

ISSUE #6 THE ROBOT MASTER - REVEALED!

SENTINEL
COMICS
#803

FREEDOM FIVE

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DIRECTOR
GAME MODERATOR ONLY

BADELL • REBOTTARD • BENDER

FIRST THINGS FIRST

This is the final issue! The GM should run this issue for the players after all of the other issues have already been completed. The events of this issue rely heavily on the heroes having dealt with everything leading up to this point.

ISSUE BACKGROUND

Baron Blade has been presumed dead for quite some time. However, as the heroes have most likely deduced over the course of the previous five issues, Baron Blade seems to have returned and is in the process of launching an assault on the partially-rebuilt city of Megalopolis! With the cosmic threat passed, the mad baron has been planning his newest scheme: to harvest the unlimited power of the Akash'Flora tree and use it to power an endless army of robots. Baron Blade hoped to turn the post-OblivAeon chaos into opportunity while many of the world's heroes were scattered, missing, or worse, and called in a few favors to keep the heroes off-balance. While the Freedom Five were cleaning up all the messes he created, he planned to strike again at the tree. What he didn't count on was the Prime Wardens coming back together thanks to the Freedom Five and protecting Akash'Flora while the Freedom Five take the fight directly to Blade's offshore underwater base!

ISSUE STRUCTURE

The heroes review everything they've encountered in the previous issues, and possibly put together that the mastermind behind everything is Baron Blade... just in time for his renewed assault against the Akash'Flora tree in the heart of Megalopolis. The newly regrouped Prime Wardens can handle the defense—freeing the Freedom Five to take the fight to Baron Blade.

Using the salvaged clues from the previous issues and by following the signal that controls the robots now attacking Megalopolis, the heroes locate a hidden underwater base off the U.S. East Coast. They assault the base, either by stealth or force, and make their way inside. There, they have a final confrontation against Baron Blade and part of his robot army.

Depending on how well the heroes do, and if they can take advantage of what they've learned in previous issues, they'll capture Baron Blade, foil his latest plan, or else find themselves sinking to the bottom of the ocean in an exploding base full of killer robots...

And now, Issue #6: Freedom Five #803!



BARON BLADE

The villainous Ivan Ramonat has fought his entire life against the hero Legacy and his allies. After the death of Ivan's father at the hands of the previous generation's Legacy, Ivan grew up to take over his father's work: inventing and building military marvels and doomsday devices. Not content making weapons for others, he took on the villainous identity of Baron Blade! His early defeat of Legacy led to the creation of the hero team known as the Freedom Four, which later became the Freedom Five. Over the years, he fought the heroes time and time again, with rare success and frequent defeat.

When OblivAeon came to Earth and threatened to end all existence, Ivan Ramonat took on a new role. Under the name Luminary, he fought side-by-side with the heroes that he so hated. After all, no cosmic threat from beyond the stars was going to take out his nemesis, Legacy. That glory was his alone! However, during the battle, Luminary was killed by OblivAeon itself.

...or so he would have the heroes believe! With the battle now turned in the heroes' favor, Ramonat faked his death. He has been hiding his existence and amassing power in the form of inventions and robotics for many months. Now, he is ready to once again leave his mark on this world, by taking over the city that the Freedom Five call home: Megalopolis!

RETURN TO MEGALOPOLIS

THE SITUATION

Having just completed the missions they were sent on by Visionary, the Freedom Five are now traveling back to Megalopolis. The events of the previous issues were not merely random disturbances: something larger is going on. Let the heroes start to put the pieces together. If the players aren't coming up with answers on their own, they can call upon their powers, qualities, and principles to recall and deduce the following information:

- The Akash'Flora tree was the first target, and seemingly had the most resources devoted to it.
- Something is disturbing the spirit world, as evidenced by the problems with The Void, which could be caused by attempting to harness spirits in a new way.
- Insula Primalis featured attempts to merge nature with technology, which would be incredibly powerful if used on the Akash'Flora tree.
- Many of the parts harvested from the Russian power plant could be used in power distribution and flow.
- The "Tomb of Anubis" was populated by advanced robotics, which is not usually Miss Information's style.
- Only a brilliant yet twisted inventor could create all the robots and inventions the heroes have faced.
- Blade had access to all the robotic technologies previously seen during his brief team up with the heroes in the events of OblivAeon, and so he might have stolen those components to give himself vastly improved robots.
- But isn't Baron Blade supposed to be dead?
- Either the mad Baron faked his own death, or there is a copycat villain out there.

MEGALOPOLIS UNDER SIEGE

As they're putting clues together, they get a call from Argent Adept, who is currently fighting even more robots at the Akash'Flora tree in downtown Megalopolis! He is aided by heroes the players met in previous issues. They are working together to protect the city and the tree, and to drive the robots back. However, these robots keep coming from somewhere, and they must be stopped!

Argent Adept and his allies can keep up the fight in Megalopolis, but the Freedom Five will need to find the source of these robots and put a stop to them... and whatever larger scheme is behind them!

FIGURING OUT WHERE TO GO NEXT

At this point, the way the heroes hunt down the source of the robots is up to you and your players. Ultimately, they need to learn of the existence of an underwater base and pinpoint its location. The proposed elements of Scene 1 provide a straight-forward method for doing so, but if your players want to take a different approach, run with it! Encourage the players to think back over what they already know, leveraging that information to lead them to the robot source.

THE FIGHT AT THE TREE: REPRISE

When the heroes arrive at the site of the Akash'Flora tree in Megalopolis, they find many of the heroes they've encountered over the last few issues fighting together against hordes of spider robots. If the Freedom Five want to engage the spiders, they can, but the waves are seemingly infinite. It is important to protect the city and the tree, but the heroes need to do more than punch robots to ultimately stop them all.



SOLDIER SPIDER BOTS

6 MINIONS (3 PER HERO)

DESCRIPTION

These spider robots look and act like the ones that were attacking the tree before, except they don't come from a spider mothership. Their controlling signal must be coming from somewhere else! They endlessly stream from the shore and up out of the sewers.

ABILITY

Spider Webs: +1 to Hinder when making webs.

TACTICS

Each bot squad adopts these tactics when they act:

- One bot Boosts another bot with cover fire, or
- Hinders their target with webs, or
- Attacks their target.

Whenever an Attacking robot gets destroyed, it is replaced by any bot left without a valid target. If none are available, a spider bot taking Boost or Hinder actions switches to Attacking instead.

After these bots act, roll a Δ for each non-player character hero in the scene and destroy that many soldier spider bots.

SPIDER BOT SNIPERS

6 MINIONS (1 PER HERO)

DESCRIPTION

Some bots sought out high ground in and all around the park (building facade, park walls, on statues). They then created thick, protective web cocoons, reconfiguring themselves into fixed laser batteries.

This time, there isn't a spider mothership, so the signal that's controlling these bots must be coming from somewhere else!

ABILITY

Cover: Spider bot snipers have a +2 cover bonus to their minion save roll due to their superior positions and protective web cocoons.

A successful Overcome action to remove or destroy the web cocoons can nullify this ability.

TACTICS

Spider bot snipers Attack large or well-defended heroes, providing fire support for the soldier spider bots.

On their turn, if their Cover ability has been nullified, they can spend their turn rebuilding their web cocoons instead of Attacking.



HORDE OF HARVESTERS

DESCRIPTION

Scores of spider bots swarm all over the Akash'Flora tree, cutting into it. Clearing them is a overwhelming task as the bots keep appearing in seemingly infinite waves. Unlike the hordes from Issue #1, these spider robots cannot be stopped by destroying the mothership, as their signal is coming from some other source.

ACTION

Spider bots harvesting the tree do not attack heroes.

Whenever the horde of harvesters takes a turn, mark a box on the scene tracker. Then add more soldier spider bots to the scene until there are 3 for each hero.

RESOLUTION

There are too many robots to deal with in single combat. The non-player heroes are holding against the robots as best as they can, but for how much longer?

To save the tree, their allies, and the entire city of Megalopolis, the heroes need to:

- Locate the signal (The Signal challenge to the right)
- Follow the signal underwater (Scene 2 on page 5)
- Defeat what they find there (Scene 3 on page 7)

THE SIGNAL

DESCRIPTION

The heroes know that there's some sort of signal controlling the robots. If they can trace that signal, they could pinpoint a source signal for all the robots.

RESOLUTION

The heroes need three successes in this multipart challenge. If they come up with things to do on their own, go with that, or you can use the challenges below or make up your own.

- Dismantle and dissect a spider robot: Overcome
- Locate robot transponder beacon: Overcome
- Trace command signal: Overcome

OUTCOME

When the Freedom Five pinpoint a source signal for all the robots, they discover the location of the hidden underwater base submerged off the coast. Now, they can move on to Scene 2 whenever they wish.

The heroes are able to find a basic underwater vehicle for getting there, or spend their hero point bonuses to make something more elaborate. If they do, feel free to make the bonuses persistent for the entirety of Scene 2, if somehow applicable.



BREACHING BLADE'S BASE

SCENE TRACKER

START



THE SITUATION

With the underwater base pinpointed, the heroes can leave the newly assembled Prime Wardens to protect Megalopolis and its newest and largest tree from the seemingly endless waves of robotic spiders. Now, the Freedom Five have to figure out how to get to the underwater base and then make their way inside. The good news is that Baron Blade doesn't know that the heroes are on their way. The bad news is that the base isn't exactly defenseless.

The base is massive, and uses advanced stealth technology. The heroes can't get any kind of readings from a distance: they'll have to get up close and personal to find an entrance they can use.

WHO IS IN THE BASE?

If the players have figured out that Baron Blade is behind this, they'll know that this is Baron Blade's hidden base! However, if they don't, they'll still be able to figure out that the hidden base is the source of the signal, even if they don't know who is behind this whole thing. Though, in that case, Baron Blade will have the drop on them in the upcoming fight in Scene 3!

There are two approaches to the underwater base: either by trying to find a way aboard without being detected, or by taking the direct brute force approach. Both are listed as multi-part challenges to the right. While the environment will be spitting out threats and challenges to harass the heroes, the scene ends when the heroes successfully make it inside the base, not when every threat is defeated. When twists come up, lean towards using environment ones.

If the scene tracker reaches the end, the heroes arrive at the base, but Baron Blade has watched their approach and has prepared for their arrival. In this case, mark off the first box in Scene 3's scene tracker.

THE STEALTHY APPROACH

DESCRIPTION

Sneaking up to the underwater base is much more difficult, but could result in the heroes accessing the base without being noticed.

RESOLUTION

- Navigate the rushing waters silently: Overcome
- Investigate the base exterior: Overcome
- Disengage security measures: Overcome
- Stealthily open entrance: 3 Overcome actions
- Reseal the entrance to avoid alarms: Overcome

OUTCOME

If the heroes succeed before the scene tracker runs out, they can make their way through the underwater complex, dispatching the guards and patrols and avoiding alarms as they make their way to Baron Blade.

This outcome will alter Scene 3, turning it into a mobile room-by-room fight where the heroes run the risk of a foe raising the alarm and bringing the whole base down on their heads, but they don't have to deal with every threat the underwater base has to offer simultaneously.

THE DIRECT APPROACH

DESCRIPTION

Evil-doers, beware! This team of heroes is heading right at you! But they're being pretty obvious about it.

RESOLUTION

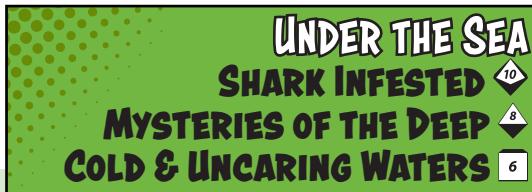
- Get to the base: Overcome
- Open entrance: 3 Overcome actions

OUTCOME

The heroes enter the base, loud and proud. There, they find an impressive army of robot spiders, bionic soldiers, and threats from the last few issues. They all stand before Baron Blade himself, who has been waiting for the heroes. It's time to fight!

ENVIRONMENT: UNDER THE SEA

Since the focus of this scene is the heroes navigating the exterior of the base—either stealthily or directly—the environment twists and threats are here to hamper the heroes. The heroes are on the clock in this scene, and defeating the sharks, squids, and twists will not win the day. As a result, the threats focus on the heroes who are most easily succeeding on the Overcome actions necessary to get into the base.



GREEN

Minor Twists

Current Events: A strangely localized current grabs a hero. Roll the environment's dice pool. Hinder one hero with the Mid die. That hero is separated from the rest of the group.

With Much Porpoise: A flock of mischievous and fearless dolphins zeroes in on the area, pestering heroes and minions alike before fleeing with self-satisfied squeaks and chirps. Roll the environment's dice pool. Hinder all heroes and minions with the Min die.

Major Twists

Underwater Whirlpool: An artificial whirlpool catches a hero in its grip. Roll the environment's dice pool. Hinder one hero with the Mid die. The resulting penalty is persistent. Additionally, due to the disorientating effect of the whirlpool, another hero must make an Overcome check to free the caught hero from it.

YELLOW

Minor Twists

Tiny Bubbles: The breathing apparatus of one of the heroes sports a major leak, draining oxygen rapidly and creating a massive cloud of bubbles. Roll the environment's dice pool. Hinder one hero with the Max die and anyone near that hero with the Min die. A sufficient Boost or an Overcome action can solve the problem.

Playing Chicken (of the Sea): A panicked school of large fish barrels into a hero. Roll the environment's dice pool. Attack one hero with the Max die. The startled fish scatter and flee.

Major Twists

Jellied: An immense flock of extremely acidic jelly fish travels slowly through the area. Roll the environment's dice pool. Use the Mid die to Attack any character performing an action until a character succeeds at an Overcome action (after taking the damage) to disperse the flock around them.

RED

Minor Twists

Tentacle Takedown: A new robo-squid minion rockets into the area and makes a Hinder action immediately.

Torpedo Salvo: Two torpedoes hone in and explode in proximity of the two heroes who've taken the least damage so far. Roll the environment's dice pool. Attack two heroes with the Max die.

Major Twists

Sonic Mines: A well-hidden mine detonates, sending powerful shockwaves over a large range. Roll the environment's dice pool. Hinder all targets in the area with the Max die. Attack all targets caught in the blast with the Mid die. The detonation also attracts a number of laser shark minions equal to the Min die.

UNDER THE SEA THREATS

Whenever the environment's turn comes up in the action order, if there are no minions in the scene, add one of these environmental threats.



DESCRIPTION

These cybernetic sharks wear bulky harnesses that power and house automated laser-cannons.

ABILITY

Frickin' Lasers: +2 to Attack a hero not in a power suit.

TACTICS

Laser sharks prefer to Attack the slowest targets, circling their foe a time or two to soften them up with laser blasts before going in for a bitey kill.



DESCRIPTION

A powerful squid-like robot with powerful grasping tentacles made of reinforced rubber and steel.

ABILITY

Tentacular: Can Hinder two heroes with one action. If Hindering just one target, has +2 to Hinder.

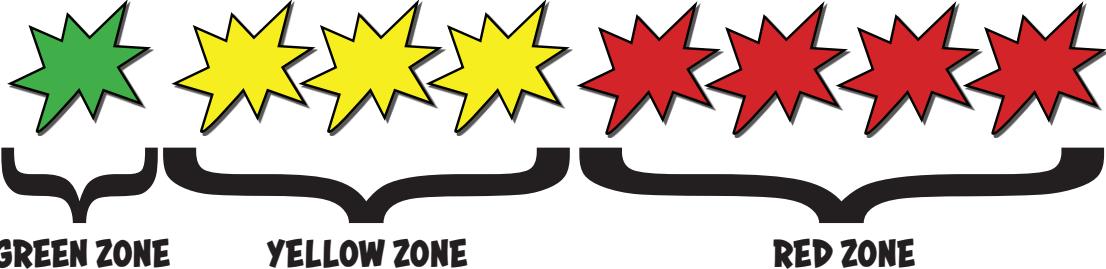
TACTICS

While it certainly can make Attacks, a robo-squid is more likely to grab and Hinder as many heroes as possible, especially those nearest the underwater base.



THE DEEPEST CUT

SCENE TRACKER

START**GREEN ZONE****YELLOW ZONE****RED ZONE**

Note: this climactic scene uses a different scene tracker.

THE SITUATION

Baron Blade remotely commands his army of robot spiders laying siege to the Akash'Flora tree with his power-channeling reactor in his underwater base. Can the heroes stop him before the Prime Wardens are overwhelmed and the city is overrun?

This scene culminates in one big battle against Baron Blade wearing an elaborate power armor mech-suit and supported by waves of reinforcements of numerous types of robots. The heroes win by knocking out Baron Blade and disabling his power source device.

If the heroes successfully snuck into the base, give them several compartments to fight through, each with a few threats, leading up to a major battle with Baron Blade with only a few robotic allies. However, if they failed to approach sneakily, or just chose the direct approach, they enter a large chamber with numerous adjoining rooms full of opponents and Baron Blade himself, who proceeds to mock them before attacking. Throughout the fight, Baron Blade should be arrogant and very vocal about it. This is Blade in his element, after all.

This scene features a full villain with several upgrades, an environment, and a group of other threats.



ENVIRONMENT: THE UNDERWATER BASE

Baron Blade built this base knowing that it was highly likely to be the site of a major fight against a team of heroes. This isn't his first rodeo. As a result, the twists are mostly traps and failsafes that Baron Blade has prepared for the heroes. All the threats on pages 9 & 10 work for and have been built by Baron Blade, and other than Red zone twists—when the base is in real structural trouble—the elements of this scene have been crafted to work to Baron's Blade's advantage.

Each of the twists on this page can only be activated once in this scene. Additionally, the power source challenge on page 10 can also activate or disable the self-destruct twists, depending on how the heroes interact with the power source.

THE UNDERWATER BASE

AUTOMATED TECH 
REDUNDANT DESIGN 
CYBERNETIC DEFENSES 

GREEN

Minor Twists

Cracked Windows: A particularly powerful impact or blast damages one of the base's window ports. Freezing water sprays everywhere. Unless a hero performs an Overcome action to resolve the issue, the next minor twist must be Lockdown!

Lockdown!: Several automated hatches slam down from the ceiling, isolating each hero in a separate chamber. Each sealed hatch requires an Overcome action to force it back open.

Opportunistic Strike: If he is in the scene at this point, Baron Blade takes advantages of the situation, making a free out of turn Attack now.

Spider Bot Deployment: With a clatter, another spidery robot rushes across the ceiling to join the fray. Add one spider bot minion (page 9) to the scene.

Major Twists

Patrolling Battalion: A trio of Bionic Blade Battalion soldiers round the corner and take up combat positions, ready to take on the heroes! Add 3 Bionic Blade Battalion minions (page 9) to the scene.

Self-Destruct Sequence: The base's self-destruct sequence initiates! If you reach the end of the scene tracker, the whole base explodes, with dire consequences for everyone in it. The self-destruct system can be disabled with two Overcome actions, or by destroying the power source (page 10).

YELLOW

Minor Twists

Rattle Them Bones: A rickety prototype version of the robotic skeletons you fought in the fake Tomb of Anubis pulls itself free from a webbing harness affixed to a wall and advances on the heroes. Add one prototype skeleton minion (see page 9) to the scene.

Steamed: A blast of superheated steam from a broken pipe hits a hero. Roll the environment's dice pool. Attack the Hero who most recently moved with the Mid die.

Webbed: An automated web sprayer from spider bot manufacturing hits a hero with a web grenade. Roll the environment's dice pool. Hinder one hero who is not in melee range of Baron Blade with the Mid die.

Wrathful Reaction: If he is in the scene at this point, Baron Blade makes the most of a hero's fumble, taking a free out of turn action now.

Major Twists

ALARM!: The whole area goes on high alert. Roll the environment's dice pool. Boost minions and villains with the Mid die. That bonus persists until a hero succeeds at an Overcome action to shut it down.

RED

Minor Twists

Leaking Room: A chamber of the base has sprung a leak, and the water flooding into the room is making a mess of an already dangerous situation. Anyone in this room has a -2 penalty to all actions until someone succeeds at an action to plug the leak.

Spirited Away: The base's power source sends a gigantic energy pulse through the base. Roll the environment's dice pool. Boost all minions with the Mid die. Attack all heroes with the Max die. If the bound tree spirit lieutenant (page 10) is in the scene, it increases one die size (if able).

Temporary Blackout: The power momentarily fails in the base, resulting in disaster. Roll the environment's dice pool. Attack everyone in the scene with the Min die, Hinder everyone in the scene with the Max die.

Major Twists

Decoy Baron: It turns out, the Baron Blade you've been fighting all this time was a robot duplicate! Turn the current Baron Blade in the scene into a  minion with all of the Mech abilities of Baron Blade. Then, add a new, undamaged Baron Blade to the action order.

Self-Destruct Glitch: If the self-destruct sequence hasn't been initiated, it does so now. Otherwise, a system glitch shortens the countdown, marking off a box on the scene tracker.

UNDERWATER BASE THREATS

On each environment turn in the action order, if there are fewer enemy targets (counting minions, lieutenants, and Baron Blade) than heroes, add one of these threats to the scene

SPIDER BOTS

6 MINIONS (1 PER HERO)

DESCRIPTION

Even more of the spider-like robots! These bots seem particularly suited to operating within the metal hull of this base. The magnets on the tips of their spindly legs allow them to swarm across walls and ceilings.

If the heroes took the stealthy approach in Scene 2, the spider bots descend when the scene turns Yellow. Otherwise, they begin in the scene, crawling around on the ceiling.

ABILITY

Web Download: Whenever the last spider bot is destroyed, don't remove it from the action order. Instead, on their turn, they replenish up to the number of heroes. The heroes can use a callback to Issue #1 to learn how to disrupt their programming, or an Overcome action while there are no more remaining to stop the process.

TACTICS

As they are essentially infinite in number until their programming has been disrupted, spider bots attempt to overwhelm the heroes, specifically targeting isolated heroes, if any.

PROTOTYPE SKELETONS

2 ⁸ MINIONS

DESCRIPTION

With a metallic clanking and clacking, these clearly robotic skeletons approach the heroes, their fake bone fingers clenching into metallic fists.

ABILITY

Work in Progress: After a prototype skeleton takes a turn in the action order, if its die is smaller than a ⁸, restore it to a ⁸.

A hero can call back to the finished state of the skeletons in Tome of the Bizarre #86 when dealing damage to a prototype skeleton. Doing so disables that prototype skeleton's Work in Progress ability.

TACTICS

Prototype skeletons each attempt to subdue any heroes that are far from spider bots or Baron Blade.

BIONIC BLADE BATTALION

10 MINIONS (1 PER HERO)

DESCRIPTION

These robotic soldiers are more metal than man. They wield fearsome bionic weapons built into their forms.

If the heroes took the stealthy approach in Scene 2, the Bionic Blade Battalion show up in the action order the round following when the spider bots arrive. Otherwise, they begin already in the scene, guarding Baron Blade.

ABILITY

Battalion Powers: When Hindering a hero, or Attacking a hero with a penalty from another minion, roll their die twice and use the higher result.

The robots are powered by barely stable mini-reactors that are clearly inspired by what the heroes saw in the Yakutsk power plant in Justice Comics #740. If a hero calls back to that issue when fighting these soldiers, they can downgrade all of this minion type in the scene by one step, and any subsequent Bionic Blade Battalions introduced start at ⁸.

TACTICS

Each Bionic Blade Battalion attempts to engage and isolate a hero, making them easy prey for the spider bots.



SPIDER MOTHERSHIP

1  LIEUTENANT

DESCRIPTION

Oh no! Another spider mothership! This towering spider robot takes up a lot of space in the underwater base. And if you leave it alone for too long, it lays more eggs!

ABILITY

Webmaster: When the spider mothership Hinders, apply that Hinder to all nearby heroes. Then, the mothership may move to another location in the scene.

A Metallic Clutch: On the spider mothership's turn in the action order, if there are no heroes nearby, it creates  of clutch of metal eggs challenges. A successful Overcome action can destroy a single clutch of eggs.

On the spider mothership's turn, any clutches of metal eggs turn into 3 spider bots.

TACTICS

During its turn, the mothership attempts to lay eggs. However, if there are heroes nearby, it Hinders and then moves away, seeking a quiet corner to lay more eggs.

When the spider mothership has been reduced to a , it switches to Hindering on its turn, as its egg-laying capabilities have been destroyed.

BOUND TREE SPIRIT

1  LIEUTENANT

DESCRIPTION

Somehow, Baron Blade has captured a tree spirit, like the ones the heroes faced on Insula Primalis. He must have been there just before you were. This tree spirit is shackled by arcs of electricity that project from control panels in each room.

ABILITY

Limited Space: Whenever the bound tree spirit attacks, if it rolls maximum damage, the environment takes an immediate extra turn. If it rolls minimum damage, it immediately rerolls.

If the heroes managed to quiet the violent tree spirits on Insula Primalis by planting the sliver of the VoidHeart in Prime Wardens #67, bound tree spirits in this scene are minions, rather than lieutenants.

TACTICS

The tree spirit attacks the largest hero near it, focusing on whatever seems easiest to hit.

THE POWER SOURCE

DESCRIPTION

Baron Blade's underwater base has been constructed around an elaborate device that not only powers the base, but also serves as a conduit for when the robot invaders tap into the Akash'Flora tree. Baron Blade is hoping to tap into the energy that sustains the huge tree, and use that energy to power a vast army of robotic minions. Disabling the power device is crucial, though if Baron Blade himself is not also stopped, he'll just be able to repair or rebuild it.

RESOLUTION

This is a major multipart challenge with numerous steps. If the heroes are too preoccupied with the fight against Baron Blade and the many robots, point out to the heroes that the power source seems to be growing in power and energy as the fight continues.

Also, feel free to let the heroes know that their experiences in the last few issues have prepared them for this challenge. There is a lot going on in this scene, but the power source is a product of Baron Blade's research in all the locations the heroes visited, so the Freedom Five is uniquely qualified to shut this machine down.

- Disable protective force fields: Overcomes**
- Remove psychic conduit.** If a hero calls back to how Visionary sent them into the Void in Issue #2, this step automatically succeeds.
- Shut down atomic power converters.** If a hero calls back to what they learned about the power plant operations from Justice Comics #740, this step automatically succeeds.
- Wreck the machine.** If the scene is in the Red zone, any twist that comes up as a result of Overcome actions on this challenge triggers the self-destruct sequence environment twist.

OUTCOME

When the power source is disabled, the base is plunged into darkness. Then, with a flicker, emergency lighting flares to life and loud klaxons sound throughout the base.

The self-destruct twists are all no longer options and any currently acting are immediately resolved. Baron Blade's robot minions and lieutenants all cease operations, and the panels that control the bound tree spirit go dark. The tree spirit disappears, and Baron Blade is left alone to fight the heroes. But he's still a threatening foe, all on his own!

If Baron Blade was already incapacitated by the time this challenge is defeated, the heroes prevail! Otherwise, they've still got a fight on their hands, albeit a much less chaotic one against a single foe.

10

EPILOGUE

BARON BLADE MECH-SUIT

STARTING HEALTH: 70

CURRENT HEALTH:

When Baron Blade's mech-suit is disabled (see Disabling the Suit below), set his Health to 30. With ominous maniacal laughter, Baron Blade emerges from his power suit to take the heroes on, face-to-face.

POWERS	QUALITIES
Intuition 8	Alertness 8
Inventions 12	Close Combat 8
Metal Blade-Tech Arm 10	Ranged Combat 8
Mech-Suit Offenses 12 [Mech]	Leadership 8
Power Suit 10 [Mech]	Science 10
Flight 8 [Mech]	Ruler of Mordengrad 8
STATUS*	
4+ Invention Bonuses/Penalties 12	
2-3 Invention Bonuses/Penalties 10	
1 Invention Bonus/Penalty 8	
0 Invention Bonuses/Penalties 6	

*Baron Blade is dependent upon preparation and inventions to keep him on even-foots with the heroes. Count the number of bonuses and penalties in play that Baron Blade has created with Inventions and/or Science, along with any inventions (including any applicable minions, lieutenants, or twists) deployed in the scene that haven't been disabled.

ABILITIES

Hasten Doom (Action): Blade exploits his knowledge of a hero's weakness. Attack one hero using Science. Hinder all heroes using your Max die.

Behold My Genius! (Action): Baron Blade uses his advanced weaponry against the heroes, unleashing the plans and plots he's made. Attack using Weaponry and a bonus. If Blade has multiple bonuses, he may also Attack another target using his Min die and a different bonus, and may also Attack another target using his Max die and a different bonus.

Alert Status Alpha (Action): Baron Blade calls for reinforcements from elsewhere in the base. Replenish the Bionic Blade Battalion up to the number of heroes.

Powered Forcefield (Reaction): Baron Blade's personal forcefield draws power from his devices to operate. Discard a bonus made with Inventions to Defend against all Attacks against the Baron until his next turn, using that bonus value as the Defense value.

Turn the Tables (Reaction): The Baron always seems to have the right tool for the job, and uses them to give himself the upper hand in any engagement. When Attacked, Baron Blade may Boost to create an appropriate invention using the attacker's Max die.

Principle of the Mad Scientist (Inherent): As long as he has access to materials, Baron Blade can automatically succeed when Overcoming a challenge by using scientific principles and inventions.

MECH ABILITIES

Armored (Inherent): Reduce damage dealt to Baron Blade by 2 in the Green zone, 3 in the Yellow zone, and 4 in the Red zone.

Repair Nanites (Action): Advanced nanotech repairs the mech-suit's system and increases efficiency. Baron Blade Boosts himself with Inventions using his Max die, and Recovers using his Mid die.

Slash and Burn (Action): The mech-suit's onboard weaponry is brought to bear with terrible results. Attack with Mech-Suit Offenses against one target using Baron Blade's Max+Min die, and against another target using his Mid+Min die.

DISABLING THE SUIT

Baron Blade's mech-suit can be sabotaged, instead of attacking him directly. Each Overcome success disables a Mech ability, making it no longer function. Baron Blade can use an Overcome action on his turn to restore function to one of his Mech abilities, or to uncheck one of the multipart steps of the Power Source challenge. However, when all three of Baron Blade's Mech abilities are disabled, they are permanently destroyed and cannot be recovered or restored in this scene.

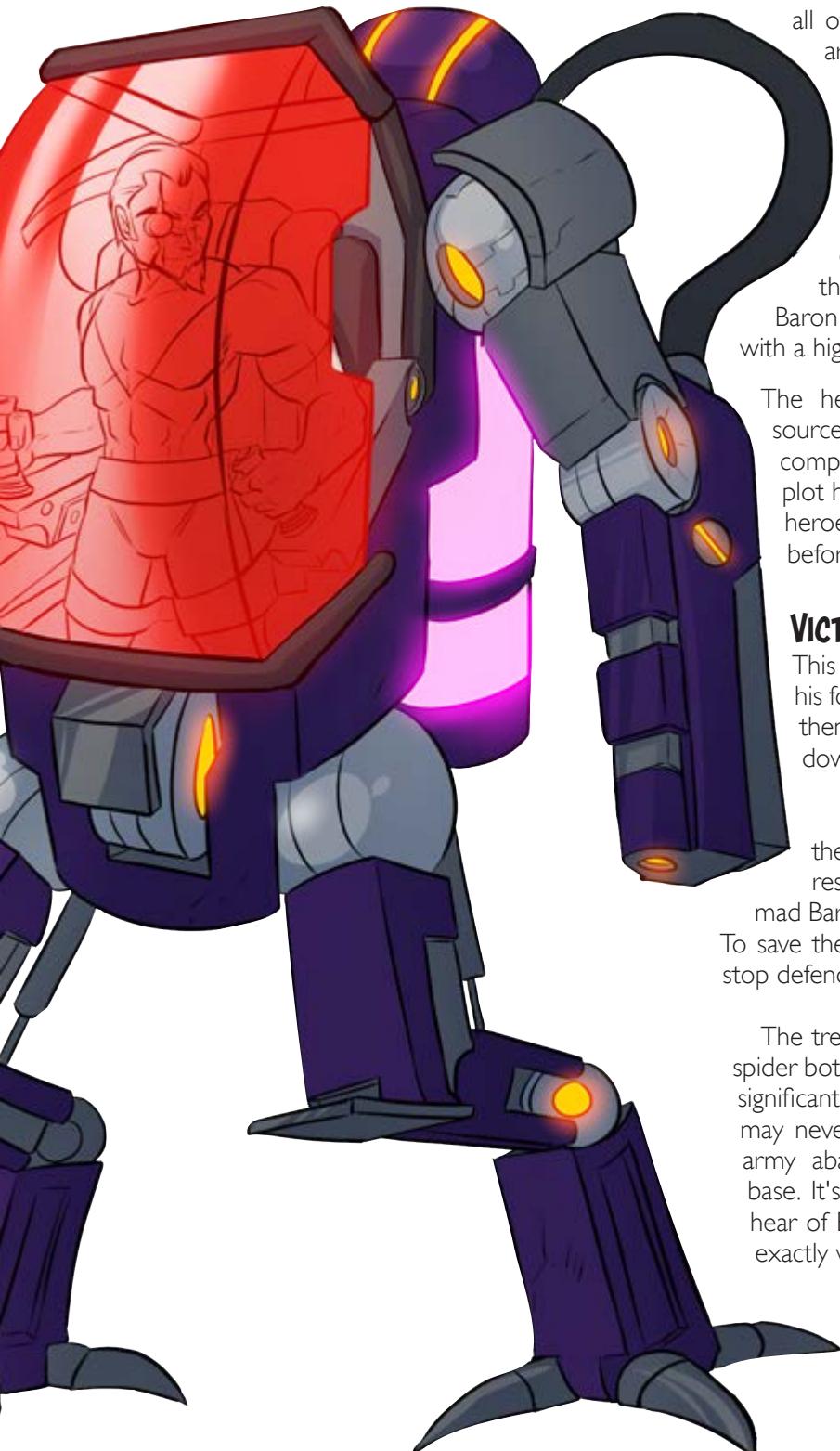
- Armored
- Repair Nanites
- Slash and Burn

Upon destroying the mech-suit, a slightly singed Baron Blade emerges from the suit. He immediately gets a free, out of turn action, and while doing that action, he monologues about how he still holds the upper hand and the heroes will never truly defeat him. Then, the fight continues!

FIGHTING BARON BLADE ALONE

When the Power Source challenge (page 10) has been resolved, Baron Blade no longer has any minions or lieutenants to help him out in this fight. However, he's still a significant threat!

His mech-suit has its own independent power source, so disabling the Power Source challenge doesn't slow down Baron Blade himself. And once the mech-suit has been destroyed, the Baron himself is no slouch. Between his metal arm, his inventions, and his familiarity with the heroes, he cannot be discounted as an opponent.



CONCLUSION

The scene can end in multiple ways, and also has multiple possible endings that relate to how the heroes handled the final scene of this entire collection of issues:

FLAWLESS VICTORY

In this case, the heroes have managed to completely foil Baron Blade's plans, and have captured Blade himself.

The heroes defeated Baron Blade, disabled his power source, and all escaped from the underwater base successfully. Congratulations, heroes! Megalopolis and all of its inhabitants—humans and trees alike—are safer because of your valiant efforts.

VICTORY, BUT AT WHAT COST?

Alternatively, the heroes defeated Baron Blade, but either didn't manage to disable the power source device, or have issues escaping the base. It turns out that, although the heroes thought they were fighting the real Baron Blade, they were actually locked in combat with a highly realistic Baron Blade replica robot.

The heroes manage to shut down the power source reactor and exit the base, but the added complications allows the real Blade to escape and plot his revenge. This is the most likely result if the heroes did not uncover the identity of their foe before entering the base.

VICTORY IS MINE AT LAST!

This is no victory for the heroes! Baron Blade and his forces defeated the heroes, either by knocking them all out, or by the scene tracker running down to the end.

If this unfortunate outcome occurs, the new Prime Wardens arrive at the base to rescue the Freedom Five, saving them from the mad Baron but not shutting down the power source. To save the Freedom Five, the Prime Wardens had to stop defending the Akash'Flora tree.

The tree takes massive damage from Baron Blade's spider bot army and the mad Baron is able to harvest a significant amount of energy from the tree. Akash'Flora may never be the same. Baron Blade and his robot army abandon the now-compromised underwater base. It's a fair bet that this won't be the last you hear of Baron Blade, especially now that he's gotten exactly what he wanted from the tree.

FINALE

With the defeat of Baron Blade, Megalopolis and the Akash'Flora tree are safe, and the new Prime Wardens have easily mopped up the rest of the spider robots by the time the Freedom Five make it back up to the city.

If the heroes managed to apprehend Baron Blade, they can turn him over to the authorities at G.L.O.B.A.L.'s new super-security prison. Well done, heroes! He surely won't be bothering the people of Earth again any time soon.

Argent Adept informs the heroes that the Akash'Flora tree has entered a state of symbiosis with the city of Megalopolis. While the Freedom Five were dealing with the threats of other issues and sending additional allies to Argent Adept's side, the rescue workers in Megalopolis found shoots of plant-material running to their equipment, powering their tools and vehicles better than any battery. Additionally, roots have begun to thread through the foundations of all of the nearby buildings, both reinforcing the structures and also providing energy to the grid! With this new energy and assistance, rebuilding the city will go much more smoothly.

Now, with this new source of power, the new Freedom Five headquarters—Freedom Plaza—is certainly a possibility. Though, much like the Akash'Flora tree, the hero team is also experiencing some growing...

EPILOGUE

In the months after this issue ends, many changes come to the world of *Sentinel Comics*.

In light of what the heroes saw in these issues, they know the world will continue to need protecting, and likely in a greater way than even they can provide. Paul Parsons hangs up his cape, passing his hero name and responsibilities on to his daughter, Pauline Felicia Parsons. She will be *Legacy* in this new era.

Unity had fun working with her old allies. However, she once again left the company of the Freedom Five and returned to her job with RevoCorp, heading up their new hero team: *The Paradigms*.

Tempest leads the *G.L.O.B.A.L.* team—Geocentric Limited Operations for the Benefit of Advanced Lifeforms—acting as super-heroic ambassadors across the planet and even beyond this solar system.

Argent Adept, Visionary, Fanatic, Anubis, and Haka are the new *Prime Wardens*, fighting colossal threats and dealing with foes from beyond our realm, all while learning more of themselves and each other.

As for the Freedom Five itself, its focus is changing as well. Rather than taking on every foe themselves, they establish their headquarters as a beacon for all potential heroes. Freedom Plaza is a place of training and cooperation for heroes. There, the team are joined by their former leader Paul Parsons, who now holds an administrative role at Freedom Plaza under the name *Heritage*. And the team is called the Freedom Five no longer—now, they are the *Sentinels of Freedom!* Defenders of justice, and teachers of a new generation of heroes. Heroes that you, dear players, will bring to the world of *Sentinel Comics*!



YOUR ADVENTURES CONTINUE...

Several potential story hooks were dropped in the other issues. If you want, you may make your own issues and continue your campaign. If your players want to make their own heroes, and you want plenty more characters, environments, minions, villains, and advanced rules, pick up the core rulebook for **Sentinel Comics: the Roleplaying Game!**

CONTINUING YOUR HERO'S STORY

If any of the players are continuing their heroics into further adventures with the same hero, they can now customize that hero in one of the following ways:

- Swap one power for a different power of the same die size. Update all abilities that used your previous power to the new one.
- Swap one quality for a different quality of the same die size. Update all abilities that used your previous quality to the new one.
- Swap one principle for a different principle. Update your related Green ability.
- Swap one ability of the same zone (G, Y, or R) out for another, using the same power or quality.

COLLECTION

Additionally, all players who keep playing the same hero can add an additional Collection to their sheet called "Sentinels of Freedom Vol. I."

CONGRATULATIONS!

You've successfully led a group of players through a story from the pages of **Sentinel Comics!** GMs are the real heroes!



SENTINEL COMICS

THE ROLEPLAYING GAME

THE ROBOT MASTER - REVEALED!

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