

MARVEL SUPER HEROES™ THE HEROIC AGE™

UNOFFICIAL GAME ADVENTURE

"AND THERE CAME AN AGE"



All Marvel characters and the distinctive likenesses thereof are trademarks of the Marvel Comics Group. MARVEL SUPER HEROES and MARVEL SUPER VILLAINS are trademarks of the Marvel Comics Group. © 1994 Marvel Comics Group, a division of Cadence Industries Corporation. All Rights Reserved. Printed in the U.S.A.



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

The names of characters used herein are fictitious and do not refer to any person living or dead. Any descriptions including similarities to persons living or dead are merely coincidental. DUNGEONS & DRAGONS, PRODUCTS OF YOUR IMAGINATION, ADVENTURE FOLD-UP and the TSR logo are trademarks owned by TSR Inc. Game Design © 1994 TSR Inc. All Rights Reserved.





“And There Came An Age”

*An UNOFFICIAL Game Adventure
for use with the Classic Marvel Role-Playing Game, Advanced Set*

by DANNY WALL

As Marvel Comics enters a self-proclaimed new Heroic Age, it's only appropriate that fans also get the chance to participate! Here's your chance to enter a Heroic Age of your very own, with the classic *Marvel Super-Heroes Role-Playing Game* published originally by TSR, Inc. way back in 1984. While this game is long since out of print, you can certainly just keep the structure and characters ideas for this adventure and adapt for use with your favorite role-playing system to run a game of your very own. For more information on the classic Marvel game system, see <http://www.classicmarvelforever.com>.

AND THERE CAME AN AGE...!

The following heroes were chosen for this adventure because they represent a wide range of heroic-ness (heroic-ality? heroism!) from the various corners of the Marvel comics universe. We have youngsters and veterans, mutants and self-made heroes, vigilantes and purehearts. We've also tried for a balance of powers and character archetypes. And while this adventure was designed with this particular mix, feel free to play with any variety of characters that you like. Luckily enough, the adventure works well with characters who haven't worked together before. This could even be even the perfect time to create some brand-new heroes of your very own!

HERO ROLL-CALL



AMADEUS CHO

Other Aliases: Mastermind Excello, Prince of Power

Occupation: CEO of the Olympus Group; champion of the gods; mythslayer

Good Fighting!
Good Agility!
Typical Strength!
Excellent Endurance!
Incredible Reason!
Excellent Intuition!
Remarkable Psyche!

Health 46
Karma 90

Resources: Remarkable
Popularity: 6

POWERS/EQUIPMENT

Hypermind: Amazing ability to reason and calculate at high speeds and meta-advanced levels. Identifies variables and quantum possibilities to choose the action most favorable to him. Power stunts include: Hyper-Invention and called shots that border on prescience/precognition (so he can use his Hypermind ability in place of Agility or Fighting)

Golden Mace: Class 1000 material, Unearthly damage; stored in subspace pocket and manifests at whim

Bannertech Shield: Monstrous personal force field; Amazing energy reflection

Modified Classic GameBoy Micro: Remarkable computer interface, enables Hypermind to affect computer systems and networks; enables Bannertech teleportation

Teleportation: The Olympus Group can teleport Amadeus and others near him anywhere in the world or trans-dimensionally with Amazing ability.

TALENTS
Computers
Computer Gaming
Eidetic Memory

CONTACTS
Athena

Olympus Group
Avengers
Bruce Banner

AMADEUS IN BRIEF: Who would have thought that the young upstart Amadeus Cho would actually be the seventh smartest person on the entire planet? The Greek goddess Athena, actually. She enabled Amadeus to discover his abilities by entering the "Mastermind Excello" online contest, and Amadeus soon found himself chased by enemy agents, forming a team to help the Hulk, and becoming a sidekick to Hercules himself. When Hercules died to save the universe, Amadeus became the favored champion of Athena, a

true hero of the mind and thus an exemplar of the modern age. This also includes heading the Olympus Group, a corporation that is the modern iteration of the Olympian pantheon. Good thing-- Amadeus will need all those resources to fight the monsters that continue to plague the Earth.

Amadeus Cho is brash, quirky, and sarcastic, not to mention fun-loving and quick to battle (in particular if it's a battle of wits!) In other words, he's a perfect match to replace Hercules in our modern times. Like many young heroes, Amadeus refuses hear things like "you can't do that" or "we've never tried that before," and he'll do whatever he thinks it takes to get the job done, no matter how unconventional.



BLACK CAT

Real Name: Felicia Hardy

Occupation: Freelance private investigator, occasional cat burglar

Excellent Fighting!
Incredible Agility!
Excellent Strength!
Excellent Endurance!
Good Reason!
Excellent Intuition!
Excellent Psyche!

Health 100
Karma 40
Resources: Typical

Popularity: - 2

POWERS

Bad Luck: Incredible manifestation of bad luck to those around her (she has relatively more conscious control to trigger it than in the past)

Infravision/UV Vision: Excellent sensory perception, via specialized contact lenses

Costume: Enhanced strength, reflexes; increased sense of balance (via earrings); Claws of Excellent material/damage with Climbing of Good ability

Grappling Line: Excellent material, Line-swinging

TALENTS

Martial Arts A, E

Acrobatics/Tumbling

Tightrope Walking

Espionage (Security Systems/Infiltration)

CONTACTS

Hero Community: Spider-Man, Heroes for Hire, Puma
Criminal Underworld

THE BLACK CAT IN BRIEF: Felicia followed in her cat-burglar father's footsteps, becoming a notorious thief herself, but this time with a gimmick. Carefully-laid traps and tricks made her appear to have bad luck powers. Running up against Spider-Man, the Black Cat changed her mind and became a crime-fighter instead, even Spider-Man's partner for a time. The two were a romantic couple for a time, until the Black Cat was injured due to their dangerous lifestyle. When she tried to get her own genuine superpowers, she ended up giving bad luck to anyone around her. Nowadays, her powers have returned with much better control, and she supplements them with specialized equipment. She still hasn't managed to fix her relationship problems with Spider-Man, though.

Fun-loving and whimsical, the Black Cat wavers from being a truly good superhero and a truly spectacular thief. Often, it comes down to what promises the most excitement at the time. She's truly a spur of the moment kind of girl, which gets her trouble when it comes times for consequences.

CAPTAIN AMERICA

Real Name: James Buchanan "Bucky" Barnes

Occupation: Adventurer; former covert operative

Incredible Fighting!
Excellent Agility!
Excellent Strength!*Remarkable Endurance!
Good Reason!
Excellent Intuition!
Good Psyche!

Health 110
Karma 40
Resources: Typical*
Popularity: 100/6

POWERS/EQUIPMENT

Specialized Armor: Good protection vs. physical, Typical vs. fire

Unique Weapon-- Shield: Class 3000 material strength, indestructible; thrown up to 3 areas with Remarkable damage; power stunt—bounce and return

Gun: Excellent piercing/edged damage

Conventional Weaponry: Knife (Good damage), Grenades (Remarkable effect)

*Bionic Arm: Incredible superhuman strength; Excellent material; EMP pulse; Excellent disruption to electronics; Good Intensity electricity discharge blast

TALENTS

Military, Espionage

Marksman

Wrestling

Martial Arts A, B, D, E

Languages: German, Russian

CONTACTS

Hero Community: Steve Rogers, Black Widow, Avengers
U.S. Government/SHIELD

CAPTAIN AMERICA IN BRIEF: "Bucky" Barnes was the former kid sidekick to the original Captain America during the 1940s, but he was long thought killed in action while



Cap went on to be revived in modern times. Instead, the Soviet Russians captured James and brainwashed him into becoming one of their more deadly operatives-- the Winter Soldier. Kept in stasis between missions, James was finally used by Cap's enemies in recent times to fight his former mentor, but Cap restored James' memories. Soon after, when the world thought Captain America was dead, James took up the mantle and has continued to serve as the newest Captain even after his return.

Often feeling like a man-out-of-time, James has nevertheless come to terms with his tumultuous history. He is a driven man, determined to do his duty for his country but moreso for his namesake and mentor. He is helped in his determination by his teammates in the Avengers and the Black Widow, with whom he's formed a romantic relationship.

FIRESTAR

Real Name: Angelica Jones

Occupation: University Student

Good Fighting!
Excellent Agility!
Typical Strength!
Remarkable Endurance!
Typical Reason!
Poor Intuition!
Excellent Psyche!

Health 66
Karma 30
Resources: Poor



Popularity: 6

POWERS

Microwave Manipulation: Amazing control over microwave energy. Established power stunts include firing Microwave Blasts up to Unearthly damage vs. living organisms and Monstrous vs. non-living matter; flying with Typical speed/Excellent maneuverability; carrying objects in flight as if having Excellent Strength, and disrupting electronics/electronic communication with Incredible intensity. She can melt objects with Monstrous intensity heat, up to 1 area in size.

Heat Sphere: A fiery sheath offers Amazing protection from physical objects/projectiles.

TALENTS

Aerial Maneuvers
Art/Art History

CONTACTS

Hero Community: Avengers, New Warriors, Young Allies, Emma Frost
Father (Bart Jones)

FIRESTAR IN BRIEF: Angel never asked for greatness, but has often felt it forced upon her. She joined a school for mutants ran by the White Queen (Emma Frost), but instead was used as a pawn in the Queen's power plays until she wised up and ran away. She joined the New Warriors and became engaged to her teammate Justice, but broke it off from both when the United States forced

heroes to register their activities. She was even an Avenger at one point, but would rather return to Empire State University and complete a degree in Art History.

Angel is often described as a girl-next-door, thanks to her gentle nature and willingness to see the best in others. She is more confident in her abilities than ever, but she would really rather not have them and pursue a normal life instead. That said, she is dedicated to standing up for the oppressed and fighting the good fight no matter the cost.



ROCKSLIDE IN BRIEF: When Santo was sent from his Boston home to join the Xavier Institute, he fit in quite nicely with the others on his squad, the one appropriately titled the "Hellions." In other words, he was often too cocky, pushy, and aggressive for his own good! Still, Rockslide was one of the few of these young mutants to be considered a candidate for X-Men membership, and he has been training with them ever since. Deep down, he continues to harbor some small hope of becoming a superhuman pro-wrestler or ultimate fighter, too.

Originally, Rockslide was the typical bully of the student body. Since then, despite his rocky exterior, he has softened somewhat, particularly with his friendships with Anole and Pixie. So while he may not have the social graces you'd expect, he more than makes up for it in tenacity and solidarity.

ROCKSLIDE

Real Name: Santo Vaccarro
Occupation: Student

Remarkable Fighting!
Good Agility!
Amazing Strength!
Amazing Endurance!
Typical Reason!
Typical Intuition!
Good Psyche!

Health 140

Karma 22

Resources: Poor

Popularity: 0

POWERS

Rock Body: At over 6-foot tall, his body has Incredible protection vs. physical and fire/cold; Excellent vs. energy

Explosive Shatter: Causes Remarkable explosive force and shrapnel damage to anyone in his immediate area; Can re-form body from available rock/earth, taking on any unique properties of such, but it costs a full round to complete.

TALENTS

Martial Arts B
Wrestling

CONTACTS

X-Men
Xavier Institute student body

The following roster contains all the vital stats for the major villains encountered in the adventure. Well, really all the “non-heroes,” or antagonists as well as supporting cast. As you’ll see in the adventure, a villain one moment can be an ally in the next! (More generic/incidental characters will be listed in the chapter in which they appear.)

VILLAIN ROSTER

In order of appearance: Chapter One

THE GLOB

Real Name: Joseph “Joe” Timms
Occupation: special operations agent; former criminal

Excellent Fighting!
Typical Agility!
Unearthly Strength!
Unearthly Endurance!
Poor Reason!
Good Intuition!
Poor Psyche!

Health 226
Karma 18
Resources: Feeble
Popularity: 0

POWERS

Glob’s body is composed of a sterile, mud-like substance. He has no visible mouth, and tends to be covered in grassy or weed-like fibers.

Soft Body:
Monstrous plasticity, absorbs power rank in physical damage;
Incredible protection vs energy, cold, heat, and fire;
Unearthly resistance vs. toxins and disease
Reconstitute



Body: Monstrous ability to reform if destroyed

Limitation: The Glob requires a electronic voice box to communicate verbally

TALENTS

None

CONTACTS

SHIELD’s Howling Commandos’ base in “Area 13,” Pine Barrens, New Jersey

THE GLOB IN BRIEF: Little more than a 6-foot-6, 900-pound swamp thing, the Glob was once Joe Timms, an escaped convict who hid in a swamp to avoid capture and ended up victim of radioactive waste. The creature fought the Hulk, mistaking Betty Brant for Leeora, his deceased wife, and actually bested him! Since then, the Glob was among the monstrous creatures assembled by SHIELD to form a new Howling Commandos unit in order to fight the more esoteric of strange criminals. The final fate of these Howling Commandos are unknown, however, and the Glob, with his poor reasoning skills, certainly can’t help.

Chapter Two:

JINKU THE LAVA SHAMAN

Real Name: Jinku

Occupation: Shaman

Typical Fighting!
Good Agility!
Excellent Strength!
Remarkable Endurance!
Typical Reason!
Good Intuition!
Remarkable Psyche!

Health 66
Karma 46
Resources: Poor
Popularity: -3

POWERS

Invulnerability to Fire

Heat Generation: Incredible intensity heat to the touch, can increase each round to Unearthly total, but every rank above Incredible can only be sustained for 5 rounds before returning to Incredible.

Body Armor: Excellent protection vs. physical attacks, can melt weapons of lower material strength by touch

Lava Magics: Incredible mystical ability over the earth. Power stunts/spells include:

Conjuring pile of volcanic ash
Transmuting metal into volcanic ash
Earth control (as the power listing) but limited to molten lava

TALENTS
Mystic Origin
Leadership

CONTACTS
Lava Men

JINKU IN BRIEF: While most Lava Men are simple creatures, Jinku is ambitious and vengeful, capable of leading his people in reaction to any



surface world attack (whether justified or not) Jinku is still in some ways quite simple in his reactions, basically reducing behavior to "fight!" or "it's mine!" or "we'll get you for that!"

NOTE: All Lava Men share Jinku's statistics and ability ranks, with the exception of Lava Magics.

Chapter Five:

KLAW

Real Name: Ulysses Klaw

Occupation: Criminal; former scientist

Good Fighting!
Excellent Agility!
Remarkable Strength!
Monstrous Endurance!
Typical Reason!
Typical Intuition!
Typical Psyche!

Health 135
Karma 18
Resources: Typical
Popularity: -3

POWERS/EQUIPMENT

Sonic Body: Klaw's body has been completely transformed into a corporeal sonic energy form. He has no need to eat/drink, breathe, or sleep, and cannot be harmed except for specific circumstances:

Exposure to vacuum yields Remarkable damage each round

Attacks with sonic energy or sound-dampening Vibranium inflict full damage
Slams and Stuns affect him as normal

Sonic Converter: Klaw's right hand has been replaced with a device of Incredible material strength that provides the following:

Incredible Sonic Blasts
Incredible Force Fields
Remarkable creation of solid sonic objects, such as simple shapes
Creation of "sound creatures," quasi-living beings under Klaw's control. They take damage normally and have the following stats:

F	A	S	E	R	I	P
TY	TY	RM	RM	N/A	N/A	N/A

Destroying the Sonic Converter forces Klaw to disorporate/disappear

TALENTS
Physics

CONTACTS

Villain Community: Frightful Four, Masters of Evil, AIM, the Network

KLAW IN BRIEF: Ulysses Klaw led an invasion of Wakanda in order to gain its precious Vibranium, but the Black Panther stopped him by causing his sonic weapon to explode. His body was destroyed, but Klaw returned more powerful than ever. Even when he was fully human, Klaw was overconfident, arrogant, and power-hungry. His lust for power drives him to all kinds of criminal activity and to form all kinds of criminal alliances.

POWERS/EQUIPMENT

Pheromones: Incredible chemical toxins produced by her body can provide Animal Control over certain creatures, including werewolves, as well as Emotion Control in human beings, unleashing their bestial nature. Nightshade often uses this to turn heroes against their allies. Range is touch only.

Hypodermic Gun: Excellent piercing damage; delivers darts filled with various chemicals, including:

Excellent Knockout toxin
Excellent Psychedelic potion (Hallucinations)

Excellent "Shutdown" potion (causes loss of all motor functions, collapsing victim into a limp pile)

Excellent "Slo-Mo" potion (brain function disrupted, all actions are in slow motion (-2 CS) and dodging is impossible)

Beta Gun: Remarkable laser/energy damage

Putty Grenades: Remarkable strength adhesive properties, can trap a hero in place or gum up his movements to -2 CS.

TALENTS

Leadership
Martial Arts B
Chemistry/Biochemistry
Engineering/Robotics
Marksmanship

CONTACTS

Criminal Community: Yellow Claw, Superia, M.O.D.O.K., the Network

NIGHTSHADE IN BRIEF: A self-made genius, Nightshade wasn't about to let anyone keep her down, even if that meant turning to a life of crime. She's the ultimate in selfishness-- taking whatever she needs, studying whatever she wants, and doing whatever she feels like.

RED VULTURE

Real Name: Jimmy Natale
Occupation: Serial killer, former mob enforcer

Excellent Fighting!
Remarkable Agility!

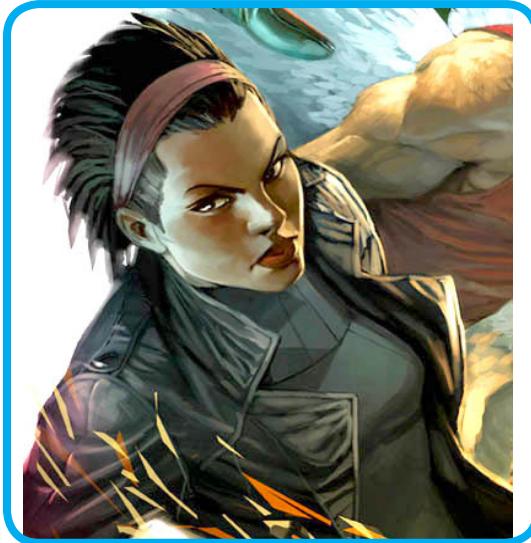


NIGHTSHADE

Real Name: Dr. Tilda Johnson
Occupation: Criminal scientist

Good Fighting!
Excellent Agility!
Good Strength!
Excellent Endurance!
Remarkable Reason!
Good Intuition!
Good Psyche!

Health 60
Karma 50
Resources: Remarkable
Popularity: -4



Remarkable Strength!
Incredible Endurance!
Poor Reason!
Good Intuition!
Poor Psyche!

Health 120
Karma 18
Resources: Typical
Popularity: -4

POWERS

Flight: The newest Vulture has natural wings as part of his physiology. They provide Typical air speed (6 areas/round) and completely silent flight.

Mandible: Good edged damage

Acid: The Vulture can vomit a nasty red acid of Excellent intensity. However, it takes 2 rounds to "recharge" each attack.

TALENTS

Melee Weapons
Handguns
Martial Arts B
Infiltration

CONTACTS

Maggia

RED VULTURE IN BRIEF: Jimmy Natale was one of the mob's best "cleaners," an enforcer who could do the messy work of "cleaning up" loose ends, no matter how violent. And he did so with cold, detached efficiency. When the Maggia was targeted by Mysterio, they forced Jimmy to undergo a medical procedure to turn him into a superpowered hitman, but turned him into the Red Vulture instead. Despite his reduction of intelligence (and nearly being rendered unintelligible,) he embarked on a mission of revenge on all involved, and ran into Spider-Man in the process, but once his vengeance was appeased, he flew away to operate on his own terms.

TIGER SHARK

Real Name: Todd Arliss
Occupation: Criminal, former pro athlete

Amazing Fighting!
Excellent Agility!
Monstrous Strength!
Remarkable Endurance!
Typical Reason!
Remarkable Intuition!
Excellent Psyche!

Health 175
Karma 56
Resources: Typical
Popularity: -10

POWERS

Body Armor: Excellent protection against physical damage/pressures of deep ocean; Excellent resistance to cold

Swimming: Typical hyper-swimming

Water-Breathing: via fish-like gills

Teeth: Razor-sharp teeth of Excellent edged damage

Hydro-Suit: Over time, exposure to air may cause his abilities to decline; this suit helps circulate moisture in his body to maintain his powers on dry land.

TALENTS

Underwater Combat

CONTACTS

Villain Community: Masters of Evil

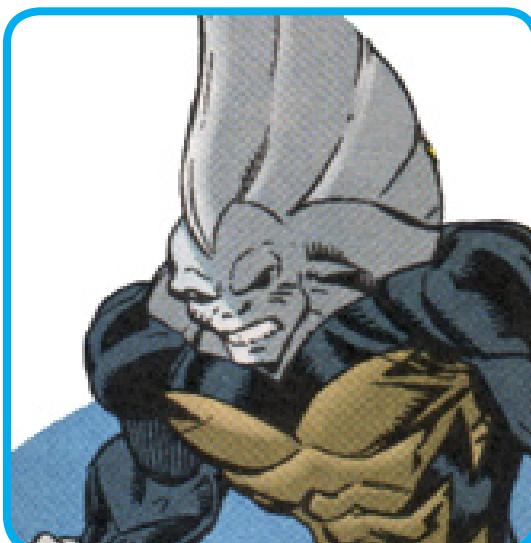
TIGER SHARK IN BRIEF: Todd Arliss was a kind-hearted, All-American athlete and professional swimmer whose kind act to save an old man from drowning resulting in serious injury to himself and experimental procedures that transformed him into a shark-like, cold-blooded criminal with a lust for battle and a strong survival instinct.

WHIRLWIND

Real Name: David Cannon

Occupation: Criminal, former circus performer/ice skater

Good Fighting!
Incredible Agility!
Good Strength!
Remarkable Endurance!
Typical Reason!
Typical Intuition!
Typical Psyche!





Health 90
Karma 18
Resources: Typical
Popularity: -4

POWERS/EQUIPMENT

Spinning: Hyper-spinning to 400 rpm, with power stunts such as:

Excellent superhuman speed, including movement up vertical walls

Monstrous escape from Grappling

Remarkable shield of air vs. physical attacks and missile weapons

Air Control: Remarkable ability to control the air around him as he spins. Power stunts include:

Maintain Good flight for up to 10 minutes

Create Remarkable focused air blast

Create Remarkable tornado-like winds in an area

Wrist Blades: Amazing edged damage when using blades while spinning. Remarkable edged damage when firing blades like shuriken. Whirlwind normally carries 10 of these.

TALENTS
Wrestling
Driving
Performing

CONTACTS
Villain Community: Masters of Evil

WHIRLWIND IN BRIEF: A mutant who

has always used his powers for personal gain and profit, Whirlwind is a braggart and loudmouth. He enjoys flaunting his powers and making heroes look like saps. He considers himself somewhat of a ladies' man but everyone knows differently.

Chapter Eight:

THOR GIRL

Real Name: Tarene
Occupation: Adventurer

Incredible Fighting!
Remarkable Agility!
Incredible Strength!
Unearthly Endurance!
Typical Reason!
Typical Intuition!
Good Psyche!

Health 210
Karma 22
Resources: Typical
Popularity: 15

POWERS/EQUIPMENT

Body Armor: Tarene's body is naturally Good vs. physical and energy attacks and is immune to disease.

Immortality: Tarene is near ageless, although the full extent of her immortality is unrevealed. This also provides her with Excellent regenerative powers.

Unique Weapon: Thor Girl wields a golden replica of Thor's hammer and made of a Class 1000 material. It also mimics Thor's additional powers:

Throwing the hammer up to 10 areas away, with the hammer returning the following round

Flying at Unearthly speeds, or hovering in place

Spinning to create a shield for Remarkable protection

Summoning storms and lightning with Unearthly weather control

Traveling to and from Asgard

TALENTS
Hammer weapons



Alien languages

CONTACTS

Hero Community: Avengers Initiative, Thor Asgard

THOR GIRL IN BRIEF: Tarene was an alien born under the prophecy to become the Designate, a cosmic being of phenomenal power to bless the universe. The villain Thanos tried to destroy her and her world, but she was saved by Thor. Dedicating her life to following Thor's example, she later sacrificed her power cosmic to defeat the demon Surtur, retaining only those abilities she used to emulate Thor.

Tarene is trying to be the best hero she can be, but is apt to default to petty and petulant behavior. Often, her power and her pride get in the way of being the hero she knows she ought to be.

Chapter Nine:

GRIM REAPER

(Note: the following stats reflect the Grim Reaper as encountered in this adventure)

Real Name: Eric Williams
Occupation: Criminal

Incredible Fighting!
Remarkable Agility!
Unearthly Strength!
Monstrous Endurance!
Typical Reason!

Typical Intuition!
Typical Psyche!

Health 225
Karma 18
Resources: Excellent
Popularity: -10

POWERS

Ionic-fueled Body: Amazing protection from all forms of damage, including physical and energy damage. Class 1000 invulnerability to heat/cold. Mental attacks are resolved normally. The Grim Reaper does not require food, water, or air to survive.

Ionic Scythe: Where once the Grim Reaper held a mechanical scythe, he now replicates it with ionic power. He can swipe with Remarkable edged damage or emit blasts of Remarkable intensity. (See Chapter 9 for additional tactics.)

Flight: Good air speeds/hovering

TALENTS

Weapons Specialist: Scythe
Leadership

CONTACTS

Villain Community: Nekra, Lethal Legion
Maggia

GRIM REAPER IN BRIEF: Originally a petty criminal and embezzler, the Grim Reaper turned into a truly psychotic villain after becoming obsessed with the life/death of his brother, Wonder Man. He has since moved on to maniacally obsess over all forms of criminal gain, fame, and power.



CHAPTER ONE

THE CALL GOES FORTH!

SUMMARY

The various heroes receive individual distress calls to alert them of the menace of the monstrous Glob!

SET-UP

Invite the heroes to embellish the following scenes of a regular weekday morning... a morning that just might get interrupted!

- **Amadeus Cho** is in the middle of the Arizona desert, sitting on top of a cage with a half-dozen wild chupacabras (think of a monstrous combination of reptile and kangaroo that eats goats) inside. The battle was long and draining, and he's just waiting for an Olympus Group transport to arrive so they can relocate the beasts to Monster Isle.
- **Rockslide**, in disguise as much as he can be, is in New York to catch the upcoming Unlimited Brawling Championship match, and it's about to start. The game is still very much "underground," so he's right to feel more than a little nervous. Still, Rockslide's teammate Anole had dared him to not only catch a game but to get the autograph of the villainous Man-Killer who is about to go on stage.
- **Captain America** is waiting on a rooftop to rendezvous with the Black Widow; she's on a mission and he managed to get some sensitive intel she might find useful.
- **Firestar** (as Angelica Jones) is in line at the admissions office for her school, hoping to finalize some paper work before today's deadline, and after three earlier trips failed to do so. Thankfully, she's only one person away from the next available window!
- **The Black Cat** is in a pawn shop, undercover, trying to photograph evidence that the owner is fence for stolen jewelry. She'll need to ask to see the jewelry

then use a secret camera, but he seems spooked. If she doesn't get it now, the fence will move the merchandise before she can return a second time.

The call to action (in this case, a literal call to action!) will occur, of course, at the most inconvenient time. For Amadeus and Rockslide, the call may come after answering their cell phone. For Captain America, the call comes simultaneously over a closed-circuit comm link reserved by SHIELD, while for Firestar, the call comes through the television that serves to distract students from the boredom of the admissions office line, interrupting the daytime talkshow. The Black Cat will hear the call over the pawn shop's in-store radio. (Note that while the players are aware of the same call being heard five different ways, the characters are not.) Read the following to the players:

Whee-oo! Whee-ooo! The alarming signal certainly does its job of attracting your attention! A mechanically-distorted, disguised voice declares: "Attention, Network! Class 5 villain now wreaking havoc at the Wickessian Quarry, New Jersey. You and four others will engage and recruit for our destructive ranks! The Network grows! Coordinates as follows..."

Sure enough, if the heroes investigate (by switching to a news channel or by checking in with teammates/Contacts) they will hear reports of a monster who suddenly appeared and is currently rampaging in a New Jersey quarry, and lives and property are in danger!

They must somehow excuse themselves from their respective situations to investigate. Let the heroes role-play out their response—they are free to fulfill their scene, or they may want to drop what they are doing and run! After everyone has described their scene, give a bonus to Karma to any who managed to somehow fulfill their personal obligations.

ENCOUNTER/BATTLE

Regardless of the individual time it takes to complete each set-up, all the heroes more or less arrive at the quarry at the same time

(darn the traffic on the turnpike!). The heroes are at the top of the quarry in a good vantage point. Below them, the quarry opens up like a great canyon, the size of several city blocks. There are numerous buildings for offices, storage, and shelter, as well as a variety of equipment such as containers, conveyors, and mid- to large-sized machinery. Much of the jagged cliff faces have scaffolding from top to bottom. Vehicles of all kinds pepper the scene: dumpsters, cranes, bulldozers, and the like.

None of the heroes recognize the Glob, unless Captain America or Amadeus Cho specifically researched, asking SHIELD or the Olympus Group for more information. The Glob is in the middle of his rampage, dead center. Equipment is overturned, offices and vehicles are smashed, and various piles of rubble are ... even more rubble? Quarry men have tried their best to find shelter; the armed security and police who have responded aren't faring very well.

The Glob's poor reasoning skills and mechanical voice box make communication frustrating and difficult, not much more than a few expressions "Glob smash!", "Pitiful guard-men!", and "Where is rock?" If the heroes hold back for too long (after all, the call to action did imply that other villains should be arriving), it becomes obvious that they better jump in and stop the Glob—particularly the pair of quarry men who have hidden behind a propane tank at one corner of the scene. The one where an overturned truck has been leaking fuel and a stray spark from some Glob-thrown debris sends flames headed their way! A hero would need a Yellow FEAT (of a movement Power or Endurance) to get in and get them to safety.

The Glob won't actually engage the heroes directly, but he will if he perceives the heroes are "in his way" or if the heroes touch him physically. At times, he might even turn away from the heroes. His only dialogue is short, clipped phrases about some "pretty rock," the "Jin-stone" or "ku-ku rock" or some variation of that. The Glob is smart enough to use his environment in his tactics—fighting with thrown debris or baseball bat-like crane arms.

What he is really doing here is searching for the Jinku Stone, a mystical artifact that fea-

tured in an aborted mission when the Glob was used as an agent, of sorts, by SHIELD. The Glob is nothing if not single-minded, and he has been trying to fulfill his mission long after his SHIELD program was disbanded. The search has led him to this quarry, and his rampage is nothing more than a “monstrous” misunderstanding. While the Glob can’t express his full memory, the Judge can leak some of this information through the Glob’s special dialogue. Warm-hearted heroes might catch on to the fact that the Glob is more misguided than malicious, and may attempt to end the battle through dialogue. The heroes are welcome to observe and follow along, leading into Chapter 2.

AFTERMATH

In the unlikely event the heroes are defeated, Glob will stop himself just before disposing of one of the heroes. He will instead return to his original task—finding the Jinku Stone. The heroes were taken out, they will recover to find the Glob giving the stone to Captain America, fulfilling what he understands as his mission (retrieve the object for SHIELD.) He does really hope to be a hero.

If/when defeated, Glob will try to explain as best he can that he had a mission, and his disappointment in failing his mission should be obvious to all. After some questioning, hindered by Glob’s poor reasoning and limitation of his voice box, it should become clear he was connected to SHIELD, and from there heroes such as Captain America could easily verify his original, if obsolete, mission. If a hero gets the idea to help the Glob, award that player with +5 additional Karma and move on to the next chapter. Otherwise, you can move ahead by having the heroes contact SHIELD and allow them to take custody of Glob. In that case, move directly to investigating the mysterious alert calls in Chapter 3.

DANGLING QUESTIONS

- What is the Jinku Stone?
- What to do with the Glob?
- Who called the heroes to the scene?
- What is the Network?

KARMA AWARDS

Fulfilling personal obligations: +5

Saving the quarry men from the explosion: +20

Attempting to reason with the Glob before the battle: +5

Defeating the Glob: +100

Preventing undue amounts of property damage: +20

Being defeated by the Glob: -40

Ignoring the Glob’s personal mission/failing to help the Glob: -25



CHAPTER TWO

THE SECRETS OF THE JINKU STONE!

SUMMARY

The heroes and the Glob find the Jinku Stone with its original owner, Jinku the Lava Man, and they must stop the Lava Men from invading the quarry.

SET-UP

If left to his own devices (and free of distractions such as pesky heroes), the Glob will quickly zero in on his target with some sort of sixth sense. He “just knows” in which direction to go to—it just happens to be one of the quarry’s cliff faces. The cliff is really hollow inside—it closes off a tunnel into the earth. Nevertheless, it will require a Monstrous Strength FEAT to break through. Most likely, this means the Glob and another high-powered hero will need to team up to smash it down. Let the heroes come up with that idea if possible; alternatively summarize that the Glob or a solo hero whittles it down after a few minutes.

Read the following text aloud:

“The dark, imposing tunnel twists its way steadily downward in a haphazard direction. The walls resemble frozen drippings and smeared, misshapen lumps, the remnants of the death throes of a belching volcano. The air grows thick and the darkness intense. Soon the only light source is Firestar’s powers, which cast eerie shadows along the grotesque walls. When the tunnels opens up into a wide cavern filled with a forest of stalagmites, new sources of light flicker into view—they are beings of light darting in between the columns of rock! More than light, they are the Lava Men!”

ENCOUNTER/BATTLE

If the heroes approach peacefully, the Lava Men will gather around, but will not speak directly, waiting the arrival of Jinku, their shaman and spiritual leader. Jinku will arrive on a palanquin carried by several attendants,

parting the crowds of Lava Men. If the heroes are more aggressive, the Lava Men will defend themselves en masse, until the arrival of Jinku in a similar manner causes the battle to cease.

Jinku’s scepter is a thin column of twisted rock with a bulbous end much like a lacrosse stick carrying a ball. The Glob recognizes the stone atop the scepter as the Jinku Stone, to which Jinku affirms. The Glob will try to forcibly take the stone, which will ignite a war between the heroes and the Lava Men. (It is possible the heroes tried to investigate the Jinku Stone without the Glob, in which case the Glob makes a sudden and surprising reappearance at this point, with the same results.)

At the beginning of the battle, Jinku declaims that it is all as he had predicted, and it is for this reason that he stole his stone back from the humans who had it. He had been preparing the Lava Men for an invasion, and this attack merely serves to hasten its beginning. “Behold, the power of Jinku!” Jinku will open the stone into two hemispheres, revealing a crystal geode inside. The radiation from the geode, however, is magical in nature, and it will soften and melt any non-stone material, starting with complex alloys and fibers and eventually even simple flesh and bone. Describe the effects in such a way:

“There is some kind of force or power emanating from the open geode! You each instinctively cringe, as if avoiding a campfire that suddenly grew to hot. Captain America’s gun, Amadeus’ scepter, the Cat’s claws, even your very skin feels like they are growing soft, airy. Is that condensation on Cap’s shield, or could it be... melting?”

Each round, all equipment and non-organic material in the area will lose Rank of material strength. Once they are reduced to Shift 0, they will be useless piles of goo (fortunately, the heroes will still be able to use the equipment as normally until that time). After three rounds, the heroes will begin to lose one Rank of Endurance per round as well, with the same disastrous results should they reach Shift 0!

Strangely, Rockslide (and the Glob, or any other earth- and rock-like structures) remains unaffected, and may be able to take advantage of this fact to find a way to persuade the Jinku and the Lava Men to stop their battle. Otherwise, the heroes have few other options to end the scene. One way would be to steal the geode from Jinku or find some way to close the two halves. Unless they have magic powers, however, it is an Amazing Intensity Strength FEAT to hold the geode closed. Jinku’s power will be needed to seal the stone shut. If all else fails, they might be able to render Jinku unconscious, in which case the stone will seal itself now that it’s no longer under Jinku’s control.

If the geode is closed, all materials that had been affected will immediately snap back/reform into their original state. If it re-opens, of course, the effects restart from scratch.

AFTERMATH

Should Jinku be defeated, the Lava Men will quickly retreat, taking Jinku with them and covering their escape by literally melting into the walls. Hopefully, the stone will remain in possession of the heroes. If Jinku is forced to retreat while still in possession of the stone, or if the stone is lost to the Lava Men, the Glob will continue his mission, oozing his soft body into cracks in pursuit, leaving the heroes on their own.

The Glob will want to return the stone to “Area 13,” and if left to his own, he will shuffle off into the distance, alone. Be open to suggestions: for example, Captain America might take the lead in arranging for both the Glob and the stone to be remanded into custody of SHIELD, or a hero might suggest handing the stone over but keeping the Glob as a Judge-controlled character in their team.

DANGLING QUESTIONS

Who called the heroes to the scene?
What is the Network?

KARMA AWARDS

Defeating Jinku/forcing Lava Men to retreat: +50
Ensuring the Jinku Stone is recovered by SHIELD: +20
Being defeated by the Lava Men: -20
Recruiting the Glob: +10

NETWORK RESEARCH

SUMMARY

Heroes use their resources and/or contacts to find out the source of their mysterious summons.

SET-UP

With the immediate threat of the Glob and the Lava Men taken care of, the heroes should be able to focus their attention on the mystery of their common call to action. The heroes should agree to each take the lead in five separate investigations according to their own abilities, contacts, or resources. They should be encouraged to help each other rather than to split up—after all, they all seemed to have been targeted specifically. If so, forming a Karma pool at this point could be a useful tactic.

RESEARCH/FEATS

The heroes should announce which direction they are looking (Who, What, or Where) and role-play their search for the information. Five pieces of information can be obtained, with suggestions for the effectiveness of colored results; a higher color result will include all the information below it as well. The heroes may compound their searches (both Captain America and the Black Cat

seeking “Where,” for example), in which case any duplicate color result will be bumped to the next highest. (If Captain America already got the Green result for “Where,” then the Black Cat’s Green result gets bumped up to Yellow.) Each hero can only attempt one answer, however.

- Who?

The Network is a criminal secret society that promises to unite the criminal underworld! (Green)

They are spreading quickly as the villains realize that shared resources and intelligence can be mutually beneficial. (Yellow)

The true masterminds remain hidden due to a complex chain of communication. (Red)

- What?

Each of the calls shared the same unique frequency. (Green)

The frequency exists only with highly advanced technology, the leading proponent of which was once Mandrake Enterprises. (Yellow)

The frequency matches that commonly used by the villain Klaw. (Red)

- Where?

The timing of the calls coincided with a surge of energy in a decommissioned private satellite. (Green)

The satellite was previously owned by Mandrake Enterprises in Silicon Valley, California. (Yellow)

Mandrake Enterprises was once a shell company that fronted the criminal

activities of the deadly Nightshade (Red)

Captain America can use his SHIELD or military contacts, while Amadeus Cho can focus on more esoteric/occult research. Firestar may be able to use the Avengers’ equipment (with the help of the Beast or the Wasp, of course) to analyze the cell phones/TV/comm

links that received the calls, and Rockslide can use the X-Men/mutant community. The Black Cat might be particularly helpful with her ties to the criminal underworld. Any offer made by a hero should be considered, if in line with the character’s story and motivation.

Any White results during the investigation should result in some kind of complication. Research equipment could malfunction, contacts could turn hostile, or contacts could request a “favor” before any information can be given. There shouldn’t be any battle as a result, but done-in-one FEATs or similar challenges should be considered, based on the individual descriptions. These complications may turn out to be a subplot, as heroes may have additional obligations now hanging over their heads.

AFTERMATH

If the heroes managed to uncover the names of Klaw and/or Nightshade, skip to Chapter 5 directly. If all they received was information on Mandrake Enterprises, proceed to Chapter 4.

If no information can really be distinguished, a second call will occur. This time, however, the call is to inform the Network they are “Code 7,” with the coordinates that match that of Mandrake Enterprises. The cell phones or whatever device that managed to communicate the call will summarily explode, causing anyone in contact with them (or near enough) to receive Typical damage, which carries over into Chapter 4 with them.

DANGLING QUESTIONS

Why?

Who else?

To what purpose?

If Klaw is master of sound, how did the sending of the message get messed up?

KARMA AWARDS

Each Red result answer: +20

Each Yellow result answer: +10

Each Green result answer: +5

Having to wait for a second call to occur: -10



CHAPTER FOUR

MADNESS AT MANDRAKE!

SUMMARY

The heroes' investigation of Mandrake Enterprises reveals Nightshade and Klaw to be part of the villainous Network, but not before they pass through all of her traps!

SET-UP

Mandrake Enterprises, once a thriving computer development company, exists as a grim reminder of the "dot com" boom and bust. The grounds cover several acres of rolling hills in its own isolated corner of central California, with several buildings, expansive parking lots, and resort-like amenities. Now, however, everything is in ruins, overgrown and overrun with wild nature and decay. All of the buildings would fit into a post-apocalyptic version of the future—as if all the workers were forced to flee some sudden catastrophe. An uncomfortable silence pervades every hall, every room.

Unknown to the heroes, Mandrake merely served as a front for Nightshade's past criminal activities. The buildings still house workable equipment, and Nightshade left some ... unique guardians to distract from her involvement as well as to keep things safe should she need to return later.

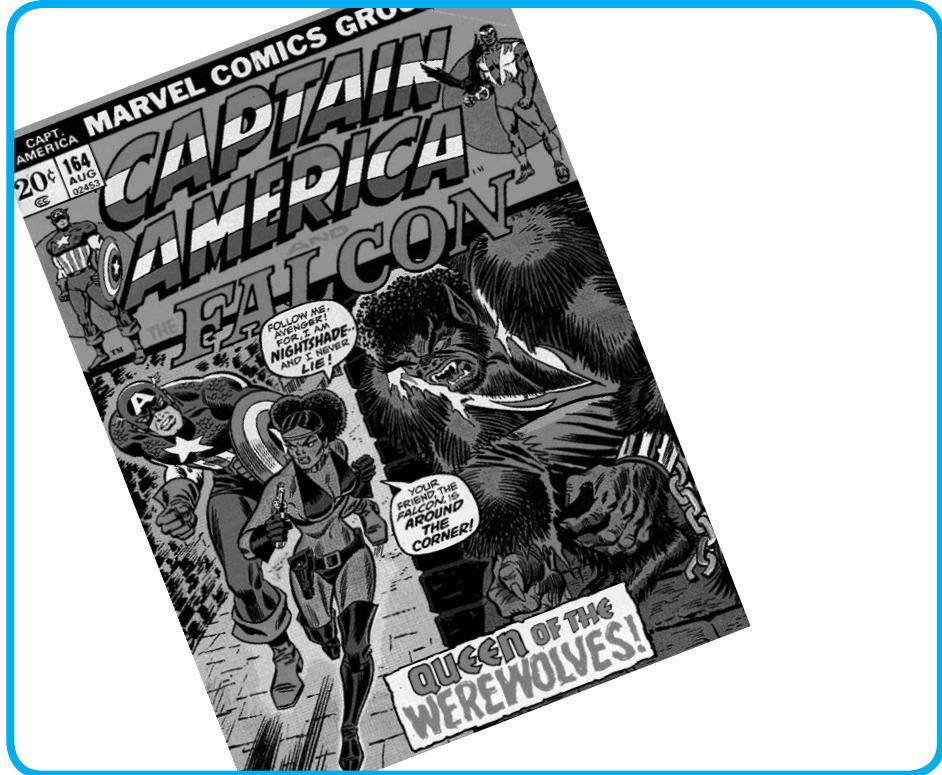
The focal point of the Mandrake complex is the factory building at the center. Any Energy or Electrical Detection (or other sensory powers/equipment) will reveal this building is remains the only part wired for electricity and is giving off heat signatures. When the heroes investigate, play up the mysterious atmosphere—random sparks from exposed wires, scattered papers and debris, odd buttons and computer monitors casting eerie lights.

ENCOUNTERS/BATTLE

The search ends at the "situation room" near the floor of the factory, so called because it seems more like the "home base" for a space shuttle launch. Entering from the back, the heroes find themselves on the top tier of the

terraced room, with a wide desk of various control panels facing the factory floor and multiple network servers along the back. At

down shirts, ties (sometimes worn around their heads, commando-style), slacks, and business dresses. Some even have their black-



the other end is a giant floor-to-ceiling video wall, with a small control panel at the base amid a wide area. In between, office desks face the video wall, lining the perimeter on three tiered levels. On either end of these levels are file cabinets, waist-high and long enough to hold an entire person.

This room is the key to understand who sent the signal for the Network, but when the heroes reach the console below the giant video wall, a sound similar to a lunch whistle will blow, and from the entrances and from the dilapidated ceiling and floor will flood werewolf guardians! The heroes are trapped and must defeat all 12 werewolves in order to continue.

WEREWOLVES

F	A	S	E	R	I	P
Ex	Gd	Gd	Gd	Fb	Fb	Fb
Health: 50						Karma: 6
Claws: Excellent						
Tracking: Excellent						

The werewolves are dressed in tattered remnants of office attire—what's left of button-

rimmed glasses, albeit they might be cracked or askew. They will attack any grounded hero but they can also leap and bounce off the walls to engage flying characters.

After the first strike by a werewolf, regardless of its resolution, the video wall will flicker into life, displaying a giant single image of a werewolf in what passes for a suit. His eyes are hidden by the cracked glasses, but he perceives perfectly well, and the tufts of hair around his temples are streaked with white fur. He snarls and yelps in response to the werewolf's action, and makes scratches on a giant bulletin board behind him. Throughout the scene, whenever there is a particularly good attack (or a particularly bad one), the "Chief" will do his snarly rant and move markers/make scratches on the board. The true purpose will be truly incomprehensible to the heroes, but a few may catch on to the fact that the werewolves are acting out some perverse distortion of office work. Other "office" attacks include by the werewolves:

- Attempting to drag a hero and stuff him inside one of the file cabinet

drawers.

- Using makeshift weapons such as pen-swords, mouse-flails, LAN cable garrotes, and paperweight missiles.
- Forcing heroes to make thumbprints on memos.

The battle will end when all the werewolves are defeated (or if the battle becomes too protracted and it's time for lunch break.) The Chief will then deliver his largest rant of all, throwing over his bulletin board and activating a remote, launching a last-ditch trap-- acid bubbles.

These basketball-sized green globes will rise from tiny nozzles in the floor and hover for a bit before being attracted to the static electrical charges from movement of the heroes' bodies (Firestar, however, is immune due to her fiery microwave aura causing some disruption.) Heroes must continually make Yellow Agility FEATs if they want to move around

and avoid being hit by a bubble. Once hit, the bubble residue will stick to the hero, causing Excellent toxic damage for every round it remains on his/her body. It will require a regular solvent/cleaning solution to wash the residue off. Bubbles will continue to emanate while the heroes are in the scene and will remain in the room if they leave, with about four or five bubbles per character (although they will only "attack" one at a time) unless the heroes can deactivate the security from the console. Amadeus Cho can get the console running automatically, while someone with Espionage/Security Systems will need a yellow Reason (or appropriate Talent) FEAT. Anyone else needs a Red result.

There are two ways to avoid the trap entirely. The first happens if heroes want to split up and track down the Chief, in which case the werewolves will remain behind in the situation room to continue fighting the heroes there. (If everyone leaves, though, the werewolves will all follow.) Let the heroes spend a couple of rounds seeking out the Chief, which is an Excellent intensity Intuition FEAT. The Chief will escape and not even put up a fight, but they will have to play through the whole battle with the remaining werewolves. The second way is to give in—allow the werewolves to put them in the filing cabinets and hide out until all the werewolves leave, their "job" done.

AFTERMATH

Any missing information from the previous chapter regarding Nightshade's activities can be filled in at this point from the console, as well as information about her continued research in technology both physical and biological (that's how she turned hapless employees of a shell company into werewolf guardians.) Her most recent activity with Mandrake was merely to use it as an archived resource. More specifically, the video wall will replay the video correspondence that Nightshade had with Klaw. Read a variation of the following, depending on how much information the characters already know:

The 10-meter high video wall soon pieces together a familiar face, one causes you to flinch with revulsion because it is so alive and yet so inhuman and unreal

at the same time. It's the pinkish translucent body of Klaw, Master of Sound! The recorded communiqué commences: "The Network expands, deadly Nightshade! We must send out the following signal to our Recruitment Agents, of Sector 12." The response calls up a secondary window with Nightshade's close-up, the two villains verify the coordinates. Klaw is at first skeptical that the satellites appropriated by Mandrake Enterprises could be used, but Nightshade confirms the building could be used as a relay station.

The console's file records confirm this was the message that the heroes intercepted. Klaw's communication was supposed to go to other Network villains but the signal was disrupted an as-yet-unknown third party.

DANGLING QUESTIONS

Where are Nightshade and Klaw now?
What is the Network's agenda?
Who else is in the Network?
Who disrupted Klaw's signal?

KARMA AWARDS

Defeating all the Werewolves: +40
Defeating Werewolves by tracking down the Chief: +60
Defeating the Werewolves by "playing dead": +60
Uncovering the Network connections: +20



FUNDRAISING OPPORTUNITIES

SUMMARY

The heroes track down Nightshade and Klaw, who are “fundraising;” that is, helping members Tiger Shark, Red Vulture, and Whirlwind to steal a very particular resource... a resource that turns out to be someone familiar to the hero community!

SET-UP

This chapter can also serve as a breaking point, should there still be some subplots the heroes need to address. For example, depending on the heroes’ responses to the call in Chapter 1, there may be some issues still outstanding. Did Amadeus remand the chupacabras into custody effectively? What if one of them went missing or they got caught up in some mythological customs check? Does Rockslide follow up on attending a UBC fight, or maybe he even gets approached to become a contender? Does Black Widow need an update on a piece of intel, and did she even get the right info in the first place? Does Firestar’s admission paperwork get through, or is there added complications like faxed signatures needed? Did the Black Cat take those photos yet? If so, where do they go next? If there are no issues to follow up, don’t necessarily force them. However, if someone missed out on some Karma for not fulfilling their obligations, they might be able to make up for it here.

In the same way, heroes might be able to follow up on any subplots that may have happened when using Talents/Contacts in Chapter 3. Don’t let it derail the main plot, but keep it a reminder. Perhaps an email or a note from a loved one, or delivering something the hero owes.

However, the activities of the Network will once again disrupt the heroes’ activities! Captain America will receive an emergency call from a military contact that “those villain guys” he was looking for have been sighted. Or, if the heroes have split up to take advantage of some subplot opportunities, they’ll

have to come across the info via separate contacts and/or a news report.

Nightshade and Klaw have been seen fighting the heroic Wonder Man on the backlot of Timely Studios!

ENCOUNTER/BATTLE

When the heroes arrive at Timely Studios, the sounds of battle and random flashes of powers make it easy to zero in on the scene. It’s the giant soundstage, the set of a new science fiction show called Timejumpers, starring Wonder Man. The actual set is divided into four quadrants, each one representing different time periods the show is set in—a Computer World covered in circuitry and technology, a Western World featuring a segment of an Old West-style main street, a Jungle World used for the Jurassic period, and a Gothic World with a haunted-looking Medieval castle. As the heroes will later figure out, Nightshade and the Network have infiltrated the area ahead of time in order to lay traps to their advantage.

The heroes get there just in time to see five total villains corner Wonder Man on the Computer World:

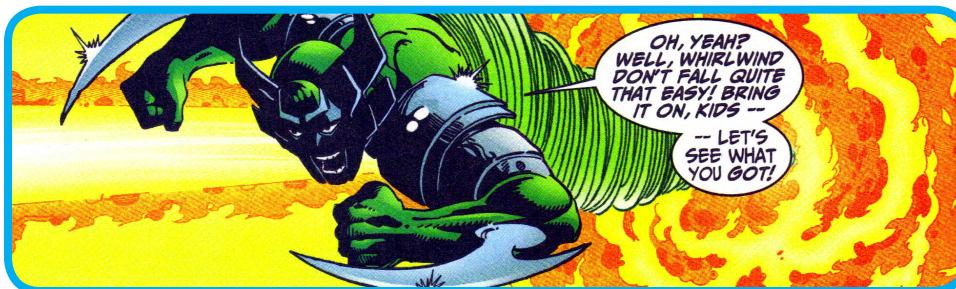
Despite the obvious signs of battle that has been waged, Wonder Man seems no worse for wear—his body crackles with ionic energy and confidence. Nevertheless, the villains are converging on him from four corners. There’s Nightshade bran-

dishing a hi-tech lance, Klaw with his sonic hand humming ominously, Whirlwind whose blades shine with wicked gleam, the Red Vulture circling menacingly, and Tiger Shark with his evil shark-toothed grin!

Wonder Man waves your help aside with one hand, but his bravado is ill-timed. Before he can resume his attack, Nightshade laughs that she has him right where they want him! She plunges her lance into the circuitry that lines the floor of the set—they’ve laid a trap! Wonder Man’s body is reduced to the ionic energy that powers him, and the energy is relayed through the circuitry and into Nightshade’s lance! She dashes off backstage, yelling to the others to keep up the distraction-- “Destroy them!”

Klaw, Red Vulture, Tiger Shark, and Whirlwind will intercept the heroes, and further pursuit of Nightshade will have to wait until these guys are defeated. The villain’s tactics will try to take advantage of the unique layout of the soundstage—during the first round they will try to score Slams in order to push heroes through the walls separating the various Worlds and then follow them once the heroes’ numbers are divided. If they fail to Slam heroes into the Worlds, they will later scatter themselves into the Worlds, taunting





the heroes to follow them.

In the Western World, Whirlwind gains an advantage due to the unique dust Nightshade has laid as one of the many traps. Every attack he makes involving his super-speed and/or air control will be accompanied by a trail of dust, which adds an automatic Excellent Intensity additional attack. The dust has effects the heroes by blinding and choking for a -2 CS penalty on all actions, while Whirlwind remains immune. However, inventive heroes may be able to use the dust to their own advantage if Tiger Shark is in the scene. If they call it, they can add a similar attack against Tiger Shark, whose amphibious physiology is particularly susceptible to the special dust.

In the Jungle World, the set design includes misters, into which Nightshade has delivered a chemical compound that will give Tiger Shark a +1 column shift to all his physical abilities and powers as long as he is in contact with the mist. As for Whirlwind, however, the heroes may gain an advantage over him in this area, as they could use the dense foliage and vines to force Whirlwind to avoid using charging and super-speed attacks.

In Computer World, the scenery makes a perfect setting for the Red Vulture to act as if he is from any sci-fi/aliens movie. He can fly into the rafters and effectively disappear into darkness, moving behind the heroes with sudden, scary movements and only in their peripheral vision. Vulture gets to blindside heroes each round, silently striking and flying away, while the hero must spend his time rolling Intuition FEATs to guess where the Vulture is at. (Treat these attacks as Charging attacks, with either the Vulture's Strength OR his Mandibles for damage.) The Black Cat's Infravision, of course, makes it impossible for her to be blindsided in such a manner. Otherwise, the trick is to work with another hero-- one can roll an Intuition FEAT and shout instructions so that the other can per-

form an attack as normal.

In the Gothic World, Klaw will take the cue and create a variety of monsters and ghost-like forms with his sonic powers. If the heroes use an Edged attack against one of the monsters or ghosts, that creature will disappear, but all monsters and ghosts in the area will scream in response— creating a Incredible energy attack against any other hero engaging them. Klaw wants the heroes to work against each other, inadvertently. It's a risky trick, though. The heroes can stumble onto a clue that Klaw himself can be affected by this attack if it's near enough to him—the feedback of the sonic energy with his sonic hand may affect his sound-form. Once clued in, a red Edged attack against a sound-ghost when another sound-ghost is near Klaw will result in Klaw being absorbed by his own sonic converter.

AFTERMATH

It will be important that the heroes can capture at least one of the villains (so even if the villains are allowed to escape, have one of them be too late to board a getaway vehicle. At the very least, have the villains be forced to abandon some equipment as they flee. If that equipment happens to be the sonic converter that happened to absorb Klaw, the heroes have a ready prisoner.)

The villain doesn't actually know *everything*, as the Network only contacts its members on a case-by-case basis. "You get all the benefits for just being on call!" He will, however, brag freely as he gives over what information he does, since he believes the Network is so big that "nothing is lost in giving you this." And besides, such info will be "burned" anyway so it will be useless before long. (Take care that none of the Dangling Questions or stuff from the later chapters can be answered—the villains have been simply kept in the dark about those details.)

Some basic information about the Network: No one knows who started it or who keeps up the infrastructure. The members are usually recruited by other villains, often after their moment of capture by a superhero. By agreeing to perform specific tasks when called upon, a supervillain can be guaranteed protection from prison; no questions asked, none given, for as long as he remains in the Network. However, Klaw has been a star player for longer than the others. It was his mastery of sound that made him a kind of communications officer, such as creating the communiqué to try to recruit the Glob.

All the villain knows about this recent job is that it was the task he was charged with— trap Wonder Man in energy form with a lattice circuit. Nightshade arranged the traps and built the lattice circuit, with the others as added muscle. This was just one of those done-in-one missions for him.

As for where Wonder Man is know, the villain doesn't know. Further instructions would be communicated, as always, when it became need-to-know, because "that's how it works."

DANGLING QUESTIONS:

Where has Nightshade taken the lattice circuit with Wonder Man?

Why would Wonder Man be taken?

Who runs the Network?

Who else is in the Network?

How did Klaw's call to recruit the Glob get disrupted and go to the heroes instead?

KARMA AWARDS

(Since it is a plot point that Wonder Man is captured, there is no Karma loss for failing to prevent this or for allowing Nightshade to escape.)

Defeating Klaw: +75

Defeating Tiger Shark: +75

Defeating Red Vulture: +40

Defeating Whirlwind: +40

Using the terrain to heroes' advantage:
+10

CHAPTER SIX

NETWORK HUB

SUMMARY

The heroes hope to intercept the delivery of the lattice circuit but end up infiltrating a Network meeting! Will the heroes learn the secrets of the Network or find themselves exposed in the middle of an assembly of dozens of villains?

SET-UP

Based on the information they learned in the previous chapter, the heroes just have to wait for their captive villain to be contacted to learn where the Network will be expecting the delivery of the lattice circuit that contains the energy-form of Wonder Man. The info can come directly to the villain (or literally “through” him, if it’s Klaw) or come over a communication device found in the villain’s equipment or costume. The curious thing is that the message is so simple-- it includes the phrase “general assembly” with simple coordinates.

The coordinates point to a remote area in the plains of Colorado. The heroes are free to leave immediately. After all, even a little bit of research will quickly prove fruitless—the area is unremarkable in nearly every way, isolated and anonymous, which only adds to the mystery. Furthermore, it defies all attempt at monitoring via satellite and teleportation; something is jamming all radio waves and related signals, making it (electronically, at least) a black hole.

It’s only when traveling to the area that the heroes realize the truth behind the mystery. As they draw close, regardless of their approach, by air, by car, etc., they’ll notice a giant floating land mass above the area determined by the coordinates—it’s obvious that this is the true location of the meeting. It should also be obvious that any direct approach will get the heroes immediately noticed, and some careful planning should be required if they are to travel to and infiltrate what appears to be a floating Midwestern town in the sky.

Note: Throughout this chapter, there is a bubble of communication interference that

disrupts electronic signals from reaching the floating island. This means any attempt to remotely monitor the area and even to teleport inside or within it will fail.

KEY MOVES/FEATS

Any key move the heroes make must be accompanied by a successful Excellent Intensity Intuition FEAT—the Stealth FEAT. (Only one roll is needed for the entire group; if the Black Cat is the “point man” rolling for the group, allow her to use her Infiltration talents for a +1 CS bonus.) At the first White result, however, the heroes have tipped their hands, or slipped up, or otherwise have made their presence known. Also, if at any time a battle breaks out-- that is, anything that would go over one round of combat-- it’s as if the Stealth FEAT automatically fails. (In other words, getting the drop on and blindsiding opponents doesn’t count. Play these “battles” out as Simple FEAT rolls. Success means the villains immediately crumple.)

The easiest way to infiltrate will be from below, as the town has been scooped up, with sewers and piping and everything in tow. Amadeus’ Hyper-Mind power will confirm this is the approach least likely to be noticed. Alternatively, any direct approach, even if disguised, will bump the Intensity of the very first Stealth FEAT to Remarkable.

Other key moves should involve:

- Evading Nightshade’s unmanned mini-copters. These four drones patrol the town in a crisscross pattern and the first will appear once the heroes come up from the sewers. Each one is equipped with a motion camera and alarms.
- Hiding from the sudden appearance of a flank of AIM agents, marching in a formation of 25 (5 by 5) down main street. These agents sport their typical yellow “beekeeper” hazmat suits and wicked-looking laser rifles. (This would also be a possibility to switch costumes for disguise, but would have to be done without starting a battle.)
- Following Tiger Shark/Whirlwind/Red Vulture and two Vulturions (petty criminals in costumes similar to the Vulture’s original) into City Hall without being noticed. (If all the big-name villains had been captured in chapter 5, use five

Vulturions total, and allow the heroes to capture them and switch costumes as a disguise.) Chapter Seven has details on the AIM agents and Vulturions.

- Navigating the halls and/or ventilation system of City Hall without being noticed to find where the villains are gathering.
- Any other key move that naturally results from the storytelling the heroes create. Play to the heroes strengths, such as Black Cat’s talents for breaking and entering, or Firestar’s electromagnetic disruption.

AFTERMATH

The heroes have hopefully made their way to the general assembly floor of City Hall, where they will see a large assembly of villains. One or two flanks of AIM agents, the Vulturions, Nightshade and any other villains from Timely Studios still free, and other assorted goons and henchmen. Feel free to set the stage as ominously as possible, adding other villains and henchmen as necessary. There should be no doubt that directly engaging the assembly would be tantamount to suicide; instead, discretion and info-gathering should be the priority. Start at the beginning of Chapter Seven.

If, however, the heroes fail any Stealth FEAT, they will immediately be confronted with the full force of the Network that has been assembled, falling victim to their trap. Directly move to the “Captured!” section of Chapter Seven.

DANGLING QUESTIONS:

What is the true extent of the Network?

How is the floating town remaining aloft?

Where is Nightshade and Wonder Man now?

Will the Network’s true leader be here?

How did Klaw’s call get disrupted and go to the heroes instead?

KARMA AWARDS:

Each successful “key move”: +20
(maximum cumulative award +100)

RAISING THE STAKES

SUMMARY

The heroes overhear the Network's plans from Nightshade and must sneak out to race to the Network's next target location. However, the heroes inadvertently fall into a trap, forcing them to surrender. As an added surprise, though, it is through this capture that the true creator of the Network is revealed!

SET-UP

The heroes begin the chapter observing the gathering of henchmen and villains in the City Hall of the raised town. The crowd will soon hush as Nightshade enters and rises to the platform, a few agents of AIM on either side of her:

"Network, hear me! You know that you are only given information as needed, both as a protection for yourselves and for our organization. You have also enjoyed many other benefits as befitting a large 'company' such as ours. It may keep us separate, but today we are calling so many of us at once, in order to bear witness as two separate plans come together-- plans that will give us all more benefits, more power! Behold!" (She lifts the staff containing the ionized form of Wonder Man.) With this machine, we are but one step away to giving everyone in our Network nearly limitless power!"

Nightshade asks for Team Sector D to report. But one of the AIM agents behind her reports that Team Sector D had failed to complete their mission; they were forced to abandon the "Object" somewhere over Lake Erie. Nightshade curses the ineffective team, but refuses to send a rescue team. "That's up to the Big

Boss." But Nightshade has been tasked with retrieving the Object should Team Sector D fail. And they'll leave in five minutes! Now's the time to get outta town!

The heroes should realize the true mastermind of the Network still hasn't been revealed, but since Nightshade will lead the next Network activity, (and they shouldn't stay on the island with the odds stacked against them!), it may be time to escape the floating island and follow Nightshade and the Network before this next step in their plan comes to fruition.

ESCAPE/BATTLE

To escape the floating island, the heroes will need one final Stealth FEAT of Excellent Intensity. This time, however, each hero must succeed with their own FEAT result, one-by-one. They are free to describe any action (any ability/talent/power) that may yield the best result.

If all the heroes succeed in their FEATs, feel free to skip to Chapter 8. Otherwise, some failure of the hero results in their presence being made known to the hordes of criminals around them. (Alternatively, you may skip this FEAT requirement if some more action is needed to keep restless heroes satisfied.) Allow the heroes to fight as best they can the first round of combat (give them an automatic success for Initiative), but when the villains' turn comes, nearly an overwhelming force may come against them! This includes a single attack for every named villain (such as those who escaped Chapter 5 and any others you may have added to the scene in Chapter 6) plus a single attack that represents a group of 5 AIM agents and another representing a group of 5 Vulturions. Any such "group attack" uses the ability ranks for a single agent with a +3 CS modification.

AIM AGENTS

F	A	S	E	R	I	P
GD	TY	TY	GD	RM	GD	PR

Health: 32 Karma: 44
Body Armor: RM vs energy; EX vs physical
Blaster Rifles: RM energy damage

VULTURIIONS

F	A	S	E	R	I	P
GD	TY	RM	RM	TY	TY	TY

Health: 76 Karma: 18
Flight: Typical

If there are no big-name villains on hand, the stakes can still be raised by having more than one "group attack" on the villain's turn. In other words, if a mob of 20 AIM agents are flooding the area, use 4 single attacks of +3 CS intensity. Raise the stakes in subsequent rounds by starting with small groups of villains and add more and more groups as the rounds continue. They'll also use whatever Karma necessary to ensure best results.

The heroes should (rightly!) decide a tactical retreat is in order. In this case, treat each round of combat as a round of a "chase scene." Each hero may describe any ability/talent/power in action, but resolve every roll with the Evading column on the Universal Table. (For example, the Black Cat dodging around a corner uses Agility for the roll, but still uses the Evading column for resolution.) Each hero banks the Evading result totals, and if each hero accumulates +3 CS over the course of 4 rounds, then the entire team has successfully evaded capture and may jump into Chapter 8! Phew! But any one failure will result in the heroes being ... Captured!

CAPTURED!

The capture should come as a surprise—perhaps the heroes feel they are finally in the clear when BAM! They are suddenly frozen in place, with a invisible but impossibly heavy weight enveloping them with an eruption of sound and energy! They've managed to stumble into one of Nightshade's Gravity Wells! The trap turns the heroes' strength against them, meaning that the intensity is always +1 CS rank intensity to the heroes' highest Strength rank. (With Rockslide present, the intensity of the gravity gripping the heroes is Monstrous.)

In short order, they will be surrounded by the various henchmen and/or super-criminals on the island. An indistinguishable AIM agent will communicate with Nightshade via a holographic communicator, informing her that they've captured the heroes. Nightshade will order them to stand down and evacuate—the Network leader has ordered the island

CHAPTER EIGHT

to be destroyed and “has plans for these heroes.” Besides, Nightshade is on her way to pick up where Team Sector D has failed. (Leave this deliberately cryptic if the heroes failed to witness the gathering in Chapter 6.) With quick motions of her hand, the villains scatter, and the heroes remain frozen, gravity-stricken, while the earth around them quakes and while the island holding them falls!

Nightshade’s Gravity Well had been allowing the Midwestern town to stay aloft, but now the trap is causing the island to implode on the heroes’ location. The heroes can try to break out of their predicament, but it will be hard, if not impossible. (Use the Impossible FEATs rule here.) To add to the tension, the heroes may have to dodge (as best they can) debris, various equipment, and large chunks of earth as the island implodes. Firestar may hold the key here, if her microwave powers can manage to disrupt the electronics of the Gravity Well. Even so, there’s still the problem of falling to the ground, and the same disruption will short out Captain America’s bionic arm and Amadeus Cho and the Black Cat’s equipment!

Before the heroes are truly smashed to the ground, they will feel a mighty updrift of wind and be carried aloft to safety! The island will collapse into gigantic clouds of dust and destruction, and when the everything settles, the heroes realize they have been saved by . . . Thor Girl!

AFTERMATH

Thor Girl holds a striking pose as silence returns to the scene. She will even use her lightning powers to magically restore any electronic devices to working order. That said, her most dramatic pronouncement is . . . “I’m sorry! It’s all my fault!”

DANGLING QUESTIONS

- How is Thor Girl responsible?
- Where is Nightshade striking next?
- What is the plan with Wonder Man?
- What is the true nature of the Network?

KARMA AWARDS:

- Successfully avoiding detection: +20
- Being captured: +/-0
- Defeating 5 Network agents: +40

PLANS BEHIND THE PLANS

SUMMARY

Thor Girl reveals the truth about her responsibility in creating the Network, and how it has gotten out of hand! The heroes race to Nightshade’s next target, just in time to demand her surrender. Of course, she isn’t going down without a fight!

SET-UP

This chapter starts immediately after Thor Girl’s big announcement, although it can be appropriate to have a “jump cut” to a new scene to continue her exposition. (For example, the heroes can be recuperating at Amadeus’ Olympus Group corporate headquarters or at Captain America’s safehouse in order to rest up or retrieve/repair equipment. By using Amadeus’ Bannertech teleportation, they can still attempt to head off Nightshade before the big encounter.)

Read the following:

Thor Girl prefaches what she is about to say by acknowledging that “any idea inspired by Loki, God of Mischief, was bound to end in misery.” Remember how Loki tipped off various heroes about the location of the Hulk, and the heroes managed to stick together as the team forever renowned as Avengers? This was supposed to be like that...

Thor Girl is actually Tarene, an alien born into a strange cosmic prophecy but has chosen to emulate her hero, Thor, instead, and even earned the blessing of Odin, himself. But Thor Girl was upset about the rise of villainy lately, and hoped to turn that rise against itself. She would pose as the head of some villainous Network but secretly tip off heroes at the same time. Thus, the villains

would gather themselves and be ripe for the take-down. But the Network grew of its own accord and out of control. It was all Thor Girl could do to second-guess the Network’s agenda, and she very nearly failed to arrive in time to save the heroes.

True, it was her idea for Nightshade’s recent activity—but she had thought Wonder Man could easily defeat such a minor-league villain. How was she to know that the Network would take matters into their own hands? So now Nightshade is about to complete the assignment she was never meant to—to resurrect Wonder Man’s brother and one of the Avengers’ notorious villains, the Grim Reaper! And if she could succeed in resurrecting him, then any Networked villain could go through the same process and be guaranteed extreme power ... and everlasting life!

Thor Girl will point the heroes to Nightshade’s destination, where the other Network criminals were forced to abandon the Grim Reaper’s body when they were apprehended. She is ready to accompany the heroes, but it’s possible that in light of her involvement with the Network, the heroes will refuse her help. Role-play the exchange, and Thor Girl will plea with each hero in turn to allow her to redeem herself. Many of these heroes also received second chances (Firestar, Captain America) or has seen themselves in gray areas when fighting the good fight (Amadeus Cho, Black Cat.) Unknown to the heroes, it might be to their advantage to have an “extra” in the scene later, be it Thor Girl or the Glob (if he is still hanging around.) Once the heroes have settled on the final roster, they can travel to meet Nightshade.

ENCOUNTER/BATTLE

The heroes can be teleported directly into the scene-- a floating research base in the middle of Lake Michigan. This innovative scientific vessel, reminiscent of the old Avengers’ Hydrobase, is nearly two city blocks in square footage and held aloft by giant flotation cells and magnetic propulsion. Aside from several buildings for research and aquatic transport, the area contains sand, wild grasses, and light forestation resembling the lake’s coastline.

Nightshade (still carrying the ionic staff) and over two dozen AIM agents are at the docking facilities, along with any criminals remaining at large from Chapter 5. The heroes are too late! (Thor Girl's information was out of touch and assurances were premature.) The criminals have already trawled the lake and have recovered the body of the Grim Reaper, which is housed in a giant, featureless capsule, and they're in the process of bringing it aboard an AIM hover-platform by way of a large crane. Nightshade will order the AIM agents/criminals to "take care of them" while she completes the transfer.

The AIM agents will use their blaster rifles and fragment grenades (RM damage, scatter) against the heroes. Their advantage is their great numbers—use the "group attack" modifications from Chapter 7. In this case, the heroes can succeed by whittling down their numbers: Groups of 4 or 5 get the +3 CS bonus, but groups of 3 or 2 only get +2 CS. If there are no criminals remaining from Chapter 4, up to 4 AIM agents will use AIM-PLUS armor, growing an instant 8-foot tall exoskeleton with the following stats:

AIM-PLUS AGENT

F	A	S	E
EX	EX	EX	RM

R	I	P
RM	GD	PR

Health: 90

Karma: 44

Body Armor: RM vs physical, RM vs energy

Energized Punch: IN blunt damage

Nightshade will only participate in the battle if engaged directly by a hero, and only then to respond with specific and deliberate force before returning to the pyramid-machine. The AIM agents/other villains will then re-focus their attacks on the heroes, having

Nightshade's back and running interference so she can devote her attention. There can always be more AIM agents on call from support helicopters if their numbers thin too quickly.

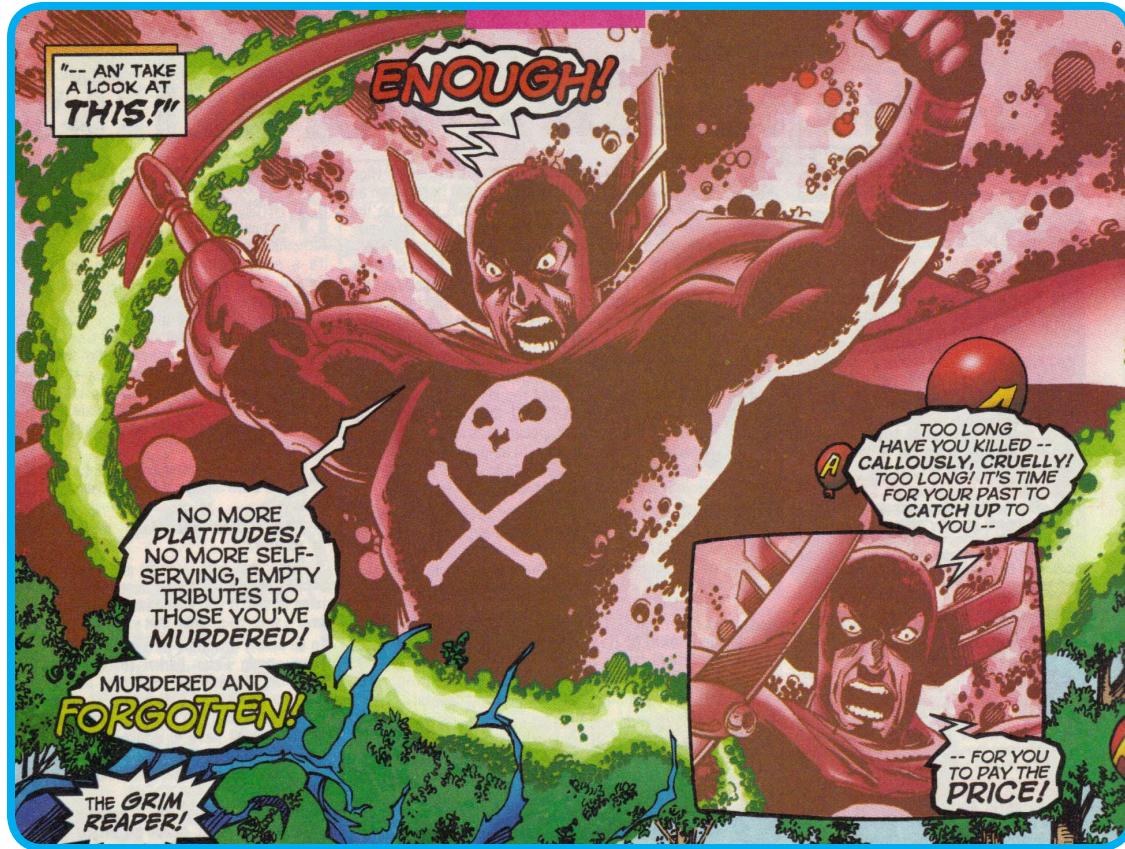
AFTERMATH

The battle should end at an appropriately climactic moment, paving the way for the action ramping up in Chapter 9. Some suggestions include reducing Nightshade's Health to a quarter of its total, eliminating all 4 AIM-PLUS agents, having an appropriately dramatic narration from the heroes, playing out at least 7 rounds, and/or getting one or more spectacular FEAT results.

Nightshade, shaken but undeterred, will cut short her preparations, declaring that "this should be enough at any rate!" and that the heroes "can never stop the Network for its agents will never die!" With a final twist or two of the ionic staff, she plunges it into a socket below the capsule with the body of the Grim Reaper. The result, however, is unexpected and sudden, as the entire area explodes with a tempestuous burst of ionic energy!

KARMA AWARDS

- Allowing Thor Girl to help: +25
- Defeating an AIM-PLUS agent: +30
- Defeating 5 AIM agents: +40
- Creating an appropriately climactic transition: +10



CHAPTER NINE

MATTERS OF LIFE AND DEATH



SUMMARY

The Grim Reaper has awakened in the heart of an ionic storm, and the heroes must fight him back before the very fabric of reality is destroyed!

SET-UP

The air around the heroes crackles with purple and dotted energy. The entire floating island is no longer in Lake Michigan; it's as if it is floating in a fog of ionic energy, the same kind once fueling the body of Wonder Man. Nightshade has amplified it and focused it through the body of his brother, the Grim Reaper. This same energy had once resurrected Simon Williams into the powerhouse hero Wonder Man, and now Eric Williams himself has become the powerhouse. He rises from the wreckage of the pyramid-machine, his entire physique now bursting with

ionic force.

Nightshade makes an impassioned plea that she is the one who has resurrected him, making him more like his brother than ever. She points out that the only thing stopping him from taking his rightful place among the criminal elite is-- those heroes!

The Grim Reaper comments on his newfound power, how it has made him a new man and how it will make dead men his enemies! He raises his arm, where he is missing his left hand, and unleashes the energy within him to form a ionic version of his classic scythe.

BATTLE

The Grim Reaper now shares in Wonder Man's resurrection and power, (with added boosts thanks to Nightshade's experiments.) He has little motivation right now beyond simply reveling in the power and the violence it affords him. Any conversation he will engage in is to merely trash talk or otherwise brag about his new abilities and his plans to rob and pillage the entire free world. Accordingly, he will try to use as much display of power as he can, coming up with creative opportunities for multiple attacks and area-wide effects. For example, a swipe of his scythe can ionize swaths of air and affect up to three adjacent heroes. His strength allows him to tear up chunks of earth or pick up large pieces of equipment to use as giant bats or to drop on the top of an entire area. He can plunge his scythe into the ground and send ionic eruptions into a nearby area. Also, he can raise his scythe in the air and send ionic lightning into another area or even through multiple heroes as "conduits!"

If there are any AIM agents or Network criminals left, they will fight alongside the Grim Reaper against the heroes. Nightshade will take cover among the debris of the machinery and use her ranged weapons. Persuasive heroes, however, may be able to convince the agents to turn against their masters.

One possible alternative to slugging it out with the Grim Reaper will be for Amadeus Cho to repair the ionic pyramid and attempt some sort of reversal process. (Alternatively, someone can try to persuade or force Nightshade to repair something, but she is unlikely

to be a willing participant!) Any repair attempt requires three Remarkable Reason FEATs over the course of the battle, but even so the machine will only be able to result in a kind of ionic absorption. In other words, it won't be enough to fully reverse the process, but it will affect the Grim Reaper and immediately start the aftermath.

AFTERMATH

When the Grim Reaper has suffered enough hits to be brought down to one quarter of his Health (or if the ionic machine has been activated, or even if it seems like the Grim Reaper has won,) he'll convulse and seem to crumble under the force of battle (this will be especially dramatic after an effective hit performed by a hero!) The form of Wonder Man will appear rising out of his brother's body, but it remains little more than an energized ghost. Wonder Man announces that he can feel himself being a part of his brother's empowerment, but also that they have tapped into another dimension of pure energy! If he could attempt to absorb the energy back, he can absorb the Grim Reaper's energy and explosive power! But he'll need the hero's help to keep the Grim Reaper close enough to be absorbed.

Unfortunately, as Wonder Man attempts to do so, it's **not** just the Grim Reaper's energy that is being absorbed—it's all the energy that currently engulfs the entire island! Wonder Man has started an energy "black hole" that will suck the Grim Reaper wholly into the ionic dimension, as well as the island and everything else along with it!

KARMA AWARDS

Defeating all remaining AIM agents: +50

Repairing the ionic pyramid: +20

Defeating/convincing Nightshade to defect: +40

ESCAPING THE REAPER'S GRIP!

SUMMARY

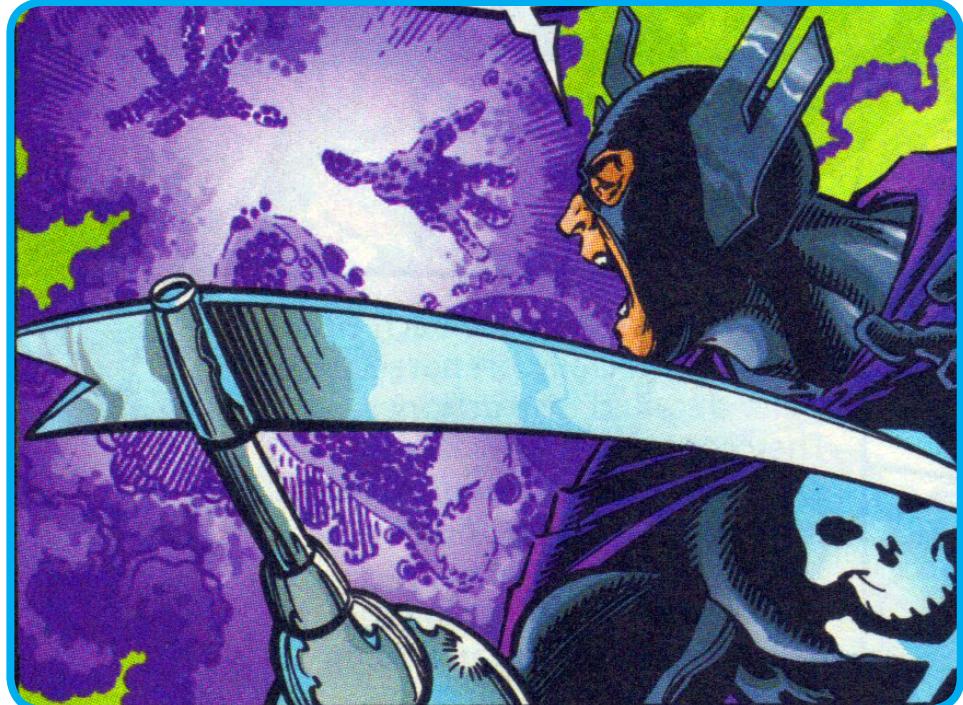
The heroes must fight back the Grim Reaper to imprison him in another dimension and avoid becoming trapped themselves.

SET-UP

The research island on Lake Michigan is slowly being torn apart! The ghostly form of Wonder Man serves as the focal point for a maelstrom of energy, with crackles of power forming around him and popping like explosive soda pop. The entire scene is now being swept up in roaring tornado, with the lightest pieces of debris, the sand, and scattered items all flying through the air and into the pocket dimension within Wonder Man. Anything that gets close enough to the focal point will shrink and disappear as if being sucked into a black hole.

The Nightshade and the AIM agents will attempt nothing else but escape from the ionic storm. Anyone who breaks through the edges of the area (in this case, simply getting off the island itself) will be free of the pull of ionic energy. However, it will feel like beating back against the force of a hurricane. The confluence of matter and energy makes Amadeus' teleportation impossible, and all Flight attempts will be at -3 CS effectiveness. After the second round of combat during this chapter, all AIM agents and criminals will have escaped, leaving the heroes alone to face the Grim Reaper. (If a hero does choose to exit the scene, too, he or she will lose all Karma and be captured by AIM who sent a recovery team for their agents.)

Any hero that may have been knocked out (or reduced to zero Health) can be temporarily revived in time for the big escape. (If at zero Health, the hero should gain their En-



durance number of Health points in order to participate in this Chapter.)

The Grim Reaper, too, will be trying to escape the implosion, fighting to retain his connection to such power! Thor Girl (if present) or even Nightshade will remark that it's no longer a question if the Grim Reaper could remain charged with energy but the heroes can only hope to imprison him into the ionic dimension. The Reaper digs into the ground to make a strong stance, continuing to rant and revel in his power. He is determined to keep his power, and he is determined to destroy as many heroes as possible in the process!

BATTLE!

The key to winning this battle is for the heroes to try to score Slam results against the Reaper while avoiding Slam results against themselves. The Grim Reaper will spend Karma to avoid Slam results, but he will only spend Karma to score Slam results against the heroes if he has not used Karma during Chapter 9.

Any Slam (any one Area or higher result) will kick a hero or the Reaper to the center of the ionic storm. Once in the center, that hero (or the Reaper) must succeed against a Remarkable intensity Strength FEAT. If successful, he or she can crawl back into the fray

of battle. Similarly, any reduction of Health to zero will kick that hero (or the Reaper) to the center, but in this case no Strength FEAT can save him or her from being trapped in the ionic dimension!

There are four possible ways the battle could be wrapped up, depending on who first gets trapped in the ionic dimension, and if Thor Girl is with the heroes:

- A hero is trapped! The first hero to become trapped in the center of the storm may seem to be lost as his/her form becomes smaller and smaller, pressed in on all sides by the implosion of energies. At the last possible moment, however, Thor Girl's hand reaches out! Thor Girl will wrench the hero free, but in the process will throw herself inside, become trapped in the hero's place! Thor Girl will express her regret for creating the Network. It was only her intent to trap villains, so maybe it's poetic justice that she remains trapped herself. The heroes will have a small window of time to save themselves.

- A hero may be trapped without Thor Girl present. This time, the ionic storm will collapse on top of him/her, and the hero will be lost. Describe the tumultuous crash of wind and energy as the heroes must make the final leap to safety

without him/her!

- The Reaper is trapped! The Grim Reaper may get trapped before a hero, in which case he will make one last desperate grip for freedom. Suddenly, there will appear two energy forms in the center of the storm—both the Grim Reaper and Wonder Man! At the last moment, however, Thor Girl will step in the way of Wonder Man, and she will throw him out of the storm and take his place, locked in battle with the Reaper. She will express her regret (as she might with a hero, above) as the ionic storm collapses around her. The heroes may escape (with Wonder Man revived), with the Grim Reaper remaining imprisoned.
- The Reaper may be trapped without Thor Girl present. In this scenario, the Grim Reaper will become trapped and locked into the deathgrip with Wonder Man, but both Wonder Man and the Grim Reaper will become subsumed by the ionic energies swirling around them. The heroes may have a chance to escape, but both Wonder Man and the Grim Reaper will be lost.

The heroes should each make a Green FEAT roll to describe their final escape from the “Final Implosion,” leaping out of the storm and into the waters of Lake Michigan. (The choice of ability/action is up to the individual.) This is the dramatic finale! There’s a violent crescendo of noise and light as the titanic tornado of ionic energy crashes inward upon itself! The island and everything on it disappears with the fury of a dying star!

AFTERMATH

Some debris may be scattered for refuge for the heroes and, in most scenarios, Wonder Man, who will be restored to Earth after he draws the ionic energy to a close. If the Grim Reaper was not trapped by Thor Girl or Wonder Man, he will float above the heroes in his ionized form, gloat that he now will begin his criminal empire, and soar away before the heroes can muster the strength to react.

The heroes may recover on a lakeside dock with the help of local law enforcement, as the kind but bewildered staff help the heroes to steaming mugs of tea and warm blankets.

It’s a picturesque view as the sun sets, and the heroes can reflect on the implications of the Network, if it is truly running as a self-sufficient organization or not. Give the heroes opportunity to suggest banding together in a heroic network of their very own—it may be time to make an official team-up and/or Karma pool.

Perhaps, by ensuring that heroes of all kinds band together, these heroes will be creating a new and Heroic Age!

KARMA AWARDS

Trapping the Grim Reaper:	+100
Being trapped by the Grim Reaper:	-40
Releasing Wonder Man:	+25
Attempting to flee the area:	-All



This adventure is dedicated not only to my old Marvel-Heads from Back in the Day and who put up with all my crazy home-brewed adventures but to all who want to keep the spirit of Classic Marvel alive! No matter what game system you use, “Supers” gaming is one of the purest expressions of imagination you’ll ever get to experience. Big props to Marvel Comics to keeping comics fun for so many years, and for realizing that sometimes a Heroic Age is really the best age to be in.

MARVEL SUPERHEROES

REAL NAME:

HEIGHT: **WEIGHT:**

HAIR:

EYES:

FEATURES:

NAME:

ABILITIES:

FIGHTING:

AGILITY:

STRENGTH:

ENDURANCE:

HEALTH:

KARMA:

RESOURCES:

REASON:

POPULARITY:

INTUITION:

PSYCHE:

POWERS/SPECIAL EQUIPMENT: (RANK/NAME/DESCRIPTION)

TALENTS:

CONTACTS:

WWW.MARVELFLIPSIDE.COM

MARVEL SUPER HEROES™ THE HEROIC AGE

UNOFFICIAL GAME ADVENTURE

featuring "AND THERE CAME AN AGE"

BY DANNY WALL

True, this may be the Age of Heroes, but what does that mean for the Marvel villains?

Five heroes who have rarely, if ever, worked together are the sudden recipients of a strange summons. As they band together, they begin to unravel the strange secrets of a villainous Network. But what is the Network, how far does its reach extend, and for what dread purpose are they organizing themselves?

Take the role of one of the heroes committed to uncovering the secrets of the Network in this exciting adventure based on the classic Marvel Super Heroes Role-Playing Game published by TSR, Inc.

Otherwise, Marvel's Heroic Age may be over before it's truly begun!



TSR Inc.
POB 756
Lake Geneva,
WI 53147

www.CLASSICMARVELFOREVER.com

ISBN 0-88038-133-7
394-54369-6 TSR0600
6858XXX1436

ISBN 120-1-98271-021-8



1 201982 710218 >