	+50
Capturing Tatterdemalion:	+30
Capturing the Werewolf:	+75
Capturing Lady Anguish:	+50

EPILOGUE: THE STORY CONTINUES

SUMMARY: The heroes tie up any loose ends before proceeding with their next adventure.

ENCOUNTER: This chapter details numerous encounters the heroes can play through prior to beginning the next module, MLA2, Night Moves.

Even if you do not plan to run the Gang Wars Trilogy, the following

encounters can be used as hooks to lead your players into future adventures of your own design.

The Hypnoporter. Because of its many powerful functions, the hypnoporter is a very valuable device. The Fixer and Mentallo created it to help them perpetrate their nefarious schemes. Nevertheless, it could be used for good purposes.

No matter what their intentions might be, there are sure to be numerous individuals interested in acquiring the hypnoporter:

1. *The heroes want it.* If the hypnoporter was not destroyed, the players may wish to move it from the Fixer and Mentallo's hideout and install it in their own base of operations. With quite a bit of effort and planning, the

device can be dismantled and transported piece by piece out of the sewers.

However, correctly putting it back together requires an Incredible Intensity Reason FEAT. If the roll is failed, allow the heroes another try on the following day, but increase the Intensity of the Reason FEAT by one rank to Amazing. Allow them further attempts each day until the Intensity is increased to a point where it is impossible for them to correctly reassemble the machine.

If they cannot get the hypnoporter to work, an obvious solution for the heroes is to find someone who can. Possibilities include Reed Richards of the Fantastic Four, Doctor Henry Pym, Doctor Octopus, Mad Thinker, Professor X, Egghead, the Tinkerer, and many more.

The heroes could also seek aid from a powerful institution, such as SHIELD (if it still exists), the U.S. Government, Frost International, or Stane International.

How the heroes persuade one of these NPCs or organizations to help them is their problem; this could be the basis of an entire adventure.

2. *The heroes want to build their own hypnoporter.* If the hypnoporter was destroyed in the battle with the Faces of Fear, the heroes might wish to salvage parts in an attempt to build their own machine.

By studying the wreckage of the hypnoporter, any heroes attempting to build a teleporter, mental probe, or mind control device (or combination of all three) gain a +2CS to the required Reason FEAT. However, at least one Special Requirement is needed for the machine to function, which should be determined by the Judge.

Either the Basic Set or the Advanced Set rules may be used to determine the cost and effectiveness of the characters' endeavors.

3. *The Maggia wants the machine.* Because of the damage inflicted on them by the Faces of Fear, the Maggia realizes the value of the hypno-

porter. The Maggia desire it in order to increase their operations, branching out into other areas of criminal activity.

If the heroes have the device, can they keep it out of the hands of the Maggia? Owing the hypnoporter could be more trouble than it's worth. This could be the basis of another adventure involving the heroes and the hypnoporter.

4. *Uncle Sam wants the hypnoporter.* Because it believes the machine is a threat to national security, the U.S. Government demands that the heroes turn over the machine and any information they have concerning the device.

If the characters are mutants or "questionable" heroes, the government could come down on them hard, forcing them to become fugitives. This could be a good way to put a new twist into your campaign.

5. *A powerful super villain wants the machine.* There are a multitude of costumed creeps who would love to have a device like the hypnoporter.

Because of the heroes' knowledge of the machine (especially if they may own it) the characters are certain to encounter one or more super villains planning to steal it or duplicate it. An encounter with one of these NPCs can be the springboard for a whole adventure or series of adventures.

The Trial. If the heroes did not convince the Special Weapons Force operatives of their innocence in Chapter 23, they must go to trial.

Finding a good attorney is up to them. If one of the characters is a talented lawyer, he can represent the team. Unless they desire it otherwise, the characters are tried as a group.

During the proceedings, the district attorney presents three witnesses, all of whom saw the heroes enter the bank. They did not see any of the super villains because they fled immediately after the alarm sounded.

If the heroes recovered the security

camera film in Chapter 35, Judge Clayton drops all of the charges against them. The characters are free.

If they were unable to get the film, they could still be convicted, even if they captured Mister Fear and the other villains. To determine the outcome, follow these steps:

1. If tried as a group, the hero with the highest Popularity must attempt a Popularity FEAT. If the characters are tried separately, each must attempt the FEAT.

2. Shift columns as follows:

* +1 if the hero making the FEAT has the Law Talent and is defending himself or the group.

* +1 for each rank above Good (or for every 200 Resource points) paid for the lawyer's fee.

* +1 for each of the Faces of Fear who was captured.

* +1 for each favorable witness that testifies for the heroes (the Black Panther, Mr. Pride, Johnny Bifrost, etc.). Some NPCs, such as Callisto and Skids, are unwilling to appear in court.

* +5 if the Starfire Necklace was returned.

* -3 because of the three eyewitnesses.

* -4 if any of the heroes is a known mutant.

3. No Karma can be spent on the Popularity roll. If the result is green, yellow or red, all charges against the heroes are dropped. They are free.

If the FEAT is missed, the characters are found guilty and lose all Popularity. The exact sentence is left to the Judge. In this case, the jury has come to the conclusion that the heroes were the accomplices of Mister Fear and the Faces of Fear.

The players may wish to appeal to a higher court, which is acceptable. During the time between trials, the heroes must remain in prison, however.

At the time of the second trial, allow the heroes to attempt Popu-

larity FEATs once more. If the roll is missed, the sentence stands.

If having all of the heroes thrown in the slammer is unacceptable for your campaign, the Black Panther bursts into the courtroom during either the first or second trial, and presents Judge Clayton with the security camera film. The heroes are freed. They owe T'Challa a big favor, which could be the basis for an adventure set in the African nation of Wakanda.

If the heroes were tried separately, it is possible that some of them were found guilty while others were acquitted. The free heroes must recover the security camera film in order to legally release their teammates. This could be the starting point for another adventure.

The Curator. If you are not planning to run the next two modules in the Gang Wars Trilogy, the heroes should have recovered the stolen book in Chapter 35. If they return it to Mr. Pride at the Met, he is very grateful for their help. If they are expecting a reward, he pays them up to \$50,000.

The Black Panther. T'Challa's main concern is recovering the necklace. If the heroes help him, he promises to testify for them at their trial.

The Black Panther could become an important contact for the player characters, possibly supplying them with Vibranium (a very rare and valuable metal), or leading them into adventures set in the African nation of Wakanda. Perhaps Vibranium is a Special Requirement needed to repair the hypnoporter.

Callisto and Skids. If the heroes rescued Callisto, she and Skids can be consulted as friendly contacts in the future. If the heroes must go to court, Callisto and Skids will not leave the Morlock tunnels to testify for them, however.

Callisto and Skids could be used as a hook to lure the heroes into another adventure set within the tunnel networks below Manhattan, at the Judge's option.

The Marauders. This evil group of superhuman mutants is led by a powerful individual named Mister Sinister. By defeating Arclight, Harpoon, and Vertigo in Chapter 34, the heroes have undoubtedly garnered his wrath. As Judge you can design a complete scenario involving the Marauders and the super heroes.

The Rulers of the Nether Realm. If any of the characters accepted the rulers' bargain, those heroes are expected to find the book and toss it into a fire. Of course, this will utterly destroy the book, which is the rulers' true goal (to keep it out of the hands of sorcerers who might gain the power to interfere with their realm).

If the heroes find the book and burn it, they have fulfilled the bargain and their souls are safe. However, they each lose 30 Karma for destroying the artifact.

If the characters recover the book, but give it to the curator instead of destroying it, they have not upheld the bargain. Nevertheless, the nether realm's rulers do not immediately appear to claim the heroes' souls.

The Judge should employ this threat as a device to keep the players on their toes. The heroes have now acquired some very powerful enemies, whom the Judge can use to mislead and frighten them merely by the slightest suggestion. Enjoy it to the hilt!

Felicia Bifrost. The heroes are in for a surprise when they unmask Lady Anguish and discover that she is Felicia Bifrost. At heart, Felicia is a good person who has been manipulated by Mister Fear, Mentallo, and the Fixer. She is unaware of her dual identity, and she does not realize she has super powers.

The heroes can do the world a great service by seeing that Felicia is trained in the proper use of her abilities. She has the potential (and motivation) to become a very powerful crimefighter.

At the Judge's option, her character can be given to a new player entering

the group, or she can be used strictly as an NPC.

Johnny Bifrost. Beneath his rough exterior lies a good person who would make the world a better place if he had the power to do so. With the recent development of his mutant abilities, Johnny now has that power.

As with his sister, the heroes can train Johnny to use his powers to become a good crimefighter. They can do it themselves, or give the job to someone else (Professor X, for example).

Project Wideawake. By rescuing Felicia from Ellis Island, the heroes have certainly gotten themselves into trouble with Project Wideawake.

Strangely, no charges have been filed against the characters, and the incident has not been reported by the media. This is because of the top secret nature of Project Wideawake.

Nevertheless, the directors of the project have not forgotten the heroes. Perhaps the characters are being watched. Perhaps they will encounter more advanced Sentinels in future adventures. Who knows?

AFTERMATH: After the characters have tied up any loose ends, it is time to begin with the second module, MLA2, Night Moves.

If you are not going to run the Gang Wars Trilogy, but would rather design your own campaign, you should be able to build several excellent scenarios based upon the ideas presented in After Midnight.

KARMA:

Recovering the hypnoporter:	+10
Building another hypnoporter:	+5
Giving the book to Mr. Pride:	+30
Destroying the book:	-30
Helping Felicia become a superhero:	+50
Helping Johnny become a superhero:	+50
Being cleared of charges in court:	+10 Pop
Being found guilty:	-ALL Pop

NON-PLAYER CHARACTER ROSTER

Arclight

Real Name: Phillipa Sontag

F RM 30 **Health:** 120
A EX 20
S RM 30 **Karma:** 46
E IN 40
R TY 6 **Resources:** GD (10)
I EX 20
P EX 20 **Popularity:** -10

KNOWN POWERS:

Shockwave Attack: Arclight can direct a wave of kinetic energy by striking a target with her hands or feet. This has a shockwave effect, hitting all targets up to 3 areas away with a blast of Amazing Intensity. This causes no damage directly, but victims may be Stunned or Slammed.

Alternatively, she may strike a single living target for Incredible Blunt damage, or a nonliving target for Amazing damage.

Body Armor: Arclight wears a silver suit that provides Good protection against physical and energy attacks.

Talents: Arclight was trained in the Military.

Background: Phillipa Sontag is haunted by memories of the time she served with the American ground forces in Vietnam. She discovered body building as a release of her internal strife. Arclight is a member of the Marauders, and has had a part in all of their major operations.

Bifrost, Felicia

Alias: Lady Anguish

F TY 6 **Health:** 32
A GD 10
S TY 6 **Karma:** 80
E GD 10
R GD 10 **Resources:** TY (6)
I RM 30
P IN 40 **Popularity:** 0

KNOWN POWERS:

Though she is unaware of it, Felicia is a mutant with super powers.

Costume: In her alter ego as Lady Anguish, Felicia wears a black and silver body suit. She also wears a black helmet with a visor that conceals her face. Her costume enables her to generate a personal force field, granting her Incredible protection against Energy and Force attacks and Remarkable protection versus all other types of attacks.

Psionic Attack: Felicia can project psionic force blasts at a range of 6 areas with Excellent Intensity. She must make a Psyche FEAT to strike her target. The victim must succeed at a Psyche FEAT or be knocked unconscious for 1-10 rounds. Characters with Mental Powers may use their Power ranks instead of Psyches to resist the attack.

Telepathy: With Remarkable ability, she can establish mind-to-mind communication with others at a range of up to six miles. If the subject is willing, or has a Psyche rank of less than Remarkable, the telepathy is automatic. Equal Psyche ranks require a yellow FEAT. Minds with Mental Powers or some form of Psionic defense call for a red FEAT. Unwilling beings with Psyches of Incredible or higher are impossible FEATs.

Resistance to Radiation: Felicia has Amazing protection against all forms of radiation.

Talents: Felicia has worked as a night club singer and has the Performer skill.

Background: Felicia Bifrost and her twin brother, Johnny, were born in 1972 in a secret laboratory as part of an experiment designed to inhibit the powers of mutant humans. By infecting their bodies with a new strain of virus, their DNA structures were altered, effectively subduing their powers before they could develop.

For five years they lived in the hidden science complex. Without the love of their parents, they had only each other. They grew up under the close observation of impassive scientists, and they were subjected to countless experiments, many of which were cruel and inhumane.

As the final stage of the experiment, all memories of their lives at the institute were concealed by mental blocks. False memories were implanted within them, and they were adopted by a couple living in Manhattan.

Their stepparents knew of the experiments. They received \$50,000 to raise the twins and to maintain the secret of the twins' past lives.

As part of the agreement, a scientist posing as the family doctor was allowed to see the children monthly. If the doctor discovered any signs of developing powers, he was instructed to inform the institute immediately.

Unfortunately, the scientists had not chosen the children's parents well. By the time the twins were teenagers, their stepfather had died, but not before gambling and drinking all of their money away.

Knowing they were mutants, their stepfather had always loathed them, and he secretly feared them. Their stepmother was exactly the opposite. She cared for the twins deeply, but she could not support them.

Felicia and Johnny were forced to take to the streets in order to survive. Felicia found employment as a singer in a sleazy nightclub. Much to her regret, Johnny joined a gang called the Flashing Blades, and he made money by selling drugs and stealing cars.

Felicia was unaware that she be-

came the love interest of Alan Fagan (Mister Fear), who saw one of her performances. As part of the deal between Mister Fear and the Fixer and Mentallo, Felicia was captured and subjected to the Mind Control Power of the hypnoporter.

During the process, the Fixer and Mentallo penetrated the mental blocks placed in her mind by the scientists. They exposed her to a strong dose of radiation in order to allow her mutant powers to develop. After fashioning a costume for her, they dubbed her Lady Anguish. They have been using her in their nefarious schemes.

Because of the effects of Mind Control, Felicia is unaware of her alternate identity as Lady Anguish. Although her personality remains intact, she has no memory of Mister Fear and the Faces of Fear.

Recently, the Fixer and Mentallo secretly arranged for Felicia to be hired as a waitress at the Metropolitan Museum of Art. Her job brings her into contact with the player characters.

Scientists from the secret institute have been attempting to locate the twins for some time. Felicia is abducted by them during the adventure.

Bifrost, Johnny

F	EX	20	Health: 46
A	GD	10	
S	TY	6	Karma: 18
E	GD	10	
R	TY	6	Resources: PR (4)
I	TY	6	
P	TY	6	Popularity: 0

KNOWN POWERS:

Johnny is a mutant with latent super powers. During the adventure, he is subjected to a heavy dose of radiation, which causes his powers to become active. When this occurs, his powers are as follows:

Mirrored Eyes: After Johnny's mutations have been allowed to surface, his eyes permanently solidify, becoming

totally reflective mirrors. He has several powers based upon his shiny, crystalline eyes:

— *Protected Senses:* Johnny ignores attacks to his eyes of less than Amazing Intensity.

— *Infravision:* He can see in normal darkness to a range of 5 areas. Darkness created by a Power (such as the Darkforce) with an Intensity of Amazing or better limits his sight to two feet.

— *Light Emission:* By absorbing and focusing existing light, Johnny can emit twin beams of Remarkable light energy. As normal light, the Power can be used to illuminate a 1-area radius, or to temporarily blind a foe. As laser light, the beams inflict Remarkable Energy damage. In all cases, range is limited to 8 areas.

— *Reflection:* Johnny can reflect Energy and Force attacks by absorbing them through his body and emitting them from his eyes. If the attack is of Amazing Intensity or less, the entire attack is reflected, and Johnny suffers no damage.

If the attack is of Monstrous Intensity or greater, Johnny sustains damage equal to the Power rank number of the attack minus 50 (his Power rank number). The remainder of the attack is reflected.

Energy absorbed by Johnny must be reflected as soon as possible (in the same turn, or the one following). He may reflect the energy at any target within range. Maximum range is equal to the maximum range of the original attack.

In all cases, Johnny must succeed at an Agility FEAT to strike his target. Attacks based on light energy (lasers, for example) are easily controlled by him—he gains a +3CS on his Agility FEAT.

Resistance to Radiation: Johnny has Amazing protection against all forms of radiation.

Talents: Johnny has received training in Martial Arts B, granting him a +1CS to

Fighting ability when engaged in unarmed combat.

Background: See Felicia Bifrost.

Black Panther

Real Name: T'Challa

F	AM	50	Health: 140
A	IN	40	
S	EX	20	Karma: 60
E	RM	30	
R	GD	10	Resources: AM (50)
I	RM	30	
P	EX	20	Popularity: 66

KNOWN POWERS:

Infravision: Although he cannot see in absolute darkness, the Black Panther has Excellent infravision, and he can see well even on moonless nights.

Tracking: With his keen senses, the Black Panther has Amazing Tracking ability. He can follow a trail up to 12 hours after it was made outdoors, or half this time if in a city environment.

Talents: The Black Panther is skilled in Martial Arts A, B, C, and E. He can also use Acrobatics and Tumbling in combat. With regard to physics and electronics, he has Excellent Reason.

Background: T'Challa was born as a prince of the African nation of Wakanda. He was sent away to be educated at the finest schools in both Europe and America. With a degree in physics, he returned to his homeland.

In order to assume the mantle of leadership, he faced two tests. The first placed him against six of Wakanda's fiercest warriors in unarmed combat. The second was to obtain the secret heart-shaped herb that grants great physical strength and heightened senses.

T'Challa skillfully passed both tests, and he was allowed to wear the ceremonial garb of the Black Panther, the totem animal of the Wa-

kandan people. By using his abilities, T'Challa has greatly helped his people, both by protecting them from invaders and by leading them to greater industrialization and wealth.

The Black Panther was offered membership in the Avengers by Captain America, and he accepted. During a leave of absence from his royal duties, he learned American methods of crimefighting. He later returned to Wakanda, resuming the active kingship of his people.

Recently, T'Challa came to New York City to serve a diplomatic function. When the Starfire Necklace (one of the crown jewels of Wakanda) is stolen from the East River Savings and Loan, the player characters encounter the Black Panther. Depending upon the heroes' actions, they become the Black Panther's allies or his hated enemies.

Black Talon

Real Name: Unrevealed

F	TY	6	Health: 42
A	TY	6	
S	GD	10	Karma: 56
E	EX	20	
R	TY	6	Resources: TY (6)
I	EX	20	
P	RM	30	Popularity: -10

KNOWN POWERS:

Necromancy: By performing a mystical ceremony, the Black Talon can animate as many as 20 zombies at one time.

A zombie made by him from the body of a normal man has the following stats:

F	RM	30	Health: 80
A	RM	30	
S	RM	30	Karma: 0
E	RM	30	
R	S-0	0	Resources: NA
I	S-0	0	
P	S-0	0	Popularity: -30

The Black Talon's necromancy

powers are of Monstrous rank (75). Zombies possess Physical Abilities that are -3CS from the Power rank of their creator. Mental Abilities are Shift-Zero. A zombie's Health is equal to the Power rank of its creator.

When a zombie's Health is reduced to zero, it is not unconscious or killed, but it is disabled. Although it may moan and wiggle about, it can no longer attack.

Zombies are not affected by Stun results on the Universal Table. A Kill result indicates that the creature's brain has been damaged, immediately disabling it. Zombies may be Slammed.

Zombies are immune to attacks based on Mental Powers, disease, poison, pheromones, hard radiation, and sonics. They are unaffected by illusions because they cannot see them.

The only way to deanimate a zombie is through the Exorcism or Healing Power. Exorcism frees the trapped life-force, while Healing actually negates the animation.

The Black Talon can telepathically control up to his Psyche rank number (30) of zombies directly. Uncontrolled, they can obey simple verbal instructions. (Kill anyone who enters this room, for example.)

The Fixer and Mentallo have allowed the Black Talon to study the arcane book they stole from the Met. With it he has increased his power so that he may now animate the skeletons of long-dead individuals. The Black Talon may now raise up to 80 (his Power rank number) skeletons from their graves at one time.

A typical skeleton has the following stats:

F	GD	10	Health: 40
A	GD	10	
S	GD	10	Karma: 0
E	GD	10	
R	S-0	0	Resources: NA
I	S-0	0	
P	S-0	0	Popularity: -30

Skeletons possess Physical Abilities of -5CS from the Power rank of

their creator. (Thus, unless the character has this power at Remarkable ability or better, he cannot raise skeletons.) Mental Abilities are Shift-Zero. A skeleton's Health is equal to one-half of its creator's Power rank number.

When a skeleton's Health is reduced to zero, it is destroyed. Like zombies, skeletons are immune to attacks based on Mental Powers, disease, poisons, pheromones, hard radiation, and sonics.

The Black Talon can directly control as many skeletons as he can zombies (30).

Talents: The Black Talon is a student of Occult Lore, especially voodoo.

Background: The original Black Talon was millionaire Desmond Drew, who secretly led a voodoo cult. Drew claimed to have supernatural powers, which were really the feats of his mother, the blind houngan Mama Limbo. When his followers learned that he was an impostor, they beat him to death.

A Creole youth with actual voodoo powers took on the name and costume of the Black Talon. He had dealings with the Grim Reaper, which brought him into conflict with the West Coast Avengers.

Most recently, he has become a victim of the Fixer and Mentallo's hypnporter; he is being used by them against his will.

Blacklash

Real Name: Mark Scarlotti

F	RM	30	Health: 80
A	GD	10	
S	GD	10	Karma: 34
E	RM	30	
R	EX	20	Resources: TY (6)
I	GD	10	
P	PR	4	Popularity: -8

KNOWN POWERS:

Body Armor: Blacklash's steel mesh body suit provides Good protection from physical attacks and Excellent protection from energy attacks.

Whips: Blacklash's arsenal centers around a pair of specially designed titanium whips (Incredible material strength). They are stored in his gloves, and may be used in a number of ways:

— *As Whips:* With a +2CS for Weapon Specialization, Blacklash attacks with his whips for Remarkable Blunt weapon damage. The whips may Grapple an opponent with Incredible strength.

— *As Nunchaku:* He may make two separate attacks for Excellent damage each.

— *As Explosives:* If wound around an opponent, a whip may be detached from its handle, causing it to explode for Incredible Blunt damage to its target and Excellent Blunt damage to all within 1 area. The explosion may be timed for up to three rounds.

— *As Vaulting Poles:* The whips may be stiffened to form vaulting poles, allowing 1-story vaults.

— *As Shields:* The whips may be spun to form shields affording Excellent protection.

Talents: In addition to his Weapon Specialist ability with whips, Blacklash is trained in Martial Arts A, C, and E. He is experienced in Engineering, especially in weapon design.

Background: Mark Scarlotti was contacted by the Maggia while working toward a degree in engineering at Rensselaer Polytech. After graduation, he was employed by the Maggia as a weapons designer. With Maggia funds, he created a steel-fiber whip capable of penetrating virtually any substance.

Blacklash has worked for the Maggia as a costumed agent, and he has had several run-ins with Iron Man.

Most recently, he has been hired by Hammerhead to help defeat Mister Fear and the Faces of Fear.

Boomerang

Real Name: Fred Myers

F	EX	20	Health: 80
A	RM	30	
S	GD	10	Karma: 26
E	EX	20	
R	GD	10	Resources: GD (10)
I	GD	10	
P	TY	6	Popularity: -5

KNOWN POWERS:

Boomerangs: Displayed prominently on his costume are seven boomerangs. Each has special properties. Unless otherwise noted, they are of Excellent material strength.

— *Shatterang:* This boomerang explodes on contact, inflicting Amazing Edged damage to everything within 1 area.

— *Gasarang:* Upon detonation, this boomerang releases a Monstrous Intensity tear gas, affecting everyone within 1 area.

— *Razorang:* Made of Incredible strength material, this boomerang inflicts Remarkable Edged throwing damage.

— *Bladerang:* This boomerang can be thrown for Incredible Edged damage. However, it has no effect on Body Armor of Good or higher material strength.

— *Screamerang:* The sound of this weapon in flight is an Excellent Intensity sonic attack.

— *Gravityrang:* This boomerang creates a local gravity field of Incredible Intensity.

— *Reflexerang:* A Bullseye result on the Blunt Throwing column indicates the target must check for Stun or be knocked over.

Talents: Myers is a Weapon Specialist with boomerangs, gaining a +2CS to hit. He can throw them with no risk of injuring himself. He also has a +1CS with other thrown objects.

Background: Fred Myers used to be a professional baseball pitcher. After being suspended for accepting a bribe, he worked for a criminal organization as a special operative. He has worked for the Secret Empire, Justin Hammer, and the Kingpin. Most recently, he has been hired by Hammerhead to help combat the Faces of Fear.

Brothers Grimm

Real Names: Percy and Barton Grimes

F	TY	6	Health: 52
A	GD	10	
S	TY	6	Karma: 40
E	RM	30	
R	GD	10	Resources: EX (20)
I	GD	10	
P	EX	20	Popularity: -5

KNOWN POWERS:

Battlesuits: The Brothers Grimm have battlesuits that enable them to create a number of (often deadly) articles, all of which are related to nursery rhymes or fairy tales. The following are attacks they have been known to use.

— *Golden Threads:* Remarkable Ensnaring missiles with a range of 3 areas.

— *Flying Star:* Made out of Excellent material, this object can fly at Poor speed (4 areas/turn).

— *Pies:* The pies explode, releasing a murder (group) of crows that fly

around the target. This hindrance causes a -2CS penalty on Agility FEATs.

— *Dummies*: These two dummies are decoys. The character must roll a successful Intuition FEAT roll to distinguish these from the real thing.

— *Eggs*: The eggs explode, releasing an Incredible corrosive (range: 2 areas).

— *Beanstalk*: The beans grow up to 2 areas above the ground, creating an Incredible ensnarement attack.

— *Stardust*: This acts as an Incredible paralysis attack (range: 1 area).

Talents: The Grimm brothers have Business skill.

Background: The original Brothers Grimm were two life-sized mannequins that were animated by magic and garbed in death-headed costumes.

The two Grimes brothers purchased a rundown theater where the magical ceremony had taken place. Discovering the mannequins, Percy and Barton Grimes felt compelled to try on the costumes. They found they possessed the same powers of prestidigitation that the original Brothers Grimm mannequins had.

The Brothers Grimm joined the Night Shift. Recently, like the other members of the Night Shift, the Brothers Grimm were abducted by Mentallo and the Fixer and subjected to the hypnporter. They are being used to commit a series of crimes.

Callisto

Real Name: Unrevealed

F	IN	40	Health:	90
A	EX	20		
S	GD	10	Karma:	60
E	EX	20		
R	GD	10	Resources:	FE (2)
I	IN	40		
P	GD	10	Popularity:	6

KNOWN POWERS:

Hypersenses: Callisto has Incredible senses of sight, smell, hearing, touch, and taste, as well as nocturnal vision. Her hypersenses give her the following Power Stunts:

— She can Track with Incredible ability.

— She can detect poisons with Incredible ability.

— When attempting to surprise her, attackers suffer a -6CS.

Knife: Callisto carries a knife that is made of Excellent material and inflicts 10 points of damage.

Slingshot: At a maximum range of 2 areas, this weapon inflicts 5 points of damage, and may Stun opponents.

Talents: Living below the city, Callisto has Monstrous knowledge of New York's tunnel systems. She receives a +1CS when knife-fighting, and can use her slingshot with Remarkable ability.

Background: Callisto discovered a forgotten system of tunnels deep beneath Manhattan. She banded together a group of outcast mutants who lived there; the group became known as the Morlocks.

In single combat with Storm (a member of the X-Men) Callisto was defeated and lost the leadership of the Morlocks. Nevertheless, she continues to act as their leader in Storm's absence.

Eel

Real Name: Edward Lavell

F	EX	20	Health:	76
A	RM	30		
S	TY	6	Karma:	22
E	EX	20		
R	EX	20	Resources:	TY (6)
I	TY	6		
P	TY	6	Popularity:	-2

KNOWN POWERS:

Eel Suit: Although the Eel has no innate superhuman powers, his costume gives him the following abilities:

Electrical Generation: The Eel can fire bolts of electricity up to 1 area away, inflicting Incredible Energy damage. Anyone who touches the Eel automatically suffers Incredible Energy damage.

Resistance to Electricity: The Eel's costume provides him with Incredible resistance to any form of attack that is based on an electrical current flow.

Body Coating: The costume exudes a greaselike substance, making it hard for opponents to get a firm grip on him. This gives him a +5CS to Escape.

Light Emission: The Eel can make his costume glow in the dark, illuminating the area he is in.

Radarsense: His costume continuously generates an electrical field that detects anyone entering the area he is in. This raises his Intuition to Amazing against any surprise attack that could conceivably be anticipated by this power.

Talents: Lavell is skilled in Electronics.

Background: The original Eel was slain by the Gladiator. Edward Lavell either acquired the original Eel's costume or somehow duplicated it. This remains a mystery.

The new Eel battled Power Man and Iron Fist when he attempted to

free Hammerhead from police captivity. He has recently been hired by Hammerhead to help combat the Faces of Fear.

Fixer

Real Name: Norbert Ebersol

F	GD	10	Health: 32
A	GD	10	
S	TY	6	Karma: 70
E	TY	6	
R	IN	40	Resources: RM (30)
I	EX	20	
P	GD	10	Popularity: -10

KNOWN POWERS:

Body-Suit: The Fixer wears a uniform that grants him Typical protection against physical attacks, Excellent protection versus fire and heat, and Incredible protection against electricity.

Battle-Vest: His metal vest is fashioned from Remarkable strength material. It supports many of his weapon systems.

Sonic Blaster: This weapon emits a Remarkable Intensity beam, affecting everyone in the target area. It has a range of 4 areas.

Electrification: The vest can be electrified, inflicting Incredible electrical damage to opponents who touch it.

Launchers: The Fixer's battle-vest is equipped with grenade launchers that have a range of 5 areas. The two primaries hold Incredible Rank ammunition. Below the primaries are six single-shot launchers that hold Remarkable Rank ammo. Both primaries or three secondaries can be fired per turn.

Ammunition: All standard grenade types may be used in his launchers (tear gas, fragmentary, smoke, knockout gas, flash, concussion, and sonic).

Gravity Clamp: This steel clamp can be fired up to a range of 2 areas. If it hits, the target is surrounded by a

gravity field that Grapples with Incredible Intensity.

Pistol: With a range of 7 areas, his laser pistol inflicts Excellent Energy damage.

Flight: The Fixer can fly at Shift X speed for up to 20 hours. He can hover and Blindside unsuspecting opponents.

Helmet: His helmet provides Remarkable protection to his senses (sight and hearing). It has a 3-hour air supply.

Psi-Screen Device: This handy gadget grants the Fixer an Incredible Intensity psi-screen.

Talents: The Fixer is a genius at Electronics, Engineering, and Computers. He also has the Repair/Tinkering skill.

Background: Norbert Ebersol's mechanical aptitude was apparent even when he was a child. At the age of three, he took apart and repaired an alarm clock. By the age of 13, he had constructed a small electric automobile and a relatively complex robot arm. Both were made from readily available spare parts. Norbert dropped out of high school due to a lack of interest.

Norbert was fired from several jobs, including auto mechanic, television repairman, and electronics laboratory assistant, all because of his air of superiority and unorthodox approach to simple tasks.

Calling himself the Fixer, Norbert found that planning and executing elaborate crimes stimulated him; it also provided him with the materials needed to create advanced technological devices. He was contacted by Mentallo, and the pair forged a partnership that nearly took over SHIELD'S New York headquarters.

Recently, he and Mentallo have teamed up once again. They formed a criminal organization called the Faces of Fear, and are attempting to eliminate their rival—a Maggia family run by Hammerhead.

Frankenstein's Monster

Real Name: "Adam"

F	EX	20	Health: 120
A	GD	10	
S	IN	40	Karma: 20
E	AM	50	
R	PR	4	Resources: None
I	TY	6	
P	GD	10	Popularity: -2

KNOWN POWERS:

Body Armor: The monster's thick skin acts as Good body armor versus physical attacks. Because of its physical resilience, all physical combat effects against it are reduced by one color, making it immune to Red results.

Rapid Healing: The monster regains its Endurance rank in Health points once every hour instead of only once per day.

Suspended Animation: Whenever the monster is subjected to cold of at least Remarkable Intensity, it enters a state of suspended animation until it is warmed. It suffers no damage from the cold. A successful Endurance FEAT avoids this effect.

Huge Size: Standing over eight feet tall, the monster is considered to have Feeble Growth permanently, penalizing it with a +1CS to be hit.

Talents: None.

Background: In the late 18th Century, Victor Frankenstein, a brilliant student in chemistry and biology at the University of Ingolstadt, began experiments to create artificial life. He hoped to learn how to reanimate the dead, thus discovering a means for human immortality.

Frankenstein succeeded in making a living giant from various parts of different human corpses. Terrified and revolted by his creation, Frankenstein abandoned the thing.

The confused monster journeyed into the countryside. Although its brain held no memories, the creature

was very intelligent. It not only learned to survive on its own, but it also learned human language by secretly observing people.

The monster's attempts to befriend people were met with fear, hatred, and violence. Saddened and angered, it wanted vengeance on all humanity, and on its creator in particular. However, its loneliness was greater than its hate.

Victor Frankenstein agreed to create a mate for the monster, if the pair would go far away from human civilization. But he did not live up to his promise. When his work was nearly complete, Frankenstein feared the grotesque couple would produce a race of monsters; he destroyed the female before it was brought to life.

Enraged, the monster caused the death of Frankenstein's wife. Chasing his creation into the Arctic, Frankenstein succumbed to cold, fatigue, and hunger. He was brought aboard a ship, where he died.

Finding Frankenstein's corpse, the monster was repentant and tried to commit suicide. It was frozen within the ice, and entered a state of suspended animation.

Several years later, the creature was revived by heat and wandered in Europe for a time. It battled Dracula and suffered an injury to its vocal cords, leaving it unable to speak. Once again, it fell into suspended animation within ice.

It has been revived again in recent years. One of Frankenstein's descendants, Veronica, operated on the creature's larynx, enabling it to speak.

Most recently, the monster has become a victim of the Fixer and Mentallo's hypnoporter. It is being used by them to commit a series of crimes against its will.

Gypsy Moth

Real Name: Sybil Dvorak

F	TY	6	Health: 42
A	GD	10	
S	TY	6	Karma: 18
E	EX	20	
R	PR	4	Resources: RM (30)
I	GD	10	
P	PR	4	Popularity: 0

KNOWN POWERS:

Psychokinesis: Gypsy Moth is a mutant with the ability to manipulate material by mental command. She prefers to affect soft materials (organic tissue, fabric, etc.), as opposed to hard, inorganic ones (metal, stone, etc.).

She can affect nonliving materials at Monstrous rank. This is sufficient to cause a hero's costume to constrict or bind (treat as a Wrestling hold at the clothing's material strength).

Gypsy Moth can also manipulate organic material, causing muscles to cramp and skin to break. She must succeed at a Monstrous Control roll with a -4CS to do this. If successful, her victim must roll a successful Endurance FEAT roll or suffer up to Remarkable damage (and possible stun). Her power is effective within a 1-area range.

Flight: Gypsy Moth can fly at 4 areas per turn. She cannot carry much more than her own weight. Her wings are purely ornamental and are not used to help her fly.

Talents: None.

Background: Sybil Dvorak's mutant powers manifested themselves while she was a child. Raised by gypsies, she spent much of her time focusing her mental abilities.

She met an actor named Jason Reed and moved to Hollywood to become his mistress. The glamor and excitement soon faded when she discovered that Jason was hav-

ing affairs with Hollywood starlets.

Sybil used her powers to weave a set of wings and a disguise, and she began to scour the haunts of the rich and famous in search of her errant lover. What she saw angered her, and she used her abilities to prey upon the socialites.

Eventually, she found a way to be included in Jason's will. Soon afterward, Jason Reed died of an obstructed blood vessel. Sybil inherited all of his wealth. She used it to start a hedonistic cult, placing herself as queen.

Most recently, the Gypsy Moth has become a victim of the Fixer and Mentallo's hypnoporter. She is being used by them to commit a series of crimes against her will.

Hammerhead

Real Name: Unrevealed

F	EX	20	Health: 60
A	GD	10	
S	GD	10	Karma: 50
E	EX	20	
R	GD	10	Resources: EX (20)
I	GD	10	
P	RM	30	Popularity: -3

KNOWN POWERS:

Marksman: Hammerhead is a natural marksman with Incredible Agility with guns of all types. He prefers the Thompson sub-machine gun.

Metal-Plated Skull: Hammerhead's cranium has been replaced with steel (Amazing material strength) that provides him with Incredible body armor against all physical damage directed at his head. When ramming an opponent, Hammerhead gains a +2CS to hit and inflicts Remarkable damage, in addition to any other bonuses for Charging.

Exoskeleton: When Hammerhead is expecting trouble, he wears a strength-boosting exoskeleton. It raises his Strength and Agility to Incredible, and it provides him with Incredible protection against physi-

cal, electrical, and fire attacks. His Health increases to 120 while the device is worn.

Talents: He is skilled in Business/Finance, Maggia Organization, and Criminology.

Background: At one time Hammerhead was an ordinary thug. He was severely beaten and left to die in New York's Bowery district. Jonas Harrow, a failed surgeon, found him and saved his life by replacing his ruined skull with an unbendable steel plate.

The beating Hammerhead suffered induced amnesia. The only thing he can remember prior to the attack is a movie poster advertising a 1920s gangster film, which he chose to base his personality on.

After recovering, he won the leadership of his own Maggia "family." Although his underlings use advanced technology, he instills them with old gangland traditions.

Harpoon

Real Name: Unrevealed

F	EX	20	Health: 90
A	RM	30	
S	GD	10	Karma: 22
E	RM	30	
R	TY	6	Resources: GD (10)
I	TY	6	
P	GD	10	Popularity: -10

KNOWN POWERS:

Imbue Energy: Harpoon can charge objects with energy, causing them to release the energy on contact for additional damage. He usually limits himself to harpoons for weapons, and to electricity, concussive force, or stunning force as energies.

Imbued objects have the following effects:

— An object receives Remarkable energy if Harpoon concentrates on it for one round. The energy is increased by +1CS for each addi-

tional turn spent charging, to a maximum of Monstrous for a harpoon-sized missile.

By doubling the mass of the missile over harpoon size, the maximum energy limit is increased by +1CS. Reducing the mass by half reduces the limit by -1CS. For him, imbuing weapons other than harpoons is a power stunt, requiring a red FEAT roll and the spending of 100 Karma.

— Harpoon can charge items with other types of energy (light, radiation, or Darkforce) to a maximum of Remarkable Intensity by succeeding at a power stunt.

Slayspears: Harpoon's favorite weapons are (you guessed it) harpoons. They are five feet long with barbed heads and weigh 20 pounds each.

In addition to inflicting Good Edged Attack or Edged Throwing damage, Harpoon can imbue them with up to Incredible energy. He can carry as many as 20 harpoons in his quiver.

Body Armor: Harpoon's body suit grants him Good protection against physical and energy attacks.

Talents: Harpoon is a Weapons Specialist with harpoons, granting him a +2CS with them.

Background: Much of Harpoon's history is a mystery. He is a young Eskimo, and he is a member of the Marauders. Like the rest of the Marauders, he is a cold-blooded killer. He happily took part in the Morlock massacre, and he is responsible for Angel losing his wings.

Mentallo

Real Name: Marvin Flumm

F	TY	6	Health: 52
A	GD	10	
S	TY	6	Karma: 90
E	RM	30	
R	GD	10	Resources: TY (6)
I	RM	30	
P	AM	50	Popularity: 5

KNOWN POWERS:

Telepathy: At a maximum range of five miles, Mentallo has the Amazing power to psionically communicate with three people at once.

Hallucination: With this Amazing power, Mentallo can generate images in the minds of up to three people. Each target is allowed to attempt a Psyche FEAT to sense that it is an illusion. Those who fail believe the images to be real.

Radar Sense: Using his psionic energies, he has the Feeble ability to detect the presence and shape of intangible or out-of-reach objects.

Anti-Psionic Helmet: His helmet enables him to use the following powers:

— Excellent resistance to all psionic attacks.

— Excellent mental invisibility.

Weaknesses: He suffers a -1CS to attack moving targets. If his helmet is disabled or missing, he sustains twice the normal damage from psionic attacks.

Talents: Because of his mechanical aptitude, Mentallo is considered to have Remarkable Reason when dealing with Electronics or Firearms.

Background: Marvin Flumm's telepathic powers began to manifest themselves during his adolescence. Ignoring his powers, Marvin was content to work as a shoe salesman.

His abilities were detected by Niles Nordstrom, the director of SHIELD'S ESP Division, and Martin was asked

to join. His powers quickly developed, along with his ambitions. He conceived the idea of secretly taking control of SHIELD and using its resources to gain political power. His plan was discovered, and he was forced to flee.

He allied himself with the Fixer, and staged a raid on SHIELD'S Manhattan headquarters, which nearly succeeded. At the present time, he has once again joined forces with the Fixer.

Mister Fear

Real Name: Alan Pagan

F	TY	6	Health: 32
A	GD	10	
S	TY	6	Karma: 40
E	GD	10	
R	GD	10	Resources: RM (30)
I	EX	20	
P	GD	10	Popularity: -5

KNOWN POWERS:

Fear Compound: Mister Fear employs a chemical compound capable of triggering the human instincts of fear and flight. Being a drug of Uearthly Intensity, the slightest whiff of it is sufficient to make the bravest hero cower in the presence of Mister Fear, or flee from him in terror. Affected characters can make no attacks, and must flee the area for 1-10 turns.

The Fear Compound has no effect on robots, androids, and nonhumanoid aliens.

Fear Gun: Mister Fear uses this weapon to fire pellets containing the Fear Compound up to a range of 5 areas. One pellet emits enough gas to cover one full area. He uses the gun with a +1CS to Agility.

Fear Ring: He wears a ring capable of injecting a concentrated dose of the Fear Compound. Mister Fear must strike an opponent in a slugfest to use the ring. Inflicting Poor dam-

age, the ring cannot penetrate body armor of Typical or better rank.

Gas Mask: Mister Fear is protected from his own gas by wearing a gas mask. His full body suit prevents any contact with the gas.

Talents: Alan Fagan is skilled in Business/Finance.

Background: Alan Fagan is the fourth man to wear the Mister Fear costume. He is the nephew of Larry Cranston, Mister Fear number three, who died an accidental death in a battle with Daredevil.

After Cranston's death, Fagan obtained the costume and equipment of Mister Fear and started his own life of crime. His first major plot, blackmailing New York City with a small nuclear weapon, was foiled by Spider-Man and Hawkeye, and Fagan was sent to prison.

However, after serving his sentence, Fagan got a court order allowing him to retake possession of the Mister Fear equipment. Now, instead of trying to go it alone, he has resurfaced as an ally of the Fixer and Mentallo.

To be more precise, although he doesn't realize it, Mister Fear is actually a puppet of his newfound "friends." He is the front man of a new gang called the Faces of Fear, which Fagan sees as an opportunity to use his powers to their fullest.

Pride, Mr. Maximilian

F	PR	4	Health: 20
A	TY	6	
S	PR	4	Karma: 40
E	TY	6	
R	EX	20	Resources: GD (10)
I	GD	10	
P	GD	10	Popularity: 10

Talents: As curator of the Metropolitan Museum of Art, Maximilian has the Business/Finance talent, and he is well versed in Art History.

Background: Maximilian Pride was born in England in 1940 during one of Hitler's bombing raids. After the war he and his family migrated to the United States.

Maximilian has been employed as the curator of the Met for nine years; he enjoys his job thoroughly. The recent theft of a valuable book brings him into contact with the player characters.

Scarecrow

Real Name: Ebenezer Laughton

F	EX	20	Health: 70
A	RM	30	
S	GD	10	Karma: 28
E	GD	10	
R	TY	6	Resources: TY (6)
I	EX	20	
P	FE	2	Popularity: -6

KNOWN POWERS:

Contortionist: Being double-jointed, the Scarecrow can fit his body through any aperture that is at least one foot wide.

Talents: The Scarecrow is a trained Acrobat and Tumbler. He has Remarkable skill in lockpicking, safecracking, and escapology.

Background: Ebenezer Laughton saw a "rubber man" perform at a traveling carnival and became obsessed with emulating him.

Since he was double-jointed, Ebenezer was naturally flexible. He quickly learned to twist and bend his body into numerous unusual positions, and to perform various acrobatic stunts.

Unfortunately, he decided to use his abilities as a costumed criminal called the Scarecrow. While serving a prison term, including a year in solitary confinement, the Scarecrow went insane.

Most recently, he has been subjected to the Fixer and Mentallo's hypnporter. The Scarecrow has

become an unwilling lackey of the two evil geniuses.

Scorpion

Real Name: MacDonald Gargan

F	RM	30	Health: 150
A	IN	40	
S	IN	40	Karma: 22
E	IN	40	
R	TY	6	Resources: TY (6)
I	TY	6	
P	GD	10	Popularity: -15

KNOWN POWERS:

Climbing: The Scorpion can climb with Excellent ability.

Body Armor: His suit grants him Excellent protection against physical damage and Remarkable protection against electrical attacks.

Cybernetic Tail: Able to inflict Amazing Blunt damage, the Scorpion's tail is made of Incredible strength material. He can coil it like a spring to propel him up 3 stories or 2 areas across. It is equipped with a plasma projector that can fire bolts that inflict Remarkable Energy damage up to 10 areas away.

Talents: None.

Background: In order to discover how Peter Parker managed to photograph Spider-Man, J. Jonah Jameson hired private investigator Mac Gargan.

While Mac was stalking Parker, Jameson learned of Dr. Farley Stillwell, who had developed a strange mutagenic process capable of endowing animals with uncharacteristic features. Jameson paid Stillwell and Gargan each \$10,000 to create a creature that could kill Spider-Man. Thus, the Scorpion was born.

Recently, the Scorpion was hired by Hammerhead to help battle the forces of the Faces of Fear.

Sentinels, Mark IV

Real Name: Not applicable

F	EX	20	Health: 165
A	EX	20	
S	AM	50	Karma: NA
E	MN	75	
R	TY	6	Resources: NA
I	TY	6	
P	PR	4	Popularity: NA

KNOWN POWERS:

Robotic Construction: Mark IV Sentinels are built in humanoid form and stand 20 feet tall (Incredible rank Growth, +2CS to be hit). They are totally immune to disease, gas, and psionic attacks. They can survive in a vacuum indefinitely.

Flight: Mark IV Sentinels can fly at Excellent airspeed (10 areas/round) using jet propulsion units in their feet.

Mutant Detection: Mark IVs can scan all living beings within 7 areas and determine if they are human or mutant.

Body Armor: They are fashioned from Remarkable strength materials, granting them Remarkable protection against physical and energy attacks.

Energy Beam: From their hands Mark IVs can emit an Incredible Force beam, and from their eyes they can emit an Incredible Energy beam. Both have a maximum range of 2 areas.

Learning Program: After three rounds of analysis, Mark IVs gain a +1CS against an opponent due to a special learning program. The data can be stored for future use against the same opponent, and can be shared with other Sentinels of the same series (Mark IV).

Gas Jets: Mark IVs can emit a Remarkable Intensity knockout gas from their chests. Maximum range is 2 areas.

Catch-Web Cables: From their wrists,

Mark IV Sentinels can release steel tendrils (Remarkable material strength) designed to Grapple opponents up to 2 areas away.

Searchlights: With their searchlight eyes, Mark IV Sentinels can illuminate a 2-area volume up to 5 areas away.

Talents: None.

Background: Mark IV Sentinels are large, humanoid robots. They were designed to either capture or kill superhuman mutants, but they have also been employed against super-powered humans.

The United States Government has secretly licensed Shaw Industries to build Sentinels for use in top secret projects, namely Project Wideawake. Even though it is illegal, the Office of the President sanctioned Project Wideawake, which is supposed to investigate and capture any super-humanly powerful mutants believed to represent a threat to national security.

Shroud

Real Name: Unrevealed

F	RM	30	Health: 80
A	EX	20	
S	GD	10	Karma: 70
E	EX	20	
R	GD	10	Resources: GD (10)
I	IN	40	
P	EX	20	Popularity: -10

KNOWN POWERS:

Darkforce Control: By tapping into the Darkforce dimension, the Shroud can create regions of darkness. He can darken 1 area per turn, to a maximum of 5 areas. The darkness negates all light sources of less than Amazing Intensity, and it causes everyone in the area to perform all combat and FEAT rolls at -3CS. The Shroud can manipulate the Darkforce into shadows and shapes to serve as decoys.

Mystic Vision: Although he is blind, the Shroud possesses mystic senses that enable him to see without penalty, even in his own darkness. This vision works in all areas adjacent to his own. He can see beyond walls and barriers. He cannot see beyond this 1-area range.

Talents: The Shroud is skilled in Martial Arts A, B, C, and E.

Background: When he was only ten years old, his parents were killed by a hold-up man. Embittered and orphaned, the youth decided to dedicate his life to fighting crime.

In college he studied law and criminology, and built his body to its peak physical potential. After graduation he journeyed to Nepal and the temple of the Cult of Kali, where he studied their martial arts and mystical disciplines.

When he had learned all he could at the temple, he received the "Kiss of Kali" from a branding iron, which imprinted the shape of the goddess Kali upon his eyes, cheeks, and forehead. He discovered that his eyesight had been replaced by a mystical extrasensory perception. Later, he developed the ability to summon a volume of absolute darkness.

Making his way back to America, he adopted the identity of the Shroud. He was determined to destroy the underworld from within, and he began to build up a reputation as a criminal. Thus far his plan has worked; he has organized his own gang called the Night Shift.

Most recently, the Shroud has become a victim of the Fixer and Mentallo's hypnoporter. He is being used by them to commit a series of crimes against his will.

Skids

Real Name: Sally Blevins

F	GD	10	Health:	30
A	TY	6		
S	PR	4	Karma:	34
E	GD	10		
R	PR	4	Resources:	PR (4)
I	GD	10		
P	EX	20	Popularity:	1

KNOWN POWERS:

Force Field: Skids continuously has Good protection versus physical, gas, mental, and energy attacks. She can increase her force field to Remarkable rank at will. To temporarily turn it off, she must succeed at a Psyche FEAT. Skids has developed a Power Stunt that enables her to "skate" on her force field, reaching Typical landspeed (45 mph).

Talents: Skids spends much of her time in the tunnel systems beneath New York City; she has a Remarkable knowledge of this area.

Background: For the most part, Skids is a normal teenager. She is on good terms with Callisto and the Morlocks, and has adventured with X-Factor.

Tatterdemalion

Real Name: Arnold Paffenroth

F	EX	20	Health:	70
A	EX	20		
S	GD	10	Karma:	8
E	EX	20		
R	TY	6	Resources:	FE (2)
I	PR	4		
P	FE	2	Popularity:	-1

KNOWN POWERS:

Gloves: Tatterdemalion's gloves have been soaked in chemicals that give him Excellent ability to rot paper and cloth.

Costume: Nonstick chemicals grant

him Incredible ability to break free of holds. Kevlar layers give Tatterdemalion Excellent protection against physical attacks.

Knockout Cloak: Tatterdemalion's cloak contains chloroform capsules of Remarkable Intensity that can knock out a target for 1-10 turns.

Throwing Scarf: Arnold can wield his scarf to inflict Good Blunt damage.

Talents: Arnold is a skilled tapdancer and casino operator.

Background: Arnold Paffenroth began dancing when he was eight. He was the only son of a husband-and-wife vaudeville tap-dancing act.

At age 18, he met a dancer named Julia Walker, and the pair formed a dance team that became popular enough to star in several motion pictures in the late 1940s and early 1950s.

When he could no longer find work in Hollywood, he made a living as a casino operator. However, he got into trouble with Las Vegas mobsters, and he was swindled out of everything he owned. Mentally deranged, Arnold fled to Las Angeles, where he soon became a drunken derelict.

After several years, Arnold was recruited into an army of derelicts by Sidney Sarnak, who had been outfitted by the Committee, a secret group of businessmen attempting to create a climate of fear that they believed would stimulate the economy.

Sidney Sarnak was driven insane, and the Committee turned to Arnold Paffenroth. Calling himself the Tatterdemalion, Arnold struck out randomly at the wealthy. Unlike common criminals, Tatterdemalion destroyed money and material possessions.

After a number of escapades, Tatterdemalion was recruited into the Night Shift. Recently, Tatterdemalion has become a victim of the Fixer and Mentallo's hypnoporter. He is being used by them to commit a series of crimes against his will.

Vertigo

Real Name: Unrevealed

F GD 10 **Health:** 46
A GD 10
S TY 6 **Karma:** 56
E EX 20
R TY 6 **Resources:** GD (10)
I GD 10
P IN 40 **Popularity:** -10

KNOWN POWERS:

Equilibrium Distortion: Vertigo can psionically distort a target's sense of balance, rendering the victim virtually helpless.

To a single individual, she does this with Unearthly Intensity. To a group of targets in 1 area, up to 3 areas away, she does this with Amazing Intensity.

Targets must succeed at a Psyche FEAT roll against the Intensity of this ability or be knocked to the ground, unable to move or attack. If the victim fails a Psyche FEAT in the second consecutive round, he falls unconscious for 1-10 turns. If Vertigo is knocked unconscious, her Power is negated.

Talents: None known.

Background: Originally a Savage Land primitive, Vertigo was given superpowers by the Savage Land Mutate leader, Brainchild. She has battled the X-Men, Spider-Man, and Ka-Zar.

Before the Savage Land was destroyed by Terminus, she left and joined the Marauders. Like them, she is an emotionless killer.

Werewolf

Real Name: Jack Russell

F RM 30 **Health:** 120
A EX 20
S RM 30 **Karma:** 91
E IN 40
R TY 6 **Resources:** EX (20)
I MN 75
P GD 10 **Popularity:** -2

KNOWN POWERS:

Lycanthropy: During the three nights per month of the full moon, Jack transforms into a werewolf because of a curse. The stats listed above and the powers described below are the result of this transformation.

Even under a normal moon, Jack can transform at will, keeping his personality intact. In this form he appears much like the traditional wolfman. However, during the full moon he automatically changes into a savage beast that is more wolflike, and his Reason is reduced to Feeble.

Jack's human statistics are as follows:

F TY 6 **Health:** 28
A TY 6
S TY 6 **Karma:** 26
E GD 10
R TY 6 **Resources:** EX (20)
I GD 10
P GD 10 **Popularity:** 0

Claws: With his razor-sharp claws and teeth, the Werewolf can inflict up to Remarkable Edged damage. The claws are of Good material strength.

Infravision: The Werewolf can see in the dark with Excellent ability.

Extraordinary Senses: He can track by smell, and he remembers scents previously encountered. The Werewolf can hear a heartbeat at a 1-area range, and smell an approaching being within a 3-area range. All are at Amazing rank.

Running and Jumping: He can run at Poor ground speed (2 areas/round)

for up to 30 minutes. The Werewolf can jump two stories (areas) up or across.

Invulnerability: The Werewolf has Amazing resistance to all forms of physical damage, except that caused by silver weapons. His Endurance can be reduced below Feeble only by silver weapons.

Silver Vulnerability: If struck by a silver weapon, the Werewolf must attempt an Endurance FEAT roll. A Red or Yellow result is treated as a "kill."

Talents: Jack Russell has Mystic Background and the Occult Lore skill. As the mindless creature during the nights of the full moon, Jack has the Resist Domination ability. The more savage Werewolf has the equivalent of Martial Arts D.

Background: Jack Russell and his sister Lissa grew up in Los Angeles. When Jack reached 18, he began to transform into a werewolf on the three nights of the full moon.

The mystical extradimensional beings known only as "The Three Who Are All" granted Jack the power to change at will, regardless of the time of month. This allowed him to retain his human intellect while in the form of the werewolf. On the nights of the full moon, his human mind still regresses to that of a savage beast, however.

Hoping to find a way to retain control on the nights of the full moon, Jack Russell contacted Dr. Karl Malus. Unknown to Jack, Dr. Malus was criminally inclined. He attached Jack to an experimental machine in order to subvert his will. Jack escaped with the help of Spider-Woman.

However, when the full moon arose, Jack found that the doctor's treatment had strange side effects. As usual, Jack lost control over his transformation, but he also changed into an even more wolflike creature. This more savage werewolf has a longer snout and ears, a curved spine, and jointed legs.

The Werewolf joined the Night Shift, a gang led by the Shroud. Recently, Jack Russell has become a victim of the Fixer and Mentallo's hypnoporter. He is being used by them to commit a series of crimes against his will.

Whirlwind

Real Name: David Cannon

F	GD	10	Health:	90
A	IN	40		
S	GD	10	Karma:	18
E	RM	30		
R	TY	6	Resources:	TY (6)
I	TY	6		
P	TY	6	Popularity:	-8

KNOWN POWERS:

Spinning: The Whirlwind can spin his body up to 400 rpm. He is immune to vertigo or dizziness; he has developed the following Power Stunts:

— The ability to move at Excellent ground speed (5 areas/turn). By building up momentum, he can move up vertical walls a number of stories equal to twice the areas he has covered on the ground.

— By spinning he can generate air currents that provide him with Remarkable body armor against physical attacks and missile weapons.

— While spinning he can escape any Grapple as if he possessed Monstrous Strength.

— For up to ten minutes, he can fly at Good airspeed (8 areas/turn) like a helicopter.

— The Whirlwind can generate a focused blast of air capable of inflicting Remarkable damage.

— By generating a tornado in the area he is in, the Whirlwind inflicts Remarkable damage to everyone in that area. With a yellow Catching roll, he can throw an opponent out of the area. With an Agility FEAT roll, the Whirlwind can throw the victim at a specific spot.

Weaponry: The Whirlwind uses two types of Edged weapons:

— While spinning with his arms outstretched, the Whirlwind can use his Arm Blades. By making a normal Fighting roll, he is able to inflict Amazing Edged damage. He can employ the blades, which are made of

Remarkable strength material, while he is using his power to fly.

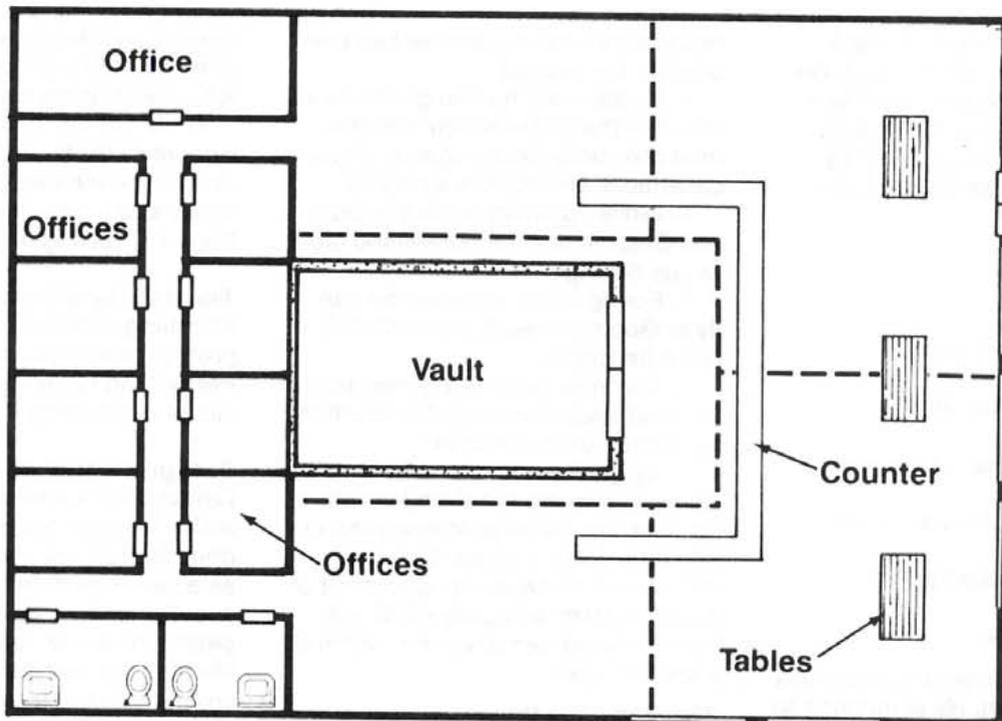
— He carries 10 shuriken-like weapons. Made of Good strength material, each can be thrown up to 3 areas away, causing Remarkable Edged Throwing damage.

Talents: The Whirlwind is skilled in Wrestling and Driving. From past professional experience, he has the Performing talent in ice-skating and circus performing.

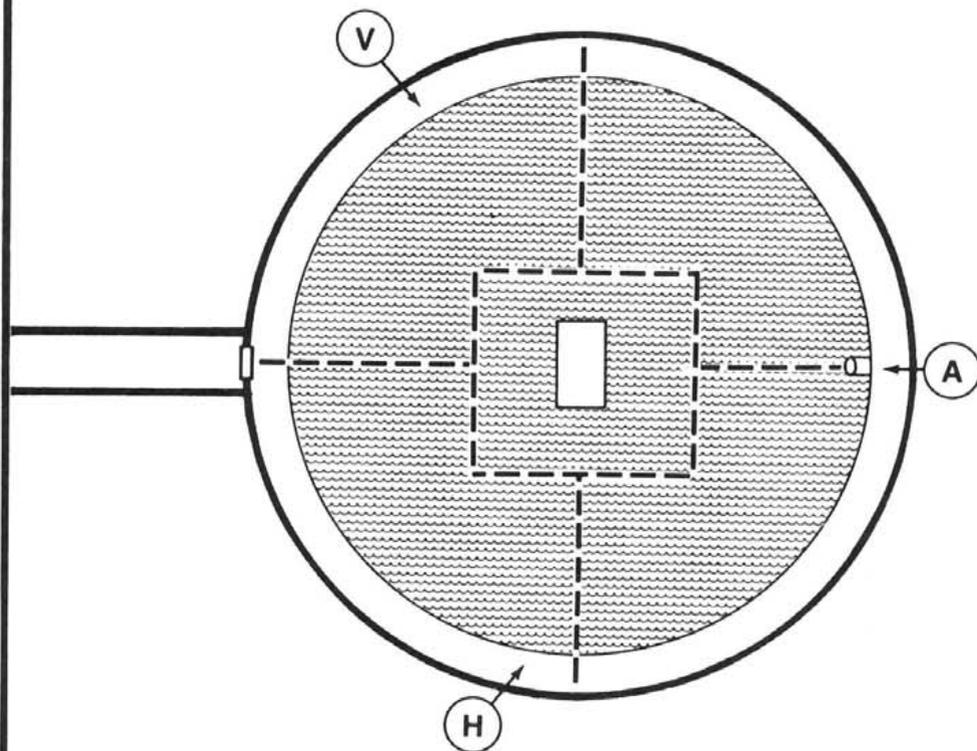
Background: Born a mutant, David Cannon soon learned he had the ability to move his body at tremendous speeds. He found employment as a circus performer, a professional wrestler, and as an ice-skating competitor. However, he was drawn to a life of crime by several small-time crooks who ran a betting syndicate and wanted him to fix races for them.

The Whirlwind has had numerous encounters with the Avengers, especially Dr. Henry Pym. Recently, he was hired by Hammerhead to help defeat the Faces of Fear.

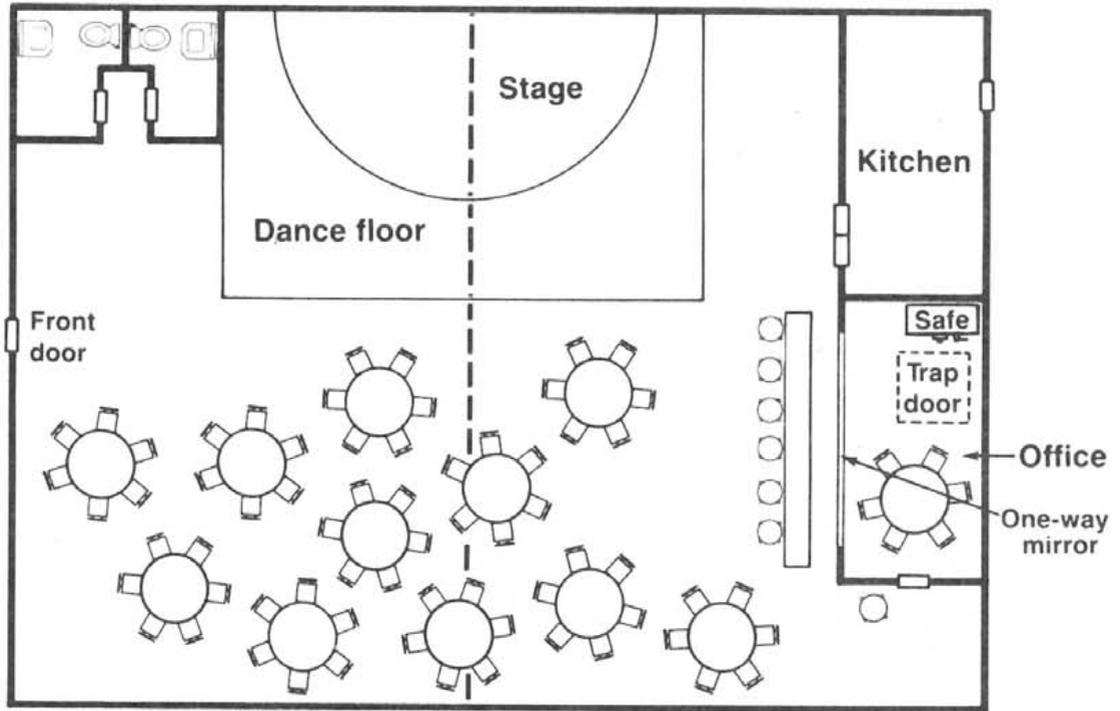
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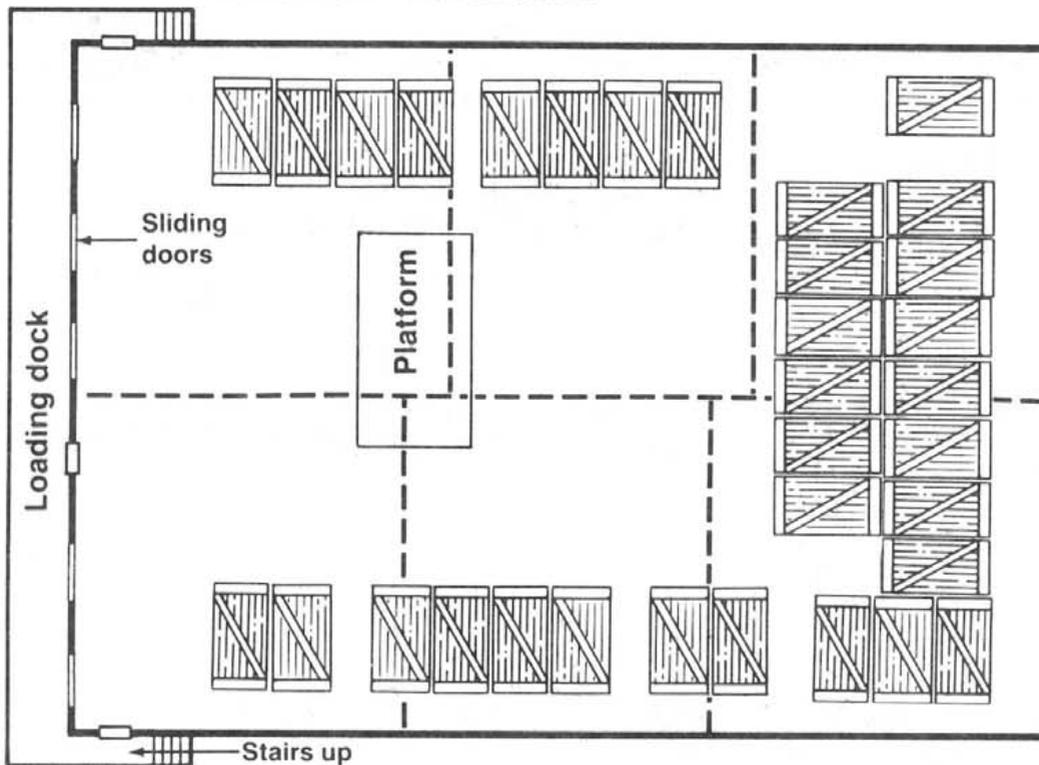
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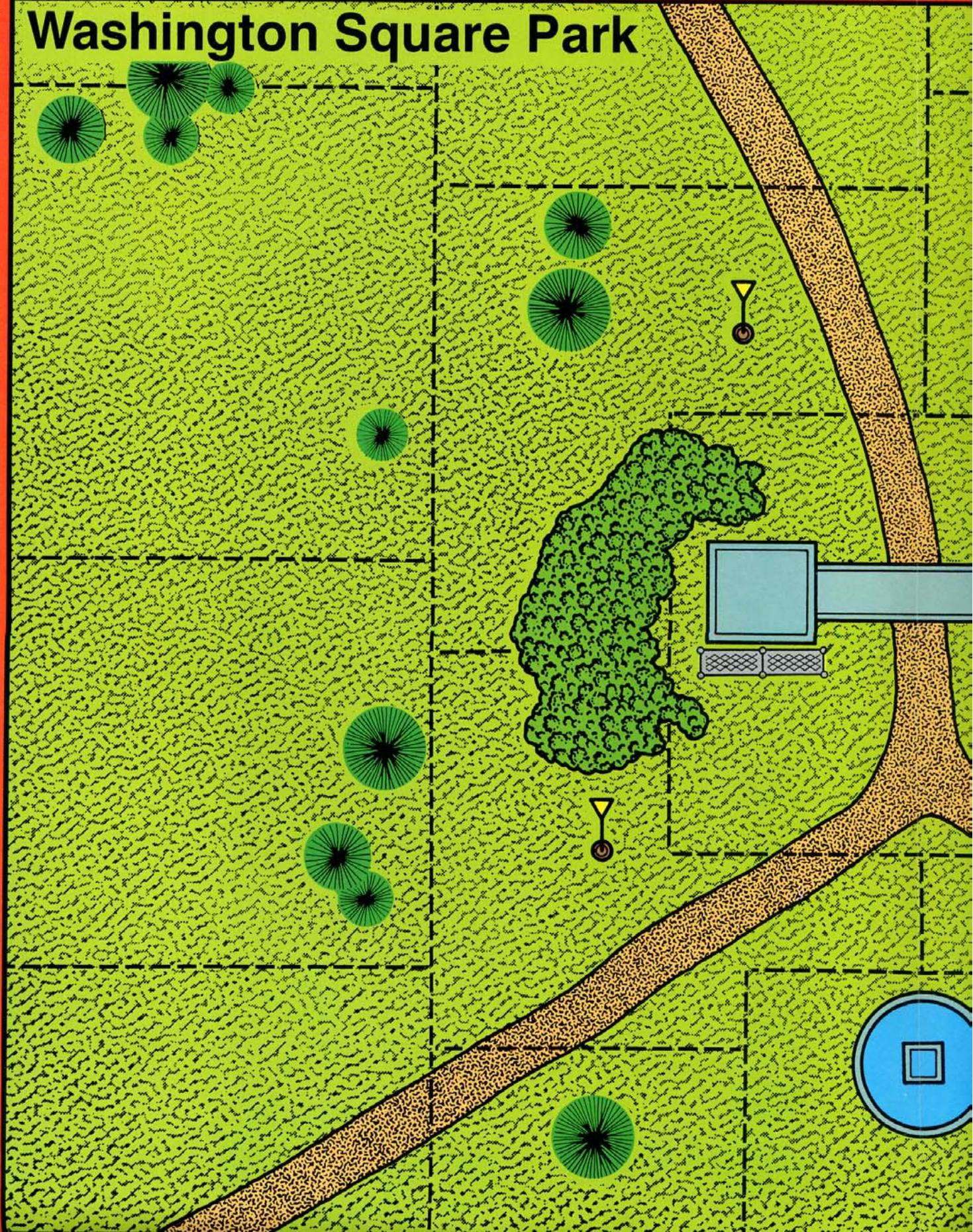
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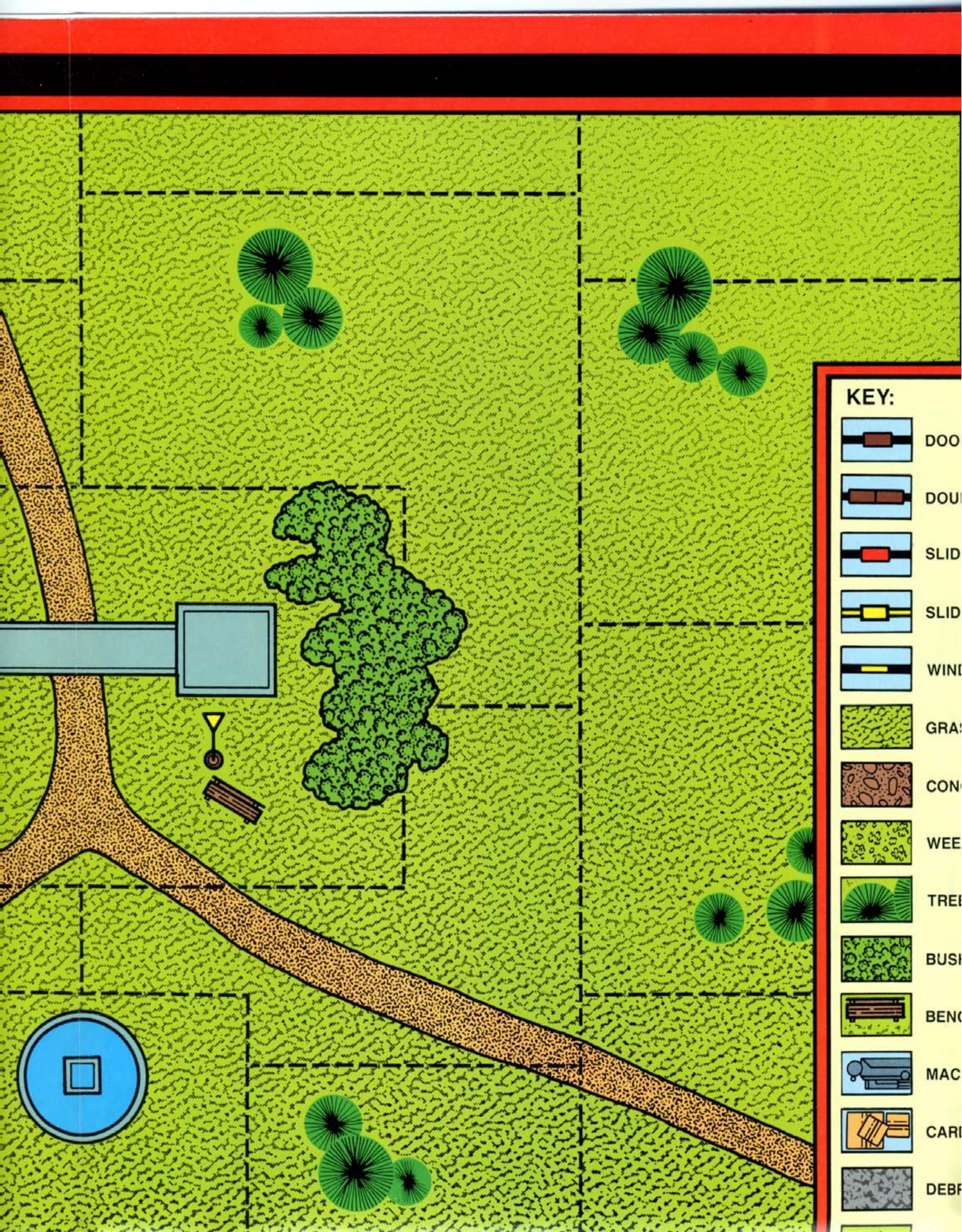


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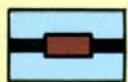
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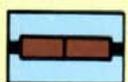




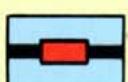
KEY:



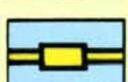
DOOR



DOUBLE DOOR



SLIDING DOOR



SLIDING WINDOW



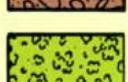
WINDOW



GRASS



CONCRETE



WEEDS



TREE



BUSH



BENCH



MACHINE

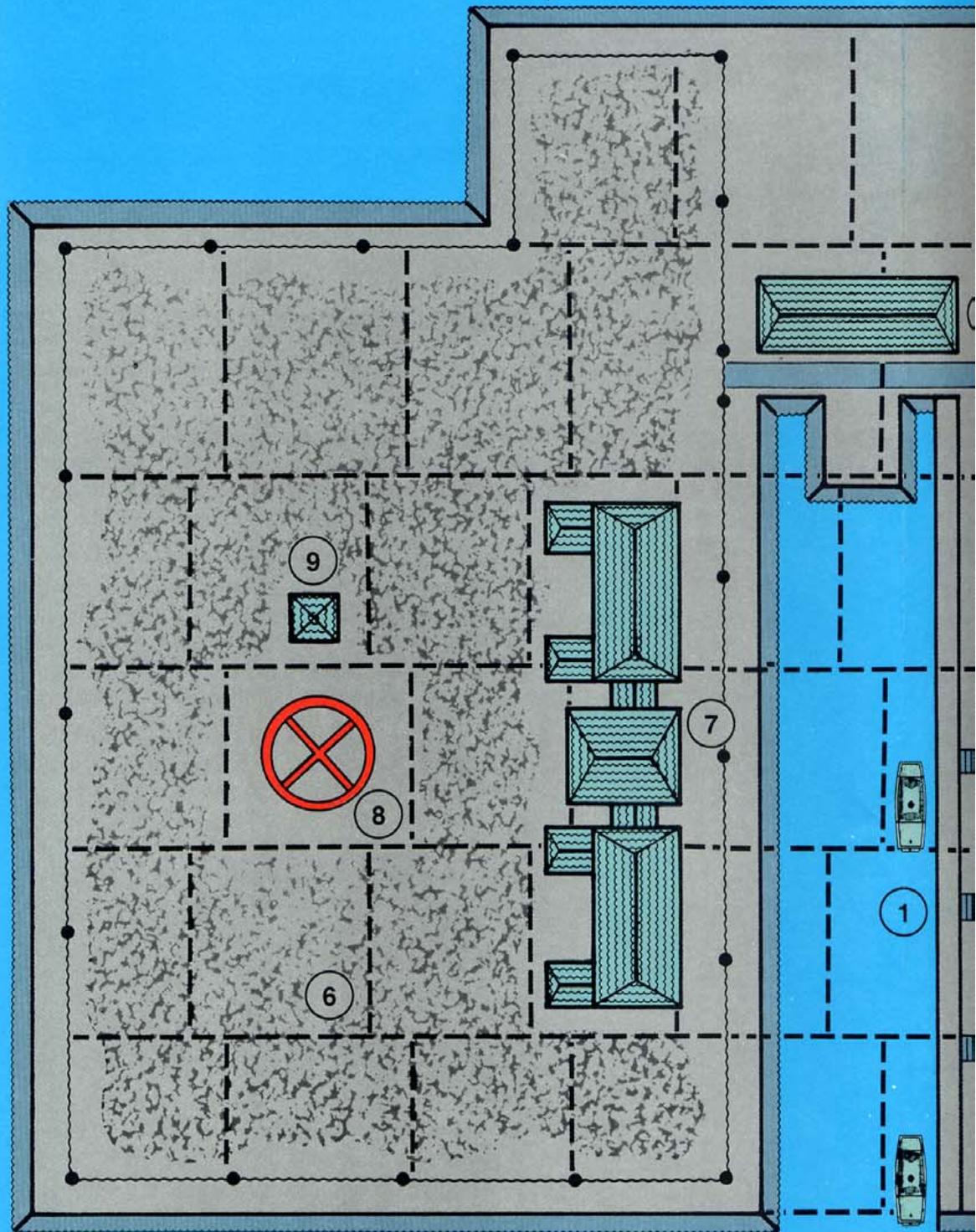


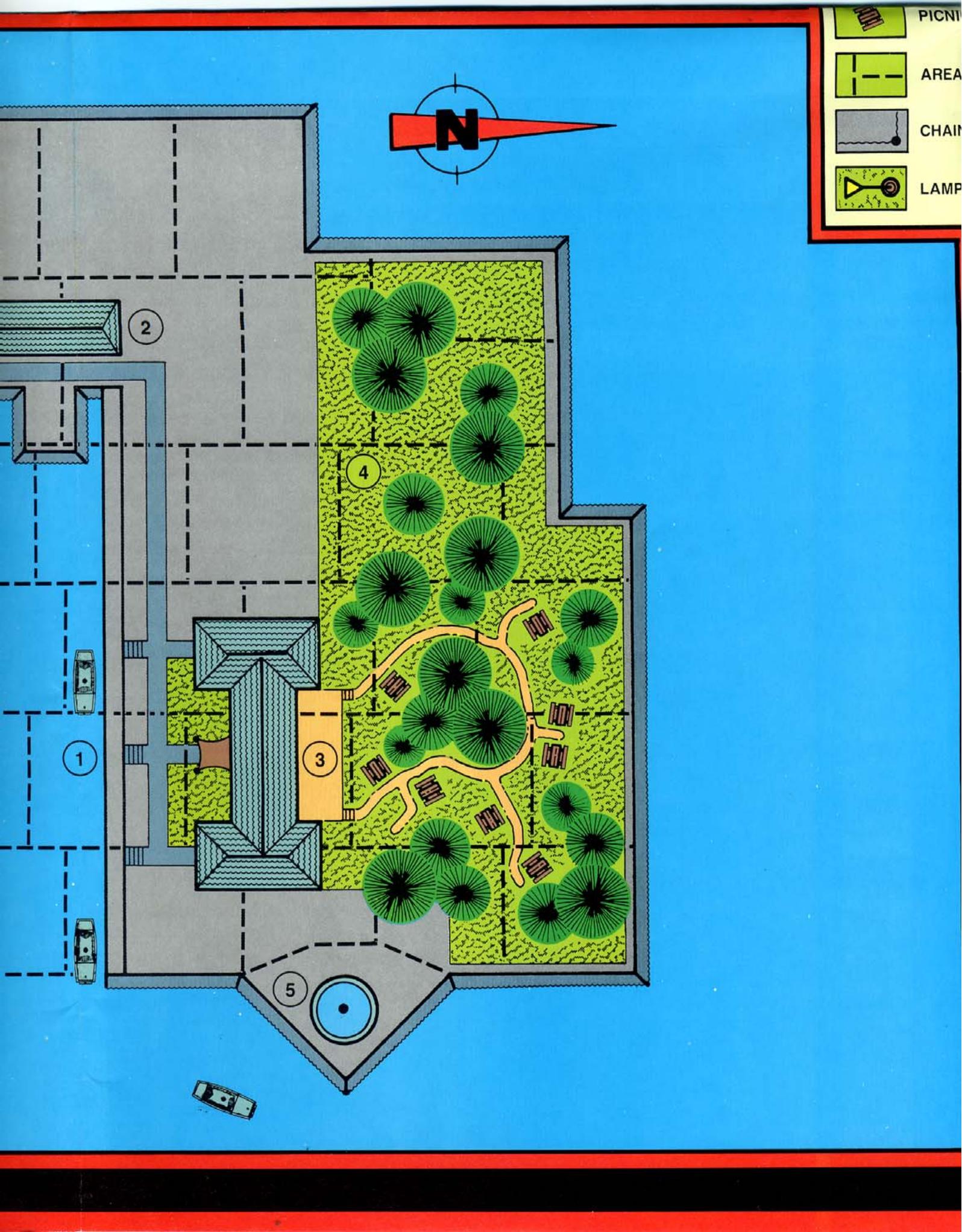
CARDINAL



DEBRIS

Ellis Island





PICNIC



AREA



CHAIR



LAMP



2

4

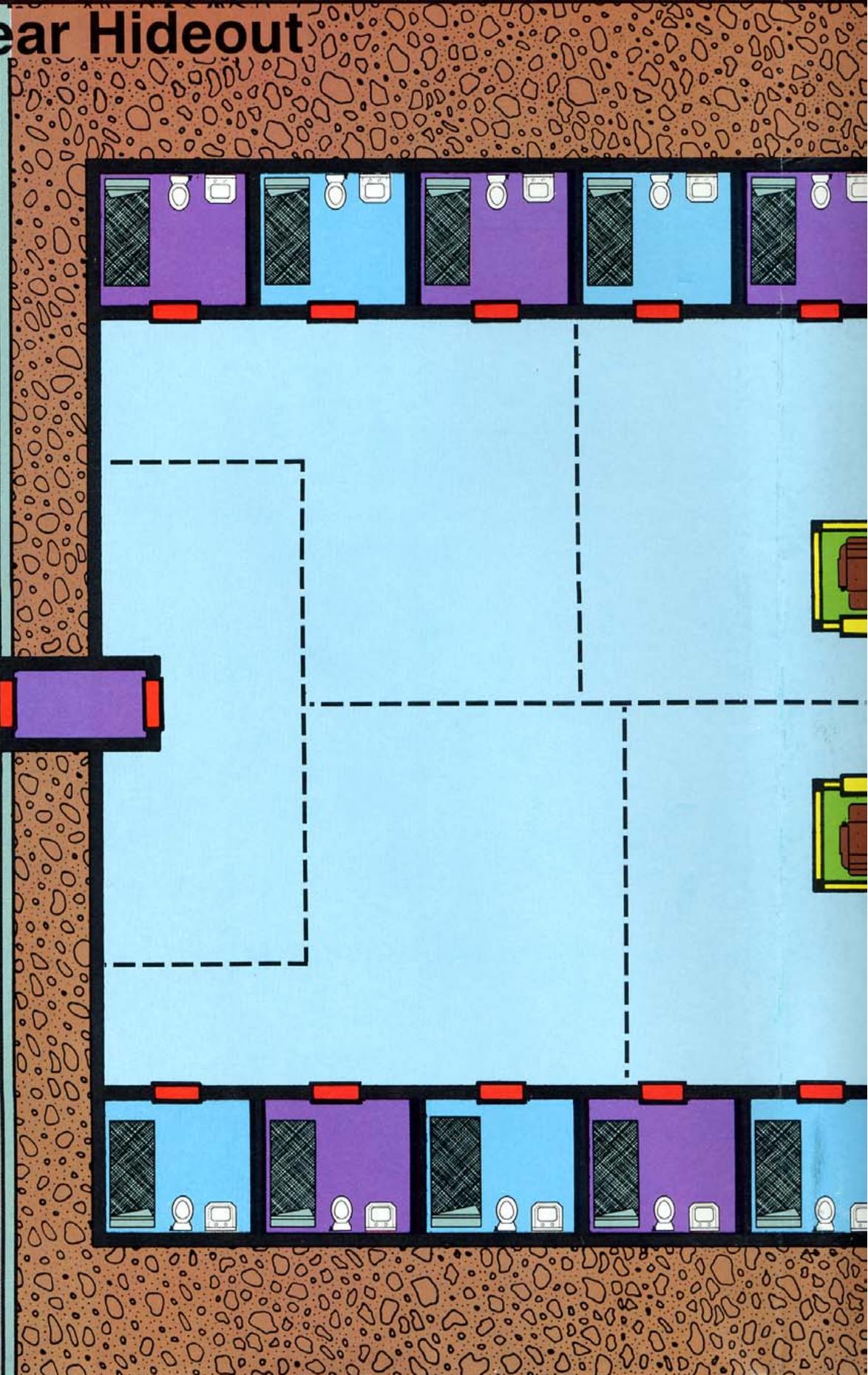
1

3

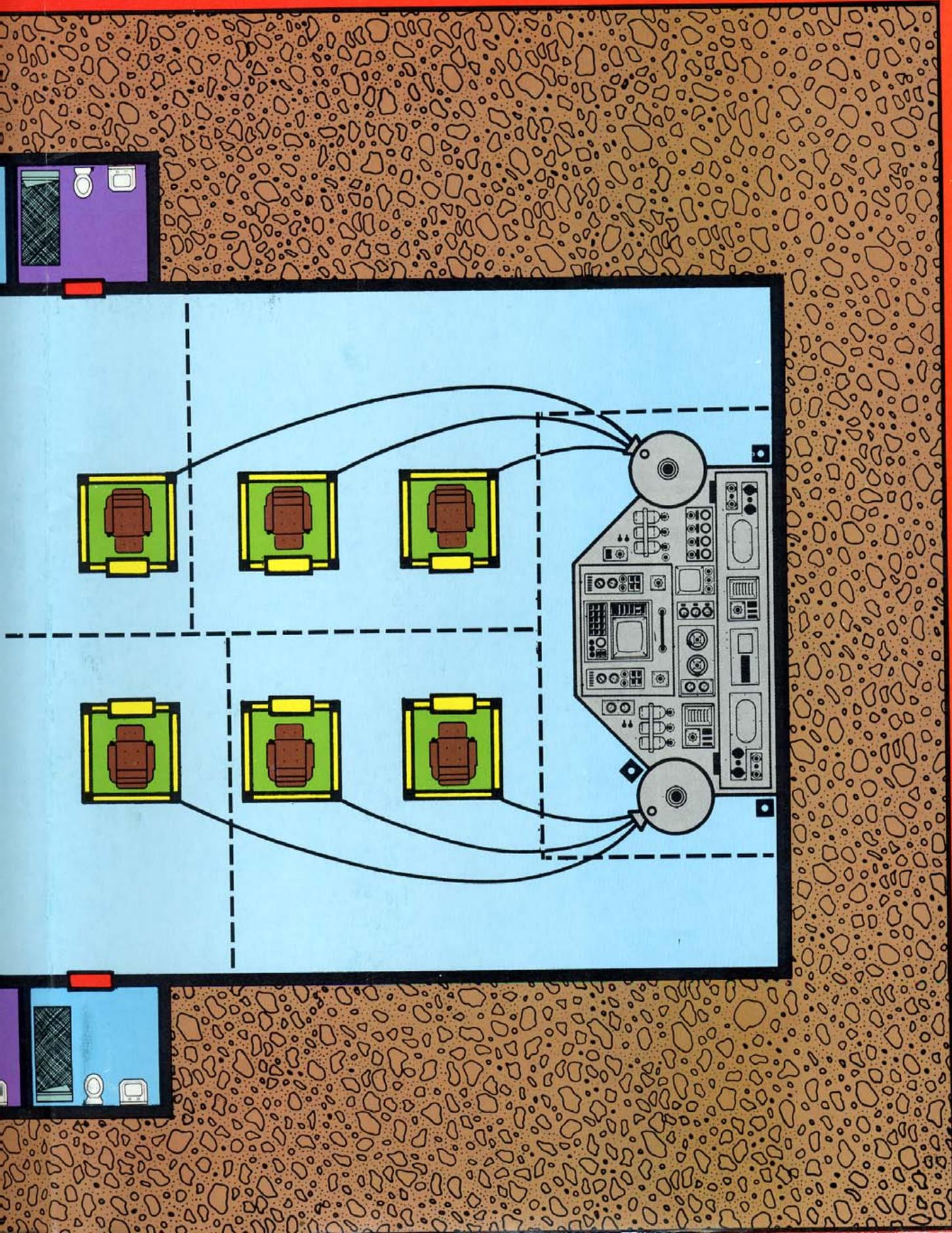
5

Faces of Fear Hideout

E DOOR
G DOOR
G GLASS DOOR
W
ETE
S
NERY
BOARD BOXES



THE HIGHER LEARNING



Aurora Chocolate Mill

ORDER

INK FENCE

POST



