

MARVEL SUPER HEROES™

THE UNCANNY

X-MEN™



Adventure Book

MARVEL SUPER HEROES™

Official Advanced Game Adventure

THE UNCANNY X-MEN™

SCHOOL'S OUT

By Rick Swan

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Introduction

School's Out is a MARVEL SUPER HEROES™ adventure for five player-generated teenage mutant super heroes. In addition to the material in this box, you'll need the MARVEL SUPER HEROES Basic Game rules. The MARVEL SUPER HEROES Advanced Set is helpful, but not necessary.

The following information is for the eyes of the Judge only. The Judge should read through the entire adventure before play begins.

SETTING

The adventure takes place just prior to the Mutant Wars initiated by Cameron Hodge and his mutant-hating minions in Genosha. Though many suspect the worst, nobody—including most of the world's super villains, the members of the X-Men, X-Factor, and their associates—knows exactly what Hodge is planning. As rumors begin to spread, villains are responding in various ways. Some, such as Arcade and Ammo, see the impending Mutant Wars as an opportunity to further their own careers, while others, such as the Mandrill and the Resistants, see the state of Genosha as a threat to their personal health.

Pleasantview High School, where the adventure begins, is set in a small city somewhere in the midwestern United States. Its precise location is up to you; it can be the hometown of one of the players, the city in which you or one of the players currently reside, or any other peaceful location of your choice.

MAPS

Use the color map included in this boxed set showing the Pleasantview High basketball court and Mandrill's New Guinea Fortress. Other necessary maps are included in this book.

NON-PLAYER CHARACTERS

The descriptions and statistics for most of the adventure's non-player characters can be found in the *Roster Book* included in this box. Other significant NPCs are described in the appendix of this book.

PLAYER-GENERATED HEROES

Though the adventure is designed for five player-generated heroes (hereafter referred to as heroes), it's possible to use as few as three. However, if only three or four heroes are used, the Judge might consider adjusting some of the encounters to make them less deadly. For instance, he can reduce the number of villains, increase the likelihood that the villains retreat or withdraw, or reduce the power of the various weapons and traps by one or more Ranks.

All of the heroes are students at Pleasantview High and are close friends with each other. Additionally, they're aware of each other's mutant abilities, but no one else is (with one exception, as you'll see in **Chapter One**). The heroes have never operated publicly as super heroes; anti-mutant sentiment runs strong, even in midwestern America. They fear repercussions against themselves and their families if their secrets are exposed. (With the Judge's permission, it's possible that some or all of the heroes have secret identities and perform good deeds in the guise of costumed super heroes with colorful code names. To date, however, all such activities have been performed secretly; neither the public, their parents, nor anyone else are aware of the heroes' secret lives.)

You can find suggestions for creating original characters in the *Campaign Book* of the MARVEL SUPER HEROES Basic Game and in the *Player's Book* of the MARVEL SUPER HEROES Advanced Set. Because the heroes in this adventure are young and inexperienced, consider imposing the following limitations on player-created characters:

Resources

A hero's Resources can't be more than Typical. Considering that they're high school students, Poor is more likely.

Contacts

The heroes have no significant Contacts. For instance, they might be

friends with the local police, or one of their parents might be friends with an aide of the governor, but that's as good as their Contacts get.

Popularity

A hero's Popularity shouldn't exceed that of an average high school student. A Popularity of 5 is about right.

Talents

Limit the number of Talents; one (if any) is plenty. Heroes this young probably haven't developed expertise in any particular area. The Judge retains the right to veto any Talent he deems inappropriate. For instance, it's possible that a teenage hero might be skilled as a Pilot or in Martial Arts, but it's unlikely that he has extensive knowledge of Law or Psychiatry.

Powers

Limit the number of Powers to three or four. You might also consider limiting the Rank of any particular powers (say, to Amazing). In any event, the Judge reserves the right to veto or modify any hero he deems to be too powerful.

ORGANIZATION

The heroes begin with the events in **Chapter One** and end with the events in **Chapter Nine**. It's assumed that the heroes will proceed through the Chapters in sequence. However, since the actions of the heroes are unpredictable, it's possible that they'll wander through the chapters in a different order or skip a chapter entirely. Be prepared to improvise if necessary.

Each chapter includes all (or most) of the following sections: Judge's Background, Optional Encounters, Aftermath, Troubleshooting, and Karma Bonuses.

CHAPTER ONE: RING, RING GOES THE BELL

JUDGE'S BACKGROUND

This chapter takes place in Pleasantview High, a small midwestern high school of about 500 students. It's a brand new building (see map 1), and this is the first year it's been in use.

The adventure begins about a month into the beginning of the new school year. Work on the building isn't quite finished, but classes are underway and everyone is excited about the new facilities. Various dedication activities have been taking place all week, and will climax with tomorrow's charity basketball game and dance. Additionally, rumors have been circulating that members of the famous X-Factor team will be making an appearance today for a special assembly.

The rumors are correct, at least in part. Unknown to anyone except school superintendent Eduardo Alvarez (see Appendix for statistics), the Beast is scheduled to show up this afternoon. However, the Beast isn't really interested in the new building—he's coming to see Alvarez.

Alvarez, an old friend of the Beast, is a mutant himself, with the ability to sense the presence of other mutants. He has never gone public with this information, preferring the career of an educator to the risky life of an adventurer. For some time, Alvarez has been aware that the heroes are mutants, but has never revealed this information to them or anyone else, assuming that they share his concern about public exposure.

A few years ago, X-Factor discovered Alvarez's secret and recruited him to assist in a minor mission. Alvarez reluctantly agreed, earning X-Factor's trust and friendship in the process. Recently, the Beast contacted Alvarez to warn him about the anti-mutant sentiment spreading across the land. Alvarez told him that there were five young mutants in his school—shouldn't they be informed as well? The Beast wasn't sure, but decided that since he had some spare time, he'd visit the school to size the young mutants up for himself. The dedication ceremonies for the new building provided the perfect excuse.

GENERIC STATISTICS

Unless specified otherwise, use the following generic statistics for Pleasantview High students and faculty:

Student

F	A	S	E	R	I	P
PR	TY	TY	GD	TY	TY	TY
4	6	6	10	6	6	6
Health = 26				Karma = 18		

Teacher

F	A	S	E	R	I	P
PR	TY	TY	TY	GD	GD	TY
4	6	6	6	10	10	6
Health = 22				Karma = 26		

CLASS ACTION

When you're ready to begin the adventure, read or paraphrase the following to the players:

The sound of rustling paper and the happy chatter of your fellow students fills the halls of Pleasantview High as you rush to your first class of the day. You pass a student who's scratching his head and staring blankly at a mimeographed map of the school. You sympathize—classes have been held in the new building for barely a month, and it's still tough to find your way around.

And the building isn't quite finished yet, which only adds to the confusion. Workmen are everywhere, busy installing the sound system in the gym, hanging the curtains in the auditorium, polishing the floors, and painting the walls. Still, everyone seems excited about the new facilities, and the building is beginning to look great.

The student council got permission from the school board to designate this week as Dedication Week, and activities have been scheduled every day in honor of the new building. Monday was the Pep Club Carnival, Tuesday was Hero Day, when students were encouraged to dress up like their favorite comic book characters, and yester-

day was a concert by the jazz band. Tomorrow, there's a special charity basketball game and dance.

An assembly is planned for today, featuring a guest speaker whose identity Superintendent Alvarez is keeping secret. Rumors have been spreading like crazy that the guest speaker is one of the members of X-Factor. That'd be nice all right, but it's hardly likely that X-Factor would bother with a town as small as Pleasantview, new building or not. Your thoughts are interrupted by a barrel-chested student who shoves you aside, sneering for you to get out of his way. Before he vanishes in a sea of faces, you catch a glimpse of the black button he's wearing; emblazoned on the button are the yellow letters Y.A.P. You've seen a few other students with similar buttons around school, but you have no idea what the letters stand for.

Friendly Discussion

The heroes' first class of the day is Speech. They arrive at their classroom (room 9 on map 1) with a few minutes to spare, giving them a chance to shoot the breeze with the other students before their teacher, Mrs. Connally, shows up.

There are about 20 other students in the class aside from the heroes. The heroes know everyone, and they'll all engage the heroes in small talk. But whether the other students will trust the heroes with their best gossip depends on their Popularity.

If a hero approaches a fellow student and asks him if a member of X-Factor (or any other dignitary) will be speaking at today's assembly as rumored, make a Popularity FEAT roll. If successful, roll one ten-sided die and consult the following table (or choose a response). Feel free to embellish.

Guest Speaker Rumor Table

Roll	Response
0-1	"I haven't heard a thing."
2-3	"I heard they tried to get X-Factor,

- but I don't know if they did."
- 4 "X-Factor. . .what's that?"
 - 5 "Are you kidding? This ain't New York—this is Pleasantview."
 - 6 "Oh yeah, they're all comin'. They're playin' in the basketball game tomorrow night too."
 - 7 "The Beast is coming. He's Mrs. Connally's twin brother—can't you see the family resemblance?"
 - 8 "I hear Alvarez knows Iceman."
 - 9 "Nahh. . .X-Factor's not coming. Pat Sajak is."

Likewise, if a hero approaches a fellow student and asks him who or what Y.A.P. is, make a Popularity FEAT roll. If successful, roll one ten-sided die and consult the following table (or choose a response). Feel free to embellish.

Y.A.P. Rumor Table

Roll	Response
0-1	"I don't know, but it seems like they're all over the place."
2-3	"A bunch of sleazeballs."
4-5	"They're right-wingers who hate everybody."
6	"I think it's a dog club."
7	"It's a group of mutant-haters."
8	"Something stupid for Dedication Week."
9	"Why don't you ask him?" (The hero is directed to a greasy-haired student in the back of the room—see below.)

After they've spent a few minutes speaking with their fellow students, one of the heroes notices Bryn Taylor, a greasy-haired student whom nobody likes much, sitting in a desk at the back of the room. (Alternately, he may have been directed to Bryn as a result of choice number 9 on the Y.A.P. Rumor Table above.) Bryn is wearing a Y.A.P. button. If the hero approaches him and asks him about Y.A.P., he stares at him for a moment, then reaches into his pocket for a piece of yellow paper. "You wanna know about us?" he asks. "Maybe you ought to check out the rally tonight at—"

Another student abruptly snatches the paper from his hand. "Shut up," he says to Bryn, then sneers at the hero. "You're not invited." This is Josh Stanks, another misfit given wide berth by most of the student body. Josh and Bryn move to desks on the other side of

the room and ignore the heroes.

Unfriendly Discussion

About 15 minutes after the heroes arrive in the classroom, the door opens, and in walks Mrs. Connally, a portly woman with long, black hair, and one of Pleasantview High's best-liked and most respected teachers.

Mrs. Connally apologizes for being late, then announces that the class will be participating in a surprise debate today. A chorus of groans greets the announcement, but Mrs. Connally presses on. "This will test your ability to think on your feet. Have fun with it and do your best."

Mrs. Connally then writes on the blackboard in large letters, "RESOLVED, THAT MUTANTS DESERVE THE SAME RIGHTS UNDER THE LAW AS ALL AMERICAN CITIZENS." She then turns to the class, and says that two teams of five students will debate the issue. She asks for volunteers for the affirmative side. If any of the heroes volunteers, she asks him to take a seat in front of the room. In the event that all of the Heroes don't volunteer, Mrs. Connally says that she'll pick her own volunteers; she picks one of the reluctant heroes, and asks him to bring the rest of his friends (the other heroes). If there are fewer than five heroes, Mrs. Connally picks enough random students to make up the difference.

Mrs. Connally then asks for volunteers to debate the negative side. Josh Stanks raises his hand, then nudges Bryn Taylor, who reluctantly raises his. Mrs. Connally picks three more students to complete the team: the brainy Jane Herman, the shy Liz Feller, and the dense Rod Savini.

Mrs. Connally explains the special rules for the debate. A negative team member will speak, then an affirmative team member will offer a rebuttal. When all the negative team members have spoken, then the affirmative team members will speak and the negative team members will offer rebuttal. Mrs. Connally will choose the order in which the students speak.

The Judge should make sure that each hero gets a chance to participate. If a hero is unable or unwilling to offer a rebuttal, Mrs. Alvarez shakes her head in disgust, then moves on to the next

speaker.

If there are fewer than five heroes, the Judge will speak for the remaining members of the affirmative team. The Judge-controlled students on the affirmative team will prove to be inept debaters, offering rebuttals along the lines of, "Maybe you're right. . .I'm just not sure. . ."

When everyone understands the rules, Mrs. Alvarez motions for Jane to speak first. "Though on the surface, mutants appear to be no different than ordinary humans," Jane says, "there is still much we have to learn about them. Perhaps they are radioactive. Perhaps their bizarre genetic make-up induces fits of insanity. We should study them more carefully before making a policy commitment to them."

(Mrs. Connally motions for hero A to offer a rebuttal.)

Liz Feller speaks next. "I don't know much about mutants. But they scare me. They're so strong. They could kill somebody."

(Mrs. Connally motions for hero B to offer a rebuttal.)

Mrs. Connally indicates Rod Savini. "I'm not afraid of no mutant. If they're so tough, why don't they come out and fight?"

(Mrs. Connally motions for hero C to offer a rebuttal.)

It's then Josh Stanks' turn. "Mutants are vile, stinking monsters, the lowest form of life. We should get rid of them all, right now, before they spread their filth any further. Death is too good for them. We should—" Mrs. Connally cuts him off. "I think we get the point." (Mrs. Connally motions for hero D to offer a rebuttal.)

Bryn Taylor speaks last. "I agree with Stanks. Kill 'em all. Why not? Anybody disagree?" He leers at the heroes.

(Mrs. Connally motions for hero E to offer a rebuttal.)

Hero A then gets a chance to offer an affirmative argument. When he's done, Jane offers the rebuttal, along the lines of: "It's an interesting point, but since many questions remain about the nature of mutants, healthy skepticism is the best and safest approach."

Hero B then offers his affirmative argument. However, before he can finish, Josh cuts him off. "That's a load of crud, and you know it." Mrs. Connally

sternly asks him to be quiet, but Josh ignores her, continuing to insult hero B along with the entire affirmative team. "How can you sit there and spew that junk? What's more important, grades or your country?" Bryn joins in. "I think you're all a bunch of mutie-lovers." Josh and Bryn relentlessly taunt the heroes, while Mrs. Connally vainly attempts to restore order.

Just as the class threatens to turn ugly, there's a sharp knock at the door. The class freezes. The door opens, revealing the imposing figure of Mr. Alvarez, the school superintendent. "Is there a problem, Mrs. Connally?" he asks. Mrs. Connally assures him that everything is under control.

Alvarez hands Mrs. Connally a slip of paper. "Mr. Alvarez has requested that the following students accompany him to the office," she says, then calls out the names of the heroes.

A murmur ripples through the class, as the students speculate about the heroes' misdeed. Alvarez holds the door open, then follows the heroes into the hall.

OFFICE CALL

On the way to his office (room 1), Alvarez makes small talk with the heroes, asking how classes are going and what they think of the new building. If the heroes ask what's going on, Alvarez is non-committal, saying that he has something special for them to do, and that they've been excused from classes for the rest of the day.

Alvarez ushers the heroes into his office, then closes the door behind them. "Sit down," he says, as he takes the chair behind his desk. "You might have heard rumors that we're expecting a special guest today," he says. "Well, you heard right." He turns to the door to the conference room (room 2). "Hank, come on in."

The door opens, and in steps Hank McCoy, better known as the Beast, looking natty in designer sportswear specially designed to fit his oversized frame. "Nice to meet you, fellas," he says, extending a furry hand to the heroes. The Beast greets Alvarez warmly, then takes a seat next to the desk.

Alvarez explains that as part of Dedication Week, the Beast has agreed to be the school's special guest (the

Beast has other reasons for being here, as explained in the Judge's Background above). He'll be speaking at an assembly this afternoon, but until then, the heroes are to serve as his hosts and show him around the building. Alvarez suggests they rendezvous in his office after lunch to make plans for the rest of the day.

TEN-CENT TOUR

The heroes can take the Beast anywhere in the school. All but two rooms are unlocked: The Chemistry Lab (room 6) should be locked if you want to run the optional encounter described below; the storeroom (room 18) is also locked—see Chapter Nine for more about this location. Other than that, the heroes can go wherever they like.

There's no place in particular the Beast wants to see; he'll graciously follow wherever they lead. He engages in friendly banter with the heroes, asking about their plans for the future and teasing them about their girlfriends or boyfriends. All the while, however, he studies them closely, sizing up their intelligence and manner.

As he tours the building, the Beast playfully waves through the classroom windows at startled teachers, bows with a flourish to passing cheerleaders, and signs the notebooks of dumbfounded students. When a group of workmen struggle with a heavy load of lumber, he effortlessly balances the entire load on the palm of one hand and sets it down where they want it.

As the heroes and the Beast stroll through the building, they may experience some or all of the following Optional Encounters. When the noon hour approaches continue with the Beastly Surprise section.

OPTIONAL ENCOUNTERS

Each of the following encounters is keyed to a particular location on the map; when the heroes approach one of these locations, the encounter plays out as described. However, they're all optional; feel free to ignore any or all of them if you wish.

Location A—Smoke Gets in Your Eyes

If the group enters this area, the

Beast says he smells smoke coming from the east end of the hall. Regardless of the heroes' response, the Beast scampers east.

Thick black smoke pours from beneath the door of room 6, the chemistry lab. It's locked, but the Beast jerks it open.

The Beast hollers for one of the heroes to run for help, and then plunges into the room.

One or more of the heroes can obey the Beast and run for help; the Industrial Arts room (room 7), the library (room 4), and the office (room 1) are the best bets. Otherwise, one or more of the heroes can enter the lab and help the Beast. (Note that because of the dense smoke, most heroes should be able to use their powers without being detected.)

The smoke fills the entire room. It smells like rotten eggs, and reduces the characters' effectiveness as if it were a smoke bomb (no one with normal vision can see through it, and everyone in the smoke has a penalty of a two-column shift to the left on all FEAT rolls).

The smoke fumes have Typical potency. For every round the heroes (and the Beast) are exposed to the smoke, the Judge makes a potency FEAT roll. If the roll succeeds, all heroes must make an Endurance FEAT roll. If the roll fails, the hero falls unconscious, overwhelmed by the fumes. Every round thereafter, the unconscious hero must make a successful Endurance FEAT roll or suffer 5 points of damage.

There are two unconscious students lying in the room, one in the southwest corner and the other in the southeast corner. (Both were trying to open the windows before they were overcome by fumes.) Centered on a table against the south wall is a large beaker, black smoke pouring from its mouth.

The Beast will locate the student in the southwest corner and take him out of the room; this process takes him three rounds. Unless the heroes have rescued the second student, the Beast returns to the room and rescues him too, spending another three rounds. Finally, unless the heroes have already done it, the Beast locates the source of the smoke and extinguishes it in a sink along the west

wall; this also takes him three rounds.

If the people in the Industrial Arts room are contacted, it takes them one minute (six rounds) to arrive. It takes two minutes for help to arrive from the office or the library. Once help arrives, they finish the job by rescuing any students still in the room and putting out the source of the smoke. (If the Beast and all the heroes happen to be overwhelmed by the fumes, help eventually arrives from the Industrial Arts room.)

When the students are rescued, the heroes notice that one of them—a thuggish underachiever named Gerald Mundi—wears a black button with yellow letters spelling Y.A.P. The Beast also notices the button, but has no comment. Both students revive within a few minutes after they've been rescued. Gerald mumbles a few words of thanks to the heroes until he notices the Beast, then he shuts up and stares hatefully at them. His companion, a meek student named Larry Fox, is too dazed to say anything.

Gerald and Larry are escorted to the office by faculty members, and workers are dispatched to clean up the mess. (They are subsequently expelled. If the heroes ask about them later, they learn that the students were mixing up a stink bomb to disrupt the afternoon assembly, but the experiment got out of hand.)

Location B—It's a Bird, It's a Plane

As the heroes and the Beast make their way down this hallway, their attention is drawn to excited shouts coming from a nearby classroom (room 10). If they peer into the room (the door's open), they see a group of students gazing out the south window, pointing at the sky. Even the teacher (whom the students recognize as Mr. Culhane, the geography instructor) seems interested.

If the heroes make themselves noticed, Mr. Culhane welcomes them into his class, eager to meet the famous Beast. His students are also excited about the surprise visitor, though several continue glancing outside.

If none of the heroes ask Mr. Culhane what they're looking at out the window, then the Beast does. Mr. Culhane explains that the class thought they spotted a UFO. "There did seem to be a glint of some kind,

but it's gone now. It appeared to dip behind the trees."

If the heroes look out the window, they see that most of their view is blocked by high trees. If there's a UFO, they'll have to go outside south of the trees to see it.

The Beast apologizes for disrupting the class, then suggests to the heroes that they'd better be on their way. Mr. Culhane shuts the blinds and resumes the class.

The Beast says nothing about the alleged UFO, but if the heroes ask him about it, he shrugs and says, "It could be anything. Or nothing. People see things all the time, you know." However, if the heroes show an interest in investigating it, the Beast agrees to accompany them outside.

To get a good look at the alleged UFO, the heroes will have to position themselves south of the trees outside of room 10. Initially, there is nothing in the sky but clouds. However, any hero who studies the sky for five minutes and makes a successful Intuition FEAT roll spots a glistening spherical object diving and swooping among the clouds. If any hero spots it, he can point it out to his companions. The Beast is intrigued, but can't identify it. "See what you can find out. I've got to go make a phone call," he says. "I'll meet you in the lobby (area 14) in a few minutes." The Beast goes back in the building.

If they like, the heroes can wait for the Beast in the lobby, or they can linger outside and watch the UFO. If they take no action for five minutes after the Beast leaves, the object darts away, vanishing in the distance; the encounter is over.

However, any hero with suitable powers can chase the object (assume the trees provide enough cover so that no one inside the school will see him if he's careful). The object is about 100 yards from the ground. If a flying hero moves within 25 yards of the object, he can see that it's a metal sphere about the size of a basketball; multiple lenses protrude from its surface. (This is one of two flying spy-eyes controlled by Arcade to keep tabs on the Beast—see **Chapter Two**.)

If a hero comes within 20 yards of the object, or attacks it in any way, it zips straight up into the sky, traveling at Amazing speed. The object con-

tinues to dart in random directions at Amazing speed until the hero gives up, or the object is destroyed. The object is made of an alloy that provides Amazing protection; if it suffers 20 points of damage, it's destroyed. If the hero stops its momentum (by catching it, for example), the object begins to vibrate.

Two rounds after it begins to vibrate, or as soon as it takes 20 points of damage, the object explodes. Make a FEAT roll on the Good column for each hero in the area. Check for effects on the Hack & Slash column of the Effects Table. A hit causes 10 points of damage.

When the heroes rendezvous with the Beast in the lobby, then can tell them what they learned about the object (if anything). He listens intently, but is at a loss to explain it. He says he made a call to an Air Force friend to find out if they were aware of any unusual phenomena in the area, but the Air Force had no information. The Beast shrugs it off as "a mystery we'll have to live with" and suggests they continue their tour.

Location C—Special Delivery

The bell rings to signal the end of a class, and students spill into the halls from every direction. The Beast is instantly surrounded by admirers who want to touch his fur, shake his hand, or get an autograph.

Suddenly, a ripe tomato smacks the Beast on the side of his head. He wipes it away, making a joke to the immediate crowd that "maybe I'm not as lovable as I think." The Beast makes no move to run down the culprit, but he won't interfere if the heroes do.

If the heroes hesitate for more than five rounds (30 seconds), the culprit vanishes into the crowd. Otherwise, if any of the heroes move down the hall in the general direction of the attack, they're each allowed to make a Intuition FEAT roll. If the roll is successful, they spot a short female clutching a paper bag, making her way through the crowded hall as fast as she can. A reddish liquid resembling tomato juice drips from the damp bottom of the bag.

If the heroes stop her, she stares at them defiantly, demanding to know what they want. The heroes recognize her as Sondra Massic, the girlfriend of

Josh Stanks. (The heroes may have already had an altercation with Stanks in speech class—see the Class Action section above.) She wears a black Y.A.P. button.

If the heroes accuse Sondra of pelting the Beast with a tomato, she denies it, defying them to prove it. If they ask what's in the bag, she says it's full of tomatoes "for lunch." (Sondra is guilty, but since the heroes will be unable to find a witness, they'll have a hard time proving it.)

Eventually, Sondra turns on her heel and stalks away; pursuing the matter further will be fruitless. However, as she leaves, Sondra accidentally drops a slip of yellow paper (not unlike the paper the heroes might have seen in Bryn Taylor's possession in speech class—see the Class Action section above). The paper contains the following message:

**Y.A.P RALLY TONIGHT!
FAIRGROUNDS EXHIBITION
BUILDING—9 P.M.
SPECIAL GUESTS!
BRING THIS PAPER FOR ADMIS-
SION
PURITY = STRENGTH**

At the bottom is a rough sketch showing directions to the fairgrounds, with a large X indicating the exhibition building.

In a few minutes, the hallways clear as the next class period begins. If the heroes show the paper to the Beast, he studies it, then asks the heroes what they know about Y.A.P., listening carefully to whatever they have to say. He returns the paper to the heroes. "It doesn't sound good," he says, but has no further comment. The heroes can proceed with the tour.

Location D—Weight Awhile

As the heroes near the gymnasium (room 17), the Beast asks the heroes about a separate building he saw when he arrived. "It's right behind the gym. It wouldn't be a weight room, would it?" As the heroes know, the Beast has guessed correctly; it's a weight room (room 21) used by the school's athletes.

The Beast asks if they'd mind stopping by the weight room for a few minutes so he can get in a quick workout. If the heroes hesitate, the Beast says

he'll smooth things over with Mr. Alvarez if they run into any trouble. If the heroes still resist, the Beast gets the hint. "Some other time maybe." (If the heroes don't visit the weight room, the encounter is over. Frenzy and Noise—see below—get nervous about hanging around the school and leave, vowing to ambush the Beast on some other occasion.)

If the heroes agree to show the Beast the weight room, they take him to a small structure behind the school. The structure is about 60 feet by 30 feet and is made of concrete bricks (for movement purposes, treat the room as one area). There is a single door in the west wall, and a single window, about 3 feet square, near the top of the north wall. The building isn't quite finished yet; there's no covering over the concrete floor, and the walls are unpainted. There's not much equipment here either, just a single 200-pound barbell, two 50-pound barbells, and four jump ropes lying against the east wall.

The Beast closes the door, then motions for the heroes to take a seat on the floor near the west wall. The Beast then begins a breathtaking demonstration of his athletic skill, balancing himself upside down on one finger while juggling the barbell with his feet.

Suddenly, the door bursts open, and in steps a sinister figure holding a gun. "Die!" he screeches at the Beast, and a beam of light blasts from the gun, narrowly missing the Beast, and burning a hole in the wall just a few inches above the heroes' heads. (The intruder is Frenzy, who has been stalking the Beast for days, waiting for an opportune moment to ambush him. His ally, Noise, is waiting on the roof. Frenzy's weapon is a laser pistol, with Remarkable range, causing 10 points of damage if it hits.)

No sooner has Frenzy fired his gun than the Beast charges after him. Frenzy darts out of the room. "Wait here," the Beast calls to the heroes. "This won't take long." He takes a jump rope with him.

One round after the Beast leaves, Frenzy comes back through the door and confronts the heroes. "If you're pals with him, then you die too!" (When the Beast charged through the door, Noise ambushed him. While the Beast is occupied with Noise, Frenzy

intends to polish off the heroes.)

Frenzy fires his gun at random heroes. If they disarm him, he attacks using his martial arts Talents. If he loses half of his Health, he falls to his knees and begs for mercy.

If more than one of the heroes lose half their Health points while battling Frenzy, or if it looks like one of the heroes risks losing his life, the Beast makes a fortuitous appearance and subdues Frenzy in short order. If any of the heroes slip past Frenzy to see what happened to the Beast, they discover that he's just defeated Noise and is tying him up with the jump rope; the Beast then charges back into the weight room to take care of Frenzy.

If both Frenzy and Noise are defeated, the Beast secures them with jump ropes. He identifies them as "small-timers with a grudge against X-Factor. We won't be seeing them again for awhile." The Beast says they'll be safe in the weight room. When the heroes and the Beast return to the main building, the Beast calls Mr. Alvarez from the lobby and asks him to summon the authorities to haul the villains away.

AFTERMATH

When the noon hour approaches, the Beast interrupts the tour. "You've been superb hosts," he tells the heroes. "Now let me return the favor. Just follow me—I've got a little surprise for you." The Beast smiles mysteriously as he leads the heroes outside; he won't answer any questions.

Proceed to **Chapter Two**.

TROUBLE-SHOOTING

If the heroes publicly reveal their powers.

If the heroes display their powers to the Beast or confide their secrets to him, he merely nods and smiles, saying, "We'll discuss this later." (And they will—see **Chapter Two**.)

If the student body learns of the heroes' powers (which shouldn't happen, unless the heroes are especially careless), Mr. Alvarez announces over the intercom that the heroes are the subjects of a secret experiment being conducted by the Beast on behalf of X-Factor. If necessary, the Beast will

tell the heroes he knows about their powers, encouraging them to be discreet for the time being.

If the heroes suspect the workers are up to no good.

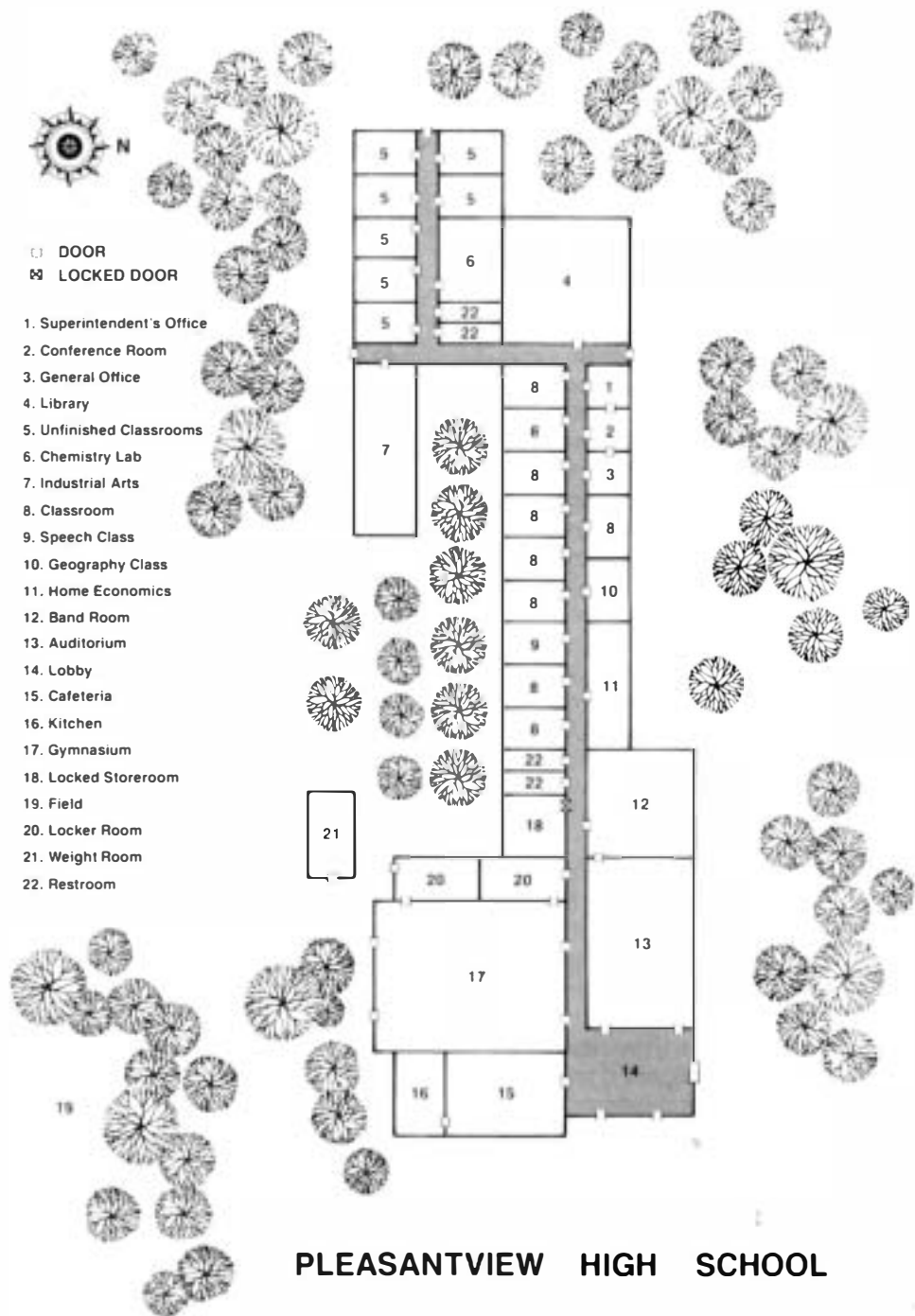
As will be revealed in **Chapter Four**, the workers are actually minions of Arcade. In the unlikely event that the heroes question the workers about the unusual modifications they're making to the school, the workers insist that Alvarez has approved everything they're doing (not true). If the heroes ask the Beast or Alvarez to investigate, they promise to look into it later.

If the heroes suspect that Alvarez is a mutant.

It's possible that the heroes discover Alvarez's secret (for instance, one of the heroes might also have the ability to detect mutants). If confronted, Alvarez stonewalls, neither confirming nor denying the accusation. The Beast says he'll look into it.

KARMA

A good performance in Mrs. Connally's debate:	+10
A poor performance in the debate:	-5
Assist in the rescue of Larry and Gerald:	+20
Don't assist in the rescue of Larry and Gerald:	-10
Disable the sky-eye (or get close enough to see its lenses):	+5
Chase down Sondra and recover her dropped paper:	+5
Assist in the defeat of Frenzy:	+20
Don't assist in the defeat of Frenzy:	-10
Publicly expose their mutant powers:	-40



CHAPTER TWO: LUNCH BREAK

JUDGE'S BACKGROUND

Over the lunch hour, the Beast intends to surprise the heroes' with a robotic device to test their skill and courage. Unknown to them, Arcade will be watching their every move with one of his airborne spy-eyes.

Three Surprises

Surprise Number One

The Beast leads the heroes to a secluded grassy field surrounded by trees (location 19 on map 1). He tells them to sit down in the grass and make themselves comfortable. "Be right back." He disappears into the trees.

A moment later, the Beast returns with a large picnic basket. "Here we go," he says, as he spreads a blanket on the ground. "Lunch is on me today." He unloads sandwiches, salads, and soft drinks, inviting the heroes to dig in.

Surprise Number Two

While they're enjoying the food, the Beast drops a bombshell—he reveals that he knows the heroes are mutants. If the heroes try to deny it, the Beast just laughs. "Nice try, but we've had our eye on you for some time." He says that Mr. Alvarez, an old friend of X-Factor, tipped him off. (Out of respect for Alvarez, the Beast doesn't reveal to the heroes that their superintendent is a mutant; if the heroes ask how Alvarez knew about their powers, the Beast says "I guess he's smarter than you think.")

Surprise Number Three

Their conversation is abruptly interrupted by a bizarre machine that crashes through the trees and stomps towards the Beast. The machine resembles a giant metallic disk, about 15 feet in diameter and 4 feet wide. It walks on eight spider-like legs. Six metal tentacles extend from the disk, each about 12 feet long. Two of the tentacles have flat paddles on the ends, three others narrow into long cables, and the last one has a thick nozzle.

As soon as the machine appears, one of the cable tentacles lashes out

at the Beast, entangles him, and zaps him with a shower of sparks. The Beast goes limp. The tentacle wraps around him like a snake, then draws him to the top of its central disk, holding him tightly.

SPIDER MACHINE

F	A	S	E	R	I	P
RM	RM	EX	EX	FE	FE	FB
30	30	20	20	2	2	2
Health = 100						

The steel alloy surface of the spider machine gives it Amazing protection. It can make two tentacle attacks per round. The tentacles have the following abilities:

- The two paddle tentacles swat at victims with Excellent accuracy (Slugfest column of the Battle Effects Table; a successful hit causes 5 points of damage).

- The three cable tentacles entangle their victims with Remarkable strength, then zap them causing 2 points of damage.

- The nozzle tentacle fires a powerful jet of water with Excellent accuracy (Slugfest column of the Battle Effects Table; a successful hit causes 2 points of damage).

The Beast is only pretending to be unconscious; he's secretly controlling the spider machine with a device concealed in his hand. However, the machine won't leave this area; additionally, the Beast makes sure it doesn't do any serious harm to the heroes.

The battle continues until one of the following conditions occurs:

- half or more of the heroes leave the area. In this case, the heroes fail the test.

- the heroes are clearly losing the battle (for instance, two of the heroes are trapped in the cable tentacles and show no signs of escaping, or all of the heroes have suffered 10 or more points of damage). The heroes fail the test.

- the heroes disable the machine (its Health is reduced to 0). The heroes pass the test.

- the heroes rescue the Beast from

the machine, and the machine loses at least half its Health points (if the heroes rescue the Beast, he'll continue to feign unconsciousness until the battle ends). The heroes pass the test.

As soon as the battle ends, the Beast pops to his feet, and the machine (if it's still active) releases any heroes in its tentacles, then scuttles away into the trees. The Beast apologizes for scaring them, explaining that this was a test of fighting prowess.

If the heroes passed the test, the Beast congratulates them on their skill and combat technique. If they failed the test, he gives them a few pointers on what they might have done differently, stressing the importance of teamwork. Finally, he reminds them of the responsibility that comes with their powers.

AFTERMATH

When the lunch hour draws to an end, the Beast reminds the heroes that they're scheduled to meet with Alvarez. "And I've got something I need to talk to you about, too," he says. The Beast says he'll explain everything when they get to Alvarez's office.

Continue with Chapter Three.

TROUBLE-SHOOTING

If the heroes figure out that the Beast is controlling the spider machine before the battle begins. If the heroes suspect a ruse and refuse to fight, the Beast ends the test and congratulates them on their perception. They pass the test.

If the heroes search for the source of the spider machine. During the battle, the heroes might decide to check the trees to see where the spider machine came from. They'll discover a large air car; this is the Beast's personal vehicle which he flew to the school. If the heroes mess with it, the Beast stops the test; they pass or fail depending on their performance up to that point.

KARMA

Pass the test: +20
Fail the test: -10

CHAPTER THREE: NIGHT RALLY

JUDGE'S BACKGROUND

Through a network of intermediaries, Cameron Hodge has hired operatives around the world to stir up anti-mutant propaganda. One of these operatives is Ammo. Ammo, who's recruited Bushwacker as his aide, is currently touring the United States to provide encouragement and support for a variety of anti-mutant youth groups. Among the most prominent is the Young Americans for Purity, also known as Y.A.P.

Ammo hopes to use the tour to boost his own prestige and also to explore the possibility of expanding his gang network across the country. Neither he nor Bushwacker have any direct knowledge about Cameron Hodge or Genosha.

RENDEZVOUS WITH ALVAREZ

As requested, the Beast and the heroes meet in Mr. Alvarez's office just after lunch. Alvarez chats with them briefly, asking how their morning went and if the heroes had a chance to show their guest everything he wanted to see. The Beast then pulls up a chair and gets down to business.

The Beast says that anti-mutant youth groups are popping up in high schools all over the country, "a trend that doesn't exactly bode well for mutantkind." One such group is the Young Americans for Purity, also known as Y.A.P., who have a chapter right here in Pleasantview High.

The Beast says that Alvarez was the one who originally tipped him off about the Pleasantview Y.A.P. chapter, and his own investigations have led him to suspect the worst. "It's true that Y.A.P. may not amount to anything at all. But as far as we know, it might have international support—some of these guys like to get to the kids as soon as they can. Show him the paper, Eduardo."

Mr. Alvarez takes a paper from his pocket and hands it to the heroes. "I took this from a student a couple of days ago," he says. It's a yellow sheet containing the following message:

Y.A.P. RALLY TONIGHT!
FAIRGROUNDS EXHIBITION
BUILDING—9 P.M.
SPECIAL GUESTS!
BRING THIS PAPER FOR
ADMISSION
PURITY = STRENGTH

(The heroes may have seen a similar paper if they encountered Sondra Massick in the Optional Encounters section of **Chapter One**.)

The Beast says that he'd like the heroes to attend the rally and check it out—he's especially interested in the identity of the special guest. "Just keep to yourselves and pretend that you're interested in joining. I won't kid you—there's always the possibility of trouble—but if you keep cool, you shouldn't have any problems. What do you say?"

If the heroes decline, the Beast says he understands, and apologizes for putting them on the spot (the events described in the At the Fairgrounds section below won't occur). If they agree to help, the Beast thanks them. "I knew I could count on you."

At that moment, the phone rings. Alvarez answers it, speaks briefly, then addresses the Beast. "It's for you. You can take it in the next room." The Beast excuses himself, telling Alvarez to continue briefing the heroes. "Don't forget," he says, heading for the adjacent office, "they'll need transportation."

Alvarez says that the fairgrounds are miles out of town. He asks if any of the heroes has a car. (Assume that any hero with Typical Resources has access to a car big enough to hold all the heroes.) If none of them do, Alvarez reaches in his pocket and tosses them his keys. "Be careful with it. I'll get a ride home with one of the teachers."

At this point, the Beast returns. "I'm afraid I have to leave," he says. "Urgent X-Factor business." Before he goes, he volunteers to help the heroes plan their strategy. He studies the map at the bottom of the paper. (Make a rough sketch of map 2 and give it to the players. Make a big X on location 1; this is the exhibition hall, where the

meeting will be held. Write PARKING in big letters on both locations labeled 2, and write MAIN GATE on location 3 and WEST GATE on location 4).

The Beast says that if there's trouble at the meeting, the heroes may need to make a quick getaway. He suggests they enter through the west gate (location 4), make their way through the fairgrounds, and park near the back (this route is indicated on map 2; show the players what the Beast is talking about by tracing the route on the sketch map). "If you have a problem, take the same way out. You'll avoid the crowd that way."

The heroes may wonder if it'd be better to park their car in the street and walk in. "Bad idea," says the Beast. "You might need to get out of there fast." If they wonder when's the best time to show up, the Beast says to get there at 9. "It'll look suspicious if you show up early." He also warns them not to sneak in or try to hide out. "Just mingle and pretend you're one of them. Any other way is too risky." (These are only suggestions; the heroes are free to ignore the Beast's advice if they like.)

The Beast rises to leave. "Remember," he says, "if your life is in danger, I wouldn't worry about keeping your powers secret." He says he hopes to wrap up his business quickly. "I'll try to be back for the game tomorrow night. See you there," he says, and leaves. (As it happens, the X-Factor business keeps Beast away indefinitely; he won't appear again in this adventure.)

Alvarez warns the heroes to be careful, and asks them to come to his office the first thing tomorrow morning and tell him what happened. "For now, you might as well go back to your afternoon classes."

The rest of the day passes uneventfully.

AT THE FAIRGROUNDS

Map Notes

Refer to map 2 for the rest of the events in this chapter. Dense woodlands surround the fairgrounds on the north, west, and east sides; the only access for cars are the gates (3 and 4)

adjacent to the highway. All of the buildings are unlocked and empty.

Arrival

When the heroes arrive, they see cars streaming into the main gate (3); there is no activity of any kind near the west gate (4), and the heroes can enter there if they like.

The parking lots (2a and 2b) are packed with cars. If the heroes enter the west gate, they can follow the road between buildings 7 and 8; there's room to park in the north end of parking lot 2a. If the heroes decide to enter the main gate, a student directing traffic indicates that they should park in the north end of parking lot 2a.

The Rally

A student wearing a black Y.A.P. badge stands at the door to building 1, accepting the yellow announcement paper as admission. (One paper will admit all the heroes.) If the heroes forgot the paper, the student demands a five dollar donation from each; if they don't give a donation the student lets them in anyway, but warns them he intends to collect later. (He never does.)

The building is jammed with over 200 students. Most are from out-of-town; however, if a hero makes a successful Intuition FEAT roll, he recognizes a few Pleasantview High students, among them Bryn Taylor, Josh Stanks, Gerald Mundi, and Sondra Massick. These students eye the heroes suspiciously if they see them,

moving away if the heroes approach. However, if the heroes approach Gerald Mundi and they helped rescue him from the smoky lab (see the Optional Encounters section in **Chapter One**), he warns them to be careful. "These guys don't like outsiders, if you know what I mean."

A makeshift stage stretches across the south end of the room. A student crosses the stage and yells for order. The room quiets down. The student asks for a big hand to welcome their guests, and as the room fills with applause and cheers, two imposing figures take the stage. One wears an eyepatch and carries a huge baseball bat, the other is a stocky man with an evil sneer who carries a flamethrower. (The guests are Ammo and Bushwacker.)

Ammo lectures the students about the plague of mutants threatening to pollute the gene pool United States. "I've seen them with my own eyes," he says. "They're dangerous and dirty. The only mutant you can trust is one full of bullet holes." The crowd cheers. Ammo presses on, whipping the crowd into a frenzy of hatred.

After Ammo has spoken for a few minutes, a student from the crowd screams, "Hold it!" A hush falls over the room. "There's spies here!" The voice belongs to Josh Stanks. He points directly at the heroes. "I know them from school! They're a bunch of mutie lovers!" All eyes turn to the heroes, and several students begin to

advance toward them. "Let's get 'em!" screeches Stanks.

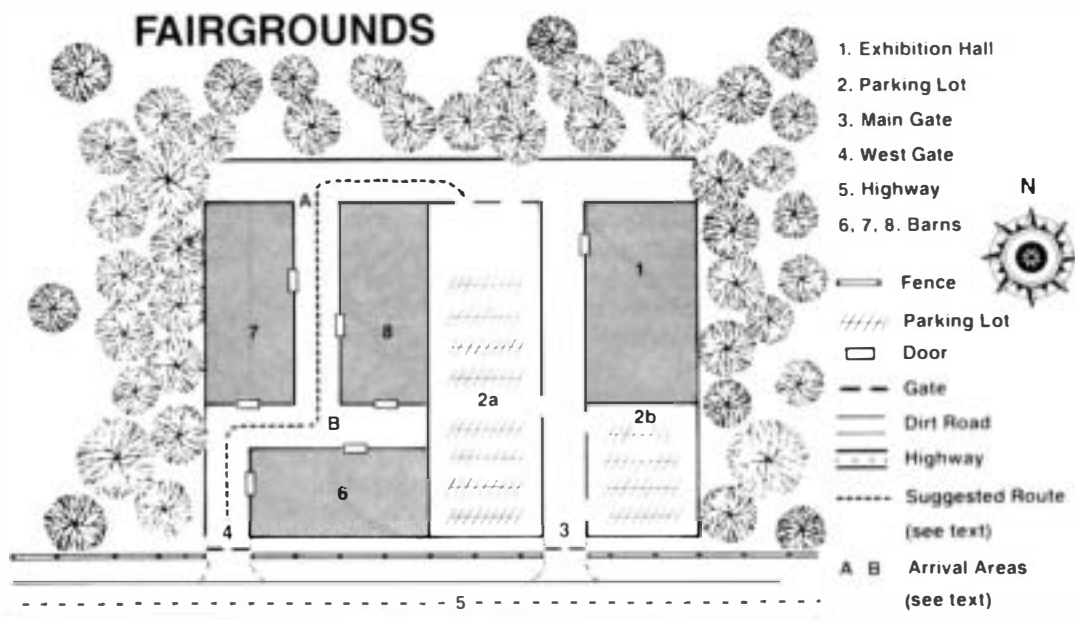
But before either the students or the heroes can take any actions, a noisy clanking and crunching can be heard from the stage—Bushwacker's right arm is transforming into a gun. A moment later, Bushwacker blasts the gun over the heads of the crowd.

"No fighting!" commands Ammo. "This isn't the place!" The crowd begins to settle down, backing away from the heroes. "The meeting's over. Go home. There'll be no violence tonight." (Ammo usually has no reservations about using violence, but he's afraid of involving the police and the resulting bad publicity.)

The heroes are free to go; if they hesitate, a nearby student whispers to them menacingly, "If I were you, I'd get out of here while I still could." The crowd begins to move to the exit; nobody bothers the heroes, but from the look in their eyes, it's clear that they'd love to.

Showdown

When the heroes leave the exhibition hall, they see students getting in their cars and heading for the main gate. A large crowd of students lingers near the main gate, eyeing each car as it leaves. These students are waiting for the heroes; they'll wait for hours if necessary. Make it clear to the heroes that if they attempt to leave through the main gate, there's a good chance of trouble.



If the heroes insist on facing the crowd at the main gate, the crowd taunts them, saying they'll have to wait for a while to get through; the crowd will block the exit for the next three hours. The crowd offers insults and threats, but takes no hostile actions. If the heroes wait it out, the crowd eventually lets them through, and the heroes can go home; proceed to **Chapter Four**.

There are no students anywhere near the west gate or near road 10; if the heroes wish to leave by driving through the alley between buildings 7 and 8, exiting through the west gate, there doesn't appear to be anyone to stop them. (If the heroes choose another route or different strategy, see the Troubleshooting section.)

As soon as the heroes drive south down the alley between buildings 7 and 8, Bushwacker moves out of the shadows and into location A. He uses his arm-gun to blast the tires out of the heroes' car (or fires enough shots to immobilize it). At the same time, Ammo steps out of the shadows south of building 8 and into location B. In this relatively secluded part of the fairgrounds, Ammo and Bushwacker intend to kill the heroes, whom they believe are spies. Ammo advances north toward the heroes; Bushwacker moves south.

Ammo uses his bat, and Bushwacker uses his arm-gun and flamethrower to attack the heroes. They fight without mercy; they will not nego-

ciate. If necessary, they pursue the heroes anywhere in the fairgrounds. (After Bushwacker's first few shots are fired, the students still lingering in the fairgrounds panic and scatter; if the battle moves toward the southeast part of the fairgrounds, the heroes will see that the crowd at the main gate has dispersed.)

When any of the following conditions are met, proceed to the Aftermath section:

- the heroes subdue both Ammo and Bushwacker.
- two or more of the heroes lose half of their Health points, or the heroes appear to be on the verge of defeat.
- the heroes escape the fairgrounds.

AFTERMATH

If the heroes flee the fairground, Ammo and Bushwacker won't pursue. (Later that evening, they're captured by the police, as the heroes will discover tomorrow.) If the heroes subdue the villains, they hear a siren in the distance, meaning the police are about to arrive. The heroes can stick around and try to explain to the police what happened, or they can leave; if they stick around, the police will escort them home. If the heroes are on the verge of defeat, they also hear police sirens, which frighten the villains away. If the heroes pursue, the villains elude them (but the police manage to capture them later).

TROUBLE-SHOOTING

If the heroes aren't seen by Stanks at the rally. If the heroes aren't pointed out as spies (perhaps all the heroes have the power to become invisible), then nobody in the crowd notices them; Ammo and Bushwacker won't ambush them later. However, it should be extremely difficult for the heroes to avoid this confrontation; for instance, even if they sneak into the fairgrounds, drill holes in the exhibition hall, and spy on the rally in secret, it's still possible that a student roaming the grounds might spot them and alert the villains.

If the heroes cause trouble at the rally. If for some reason the heroes decide to fight the students in the exhibition hall, Ammo and Bushwacker spring into action and attack the heroes; the students scatter, leaving the fairgrounds as fast as they can. The battle plays out as described above.

If the heroes take a different route out of the fairgrounds. Once they leave the rally, the heroes might try to drive through the parking lot (east of building 8) or take some other unexpected route. Ammo and Bushwacker will then attempt to ambush them from some other location (possibly popping out from behind a tree or a parked car). The battle plays out as described above.

If the heroes abandon their car and sneak out. Once they leave the rally, the heroes could conceivably sneak through the woods north of the fairgrounds (or sneak out some other way). If they're clever and careful, Ammo and Bushwacker won't spot them, and they can escape the fairgrounds unscathed. However, the villains will demolish their abandoned car. (If the car belonged to Alvarez, or they borrowed it from a friend, penalize them an additional 5 points of Karma.)

KARMA

Accept the Beast's mission:	+ 20
Decline the Beast's mission:	- 10
Defeat Ammo:	+ 30
Defeat Bushwacker:	+ 30
Engage Ammo and Bushwacker in battle, but don't defeat them (the police intervene):	- 20



CHAPTER FOUR: TIME OUT

JUDGE'S BACKGROUND

Arcade has heard rumors that a big anti-mutant project is being planned in Genosha. The best way to ingratiate himself with the power elite of Genosha, he figures, is to pull off a spectacular humiliation of mutants.

Arcade disguised his minions as construction workers, and has turned the school gymnasium into a modified Murderworld, complete with video cameras in the ceiling to capture every moment of his triumph.

As it happened, only the Beast came to the school, and he left prematurely. But Arcade isn't worried. Using one of his flying spy-eyes, Arcade discovered that the teenagers are mutants who will be perfect subjects for his Murderworld demonstration.

DEBRIEFING

On the morning following the fairgrounds rally, the heroes meet with Alvarez who thanks them for their help. "With your information, and the cooperation of the authorities, I think we can put an end to Y.A.P." (He's right—under pressure from the administration and the community, the Pleasantview Y.A.P. chapter eventually disbands.)

Before they leave, Alvarez reminds the heroes about the charity game. "If he makes it back, the Beast will want to hear what happened." Alvarez tells them to have a good day, and that he'll see them tonight at the game.

THE CHARITY GAME

That night, the heroes arrive at the gym along with what appears to be the entire Pleasantview community. The bleachers are packed with students, faculty, and parents, but there are still a few seats left. (Use the basketball court on the large color map. For this chapter, ignore the markings on the basketball court.)

A few minutes after the heroes take their seats, a buzzer blasts, and a voice over the loud speaker blares, "Will everyone please collapse for the national anthem?" (The voice belongs to Arcade.) As a music box version of the anthem plays over the loudspeaker, the entire gym begins to fill with a pink knock-out gas; the gas is so potent that only characters with Unearthly Endurance can resist it. The heroes, along

with everyone else in the gym, fall asleep in a few seconds.

When the heroes revive, they find themselves dressed in basketball uniforms, sitting on the home team bench. The entire home team bleachers are empty; all of the spectators have been crammed into the visitor's side. The spectators are immobile and glassy-eyed (they're all in a deep hypnotic trance, courtesy of Arcade). The loudspeaker voice announces that the game is about to begin.

But immediately after the announcement, a portion of the east wall crashes down, and in zoom six intruders wearing glistening armored suits. They land on the east end of the court, glance around the gym, then head directly for Mr. Alvarez, who's seated near the front of the visitor's bleachers. The loudspeaker voice sputters and squawks, demanding that the intruders leave immediately. (Arcade has no idea who the intruders are.)

The intruders have been sent by Mandrill to kidnap Alvarez (see Chapter Five). They have no particular interest in Arcade or the heroes.

Battlesuit Intruders

F	A	S	E	R	I	P
EX	GD	RM	EX	TY	TY	TY
20	10	30	20	6	6	6
Health = 80				Karma = 18		

The intruders' battlesuits are based on black market S.H.I.E.L.D. Mandroid technology. Each intruder is armed with a blaster that produces Remarkable Force damage at a one-area range, and a neuro-stunner that produces Monstrous Stunning at a one-area range (use the Monstrous column; if any colored result is rolled, the victim is stunned into unconsciousness for 1-10 rounds; he suffers no damage). Each can generate a force field of Amazing intensity in a three-area range (but they can't fire their weapons while maintaining a force field), and each has rocket boosters that give them Remarkable air speed.

One round after the intruders enter the gym, one of them snaps up Alvarez, deposits him in a coffin-like container, and swoops away. The other intruders watch for opposition, remaining after their companion leaves.

If the heroes attack or otherwise draw attention to themselves, the intruders

retaliate until all of the heroes are unconscious.

AFTERMATH

A few minutes after the intruders leave, a man-shaped robot (all abilities Good) enters the gym and rushes to the heroes. If the heroes are unconscious, the robot revives them. The robot explains that there's no time to lose if they're going to rescue Alvarez—he has a vehicle outside. If the heroes ask who he is, the robot says, "I'm a machine—I have no name." If the heroes hesitate to leave with him, the robot says he's been sent by the Beast to help them; if necessary, the robot repeats some of the things the Beast told them during the lunch hour battle with the spider machine in Chapter Two. (In fact, this is Arcade's robot. Once the repairs are completed, Arcade will seek out the heroes by monitoring the location of his robot, then run them through his Murderworld gym as planned.)

The robot says he has an air car out back that they can use to track the intruders, but they have to hurry before they lose them. He beckons for the heroes to follow him through the hole in the gym wall.

Proceed to Chapter Five.

TROUBLE-SHOOTING

If Arcade's knock-out gas doesn't affect all the heroes. Assume that Arcade can increase the potency as necessary to knock them all out.

If the heroes defeat one of the intruders. Unlikely, but if it happens, they discover that an adult female is inside the suit. She refuses to cooperate with them in any way. (She's a minion of Mandrill; she doesn't know the details of his plans, only that she was supposed to help kidnap Alvarez.)

If the heroes won't go with the robot. The robot repeats anything the Beast said or did yesterday while visiting the school in order to convince them of his sincerity. If they still aren't convinced, you might remind them of their responsibilities as heroes to rescue their superintendent.

KARMA

Take no action against intruders:	-20
Attempt to stop the intruders:	+20
Defeat an intruder:	+30

CHAPTER FIVE: NIGHTMARE IN NEW GUINEA

JUDGE'S BACKGROUND

Mandrill has heard that Genosha intends to step up its anti-mutant policy and fears that sooner or later, he'll be on their hit list. Temporarily putting aside his plans for world conquest, Mandrill has established a fortress-like headquarters in a remote area of New Guinea where he has been developing schemes to deal with the Genoshan threat.

Mandrill intends to form an army to stomp out Genosha; short of that, he at least intends to protect himself. In recent months, he's amassed a small but loyal army of female soldiers, among them a wealthy and well-connected woman who's provided him with a fortune. He's used the money to hire some international aides (see Chapter Six) and buy an impressive array of black market technology.

Through his network of contacts, Mandrill has been tracking the whereabouts of mutants across the world. He's learned that Eduardo Alvarez is a mutant and has a connection with X-Factor. Mandrill sent a contingent of battlesuited soldiers to the United States to kidnap Alvarez (Chapter Four), and plans to use Alvarez to lure X-Factor to New Guinea. Mandrill hopes to convince X-Factor to join his fight against Genosha; if X-Factor won't cooperate, he can threaten to kill Alvarez. If all else fails, he can always give the mutant Alvarez to Genosha in exchange for their promise to leave him alone.

TO THE SKIES

The robot (see Chapter Four) leads the heroes out of the hole in the north wall of the gym to a clump of bushes concealing a small air car. The robot explains that the car belongs to X-Factor; its tracking device will lock in on the escape route of the intruders, and its powerful gravimetric engine will allow them to follow the intruders anywhere in the world (the air car actually belongs to Arcade, who hid it here in case he needed to escape).

The robot volunteers to pilot the air car (Excellent Control, Incredible Speed in the air, and Good Body). If a hero insists on piloting the air car, the

robot reluctantly agrees; however, a Red Reason FEAT roll is required to understand and operate the vehicle's complicated control system.

Once airborne, the robot adjusts the air car's computers to lock in the intruders' route. A few moments later, a computer screen displays a map of the world with a path leading from the midwestern United States to an island north of Australia. The robot punches a few buttons, then announces that the intruders are headed to New Guinea.

APPROACH TO THE FORTRESS

Refer to Mandrill's Fortress section of the color map for the remainder of the events in this chapter.

The air car eventually reaches a remote area of central New Guinea. The robot points out a large granite fortress surrounded by high cliffs as the destination of the intruders. The robot says that most of the immediate terrain is too rough or too swampy to land the air car; however, the robot locates a relatively clear field not far from the fortress (location A on the map) and eases the car down for a soft landing.

The robot will stay with the air car in this area, waiting for the heroes to return; there's enough vegetation to provide concealment. If the heroes insist, the robot will accompany them, but he won't fight for them (if the heroes are attacked, the robot runs for cover until the danger has passed).

The terrain is soft and swampy, with occasional patches of dense forest. There are numerous insects and a few birds, but otherwise, there are no signs of life.

As the heroes make their way towards the fortress, they may experience some or all of the following Optional Encounters. After the heroes cross north of the stream, continue with the Assault from the Cliffs section below.

OPTIONAL ENCOUNTERS

Depending on the actions of the heroes and the decisions of the Judge, both, either, or neither of the following

encounters may occur. Assume that the Cry in the Wilderness and Strange Discovery encounters can occur anywhere south of the stream.

Cry in the Wilderness

The heroes hear a desperate female voice crying for help from a nearby area densely filled with trees. If the heroes investigate, they find the area to be particularly spongy, containing several inches of standing water. The hero leading the party (or if more than one hero shares the lead, choose randomly) steps in a pool of quicksand and begins to sink at a rate of one foot per minute. If the sinking hero makes a successful Agility FEAT roll, he grabs a patch of solid ground or tree root; if he makes a successful Strength FEAT roll, he can pull himself free.

Any hero making a successful Strength FEAT roll can rescue the sinking victim. If the hero sinks below the surface, he can still be rescued if a companion feels around and finds him. Otherwise, he continues to sink at the rate of one foot per minute. If he isn't rescued before he sinks out of reach, he'll never be seen again.

If the heroes continue to follow the source of the sounds, they discover a young woman who has sunk up to her waist in a quicksand pool. She clings to a low-hanging limb of a tree overhead, which prevents her from sinking any further. "Please help me!" she gasps to the heroes. "I can't hold on much longer!"

If the heroes are heartless enough to question the woman while she's clinging to the branch, she promises to cooperate with them, but only if they rescue her first. The woman is only a few feet from dry ground; any hero standing on the dry ground who extends an arm to reach her must make an Agility FEAT roll, or he falls in. Any hero who climbs the tree and attempts to crawl across the limb to rescue the woman causes the limb to crack, and he falls in. The woman, along with any heroes who fall in, can be rescued by successful Strength FEAT rolls from heroes safe on dry land. Otherwise, sinking victims risk death as described above.

If the heroes rescue the woman, they can question her. Though terrified and anxious to leave, she promises to answer their questions if they let her go when they're finished. Assuming the heroes agree, the woman answers their questions as follows:

Who are you and how did you get here? Her name is Lila Stone, and she's a native of Australia (all of her abilities are Good, except for Excellent Fighting and Remarkable Psyche; her Health and Karma are both 50). She was recruited to work here as a soldier for a mysterious employer. "He offered me an obscene amount of money, but I should never have taken it." She despises her employer and was escaping when she fell in the quicksand.

Who's your employer? She describes him as a hideous monster, half-man, half-ape. She doesn't know his name; all of his aides and employees refer to him as "lord." She doesn't know anything else about him, except that he plans to amass an army for some reason, and he has allies in other parts of the world. (Her employer is Mandrill. He attempted to induce submission by having her become addicted to his pheromones, in the much the same way as he has secured the services of his other female "employees." However, Lila's strong Psyche enabled her to resist Mandrill's pheromones, and he was unable to control her.)

Where's Alvarez? Lila has never heard of Alvarez and is unaware of the kidnapping. "He could be anywhere. He may not even be in New Guinea." She says that her employer keeps all his records in his office, in a room near the center of the fortress. "Maybe you can find out there."

How do we get into the office? "It has an electric lock. It's impossible to open." However, she says that there's a power plant in the southeast corner of the fortress that provides energy for the entire building, including the electric locks. "Maybe if you could disable that..." (She doesn't know how to do it.)

((How do you get in the fortress? The only entrance is the south door. "You can't open it from the outside. You have to push a green button on the inside to open it.")

Lila has no other information. If they let her go, she races south through the

forest; the heroes won't see her again (she eventually finds her way home). If the heroes offer to give her a lift home in their air car, she declines, saying she prefers to go her own way. If the heroes renege on their promise and hold her prisoner, she's outraged and refuses to cooperate with them; she'll escape at the earliest opportunity.

Strange Discovery

As the heroes pass a section of dense forest, have them all attempt Intuition FEAT rolls. Any hero who succeeds in the FEAT roll notices a metallic glint coming from the trees. If the heroes investigate, they discover a large air ship. The ship has no identifying marks. (It belongs to the Reavers, who hid it here while they wait for an opportunity to attack the fortress—see the Assault from the Cliffs section below.)

The ship is made of a steel alloy of Remarkable strength. However, the door to the ship is unlocked; the heroes are free to enter and explore if they wish.

The interior of the ship is littered with trash, bottles, and half-eaten food; apparently, the owners aren't especially neat. If the heroes poke through the trash, they discover a few cheaply-produced pamphlets, filled with vile anti-mutant rhetoric. If they look under the seats, they discover a small weapon about the size of a ballpoint pen. The weapon is a micro-laser (Poor range, 5 points of damage). The heroes can take it if they like.

The ship's control console is a mass of switches and buttons. Any hero who makes a successful Reason FEAT roll determines that the ship is activated by the fingerprints of the pilot; obviously, the heroes won't be able to operate the ship. If a hero fiddles with any of the console's buttons or switches, he inadvertently activates a protective device that sends an electrical charge throughout the ship which inflicts Excellent damage on any hero in contact with the floor or any other interior surface. The electrical charge occurs every other round for the next ten minutes; it can't be deactivated.

ASSAULT FROM THE CLIFFS

When the heroes enter the valley south of the fortress (location B), they hear a gun blast over their heads, ricocheting off the cliffs. A moment later, three bizarre cyborgs barrel toward them from the cliffs, guns blazing. A cyborg whose exoskeleton is linked to a tractor unit (Bonebreaker) approaches from the western cliffs. Another with extended mechanical arms (Prettyboy) approaches from the eastern cliffs. A third wielding an oversized pistol (Skullbuster) also approaches from the eastern cliffs.

Bonebreaker, Prettyboy, and Skullbuster are three of the Reavers, operating on a hot tip that mutants allegedly were hiding out in this part of New Guinea. Avowed mutant-haters, the Reavers are here to kill them. (Unknown to the Reavers, the hot tip actually came from Genoshan intermediaries, who also provided them with an airship—see the Strange Discovery encounter in the Optional Encounters section above—and promised a sizeable reward for every mutant they managed to destroy. The Reavers assume the heroes are the mutants in question.)

The Reavers ignore all comments from the heroes. Bonebreaker and Prettyboy attack with special guns (Remarkable range; 25 points of damage). Skullbuster's weapon has only Good range, but causes 40 points of damage. Whenever possible, Prettyboy will use his extended arms to inflict 15 points of damage with his sharp fingers, but he won't bother with his brain rewiring talent—the Reavers want the heroes dead.

If any Reaver loses half or more of his Health points, he decides to retreat, and heads south towards the Reavers' air ship as fast as he can. Fearing abandonment, the other Reavers follow him. The heroes can pursue if they like; if they capture a Reaver, he refuses to cooperate or give them any information (not that he has any to give; he doesn't even know who his employers are). A captured Reaver will attempt to escape as soon as possible.

If the heroes present a captured Reaver to Mandrill (see the following section), Mandrill has his soldiers take

him away for later execution. (The Reaver will manage to escape, heading back to Australia as fast as he can.)

If the heroes turn over a captured Reaver to any law enforcement agency (obviously, this will have to occur after their business with Mandrill is completed), they accept him with gratitude.

If the heroes are on the verge of being defeated by the Reavers, a turret rises from the top of the fortress, and begins to blast beams of energy at the Reavers, once per round (the energy beams have Excellent range and cause Remarkable damage). The beams are carefully aimed so as not to harm the heroes. After the second beam is fired, the Reavers panic and head south as described above, ignoring the heroes.

AUDIENCE WITH MANDRILL

As soon as the heroes have defeated the Reavers (or after the energy beams have chased them away), the south entrance to the fortress opens. A woman dressed in military fatigues steps out. "The lord awaits you," she says. "Please enter." If the heroes hesitate, the woman adds, "He has an important offer for you." Once the heroes enter, the woman touches a green button just inside the entrance, and the door closes.

The reception room (room 5) is empty, except for a raised platform against the north wall. A grotesque creature who looks like a cross between an ape and a man sits in the throne—this is Mandrill. He is flanked by four women in military fatigues. All of the female soldiers, including the one who opened the door, carry neuro-stunner pistols that produce Amazing Stunning at a one-area range. (Use the Incredible column; if any colored result is rolled, the victim is stunned into unconsciousness for 1-10 rounds; he suffers no damage.)

Mandrill's Soldiers

F	A	S	E	R	I	P
EX	GD	GD	EX	GD	PR	TY
20	10	10	20	10	4	6
Health = 60				Karma = 20		

TALENT: Marksman

If the heroes attack Mandrill at any

time, he defends himself as described below. For now, he seems open and friendly. "An excellent performance against my assassins," says Mandrill, referring to the heroes' battle with the Reavers, "especially for ones so young. What brings you to this forsaken part of the world?"

If the heroes inquire about Alvarez, Mandrill feigns ignorance, but asks them about their relationship with Alvarez. "Why would such a man be important to you?" Mandrill accepts any answer they give without comment.

If the heroes ask what Mandrill is doing in New Guinea, he says he's a scientist engaged in secret research. Mandrill brushes away any other questions.

Mandrill says their arrival is most timely. "You are obviously mutants, like myself. It is vital that all mutants band together against the threat from Genosha." If the heroes aren't familiar with Genosha, Mandrill describes it as a country of mutant-haters. "Pledge your lives to me, and join my army. Under my command, we will crush our common enemy. Will you submit to me?"

If the heroes hesitate or refuse, Mandrill loses his temper and orders his soldiers to take them prisoner. If the heroes agree, Mandrill has a sudden change of heart. "You agree too quickly. You are not to be trusted." He orders his soldiers to take them prisoner.

The five soldiers attack with their neuro-stunner pistols; Mandrill has a similar pistol and also joins the attack. The soldiers and Mandrill continue their attacks until all of the heroes are unconscious. (If the heroes appear to be on the verge of defeating the soldiers, as many as 15 similarly armed soldiers charge through the north door and join the attack. If necessary, two battlesuited soldiers can also join the attack—see the Charity Game section of Chapter Four for their statistics and weapons.)

AFTERMATH

Once the heroes are unconscious, the soldiers frisk them and remove all of their weapons and gear except for their personal items, such as combs, wristwatches, and coins. If the heroes took the micro-laser from the Reavers'

air ship (see the Strange Discovery encounter in the Optional Encounters section above) and hid it in an unlikely place (such as inside a shoe or sock) the soldiers won't find it.

The soldiers then carry the heroes through the northeast door and into the fortress. The heroes will be secured in room 2. If a hero starts to regain consciousness en route to room 2, the soldiers zap him again with a neuro-stunner and knock him out.

Proceed to **Chapter Six**.

TROUBLE-SHOOTING

If the heroes don't encounter the Reavers. It's possible that flying or teleporting heroes could move directly to the fortress, bypassing the Reavers and all of the Optional Encounters. If so, assume that Mandrill is keeping an eye on them via television cameras mounted on the roof of the fortress. When they approach the front door, it opens for them, and the rest of the chapter plays out as described.

If the heroes don't help Lila. Lila eventually manages to pull herself from the quicksand and escapes to freedom.

KARMA

Rescue Lila:	+ 20
Ignore Lila's cries:	- 10
Investigate the Reavers' air ship and discover the hate pamphlets and micro-laser:	+ 5
Defeat the Reavers:	+ 30
Are defeated by the Reavers (requiring the intervention of the Mandrill's force beams):	- 20

CHAPTER SIX: ESCAPE!

JUDGE'S BACKGROUND

Unknown to the heroes, Alvarez isn't being held captive in Mandrill's fortress. As part of Mandrill's plan, one of the battlesuited soldiers who assaulted Pleasantview High doubled back to South America with the kidnapped Alvarez. He's being held there by another Mandrill ally, the Locust (see Chapter Eight).

GENERIC STATISTICS

Use the following generic statistics for Mandrill's soldiers. Unless otherwise stated, all carry neuro-stunner pistols that produce Amazing stunning at a one-area range (use the Incredible column; if any colored result is rolled, the victim is stunned into unconsciousness for 1-10 rounds; he suffers no damage).

Mandrill's Soldiers

F	A	S	E	R	I	P
EX	GD	GD	EX	GD	PR	TY
20	10	10	20	10	4	6

Health = 60 Karma = 20

Talent: Marksman

LOCK-UP

The heroes awaken to find themselves in a small, featureless room (room 2 on the color map of Mandrill's Fortress) with a single door in the west wall. The only window is a three-inch square near the top of the door. The walls are made of stone reinforced with steel, giving them Amazing strength. The electronic lock on the door also has Amazing strength. There are electric lights in the ceiling, as there are in all of the hallways and rooms throughout the fortress. (Mandrill intends to hold the heroes in this room until he figures out what to do with them.)

During the daytime hours, the halls are filled with activity; if the heroes peer through their cell window, they'll always see at least five or six soldiers roaming the hallways, with the voices of several more heard in the distance. Make it clear to the heroes that they're certain to be seen—and probably recaptured—if they attempt a daytime escape. (To reinforce the idea that the

fortress is not as busy at night, you might have a soldier holler through their window, "Keep quiet in there. It'll be lights out soon, and then we can all get some sleep.")

When night arrives, the lights dim in the hallways and go out in the heroes' cell. Activity in the hall diminishes significantly, as most of the soldiers retire for the night. Two of the soldiers will stand guard outside of the heroes' cell, where they'll remain half the night. Two more soldiers retire to room 3; they'll relieve the guards later in the evening. Every three hours, the guards open the heroes' cell to make sure they're all still there.

There are several ways that the heroes might escape from their cell:

1. A hero with mind control powers could order the guards to open the door.

2. Exceptionally powerful heroes might be able to break down the door. If the heroes haven't already subdued the guards (such as by using mind control powers to put them to sleep), the guards attack when the heroes open the door. Four rounds after the battle begins, the two guards in room 3 join the attack. If the soldiers overcome the heroes, they return them to their cell; if the heroes destroyed their cell door during their escape, the soldiers move them to room 3 and lock them in. All four soldiers (or however many are still physically able) will guard the door the rest of the night.

3. If the heroes have the micro-laser pistol (from the Strange Discovery encounter in the Optional Encounters section of Chapter Five), they can use it to open the door. Assume that if they operate the laser on the lock for 5 rounds, it burns open. (The heroes may still have to deal with the guards as described above.)

4. The heroes can attempt to overcome the guards when they open the door to check the cell. If there's a struggle, or if the guards cry out (which they'll do if they can), the guards in room 3 are alerted, and show up four rounds later.

Once the heroes have escaped their cell, they're free to explore the fortress.

ABOUT THE FORTRESS

The fortress is about 20 feet tall and has a domed roof. Centered in the roof is a turret containing an energy blaster and a telescopic lens; both are controlled from the throne in the reception room (room 5).

All walls and ceilings of the fortress are made of Amazing material. Assuming it's night, all of the rooms are dark, and all of the hallways are dimly lit by electric lights in the ceiling. Normal doors can be opened without any trouble. Electronically locked doors have Amazing strength; the heroes will have to break them down, use the micro-laser (applying the laser for 5 rounds burns them open), or disable the power plant (room 4).

Except for the soldiers guarding the heroes' cell (room 2) and the relief guards in room 3, everyone else in the fortress is asleep. However, if the heroes are exceptionally noisy, two soldiers awaken in room 7 and rush to the source of the noise within five minutes. They'll make a thorough search of the area; if they find the heroes, they'll attempt to subdue them and lock them back in their cell (or in room 3, if their original cell has been destroyed). If they can't find the heroes (that is, if the heroes hide from them), the soldiers give up and go back to bed.

Room 1—Battlesuit Room

Mandrill's battlesuited soldiers take off and land in this room. The room contains ten oversized steel crates. All of the crates are empty, except for one which holds a large battlesuit similar to those worn by the Pleasantview High intruders (see Chapter Four). The heroes won't be able to use the suit, since it must be activated by a voice code known only to Mandrill and a few of his trusted soldiers. However, the heroes can disable the suit by inflicting 50 points of damage on it (the suit is made of Excellent strength material).

Near the doorway is a green button. A steel ladder leads from the floor to a panel in the ceiling; the panel is about 20 feet square. If a hero pushes the button, the panel in the ceiling slides

open; it remains open for five minutes, then closes automatically.

Room 2-Jail

A former storeroom, this room is used for the heroes' cell. (See above for description.)

Room 3-Guard Room

This is used as a waiting room by the two soldiers who will relieve the soldiers guarding the heroes' cell. If the heroes disturb them, they attack and attempt to subdue the heroes.

If the heroes defeat the soldiers (or if they defeated them earlier), they can explore the room, but there's nothing here of interest.

Room 4-Power Plant

This room contains a complex arrangement of machinery and control units, making up the nuclear-powered generator that supplies energy for the entire fortress.

There are two ways the heroes might deactivate the generator:

1. They can attack the generator with the intention of causing as much random damage as possible. Assume that the equipment is made of Good material; if it suffers 40 points of damage, it sizzles, sparks, and begins to shake. Three rounds later, it explodes, sending a shower of metal scraps throughout the room. Any hero still in the room when the generator explodes suffers 30 points of damage.

Five minutes after the explosion, two soldiers from room 7 arrive to in-

vestigate. If they can't find the heroes, they spend the rest of the evening attempting to repair the generator.

2. Any hero who spends at least 10 minutes studying the control panel can attempt a Reason FEAT roll. If successful, the hero figures out which switches shut down the generator; there's no danger of explosion if this method is used.

Once the generator is deactivated, all of the lights in the entire fortress go off, all of the electrical locks shut down (meaning that all doors can be opened normally), and the computer in room 6 won't work. If the soldiers in room 3 haven't been defeated, they rush to room 4 to see what's wrong with the generator; otherwise, no one else notices (Mandrill and the other soldiers are all asleep).

Room 5-Reception Room

Near the south doorway is a green button. If a hero pushes the button, the door opens; it remains open for 5 minutes, then closes automatically.

Mandrill's throne rests against the north wall. It contains a control panel that operates the energy beam turret and observation lens on the roof. Any hero making a Yellow Reason FEAT roll can operate these devices; the turret can blast beams of energy once per round to cause Remarkable damage at Excellent range.

The lens can focus on man-sized objects at Excellent range (the images are revealed on a screen in the control panel); the infrared lens can even reveal

images at night. If the heroes use the lens to scan the area, they see nothing of interest. However, if they scan the sky, they see a battlesuited figure swooping through the clouds, circling over the fortress, then darting away. This is one of Mandrill's guards—see the Getaway section below.

Room 6-Office

This room contains the usual office equipment and furniture. All of Mandrill's personal records are here, both on hard copy and computer disk.

They can look through the papers on the desk, in the wastebasket, and in the file cabinets to find the following:

- Waste Basket: Two messages were faxed to this office earlier in the day. There's no way to tell where the messages were sent from or who sent them. The first message reads:

ALVAREZ ARRIVED SAFELY—HE DOESN'T SEEM DANGEROUS.

The second message reads:

STILL HOLDING ALVAREZ—AWAIT YOUR INSTRUCTIONS.

- Desk: A document reveals that Mandrill has a group of mercenaries called the Resistants on the payroll. The Resistants are residing in the Blue Harbor Inn, a resort hotel in the Bahamas; Mandrill is footing all the bills. (There are reference books on the shelves in this room giving the exact location of the Blue Harbor Inn.) Additionally, a memo clipped to the bottom of the document reminds Mandrill to give a bonus to the Resistants for supplying him with information about Alvarez. (The memo doesn't indicate the information supplied by the Resistants.)

- File Cabinet: A hero who spends an hour searching through the file cabinets and makes a successful Intuition FEAT roll discovers a file which reveals that Mandrill is sending vast sums of money to an unnamed ally in South America to support his research. The file also contains a map pinpointing the location of this ally's stronghold—an isolated location in the middle of the Brazilian jungle, not far from the Amazon River. (The unnamed ally is the Locust—see Chapter Eight.)

The heroes can also attempt to operate Mandrill's personal computer, presuming they haven't deactivated the power



plant (room 4). However, this an extremely sophisticated computer, requiring a Red Reason FEAT roll from one of the heroes. If the FEAT roll is successful, and the heroes spend an hour searching through the computer files, they discover all of the information listed above, with the exception of the messages in the waste basket. Additionally, they learn that the Resistants informed Mandrill that Alvarez worked with X-Factor a few years ago, and Alvarez and X-Factor have been friends ever since; the Resistants also informed Mandrill that Alvarez himself is a mutant with the ability to detect the presence of other mutants.

The heroes can disable the computer by inflicting 20 points of damage on it (the computer is made of Good strength material).

Room 7-Barracks

This room serves as the barracks for the female soldiers. There are 30 soldiers sleeping soundly here. If the heroes disturb them, they wake up, attack the heroes, and return them to their cell (room 2, or room 3 if room 2 has been damaged); if the heroes defeated the cell guards when they escaped, they're replaced with new ones. The rest of the soldiers then go back to bed.

There is nothing of interest in this room.

Room 8-Bathroom

There is nothing of interest here.

Room 9-Kitchen and Pantry

There is nothing of interest here.

Room 10-Mandrill's Quarters

If the heroes approach this room, they hear loud snoring. This is Mandrill's private quarters. If the heroes disturb him, he attacks them and yells for reinforcements; two rounds later, six soldiers arrive from room 7. They join the attack on Mandrill, summoning additional soldiers if necessary. They return the heroes to their cell (room 2, or room 3 if room 2 has been significantly damaged); if the heroes defeated the cell guards when they escaped, they're replaced with new ones. The soldiers and Mandrill then go back to bed.

There is nothing of interest in Mandrill's quarters.

Room 11-Supply Room

This room contains canned food, bottled water, tools, and other supplies. There are no weapons (the soldiers keep their weapons with them). However, if the soldiers took any of the heroes' personal possessions when they frisked them (see the Aftermath section of Chapter Five), the heroes find them here.

THE GETAWAY

The heroes can leave the fortress through the front door in room 5 or the opening in the ceiling of room 1. As they pass through the valley south of the fortress (location B), a battlesuited soldier flying overhead spots them, and swoops in their direction. This is one of Mandrill's guards, and she's been ordered to attack anyone she sees in this area.

Battlesuit Soldier

F	A	S	E	R	I	P
EX	GD	RM	EX	TY	TY	TY
20	10	30	20	6	6	6
Health = 80				Karma = 18		

The soldier has a blaster that produces Remarkable Force damage at a one-area range, and a neuro-stunner that produces Incredible stunning at a one-area range (use the Incredible column; if any colored result is rolled, the victim is stunned into unconsciousness for 1-10 rounds; he suffers no damage). She can generate a force field of Amazing intensity in a 3-area range (but she can't fire her weapons while maintaining a force field). The battlesuit has rocket boosters that gives her Remarkable air speed. If the heroes are escaping at night, the soldier suffers a 1-column shift to the right when using her weapons. She won't pursue the soldiers south of the stream.

After the soldier stuns or disables as many of the heroes north of the stream as she can, she goes back to the fortress and informs Mandrill. Ten minutes later, six soldiers return to the area to retrieve the heroes and return them to their cell in the fortress.

AFTERMATH

Once the heroes get back to their air car, they can take it either to South America or to the Bahamas. (They can give the robot the information taken from room 6, and the robot will program the air car's guidance system accordingly.) If the heroes fly to the Bahamas, go to Chapter Seven. If they fly to South America, go to Chapter Eight.

TROUBLE-SHOOTING

If the heroes are unable to break out of jail. Lila Stone (see the Cry in the Wilderness encounter in the Optional Encounters section of Chapter Five) shows up in the middle of the night, stuns the guards with a stolen neuro-stunner, and frees them.

If the heroes don't find the information. Use Lila again; she has copies of the information from room 6 and gives it to the heroes. (If necessary, Lila could catch up with the heroes after they've escaped from the fortress.)

If the heroes attempt to defeat Mandrill. The heroes can successfully complete this chapter without defeating Mandrill. However, if they manage to capture and get him out of the fortress, the authorities in any major city would be happy to accept him. (Award the heroes 30 additional Karma points if they defeat Mandrill and deliver him to the law, or arrange for the authorities to pick him up.)

KARMA

Each soldier defeated or subdued:	+20
Escape from their cell without the help of Lila:	+10
Unable to escape their cell without the help of Lila:	-10
Discover information in room 6:	+10
Unable to discover information in room 6 (Lila gives it to them):	-10
Spare battlesuit disabled (room 1):	+5
Power plant disabled (room 4):	+5
Mandrill's computer disabled (room 6):	+5
Mandrill's hard copy records destroyed (room 6):	+5
Elude battlesuited soldier (in Getaway section):	+10

CHAPTER SEVEN: BAD DAY AT BLUE HARBOR

JUDGE'S BACKGROUND

Mandrill plans to organize a worldwide network of allies to defend himself against Genosha. Four of the Resistants—Crucible, Meteorite, Mist Mistress, and Occult—are among Mandrill's recruits.

Earlier today, the manager of the Blue Harbor Inn received an anonymous call threatening to blow up the hotel unless it was evacuated immediately. All of the guests and employees vacated the building, with the exception of the Resistants, who barricaded themselves in the ballroom and refused to come out. The Resistants took credit for the bomb scare, demanding a police helicopter to take them to safety. Further, the Resistants claim they're holding a hostage; if the helicopter doesn't arrive soon, they'll kill the hostage.

A stand-off now exists. Local officials are afraid to enter the hotel, since the Resistants wield staggering power. The police helicopter has been difficult to locate, and the officials fear the worst.

The Resistants are not, in fact, responsible for the bomb threat. When they heard about the bomb threat, the Resistants assumed it was a ruse by Genosha assassins to lure them into the open. Panicking, the Resistants barricaded themselves in the ballroom, demanding a police helicopter to take them to safety. There's no hostage—this is a Resistant bluff to hurry the officials along.

The Resistants guessed correctly. Genosha recently learned that the Resistants were living in the Bahamas and, through various intermediaries, hired Andrea and Andreas of the Fenris organization to assassinate them. Andrea and Andreas called in the phony bomb threat to draw the Resistants out of the hotel. Andrea and Andreas lurk nearby, waiting for their victims to emerge.

Refer to the map of the Blue Harbor Inn (map 3) for this part of the adventure.

ARRIVAL

As the heroes approach they see that sandy beaches surround the ho-

tel on the north, west, and south sides. Lush vegetation borders the hotel on the east side; unless the heroes think of it themselves, the robot suggests that the vegetation would be a good place to conceal the air car.

The robot will stay with the air car and wait for the heroes to return. If the heroes insist, the robot will accompany them, but he won't fight for them.

TROUBLE AT THE INN

About 300 tourists and local citizens are congregated on the beaches about 75 yards from the hotel. The crowd gawks and points at the hotel; the local police have erected barricades to keep them back. The heroes can circulate among the crowd if they wish. Though the police won't answer any of the heroes' questions they can find out plenty from people in the crowd if they ask the right questions.

What's going on? The hotel manager received an anonymous bomb threat this morning, then evacuated the hotel and called the police. There's a bunch of terrorists still in the hotel. They've got a hostage. They've threatened to kill the hostage and blow up the hotel if they don't get a police helicopter to take them to safety.

Is the helicopter on the way? Helicopters are hard to come by in Mayaguana; the police say it'll take at least two hours. Unfortunately, the terrorists gave the police a deadline, and they've only got an hour left.

Who are the terrorists? Nobody knows.

Where exactly are they? The terrorists are rumored to be barricaded in the ballroom in the center of the hotel, but nobody knows for sure.

Who's the hostage? Nobody knows.

Why don't the police do something? The terrorists have some kind of super powers—they can blast power beams from their eyes and shoot fire from their hands. The local police can't handle them. They've sent for some anti-terrorist specialists, but it'll take several hours for them to arrive.

If the heroes take no action—that is, if they decide to wait for the anti-

terrorist specialists to arrive—see the Troubleshooting section. Otherwise, continue with the Checking In section.

CHECKING IN

If the heroes attempt to approach the hotel from the north, west, or south side, the police spot them and chase them back behind the barricades. However, if the heroes approach the hotel from the east side, they can use the vegetation for cover, and the police won't spot them.

All of the entrances are open. The entire hotel, with the exception of the ballroom, is deserted. The heroes can explore any of the rooms they wish.

BATTLE IN THE BALLROOM

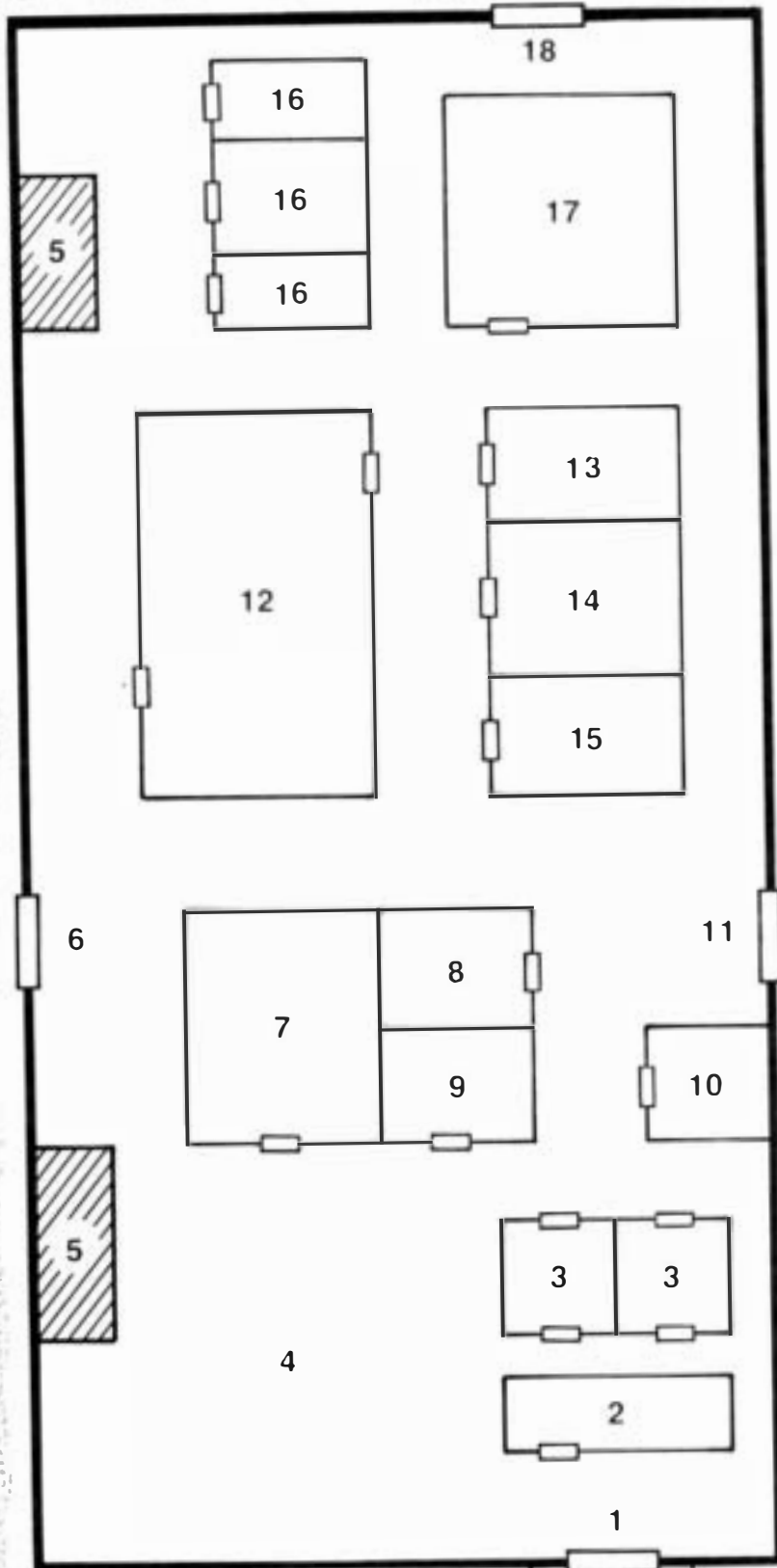
All four Resistants are in the ballroom, waiting for their helicopter. They're alert and on guard against intruders. Crucible is in the southwest corner, Meteorite is in the northwest corner, Mist Mistress is in the northeast corner, and Occult is in the southeast corner. All of the furniture has been stacked up against the east door; the barricaded door has Excellent strength. The west door is unlocked. The room is 100' x 50' (consider it to be one area for movement purposes).

If the heroes burst into the ballroom, the Resistants attack as described below. If the heroes hesitate at the door, and call out to the Resistants or otherwise make their presence known, the Resistants refuse to negotiate or answer any questions about their alleged hostage. "If there's something you want, come in and get it," they holler.

As soon as the heroes enter the ballroom, the Resistants attack, crying, "Kill the assassins!" The Resistants won't voluntarily leave the ballroom. If the heroes leave the hotel, the Resistants withdraw into the ballroom and continue waiting for the helicopter; the heroes will have to assault the ballroom again if they wish to defeat them. (If the heroes don't return, preferring instead to wait for the anti-terrorist specialists, see the Troubleshooting section).




Let the battle continue until the out-

BLUE HARBOR INN



- 1. Main Entrance
- 2. Registration Desk
- 3. Front Office
- 4. Lobby
- 5. Elevator
- 6. West Entrance
- 7. Coffee Shop
- 8. Gift Shop
- 9. Book Shop
- 10. Washrooms
- 11. East Entrance
- 12. Ballroom
- 13. Business Office
- 14. Staff Office
- 15. Storeroom
- 16. Conference Room
- 17. Restaurant
- 18. North Entrance



-  DOOR
-  BEACH
-  ELEVATOR

TO
PARKING



come is clear. If the Resistants are on the verge of defeating the heroes, see the Troubleshooting section. If the heroes are on the verge of defeating all of the Resistants, all conscious Resistants stop fighting and surrender. The heroes can question the Resistants. Fearing for their lives, the Resistants answer honestly.

Where's the bomb? "There isn't any bomb—we thought you guys made up the bomb threat to scare us out of the hotel." (If the heroes don't believe them, the Resistants give them a small electronic device capable of detecting explosives within a 2-area radius with Remarkable accuracy. The device confirms that there is no bomb on the premises.)

Why would we want to scare you out of the hotel? The Resistants seem puzzled. "You're the Genosha assassins, aren't you?" If the heroes deny this, the Resistants are mortified, mumbling that maybe they made a mistake. If the heroes press for an explanation, the Resistants say they were expecting an attack from Genosha; the Resistants know little about Genosha, except that it's a land of mutant haters, intent on extinguishing mutants all over the world.

Who are you working for? "Mandrill. He pays us. We're going to help him take on Genosha some day. We've been waiting to hear from him." (That's all they know about Mandrill and his operations.)

Where's the hostage? "There isn't any hostage. We made that up." (They're telling the truth.)

What do you know about Alvarez? The Resistants encountered Alvarez years ago and learned that he was a mutant with the ability to detect the presence of other mutants. They told Mandrill about this. "He was real happy to find out, for some reason." The Resistants swear they haven't seen Alvarez since. (They're telling the truth.)

As soon as the heroes end their questions, they hear a roaring sound coming from the west side of the hotel. "Our helicopter," moans one of the Resistants. "It got here too late."

COPTER CRISIS

A police helicopter (Good Control, Good Speed, Feeble Body) has

landed about 30 yards away from the west entrance to the hotel. A man and woman dressed in police uniforms are seated inside. The man is Andreas and the woman is Andrea. They've hijacked the copter and are waiting for the Resistants to emerge from the hotel, at which time the couple intends to assassinate them.

If the heroes are hesitant to leave the hotel, Andreas addresses them on a loudspeaker from the copter: "Bring your prisoners out. Repeat: bring your prisoners out." If the heroes refuse to comply, or if they sneak out of the hotel some other way, eventually a squadron of anti-terrorist specialists arrives, causing Andrea and Andreas to panic and take off; proceed to the Aftermath section.

If the heroes leave the hotel and head toward the copter, Andreas and Andrea charge from the copter and attack. Each carries a sub-machine gun (Remarkable range for 25 points of damage), but they remain in physical contact as long as possible, holding hands so they can use their energy bolt and disintegration beam. They concentrate their attacks on the heroes, considering them to be more dangerous than the Resistants.

If the heroes defeat Andreas and Andrea, go to the Aftermath section. (The heroes can attempt to question them, but neither Andrea nor Andreas has any information.) If Andreas and Andrea are on the verge of defeating the heroes, a squadron of anti-terrorist specialists suddenly arrives. Andreas and Andrea panic, retreat to their copter, and take off; proceed to the Aftermath section.

AFTERMATH

The local authorities graciously accept any of the villains that the heroes defeated. (If the Resistants escaped during the heroes' battle with Andreas and Andrea, they're eventually picked up by the police. If Andrea and Andreas escaped, they'll have copter trouble before they leave the Bahamas, forcing them to land; the authorities will apprehend them then.)

Having learned that Alvarez isn't in the Bahamas, the heroes can now investigate their other lead in South America. Proceed to Chapter Seven.

TROUBLE-SHOOTING

If the heroes never enter the hotel. If the heroes decide to wait it out, several hours pass, then a squadron of anti-terrorist specialists arrive. They use a loudspeaker to demand that the "terrorists" come out. The Resistants panic and surrender. (Andreas and Andrea never show up.) The heroes will be unable to question the Resistants, but they'll learn that there wasn't any hostage and that Alvarez was never here.

If the heroes are losing to the Resistants. If the Resistants are on the verge of defeating the heroes, Mist Mistress (or another Resistant, if Mist Mistress is unconscious), tells the Resistants to stop. "I don't think these are the assassins!" she says. "These are mutants, like us! We have no quarrel with them!" The Resistants back off. The Resistants then question the heroes as to their relationship with Genosha; it will soon become clear that the heroes aren't the assassins. The Resistants will try to recruit the heroes in their war against Genosha; they'll reveal that there isn't any hostage, that Alvarez isn't there, and that Mandrill is their employer. (However, they won't reveal their relationship with Alvarez, or that Alvarez is a mutant.) Their conversation will be interrupted by the sound of the arriving helicopter. Still suspicious, the Resistants force the heroes to leave the hotel and investigate the copter; the encounter with Andrea and Andreas plays out as described above.

If the heroes don't know where to go next. The heroes may have neglected to get the appropriate information about South America in Chapter Six. If so, assume that one of the Resistants has a map of the base in South America (Mandrill gave the Resistants this information, just in case they were needed to help out the Locust). If the heroes defeat the Resistants and ask the right questions, the Resistants will offer this information.

KARMA

Heroes never enter the hotel:	-20
Defeat the Resistants:	+30
Resistants defeat the heroes:	-20
Defeat Andrea and Andreas:	+30
Andrea and Andreas escape:	-20

CHAPTER EIGHT: TERROR IN THE AMAZON

JUDGE'S BACKGROUND

Along with the Resistants, Mandrill also has recruited the Locust as part of his international network of allies. Mandrill helped the Locust establish a research base in the middle of the Amazon jungle. In return, Mandrill expects the Locust's loyalty and the occasional favor; for instance, the Locust is now holding Alvarez hostage.

The Locust has no idea why Alvarez is important to Mandrill, nor does he care. As a non-mutant, the Locust has nothing to fear from Genosha and has no real interest in Mandrill's schemes. However, he welcomes Mandrill's financing and the opportunity to conduct his experiments on the exotic insects of the Amazon. If his experiments are successful, and he's able to create an army of obedient giant insects, his options are many: he may attempt to conquer Nova Roma, he may ingratiate himself with Genosha and secure a position of power in their organization (betraying Mandrill in the process, which would be unfortunate, but unavoidable), or he may establish his own insect empire. In any case, he should be able to take his place as a major villain and at last earn the respect of his peers.

GENERIC STATISTICS

Use the following generic statistics for the Amazon pygmies who serve as the minions of the Locust. Their weapons are detailed in the text.

Amazon Pygmies

F	A	S	E	R	I	P
GD	GD	TY	EX	TY	TY	TY
10	10	6	20	6	6	6

Health: 46 Karma: 18

TALENT: Bows

INTO THE JUNGLE

The air car approaches a stretch of dense jungle, deep in the interior of Brazil near the Amazon River. The robot points out that the jungle is too thick for the air car to travel safely (he's right). The robot locates a suitable clearing, and eases the car in for a landing.

According to the car's computer, the stronghold the heroes are seeking is about 10 miles due west. They'll have to get there on foot (flying heroes, of course, can take to the air). The computers indicate that the stronghold is so large that it should be next to impossible to miss.

The robot will stay with the air car and wait for the heroes to return; there's enough vegetation to provide concealment. If the heroes insist, the robot will accompany them, but he won't fight for them. (If the heroes are attacked, the robot runs for cover until the danger has passed.)

The jungle is hot and humid, filled with high weeds, lush flowers, and the chatter of birds and insects. In most places, the tall trees are so thick that their leaves block the sun, making the jungle floor as dark as night.

As the heroes make their way toward the fortress, they may experience the following Optional Encounters. After the heroes have journeyed about five miles, continue with the Fiery Warning section below.

OPTIONAL ENCOUNTERS

Depending on the actions of the heroes and the decisions of the Judge, some, all, or none of the following encounters may occur. They can occur any time and in any order.

Corpse

The heroes discover the corpse of a 30-foot anaconda. Half of its flesh has been chewed away. Any hero who makes a successful Reason FEAT roll determines that from the size of the bites, the anaconda was attacked by an extremely large predator. (The anaconda was a snack for one of the Locust's giant army ants—see the Mandibles of Death section below.)

Arrow Volley

As the heroes enter an area of thick brush, a volley of arrows zips overhead. A moment later, 10 small men wearing loincloths and feather headbands charge from the brush.

These are Amazon pygmies who serve as minions of the Locust. They were out looking for mahogany leaves

to feed the Locust's giant ant larvae (see the Jungle Stronghold section below) when they spotted the heroes.

The pygmies wield bows (Poor Range, causing 6 points of damage) and spears (10 points of damage; the pygmies won't throw their spears, using them in melee combat only).

The pygmies fight savagely, ignoring all gestures of friendship from the heroes. However, they're also very superstitious; if the heroes generate a pyrotechnic display, create a frightening illusion, or produce any other impressive effect, the pygmies shriek in terror, fleeing into the jungle as fast as they can go. Similarly, if half of the pygmies lose half or more of their Health points, they also flee.

If the heroes retreat, the pygmies pursue. If the heroes elude the pygmies for 10 rounds (about one minute), the pygmies give up and withdraw into the jungle; the heroes won't see them again.

If the heroes capture a pygmy, he won't communicate or cooperate with them in any way. He'll attempt to escape at the earliest opportunity.

If the heroes investigate the area from which the pygmies conducted their original attack, they discover a large wagon filled with leaves. Any hero who makes a Red Reason FEAT roll can identify them as a rare variety of mahogany leaves.

Danger from Above

As the group makes their way through an area of tall trees, a jaguar drops from an overhanging limb onto the back of a random hero.

Jaguar

F	A	S	E	R	I	P
GD	GD	EX	EX	FB	FB	FB
10	10	20	20	6	6	6

Health: 60

The hungry jaguar intends to have the hero for dinner. If the hero proves to be too difficult to eat (for instance, if he has armored skin), the jaguar attacks a different hero.

Because of its teeth and claws, each successful attack of the jaguar

inflicts Remarkable damage. Loud noises, light flashes, and similar disturbances won't deter the jaguar. However, if the jaguar loses half of its Health, it retreats into the jungle; the heroes won't see it again.

Trampled Trees

The heroes enter a grove of saplings, and notice that many of the small trees have been trampled and snapped into pieces. Some of the trunks appear to have been chewed in half. Any hero who makes a successful Reason FEAT roll determines that from the size of the bites, the trees were chewed by an extremely large creature.

If the heroes experienced the Corpse encounter above, they can make Intuition FEAT rolls; any hero who makes the FEAT roll notices that the teeth marks in the trunks are similar to the teeth marks in the anaconda corpse. (The trees were destroyed by the Locust's giant ants, who were foraging here for food earlier.)

Shocking Experience

The heroes approach a stretch of swampy terrain with about two feet of standing water (for movement purposes, assume the swamp fills one area). The heroes can either fly or teleport over the swamp (assuming they have the right powers) or they can wade across.

If one or more of the heroes wades across the swamp, the hero in the lead (or a random hero, if two or more heroes share the lead) feels something brush against his leg. An instant later, a powerful shock courses through his body; he's been attacked by an electric eel. All heroes within 10 feet of the victim also feel the effects of the charge.

Electric Eel

F	A	S	E	R	I	P
FB	TY	EX	GD	FB	FB	FB
2	6	20	10	2	2	2

Health: 38

The seven-foot-long eel was resting in the mud at the bottom of the swamp when the heroes disturbed it. It doesn't necessarily want to kill the heroes, it just wants them to go away.

The eel discharges electricity con-

tinually, affecting all heroes within a 10-foot-radius. Every round, roll on the Excellent column of the Universal Table. On any colored result, all of the heroes within 10 feet of the eel must make an Endurance FEAT roll. Any hero who fails the FEAT roll falls unconscious. All unconscious heroes must make an Endurance FEAT roll during every subsequent round they remain within 10 feet of the eel; for every unsuccessful roll, the hero suffers 10 points of damage.

If a hero moves 10 feet away from the eel, he no longer suffers the effects of its discharge. The eel won't pursue any retreating hero.

If the eel loses half of its Health points, it stops discharging electricity and slithers away. It won't bother the heroes again.

FIERY WARNING

After the heroes have traveled about five miles into the jungle, their journey is interrupted by a fiery blast coming from an area of dense brush. The blast ignites a line of vegetation in front of them about 20 feet long and 3 feet wide. As the vegetation sizzles, a woman who appears to be made of molten lava steps out of the brush, accompanied by 20 soldiers dressed in military fatigues and carrying swords and nets.

The woman is Magma. She's leading a contingent of Nova Roma soldiers on a military exercise. Since there's been a lot of mysterious activity in the jungle in recent weeks, she's taking no chances with the heroes.

"You are trespassers," she says to the heroes. "Identify yourselves!" Magma waits exactly one round for the heroes to respond, then fires another lava blast in their direction, close enough to scare them. If the heroes still don't respond, she orders her soldiers to attack as described below.

Magma isn't interested in Mandrill, the Resistants, Genosha, or their search for Alvarez. The only response Magma accepts is a reference to the X-Men, X-Factor, or any of their associates (except for Alvarez, whom she doesn't know); for instance, if the heroes mention they're friends of the Beast, she orders her soldiers to stop attacking. Otherwise, she and her sol-

diers attack until all of the heroes are subdued.

Magma's Soldiers

F	A	S	E	R	I	P
EX	EX	GD	GD	TY	TY	TY
20	20	10	10	6	6	6

Health: 60 Karma: 18

Talent: Sharp Weapons

The soldiers attack with their swords (10 points of damage) and nets (When a net is used, make a roll on the Excellent column of the Universal Table; if successful, the targeted hero can attempt an Agility FEAT roll to avoid capture. Otherwise, he's entangled in the net. The nets are Good strength material.) Magma stays on the perimeter of the battle, attacking any heroes who attempt to flee and giving assistance to individual soldiers as necessary. The soldiers and Magma avoid doing serious damage to the heroes if possible.

Throughout the battle, Magma presses for information about the heroes' identities. If the heroes still don't offer a reference to the Beast (or one of his associates), Magma calls off the battle after 10 rounds (or earlier, if it looks like either side is on the verge of suffering serious harm). She tells the heroes that they fight courageously, not unlike a group of other young mutants she knew some time ago. She asks if they are familiar with the X-Men or any of their associates. If the heroes play dumb, Magma gives up, and disgustedly says, "Attend to your business in the jungle, then leave Brazil as quickly as possible." Magma and the soldiers leave, and the encounter is over.

If the heroes mention the Beast (or an associate), Magma warms up to them, and asks about their mission. She listens intently, but has little information for them; she knows nothing about the Locust, Alvarez, or Mandrill's plans. However, she's familiar with the stronghold they're looking for, and tells them it's straight ahead about five miles. She and her soldiers steer clear of the area, and warns the heroes about monstrous insects they've seen roaming the jungle; she's unsure if the insects have anything to do with the stronghold.

If the heroes ask Magma to accompany them, she regretfully declines; she's obligated to return to Nova Roma with the soldiers.

Before the heroes depart, Nova gives them three cloth bags containing a mixture of dried herbs and powdered minerals. She says that each bag contains a poison especially effective against the giant insects; if they encounter such a creature, they should throw one of the bags at it. (If the heroes score a successful hit against a giant insect with a bag, the bag bursts, coating the insect with poison. The insect suffers 30 points of damage. The poison has no effect on any other creature. Each bag can be used only once).

Before they part company, Magma warns the heroes to steer clear of Nova Roma. "We are friends now, but that could change." She wishes the heroes good luck, then she and her soldiers vanish into the jungle.

JUNGLE STRONGHOLD

After the heroes have traveled about 10 miles into the jungle, they come upon a clearing surrounded by

tall trees (see map 4). A domed granite stronghold stands on the west side of the clearing. There are no signs of life.

Unknown to the heroes, a pygmy hides in a tree near the Locust's stronghold (location 5). As soon as he spots the heroes, he blows a loud whistle, then runs west into the jungle to hide. The heroes will hear the whistle too; if they like, they can search out the source. If they hesitate more than one round, they'll be too late to run down the pygmy, who will have already vanished into the jungle. However, if a hero hesitates no more than a round, then moves in the direction of the sound, he can make an Intuition FEAT roll; if successful, he sees the pygmy scampering through the woods. If a hero overtakes the pygmy, the pygmy surrenders. However, the pygmy won't communicate or cooperate with the heroes in any way. The pygmy is unarmed; his only possession is a whistle carved from a bone.

The pygmy used the whistle to alert the Locust, who's out in the jungle training his giant insects. An hour after the pygmy blows the whistle, or if

the heroes show signs of leaving the area, proceed to the Mandibles of Death section below. For now, the heroes are free to explore the area.

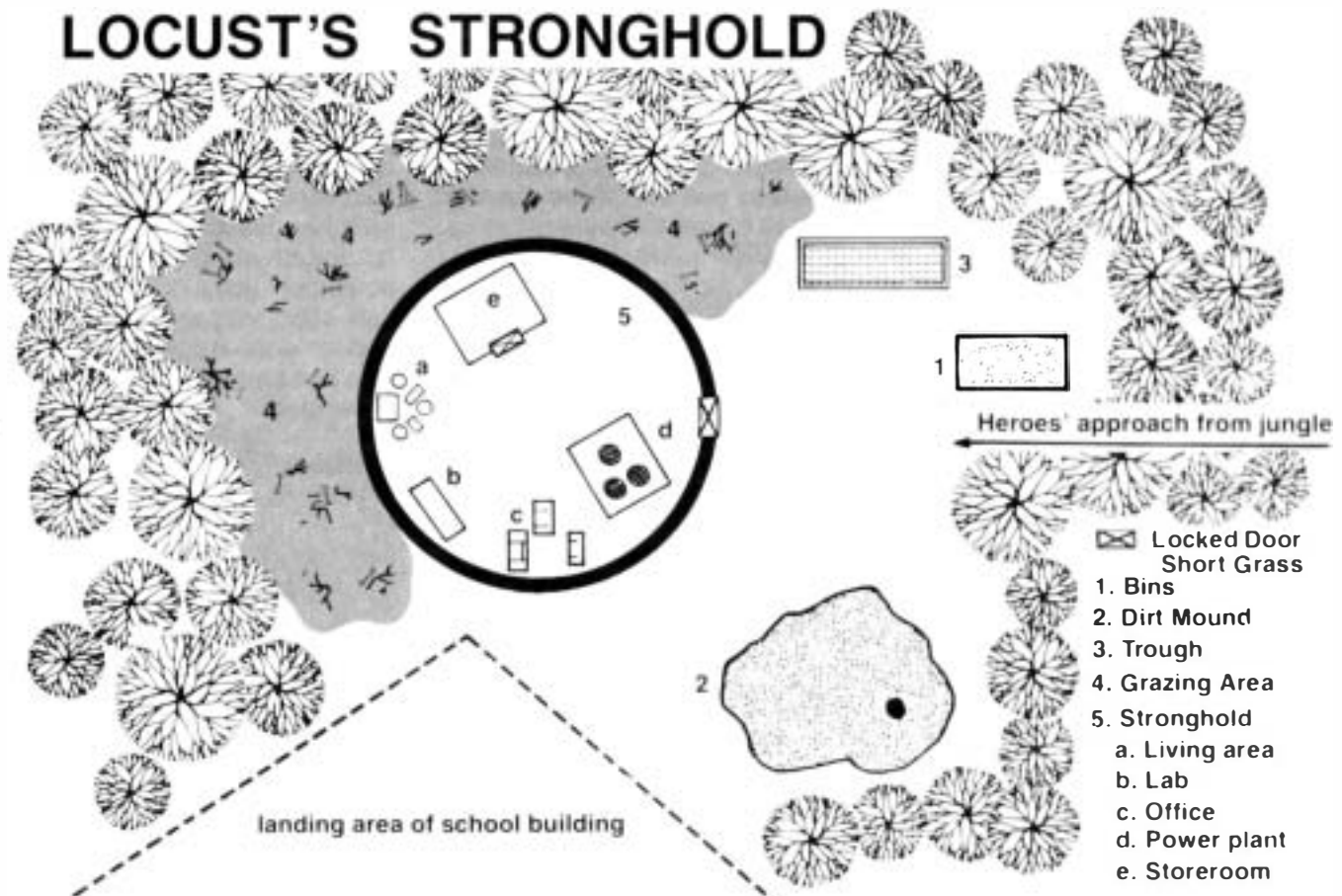
Location 1-Leaf Bins

These large wooden bins are filled with leaves. If the heroes discovered the leaf wagon in the Arrow Valley encounter (from the Optional Encounters section above), they recognize these as the same type of leaves. Otherwise, any hero who makes a Red Reason FEAT roll can identify them as the leaves from a rare variety of mahogany tree. (The Locust gathers these leaves to feed to his giant ant larvae—see location 2).

Location 2-Dirt Mound

This is a large dirt mound with a 10-foot-diameter hole. The hole leads to a passage winding into the earth. The heroes can follow the passage for 40 yards, where it ends in a chamber about 50 feet in diameter. The chamber is filled with dozens of eggs the size of basketballs. These are giant ant eggs.

There are four giant ant larvae in



the far end of the chamber. As soon as a hero enters the chamber, the larvae scramble in his direction; the larvae think it's feeding time.

Giant Ant Larvae

F	A	S	E	R	I	P
PR	FB	TY	TY	FB	FB	FB
4	2	6	6	2	2	2

Health: 18

If the heroes happened to bring some of the mahogany leaves from location 1, they can give the leaves to the larvae, who munch on them hungrily and ignore the heroes. However, if the heroes didn't bring any leaves, the larvae become angry and attack. They attack with their mandibles, causing Good damage. They pursue the heroes through the passage, though they will not exit from the earth mound. (If the heroes escape, the larvae return to their chamber.) If a larva loses half its Health points, it retreats to its chamber.

Location 3-Trough

This large wooden trough is filled with a pungent brown liquid that smells like rotten meat. The Locust brews this liquid to nourish his insects. The liquid is poison to all creatures except giant insects; it has Excellent potency. If any hero is foolish enough to sample it, make an Excellent FEAT roll. If successful and the hero's Endurance is equal to or higher than Excellent, the hero loses 5 points of damage and falls unconscious for 1-10 rounds.

Location 4-Grazing Area

Most of the weeds and grass in this area have been chewed to the ground. A few gnawed bones and tree limbs are scattered here and there.

If the heroes experienced the Corpse encounter or the Trampled Trees encounter above (in the Optional Encounters section), they can make Intuition FEAT rolls; any hero who makes the FEAT roll notices that the teeth marks in the bones and limbs are similar to the teeth marks in the anaconda corpse (or the limbs described in the Trampled Trees section).

The Locust grazes his giant ants in this area.

Location 5-Stronghold

The dome-shaped stronghold is featureless, except for a series of one-foot-diameter ventilation holes near the top and a single doorway on the east side, about four feet wide and seven feet high. The stronghold is made of Remarkable strength stone.

The door is secured with a lock of Good strength (the Locust doesn't expect intruders; the lock is here to discourage curious pygmies). If the heroes break the lock, they can explore the interior of the stronghold.

a. Living Area.

Next to the wall are a cot, a wooden table, and a small refrigerator. This is the Locust's living area. There is nothing of interest here.

b. Lab Equipment.

A long wooden lab table sits against the wall, crowded with beakers, flasks, microscopes, and electronic testing devices. A row of shelves contains stoppered bottles of various potions, powders, and herbs. Many of the bottles contain the preserved remains of whole and partial insects.

There is nothing of interest here.

c. Office Equipment.

Arranged against the wall are file cabinets, a desk, a fax machine, a waste basket, a small computer, and a variety of other office equipment.

The heroes can attempt to operate the Locust's computer (unless they've deactivated the power plant in location d). The computer isn't particularly sophisticated; any hero making a Yellow Reason FEAT roll can operate it. All of the computer files contain similar information: page after page of experimental data relating to the growth and development of insects. The heroes can search through the computer files as long as they like, but they'll find nothing else of interest. The heroes can disable the computer by inflicting 20 points of damage on it. (The computer is made of Good strength material.)

The heroes can also look through the papers on the desk, in the wastebasket, and in the file cabinets to find the following:

•**Waste Basket:** A hero who sifts through the waste paper for 10 minutes finds a message faxed to the Lo-

cust earlier in the day. There's no way to tell where the message was sent from or who sent it. The message reads: HOLD ALVAREZ UNTIL FURTHER NOTICE.

•**Desk:** The desk contains nothing but stacks of paper filled with mathematical calculations and chemical equations. Any hero who makes a red Reason FEAT roll determines that the calculations and equations deal with altering the genetic matter of insects.

•**File Cabinet:** A hero who spends 15 minutes searching through the file cabinets and makes a successful Intuition FEAT roll discovers a file that contains records of vast sums of money received by the Locust. The money was sent by an unnamed source in New Guinea. (The unnamed source is Mandrill.)

If they wish, the heroes can destroy the hard copy records on the desk and in the file cabinets.

d. Power Plant

A small nuclear-powered generator rests against the wall. The generator provides power for the entire stronghold. Unlike the generator in Mandrill's fortress (room 4, **Chapter Six**), there's no danger of this generator exploding. If the heroes inflict 30 points of damage on the generator (assume it's made of Good material), it shuts down. Alternately, a hero who spends 10 minutes studying the control panel can attempt a Reason FEAT roll. If successful, the hero figures out which switches deactivate it. If the generator is deactivated, the electrical lab equipment (location b) ceases to function, effectively wrecking the Locust's experiments. Additionally, the heroes won't be able to operate the computer (location c).

e. Storeroom.

This room is secured with a Good strength lock. If the heroes open it, they find lab supplies, dried foods, and water bottles. They'll also find Eduardo Alvarez slumped in the corner. Alvarez smiles weakly at the heroes. "Thank God you found me," he gasps, and collapses in their arms. He's very weak; if the heroes try to question him, he mumbles something about "giant insects . . . we've got to get out of here. . ." That's all they'll be able to get out of him for the time being.



MANDIBLES OF DEATH

When the heroes are about to leave the area, ten giant army ants lurch out of the surrounding jungle and scramble towards the heroes. Nine of them have pygmy riders; the Locust is atop the tenth.

Giant Army Ants

F	A	S	E	R	I	P
EX	GD	IN	RM	FB	FB	FB
20	10	40	30	2	2	2
Health: 100						

The ants are twice the size of horses. Each attacks with its mandibles, capable of inflicting 30 points of damage. Their exoskeletons provide them with Excellent protection against physical attacks. The ant ridden by the Locust can fly (Excellent speed in the air). The pygmies wield bows (Poor range, causing 6 points of damage) and spears (10 points of damage; the pygmies won't throw their spears, using them in melee combat only). The Locust doesn't have a weapon; instead he serves as the commander, leaving the actual fighting to his subordinates. He refuses to negotiate with the heroes.

The Locust, the pygmies, and the flying ants attack the heroes until one of the following conditions occurs; at that point, proceed to the Aftermath section:

- Half of the flying ants and half of the pygmies have lost half or more of their Health points, or are otherwise subdued by the heroes.
- Half of the heroes have lost half or more of their Health points, or are otherwise subdued by the villains.
- The heroes are attempting to retreat.

AFTERMATH

The battle is interrupted by an enormous shadow that falls over the entire area. An immense structure is descending from the sky; the heroes recognize it as the Pleasantview High School building. Before the heroes or the villains can take any actions, gas jets attached to the sides of the building begin to spew noxious clouds of pink fumes; the gas is so potent that only characters with Unearthly Endurance can resist it. The heroes, along with the villains and the ants, fall asleep in a few seconds. The building comes to a soft landing in the indicated area on map 4

Proceed to **Chapter Nine**.

TROUBLESHOOTING

If the heroes don't locate Alvarez. No problem. The heroes will get another chance to rescue him in the next chapter.

If Arcade's knock-out gas doesn't affect all the heroes. Assume that Arcade, who's controlling the flying building, can increase the potency as necessary to knock them all out.

If the heroes try to escape the gas by hiding in Locust's stronghold, or attempt to flee the area. The gas gets them anyway.

KARMA

Defeated by Magma:	-10
Get the cloth bags from Magma (by winning her trust):	+10
Discover information in the Locust's office (location 5c):	+5
Locust's computer disabled (5c):	+5
Locust's hard copy records destroyed (5c):	+5
Power plant disabled (location 5d):	+5
Winning the battle with the Locust when the building descends:	+20
Losing the battle with the Locust or retreating when the building descends:	-10

CHAPTER NINE: LET THE GAME BEGIN

JUDGE'S BACKGROUND

Arcade installed gravimetric pods in the Pleasantview High School building to turn it into a makeshift aircraft. The building has just landed in the middle of the Amazon jungle near the Locust's stronghold. Clearly, Arcade is determined to play out the game that was interrupted in Pleasantview (Chapter Four).

MAP NOTES

Use the basketball court on the large color map. For movement purposes, consider the entire court to constitute one area. The map of the Pleasantview High School building (from Chapter One) also will be useful.

WHEN WE WERE SO RUDELY INTERRUPTED . . .

When the heroes revive, they find themselves dressed in basketball uniforms, sitting on the home team bench in the Pleasantview High School gymnasium. The scene is eerily familiar (since it's similar to the one described in the Charity Game section of Chapter Four). The entire home team bleachers is empty; all of the spectators have been crammed into the visitor's side. The spectators are immobile and glassy-eyed. They're all in a deep hypnotic trance, courtesy of Arcade. Alvarez, also in a trance, sits in the middle of the crowd Arcade recovered him when everyone was gassed at the end of **Chapter Eight**. A curtain of shimmering light separates the visitor's bleachers from the rest of the court. (This is an energy force field of Monstrous strength.)

Eight human-sized figures dressed in colorful costumes sit on the visitor's bench. The figures are robotic replicas of Archangel, Colossus, Cyclops, Havoc, Marvel Girl, Sunfire, Thunderbird, and Wolverine. (The robots make up Arcade's team, hereafter referred to as the All-Stars. Arcade controls the All-Stars' actions and all of the devices in the gym from room 18 on map 1. See the appendix for the All-Stars' descriptions and statistics.)

A crackling voice blares over the loudspeaker. "Following our unex-

pected intermission, we now resume our game."

RULES OF THE GAME

Arcade intends to pit his All-Stars against the heroes in a special basketball game. The game will comprise two parts; the first part consists of a series of one-on-one contests, and the second part pits the entire All-Star squad against all of the heroes.

Arcade explains the rules to the heroes. (Read or paraphrase these rules to the players; make sure they understand them.)

1. The object of the game is to put the ball through the hoop. The heroes must put the ball through the west hoop, the All-Stars must put the ball through the east hoop. Each score counts 1 point.

2. Players can throw the ball, carry it, teleport it, fly with it, or use their powers to move it any way they can. (As a general guideline, assume that a hero shooting normally must make a Red Agility FEAT role to score a basket when he's east of Line C, a yellow Agility FEAT roll when he's between Line B and Line C, and a green Agility FEAT roll when he's west of Line B. If the hero is being heavily guarded, shift one column to the left.)

3. Players can grab, punch, blast, or use their powers any way they choose to stop the opposing team from scoring. Violence is encouraged.

4. Players on the court are active; players on the bench are inactive. Inactive players may not interfere in any way with active players. However, inactive players are free to shout out words of encouragement or playing tips to the active players.

5. All players must stay in the gym. (The walls are Excellent strength material; the doors have been secured with Remarkable strength locks.)

6. The players are not allowed to approach or address the spectators.

7. When the buzzer sounds, all active players must return to their respective benches.

8. All of the referee's decisions are final. (Arcade is the referee; he announces all of his decisions and instructions over the loudspeaker.)

9. If the heroes violate any of these rules, Arcade announces that he will destroy an appropriate number of spectators. To demonstrate this, a beam of light suddenly flashes from the ceiling over the spectators' heads, burning a hole in an empty seat next to one of the heroes' parents. (Actually, there's no real danger to the spectators—they're all holograms. Arcade didn't want to haul a gym full of people all the way from the United States. But as far as the heroes are concerned, the spectators are real. If they still insist on breaking the rules, see the Troubleshooting section.)

10. Arcade promises to play fair. If the heroes win, he agrees to return the heroes, the spectators, and the school building back to Pleasantview unharmed. If the All-Stars win, the heroes will become his prisoners. These terms are not negotiable.

ARCADE'S PLAN

In spite of his promise, Arcade has no intention of taking the heroes prisoner; he intends to destroy them all. The active All-Stars will take every opportunity to attack the active heroes; scoring points is secondary. However, since Arcade wants to put on a good show—video cameras in the ceiling are recording all the festivities—he'll have the All-Stars make occasional attempts to score baskets. But for the most part, the All-Stars will attempt to inflict as much damage as possible on their opponents.

The game begins with the One-On-One section below.

SPECIAL EFFECTS

To keep the game lively, Arcade has prepared a number of Special Effects. These can be used during any of the One-On-One contests or during the Team Competition, as determined by the Judge. Assuming the heroes don't disable them, the effects can be used more than once.

Exploding Ball

The basketballs contain explosive devices that Arcade can detonate by remote control. When Arcade activates a ball, it begins to grow warm.

One round later, it explodes in a burst of flames, causing 10 points of damage to everyone within a 10-yard radius (All-Stars included).

Arcade is most likely to use this Special Effect when an active hero is about to make a shot; note that the hero has time to get rid of the ball when he feels it warming up. After a ball explodes, Arcade announces, "Ball out of play," and a new ball drops into the center circle from a chute in the ceiling. (Arcade won't use this Special Effect more than twice.)

Robot Cheerleaders

Three female robot cheerleaders are poised near the sidelines on the north side of the court (see map). When activated by Arcade, the cheerleaders cartwheel onto the court, and each attempts a single Slugfest attack on the active hero. (If there are several active heroes, the cheerleaders attack a random hero.) The cheerleaders always attack as a team. Regardless of whether their attack succeeds or fails, they cartwheel off the court and return to their original position on the sidelines.

Robot Cheerleader

F	A	S	E	R	I	P
GD	EX	GD	EX	FB	FB	FB
10	20	10	10	6	6	6
Health = 50						

A cheerleader is disabled if she's reduced to 0 Health. If the heroes attack the cheerleaders on the sidelines, the cheerleaders defend themselves until the heroes return to the court.

Arcade is most likely to use the cheerleaders whenever an active hero is gaining the upper hand on an active All-Star.

Blinding Scoreboard

Arcade can cause the scoreboard on the west wall (see map) to create a burst of blinding light for one round. All active All-Stars and heroes west of Line A must make successful Endurance FEAT rolls; those who fail are blinded for the next 1-10 rounds, making all FEAT rolls with a one-column shift to the left during this time. If the heroes disable the scoreboard (by inflicting 15 points of damage on it; assume the speaker is made of Typical strength material), Ar-

cade will no longer be able to use it to create blinding light; thereafter, Arcade will announce the score over the loudspeaker.

There's no particular situation in which Arcade is likely to use the blinding light. However, since the All-Stars are affected by the music along with the heroes, he isn't likely to use it more than once or twice.

ONE-ON-ONE

The game begins with a series of one-on-one matches. Arcade asks the heroes to select one of their group to compete in the first match. (Any hero the players choose is fine; they'll all get a chance eventually.) The hero then takes his place on the right side of the center circle (see map); he's now the active hero for the first match.

The Judge chooses the active hero's opponent from the All-Stars. Any All-Star is fine, but try to pick one who's reasonably compatible with the active hero. For instance, if the active hero can fly, you might pick the Pseudo-Archangel as his opponent. If the active hero is exceptionally strong, you might pick the Pseudo-Colossus or the Pseudo-Wolverine. Once selected, the active All-Star takes his place on the left side of the center circle.

The match begins when Arcade blows a whistle, at which point a basketball drops from a chute in the ceiling into the center circle. The object of the match is to score a point by putting the ball in the appropriate hoop. At the Judge's discretion, Arcade may spice up the match (or any of the subsequent matches) with one or more Special Effects.

The match ends when one of the following conditions is met:

- Six rounds have passed.
- The active hero scores a basket.
- The active hero destroys the active All-Star (that is, his Health is reduced to 0).
- The active All-Star scores a basket. (The active All-Star won't even attempt to score a basket until the final round; he'll spend most of the match trying to damage the active hero. However, the active All-Star will stop short of killing the active hero; Arcade wants to save the heroes' annihilation for the Team Competition.)

Arcade sounds a buzzer to signal

the end of the match. At that time, the active All-Star and the active hero return to their respective benches.

Arcade then asks the next hero to take his place in the center circle for the second match. The Judge selects an All-Star opponent who hasn't yet participated in a match. The match plays out as described above.

The one-on-one matches continue until all of the heroes have had a chance to participate. No All-Star will participate in more than one match.

When the one-on-one matches are over, continue with the Team Competition section below.

TEAM COMPETITION

The game continues with a team competition. Arcade tells all of the heroes to take a position on the right side of the court (locations 1-5 on the map; one hero per location). If there are fewer than five heroes, they can choose which locations they wish to leave empty. Arcade then sends five All-Stars (of the Judge's choice) to locations 6-10; the remaining All-Stars will be used later as substitutes. If there are fewer than five heroes on the court, Arcade sends in an equal number of All-Stars.

The game begins when Arcade blows the whistle, at which point a basketball drops from a chute in the ceiling to the center circle. The object of the match is for each team to score as many points as possible. As before, the All-Stars are less interested in scoring points than doing damage to the heroes; they'll make just enough scoring attempts to maintain the facade of a real game.

The following notes also apply to the game:

- At the Judge's discretion, Arcade may spice up the match (or any of the subsequent matches) with one or more Special Effects.
- If an active All-Star is destroyed, Arcade sends in a substitute from the bench.
- When a basket is scored, the opposite team gains possession of the ball. (They can pick it up wherever it happens to be.)
- Two rounds after the game begins, all of the players hear scratching and clawing coming from outside the east wall of the gym. The sounds persist

APPENDIX: NON-PLAYER CHARACTERS

AMMO

F	A	S	E	R	I	P
RM	EX	GD	EX	GD	GD	TY
30	20	10	20	10	10	6

Health = 80 Karma = 26
Resources = TY Popularity = -10

KNOWN POWERS

No known super-human abilities.

WEAPONS: Ammo carries a baseball bat which inflicts +1CS damage.

TALENTS: Ammo has Military and Leadership talents and is familiar with military firearms. He knows Martial Arts B and E.

GROUPS: Past leader of the Wild-boys.

IN BRIEF: A vicious and brutal killer, Ammo relishes violence; it is speculated that he acquired his love of violence while serving in Vietnam. Extremely charismatic and intelligent, he controls his underlings with ruthless efficiency. His ultimate goal is to become a major criminal force.

EDUARDO ALVAREZ

F	A	S	E	R	I	P
TY	GD	TY	GD	GD	GD	GD
6	10	6	10	10	10	10

Health = 32 Karma = 30
Resources = GD Popularity = 5

KNOWN POWERS

Mutant Detection: Alvarez has this power at Amazing level, usable at will.

TALENTS: Leadership.

GROUPS: Friends with X-Factor (the Beast, in particular).

IN BRIEF: The superintendent of Pleasantview High School, Alvarez is a dedicated educator with no interest in super heroics. He takes great pains to conceal his mutant power, concerned about the ramifications of public exposure. Several years ago, the Beast discovered Alvarez's secret and sought him out to assist X-Factor on a minor mission.

Alvarez is about 35 years old, with dark hair, an imposing build, and a kind smile. He is soft-spoken, intelligent, and trustworthy.

ARCADE'S ALL-STARS

IN GENERAL: This is a group of robotic constructs created by Arcade. They are identical in appearance to former and current members of the X-Men and X-Factor, and their fighting technique is similar to that of their real-life counterparts. However, precisely duplicating the powers of the originals was beyond the scope of Arcade's skills; hence, the robotic versions are somewhat less formidable. None of them have any special Talents.

PSEUDO-ARCHANGEL

F	A	S	E	R	I	P
EX	RM	GD	EX	GD	TY	GD
20	30	10	20	10	6	10

Health = 80

KNOWN POWERS

Power Suit/Wings: Pseudo-Archangel's metal wings allow him to fly at Excellent air speed (10 areas per round). The razor-sharp edges of the wings inflict Remarkable edged damage. However, unlike the original Archangel, Pseudo-Archangel can't fire neural disrupters. His feathers can't be used for thrown edged attacks, nor is he subject to losing control of his wings in times of stress. The power suit provides Remarkable Body Armor.

PSEUDO-COLOSSUS

Pseudo-Colossus is permanently armored; the statistics refer to this armored form.

F	A	S	E	R	I	P
EX	GD	AM	IN	TY	TY	GD
20	10	50	40	6	6	10

Health = 120

KNOWN POWERS

Body Armor: Provides Incredible protection from physical and energy attacks, Amazing resistance to heat and cold, Good resistance to corrosives, and Excellent resistance to electrical damage. The armored Pseudo-Colossus has no need to eat, drink, or

breathe. Unlike the actual Colossus, Pseudo-Colossus isn't invisible to machines.

PSEUDO-CYCLOPS

F	A	S	E	R	I	P
EX	GD	TY	EX	EX	EX	GD
20	10	6	20	20	20	10

Health = 56

KNOWN POWERS

Optic Blasts: Pseudo-Cyclops always has use of his visor to control his beam's focus. He can cause Incredible damage at a range of three areas; for areas beyond three, the damage is reduced by one rank. Power stunts include:

- The blast can be used to break a fall, inflicting only Poor damage on the target.

- Can affect up to eight targets in a single area (if there are enough reflective surfaces) on a successful Agility FEAT. Damage is reduced to Remarkable.

- Wide-angle beam affects two adjacent areas; those affected suffer Excellent damage

Unlike the actual Cyclops, Pseudo-Cyclops can't transform other energy sources into optic blast energy.

Pseudo-Cyclops' Agility is Remarkable with his eyebeams. He is immune to his own eye beams, but unlike the actual Cyclops, Pseudo-Cyclops can be harmed by the powers of Pseudo-Havok.

PSEUDO-HAVOK

F	A	S	E	R	I	P
TY	EX	EX	EX	GD	GD	GD
6	20	20	20	10	10	10

Health = 66

KNOWN POWERS

Plasma Generation: Causes Amazing damage in one direction up to three areas distant. Incredible damage if in all directions (two area range).

Absorption: Amazing ability to absorb plasma energy and redirect it in next round.

Unlike the actual Havok, Pseudo-Havok can be harmed by the eye beams of Pseudo-Cyclops.



PSEUDO-MARVEL GIRL

F	A	S	E	R	I	P
GD	GD	TY	EX	GD	EX	IN
10	10	6	20	10	20	40

Health = 46

KNOWN POWERS

Telekinesis: Can mentally manipulate objects with Remarkable ability. Power stunts include:

- Create a mental force shield of up to Remarkable strength against physical and energy attacks.
- Project Force bolts of pure Telekinetic energy for Remarkable damage.
- Moves other objects with Remarkable ability, with a weight equivalent of Excellent strength.
- Solo flight for Excellent air speed. With up to ten others, speed is reduced to Good.

PSEUDO-SUNFIRE

F	A	S	E	R	I	P
EX	EX	GD	IN	GD	GD	GD
20	20	10	40	10	10	10

Health = 90

KNOWN POWERS

Plasma Generation: Energy field does Amazing physical damage and Incredible heat and light damage. Unlike the actual Sunfire, Pseudo-Sunfire can't increase this damage.

Flight: Good air speed.

Energy Sheath: Incredible protection against energy attacks and Good protection against physical attacks.

PSEUDO-THUNDERBIRD

F	A	S	E	R	I	P
EX	GD	RM	EX	GD	EX	EX
20	10	10	20	10	20	20

Health = 60

KNOWN POWERS

Body Armor: Provides Good protection from physical and energy attacks. Unlike the actual Thunderbird, Pseudo-Thunderbird has no tracking ability.

PSEUDO-WOLVERINE

F	A	S	E	R	I	P
RM	EX	GD	EX	TY	IN	EX
30	20	10	20	6	40	20

Health = 80

KNOWN POWERS

Pseudo-Adamantium Skeleton: Similar to the actual Wolverine's adamantium skeleton, Pseudo-Wolverine's skeleton provides the following benefits:

- Good protection against blunt instruments.
 - Typical protection against edged and energy attacks.
 - Good damage with fists.
 - Bones are Monstrous material for cutting or severing.
- Claws:* Amazing damage as an edged attack (though he can choose to do less damage.)

Unlike the actual Wolverine, Pseudo-Wolverine has no animal empathy, heightened senses, special resistances, berserker rage, or invisibility to machines.

