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## Superhero Adventure Outlines

by Phil Reed

This issue of the *Modern Dispatch* features five short adventure outlines for RPGObjects' *Blood & Vigilance*. The adventure outlines were written to inspire both quick encounters and full-length adventures in the GM's campaign. As with all game material – and especially adventure supplements – the information in this PDF should be rewritten and modified as the GM sees fit. These are not rigid plots that must be followed but, rather, simply suggestions for adventures and distractions during a larger adventure.

Each adventure outline is presented as follows:

### Adventure Title

**Summary:** A very short description of the events and characters involved.

**Set-Up:** The scene before the action begins. This section details not only where the adventure will take place but also when and how the heroes become involved.

**Adventure:** These are the events of the adventure or encounter in question. Notes on the tactics and goals of the NPCs, as well as information on how the heroes may win the encounter, are detailed here.

**Follow-Up:** What happens when the dust clears. This includes both immediate and long-term effects of the adventure. Future adventure possibilities may be easily drawn from this section.

**Rewards:** Bonus XP, equipment, and social rewards that the player character heroes may enjoy if they



successfully complete this encounter are listed here. Additionally, some negative effects of the adventure – when appropriate – are included in this section.

Characters mentioned within these adventures are not detailed herein and should be replaced – where appropriate – with characters already existing in the GM's campaign. These adventure outlines are not meant to disrupt the GM's campaign but, rather, to provide the GM with a source of ideas.

For more superhero adventure material please consider Ronin Arts' *Superline* series. Though written for another superhero game the adventures found in the *Superline* series can be easily adapted to *Blood & Vigilance* or any other superher roleplaying game.

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### About the Author

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as Atlas Games, Privateer Press, and *Scrye* magazine. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and watching

DVDs. To learn more about Philip Reed – and Ronin Arts – please visit [www.roninarts.com](http://www.roninarts.com) and [www.philipjreed.com](http://www.philipjreed.com).

## **The Adventures**

### **A Warning from the Stars**

#### **Summary**

An alien appears over the city and issues a dire proclamation.

#### **Set-Up**

As the player character heroes are locked in battle with a supervillain a powerful booming sound erupts high above them. Anyone that looks up will see a streak of white light approaching the city at an unearthly speed and, seconds before the beam strikes the heroes, the light stops moving and a glowing humanoid hovers twenty to thirty feet above them. Almost instantly the being speaks.

**“Residents of this world heed my warning! The scourge of the cosmos comes for your souls. Abandon this world or face a terrible fate.”**

Though the battle may continue it will likely stop when the visitor from another world begins speaking. The heroes’ opponent will attempt to slip away during the encounter with the alien.

#### **Adventure**

This is an information gathering encounter and not a combat. If he is not attacked, the being – who calls himself First Warning if anyone thinks to ask him his name – will remain in place and answer some questions for roughly 10 minutes. The being’s

answers are vague and cryptic and First Warning does not answer every question that is asked. Some possible questions the heroes may ask – and the answers the being will give – include the following:

#### **Who are you?**

I am First Warning, viewer of the future and servant of the cosmos.

#### **Why are you here?**

To give you warning of your world’s coming destruction. Flee this world immediately.

#### **Who is the “scourge of the cosmos?”**

It is the ancient terror that has plagued all existence since the previous age of reality.

#### **How do we defeat the “scourge?”**

You cannot. It is a force of the cosmos and a part of the fabric of existence. You must flee or it shall take your soul.

After 10 minutes the being thanks the heroes for their time, reminds them that they must remove all life from the Earth, and then flies into space. First Warning cannot be followed or tracked.

If First Warning is attacked he flies fifty feet into the sky and explodes in a blinding flash of light that knocks everyone within three miles prone and leaves them stunned and blinded for 3d6 rounds. No save allowed. This is a plot device and there is no game mechanic, power, ability, or action that can save the heroes from this blinding attack. First Warning then shoots into the stars and leaves the world. He cannot be followed or tracked.

#### **Follow-Up**

The event was captured on film by a local news team and for 2d6 days the city is gripped in a state of



panic. The public demands protection and thousands look to the heroes for answers and protection. Any investigation into First Warning and his dire prediction, including research and communication with other beings and worlds in the cosmos, end in dead ends.

After 2d6 days the panic subsides – the public still demands answers but not as strongly as they did before – and after another week the people of the world have all but forgotten the event. While the heroes may continue to seek out answers regarding First Warning and his prediction of disaster, there's no information to be found . . . at this time.

## **Rewards**

If the heroes attack First Warning they each lose 1,000 XP. If the heroes expend the time and energy necessary to reassure the public after the event they are each rewarded 500 XP (this is in addition to any XP normally awarded by the GM at the end of an adventure).

## **Meteor Storm**

### **Summary**

A quiet afternoon in the city is shattered when a sudden rain of meteors breaks out.

### **Set-Up**

It's one of those beautiful spring days when the weather is perfect, the sun is bright, and winter and troubles are forgotten. As with almost everyone else in the city, the player character heroes are enjoying the weather. Maybe they're in the park. Maybe they're at the zoo. Maybe they're just taking a walk through the city.

Suddenly, meteors begin streaking from the sky, slamming into the city and causing a massive public panic. There's not a cloud in sight but high above the clouds – visible only to those that succeed a DC 35 *Spot* check – is a lone figure hovering in place, arms outstretched. Storm Center has returned.

### **Adventure**

Storm Center is a powerful supervillain that has not been seen since the early nineties – many have assumed that the villain died in the Cosmic Catastrophe, a major event that nearly destroyed the world in 1992 (see box). Storm Center's goal is to disrupt activity in the city and to announce his return. If no hero interferes with the supervillain's assault on the city he will continue to rain meteors on the city for 2d4 minutes after which he'll fly away.

If any heroes fly up to encounter Storm Center, he will cease his meteor strike and engage the heroes. Storm Center will fight until he is stunned at which point he will summon a massive lightning storm and attempt to escape in the clouds and powerful weather. Storm Center does not fight to kill but if he sees a chance to brutally destroy a hero he will take it. Storm Center is not here to fight but, merely, here to be seen. He will not take any risks that may land him in jail. The GM must ensure that Storm Center escapes after a few rounds of combat with the heroes.

### **Follow-Up**

Once Storm Center escapes it will be time to deal with the destruction on the ground. For every minute Storm Center spends raining meteors on the city there are 1d4+1 problems for the player character heroes to contend with. The following are just a few samples of the types of problems that the heroes may find themselves dealing with after Storm Center's meteor storm.

## **The Cosmic Catastrophe**

During the summer of 1992 a terrible solar storm washed across the Earth, knocking out communications, electrical power, and numerous other utilities and services for almost a week. This global event, quickly dubbed the Cosmic Catastrophe by the media, also had the unexpected effect of seriously draining the powers of most of the Earth's heroes and villains. Almost one hundred super-powered beings were killed during the event, many of them by angry citizens who were looking to the heroes for assistance during the crisis, and even more by the sudden loss of their powers.

It took the world months to recover from the and no matter how much energy and money has been put into trying to track the source of the crisis not a soul on the Earth knows what caused it. Or, for that matter, how to protect the Earth from the event should it ever occur again.

Some of Earth's mightiest heroes – and most dangerous villains – were lost during the crisis. Those whose bodies were never found were assumed to have survived but over a decade after the event anyone still not spotted in public is assumed dead.

While it is likely that many took the opportunity the crisis presented to retire it's difficult to accept the dozens that were never found all chose to retire at once.

What the Cosmic Catastrophe was, and whether or not it will ever occur again, remains a mystery.



A child has been trapped in a car. A meteor struck the car and its intense heat has fused the doors shut. The child is unharmed but cannot escape.

A meteor struck a fire hydrant and now water is filling the streets and sidewalks. The player character heroes must cap the geyser before any serious damage is caused.

A bus was struck by a large meteor and is now on fire. Several people are dead, several are injured, and few are acting rationally. The player character heroes must rescue the survivors and extinguish the flames before any more deaths occur.

One building was hit hard and is now barely standing. Rocks and debris fall from the sides of the building as people attempt to evacuate the structure before it collapses. If the building falls it is likely to cause a serious amount of damage to the surrounding buildings and anyone unfortunate enough to be within a few blocks radius. The heroes can either try to prevent the building from collapsing or clear the building and surrounding area of citizens before the building falls. A team may choose to work both options.

**Rewards:** If the heroes fly up to deal with Storm Center they each gain 500 bonus XP (this is in addition to any XP normally awarded by the GM at the end of an adventure). An additional 250 bonus XP is awarded to any player character hero that is particularly brave during the aftermath of the meteor storm – the GM may choose to select this player character on his own or allow the group to vote on which hero deserves the bonus.

## **Registration Debates**

### **Summary**

A public debate between senators – one pro-supers registration and one against the idea – is brought to a screeching stop when a supervillain and his armed thugs attack the theater in which the debate is taking place.

### **Set-Up**

For years the government has debated forcing super-powered beings to register but, so far, nothing has been signed into law. Unfortunately for the supers of the United States, the recent terrorist attacks of 2001 has generated increased support for the pro-registration movement and it appears that it's only a matter of time before registration is the law.

The heroes, either in their secret identities or in full costume, are attending this latest in a long string of debates. As the night wears on the senators and the crowd become increasingly agitated and, at one point, blows are exchanged in the audience. As the melee in the crowd is ending an explosion rips through the main doors to the theater and Bloodbath steps through the smoke.

### **Adventure**

The heroes must stop Bloodbath and his crew – there is one thug for each player character hero at the debate – from killing the senators and citizens in the audience. Security forces will assist the heroes as best they can but it's imperative that the heroes move the battle outside before anyone is killed. Bloodbath and his crew will start the proceedings by attacking the nearest citizens, attempting to kill as many innocent people as possible before the heroes reach them.

These intruders are not here to die and, if disabled, will surrender to the heroes.

### **Follow-Up**

As soon as the battle is over government troops enter the scene in full combat gear and with support vehicles. They'll take claim of Bloodbath and his crew and any player character heroes that interfere will immediately be marked as enemies of the state – this designation is all the troops needs to arrest anyone. The troops will move quickly to the nearest military base, prisoners in tow, as quickly as possible.

If the heroes check in on the senators a few days after the incident they'll be politely thanked for their assistance. This meeting could either swing a pro-registration senator to their side (assuming the meeting goes well) or turn an anti-registration senator against them (again, depending on how the meeting progresses).

### **Rewards**

If either of the two senators in the debate are killed the heroes each lose 1,000 XP. If the player character heroes capture Bloodbath they each immediately gain 500 bonus XP.

For each member of the audience that is killed in the event the pro-registration movement gains dozens of new supporters. Even if the heroes manage to save every member of the audience the movement gains new supporters – it appears to be only a matter of time before registration becomes law.

If the heroes meet with a pro-registration senator a few days after the debate – and if they manage to swing the senator to their side – each hero gains 500 bonus XP (this is in addition to any XP normally awarded by the GM at the end of an adventure).

## **Storm Center's Influence**

### **Summary**

An unidentified man dressed in a poor imitation of Storm Center's costume appears on the roof of a downtown building, demanding the city submit to his will or he will destroy it.

### **Set-Up**

While working their day jobs or otherwise occupied, the player character heroes hear reports that a crazed man in a cheap imitation Storm Center costume is disrupting business and traffic downtown. Reports indicate that the man is making wild demands and a large crowd has formed in the area. The heroes must find a way to excuse themselves from their current obligations and rush downtown to deal with the situation before something terrible happens.

Alternatively, if the heroes do not have secret identities or jobs, they'll be called to the scene by authorities or stumble across the event while on their routine patrol of the city. No matter how they come across the event, things become very dangerous as soon as costumed heroes enter the picture.

### **Adventure**

Once the imitation Storm Center sees even one costumed hero he leaps from the building screaming that he'll never be captured alive. The heroes must grab the man before he falls to his death.

### **Follow-Up**

If the player character heroes fail to catch the man he'll die – on camera – in front of the eyes of everyone – the crowd immediately turns hostile, screaming and threatening the heroes. While the man may have been insane, he didn't need to die. The

police could have handled the situation, the crowd will chant.

If the heroes rescue the man the crowd will cheer and they'll be proclaimed heroes by the media and praised for the next 1d6+1 days. The police will take the crazed man away and he'll be given psychiatric treatment for several years to come.

### **Rewards**

If the heroes saved the man they'll gain a +2 circumstance bonus to all Charisma checks for as long as the media continues to praise them (see above). The heroes may choose to check in on the man; any heroes that do so immediately gain 100 bonus XP.

## **Train Derailment**

### **Summary**

A train carrying hazardous materials derails in the city, disrupting traffic and threatening the safety of thousands.

### **Set-Up**

During the early morning commute, just as the heroes are making their way to their day jobs, a train passing through hits a city bus and instantly leaves the tracks. The resulting accident kills a handful of people, injures many more, and leaves the city gridlocked. The heroes make their way to the site and begin assisting emergency workers. Suddenly, without warning, one of the derailed cars explodes, belching a black, noxious cloud into the sky.

### **Adventure**

This encounter rapidly changes from a rescue scene to a containment nightmare. The heroes

must continue to assist in rescue operations as they attempt to dissipate the cloud before it can affect too many more of the city's citizens. When the cloud is first released 1d6+4 citizens are affected, each one dropping to the ground and dying – immediate medical attention is required or else they will die. Each round after the cloud is released an additional 1d4 citizens are affected (and dying). The heroes must capture the flag and transport it into space, disperse it with powerful winds (a DC 20 Control Weather check), or find some other way in which to destroy the cloud. The GM should be prepared to reward quick-thinking, inventive uses of powers and abilities.

### **Follow-Up**

For each citizen that dies each hero receives a –1 penalty on all Charisma checks for the next 3d4 days. If this penalty exceeds –20 (more than twenty people have died in the accident) the heroes suffer 2 points of Charisma damage. It will take the city 1d10+5 days to clean up the disaster minus one day for each hero that assists in the cleanup efforts.

### **Rewards**

If the cloud does not kill any citizens the heroes involved in the encounter immediately gain 500 bonus XP. In addition to this bonus each hero also gains 500 bonus XP (this is in addition to any XP normally awarded by the GM at the end of an adventure).

If the heroes assist in the cleanup efforts each one involved gains a +2 circumstance bonus to Charisma checks for a number of days equal to two times the number of days the cleanup effort required. To gain this bonus a hero must spend at least 12 hours each day assisting in the cleanup.

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