



M&M
SUPERLINK

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REQUIRES THE MUTANTS & MASTERMINDS RPG, SECOND EDITION, FOR USE

SUPERLINE

BLAST FROM THE PAST



Contents

Introduction.....2
Because You Demanded It!.....4
Eye Robot7
 Summary.....7
 Set-Up.....7
 Adventure.....7
 Follow-Up.....10
 Rewards.....10
 Supporting Cast.....10

The Significance of High Ability Scores13
Converted Villains16
 Robot Guard16
 Arctic Blast.....17
 Corruptor18
 Alsa the Crone.....18
 Else the Hag.....19
 Ilsa the Harridan.....19
 Mirage20
 Ed.....20
 Superstar.....20
 Mr. Brown.....21

That Old Black Magic22
 Summary.....22
 Before You Begin.....22
 Set-Up.....25
 Adventure.....26
 Follow-Up.....33
 Rewards.....34
 Supporting Cast.....34

Open Game License40

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SUPERLINE

Issue 3

October, 2005

www.roninarts.com

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Why the delay?

Technically, this issue should have been out in August. What happened, though, was that we required extra time to study the second edition rules so that we could present you with a usable product. We hope you'll forgive the delay.

Where's the T.O.M.C.A.T.S?

Blue Devil Games' **T.O.M.C.A.T.S.**, originally scheduled to appear in this issue of Superline, are being held over for issue 4. This issue, with the double-size adventure, just grew too large too fast to fit the T.O.M.C.A.T.S. We hope you'll join us next issue!

INTRODUCTION

Welcome to Ronin Arts' *Superline #3: Blast From The Past*, the third in a series of adventure and rules supplements licensed under the **M&M Superlink** banner. The gist behind the *Superline* series is to present fan-oriented gaming material for **M&M Superlink** in a comic book format and with comic book spirit. But what exactly does this mean?

COMIC BOOK FORMAT

By comic book format we mean the following:

- The releases are formatted to current standard comic book dimensions (6.625 inches by 10.25 inches); each one can be stored in your standard modern day comic book bag & board.
- Each release is numbered sequentially for collecting purposes. While each release will be enjoyable, and perfectly usable, on its own, those that collect each release will be rewarded with ongoing stories and events as well as recurring characters and organizations.
- Each release will feature comic book-styled art (colored covers, b&w interior art).
- Each release will be issued in both PDF and print formats. While the PDF will always be available, the print edition of each release will be available only once and in limited quantities. We do reserve the right to release selected *Superline* material in later trade paperback collections, however, once a single-issue print release has sold out that individual issue will never be reprinted in the single-issue format.

COMIC BOOK SPIRIT (THE WORLD OF SUPERLINE)

The world of *Superline* is Earth as we know it except with superheroes (and all that goes along with them). Events that have happened (i.e. the American Revolution, the World Wars, etc.) in the real world have happened in the *Superline* world, although such events are obviously filtered through, and impacted by, the existence of superheroes.

The world of *Superline* is largely four-color in nature (see M&M p.146 for an explanation of this style of play). Of course, some Grim & Gritty elements will work themselves in (this is Earth after all), but overall the world is one where good and evil are well defined and almost anything can happen.

FAN-ORIENTED (YOU MAKE IT HAPPEN!)

We encourage you to send us e-mails of how you used the material presented in each *Superline* release in your game. This can be anything from a synopsis of how an adventure went (especially its outcome) to how you (or someone else) made use of a new rule, power, gadget, etc.

Why? Because we want future releases in the *Superline* series to incorporate the input and experiences of the fans. Of course, if we use your e-mail we will give you (and your game group) credit and you will receive a free PDF of the release in which your material appears.

And while we can't promise you that we'll end up using your material, we will certainly do our best.

Of course, general feedback, suggestions, and criticism are also welcomed.

Oh, and it might help if you knew where to send the stuff: roninartspresident@yahoo.com.

SUPERLINE #3: BLAST FROM THE PAST

WHAT'S IN IT?

This issue heralds our entry into writing material for the 2nd Edition of the "World's Greatest Superheroes RPG." In this issue:

- We welcome Steve Kenson as a regular contributor to the *Superline* series. In every issue of *Superline* from now on you can expect some words of wisdom from the mastermind behind the game.
- We bring you the converted 2nd Edition statistics for all of the villains from the previous issues of *Superline*. Arctic Blast, Superstar, the Coven, and yes, even the lowly robot guards from **Abducted!**, are all present and accounted for.
- We have two adventures, including a multi-session story-arc designed to let you test drive some of the newest ideas in the 2nd Edition including expanded Hero Point options and Gamemaster Fiat.
- An article, written by Rory G. MacLeod, discusses the effect of a character's ability scores on normal life. You can expect more short articles in future issues of *Superline*.

While the adventures are designed in the spirit and at the pace of superhero comic books and cartoon episodes, the GM can easily expand each with a little work.

Each of the adventures is presented in the following general format:

Summary: A paragraph on what the adventure is about.

Set-Up: How the heroes can be introduced to the adventure.

Adventure: The actual adventure, including boxed text for such things as specific plot points, vehicle statistics, and villain tactics.

Follow-Up: Options for what might happen after the heroes complete the adventure and suggestions for rewarding (or punishing) the heroes.

Supporting Cast: Information and statistics on minions and other minor characters.

Main Villain(s): Detailed background, information, and statistics about the major bad guy(s) of the story.

ADJUSTING THE ADVENTURES' DIFFICULTY

One of the nice things about M&M is the ease with which the difficulty of adventures can be adjusted.

Since everything works on the power point system, all that is needed to create a more powerful supervillain is to add power points until the supervillain is a match for the heroes.

Conversely, if the supervillain is too powerful, simply drop the supervillain's power points until the heroes can handle the challenge.

The same can, of course, be done with minions.

That pretty much covers it. Thanks for purchasing this issue of *Superline* and enjoy!

BECAUSE YOU DEMANDED IT!

BY STEVE KENSON

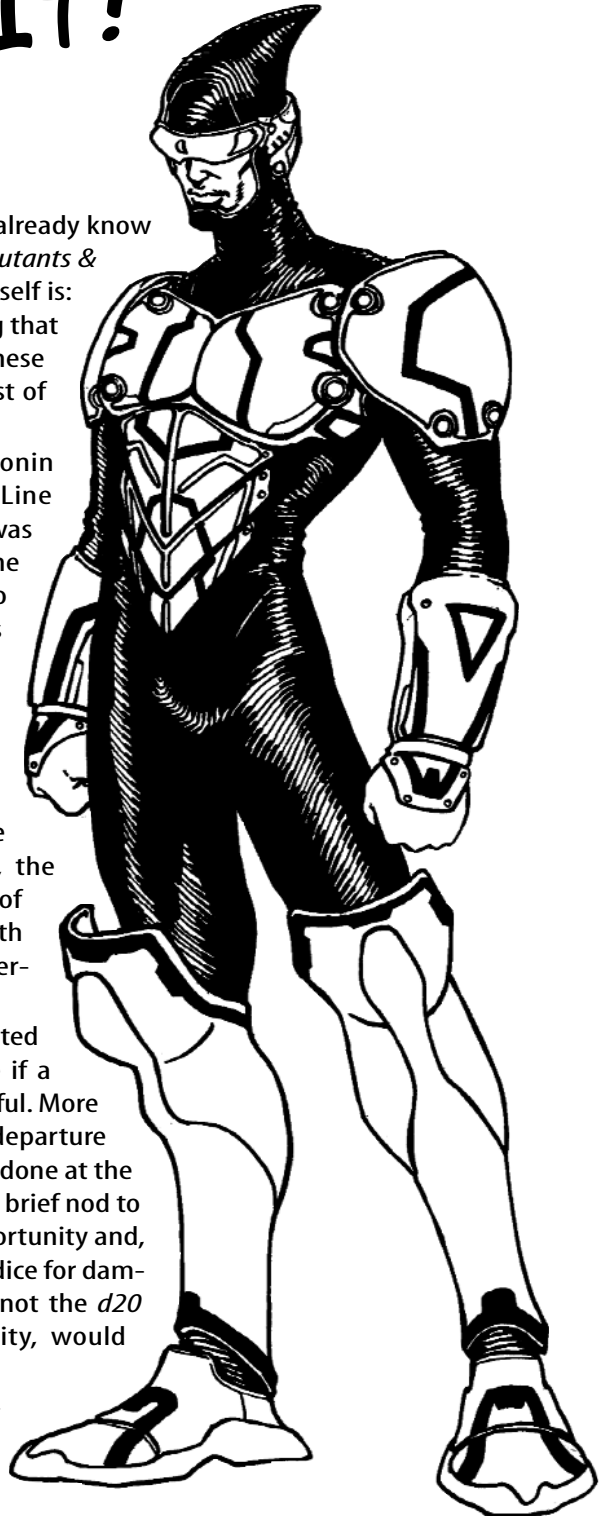
If you're reading *Superline* odds are you already know about the forthcoming second edition of *Mutants & Masterminds*. What you may be asking yourself is: "why a second edition?" (If you're not asking that then, by all means, feel free to skip over these comments and move on to enjoying the rest of this fine issue of *Superline*).

When I signed on with Green Ronin Publishing as *Mutants & Masterminds* Line Developer, the first item on my agenda was putting together a new edition of the game for a re-launch of the line. As they liked to say on comic book covers, the reason was "because you demanded it!"

That's right, whether you know it or not, you, the *M&M* fans, demanded we do a second edition of the game. Perhaps not quite so directly as saying "Green Ronin, please do a new edition of *M&M*!" (although there were a few requests like that). Instead, the demand for a new edition came in the form of interest in and sales of the game, along with feedback in e-mail, on our forums, and in person at conventions.

In essence, *Mutants & Masterminds* started off as something of an experiment, to see if a *d20*-based superhero RPG could be successful. More than that, *M&M* was perhaps the biggest departure from the *d20* "standard" that had ever been done at the time: there were no character classes, only a brief nod to levels, no prestige classes, no attacks of opportunity and, most of all, no hit points or rolling multiple dice for damage. In short, we had no idea whether or not the *d20* community, or the wider RPG community, would accept the unusual blend of ideas in *M&M*.

Of course, as it turned out, fans responded to *M&M*, and how! Interest in the game picked up and new fans steadily



signed up on the Atomic Think Tank forums at *mutantsandmasterminds.com*. New products for the game did well, and our *M&M Superlink* program really started to take off, with third-parties offering support for the game, including things like the publication you're reading right now! Wizards of the Coast even included a variant of the *M&M* damage system in their *Unearthed Arcana* sourcebook, one of only *two* pieces of third-party Open Content to be included in that book out of all of the *d20* Open Content published!

So, if *M&M* was so successful, why do a second edition? Why rock the boat? The game was popular, so it must have been good enough, right?

Well, yes, but "okay" or "good enough" isn't really good enough (so to speak) to take the game line to the next level. We took a chance with *M&M* and it paid off, but now if we wanted to build on the game line, we needed to start treating it like a game line, rather than an experiment that just happened to do well. We needed to take everything we'd learned about what worked in *M&M*, and what didn't, and make the game clearer, cleaner, better, faster, and more fun. Then we needed to follow it up with quality support and build upon a new, more solid, foundation, and that's exactly what we're doing.

By the time you read this, *Mutants & Masterminds Second Edition* will soon be available at your favorite game retailer, or direct from Green Ronin. The new, full-color, 256-page rulebook adds an additional 60 pages of material along with a complete, top-to-bottom revision of *M&M* game system. I liken it to taking the *M&M* engine apart and putting it back together again so it runs smoother and more efficiently. In some cases we needed to replace defective or inefficient parts with newer and better ones. In others, it was just a matter of cleaning off the dirt and polishing the chrome, maybe filing off some rough edges here and there, to get everything humming along.

So, what *has* changed in *M&M 2e*? That's by far the most often-asked question. Unfortunately, it's also the most difficult to answer, because the changes are small, numerous, and far-reaching, spread throughout the game. It's difficult to point to any one single change as the most central and most important. Many fans will find the game hasn't really changed all that much at all: the core concepts are all still firmly in place, and character stats will remain quite familiar to anyone who has played the first edition of *M&M*, or another *d20*-based RPG, for that matter.

Instead of trying to cover all of the changes, upgrades, and small improvements in the new edition, there are the ones *you*, the *M&M* players and fans, demanded, through your questions and feedback. Let's take a look at those items, and how the *Second Edition* addresses them.

- **Attack & Defense Trade-Offs:** A common concern with the power level limits in *M&M 1e* was it led to a certain sameness in character design: if everyone maxed out to the limits, their traits were all the same. *M&M 2e* offers some variation in this by allowing you to lower a character's limit in one area to raise it in another, related, area. In particular, you can "trade-off" attack bonus for damage, or defense bonus for toughness, or vice versa. This allows for more variation within the same power level: you can have characters who hit hard, but aren't too accurate (the hulking brutes), along with the super-accurate but not especially hard-hitting (the martial artists and weapon-masters). Characters can be super-tough but slow (the archetypal "tank") or incredibly nimble moving targets who need to be because they're not incredibly tough (skilled "super-normals," for example).

■ **Trait Benchmarks:** “So, how good is a rank 10 skill? How smart is my Intelligence 22 character?” One thing many *M&M 1e* players wanted was a yardstick for measuring the capabilities of their characters. The second edition provides this with “benchmarks” for ability scores, skill ranks, and bonuses. Now you’ll know an ability score of 20 makes a character among the best in a nation, or that 5 ranks in a skill is a basic professional level of training. The benchmarks make it much easier to translate characters from real-world terms into *M&M* game stats; if the GM wants a “world-class” scientist, he knows he’s looking someone with 13-15 ranks of skill, and probably a skill bonus of +20 or more.

■ **Extended Searching:** An example of a rule expansion that grew out of player questions is the expanded Search rule, for handling uses of the Search skill over a large area. The basic rules for the skill worked just fine for the human scale of searching, but *M&M* characters have capabilities like ESP and Super-Speed, allowing them to cover a *lot* of ground. Requests for ways to handle these kinds of sweeping searches led directly to a second edition rule, giving Gamemasters a new guideline for handling them.

■ **Fighting Styles:** “What about martial arts in *M&M*?” was an often-heard question. *M&M 2e* responds by providing fighting styles, collections of combat feats designed to simulate different martial arts and combat techniques. Because they’re put together out of existing feats in the game, it’s easy to mix-and-

match and build your own fighting styles, as many as you want! Since the *2e* feats are designed with the option in mind, it also adds a lot of flexibility without a lot of additional complexity (like adding a completely new set of rules for martial arts would do).

■ **With Great Power...:** The effect of player feedback on the Powers chapter of *M&M 2e* can hardly be measured. No other part of the game underwent so much refinement and development as superpowers based on the questions and feedback we received. We rearranged power categories, improved and refined things like range and duration, consolidated effects and game terms, and heavily tuned up all of the game’s powers.

■ **User Friendly:** We’ve also made *M&M 2e* more “user friendly,” in particular more “Gamemaster friendly” by including not only hero archetypes, but villains archetypes, supporting cast characters, animal and creature archetypes, sample vehicles, headquarters, and *two* sample adventures to make your pre-time “out of the box” as easy as possible.

... and that’s only scratching the surface! You can find weekly previews and updates on mutantsandmasterminds.com as we count down to the release of the *Second Edition*, with additional information on the Atomic Think Tank forums. This year, the World’s Greatest Superhero RPG comes into its own. Stay tuned because, as they say, we’re just getting started and there’s plenty of fantastic stuff in store!

EYE ROBOT

BY MICHAEL HAMMES

Summary

Sometimes digging up the past can bring all kinds of problems, especially when the digging concerns one of the city's most notorious bygone arch villains. Now, as a long-dormant mechanical terror threatens to destroy the city, who better to stop this danger from the past than the heroes of the present?

Set-Up

Over forty years ago a supervillain calling himself Doc Mechano, who was a disenfranchised scientist with a bent for all things robotic, terrorized the heroes' city.

After Doc Mechano and his mechanical marvels were finally defeated and his lab destroyed the threat was believed ended (although, in true comic book fashion, his body was never recovered).

In the four decades since the demise of Doc Mechano the arch villain has slowly become something of an urban legend. Rumors of his being alive continue to surface, as do rumors of secret storage locations and laboratories that he supposedly scattered all over the city. These rumors have all proven false, until now.

Recently Geraldine Rivers, a well-known local investigative reporter, has managed to dig up some information on the existence of one of Doc Mechano's hidden storage facility. Located in an abandoned subway tunnel (or an abandoned industrial complex, warehouse, ship, etc. if the heroes' city doesn't have a subway), the storage facility will be opened by Geraldine tonight on prime-time television to an eager public.

Building Anticipation

Geraldine's station has been hyping this show for some time. They have used an intentionally vague ad campaign covering all the major media (print, television, radio), saying only that Geraldine will uncover the last secret of one of the city's most notorious supervillains.

In addition to capturing the imagination of the average citizen, this ad campaign should also pique the heroes' interest. In fact, if possible, the GM should take the extra step of mentioning Geraldine's upcoming show prior to running this adventure (i.e. while they are having downtime during or after another adventure) so that they are in front of their televisions when Geraldine opens the facility.

Should the heroes try to find out ahead of time what Geraldine is planning they will come up empty. Only Geraldine and her producer know exactly what is going on and they won't say anything for fear of being beaten to the story. So, unless the heroes force the information from her (which would certainly not be very heroic), there should be no way for the heroes to know the subject of her show (consider this a plot device designed to further pique the heroes' interest) until the day she goes live.

Adventure

The adventure begins when the heroes settle in along with the rest of the city to watch Geraldine's show. Having heard the hype, it's time to see what exactly is going on.

The question of which supervillain the show will focus on is quickly answered as a montage of Doc Mechano and his robots battling various heroes fills the television while Geraldine's voice narrates the history of the supervillain.

Villain Tactics

Doc Mechano's long-dormant robot is intended to be the sole opponent of the heroes during this adventure and has been designed to be challenging enough that the heroes should need more than one attempt, suffering some temporary setbacks in the process, before they will be successful in stopping it.

As a result, prior to combat with the heroes, the GM should take the time to become familiar with the robot's many capabilities and develop a strategy for maximizing its many options against the heroes.

As a general guide, the robot is programmed to use its radiation beam as its primary weapon. However, it is equally adept at all manner of melee combat including overruns and grappling that it can use to deal with multiple opponents or those that resist its Blast.

Defensively, the robot is extremely tough and difficult to hit and its broad-ranging visual capabilities make it very difficult to visually impair or sneak up on it.

In addition, the GM should keep the following in mind:

- The robot's four legs provide it with enhanced stability.
- As an automaton construct, the robot is immune to mental effects and interaction skills; it automatically fails Intelligence and Charisma checks.
- The robot is of huge size and takes up a 15-foot space. While not a problem for medium-sized individuals, the robot does have a 5-ft. area attack against small or smaller opponents.
- The robot has a base movement speed of 40 feet. While not particularly impressive, it is faster than most medium-sized individuals.
- The robot has a 10-foot reach, giving it an advantage in melee combat against most medium-sized individuals.
- The robot has an effective Strength for carrying capacity of 44. This means that the robot can throw the average car up to 50 feet.

Note: Although the robot is a mindless automaton, it is a not a minion but a full-fledged character in its own right; the robot is not subject to the minion rules.

Suddenly, the montage ends Geraldine, eerily silhouetted against a brick wall, announces that she is live from the secret underground location of Doc Mechano's hidden vault.

Taking a moment for a dramatic pause, Geraldine continues, stating that it is behind this very ordinary brick wall that the last secret of one of the most notorious arch villains is located. She then motions to a couple of workers with sledgehammers to come from off-camera and break down the wall.

As the men go to work, Geraldine marvels at the genius of a man who would hide his greatest secret behind nothing more than an ordinary brick wall. Her narration is cut off as the wall suddenly comes crashing down in a pile of dust and bricks.

As the camera focuses on the opening, there is nothing but dust to see. But then, as the dust begins to settle, the distinct sound of machinery starting up can be heard, rising to an ominous hum as a bright red light appears in the darkness.

For a moment everything is silent except the hum and then a red beam shoots out and the screen goes fuzzy as someone screams.

Obviously, it's time for the heroes to get involved. Unfortunately, they most likely won't know exactly what is happening, or even where it is happening, until the robot makes its way to the surface.

Once on the surface, the robot rampages through the city, causing the maximum destruction possible, arbitrarily melting things with its radiation beam, stepping on vehicles and crushing them, throwing cars, punching holes in building walls, knocking over power lines, ripping out hydrants, etc. The robot will not stop until the heroes stop it.

Although not programmed to specifically seek out citizens as targets, it is inevitable that the robot's rampage places people in danger. Before the heroes move to confront the robot directly, and while they are battling it, they will have to deal with keeping the locals safe. Some possible dangers include:

- Downed power lines that leave individuals trapped or are about to fall on someone.
- A building collapsing because the robot melted its base, is tearing it apart, etc.
- People trapped in vehicles the robot is about to crush or throw.
- Panicky crowds, looters, overwhelmed police and military, etc.

All this of course adds to the challenge as the heroes will probably spend as much time trying to save the innocents as they do battling the robot (the GM may want to reward such acts of heroism with hero points, as per the standard rules).

Are You Getting This?

At the GM's option, while the heroes battle the robot Geraldine Rivers and her camera crew film everything, broadcasting it live via their broadcast van. Of course, in doing so, she places herself and her crew in danger and the heroes should have to come to her aid at least once during the encounter (the GM can consider this a complication and reward hero points, as per the standard rules).

Of course things rarely work out the way one expects in an adventure, so here are some suggestions on how the GM can deal with the situation should the heroes have too easy a time with the robot (the GM can consider these complications and reward hero points accordingly):

- Distract the heroes by increasing the danger to bystanders or the city ("Oh no! It's heading for the dam!").
- This particular robot was not the only thing in the storage facility. One or more other identical robots or some robot minions (see **Supporting Cast** for statistics) now emerge.
- While the robot was the only thing in that particular storage facility, its activation has sent out a signal to activate more robots (either identical models or the robot minions from the **Supporting Cast** section) in other hidden storage facilities throughout the city.

Conversely, if the heroes are having too difficult a time with the robot, the GM may have to provide them with a way to defeat it after they've suffered a couple of setbacks or three (these are suitable for the inspiration aspect of using hero points):

- A remote shutdown module in the robot's storage facility or in Doc Mechano's old lab.
- The appearance of one or more guest heroes to aid the player heroes (these do not defeat the robot; it is the player heroes' job to do that).
- The robot simply shuts down by itself. After 40+ years in storage, its power supply was low. As the power wanes, each round (or minute) the robot's traits (abilities, skills, powers) are reduced by 1 until the robot shuts down completely.

Follow-Up

Depending on the amount of destruction the robot causes prior to its defeat there may be some serious clean-up to take care of. People will need to be brought to hospitals, businesses guarded against looters, temporary shelters arranged, emergency personnel guided through the rubble, etc., all of which the heroes can help out in.

Assuming Geraldine Rivers survives the whole experience, she will be more famous than ever (“No publicity is bad publicity!”). Furthermore, although she is technically responsible for unleashing the robot through her actions, she did nothing illegal. The most she will get in trouble for is trespassing on city property; she’ll gladly pay the fine and take the probation. Her success inevitably emboldens her further and the heroes can expect to see and hear a lot more of

Miss Rivers in the future.

Once the immediate aftermath has been dealt with, the heroes will no doubt be interested in learning whether Doc Mechano has any more surprises hidden in the city; it is up to the GM to decide the answer to that question and whether Geraldine helps them out in this or not.

Rewards: This is basically an all-or-nothing adventure; either the heroes destroy the robot or the robot destroys the heroes (and the city, and the countryside, and the next city, etc.). As a result, defeating the robot gets each of the heroes 1 power point.

If the fight proves particularly difficult because the heroes are severely overmatched by the robot and can only defeat the robot after coming up with a great plan they are each awarded 2 power points.

SUPPORTING CAST

Eye Robots, Minion

These are fairly powerful but smaller versions of the larger Eye Robot used in this adventure and are intended to bolster the main robot should the heroes be having too easy a time with it. These robots follow the minion rules.

The robots appear as medium-size versions of Doc Mechano’s Eye Robot except that they have only two arms and two legs.

Power Level: 8 (97 points)

Minion Rank: 7

Abilities: Str 20, Dex 10, Con —, Int —, Wis 10, Cha —

Skills: Notice 4 (+4)

Powers

Blast 5 (radiation beam) (*Power Feats:* Incurable)

Immunity 30 (Fortitude effects)

Protection 10

Super Senses 4 (radar blindsight)

Combat: Attack +5, Damage +5 (radiation beam or unarmed), Defense +5, Initiative +0

Saving Throws: Toughness +10, Fortitude —, Reflex +0, Will —

Totals: Abilities –20 + Skills 1 + Feats 0 + Powers 56 + Combat 20 + Saves 0 = 97

Geraldine Rivers, Investigative Reporter

Geraldine Rivers is a well-known local investigative reporter. In her weekly “Geraldine Investigates” show she has covered everything from government corruption to the sale of tainted meat. Her relentless search for the truth and her “ambush” style of interviewing has earned her as many enemies as admirers.

Relentless and utterly fearless, Geraldine lets nothing stand in the way of getting her story. Although she can be a valuable source of adventures and information for the heroes, she does nothing without getting something in return (i.e. an exclusive interview, being live on the scene, etc.). And, the idea of uncovering a hero’s secret identity makes for quite a story . . .

Geraldine is an educated, intelligent, and statuesque African-American woman in her early 30’s who always dresses in the latest fashions.

Power Level: 0 (40 points)

Abilities: Str 9, Dex 12, Con 12, Int 17, Wis 14, Cha 15

Skills: Bluff 4 (+6), Computers 2 (+5), Diplomacy 4 (+6), Gather Information 8 (+10), Intimidate 2 (+4), Knowledge (business) 2 (+5), Knowledge (civics) 2 (+5), Knowledge (current events) 8 (+10), Knowledge (history) 2 (+5), Knowledge (popular culture) 2 (+5), Knowledge (streetwise) 2 (+5), Notice 4 (+6), Perform (acting) 2 (+4), Search 4 (+7), Sense Motive 8 (+10), Profession (reporter) 8 (+10),

Feats: Equipment 1

Equipment: cell phone, digital recorder

Combat: Attack +0, Damage -1 (unarmed), Defense +0, Initiative +1

Saving Throws: Toughness +1, Fortitude +1, Reflex +2, Will +5

Totals: Abilities 19 + Skills 16 + Feats 1 + Powers 0 + Combat 0 + Saves 4 = 40

Doc Mechano’s Eye Robot

Quote: Whirrr! Zzzzap!

First Appearance: Superline #3.

One of Doc Mechano’s machines of destruction, the Eye Robot was constructed and hidden in its secret storage facility prior to the arch villain’s defeat over 40 years ago.

The Eye Robot was part of the arch villain’s plan to place his robots in strategic locations all over the city. Why the Eye Robot was not activated during the final battle between Doc Mechano and the heroes that defeated him is anyone’s guess, but the Eye Robot lay deactivated for over 4 decades in its hiding place until it was awakened by the actions of the investigative reporter Geraldine Rivers.

As with all of Doc Mechano’s robots, the Eye Robot is nothing more than a programmed construct designed to cause chaos and destruction, not stopping until it has been destroyed.

The Eye Robot appears as a large metal ball with segmented arms and legs radiating from its body. The lower hemisphere sits on the four legs while the rotating upper hemisphere has a large red “eye” in its center and holds the four arms. When fully erect, the robot stands some 25 feet tall; it weighs 28,000 lbs.

Power Level: 11 (189 points)

Abilities: Str 34, Dex 10, Con —, Int —, Wis 10, Cha —

Skills: Notice 12 (+12)

Feats: All-Out Attack, Ambidexterity, Fast Overrun, Improved Aim, Improved Critical 2 (unarmed and radiation blast), Improved Grab, Improved Grapple (due to Additional Limbs), Improved Overrun, Improved Pin, Power Attack, Takedown Attack 2 (move 5 feet between each attack)

Powers

Additional Limbs 3 (4 arms, 4 legs total)

Blast 12 (radiation beam) (*Extras:* Autofire 3 [autofire interval 1, maximum bonus +10]; *Power Feats:* Improved Range 1 [rank x 25 feet], Incurable)

Growth 8 (*Power Feats:* Innate; *Flaws:* Permanent), Immunity 30 (Fortitude effects)

Protection 8 (*Extras:* Impervious)

Super Senses 12 (radius 2 [all visual senses], radar blindsight, darkvision, infravision, low-light vision, ultravision, ultra-hearing)

Combat: Attack +10 (-2 due to size included), Damage +12 (radiation blast or unarmed), Defense +10 (-2 due to size included), Initiative +0

Saving Throws: Toughness +12 (+4 from size included), Fortitude —, Reflex +0, Will —

Totals: Abilities -22 + Skills 3 + Feats 12 + Powers 148 + Combat 48 + Saves 0 = 189



THE SIGNIFICANCE OF HIGH ABILITY SCORES

BY RORY G. MACLEOD

It's easy enough to see the in-game, mechanical benefits of high ability scores in an *M&M Superlink* game. Each ability score has its own provinces in the game, areas that are directly affected by a high score in one of the standard six abilities. This article does not discuss those effects, as they are well documented in the main rules. Instead, we will discuss other tangential effects, such as how the high ability score affects the character's ability to function alongside the common man, and other out-of-combat effects of these scores. You will also find some additional notes on keeping these high ability scores concealed in the hero's secret identity.

Strength

What does an increased strength mean to the hero? This is an area that is most evident in a comparison between a superhero and the common man. Few people can even lift their own body weight, much less a ton or more!

Many superheroes with a high Strength score will look more muscular and have more of a physique than the common man. This may be a side effect of the super strength itself, or it could be the result of the hero's workout regimen, or a combination of the two. In any event, the high Strength score will likely have an effect on the superhero's appearance, even when in his secret identity (if he has one).

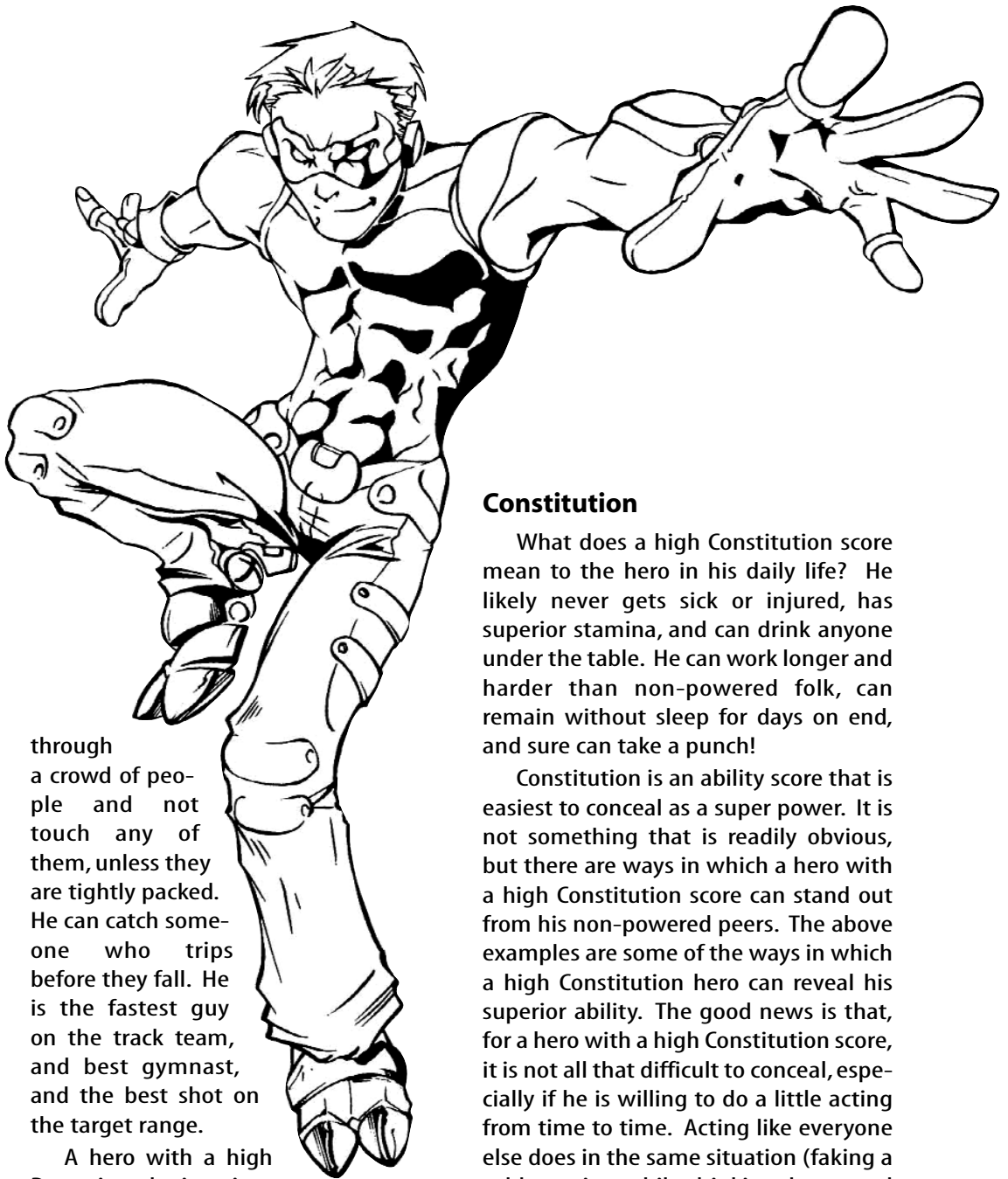
Super Strength has another significance beyond a mere change in appearance. The hero can exert an extreme amount of force on any object he touches. When he first acquired his high Strength score, the hero would have had to get used to manipulating fine objects, especially those that a common man could break fairly easily, such as glass. Imagine the kitchen of a new hero, trying to learn how to hold cups, glasses, and bowls without breaking them.

This need for finesse extends to dealings with non-powered people as well. We all touch other people for a variety of reasons in our daily lives, and heroes are no different, and must learn how to interact with normal folks without badly bruising them at a touch.

Dexterity

So, your hero has a high Dexterity score, but what does this mean? The good news is that Dexterity is a trait that few non-powered people will notice . . . until the hero moves. A hero with a high Dexterity score hero moves very gracefully, with more purpose, and is sure-footed. This high Dexterity is obvious to the common man, unless the hero goes out of his way to seem otherwise.

The high Dexterity hero is quick, has superior reaction time, excellent reflexes, and can bob and weave his way through just about any sort of mundane hazard. The hero could probably run



through a crowd of people and not touch any of them, unless they are tightly packed. He can catch someone who trips before they fall. He is the fastest guy on the track team, and best gymnast, and the best shot on the target range.

A hero with a high Dexterity who is trying to maintain a secret identity probably doesn't have much to worry about in terms of giving it away with his powers, unless the hero is consistently put in situations where his superior agility, reaction time, and quickness come into play. This is rare in non-powered life, save for policemen, firemen, and professional athletes for the most part.

Constitution

What does a high Constitution score mean to the hero in his daily life? He likely never gets sick or injured, has superior stamina, and can drink anyone under the table. He can work longer and harder than non-powered folk, can remain without sleep for days on end, and sure can take a punch!

Constitution is an ability score that is easiest to conceal as a super power. It is not something that is readily obvious, but there are ways in which a hero with a high Constitution score can stand out from his non-powered peers. The above examples are some of the ways in which a high Constitution hero can reveal his superior ability. The good news is that, for a hero with a high Constitution score, it is not all that difficult to conceal, especially if he is willing to do a little acting from time to time. Acting like everyone else does in the same situation (faking a cold once in a while, drinking the normal amount before getting drunk, doubling over when punched in the gut) is the best way to keep the high Constitution a secret.

Intelligence

How does a high Intelligence score set the hero apart from his other mortal peers? He has a superior ability to rea-

son, impeccable logic, and computer-like memory. The hero can retain vast stores of information, deal with complex mathematical, logical, and scientific concepts (possibly all three at once!), and is likely knowledgeable on a wide variety of subjects.

Heroes with a high Intelligence score may have difficulty relating to the common man. These characters are often in their own little world, dealing with some complex problem as they walk down the street or pursue their daily life. These heroes do well to have as their 'day job' a profession that suits a high Intelligence. Even in this case, a high Intelligence hero may stand out among his peers as the brightest, most innovative, and a genius.

It is difficult to conceal a high Intelligence score, but the clever hero can do so merely by trying to act dumb in situations where the superior intellect comes into play. Some heroes with a high Intelligence have no affinity for the common man, and have a difficult time pulling off dumbing themselves down.

Wisdom

Having a high Wisdom score has evident applications within the Mutants & Masterminds game, but what affect does this high score have on the hero's life? He draws from a wealth of experiences, has an indomitable willpower, and has a superior sense of right and wrong. Wisdom is a combination of willpower and worldly knowledge, but is notorious difficult to codify. The hero rarely makes mistakes in his personal life, is a source of advice for his friends, and knows how to get things done.

Luckily, Wisdom is one of the easiest abilities to conceal in a secret identity. The wise hero already knows he must be careful, and Wisdom is not one of those ability scores that jumps right out, much in the same way that a high Constitution does not really reveal itself unless the hero chooses to do so. The hero must simply 'act like everyone else' in his

secret identity, and chances are, with a high Wisdom score, he already knows how to do this.

Charisma

What does a high Charisma score really mean? The hero with a high Charisma score leads others with ease, is looked to for guidance, and commands respect or awe wherever he goes. He has a powerful presence, and what they call a magnetic personality. While he may or may not be physically attractive, the hero with a high Charisma score attracts others to him by whatever means available.

It is terribly difficult for a hero to deal with a high Charisma, probably on par with learning how to deal with super Strength. Characters with a high score in Charisma attract others (or at least gain the confidence of others) with amazing ease, often even when the hero is trying to keep to himself. Combine this with superhuman levels of attractiveness and you have the makings for a very busy hero in his personal life and relationships. Having a high score in Charisma can even be something of a weakness in this regard, as the hero must fend off suitors, friends, hangers-on, lackeys, and the like at every turn.

There are ways to guard against the pitfalls of a high Charisma score, but they are a bit of work. Disguise always works, and the hero can willfully downplay the aspects of his personalities that come from his high Charisma score. Acting like a jerk when in his normal persona is a good example of such a method.

Work with your GM to come up with creative ways to use or avoid using your super abilities while maintaining a secret identity. This is a hidden potential source of fun for you and the other players while your characters are out of costume!

CONVERTED VILLAINS

BY MICHAEL HAMMES

In this section we bring you the converted **Mutants and Masterminds: 2nd Edition** statblocks for the villains from the adventures found in the first two issues of **Superline**.

One thing to keep in mind when looking at (and subsequently using) these conversions for your **Mutants and Masterminds 2nd Edition** adventures is that in 2nd Edition Attack and Defense bonuses are independent of ability scores and purchased separately.

Whereas in 1st Edition a physically weak (low Strength, low Dexterity) character would have had to spend significantly more power points to be as effective in combat as a physically strong (high Strength, high Dexterity) character, in 2nd Edition they could spend the same number of power points and be equally effective.

This is easily noticeable when comparing the hero archetypes from 1st Edition and 2nd Edition. One finds that the 2nd Edition hero archetypes tend to be more effective in combat (compare the Gadgeteer, Mimic, and Mystic archetypes for quick reference).

As a result, GM's should take a look at the converted villains and make sure that the villains' Attack and Defense bonuses are up to par with those of the heroes. Since it is very likely that the heroes have their combat abilities and saving throw modifiers maximized for their Power Level, and the same is not true with some of the converted villains, the GM should feel free to increase/maximize the converted villains' appropriate bonuses and modifiers so that the villains will represent an appropriate challenge.



ROBOT GUARD

First Appearance: Issue 1, **Abducted!**

Power Level: 9 (130 points)

Abilities: Str 20, Dex 16, Con —, Int —, Wis 12, Cha —

Skills: N/A

Feats: N/A

Powers

Drain 6 (all ability scores at once)

Flight 6

Immunity 30 (Fortitude effects)

Snare 6 (*Power Feats:* Reversible)

Super-Senses 6 (accurate visual senses, radius visual senses)

Combat: Attack +10, Damage +5 (unarmed), Defense +13, Initiative +3

Saving Throws: Toughness +11, Fortitude —, Reflex +5, Will +5

Totals: Abilities -12 + Skills 0 + Feats 0 + Powers 79 + Combat 46 + Saves

17 = 130

ARCTIC BLAST (DR. YUSSUF SIDDIEM)

First Appearance: Issue 1, Cold

Front

Power Level: 12 (180 points)

Abilities: Str 10, Dex 16, Con 12,
Int 30, Wis 14, Cha 12

Skills: Computers 12 (+22), Craft
(electronic) 12 (+22), Craft 12
(mechanical) (+22), Drive 4 (+7),
Disable Device 12 (+22), Knowledge
(technology) 12 (+22),
Knowledge (physical sciences)
12 (+22)

Feats: Accurate Attack,
Assessment, Attack Focus
(ranged), Inventor, Master Plan,
Precise Shot

Powers

Device 15 (battlesuit, hard to lose)

Device Powers

Blast 12 (cold beam) (*Extras:*
Autofire; *Power Feats:*
Ricochet)

Alternate Powers - cold beam

Create Object 11 (ice shapes) (*Extras:* Duration 1 [Continuous], *Power Feats:* Environmental Control 2 [Hamper Movement - one-quarter], Innate)

Snare 12

Immovable 2

Immunity 9 (life support)

Protection 12

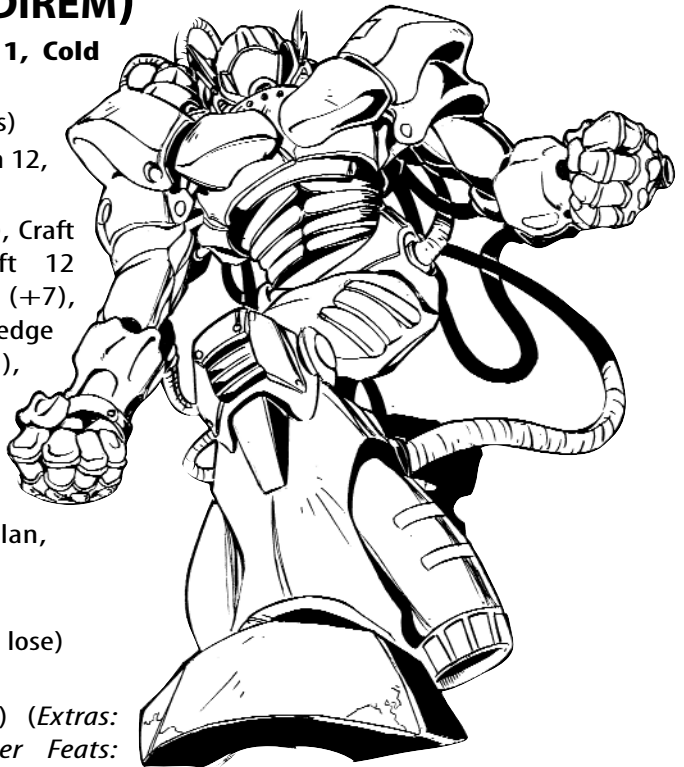
Super-Senses 13 (blindsight [radio, extended, radius], darkvision, direction sense, distance sense, infravision, radio, time sense)

Combat: Attack +12 (+13 ranged), Damage +0 (unarmed), +12 (cold beam), Defense +12, Initiative +3

Saving Throws: Toughness +13 (+1 out of armor), Fortitude +5, Reflex +7, Will +6

Drawbacks: Normal Identity (full round -4 points)

Totals: Abilities 24 + Skills 19 + Feats 6 + Powers 75 + Combat 48 + Saves 12 - Drawbacks 4 = 180



CORRUPTOR (VIRGIL JOHNSON)

First Appearance: Issue 1, A New Drug

Power Level: 9 (125 points)

Abilities: Str 12, Dex 14, Con 14, Int 16, Wis 14, Cha 14

Skills: Bluff 8 (+10), Drive 2 (+4), Gather Information 4 (+6), Knowledge (physical sciences) 8 (+11), Knowledge (streetwise) 6 (+9), Sense Motive 8 (+10), Notice 4 (+6)

Feats: Improved Initiative, Second Chance (mind control saves), Taunt

Powers

Boost 9 (ability scores) (*Flaws:* Personal)

Device 6 (syringe gun)

Device Powers

Drain 9 (Intelligence) (*Extras:* Poison, Range [Normal]; *Power Feats:* Slow Fade 3 [20 minutes])

Immunity 3 (disease, exhaustion, poison)

Super-Senses 1 (scent)

Combat: Attack +9, Damage +1 (unarmed), Defense +9, Initiative +6

Saving Throws: Toughness +2, Fortitude +2, Reflex +4, Will +12

Totals: Abilities 24 + Skills 10 + Feats 3 + Powers 40 + Combat 36 + Saves 12 = 125



ALSA THE CRONE

First Appearance: Issue 1, The Witching Hour

Power Level: 13 (210 points)

Abilities: Str 12, Dex 14, Con 18, Int 16, Wis 16, Cha 18

Skills: Concentration 8 (+11), Craft (artistic) 8 (+11), Intimidate 8 (+12), Knowledge (arcane lore) 12 (+15), Notice 4 (+7), Sneak 4 (+6), Sense Motive 8 (+11)

Feats: Artificer, Elusive Target, Fearless, Fearsome Presence 8, Minions 8 (fanatical), Ritualist, Startle

Powers

Blast 13 (eldritch blast)

Force Field 13

Magic 13 (Mind Control)

Alternate Powers – magic

Flight 3 (50 MPH)

Insubstantial 4 (incorporeal)

Invisibility 8 (all visual senses)

Mind Control 13

Telepathy 13

Super-Senses 8 (communication link [Elsa Ilsa, mental]. darkvision, magical awareness [accurate, extended, radius])

Combat: Attack +10, Damage +1 (unarmed), +13 (eldritch blast), Defense +10, Initiative +2

Saving Throws: Toughness +13 (+4 without Force Field), Fortitude +8, Reflex +6, Will +10

Totals: Abilities 34 + Skills 13 + Feats 30 + Powers 78 + Combat 40 + Saves 15 = 210

ELSA THE HAG

First Appearance: Issue 1, The Witching Hour

Power Level: 12 (191 points)

Abilities: Str 12, Dex 16, Con 14, Int 18, Wis 18, Cha 16

Skills: Concentration 8 (+12), Craft (artistic) 8 (+12), Intimidate 8 (+11), Knowledge (arcane lore) 12 (+16), Notice 8 (+12), Sense Motive 8 (+12)

Feats: Artificer, Assessment, Improved Initiative 1, Master Plan, Minions 8 (fanatical), Ritualist, Startle

Powers

Force Field 12

Illusion 12 (visual and auditory) (*Flaws:* Phantasms)

Magic 12 (Paralyze)

Alternate Powers – magic

ESP 8 (visual and auditory)

Flight 3 (50 MPH)

Possession 6

Shapeshift 3

Super-Senses 8 (communication link [Alsa Ilsa, mental].darkvision, magical awareness [accurate, extended, radius])

Combat: Attack +6, Damage +1 (unarmed), Defense +12, Initiative +3

Saving Throws: Toughness +12 (+2 without Force Field), Fortitude +4, Reflex +5, Will +14

Totals: Abilities 34 + Skills 13 + Feats 22 + Powers 72 + Combat 36 + Saves 14 = 191



ILSA THE HARRIDAN

First Appearance: Issue 1, The Witching Hour

Power Level: 11 (176 points)

Abilities: Str 12, Dex 14, Con 16, Int 14, Wis 20, Cha 16 **32**

Skills: Bluff 10 (+13), Concentration 8 (+13), Craft (artistic) 8 (+10), Knowledge (arcane lore) 10 (+12), Notice 8 (+13), Sense Motive 8 (+13)

Feats: Artificer, Minions 8 (fanatical), Ritualist, Startle, Taunt **20**

Powers 9+22+26+24

Force Field 11

Magic 11 (Telekinesis)

Alternate Powers – magic

Animate Objects 7

Comprehend 11 (read, speak and understand all languages, speak to and understand all animals, plants, machines, and objects)

Flight 3 (50 MPH)

Obscure 11 (visual)

Mental Blast 6

Super-Senses 8 (communication link [Alsa Elsa, mental].darkvision, magical awareness [accurate, extended, radius])

Combat: Attack +6, Damage +1 (unarmed), Defense +8, Initiative +2

Saving Throws: Toughness +11 (+3 without Force Field), Fortitude +4, Reflex +4, Will +11

Totals: Abilities 32 + Skills 13 + Feats 20 + Powers 74 + Combat 28 + Saves 9 = 176

MIRAGE (MALCOLM GRIFFIN)

First Appearance: Issue 2, Late Show

Power Level: 11 (213 points)

Abilities: Str 10, Dex 14, Con 14, Int 16, Wis 18, Cha 18

Skills: Bluff 8 (+12), Concentration 12 (+16), Drive 2 (+4), Escape Artist 2 (+4), Intimidate 8 (+12), Knowledge (popular culture) 8 (+10), Notice 8 (+12)

Feats: Assessment, Defensive Roll 2, Equipment 2, Evasion, Second Chance 2 (illusion, mind control), Sidekick 10, Startle, Taunt

Powers

Illusion 11 (all senses) (*Extras:* Linked [Mental Blast 11]; *Power Feats:* Progression 3 [50-ft. radius])

Equipment: Heavy Pistol (+4 damage)

Combat: Attack +5, Damage +0 (unarmed), Defense +10, Initiative +2

Saving Throws: Toughness +4 (+2 flat-footed), Fortitude +8, Reflex +8, Will +16

Totals: Abilities 30 + Skills 12 + Feats 20 + Powers 91 + Combat 30 + Saves 30 = 193



ED

First Appearance: Issue 2, Late Show

Power Level: 10 (149 points)

Abilities: Str 30 (20), Dex 14, Con 30 (20), Int 6, Wis 10, Cha 6

Skills: Notice 4 (+4)

Feats: Power Attack

Powers

Enhanced Constitution 10

Enhanced Strength 10

Impervious Toughness 10

Strike 10 (*Extras:* Penetrating)

Super Strength 10 (*Heavy Load:* 800 tons) (*Power Feats:* Shockwave)

Combat: Attack +10, Damage +10 (unarmed), Defense +10, Initiative +2

Saving Throws: Toughness +10, Fortitude +10, Reflex +2, Will +5

Totals: Abilities 16 + Skills 1 + Feats 1 + Powers 71 + Combat 40 + Saves 20 = 149



SUPERSTAR (SUMMER NAKAI)

First Appearance: Issue 2, Sore Loser

Power Level: 10 (123 points)

Abilities: Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 16.

Skills: Acrobatics 4 (+7), Balance 4 (+7), Bluff 8 (+11), Drive 2 (+5), Escape Artist 2 (+5), Gather Information 4 (+7), Notice 4 (+5), Perform (singing) 8 (+11), Sneak 4 (+7)

Feats: Improved Initiative, Taunt

Powers

Blast 10 (mega scream) (*Extras:* Area [burst]; *Power Feats:* Ricochet)

Alternate Powers – mega scream

Deflect 10 (ranged attacks) (*Extras:* Ranged)

Disintegration 7

Paralyze 6 (*Extras:* Ranged)

Sonic Control 10

Combat: Attack +8, Damage +1 (unarmed), +10 (mega scream), Defense +12, Initiative +7

Saving Throws: Toughness +2, Fortitude +6, Reflex +7, Will +5

Totals: Abilities 24 + Skills 10 + Feats 2 + Powers 35 + Combat 40 + Saves 12 = 123



MR. BROWN

First Appearance: Issue 2, Triple Threat

Power Level: 12 (171 points)

Abilities: Str 10, Dex 10, Con 10, Int 20, Wis 28, Cha 10

Skills: Computers 12 (+17), Craft (electronic) 8 (+13), Knowledge (technology) 8 (+13), Notice 8 (+17), Pilot 4 (+4), Sense Motive 4 (+13)

Feats: Assessment, Eidetic Memory, Improved Initiative 2, Master Plan, Second Chance (mind control)

Powers

Duplication 12 (*Power Feats:* Innate, Mental Link, Progression 3 [up to 5 duplicates]; *Flaws:* Poor Copies)

Mental Blast 12

Alternate Powers – mental blast

Force Field 12 (*Extras:* Linked [Immunity 19 (life support, mental effects)])

Super-Senses 8 (blindsight, mental awareness [accurate, extended, radius])

Combat: Attack +5, Damage +0 (unarmed), Defense +10, Initiative +8

Saving Throws: Toughness +12 (+0 without Force Field), Fortitude +4, Reflex +6, Will +21

Totals: Abilities 28 + Skills 11 + Feats 6 + Powers 74 + Combat 30 + Saves 22 = 171

NEW FLAW

Poor Copies

This flaw applies only to the Duplication power with the Progression power feat.

Your duplicates are not nearly as strong as the original. Any duplicate you create is automatically of a lower power level than your power rank in Duplication.

Each duplicate you create is one power level lower than your power rank. So a hero having Duplication 10 with this flaw creates a power level 9 duplicate. Each additional duplicate reduces the power level of all duplicates by one further power level. So a hero with Duplication 10 capable of creating multiple duplicates could create two power level 8 duplicates, three power level 7 duplicates, etc.

THAT OLD BLACK MAGIC

BY MICHAEL HAMMES

*O, Father Nanna, the city was made into ruins
Its walls were breached; the people groan
In its lofty gates, where they used to promenade, dead bodies lay about
In its boulevards, where the feasts were celebrated, they lay scattered
Ur – its weak and its strong perished from hunger
Mothers and fathers who did not leave their homes were overcome by fire
O Nanna, Ur has been destroyed, its people have been dispersed.*

-Sumerian Lament

Summary

Amar-Sin, the last high priest of a long-destroyed Sumerian city-state of Ur, has returned to the world. He seeks four ancient artifacts that he needs in order to perform a magical ritual that will restore the glory of his homeland and plunge the world back into the Bronze Age. Fortunately, his first stop will be in the heroes' city.

Before You Begin . . .

This adventure is more complex than previous adventures in the Superline series. It not only features multiple encounters that span the globe and a bit of investigation, but also will most likely require the heroes to seek assistance from others.

Because of this, rather than being placed in lots of boxes across the various pages, important information that the GM needs to be aware of while running the adventure has been summarized in this section.

The Four Great Treasures Of Ur: Amar-Sin needs the artifacts known to archaeologists as the "Four Great Treasures of Ur." They are:

- **The Amulet of Nanna.** A large gold disk on a heavy gold chain that features a recumbent crescent moon (the symbol of Nanna) floating over the Great Ziggurat.
- **The Prayer Stela of Nanna.** A roughly 1-foot square arched stone slab featuring a cuneiform prayer to Nanna.
- **The Winged Disk Tablet.** A small clay tablet that features the winged solar disk (a sun with the spread wings and tails of a raptor).
- **The Sacrificial Bowl of Nanna.** A flat-bottomed gold bowl hammered with the recumbent crescent moon of Nanna on its side and the Great Ziggurat on its bottom.

The four treasures are plot devices. While they bestow no magical benefits upon their owner, they are nonetheless magical, as they cannot be destroyed; no matter how powerful the heroes are they lack the means to destroy the treasures. This is to prevent the heroes from simply destroying one of the treasures and thus robbing Amar-Sin of the chance to conduct and complete the ritual.

The treasures also cannot be removed from Earth (i.e. to another planet or dimension). Any such attempt results in the treasure disappearing from the hero attempting the removal (i.e. as the hero leaves Earth's atmosphere or enters the other dimension) and returning to the location whence the hero got the treasure from. Please note that this does not prevent the heroes from hiding or securing a treasure period; it merely means that they must do so on Earth.

How Did He Know Where To Find It?: Another plot device is that Amar-Sin can "feel" the presence of the treasures. Although based on his Magical Awareness Super-Sense, it extends far beyond the scope of that power.

This "feeling" acts much like a compass in that the priest can sense in which direction a treasure lies but he cannot determine distance, best route to get there, obstacles, traps, etc.

Under no circumstances can the heroes block this power. No matter where and how a treasure might be hidden, Amar-Sin will be able to sense its location.

Welcome Back: How would Amar-Sin adjust to a world changed by four millennia of civilization's progress? How could an individual that disappeared during the Bronze Age and returned during the Information Age possibly cope? Quite well, actually.

While the high priest would certainly find such things as computers, cars, handguns, etc. interesting, Amar-Sin would neither find them frightening (he is not only fearless but also a powerful spellcaster fully confident that he can defend himself) nor really be concerned with them beyond how they aid or hinder his goal.

For example, Amar-Sin sees an airplane flying overhead. He might assume that this is some sort of demon, but unless the "demon" actually interacted with him (i.e. attacked), he would simply let it fly by and not concern himself with

it beyond making a mental note that such things exist.

If later on he gets to an airport and sees these "demons" up close he will quickly realize that they are nothing more than some sort of magical (he'll assume any technology he doesn't understand is magical at first) conveyance, a ship of the sky.

If he was then to be taken aboard and shown the levers, buttons, etc. and receive some explanation of how an airplane works, he would have no trouble understanding that this is actually a very complex device. And, if he was so inclined, given his high intellect he would have no more trouble than anyone else learning how to fly an airplane.

That's not to say that he will have no trouble adjusting, but rather that his main problem will be in trying to determine what a piece of modern technology he encounters for the first time does.

For example, a thug tries to mug the high priest with a gun. If this is the first time that Amar-Sin has seen a pistol he will have no clear idea of what the shiny metal object pointed at him does. He will, however, understand that the individual holding it is being aggressive and that the metal object is obviously being held at him in a threatening manner, which no doubt makes it some form of weapon. So, while the high priest won't know exactly what a pistol does, he will readily recognize it as a weapon under these circumstances.

Another example is the ubiquitous security cameras hidden behind opaque ceiling domes. While Amar-Sin would certainly see the strange and shiny dark domes, unless told what they are the high priest would have no idea that they contained security cameras that are able to track his every move.

The GM should keep the above information in mind when playing Amar-Sin and his revenants as, depending on the circumstances, the heroes may derive some advantage from his lack of knowl-

Villain Tactics

Amar-Sin is a powerful spellcaster who will let nothing and no one stand in the way of returning Ur to the glory it once knew. As a result, although he doesn't commit violence for the sake of violence, he has no problem killing those who oppose him if that is the only way to achieve his goal.

This also means that, unlike other villains, Amar-Sin has no intention of surrendering and, especially once he has begun his ritual, if he cannot escape then he will gladly fight to the death to achieve his goals; surrender is not an option.

The GM should keep in mind that Amar-Sin is quite cerebral and will do everything he can to turn an encounter to his advantage. This includes:

- Using his Master Plan feat prior to every encounter with the heroes after the first (once he's met the heroes the first time, he knows they aren't going to quit until they stop him).
- Using the Assessment feat to get an idea of the heroes' capabilities and planning for subsequent encounters using that information.
- Having his revenants available whenever possible (although they may be hidden). This is pretty much any time he isn't out in public (wouldn't want to attract unwanted attention) or flying a long distance (since the revenants can't fly).
- Unless mind controlled or otherwise influenced, he will not make a mental error (i.e. a long-winded speech about how he will crush the heroes or get mad and just start throwing spells in a fit of rage, etc.).

As Amar-Sin is extremely weak in melee combat, once combat begins he prefers to bombard the heroes with his substantial spell powers from a distance while directing his revenants to melee. Amar-Sin isn't afraid to melee, and can in fact be quite effective with some of his spells, but he knows that he is better from a distance.

Amar-Sin has a vast array of spells at his disposal; he undoubtedly has something for every hero (and if he doesn't then the GM should give it to him). As a result, beyond wanting to stay out of melee combat, there is really no set battle plan that he has.

The GM should keep in mind that, while Amar-Sin does have a wide array of magic at his disposal, he can only cast and maintain one spell at a time. Thus he could not, for example, turn invisible and remain so while firing a Mental Blast.

While during the first encounter with the heroes Amar-Sin will not know anything about them and will thus have to guess as to which spells are the most effective against which heroes, before subsequent encounters with the heroes the GM should take another look at Amar-Sin's spells and determine which spells do the most damage to which heroes based on what worked and didn't work during previous encounters.

The GM should not be afraid to make Amar-Sin and his revenants as tough and effective as possible; the heroes will have several chances to test his abilities, recover, gather resources, and plan prior to the final encounter.

Assuming he can summon them, Amar-Sin always retains two revenants by his side to intercept any heroes closing to melee. He sends the remainder out to battle with the heroes.

Continued on next page . . .

Villain Tactics (Continued)

The revenants are very effective in melee, especially if they team up and use aid actions (for an explanation of the aid action, see the standard rulebook), and completely ineffective in everything else. Their tactics are simple: strike from a hiding place whenever feasible and close to melee with the heroes as fast as possible. Although capable of independent thought, they are completely beholden to Amar-Sin and do whatever he tells them. Since they are already dead, they ask for no quarter and give no quarter knowing

that Amar-Sin can always summon them again.

In addition to adjusting Amar-Sin's tactics, the GM should also adjust the revenants' tactics. If they were unable to hurt a hero, Amar-Sin is not going to have them waste their time going after that hero again. On the other hand, if they were very effective against another hero, Amar-Sin may send even more revenants against that hero in order to get him out of the fight even faster.

edge of modern technology. Of course, such an advantage would be short-lived since Amar-Sin learns quickly from his mistakes; he won't make the same mistake twice.

Gamemaster Fiat: The adventure can be summarized as a series of five separate encounters with Amar-Sin. The first four encounters cover his attempts to gain the four treasures and the final encounter sees the heroes trying to prevent the completion of the ritual.

In order for the adventure to unfold as written, it is assumed that Amar-Sin will escape from every encounter with the heroes prior to the final encounter. In other words, no matter what actions the heroes take prior to the final encounter they cannot ultimately prevent the high priest from obtaining the four treasures and going to Ur with them.

Since the heroes can be very resourceful, it is very likely that the GM will have to make use of GM Fiat during one or more of these encounters to ensure that the adventure doesn't end prematurely. For more information on the concept of Gamemaster Fiat and the awarding of hero points to the heroes for its use see the standard rulebook and the rewards section of this adventure.

Transitions: Between each encounter with Amar-Sin is assumed to

be a period of transition as the heroes prepare for the next encounter with Amar-Sin (i.e. recuperation, investigating, ally recruiting, travel, etc.).

The adventure does not place a time limit on these periods of transition; no matter how long they take and what activities they engage in, the GM should allow the heroes the opportunity to participate in the next encounter with the high priest, simply assuming that Amar-Sin requires the same amount of time for travel (if the heroes have access to Teleport or can otherwise travel really fast the GM may wish to give Amar-Sin the same sort of power as an alternate Magic power in order for the adventure to develop as written), recuperation, etc.

Set-Up

Amar-Sin has arrived in the heroes' city, drawn by his inner compass to the Amulet of Nanna on display at the Museum of History. On his journey to the heroes' city he has done his best to maintain a low profile (in a world of strangely dressed super heroes, a bare-chested bald man wearing a skirt is really not that unusual) by keeping his use of magic to a minimum.

Having located the museum the high priest waits that night to retrieve the amulet. Given his ignorance of modern security measures, Amar-Sin simply

walks up to the front door and melts (using his Corrosion alternate Magic power) his way through the front door. This immediately triggers the alarm. The flashing alarm lights and sirens cause the high priest to hesitate a moment, but he is too close to his goal to back away now so he rushes inside.

He doesn't get very far before encountering a pair of security guards. Before the security guards can do more than order the high priest to stop Amar-Sin disappears (using his Invisibility alternate Magic power).

Leaving the confused guards behind, Amar-Sin rushes to the display case to where the Amulet is kept. There he turns visible briefly to melt through the display case and grab the amulet before turning invisible again and making his way out of the museum.

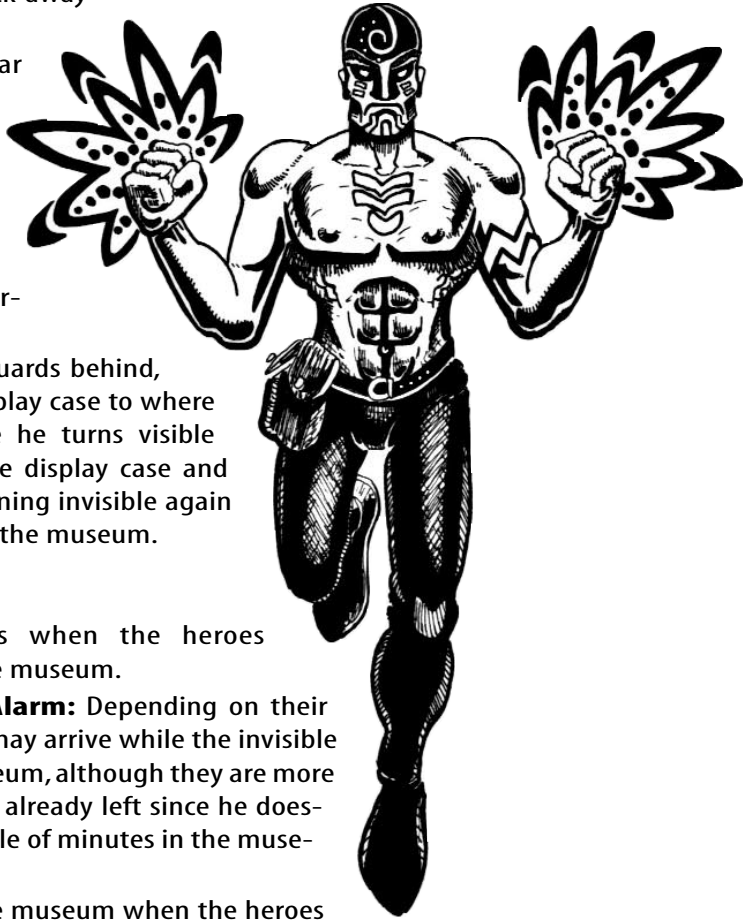
Adventure

The adventure begins when the heroes respond to the alarm at the museum.

Responding To The Alarm: Depending on their response time, the heroes may arrive while the invisible Amar-Sin is still in the museum, although they are more likely to arrive after he has already left since he doesn't spend more than a couple of minutes in the museum.

If Amar-Sin is still in the museum when the heroes arrive he will do his best to quietly make his way out while avoiding the heroes and the guards. Although he will try to go back out the way he came in, if that way is blocked (i.e. security guards, heroes, arriving police) he will look for an alternate exit.

Amar-Sin will only fight if there is no other choice (although he may try to quietly take out a lone individual guarding an obvious exit) since every moment he spends in the museum will only bring more people to the scene. If it looks like all the exits are blocked or the heroes have some way of detecting him the high priest summons his revenants (he can do so while remaining invisible) and orders them to attack anyone they see and to smash up the museum; Amar-Sin hopes to escape in the resulting confusion.



The GM should also keep in mind that there are plenty of valuable antiquities in the museum that can be destroyed in such a battle and if the heroes are indiscriminate in their use of powers, especially explosive radius powers, they may find themselves less than popular at the end of it all.

As already stated in the **Before You Begin . . .** section, if necessary the GM should use GM Fiat to ensure that the high priest escapes, rewarding the heroes with the appropriate hero points in the process.

The Investigation: Once Amar-Sin has escaped the heroes might want to do some investigating, especially if they arrived after the high priest had already made off with the Amulet of Nanna or they were unable to detect him while he was there.

The first place the heroes might want to begin is the security cameras. The security cameras are standard cameras with no special technology such as infrared or low-light vision. They are located at all the entrances and in all the public areas except for the bathrooms. There are no security cameras in the museum's offices or its basement.

Since the high priest has no concept of security cameras he made no effort to disguise himself or hide from them so the cameras show everything from the moment Amar-Sin walks up to the museum doors as set forth in the **Set-Up**. From this the heroes will gain the following information:

- The burglar was a bald, stripped-to-the-waist Middle Eastern man wearing a white, fringed kilt.
- He is able to melt his way through objects. If the heroes take a closer look at the doors and display case they will realize that they have been corroded rather than melted (the GM might require an

Investigate check (DC 15) to allow the heroes to precisely determine how the doors were "melted").

- He can turn invisible.
- If the heroes also battled with the burglar then the security cameras will have captured whatever action occurred in the public areas or near the building's entrances, which may provide further information on the burglar's powers as well as provide a close-up of the revenants.

The second thing the heroes might want to know is what was stolen. This information can be gleaned by simply looking at the melted display case's information card, which says "Amulet of Nanna – ca. 2,000 B.C."

Beyond this, however, there are no clues available.

Calling Dr. Theodopolis: At some point during their investigation at the museum the heroes will meet Dr. Lisa Theodopolis, the head of the museum's Middle Eastern Antiquities department, as she will have been informed by the museum director (who in turn was informed by the security guards) of the break-in at one of her exhibits and will rush right over.

Highly angered by the loss of the amulet, Dr. Theodopolis is willing to aid the heroes in any way in its recovery. She will be able to share the following information with the heroes:

- She does not recognize the burglar, although she can identify the burglar's garb and look as being that of the Sumerian priests from 4,000 years ago.
- The Amulet of Nanna is one of the Four Great Treasures of Ur along with the Prayer Stela of Nanna, the Winged Disk Tablet, and the Sacrificial Bowl of Nanna.

- The four artifacts are significant archaeologically because they were the four objects held sacred by the priests of Ur and used in their most important ceremonies.
- The Prayer Stela of Nanna is in the private collection of Lord Brixton in England.
- An unnamed buyer recently purchased the Winged Disk Tablet from a Kensington's auction in London; she has no idea who the buyer was.
- The whereabouts of the Sacrificial Bowl of Nanna are unknown as it is believed to have been carried off by a Mongolian warlord sometime in the 13th century.
- She has no idea why someone would want the amulet, other than to add to add it to a private collection or to sell it to a private collector.
- It is rumored that Lord Brixton has acquired several pieces of his collection through questionable means.
- Lord Brixton has made monetary offers to the museum in the past for the Amulet of Nanna before, but has always been turned down. She believes such things belong in a museum. Still, if pressed, she can't say whether he might be involved one way or another.

Armed with this information the heroes should make their next move to go to Lord Brixton's estate, either because they believe that the burglar/priest will strike there next or because they want to determine whether Lord Brixton was involved.

Assuming that the heroes want her help, Dr. Theodopolis volunteers to try and track down the unnamed buyer of the Winged Disk Tablet and also see if she can't find more information on the location of the Sacrificial Bowl of Nanna since, even if it hasn't occurred to the heroes, she now believes that the bur-

glar may be looking to gather all four treasures for whatever purpose he has.

In the meantime Amar-Sin is also on his way to Lord Brixton's estate, deciding to follow his "treasure sense" there.

Welcome To England: Hopefully the heroes will be wise enough to contact Lord Brixton prior to arrival at his estate; the lord does not like uninvited guests.

Lord Brixton's estate is located in the English countryside. It is a classic English country manor complete with a car collection, stables, and staff (the GM can use the statistics for the Bystander supporting character archetype from the standard rulebook if such are needed).

The heroes will arrive ahead of the high priest, but with only enough time to interact with Lord Brixton. When having the heroes interact with the lord, the GM should keep the following in mind:

- Lord Brixton has indeed obtained some of the items in his collection under questionable means. This questionable activity consisted solely of buying items that he knew were stolen from archaeological sites; he has never actually commissioned such a theft nor has he bought items stolen from a private owner or museum.
- The Prayer Stela of Nanna is one such item acquired in a morally, if not necessarily legally, questionable manner. He is in no way involved in the theft of the amulet.
- Dropping by unannounced results in a frosty reception. The heroes will have to succeed at a Diplomacy check (DC 25) to talk their way past the butler unless they mention that Prayer Stela of Nanna is in danger, in which case they are instantly admitted. If the heroes cannot talk their way past the butler he asks them to leave.
- If the heroes do not leave, make wild accusations about Lord

Brixton's guilt in the theft of the Amulet of Nanna, or are caught secretly snooping about the place, they will get to deal with the local authorities. As Lord Brixton is well connected to the highest levels of the government he can call on any aid (including superhero aid) necessary to deal with trespassers.

- If Lord Brixton is expecting them, and as long as the heroes stay away from making accusations, then they will receive a socially proper reception.
- If the heroes explain the danger facing his stela and offer to help Lord Brixton accepts their offer.

While the heroes are interacting with Lord Brixton Amar-Sin arrives at the estate and makes his move for the Prayer Stela of Nanna located in Lord Brixton's library.

Given that his strategy of sneaking into the museum did not pay off as he had hoped, Amar-Sin has decided that a frontal assault is the way to go in this case. He sneaks invisibly across the grounds, getting as close to the manor house as possible before summoning his revenants and unleashing them on the house. The plan is for him to invisibly steal the stela while the revenants keep the occupants of the house occupied by destroying everything in sight.

Unfortunately for the heroes, the high priest's revenants burst into the mansion while the heroes are still talking with Lord Brixton so they will most likely not have had a chance to set a trap or otherwise prepare. This should be the start of an interesting battle as the smart heroes will no doubt try to reach the stela before Amar-Sin while the revenants will do everything they can to stop them. Neither Lord Brixton nor his staff will involve themselves in any combat (the GM can use the bystander archetype from the standard rules if statistics are needed), the staff preferring

to run away while Lord Brixton maintains a safe observation distance.

In any case, once Amar-Sin has gotten away with the stela, the heroes will have to try to locate one of the remaining two treasures and hope to stop the high priest there.

Going, Going, Gone: The heroes should at this point recall that the Winged Disk Tablet was recently sold at auction in London to an unnamed buyer. If not perhaps Dr. Theodopolis can contact them and ask how things are going in England.

At this time Dr. Theodopolis still has not found any information on the unnamed buyer, but she is tracking down a rumor that claims the Sacrificial Bowl of Nanna has been found.

Since the heroes cannot head off Amar-Sin's next move unless they know where either of the remaining two treasures is located, and the sacrificial bowl may be an unsubstantiated rumor, they'll have to obtain the identity of the unnamed buyer of the Winged Disk Tablet.

The heroes have two possibilities for obtaining the identity of the tablet's unnamed buyer. If they haven't gotten on his bad side (and wanton destruction of his estate by the heroes counts as getting on his bad side) they could ask Lord Brixton to find out.

If the heroes don't think of this the GM can have Lord Brixton offer to obtain the information, again assuming that the heroes have bothered to share what is going on with the lord and aren't on his bad side.

With his extensive contacts Lord Brixton has little trouble coming up with the name.

The other option is to go to London and break into Kensington's Auction House as Kensington's will in no way provide the buyer's identity to the heroes.

Should they choose to break into Kensington's and be sneaky about it

they will find the following before they can come up with the identity:

- High quality locks (Disable Device DC 30)
- High security (Disable Device DC 35)
- A small office network not connected to the Internet with exceptional security (Computers DC 35)

Obviously, should the heroes be caught they will have some explaining to do.

When the heroes do finally get the information, the unnamed buyer turns out to be a rather surprising individual: the well-known West Coast rapper J-Pappy.

West Coast Party: J-Pappy owns a spacious seaside mansion in Malibu, California. While there are always members of J-Pappy's entourage hanging around the mansion, the only individual of concern to the heroes other than J-Pappy himself is his bodyguard, Mr. Butterworth.

On the day that the heroes and Amar-Sin arrive J-Pappy is busy hosting a large party while Mr. Butterworth is busy overseeing the hired security. The purpose of the party is to celebrate J-Pappy's recent supporting role in a movie. As a result, in addition to the usual hangers-on and status seekers such a party attracts there are a number of Hollywood celebrities as well as several studio executives and directors in attendance.

When staging this encounter the GM should note the following:

- J-Pappy is not a collector of antiques. What he is, is a wealthy man that buys things that catch his fancy and the Winged Disk Tablet did just that. In fact, he likes the tablet so much that he keeps it in his personal bathroom.

- Unless the heroes are big celebrities or are being expected (they called ahead), they will have to deal with Mr. Butterworth's security detail. These gorillas-in-suits are under orders to keep out everyone not on the guest list (the GM can use the Thug archetype from the standard rules if statistics are needed). If the heroes try to sneak in and are caught then they will be asked to leave. Refusing to leave results in the same sort of problems they would have faced at Lord Brixton's.
- There are many wealthy and/or famous people at the party that, depending on how the encounter between the heroes and Amar-Sin and his revenants goes, will either help make the heroes famous or infamous.
- While it may ostensibly be a party, J-Pappy is really trying to do business. So unless the heroes can convince him and Mr. Butterworth that their presence is needed, even if they called ahead and explained things already, they will be thanked for the information after a short meeting and asked to leave.
- If J-Pappy agrees to let the heroes stay he wants them to stay out of sight as much as possible. It goes without saying that, if trouble does ensue, that the heroes are expected to handle it as quietly as possible.

This time the heroes will have plenty of time to prepare for Amar-Sin's strike. Unfortunately, given the fact that there are literally hundreds of people at this party and dozens coming and going every minute, and the fact that Mr. Butterworth and his security detail aren't willing to share information with the heroes, means that there isn't much they can do except for wait for Amar-Sin to arrive.

For his part Amar-Sin suspects that the heroes will probably be waiting for

him. As a result he keeps the mansion under observation for some time, hoping to catch a glimpse of the heroes while also watching the people come and go and seeing what other security measures there are.

Once he makes his move he does so by disguising (using his Morph alternate Magic power) himself as one of the guests that has just left the party. While he could try to get in invisibly, the press of bodies virtually ensures that someone will bump into him at some point, which will only raise the heroes' suspicions.

While morphed the high priest cannot make use of his Comprehend alternate Magic power which means that, since he doesn't speak or understand English, he'll have to simply nod his way through the party, a clue for very observant heroes. Of course should he be discovered and confronted Amar-Sin will summon his revenants and it will be on.

This time, in addition to having to be careful of the valuable surroundings, the heroes will have to deal with throngs of panicked guests and celebrities running about and getting in the way, being used as hostages, etc. (the GM can use the statistics for the bystander supporting character archetype from the standard rulebook if such are needed)

Also, Mr. Butterworth and his security detail will get in on the action and, since they have no intention of cooperating with the heroes, it is very likely that everyone will get in each other's way.

J-Pappy himself will also rise to the occasion, grabbing a gun from his desk and blasting away in anger at those that would "bust up his crib". While no one told him to take this risk, the heroes would look rather bad if they allowed J-Pappy to get hurt or worse.

Once the dust has settled, and Amar-Sin has once again escaped with the treasure, J-Pappy will be livid. The rapper will offer the heroes any assistance they need to get the individual responsible for this "fiasco". He isn't so much interest-

ed in recovering the tablet, but rather in proving that no one messes with J-Pappy and gets away with it (talk about believing your own hype).

The heroes can get money, use the rapper's private jet, or even have Mr. Butterworth accompany them. Even if they don't need the assistance they might want to take it just to keep J-Pappy from trying to get revenge on his own.

We're Going Where?: At some point after crashing J-Pappy's house party the heroes should contact Dr. Theodopolis (or she will contact them); she has finally tracked down the rumor about the Sacrificial Bowl of Nanna.

The bowl has been located in the recently unearthed tomb of Tolui Khan in Mongolia. Dr. Theodopolis has contacted the head of the excavation team there and he is holding the bowl at the site and keeping any more news of the discovery secret while he waits for the heroes' arrival.

The Dig: This time the heroes will arrive some time before Amar-Sin and have a proper chance to prepare for his arrival. The excavation site sits in the open steppe and is nothing more than a set of tents near an underground. The mausoleum itself consists of an entrance hall and the tomb proper.

Amar-Sin will arrive shortly after nightfall, fully expecting the heroes to be waiting for him. Depending on what he knows of the heroes' capabilities at this point he will scout the area either invisibly or from the air. Once satisfied that he has a grasp on the situation he goes into action.

Given the open terrain and the lack of people (the archaeologists and their staff have no intention of being around for this) it will be the first chance for the heroes to unleash their full powers and try to match up with the high priest and his revenants in open terrain. Although the heroes will once again see the high priest obtain the treasure and escape,

they should be able to gain enough information from this battle to properly prepare themselves for the final confrontation.

The Location Of Ur

What remains of Ur is located about 200 miles southeast of Baghdad, Iraq, about 12 miles southwest of the city of An Nasiriyah, and effectively right next to Tallil Air Base.

The Finale: By now the heroes should have enough information (four treasures, priest, Ur, Great Ziggurat, etc.) to deduce that Amar-Sin will be heading back to Ur with the treasures to conduct some sort of magical ritual.

If the heroes do not come up with this on their own have them consult with Dr. Theodopolis who will inform them that this is what she believes he is doing.

How the final confrontation shakes out is up to the GM. The heroes could arrive before Amar-Sin, or the high priest could beat them to it. In any case, this is a fight to the finish between the high priest and his revenants and the heroes with no quarter given and none asked by the villains.

The Ritual: If the GM desires, the ritual does not even need to enter into the adventure. If the heroes are waiting for Amar-Sin at Ur and defeat him before he has a chance to begin the ritual then it is a moot point. If on the other hand the heroes arrive after the high priest, the ritual will be underway.

The ritual itself requires that Amar-Sin assemble the four treasures at the top of the Great Ziggurat and then begin the magical incantations. The actual time for the incantations are not important; the GM should not allow Amar-Sin to complete the ritual without the

heroes having a chance to stop him.

The ritual itself is a plot device that unleashes powers far beyond the scope of normal ritual powers. Specifically, upon successfully completing the ritual a massive wave of temporal magic will emanate from the Great Ziggurat and wash over ancient Ur, transforming the city and its surrounding landscape to the way they were four millennia ago.

This temporal change will also undo all of the advancements in technology that have occurred in the last four millennia. Items such as computers, cars, cement roads and buildings, polyester, plastic, medicinal drugs, etc. will simply cease to exist in the areas covered by the temporal change (banished to the same netherworld that held the high priest for as long as the temporal magic is in effect). Note that this temporal change erases all items younger than four millennia whether they were in the area at the time of the change or are brought in later (so a tank driving into the area after the temporal change has occurred simply disappears).

It is up to the GM as to whether the heroes' equipment is affected by this temporal wave, as heroes relying heavily upon gadgets or equipment younger than 4,000 years of age (especially battlesuits) would be rendered almost completely useless. The GM may wish to allow such heroes to spend a Hero Point in order to retain the use of their equipment for the duration of the encounter. On the other hand, if the heroes are assumed to be up to the challenge, the GM could grant additional hero points to the affected heroes in order to make up for the lost equipment.

The temporal wave continues to spread outward and will return the entire Earth to the Bronze Age within 24 hours. Should this happen there will be massive famine, sickness, and everything else one would expect in such a situation.

If the GM wishes to include the ritual then the following guidelines should be used:

- Amar-Sin begins the ritual by positioning himself at the center of the ziggurat holding the four treasures while surrounded by his summoned revenant priests.
- As he starts the incantation the four treasures rise from the high priest's arms into the air and begin to swirl around faster and faster, building in intensity. No matter what the heroes do, once the treasures are in the air they cannot affect them in any way. As the treasures spin the temporal wave begins to spread outward in the manner and with the effects described above.
- At this point the only way to stop the ritual is to defeat (render unconscious or kill) Amar-Sin. The GM should consider the ritual equivalent to a sustained power; the high priest needs only a free action to maintain the ritual as long as he remains on the ziggurat.
- The ziggurat is both Amar-Sin's strength and weakness. While on the ziggurat he cannot be involuntarily removed from it (i.e. knocked off, teleported, mind controlled, etc.). At the same time this means that he is confined to the ziggurat so, although he can go anywhere on the ziggurat (i.e. to seek cover or close to melee), he cannot leave it unless he is willing to abandon the ritual.
- Due to the magic the heroes also cannot affect the Great Ziggurat directly (i.e. no blasting it apart, Earth Control power doesn't work, etc.)
- Should Amar-Sin be knocked unconscious, killed, or, for whatever reason, voluntarily leave the ziggurat, the ritual stops and the temporal magic quickly collapses.

- The heroes have 24 hours (the time it takes for the temporal change to encompass the Earth) to stop the ritual; after that, the ritual is complete and the temporal change is permanent.

Depending on how previous encounters with the heroes went the GM can use the ritual and the Great Ziggurat as a way to balance out the final encounter.

If the heroes had had too easy a time with the priest and his revenants in previous encounters then the Great Ziggurat enhances their powers. The GM should add as many power points as necessary to bring the villains up to snuff and give Amar-Sin any new alternate powers to his Magic power to make up for deficiencies discovered in the previous combats.

If on the other hand the heroes have been steadily getting their butts kicked then the magic needed to sustain the ritual weakens the high priest and his revenants. The GM should subtract as many power points as necessary to give the heroes a realistic chance against the Amar-Sin and his revenants.

Follow-Up: If Amar-Sin completes the ritual the world is thrust back into the Bronze Age. It is up to the GM if the ritual may be reversed and, if that is possible, in what manner it may be done. Of course, if there is a way to reverse the ritual, Amar-Sin will know of it as well and he will do everything he can to stop the heroes. In such a situation the adventure may be reversed with the heroes attempting to gather the necessary resources and Amar-Sin and his revenants in pursuit.

Of course in such a situation the GM should feel free to make Amar-Sin even harder to defeat in the final battle by granting him massive powers (the result of gaining magical powers from the ritual) and being able to summon even more revenants or other, more powerful minions (demons are always good).

If the heroes succeed in stopping Amar-Sin but do not kill him in the process they can expect the high priest to try again just as soon as he is able; as long as he is alive the treasures and the world will never be safe.

Of course, his defeat could have so drained him of magical powers (power points) that it could some time before he regains his previous level of power, if ever. Naturally, if the high priest can't recreate the ritual he'll be only too happy to seek revenge on the heroes at every opportunity.

Rewards: Throughout the adventure the heroes should be awarded hero points according to the following guidelines:

- 1 hero point for every encounter with Amar-Sin prior to the final encounter
- 1 bonus hero point for every encounter with Amar-Sin where the GM has to use Gamemaster Fiat to allow the priest to escape

Upon successfully completing the adventure the heroes should be awarded power points according to the following guidelines:

- 3 power points for succeeding in the final encounter without having to regroup or relying on others for help or
- 2 power points if they succeed with help or after regrouping or
- 1 power point if they succeed only with help and regrouping and in all other circumstances

Additional rewards beyond these are up to the GM. There might, in fact, be no other rewards since outside of the ruins of Ur and the parties directly involved no one may even know that the fate of the world was at stake.



SUPPORTING CAST

Dr. Lisa Theodopolis

Dr. Theodopolis is the head of Middle Eastern Antiquities at the Museum of History. She takes her job very seriously and is very protective of her work. She resents the presence of antiquities in private hands.

Although her position forces her to spend most of her time at the museum overseeing exhibits, restorations, and fundraising, this wasn't always the case and Dr. Theodopolis retains a number of surprising skills from her days of working in the field; Dr. Theodopolis would like nothing better than a chance to get back into the action.

Dr. Theodopolis is a diminutive, energetic woman of Greek heritage in her early 50's. For her daily wardrobe she prefers a comfortable blouse, chinos, and comfortable shoes.

Power Level: 1 (32 points)

Abilities: Str 10, Dex 12, Con 11, Int 15, Wis 14, Cha 10

Skills: Computers 4 (+6), Craft (electronic) 2 (+4), Craft (mechanical) 2 (+4), Diplomacy 6 (+6), Drive 2 (+3), Gather Information 4 (+4), Knowledge (history) 12 (+14), Language (Arabic, Farsi), Profession 6 (+8), Search 2 (+4), Sense Motive 4 (+6), Survival 2 (+4)

Feats: Connected

Combat: Attack +1, Damage +0 (unarmed), Defense +1, Initiative +1

Saving Throws: Toughness +0, Fortitude +1, Reflex +2, Will +5

Totals: Abilities 12 + Skills 11 + Feats 1 + Powers 0 + Combat 4 + Saves 5 = 32



Lord Charles Brixton, The Viscount Shirelane

Lord Brixton is a member of the British nobility and a noted student of antiquities. Although effectively retired now, he has been a successful businessman and member of the House of Lords.

Independently wealthy, Lord Brixton spends most of his time pursuing additions to his world-renowned collection of Middle Eastern antiquities. He is rumored to have the greatest collection of such antiquities outside of the British Museum. Although rumors have occasionally circulated that some pieces in Lord Brixton's collection were obtained by less-than-legitimate means, nothing has ever been proven.

Lord Brixton is a tall, striking English nobleman in his late 60's who still maintains an athletic figure through various sporting pursuits. He is never seen in public without a suit.

Power Level: 1 (55 points)

Abilities: Str 11, Dex 12, Con 12, Int 14, Wis 16, Cha 15

Skills: Diplomacy 10 (+12), Drive 6 (+7), Gather Information 6 (+8), Handle Animal 2 (+4), Knowledge (history) 10 (+12), Knowledge (civics) 10 (+12), Knowledge 10 (business) (+12), Language (Arabic), Profession (businessman) 10 (+8), Profession (politician) 4 (+7), Ride 2 (+4), Sense Motive 7 (+10), Swim 2 (+2)

Feats: Attractive, Benefit (status), Benefit (wealth), Connected

Combat: Attack +1, Damage +0 (unarmed), Defense +2, Initiative +1

Saving Throws: Toughness +0, Fortitude +2, Reflex +2, Will +6

Totals: Abilities 20 + Skills 20 + Feats 4 + Powers 0 + Combat 6 + Saves 5 = 55



J-Pappy

J-Pappy, real name Charles Crawford, is a West Coast rapper famous for his “party rhymes”. A multi-platinum recording artist, he is currently exploring the world of acting after having recently been in a supporting role in an action picture. He also dabbles in song writing.

While he does own a lot of “bling” and “ice”, this is more of a calculated image move on his part than a desire to actually own such items. He much prefers to spend his money on unusual artistic items that catch his eye, which is how he came to own the Winged Disk Tablet.

J-Pappy is a trim and well-groomed African-American male in his late 20’s. Although he doesn’t possess a great deal of formal education, J-Pappy is very intelligent and a quick learner. While he wears flashy clothing in public, in private he enjoys relaxing in t-shirt and shorts. He tends to believe his own gangster image and is known to keep a gun.

Power Level: 0 (30 points)

Abilities: Str 13, Dex 13, Con 12, Int 14, Wis 13, Cha 14

Skills: Drive 2 (+3), Knowledge (popular culture) 8 (+10), Perform (acting) 2 (+4), Perform (singing) 6 (+8), Profession (composor) 4 (+6), Profession (singer) 6 (+7), Sense Motive 4 (+5)

Feats: Benefit (status), Benefit (wealth)

Equipment: heavy pistol (+4 damage)

Combat: Attack +0, Damage +1 (unarmed) or +4 (pistol), Defense +0, Initiative +1

Saving Throws: Toughness +0, Fortitude +1, Reflex +1, Will +1

Totals: Abilities 19 + Skills 9 + Feats 2 + Powers 0 + Combat 0 + Saves 0 = 30



Mr. Butterworth

James Butterworth serves as J-Pappy’s chief of security. The man that J-Pappy privately calls “B-Gun”, and everyone else knows to call “Mr. Butterworth”, is a retired SWAT officer who grew bored in retirement and decided to take on private security contracts.

Mr. Butterworth is a very experienced police officer and that training has served him well in his role as a private security officer. He is currently in his third year working for J-Pappy and is satisfied with the business relationship he has with his client. Mr. Butterworth prefers a preemptive approach to personal security and is constantly alert to any developing threats to his client.

Mr. Butterworth is a still athletic Caucasian man in his late 40’s. Impeccably groomed and always dressed in a suit, Mr. Butterworth is completely humorless and leaves no doubt as to what his job is.

Power Level: 7 (91 points)

Abilities: Str 13, Dex 12, Con 12, Int 13, Wis 15, Cha 10

Skills: Diplomacy 4 (+4), Drive 4 (+5), Gather Information 4 (+4), Intimidate 8 (+8), Knowledge (behavioral sciences) 4 (+5), Knowledge 8 (streetwise) (+9), Knowledge 8 (tactics) (+9), Language (Spanish), Notice 8 (+10), Profession (body-guard) 6 (+9), Search 3 (+4), Sense Motive 8 (+11), Stealth 8 (+9), Swim 2 (+3)

Feats: Assessment, Attack Specialization (pistol), Chokehold, Equipment 6, Improved Escape, Improved Grab, Improved Initiative, Improved Pin, Interpose, Master Plan

Equipment: heavy pistol (+4 damage), holdout pistol (+2 damage), pepper spray (Dazzle + Stun 5), undercover shirt

Combat: Attack +7 (+9 pistol), Damage +1 (unarmed), +4 (pistol), Defense +7, Initiative +5

Saving Throws: Toughness +3 (+1 without undercover shirt), Fortitude +6, Reflex +6, Will +6

Totals: Abilities 15 + Skills 19 + Feats 15 + Powers 0 + Combat 28 + Saves 14 = 91



Revenants

The revenants are Amar-Sin's summoned minions. They are the animated corpses of the ten priests that sacrificed their lives to speed Amar-Sin's final prayer to the heavens.

Though their souls have long departed, the magic that animates the revenants allows them to retain a vestige of their former intelligence, a fact that makes them very adaptable servants and combatants.

Bereft of personality, desires, or emotions, the revenants have no other purpose than to serve the desires of Amar-Sin. Being soulless, they care not whether they live or die and fight until defeated, never asking to surrender.

The revenants look like desiccated corpses. Their skin is gray and drawn taut over what little musculature they possess. Strangely, they do not emit a stench. Their empty eye sockets give no hint of the intelligence that lies within.

Power Level: 10 (163 points)

Abilities: Str 20, Dex 20, Con -, Int 10, Wis 10, Cha 10

Skills: Climb 10 (+15), Notice 10 (+10), Search 10 (+10), Stealth 10 (+15)

Feats: Blind-Fight, Chokehold, Diehard, Fearless, Improved Critical (unarmed), Improved Grapple, Improved Initiative, Improved Pin, Instant Up, Power Attack, Teamwork 3

No Ordinary Minions

Although they are listed as supporting characters, Amar-Sin's revenants are not subject to the minion rules and are instead treated like normal non-player characters (due to the Heroic extra for the priest's Summon power).

While the GM can simply remove the Heroic extra from Amar-Sin's Summon power, the GM is encouraged to keep it as it ensures that the heroes will not have too easy a time with the revenants in any encounter.

Remember that, given their one-dimensional nature, a smart and balanced group of heroes should have relatively less trouble with them the next time around.

Powers

Immunity 40 (Fortitude and mental effects)

Protection 10 (*Extras: Impervious*)

Strike 5 (*Power Feats: Mighty*)

Super Senses 4 (darkvision, low-light vision, magical awareness)

Combat: Attack +10, Damage +10 (unarmed), Defense +10, Initiative +9

Saving Throws: Toughness +10, Fortitude —, Reflex +15, Will +10

Totals: Abilities 10 + Skills 10 + Feats 13 + Powers 70 + Combat 40 + Saves 20
= 163



Amar-Sin

Quote: “Let the glories of my homeland be reborn!”

First Appearance: Superline #3.

Over 4,000 years ago, as the Elamites breached Ur’s walls and rampaged through the city, Amar-Sin, high priest of Ur, sent a last prayer asking the gods to spare the city and its people heavenward. As the temple’s remaining priests sacrificed themselves to speed Amar-Sin’s prayer to the gods, the high priest suddenly disappeared.

For almost four millennia Amar-Sin was caught somewhere between life and death, floating unconsciously in an ether where time had no meaning. Then the stars once again became aligned as they were on the day that Ur fell and Amar-Sin returned to the world.

At first the high priest was overwhelmed and confused. Ur was millennia gone and yet he alone had been spared. And then he understood. Ur had been doomed that day, made to pay for its past sins, but he had been spared so that he might create Ur anew. And create it anew he would, for the passing millennia had wrought great changes in the high priest.

Flush with newfound magical powers, Amar-Sin has set out to gather four great treasures from ancient Ur to use in a ritual that he believes will restore Ur to its ancient glory.

Amar-Sin is a slender, middle-aged Sumerian in his late 40’s/early 50’s. He is completely clean-shaven, including his skull. He stands 5’6” and weighs some 110 lbs.

As befits the high priest of a major city, Amar-Sin is a calm and contemplative man who prefers to think through things before acting. He is well educated and cultured, an excellent judge of character, and an able planner and administrator.

Unfortunately the high priest is also irrationally obsessed with the idea of returning Ur to its former glory. And, as befits an individual so driven, Amar-Sin is absolutely ruthless when in pursuit of his goal; he does not care how much damage he does or who he hurts as long as Ur is restored to its rightful place in the world. The fact that ancient Ur has no business in the modern world doesn’t even enter his mind.

Amar-Sin dresses in the traditional Sumerian priest style with bare-chested torso and a plain white, fringed kilt worn around the waist. If the weather is too cold, he wears a heavy, white woolen cloak over his traditional dress.

Power Level: 12 (246 points)

Abilities: Str 12, Dex 14, Con 14, Int 22, Wis 22, Cha 16

Skills: Concentration 10 (+16), Diplomacy 6 (+9), Knowledge (arcane lore) 10 (+16), Knowledge (history) 6 (+12), Knowledge (theology and philosophy) 10 (+16), Notice 8 (+14), Ride 6 (+8), Search 8 (+14), Sense Motive 10 (+16), Survival 6 (+12), Swim 4 (+5)

Feats: Assessment, Attack Specialization 3 (sacred fire blast), Fearless, Master Plan, Ritualist, Trance

Powers

Immunity 4 (disease, poison, starvation and thirst, need for sleep)

Magic 10 (Mystic Blast)

Alternate Powers – magic

Comprehend 2 (speak and understand all languages)

Corrosion 10

Dazzle 5 (visual)

Drain 10 (any one trait one at a time)

ESP 7 (vision, hearing)

Fatigue 10

Flight 3

Healing 10

Illusion 5 (all sense types, 50 ft. radius)

Invisibility 4 (normal vision)

Mental Blast 5

Mind Control 10

Morph 10 (any humanoid form)

Nullify 10 (all magic powers)

Obscure 10 (visual, 50 ft. radius)

Paralyze 10

Possession 5

Snare 10

Suffocate 10

Telekinesis 10

Protection 10 (*Extras:* Impervious)

Summon 10 (*Extras:* Fanatical, Heroic, Horde; *Power Feats:* Mental Link, Progression 3 [10 minions total])

Super-Senses 6 (Danger Sense, Darkvision, Detect Magic, Low-light Vision, Magical Awareness)

Combat: Attack +10 (+16 with sacred fire blast), Damage +10 (sacred fire blast), Defense +10, Initiative +0

Saving Throws: Toughness +12, Fortitude +4, Reflex +4, Will +16

Totals: Abilities 40 + Skills 21 + Feats 8 + Powers 123 + Combat 40 + Saves 14 = 246

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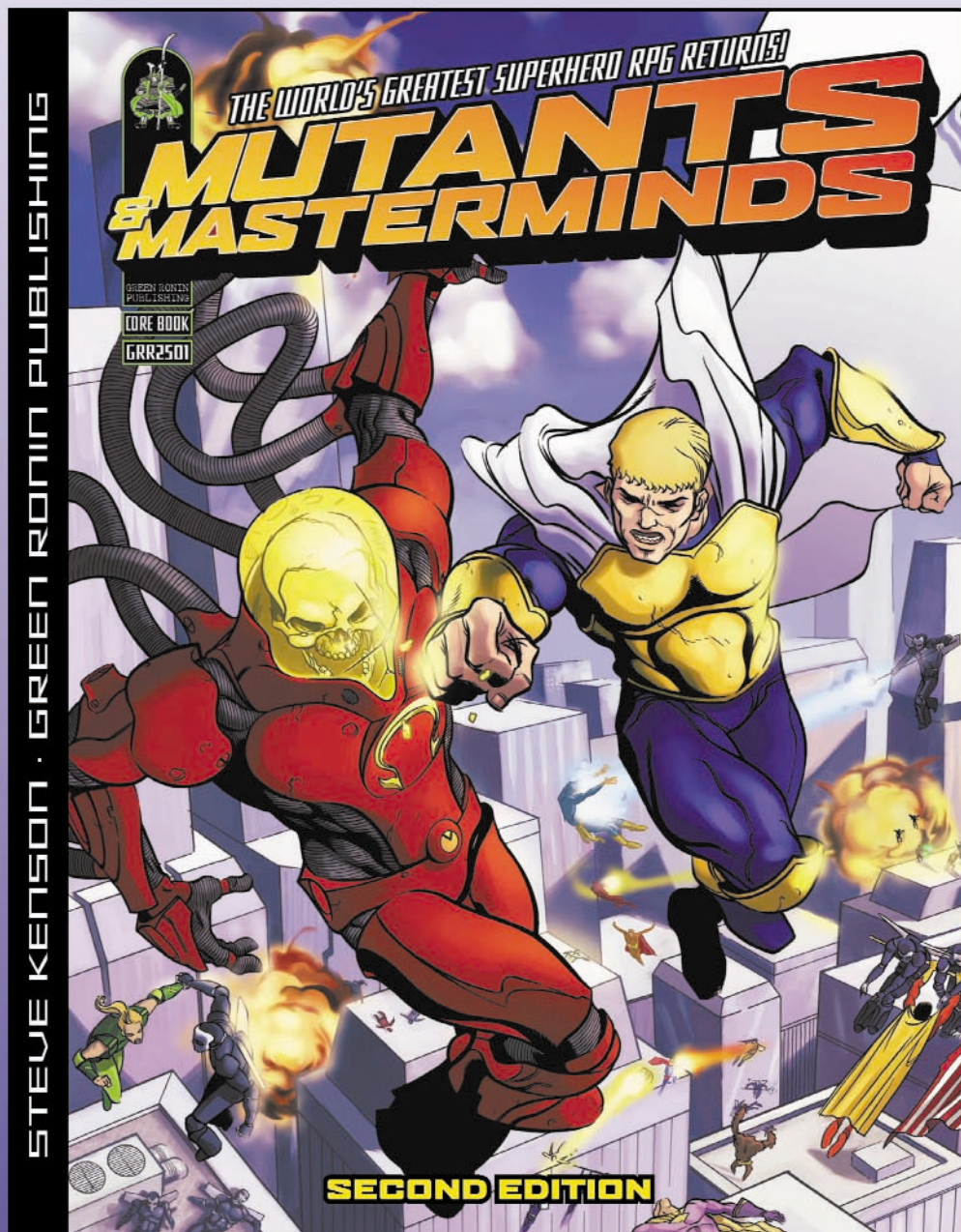
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