

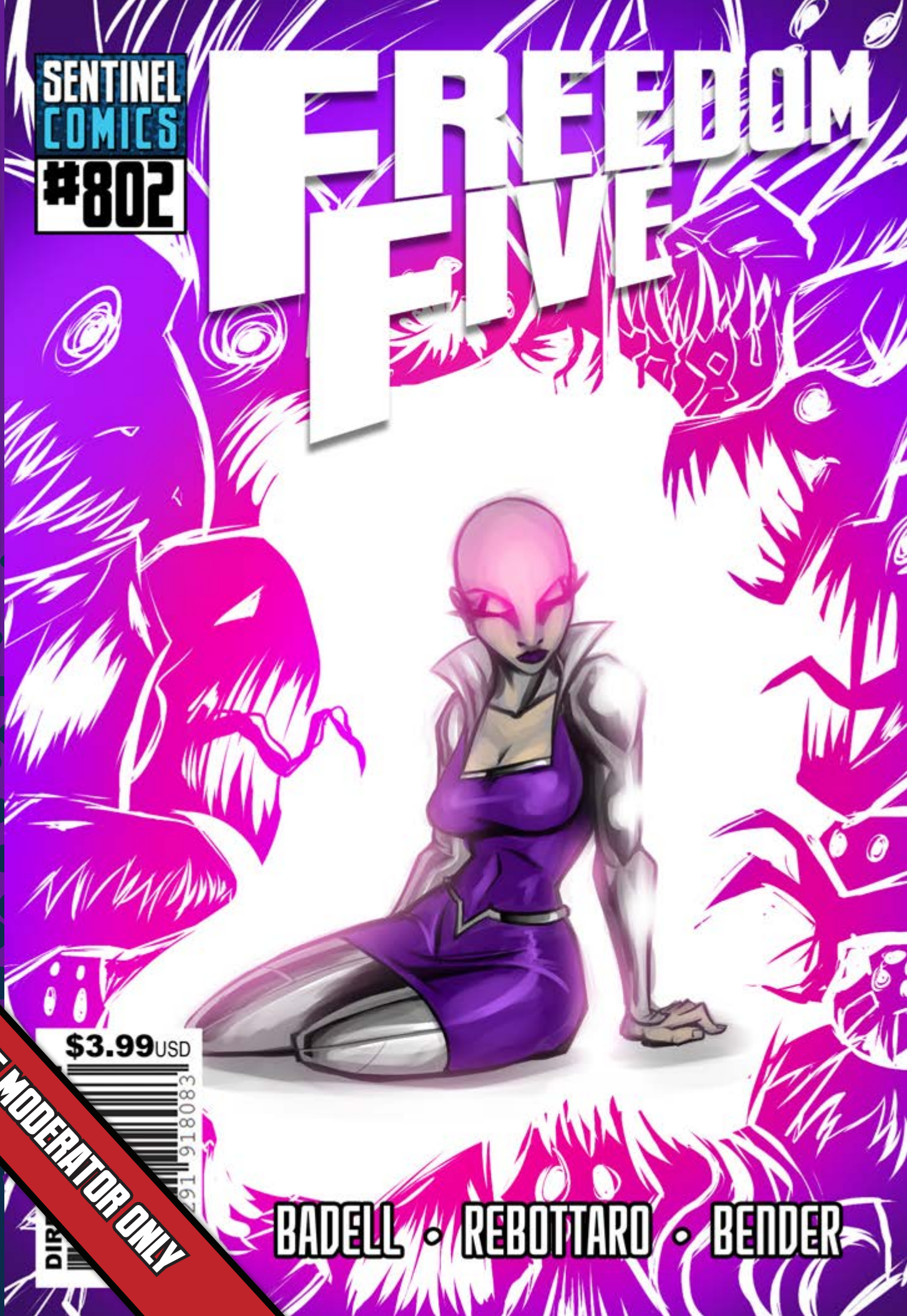
SENTINEL
COMICS

#802

FREEDOM FIVE

ISSUE #2

VOID IF BROKEN



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GAME MODERATOR ONLY

BADELL • REBOTTARO • BENDER

FIRST THINGS FIRST

HOLD ON!

Is this the first book you've opened? If so, go back to Issue #1! This issue is meant to be played only after having played the first issue.

ISSUE OVERVIEW

Having saved this reality's version of herself from her own fate, Visionary has been keeping tabs on this reality's Vanessa Long and her developing powers. She and her parents used to live in the small town of Ravenwood just outside Rook City. This town was the site of the infamous Dreamer incident, and Visionary still keeps an eye on the former Long residence, just in case. And it's a good thing she does! The residual psychic energy seeping through from the Void (a realm of magic and psychic energy) has brought forth several nightmarish projections in and around the house that used to be young Vanessa's home. They've been getting worse, night after night, stretching the Visionary's capacity to contain them, protect the citizens of Ravenwood, and avoid property damage. She needs help, so she has called on those who saved her friend in Megalopolis. And she needs their help NOW!

ISSUE STRUCTURE

This issue features three scenes. In the first one, the heroes arrive at the former Long residence exactly at the time Visionary's capacity to contain the psychic projections of young Vanessa is overwhelmed. The heroes must battle psychic extraplanar creatures while avoiding hurting civilians and collateral damage.

Then the heroes get a chance to recover during a montage scene while the Visionary brings them up to speed and outlines a plan to resolve the problem.

In the last scene, following the Visionary's plan, the heroes enter the Void to seek out a psychic crystalline entity that seeks to permanently connect Ravenwood to the Void. They'll face the dangers of the Void and a group of dark yet very familiar foes.

RAVENWOOD LOCATIONS

Ravenwood is a typical, All-American town with roots in the 40s-50s, located on the outskirts of Rook City. You can expect large single-family houses, parks, town squares, churches, banks, schools, and sport fields. Tap into the sights and sounds of small-town nightlife to create visuals and descriptions.

AND NOW, ISSUE #2: FREEDOM FIVE #802!

THE SITUATION

At the end of the events of Issue #1, the heroes received a psychic distress call from Visionary. Under significant strain, she urgently asked them to arrive as soon as possible before her "containment fields failed." She then cut contact, leaving a psychic beacon in each hero's mind, indicating she is somewhere near Rook City.

Visionary has her hands full. She's generated protective cocoons around the sleeping bodies of the people who now live in this house and is trying to deal with illusory monsters as they appear in and around the household. She's been holding out so far, but she can't manage to contain the psychic projections pouring forth from a breach in the Void, defend the sleeping citizens, and also sever the link between this realm and the Void.

And things are getting worse.

VISIONARY

The hero Visionary is Vanessa Long from an alternate reality where she grew up training to be a living psychic weapon. Hating this existence and living in a world of danger and fear, she saw an opportunity in the shattering of timelines to use her power to go back in time and save herself. Or so she thought. Instead, she ended up in another reality—this reality, in fact—and was able to save this world's younger version of Vanessa Long. Now, she uses her powers and skills to fight evil, especially threats from beyond our physical plane.

WHAT'S GOING WRONG

When the heroes arrive, Visionary asks them to deal with the illusory demons (*pictured on page 3*) while she focuses on controlling the breach between this world and the Void. She answers any questions with the briefest burst of telepathy, showing clear signs of intense strain and exhaustion.

Q: What's going on?

A: I can't hold the breach while fighting off the illusions! Keep the illusions off of me and the family!

Q: Are these creatures real?

A: They are real in that they can hurt and kill you. They're not from this plane, though, so "real" is tricky. Fight them like any other monster.

Q: How many are there?

A: I counted a half dozen, but there's probably more.

Q: Are you OK?

A: Oh, I'm doing GREAT. Get to those demons!

She implores them to avoid causing damage to the neighborhood or hurting citizens. *You are heroes, after all.*

SCENE TRACKER

START

END



SCENE 1

ILLUSIONARY DEMONS

6 MINIONS (2 PER HERO)

DESCRIPTION

These reptilian-esque purplish monsters are made of spikes and teeth and claws, and they mindlessly attack anyone they see. They've been focusing on Visionary, but the arrival of the heroes distracts them away from the nigh-exhausted telepath. The scene begins with two of them for each hero player in the game.

ABILITY

Our Power Grows: The illusions become stronger the longer they stick around. They start as 6 minions in the Green zone. When the scene changes from Green to Yellow, all the illusionary demons who have not been eliminated go up one die size. The die size increase occurs again when the scene changes from Yellow to Red.

TACTICS

They aren't subtle and charge into heroes willy nilly, uncaring about damage they may cause or who they may hurt. They attack all the heroes, spreading across the total number of heroes as evenly as possible.

AVOIDING COLLATERAL DAMAGE

DESCRIPTION

It's important to Visionary that the house and the family residing there are not damaged during the encounter.

ACTION

During the entire scene, all heroes have a -2 penalty for all Attack and Overcome actions, as they try to avoid causing collateral damage.

RESOLUTION

Two successful Overcomes can eliminate the -2 mod and remove the possibility of the collateral damage twists in the blue box to the right. Players can propose their own actions if they have neat ideas, or you can use these:

- Lure the illusory monsters out of the house into the yard: Overcome
- Fix the attention of the entity manifesting the creatures away from the house: Overcome

If any hero achieves success with a twist, for this scene the GM can *insist* on a collateral damage twist of their own. If you don't want to make one up yourself, feel free to use one of these twists.

GREEN TWISTS

MINOR TWIST

Cosmetic Damage: Some minor damage to the house occurs—a broken window, a hole in the plaster, etc. Nothing a trip to the home improvement store can't fix.

MAJOR TWIST

Minor Physical Damage: Some damage to the house occurs—a door taken off its hinges, a kitchen cabinet spills dishes, smashing them.

YELLOW TWISTS

MINOR TWIST

Family Is Frightened: One of the young children in the house is awakened and absolutely terrified. This could be optionally used as a major twist, creating a target that now must be additionally defended.

MAJOR TWIST

Serious Physical Damage: Extensive damage is done to the house. A fire starts, a load-bearing wall is damaged, all the windows in a room are shattered, etc.

RED TWISTS

MINOR TWIST

Major Destruction: The house suffers serious damage requiring expensive and long-term repairs. The master bedroom collapses into the living room, the entire house is engulfed in flames, etc.

MAJOR TWIST

Family Member Injured: One of the people living here is injured, requiring hospital care.

Of course, a hero may simply accept failure rather than deal with these consequences of their carelessness.

CONCLUSION

IF THE HEROES SUCCEED

If the heroes vanquish the minions before the scene tracker runs out, Visionary creates a stable portal to the Void and sets wards to prevent any new psychic projections from materializing into this world.

If the heroes were extremely careful and very lucky during the scene, they might not have to do any major cleanup. However, if one or more of the heroes acted recklessly in fighting the illusionary demons, they may have to spend some precious time putting out fires (both literal and figurative).

Based on the situation, feel free to mark a few boxes on the next scene tracker to represent the lost time.

IF THE HEROES FAIL

If they fail, the breach linking the Void to Vanessa's chamber explodes, destroying the house and damaging several pieces of nearby property. Visionary is knocked out and the cocoon around the home's inhabitants fades. Chaos ensues and the heroes have a large mess on their hands. They'll have to deal with it before moving on.

Ask the players to narrate how their heroes finish off the monsters, but allowing destruction to reign in the process. Visionary comes around after a moment or two to find the house a wreck and the citizens of Ravenwood injured and terrified. Continue on to Scene 2, but the heroes need to work hard to rebuild Visionary's trust.



ORDER OUT OF CHAOS

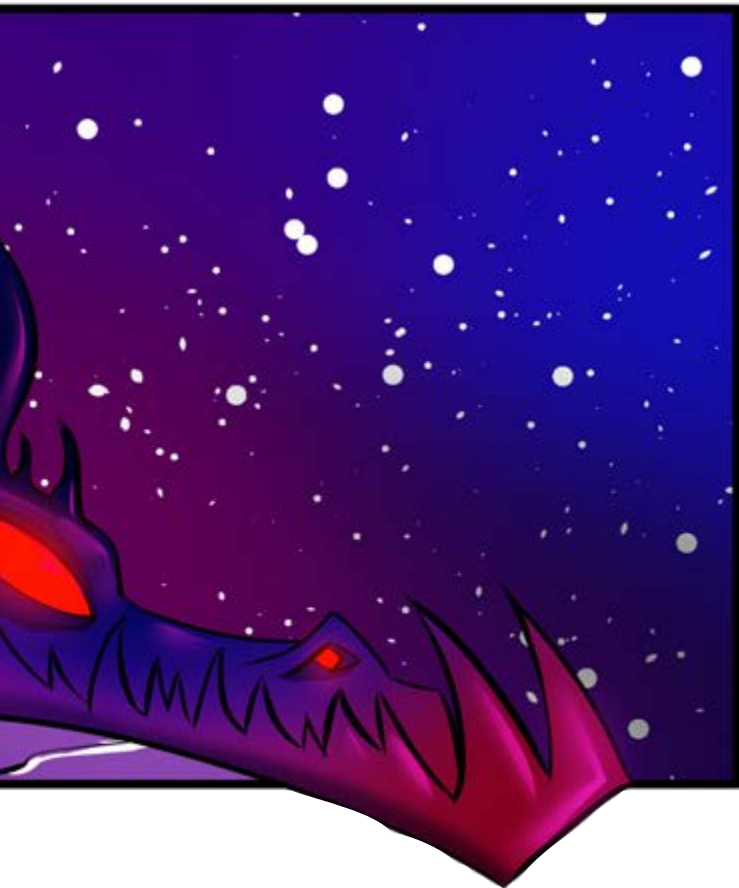
Soon after Scene 1 wraps up, Visionary explains what she's been doing in Ravenwood these last few days.

THE SITUATION (MONTAGE SCENE)

Run this as a montage scene, as the heroes clean up any damage they did in the first scene, recover lost Health (see page 19 of the Gameplay Guide), treat injured civilians, etc. Invite the players to think of questions they have for Vanessa, and make sure the conversation covers these points:

- Something in the Void—a bizarre dimension of magical, elemental, and psychic energies—awakened, drawing on energy from The Dreamer event that happened in this house.
- It created a fissure between the Void and reality.
- Visionary was hoping this link would resolve itself but something malevolent must be aggravating it.
- So far, she's been able to contain everything; she obviously can't anymore.
- Now that the demons have been vanquished, she can keep a stable portal to the Void and prevent anything from coming through, at least for a while.

Visionary asks the heroes to enter the Void, find whatever is feeding off the remnants of the psychic energy here, and stop it.



WHAT IS THE VOID?

While it's impossible for any of the player characters to genuinely understand the Void, Visionary attempts to answer the heroes' questions about it as best she can:

- The Void is a world of chaotic energies: magic, psychic, and elemental.
- New realities can be shaped from the Void, by a strong mind with great discipline or power. Argent Adept's power works this way.
- Magical and psychic energies often come to life in the Void or seek outsiders; not everything is hostile.
- She doesn't know what they seek, but it will likely be powerful and unmistakable when they sense/see it.
- She can only keep the portal stable for a while. If the heroes take too long they may get lost in the Void and getting them out will take a while (at least days, maybe weeks, maybe forever).

During the montage scene, any hero that asks Visionary particularly insightful questions or finds a way to research the Void before the next scene begins may take a Boost action to create a mod for themselves or for an ally to take advantage of in the next scene.

CONCLUSION

There's something in the Void that's directly feeding on the remnants of the younger version of Vanessa's powers to fuel the illusory demons they confronted in the first scene. The heroes need to stop it. Visionary can open a portal for them to go in, do the job, and—with luck—get out again.

Visionary explains to the heroes that she must stay behind and psychically anchor the heroes to this realm, or else they could be lost forever in the Void. However, she will be sending a fragment of her psyche through with them to help them find their destination.

Navigating the Void is a daunting task, but with Visionary's help, the heroes should be able to survive at least long enough to locate the VoidHeart, the source of the fissure. Once they locate it, however, Visionary's psychic emissary will dissipate, only able to act on a single goal: locating the disturbance.

When wrapping up the montage scene, make sure all of the heroes have completed any fact-finding or recovery before proceeding. Make sure they know this is their last chance to catch their breath before heading into the vast unknown of the Void. They don't have a lot of time here, but they won't have *any* time to stop and reconsider once they're through the portal.

THE VOIDHEART

ENVIRONMENT: THE VOID

The Void is a shifting, chaotic realm where matter, energy, and ideas clash eternally in a maelstrom. Floating matter collides in the air above. Gravity is, at best, a flexible concept and, at worst, a fickle annoyance.

The Void is made of the fragments of ancient spells, long abandoned ruins, floating expanses of earth, rock, water, and lava dancing in an everlasting storm of psychic and magical energies. And those are just the things that are decipherable by human senses. Somehow, “life” has found a way to thrive here and there. The heroes have as much chance of meeting strange animals and alien plants as they have of finding themselves facing a strikingly mundane reflection of their homeworlds.

EXAMPLE VOID DESCRIPTIONS

Here are a few examples of features one could see in the Void to help you set the action as the scene unfolds.

- Vast landscapes of fissured rock from which sickly sweet steam emanates and coalesces into gummy humanoids that walk away into the distance.
- Floating gardens of clay, granite, gold, and crystal, with multihued waterfalls flowing in every direction.
- Abandoned ruins (temples, cities, fortresses, etc.) jutting out from sand, vegetation, or stormy waters.
- Fields of vivid violets that morph into thorn bushes and then dissolve into thousands of wasps and into violets again over a precise cycle of time.

Set the scene with some of the suggested descriptions above, or create your own. Whatever approach you take, give the Void a sense of the fantastic, of raw unbridled power. Something alien, but made of familiar blocks. Change colors, smell, and texture in your descriptions.

The heroes will face elusive foes made of energy and malice that can influence their surroundings, as well as project their power wherever the heroes might be. Don't hesitate to play around with what the heroes perceive throughout the scene.

ENVIRONMENTS

To the right is the first environment in these issues: the Void itself! Environments have their own dice pools, take a turn in the action order, and come with a series of twists and threats (as seen on page 6) all their own.

For more information on environments and using their elements as a GM, take a look at page 17 of the Gameplay Guide.

The scene doesn't begin until page 7—these pages are just reference material for running the environment.

THE VOID
MAGIC 10
PSYCHIC 8
MALEVOLENCE 6

GREEN

MINOR TWISTS

Voidal Parasites: Tiny, pestering will o'wisps and imp-like shadows distract a hero. Roll the environment dice pool and Hinder one hero using the Min die.

Psychic Insight: A psychic wind blows over the heroes, creating a strong empathic link between each of them. Until the next environment turn, all Boost actions to help an ally get an additional +1 to the bonus.

MAJOR TWIST

Demon Raid: A group of illusionary demons materialize, attack, and dissipate back into dust. Roll the environment dice pool and deal Min damage to all nearby heroes.

YELLOW

MINOR TWISTS

Magical Ward: Magical energies converge, granting each hero a ward that reduces any damage by 1. The ward dissipates at the beginning of the next environment turn.

Rock Falls: An oddly-shaped rock hits a random target. Roll the environment dice pool and attack with the Mid die.

MAJOR TWISTS

Gravity Woes: Gravity is highly unstable in a region nearby, sending debris, heroes, and enemies flying everywhere. Roll the environment dice pool. Characters get thrown about for Mid damage. Gravity remains unstable until the beginning of the next environment turn.

RED

MINOR TWISTS

Lost in the Void: Because of the heroes' actions or the Void's chaos, one of them becomes lost in the Void, losing all contact with the others. Finding the way back or finding the lost hero requires an Overcome success.

Mental Shackles: Psychic bindings materialize on a hero in response to strong emotions. Roll the environment dice pool. Attack a hero with the Mid die and Hinder that hero with the Max die. That penalty is persistent. In subsequent environment turns, the penalty deals damage equal to its current penalty value until reduced to 0.

MAJOR TWISTS

Nexus Flare: The VoidHeart flares up, seeking the heroes and trying to absorb them. Roll the environment's dice pool and inflict Max damage to all heroes. If the heroes have not yet reached the VoidHeart, they are all swept to its location immediately.

VOID MANIFESTATIONS

DESCRIPTION

As the heroes progress toward the VoidHeart, it generates shadowy versions of each to face them. These Void manifestations attack with silent purpose, coordinating wordlessly with each other in a dark parody of the heroes' tactics.

ACTION

Dark Heroes

At the start of each round, a shadow version of one or more of the heroes materializes nearby. The number of manifestations created depends on the scene tracker's color. In the Green zone, add one dark hero. In the Yellow zone, add two dark heroes. In the Red zone, add three dark heroes.

There can only be one of each of the dark heroes in play at a time. However, a previously vanquished dark hero can rematerialize.

TACTICS

Each acts like unique minions with their own spot in the action order. Duplicate versions of the dark hero will not materialize as long as one remains in play. If possible, they work together to take down the heroes, using their abilities to their advantage. Once vanquished, a new copy of the same entity can rematerialize.

DARK WRAITH

1 8 MINION

ABILITY

Underhanded Options: Attack, and then also Boost or Hinder with that roll.

DARK BUNKER

1 10 MINION

ABILITY

Whenever Dark Bunker takes a turn, pick a mode:

Offensive: Dark Bunker's Attacks have a +2 bonus, but its minion saves have a -2 penalty.

Defensive: Dark Bunker's minion saves have a +2 bonus, but its Attacks have a -2 penalty.

DARK LEGACY

1 10 MINION

ABILITY

Dark Defense: As a reaction, redirect any Attack against a dark hero to Dark Legacy.

DARK UNITY

1 6 MINION

ABILITY

Chompin' the Bits: Roll Dark Unity's die. Create that many Dark Raptor Minions. They dissipate if Dark Unity is defeated.

DARK TACHYON

1 8 MINION

ABILITY

Scary Fast: Take two basic actions with the same roll, then reduce Dark Tachyon's die size.

DARK ABSOLUTE ZERO

1 8 MINION

ABILITY

Hoarfire: Attack, dealing fire damage to multiple targets. Then reduce Dark Absolute Zero's die size.



SCENE TRACKER

START

END



THE SITUATION

Heroes must navigate the Void to find the entity that is tormenting this world and stop it.

When they arrive, they step through a perfectly circular portal held open by Visionary's immensely powerful mind to find themselves on the most bizarre landscape any of them have ever experienced. The ground is packed mud and dusty soil, pockmarked with boulders and craters and mountains as far as the eye can see. Weird shapes shuffle about in the distance, creatures that Should Not Be menacing the distant corners of the heroes' awareness. The sky is filled with roiling black clouds, lightning dancing between them. Dozens of planet-like orbs float among the clouds, each their own mind-bending world of unknown dangers. The heroes have the sense that gravity, time, and distance are more suggestions than objectively measurable reality, and if the heroes look closely they notice that landform features don't always stay where they were last seen.

DISTANCE AND MOVEMENT IN THE VOID

It's worth noting that in a world made of magic and psychic energies, "location" and "reaching" can be as literal or as figurative as you feel like making it. The VoidHeart might be traveling along an eldritch path and "pinpointing it" means predicting its movements. In the same vein, reaching the VoidHeart can be as simple as "walking" to it or as metaphysical as using advanced science to create energy portals to let heroes "punch" it in later turns.

In all cases, let the players' imagination go wild with possibilities on how they achieve their goals. Strange rules over straightforward in the Void!

In the event that players focus on dark heroes too much instead of locating the VoidHeart, describe how the whole Void around the heroes seems to be controlled by the malevolent entity behind the attacks that Visionary has been defending against. Don't hesitate to point out that it will need to be dealt with to stop the harassment. A good signal is to rematerialize a previously defeated dark hero.

RUNNING THE SCENE: WHO GOES FIRST?

In this scene, have the environment go first in the action order. Have one of the dark heroes materialize near the heroes, then roll the environment's dice pool and apply one of the Green twists. Don't forget to advance the scene tracker whenever the environment takes its turn in the action order.

WHAT'S GOING WRONG

The entity that created the rift between the Void and our reality is a semi-sentient multi-hued crystal of psychic and magical energy called the VoidHeart. It looks like a five meter tall shard of iridescence, colors swirling this way and that depending on the angle the heroes see it from, like oil floating on water. Tendrils of energy dance across its surface. It glows from within, humming with power. It gives anyone viewing it a sense of being Wrong.

The VoidHeart is a byproduct of the destruction of the Nexus of the Void—this reality's former connection to the Void—at the hands of OblivAeon. Without a stable connection to the physical plane, the VoidHeart is tasked with creating and sustaining a new one. However, the players are unaware of all of this. They may be able to learn it from a bizarre entity during a later issue, but that's not for them to know now.

When the heroes arrive in the Void, they need to orient themselves in the alien landscape to locate the VoidHeart. They then need to get to it and defeat its numerous wards. Finally they need to unravel the energies of the VoidHeart and stop it from continuing its assault on the town of Ravenwood.

The fragment of Visionary that traveled through the portal with them looks like her, but makes no sound. If asked a question, it shows no understanding. If the heroes are going the completely wrong way, it stops in place, but the rest of the time it follows with a wide, somewhat eerie smile. The Void is strange, and the fragment cannot help them too much. It mostly just halts if they're going the wrong way. They'll have to do some creative problem solving on their own.

LOCATING AND REACHING THE VOIDHEART

DESCRIPTION

The Void is not a dimension the average mortal can navigate through. The heroes have the double duty of finding what's been causing all the trouble back in Ravenwood and traveling to it rapidly, be it through speed, science, or other more mystical means. The heroes are even welcome to split up to search for the VoidHeart. They can stay in contact with their headsets, which still seem to be operating in the Void...though a minor or major twist could certainly change that!

ACTION

Pinpointing the exact location—a relative term in this ever-changing world—and reaching it requires two successful Overcome actions. How the players go about locating the VoidHeart and making their way to it are up to them, but the more creative, the better!

- Pinpoint the location of the VoidHeart: Overcome
- Reach the VoidHeart: Overcome

OUTCOME

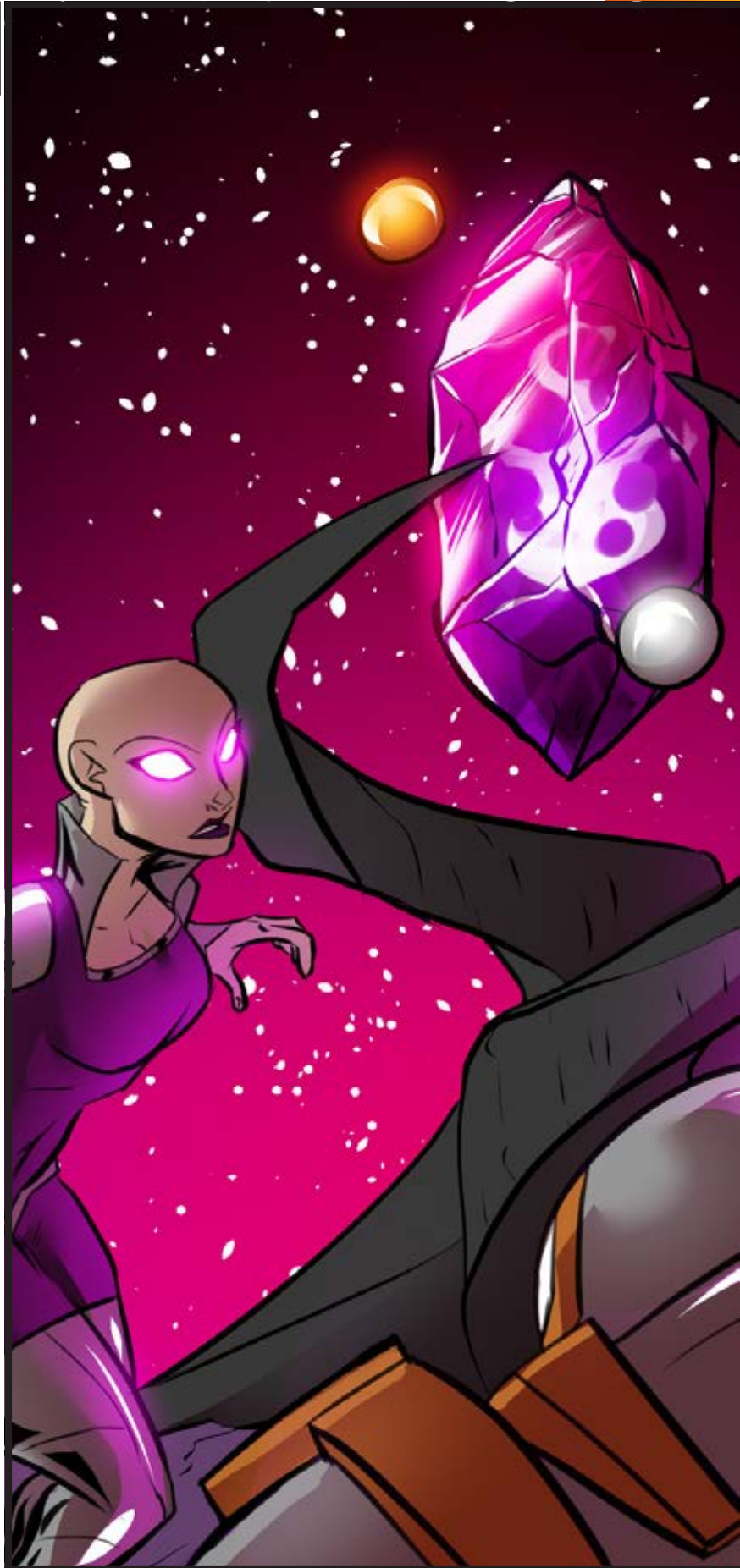
Only one hero must succeed at each Overcome. We assume that once a hero successfully reaches the VoidHeart, they lead the other heroes there. As a result, you don't need to make each hero roll for themselves!

PLAYER-IMPROVISED PROBLEM SOLVING

Some scenes require that the heroes solve a non-combat problem—in this case, find the VoidHeart. The rules say that it requires one successful Overcome action to find the VoidHeart and a second successful Overcome action to actually get to it. But what would that look like in a comic book? A comic book panel isn't a drawing of the hero rolling some dice, it's a drawing of a hero doing something, trying things, exploring, taking action.

Ask the players to think about what their character would do. And then that's what they do. Yes, players can just make it up! Think about comic books you've read or supers movies you've seen: the science hero pulls out a gadget and says, "I'm picking up a trail of psychic energy leading this way!" The mentalist hero puts a finger to their temple saying, "I can feel a malevolent presence, it's stronger in this direction! Follow me!"

This is how players should think, too. Who is their hero? How do they solve problems? Make that happen! The narrative of solving the problem, which is the story told by the comic book panels, is essential to the game, even more so than the rolls of the dice are.

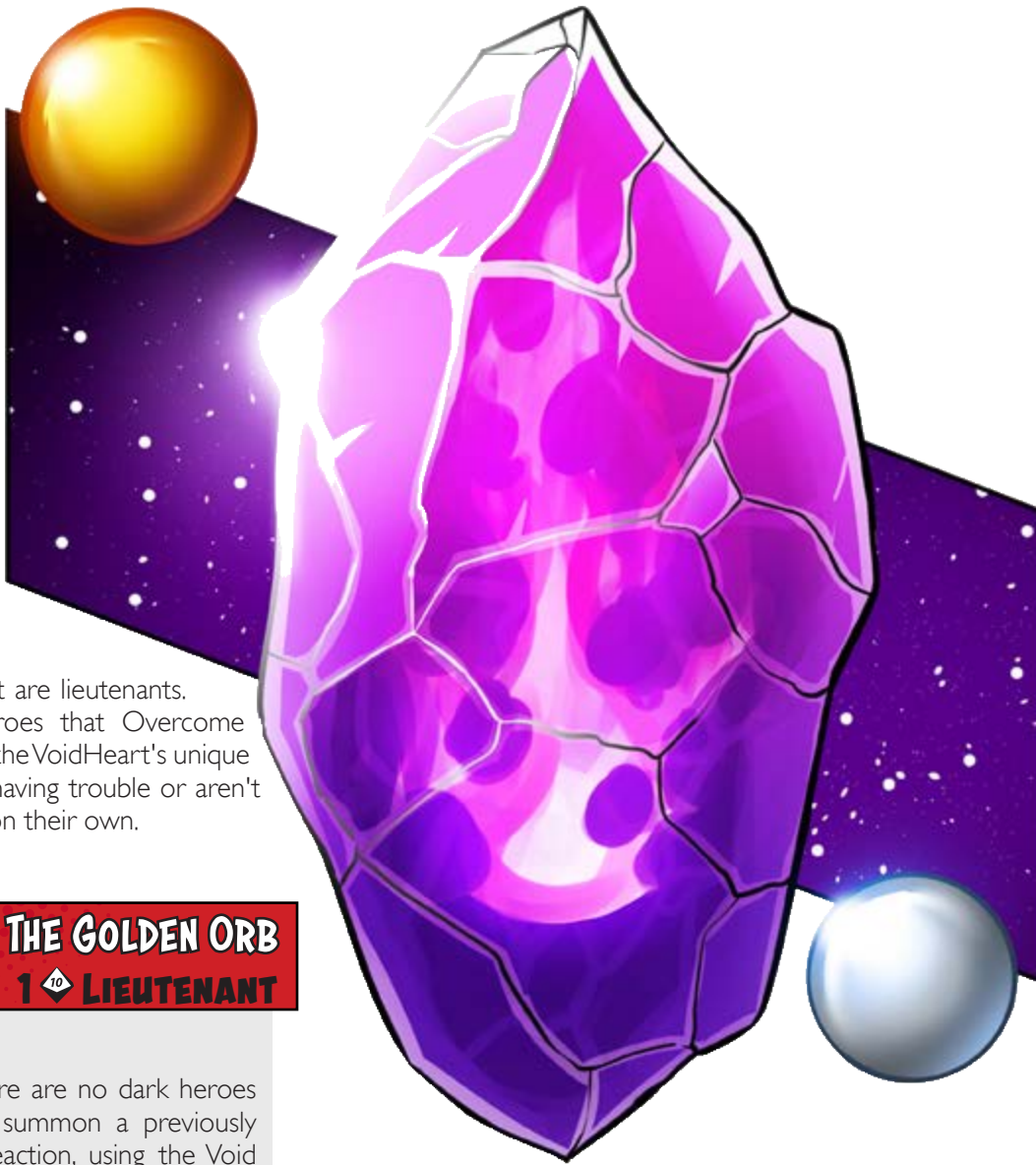


AT THE VOIDHEART

Once the heroes locate and make their way to the VoidHeart, they immediately notice that it has two smaller spheres of glowing energy orbiting it: a golden orb and a silvery orb. Those orbs are wards the VoidHeart created to protect itself.

In combat, the orbs focus on Boosting and Hindering, depending on their abilities. Meanwhile, the VoidHeart itself adds an element of chaos to the fight, trying to run the scene out so it can pass into the physical realm.

The orbs and the VoidHeart are lieutenants. Feel free to inform the heroes that Overcome actions can be used to disable the VoidHeart's unique abilities, especially if they are having trouble or aren't attempting creative solutions on their own.



THE GOLDEN ORB 1 LIEUTENANT

ABILITY

Recreate

At the start of its turn, if there are no dark heroes in play, the golden orb can summon a previously destroyed dark hero as a reaction, using the Void Manifestation rules on page 6.

TACTICS

On its turn, the golden orb Boosts all dark heroes. This bonus lasts until the start of its next turn.

THE SILVERY ORB 1 LIEUTENANT

ABILITY

Inhibit!

As a reaction, the silvery orb can send out a pulse against anyone targeting the VoidHeart with an Attack or Overcome action, attempting to Hinder that hero's action.

TACTICS

The silvery orb only uses the Hinder action, attempting to Hinder a single hero on its turn.

THE VOIDHEART 1 LIEUTENANT

ABILITY

The VoidHeart can perform two actions per turn. In place of taking a basic action, the VoidHeart may instead:

- Materialize a currently unmaterialized dark hero AND
- Advance the scene tracker by one tick

TACTICS

Rather than attacking the VoidHeart directly, heroes can instead take Overcome actions against it. Each success disables one of the VoidHeart's special actions for the rest of the scene. Remember that the environment is a good source of twists on these rolls.

CONCLUSION

Once the VoidHeart is destroyed, the heroes find a crystalline sliver with very strong psychic resonance. It's the only remnant of the VoidHeart. They do not have the means to destroy it. While the heroes are free to leave it there, they all sense a strong incentive to take it with them for various reasons (safekeeping, study, destruction, etc.). When the heroes meet up with Visionary, she offers to help figure out what to do about it, but at a later time and with the help of Argent Adept. Until then, she urges them to hang on to it.

IF THE HEROES FAIL

The VoidHeart is a magical and psychic ticking timebomb. If it can't take out the heroes before the scene tracker reaches the end, the VoidHeart and its remaining orbs explode, hoping to overpower the Visionary's wards and push whatever is left of itself into the Prime world. Roll all the dice remaining for the VoidHeart and its orbs and deal damage to all heroes equal to the total. In that titanic explosion, the sliver at the core of the VoidHeart punches through to the real world and is lost, certain to become a huge problem at a later time. Resolving this isn't in the scope of these adventures, but the GM should keep it in their back pocket for a future issue!

EPILOGUE

Shortly after the VoidHeart's demise, Visionary opens a portal near the heroes and brings them back.

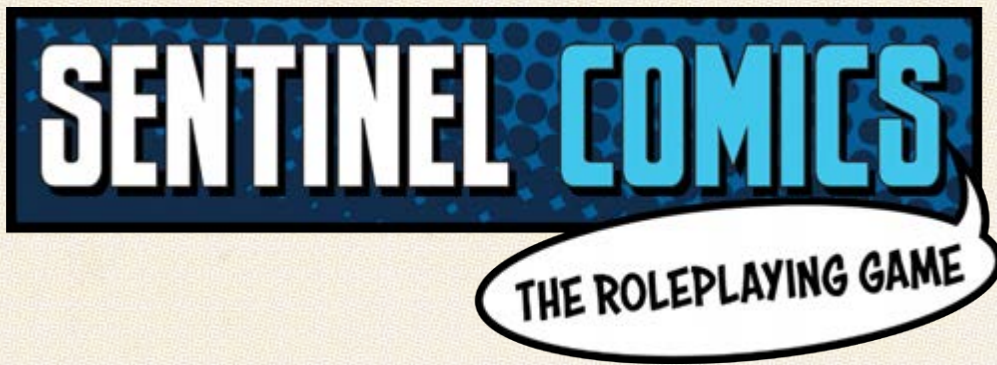
As they recover from their adventures, Visionary tells them she knows where there are other powerful individuals that can help with what's going on with Megalopolis, the Akash'Flora tree, and the Void. She informs the heroes that she will join Argent Adept in Megalopolis once she's certain the Ravenwood inhabitants are fine.

From there, players have multiple options of tracking down more aid for Argent Adept: trouble in Insula Primalis involving the hero Tempest, trouble in Russia involving the villain Proletariat and the hero Fanatic, and trouble in the Tomb of Anubis with an entirely new source of power that still somehow feels familiar to Visionary.

If the players decide to go Insula Primalis, continue with Prime Wardens #67. If they decide to go to Russia, continue with Justice Comics #740. If they want to go to the Tomb of Anubis first, continue with Tome of the Bizarre #86.

From here on out, the choices about what the heroes do next are up to them! You'll play through all three stories, and then take on the big finale in Issue #6!





VOID IF BROKEN

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