

100 Cyberpunk/Fantasy/Western/Pulp/Space Opera/Superhero Plots

The heroes must assist an artifact at the border, but have to contend with an invasion, and opposition from clones trying to murder the Mayor.

The heroes must observe artificial intelligence in the villain's lair, but have to contend with misdirection, and opposition from lunatics trying to murder Nazi gold.

The heroes must journey with a love-interest in the desert, but have to contend with a travel problem, and opposition from a veteran trying to destroy the sheriff.

The heroes must make a trade with smugglers in the subway, but have to contend with cybernetics, and opposition from beings of pure energy trying to manipulate the data on a new form of energy.

The heroes must hold up a greenhorn from back East in a skyscraper, but have to contend with desperation, and opposition from mercenaries trying to steal someone famous.

The heroes must meet a secret in transit, but have to contend with gold, and opposition from an adventurer trying to overthrow a monster.

The heroes must strike against a crooked politician in the villain's lair, but have to contend with a battle, and opposition from merchants trying to blackmail a child genius.

The heroes must protect a jewel in a lawless city, but have to contend with insanity, and opposition from a tycoon trying to smuggle a power-ring.

The heroes must infiltrate a secret at a shopping centre, but have to contend with desperation, and opposition from a recurring character trying to bomb a child genius.

The heroes must chase a friend in a subterranean city, but have to contend with diplomacy, and opposition from hostile Indians trying to overthrow the bank.

The heroes must escape from a low-life in the sky, but have to contend with a power struggle, and opposition from a champion trying to rule a fortune in gold.

The heroes must expose artificial intelligence in transit, but have to contend with the laws, and opposition from an unknown race of aliens trying to hunt a woman.

The heroes must observe a bounty hunter at a government installation, but have to contend with religion, and opposition from a gang trying to control a super-computer.

The heroes must understand a love-interest in ruins, but have to contend with computer failure, and opposition from a stranger trying to fire a death ray at ancient Atlantis.

The heroes must find information near the event horizon of a black hole, but have to contend with puzzles, and opposition from clones trying to destroy the heroes.

The heroes must work out how to communicate with an enemy agent in a war zone, but have to contend with computer failure, and opposition from ape-men trying to extort from the police.

The heroes must conceal advanced aliens in prison, but have to contend with gold, and opposition from merchants trying to ransom an ancient race.

The heroes must track a newspaper editor near an abandoned mine, but have to contend with a magical event, and opposition from traitors trying to rebuild an ancient race.

The heroes must conceal a scoundrel on a space station, but have to contend with protecting their secret identities, and opposition from a group of villains trying to extort from an old prospector.

The heroes must guard a vehicle in the sky, but have to contend with war, and opposition from ape-men trying to create the miners' payroll.

The heroes must join a merchant in catacombs, but have to contend with a curse, and opposition from a recurring character trying to infect an entire country.

The heroes must guide smugglers under the sea, but have to contend with hacking, and opposition from government officials trying to summon innocent victims.

The heroes must locate a group of outcasts at the frontier, but have to contend with misdirection, and opposition from government officials trying to corrupt one of the heroes' family.

The heroes must guide a diplomat in a fortress, but have to contend with mistaken identity, and opposition from a stranger trying to rebuild peaceful aliens.

The heroes must protect a robot in a cavern, but have to contend with trickery, and opposition from an unknown race of aliens trying to win the love of a fortune in gold.

The heroes must fight a magic talisman on a space station, but have to contend with lack of trust, and opposition from a stranger trying to attack the water supply.

The heroes must serve a new race at the airport, but have to contend with an ambush, and opposition from a former ally trying to build a robot double of a secret government agency.

The heroes must meet an occultist near an abandoned mine, but have to contend with a battle, and opposition from the army trying to attack an old prospector.

The heroes must get past a secret in a citadel, but have to contend with insanity,

and opposition from an oppressive Empire trying to frame drug runners.

The heroes must watch a rival at the frontier, but have to contend with puzzles, and opposition from a shadowy figure trying to banish a woman.

The heroes must blow up foreigners in a mining town, but have to contend with a vendetta, and opposition from ape-men trying to kill the heroes' rivals.

The heroes must track a businessman in a lawless city, but have to contend with exploration, and opposition from a shadowy figure trying to control the Cavalry.

The heroes must journey to a crooked politician in the entertainment district, but have to contend with diplomacy, and opposition from a gang trying to poison a child genius.

The heroes must obliterate a hacker at the border, but have to contend with fear, and opposition from mercenaries trying to obliterate the Great Old Ones.

The heroes must assist pirates on an oil platform, but have to contend with squabbling, and opposition from mercenaries trying to attack a peaceful village.

The heroes must contend with an android underground, but have to contend with a double-cross, and opposition from a former ally trying to steal the soul of a power-ring.

The heroes must hack a new race in another dimension, but have to contend with magic, and opposition from a guild trying to build a robot double of the bank.

The heroes must train a starship in the jungle, but have to contend with diplomacy, and opposition from a gang trying to forge the credentials of the Elder Gods.

The heroes must kill foreigners on a rooftop, but have to contend with desperation, and opposition from a computer trying to hijack a super-computer.

The heroes must rescue a god in the past, but have to contend with losing their memory, and opposition from bandits trying to steal someone famous.

The heroes must rescue a woman across the sea, but have to contend with trickery, and opposition from a shadowy figure trying to fire a death ray at an old prospector.

The heroes must reveal an oracle at a market, but have to contend with an ambush, and opposition from wizards trying to banish a brilliant scientist.

The heroes must find foreigners at the airport, but have to contend with a double-cross, and opposition from a recurring character trying to win the love of the elves.

The heroes must find a woman at a market, but have to contend with mistaken identity, and opposition from a stranger trying to corrupt the heroes' friend.

The heroes must conceal an enemy in a wasteland, but have to contend with travel,

and opposition from traitors trying to rebuild an experiment gone wrong.

The heroes must escape from information in the jungle, but have to contend with wanting to lead a normal life, and opposition from merchants trying to rob the entire human race.

The heroes must talk with a crooked politician in a temple, but have to contend with a travel problem, and opposition from devils trying to kidnap the entire human race.

The heroes must investigate a child in another dimension, but have to contend with language, and opposition from a conspiracy trying to bomb someone famous.

The heroes must guide some peasants in the desert, but have to contend with shape-changing aliens, and opposition from a champion trying to corrupt the Mayor.

The heroes must understand bounty hunters in a cave, but have to contend with exploration, and opposition from the city guard trying to win the love of one of the heroes' family.

The heroes must support a femme fatale in a strange land, but have to contend with criminals, and opposition from mercenaries trying to banish one of the heroes' family.

The heroes must move an occultist on a mountain, but have to contend with strange customs, and opposition from a veteran trying to build a brilliant scientist.

The heroes must protect a greenhorn from back East at a secret location, but have to contend with an ambush, and opposition from government officials trying to steal a fortune in gold.

The heroes must race a man in a mansion, but have to contend with spies, and opposition from a recurring character trying to poison an experiment gone wrong.

The heroes must support a new race in another city, but have to contend with lack of trust, and opposition from a stranger trying to conquer the United States.

The heroes must rescue a newspaper editor in darkest Africa, but have to contend with war, and opposition from a gang trying to burgle a peaceful village.

The heroes must attack a hero turned villain at a government installation, but have to contend with misdirection, and opposition from a cult trying to murder the Mayor's daughter.

The heroes must battle a scoundrel in a village, but have to contend with a travel problem, and opposition from a group of villains trying to implant a hypnotic suggestion in the police.

The heroes must escape from an aircraft in a strange land, but have to contend with puzzles, and opposition from wizards trying to manipulate an experiment gone wrong.

The heroes must trade with a magical event at a market, but have to contend with a travel problem, and opposition from ape-men trying to rebuild a peaceful village.

The heroes must retrieve the Ancients on a gas giant, but have to contend with magic, and opposition from clones trying to blackmail the Mayor's daughter.

The heroes must defeat an enemy on a rooftop, but have to contend with a power struggle, and opposition from beings of pure energy trying to hijack a monster.

The heroes must conceal a group of outcasts in a frozen wasteland, but have to contend with war, and opposition from a former ally trying to rule the Nazis.

The heroes must oppose a woman on a space station, but have to contend with desperation, and opposition from government officials trying to rule the Mayor's daughter.

The heroes must defeat an animal on a rooftop, but have to contend with drugs, and opposition from mercenaries trying to infect the Cavalry.

The heroes must repel a hero turned villain in a city, but have to contend with trickery, and opposition from a recurring character trying to sell a peaceful planet.

The heroes must observe a beautiful half-Indian woman on a ranch, but have to contend with an abduction, and opposition from a conspiracy trying to enslave a fortune in gold.

The heroes must strike against a cyborg near an abandoned mine, but have to contend with legal troubles, and opposition from lunatics trying to enslave the Mayor's daughter.

The heroes must escort a demi-human in cyberspace, but have to contend with war, and opposition from a recurring character trying to disguise themselves as a child genius.

The heroes must destroy the Yakuza near an abandoned mine, but have to contend with trickery, and opposition from bandits trying to win the love of a super-computer.

The heroes must create an outcast on a desert world, but have to contend with encryption, and opposition from a veteran trying to obliterate the heroes' rivals.

The heroes must negotiate with a child in darkest Africa, but have to contend with fear, and opposition from beings of pure energy trying to sell government scientists.

The heroes must assassinate a priest in the deserts of Arabia, but have to contend with criminals, and opposition from assassins trying to rob innocent victims.

The heroes must chase an enemy in the subway, but have to contend with a double-cross, and opposition from a shadowy figure trying to control an experiment gone

wrong.

The heroes must serve a child under the sea, but have to contend with criminals, and opposition from bandits trying to kill the water supply.

The heroes must observe a diplomat on the moon, but have to contend with politics, and opposition from beings of pure energy trying to rule Nazi gold.

The heroes must understand an ally on a ship, but have to contend with organised crime, and opposition from a gang trying to sell the sheriff.

The heroes must oppose smugglers at a restaurant, but have to contend with puzzles, and opposition from fanatics trying to ransom the elves.

The heroes must move a noble on the moon, but have to contend with diplomacy, and opposition from a cult trying to infiltrate ranchers.

The heroes must contend with a spatial anomaly in a subterranean city, but have to contend with squabbling, and opposition from government officials trying to infect a new form of energy.

The heroes must talk with a sorcerer in a forest, but have to contend with a vendetta, and opposition from slavers trying to control an ancient race.

The heroes must retrieve innocent bystanders in a place that officially doesn't exist, but have to contend with a double-cross, and opposition from a cult trying to conquer the United States.

The heroes must find a secret in the villain's lair, but have to contend with the weather, and opposition from a guild trying to hijack one of the heroes' family.

The heroes must get past an enemy in the underworld, but have to contend with media attention, and opposition from a conspiracy trying to smuggle a child genius.

The heroes must meet a stranger at a shopping centre, but have to contend with corporate influence, and opposition from a stranger trying to fire a death ray at the entire world.

The heroes must ally with a friend under the sea, but have to contend with spies, and opposition from lunatics trying to kidnap drug runners.

The heroes must foil the government in the business district, but have to contend with a vendetta, and opposition from technology gone amok trying to sell the bank.

The heroes must travel with a wealthy banker in the entertainment district, but have to contend with an ambush, and opposition from a tycoon trying to extort from a dwarven stronghold.

The heroes must conceal an ancient evil in a laboratory, but have to contend with theft, and opposition from government officials trying to sell a super-computer.

The heroes must escape from a monster on a barren moon, but have to contend with an ambush, and opposition from assassins trying to attack government scientists.

The heroes must avenge a love-interest in a city, but have to contend with superstition, and opposition from a shadowy figure trying to manipulate the data on innocent victims.

The heroes must safeguard an outcast in Chinatown, but have to contend with a trap, and opposition from mercenaries trying to build a robot double of innocent victims.

The heroes must investigate a treasure on a military base, but have to contend with riots, and opposition from a shadowy figure trying to hunt the heroes' rivals.

The heroes must rescue a stranger in a forest, but have to contend with theft, and opposition from an unknown race of aliens trying to uncover the secrets of the heroes' friend.

The heroes must serve a weapon at the villain's base, but have to contend with a curse, and opposition from ape-men trying to take a woman.

The heroes must liberate a monk on a space cruiser, but have to contend with cybernetics, and opposition from a former ally trying to kill the miners' payroll.

The heroes must fight a scientist in another city, but have to contend with getting lost, and opposition from a veteran trying to destroy an experiment gone wrong.

The heroes must kill a monster in the business district, but have to contend with a power struggle, and opposition from a computer trying to uncover the secrets of the Nazis.

The heroes must hack bounty hunters in a manor, but have to contend with equipment failure, and opposition from a recurring character trying to obliterate a jungle tribe.

The heroes must infiltrate a villain on an oil platform, but have to contend with politics, and opposition from a stranger trying to attack the owner of the general store.

100 Cyberpunk/Fantasy/Western/Pulp/Space Opera/Superhero Plots

The heroes must kill a woman in a frozen wasteland, but have to contend with the laws, and opposition from a group of villains trying to win the love of a child genius.

The heroes must raid an ally in the sky, but have to contend with monsters, and opposition from government officials trying to ransom the bank.

The heroes must race a weapon in a port, but have to contend with a trap, and opposition from a tycoon trying to obliterate a woman.

The heroes must defend a child at the airport, but have to contend with trickery, and opposition from a computer trying to bomb a child genius.

The heroes must blow up the police on an island, but have to contend with a trap, and opposition from a recurring character trying to rule Earth.

The heroes must safeguard a criminal mastermind in a supulcher, but have to contend with the laws, and opposition from a former ally trying to forge the credentials of the entire world.

The heroes must explore pirates in a laboratory, but have to contend with betrayal, and opposition from slavers trying to murder a reincarnated king.

The heroes must negotiate with a business magnate in the villain's lair, but have to contend with an abduction, and opposition from a group of villains trying to poison a new form of energy.

The heroes must strike against a murderer in an asteroid field, but have to contend with an invasion, and opposition from a guild trying to murder the Nazis.

The heroes must encounter a criminal mastermind in a manor, but have to contend with their one weakness, and opposition from clones trying to infect the heroes' rivals.

The heroes must serve the government at a secret location, but have to contend with exploration, and opposition from a cult trying to destroy a child genius.

The heroes must contend with an outcast on a ship, but have to contend with serving two masters, and opposition from a gang trying to terrorise a fortune in gold.

The heroes must outwit citizens at a government installation, but have to contend with an ambush, and opposition from a shadowy figure trying to rebuild innocent victims.

The heroes must destroy a monster in a place that officially doesn't exist, but have to contend with travel, and opposition from bandits trying to manipulate innocent victims.

The heroes must rescue a newspaper editor at a corporate headquarters, but have to contend with balancing crime-fighting and their private life, and opposition from a shadowy figure trying to rob government scientists.

The heroes must move an enemy in the hills, but have to contend with the laws, and opposition from technology gone amok trying to manipulate peaceful aliens.

The heroes must join a group of outcasts in a village, but have to contend with the weather, and opposition from an unknown race of aliens trying to steal a famous magician.

The heroes must shield a crooked banker on a desert world, but have to contend with mind-reading aliens, and opposition from a former ally trying to control the Mayor.

The heroes must assassinate the police on a lonely road, but have to contend with criminals, and opposition from a champion trying to take the police.

The heroes must create a robot across the sea, but have to contend with military influence, and opposition from a recurring character trying to hypnotise a child genius.

The heroes must save a bounty hunter in the desert, but have to contend with alien psychology, and opposition from lunatics trying to rebuild a secret government agency.

The heroes must locate samurai in a mining town, but have to contend with an invasion, and opposition from a shadowy figure trying to enslave the heroes.

The heroes must race a map in the sky, but have to contend with a battle, and opposition from a recurring character trying to fire a death ray at a child genius.

The heroes must deliver mutants in a mining town, but have to contend with wanting to lead a normal life, and opposition from technology gone amok trying to frame a super-computer.

The heroes must escort magic in a village, but have to contend with organised crime, and opposition from hostile Indians trying to uncover the secrets of Earth.

The heroes must fight a secret on the moon, but have to contend with fear, and opposition from a stranger trying to rebuild Earth.

The heroes must battle mutants underwater, but have to contend with riddles, and opposition from beings of pure energy trying to manipulate a new form of energy.

The heroes must obliterate a treasure in a skyscraper, but have to contend with organised crime, and opposition from clones trying to rebuild a new form of energy.

The heroes must shield a god at a sporting event, but have to contend with media attention, and opposition from a gang trying to terrorise Nazi gold.

The heroes must kill an artifact at a hideout, but have to contend with monsters, and opposition from technology gone amok trying to control a woman.

The heroes must find a captain in a forest, but have to contend with a trap, and opposition from an unidentified vessel trying to manipulate a power-ring.

The heroes must observe Nazis in a laboratory, but have to contend with media attention, and opposition from a gang trying to murder innocent victims.

The heroes must explore a low-life in a bazaar, but have to contend with diplomacy, and opposition from a tycoon trying to sell the police.

The heroes must create mutants on an island, but have to contend with religion, and opposition from an unknown race of aliens trying to kidnap innocent victims.

The heroes must infiltrate a dealer in an apartment, but have to contend with an abduction, and opposition from a recurring character trying to destroy one of the heroes' family.

The heroes must create a network in orbit, but have to contend with criminals, and opposition from traitors trying to disguise themselves as a peaceful village.

The heroes must steal a crooked banker in the subway, but have to contend with military influence, and opposition from a stranger trying to destroy an ancient race.

The heroes must move a network on a ship, but have to contend with an abduction, and opposition from a shadowy figure trying to smuggle drug runners.

The heroes must steal an energy source at the villain's base, but have to contend with an abduction, and opposition from a stranger trying to implant a hypnotic suggestion in the police.

The heroes must disguise bounty hunters on a desert world, but have to contend with theft, and opposition from slavers trying to extort from a new super-weapon.

The heroes must support a corporation in a speakeasy, but have to contend with squabbling, and opposition from assassins trying to obliterate the bank.

The heroes must assist a scoundrel in the hills, but have to contend with a trap, and opposition from assassins trying to rob a peaceful village.

The heroes must aid a friend near an abandoned mine, but have to contend with fear, and opposition from bandits trying to murder a super-computer.

The heroes must encounter alien invaders in a nightclub, but have to contend with mistaken identity, and opposition from a shadowy figure trying to destroy ancient Atlantis.

The heroes must retrieve a monster underground, but have to contend with language, and opposition from bandits trying to hijack a super-computer.

The heroes must work out how to communicate with a crooked banker in a cavern, but have to contend with equipment failure, and opposition from lunatics trying to take peaceful aliens.

The heroes must defeat a technician underwater, but have to contend with lack of

trust, and opposition from an oppressive Empire trying to hunt someone famous.

The heroes must get past an occultist in the business district, but have to contend with military influence, and opposition from the army trying to extort from local Indians.

The heroes must support a hero turned villain at a government installation, but have to contend with protecting their secret identities, and opposition from fanatics trying to attack the heroes' friend.

The heroes must combat a spatial anomaly in a frozen wasteland, but have to contend with alien psychology, and opposition from a shadowy figure trying to hijack mysterious alien technology.

The heroes must conceal an animal in Dodge City, but have to contend with an ambush, and opposition from technology gone amok trying to control a sorcerer-king.

The heroes must trade with an artifact in a bazaar, but have to contend with criminals, and opposition from a champion trying to infect the family they left behind.

The heroes must investigate a man in an asteroid field, but have to contend with insanity, and opposition from assassins trying to steal the bank.

The heroes must raid an android underwater, but have to contend with losing their powers, and opposition from government officials trying to steal the powers of one of the heroes' family.

The heroes must guide a villain across the sea, but have to contend with misdirection, and opposition from fanatics trying to summon the Chosen One.

The heroes must save an enemy in the villain's lair, but have to contend with a vendetta, and opposition from merchants trying to disguise themselves as the Elder Gods.

The heroes must rescue a scoundrel in a port, but have to contend with war, and opposition from a stranger trying to rule a child genius.

The heroes must retrieve an enemy agent in the underworld, but have to contend with media attention, and opposition from a magical beast trying to smuggle a monster.

The heroes must escape from technology in the future, but have to contend with criminals, and opposition from traitors trying to corrupt a super-computer.

The heroes must assassinate a friend in the business district, but have to contend with equipment failure, and opposition from slavers trying to disguise themselves as the Elder Gods.

The heroes must reveal a mad scientist online, but have to contend with drugs, and opposition from traitors trying to kidnap a monster.

The heroes must watch a god in a lost city, but have to contend with spies, and opposition from an oppressive Empire trying to sell a brilliant scientist.

The heroes must deliver a love-interest in a stronghold, but have to contend with exploration, and opposition from slavers trying to hypnotise a secret government agency.

The heroes must create a stranger in a guild hall, but have to contend with mistaken identity, and opposition from mercenaries trying to bribe peaceful aliens.

The heroes must destroy the undead in deep space, but have to contend with mistaken identity, and opposition from slavers trying to frame a brilliant scientist.

The heroes must race a princess in a stronghold, but have to contend with travel, and opposition from traitors trying to kill a new form of energy.

The heroes must deliver a smuggler in a spaceport, but have to contend with a vendetta, and opposition from merchants trying to sell someone famous.

The heroes must assassinate magic on a lonely road, but have to contend with a vendetta, and opposition from a guild trying to take the United States.

The heroes must move Nazis in a swamp, but have to contend with politics, and opposition from fanatics trying to fire a death ray at a monster.

The heroes must destroy an outcast in a laboratory, but have to contend with criminals, and opposition from ape-men trying to attack government scientists.

The heroes must shut down smugglers in a bazaar, but have to contend with alien psychology, and opposition from lunatics trying to conquer a jungle tribe.

The heroes must join a bard in Chinatown, but have to contend with the laws, and opposition from the Time Police trying to steal ancient Atlantis.

The heroes must speak with a god in a frozen wasteland, but have to contend with politics, and opposition from a tycoon trying to overthrow the entire human race.

The heroes must strike against a scoundrel on an island, but have to contend with spies, and opposition from slavers trying to conquer an ancient race.

The heroes must journey to a villain in a citadel, but have to contend with rivalry, and opposition from Confederates trying to corrupt a sorcerer-king.

The heroes must join a hacker in a skyscraper, but have to contend with serving two masters, and opposition from slavers trying to take the bank.

The heroes must chase alien invaders in a brothel, but have to contend with military

influence, and opposition from government officials trying to hunt a super-computer.

The heroes must get past a diplomat at a museum, but have to contend with criminals, and opposition from the ghost in the machine trying to win the love of the entire human race.

The heroes must retrieve a spatial anomaly in transit, but have to contend with military influence, and opposition from clones trying to ransom the heroes.

The heroes must get past an outcast in a gated community, but have to contend with travel, and opposition from an adventurer trying to destroy a power-ring.

The heroes must guard a businessman in prison, but have to contend with drugs, and opposition from a gang trying to take an entire country.

The heroes must assist a celebrity at the border, but have to contend with riots, and opposition from slavers trying to smuggle a woman.

The heroes must meet technology in a citadel, but have to contend with riddles, and opposition from clones trying to banish a new form of energy.

The heroes must conceal a gambler in prison, but have to contend with the gods, and opposition from a gang trying to terrorise a secret government agency.

The heroes must investigate a crooked politician on a space station, but have to contend with an ambush, and opposition from the Time Police trying to ransom an experiment gone wrong.

The heroes must chase a newspaper editor in a cave, but have to contend with a double-cross, and opposition from a shadowy figure trying to murder the Chosen One.

The heroes must save a dance-hall girl in a lawless city, but have to contend with a double-cross, and opposition from lunatics trying to hijack the sheriff.

The heroes must support a computer in a lawless town, but have to contend with puzzles, and opposition from clones trying to infiltrate the miners' payroll.

The heroes must train an invention at the villain's base, but have to contend with media attention, and opposition from a shadowy figure trying to destroy a peaceful village.

The heroes must contend with a secret on a mountain, but have to contend with gold, and opposition from a shadowy figure trying to disguise themselves as someone famous.

The heroes must combat a secret in the future, but have to contend with desperation, and opposition from a magical beast trying to corrupt drug runners.

The heroes must track pirates at a shopping centre, but have to contend with fear,

and opposition from ape-men trying to ransom the bank.

The heroes must foil a starship at a hideout, but have to contend with drugs, and opposition from assassins trying to bewitch innocent victims.

The heroes must obliterate the Yakuza on a mountain, but have to contend with cybernetics, and opposition from space pirates trying to ransom an entire country.

The heroes must watch a spatial anomaly in the desert, but have to contend with a power struggle, and opposition from a former ally trying to hunt the police.

The heroes must defend a monster in catacombs, but have to contend with a virus, and opposition from fanatics trying to fire a death ray at a peaceful village.

The heroes must assassinate an ancient evil in a wizard's tower, but have to contend with serving two masters, and opposition from government officials trying to control a woman.

The heroes must train smugglers in a strange land, but have to contend with corporate influence, and opposition from an oppressive Empire trying to create the entire world.

The heroes must assault a prophecy in neutral space, but have to contend with alien psychology, and opposition from mercenaries trying to bomb a reincarnated king.

The heroes must destroy a hero turned villain in a vault, but have to contend with riddles, and opposition from technology gone amok trying to rule the fairy queen.

100 Cyberpunk/Fantasy/Western/Pulp/Space Opera/Superhero Plots

The heroes must save a dealer in orbit, but have to contend with squabbling, and opposition from fanatics trying to corrupt one of the heroes' family.

The heroes must support mutants on a new colony, but have to contend with exploration, and opposition from clones trying to steal a fortune in gold.

The heroes must watch a captain in a data haven, but have to contend with trickery, and opposition from a recurring character trying to implant a hypnotic suggestion in the Great Old Ones.

The heroes must foil the Yakuza on a trade route, but have to contend with politics, and opposition from an oppressive Empire trying to kidnap a peaceful village.

The heroes must steal terrorists on a military base, but have to contend with squabbling, and opposition from clones trying to ransom the entire world.

The heroes must observe a golem in a place that officially doesn't exist, but have to

contend with betrayal, and opposition from a gang trying to blackmail the railroad.

The heroes must ally with a love-interest in a tavern, but have to contend with lack of trust, and opposition from traitors trying to take a child genius.

The heroes must chase a weapon at the border, but have to contend with puzzles, and opposition from a former ally trying to terrorise the heroes.

The heroes must travel with the fleet on a water planet, but have to contend with criminals, and opposition from a veteran trying to implant a hypnotic suggestion in an ancient race.

The heroes must journey with a pilot in the future, but have to contend with riddles, and opposition from fanatics trying to manipulate the Nazis.

The heroes must rescue a starship in a stronghold, but have to contend with exploration, and opposition from a tycoon trying to steal a new form of energy.

The heroes must attack a monster on a jungle planet, but have to contend with criminals, and opposition from bandits trying to bomb a woman.

The heroes must conceal a spatial anomaly in the heroes' home city, but have to contend with religion, and opposition from a stranger trying to take a fortune in gold.

The heroes must locate a child on a rooftop, but have to contend with trickery, and opposition from an adventurer trying to fire a death ray at someone famous.

The heroes must debug an energy source at a secret location, but have to contend with trickery, and opposition from an unidentified vessel trying to overthrow a child genius.

The heroes must race the Yakuza in a lawless city, but have to contend with equipment failure, and opposition from a group of villains trying to obliterate the elves.

The heroes must support a thief in the desert, but have to contend with betrayal, and opposition from a recurring character trying to kidnap the Galactic Council.

The heroes must reveal a gem at a casino, but have to contend with fear, and opposition from the ghost in the machine trying to kill the police.

The heroes must raid a super-villain in a wasteland, but have to contend with an abduction, and opposition from government officials trying to summon the entire world.

The heroes must observe a villain in a TV station, but have to contend with an abduction, and opposition from a conspiracy trying to attack the heroes' friend.

The heroes must oppose an aircraft near a vortex, but have to contend with politics,

and opposition from a stranger trying to acquire a woman.

The heroes must kill citizens in the jungle, but have to contend with a vendetta, and opposition from a shadowy figure trying to burgle an ancient race.

The heroes must move a map in prison, but have to contend with an ambush, and opposition from fanatics trying to copy the DNA of a sorcerer-king.

The heroes must shut down a dealer in a mining town, but have to contend with a battle, and opposition from bandits trying to build the heroes' friend.

The heroes must get past a friend on a ship, but have to contend with a power struggle, and opposition from a veteran trying to take mysterious alien technology.

The heroes must expose a secret at a hideout, but have to contend with a vendetta, and opposition from barbarians trying to win the love of the Police Chief.

The heroes must aid pirates in a temple, but have to contend with riddles, and opposition from a shadowy figure trying to create an evil duplicate of the water supply.

The heroes must meet the Ancients on a ranch, but have to contend with computer failure, and opposition from a former ally trying to enslave the entire world.

The heroes must speak with alien invaders in the underworld, but have to contend with betrayal, and opposition from a conspiracy trying to obliterate a fortune in gold.

The heroes must reveal an occultist at the airport, but have to contend with strange customs, and opposition from bandits trying to blackmail the bank.

The heroes must beset a monster in an asteroid field, but have to contend with fear, and opposition from assassins trying to build the entire world.

The heroes must obliterate a satellite in a mansion, but have to contend with trickery, and opposition from fanatics trying to fire a death ray at the Galactic Council.

The heroes must race a secret in a mansion, but have to contend with the laws, and opposition from fanatics trying to corrupt the Nazis.

The heroes must speak with a captain in a mansion, but have to contend with hacking, and opposition from traitors trying to build a robot double of an ancient race.

The heroes must locate citizens at the frontier, but have to contend with politics, and opposition from merchants trying to rebuild the owner of the general store.

The heroes must outwit the police in an apartment, but have to contend with military influence, and opposition from technology gone amok trying to terrorise a

peaceful planet.

The heroes must defend a hitman in a ghetto, but have to contend with war, and opposition from assassins trying to hunt a power-ring.

The heroes must make a trade with a villain in a vault, but have to contend with an invasion, and opposition from slavers trying to rebuild the water supply.

The heroes must assault smugglers in a brothel, but have to contend with the weather, and opposition from a gang trying to create an evil duplicate of corrupt police.

The heroes must foil a wealthy banker in the hills, but have to contend with religion, and opposition from traitors trying to disguise themselves as government scientists.

The heroes must fight a lost civilisation in the deserts of Arabia, but have to contend with religion, and opposition from a tycoon trying to rob the entire human race.

The heroes must seize a crooked banker on a highway, but have to contend with mistaken identity, and opposition from merchants trying to forge the credentials of the heroes' friend.

The heroes must assassinate a hitman on a space station, but have to contend with riddles, and opposition from a recurring character trying to create the Great Old Ones.

The heroes must find an enemy in a speakeasy, but have to contend with a double-cross, and opposition from wizards trying to murder an experiment gone wrong.

The heroes must race artificial intelligence in a subterranean city, but have to contend with fear, and opposition from gunslingers trying to infect an ancient race.

The heroes must journey with a group of outcasts in a dungeon, but have to contend with a double-cross, and opposition from technology gone amok trying to obliterate a woman.

The heroes must locate a treasure on an island, but have to contend with puzzles, and opposition from the city guard trying to smuggle a new form of energy.

The heroes must create a corporation in gang territory, but have to contend with theft, and opposition from assassins trying to manipulate the data on government scientists.

The heroes must defend the Ancients on a barren moon, but have to contend with cybernetics, and opposition from bandits trying to destroy a woman.

The heroes must move gangsters in prison, but have to contend with war, and opposition from a computer trying to frame a fortune in gold.

The heroes must battle a vehicle at a police station, but have to contend with a

power struggle, and opposition from a gang trying to bomb the bank.

The heroes must talk with foreigners on a ship, but have to contend with an ambush, and opposition from a guild trying to infect a new super-weapon.

The heroes must kill a scoundrel at the border, but have to contend with an abduction, and opposition from a tycoon trying to poison the police.

The heroes must steal guards in a strange land, but have to contend with trickery, and opposition from fanatics trying to hijack corrupt police.

The heroes must rescue a crooked politician at a police station, but have to contend with an ambush, and opposition from a veteran trying to kill a new super-weapon.

The heroes must rescue a stranger in an asteroid field, but have to contend with desperation, and opposition from mercenaries trying to acquire the police.

The heroes must encounter information in a bar, but have to contend with betrayal, and opposition from Confederates trying to infect the Police Chief.

The heroes must foil a hacker at a restaurant, but have to contend with betrayal, and opposition from a conspiracy trying to conquer the United States.

The heroes must safeguard a village in a palace, but have to contend with an abduction, and opposition from a recurring character trying to blackmail the fairy queen.

The heroes must escape from a magical beast in a bar, but have to contend with travel, and opposition from beings of pure energy trying to frame a secret government agency.

The heroes must protect an enemy in another city, but have to contend with military influence, and opposition from mercenaries trying to hunt a fortune in gold.

The heroes must locate a rival in a mansion, but have to contend with equipment failure, and opposition from assassins trying to steal a woman.

The heroes must erase a murderer on a plain, but have to contend with trickery, and opposition from a stranger trying to poison the railroad.

The heroes must track a hacker in deep space, but have to contend with religion, and opposition from a gang trying to manipulate a jungle tribe.

The heroes must conceal a crooked cop in a castle, but have to contend with rivalry, and opposition from assassins trying to acquire the Mayor.

The heroes must liberate an outcast in the sky, but have to contend with a power struggle, and opposition from an adventurer trying to smuggle a famous magician.

The heroes must get past terrorists on an artificial world, but have to contend with

war, and opposition from merchants trying to build a robot double of the entire world.

The heroes must assist a love-interest in hyperspace, but have to contend with theft, and opposition from a magical beast trying to rule a new super-weapon.

The heroes must rescue a newspaper editor in the villain's lair, but have to contend with superstition, and opposition from a shadowy figure trying to curse a new super-weapon.

The heroes must rescue gangsters in a war zone, but have to contend with a battle, and opposition from an adventurer trying to create a famous magician.

The heroes must locate workers in a foreign country, but have to contend with diplomacy, and opposition from space pirates trying to acquire an experiment gone wrong.

The heroes must obliterate a lost civilisation at a government installation, but have to contend with diplomacy, and opposition from a gang trying to create innocent victims.

The heroes must track an energy source in a war zone, but have to contend with an invasion, and opposition from slavers trying to terrorise a child genius.

The heroes must race an elemental in a supulcher, but have to contend with trickery, and opposition from a shadowy figure trying to hijack the entire human race.

The heroes must testify against a wizard on an oil platform, but have to contend with rivalry, and opposition from the city guard trying to poison the United States.

The heroes must destroy a stranger on a ship, but have to contend with diplomacy, and opposition from a stranger trying to frame a woman.

The heroes must resist the government in a lawless city, but have to contend with balancing crime-fighting and their private life, and opposition from a former ally trying to uncover the secrets of a fortune in gold.

The heroes must meet a monster at the border, but have to contend with robot psychology, and opposition from a recurring character trying to conquer ranchers.

The heroes must combat a diplomat in a hidden zone, but have to contend with a vendetta, and opposition from a veteran trying to ransom an experiment gone wrong.

The heroes must track a scientist in a brothel, but have to contend with protecting their secret identities, and opposition from ape-men trying to bomb the family they left behind.

The heroes must escape from a murderer at a secret location, but have to contend

with superstition, and opposition from clones trying to build the entire world.

The heroes must talk with an animal in a volcano, but have to contend with rivalry, and opposition from a recurring character trying to smuggle innocent victims.

The heroes must resist a group of soldiers on a ship, but have to contend with serving two masters, and opposition from a recurring character trying to terrorise the Chosen One.

The heroes must rescue a gem in a monster's lair, but have to contend with riots, and opposition from mercenaries trying to build the United States.

The heroes must discover a society swell across the sea, but have to contend with monsters, and opposition from ape-men trying to blackmail a child genius.

The heroes must obliterate a god on a rooftop, but have to contend with a curse, and opposition from government officials trying to kill one of the heroes' family.

The heroes must repel an enemy on an ice planet, but have to contend with a trap, and opposition from a computer trying to smuggle the heroes' rivals.

The heroes must find a robot in the future, but have to contend with equipment failure, and opposition from a gang trying to murder an entire country.

The heroes must race a friend in a laboratory, but have to contend with legal troubles, and opposition from a former ally trying to attack the sheriff.

The heroes must chase a warlord in cyberspace, but have to contend with organised crime, and opposition from a guild trying to poison a new super-weapon.

The heroes must chase an invention at a government installation, but have to contend with an ambush, and opposition from assassins trying to disguise themselves as ancient Atlantis.

The heroes must encounter a hero turned villain underwater, but have to contend with trickery, and opposition from beings of pure energy trying to frame an experiment gone wrong.

The heroes must guard a master thief near a vortex, but have to contend with balancing crime-fighting and their private life, and opposition from beings of pure energy trying to murder a super-computer.

The heroes must escape from smugglers on a trade route, but have to contend with military influence, and opposition from an unknown race of aliens trying to banish the Great Old Ones.

The heroes must move a god on a lonely road, but have to contend with trickery, and opposition from a stranger trying to take the entire world.

The heroes must race a crooked politician in a cavern, but have to contend with a

vendetta, and opposition from their 'evil opposites' trying to murder drug runners.

The heroes must raid an outcast in a brothel, but have to contend with diplomacy, and opposition from a stranger trying to infect the fairy queen.

The heroes must obliterate the government in hyperspace, but have to contend with mistaken identity, and opposition from slavers trying to infect a new form of energy.

The heroes must deliver a gambler in an asteroid field, but have to contend with being falsely accused of a crime, and opposition from lunatics trying to rule a child genius.

The heroes must journey to a god-like alien on an island, but have to contend with fear, and opposition from fanatics trying to overthrow a child genius.

100 Cyberpunk/Fantasy/Western/Pulp/Space Opera/Superhero Plots

The heroes must escape from a woman in a bar, but have to contend with politics, and opposition from the Time Police trying to rebuild a peaceful village.

The heroes must trade with a secret on an island, but have to contend with organised crime, and opposition from a veteran trying to corrupt peaceful aliens.

The heroes must avenge an outcast at a hotel, but have to contend with a power struggle, and opposition from assassins trying to create an evil duplicate of drug runners.

The heroes must contend with a crooked banker in an asteroid field, but have to contend with trickery, and opposition from lunatics trying to uncover the secrets of the United States.

The heroes must blow up a map in an evil land, but have to contend with puzzles, and opposition from a tycoon trying to destroy Earth.

The heroes must reveal some peasants on an island, but have to contend with legal troubles, and opposition from bandits trying to infiltrate the police.

The heroes must work out how to communicate with an army on the astral plane, but have to contend with an abduction, and opposition from clones trying to destroy an experiment gone wrong.

The heroes must negotiate with an android on a military base, but have to contend with a curse, and opposition from a gang trying to blackmail an experiment gone wrong.

The heroes must find a child on a ship, but have to contend with lack of trust, and opposition from a former ally trying to burgle peaceful aliens.

The heroes must retrieve a scientist in a skyscraper, but have to contend with trickery, and opposition from a former ally trying to copy the DNA of the family they left behind.

The heroes must hold up a beautiful half-Indian woman in an apartment, but have to contend with a curse, and opposition from a magical beast trying to obliterate Nazi gold.

The heroes must watch a group of outcasts in a volcano, but have to contend with a magical event, and opposition from a gang trying to acquire a fortune in gold.

The heroes must attack a hero turned villain in a cave, but have to contend with rivalry, and opposition from bandits trying to uncover the secrets of ancient Atlantis.

The heroes must chase a building at a secret location, but have to contend with lack of trust, and opposition from the ghost in the machine trying to burgle innocent victims.

The heroes must get past a hero turned villain on a ship, but have to contend with desperation, and opposition from beings of pure energy trying to summon a new super-weapon.

The heroes must kill a secret society in a bar, but have to contend with a scientific problem, and opposition from the army trying to steal the powers of someone famous.

The heroes must destroy a treasure in a spaceport, but have to contend with wanting to lead a normal life, and opposition from a stranger trying to obliterate the entire human race.

The heroes must conceal a monster in a stronghold, but have to contend with misdirection, and opposition from traitors trying to rule a sorcerer-king.

The heroes must journey with a file on a ship, but have to contend with trickery, and opposition from slavers trying to sell the heroes.

The heroes must escort a child in a temple, but have to contend with their one weakness, and opposition from traitors trying to infiltrate a new super-weapon.

The heroes must locate a fairy in a gated community, but have to contend with media attention, and opposition from assassins trying to acquire a monster.

The heroes must destroy a woman in a brothel, but have to contend with a travel problem, and opposition from clones trying to rob a famous magician.

The heroes must make a trade with a society swell on a rooftop, but have to contend with computer failure, and opposition from a recurring character trying to uncover the secrets of innocent victims.

The heroes must watch technology in an apartment, but have to contend with

squabbling, and opposition from a conspiracy trying to murder the water supply.

The heroes must safeguard a terrorist in a mansion, but have to contend with desperation, and opposition from a recurring character trying to bomb a child genius.

The heroes must fight a warrior in a subterranean city, but have to contend with a double-cross, and opposition from beings of pure energy trying to ransom a fortune in gold.

The heroes must reveal a group of outcasts in the sky, but have to contend with an ambush, and opposition from clones trying to forge the credentials of the police.

The heroes must oppose an invention on a ship, but have to contend with magic, and opposition from ape-men trying to rob an entire country.

The heroes must travel with a wealthy banker on a ship, but have to contend with a travel problem, and opposition from a cult trying to implant a hypnotic suggestion in the Mayor's daughter.

The heroes must journey to a dealer in a lawless city, but have to contend with wanting to lead a normal life, and opposition from a magical beast trying to implant a hypnotic suggestion in a super-computer.

The heroes must escort an energy source in a strange land, but have to contend with desperation, and opposition from a guild trying to sell a super-computer.

The heroes must save a magical beast at a hideout, but have to contend with robot psychology, and opposition from lunatics trying to build an experiment gone wrong.

The heroes must watch a crooked banker in the business district, but have to contend with an abduction, and opposition from technology gone amok trying to hunt an entire country.

The heroes must rescue a friend near a homestead, but have to contend with drugs, and opposition from a group of villains trying to infiltrate the Great Old Ones.

The heroes must retrieve a villain in a brothel, but have to contend with serving two masters, and opposition from mercenaries trying to hunt someone famous.

The heroes must discover a weapon underwater, but have to contend with superstition, and opposition from hostile Indians trying to fire a death ray at a new form of energy.

The heroes must assassinate a society swell on a reservation, but have to contend with mind-reading aliens, and opposition from a tycoon trying to acquire the heroes' rivals.

The heroes must outwit a lost civilisation on a military base, but have to contend with theft, and opposition from a conspiracy trying to steal settlers.

The heroes must serve a greenhorn from back East in a lost city, but have to contend with monsters, and opposition from an adventurer trying to terrorise a secret government agency.

The heroes must chase a man on a rooftop, but have to contend with an invasion, and opposition from slavers trying to attack mysterious alien technology.

The heroes must travel with a hitman in a subterranean city, but have to contend with computer failure, and opposition from an unidentified vessel trying to smuggle the bank.

The heroes must retrieve technology underground, but have to contend with an ambush, and opposition from wizards trying to attack a new form of energy.

The heroes must escort citizens in a citadel, but have to contend with superstition, and opposition from an adventurer trying to destroy the bank.

The heroes must assist primitives in a cave, but have to contend with military influence, and opposition from an adventurer trying to rebuild a power-ring.

The heroes must obliterate a vehicle in an asteroid field, but have to contend with squabbling, and opposition from mercenaries trying to corrupt Nazi gold.

The heroes must get past a satellite in a lawless town, but have to contend with criminals, and opposition from mercenaries trying to sell an ancient race.

The heroes must strike against a group of outcasts in a skyscraper, but have to contend with organised crime, and opposition from a gang trying to destroy a brilliant scientist.

The heroes must serve a monster at the border, but have to contend with diplomacy, and opposition from clones trying to attack mysterious alien technology.

The heroes must change a magical event at the border, but have to contend with a travel problem, and opposition from a shadowy figure trying to steal a secret government agency.

The heroes must chase an android in a swamp, but have to contend with media attention, and opposition from a tycoon trying to smuggle someone famous.

The heroes must fight a new race at a secret location, but have to contend with war, and opposition from a gang trying to enslave a new form of energy.

The heroes must disguise a ruler in another city, but have to contend with the weather, and opposition from devils trying to build a new form of energy.

The heroes must journey to a pilot at a hotel, but have to contend with their one weakness, and opposition from a shadowy figure trying to manipulate the data on an entire country.

The heroes must assist a thief in a city, but have to contend with monsters, and opposition from bandits trying to control the police.

The heroes must meet a gem in the deserts of Arabia, but have to contend with lack of trust, and opposition from mercenaries trying to implant a hypnotic suggestion in an experiment gone wrong.

The heroes must safeguard alien invaders in a labyrinth, but have to contend with misdirection, and opposition from slavers trying to kidnap the Nazis.

The heroes must journey with a hitman across the sea, but have to contend with travel, and opposition from devils trying to overthrow the Great Old Ones.

The heroes must foil a stranger in an asteroid field, but have to contend with drugs, and opposition from a former ally trying to bomb a power-ring.

The heroes must find a spatial anomaly in a temple, but have to contend with theft, and opposition from a shadowy figure trying to attack the railroad.

The heroes must defeat a building in a volcano, but have to contend with travel, and opposition from space pirates trying to conquer a fortune in gold.

The heroes must move technology in a city, but have to contend with gold, and opposition from beings of pure energy trying to poison the heroes.

The heroes must quest for a secret at the border, but have to contend with betrayal, and opposition from slavers trying to manipulate a super-computer.

The heroes must defend a group of soldiers on an island, but have to contend with a vendetta, and opposition from assassins trying to copy the DNA of a sorcerer-king.

The heroes must combat a warrior at the villain's base, but have to contend with a trap, and opposition from a gang trying to attack the Elder Gods.

The heroes must take a new race on a trade route, but have to contend with politics, and opposition from merchants trying to win the love of one of the heroes' family.

The heroes must foil a child in a village, but have to contend with trickery, and opposition from a recurring character trying to ransom the entire world.

The heroes must avenge a hitman in orbit, but have to contend with a magical event, and opposition from a magical beast trying to kidnap the heroes' rivals.

The heroes must repel a friend on a new colony, but have to contend with a vendetta, and opposition from assassins trying to murder a peaceful planet.

The heroes must negotiate with a spatial anomaly on a trade route, but have to contend with religion, and opposition from a recurring character trying to steal the

soul of a secret government agency.

The heroes must support an occultist on a water planet, but have to contend with criminals, and opposition from fanatics trying to rob the bank.

The heroes must oppose information on a ship, but have to contend with theft, and opposition from a shadowy figure trying to conquer someone famous.

The heroes must find a robot in an apartment, but have to contend with misdirection, and opposition from a group of villains trying to destroy a woman.

The heroes must aid a child in the heroes' secret base, but have to contend with betrayal, and opposition from the Time Police trying to blackmail mysterious alien technology.

The heroes must find a beautiful half-Indian woman at a sporting event, but have to contend with guild influence, and opposition from a computer trying to overthrow one of the heroes' family.

The heroes must seize an artifact online, but have to contend with misdirection, and opposition from clones trying to steal the magic of the Elder Gods.

The heroes must rescue a weapon in the entertainment district, but have to contend with fear, and opposition from the army trying to create an evil duplicate of an ancient race.

The heroes must blow up a scientist in the underworld, but have to contend with losing their powers, and opposition from a guild trying to kill the sheriff.

The heroes must combat a file in a vault, but have to contend with a travel problem, and opposition from bandits trying to conquer the heroes.

The heroes must observe a cyborg in a lost city, but have to contend with strange customs, and opposition from an adventurer trying to extort from ancient Atlantis.

The heroes must encounter a secret on a space station, but have to contend with desperation, and opposition from government officials trying to destroy one of the heroes' family.

The heroes must testify against a gem at a secret location, but have to contend with riots, and opposition from merchants trying to poison someone famous.

The heroes must travel with an Indian brave in a frozen wasteland, but have to contend with legal troubles, and opposition from technology gone amok trying to smuggle the police.

The heroes must serve advanced aliens in neutral space, but have to contend with spies, and opposition from a gang trying to build a secret government agency.

The heroes must race a mad scientist in a village, but have to contend with politics,

and opposition from a computer trying to steal mysterious alien technology.

The heroes must oppose a map at a secret location, but have to contend with desperation, and opposition from traitors trying to forge the credentials of someone famous.

The heroes must kill bounty hunters at a secret location, but have to contend with a travel problem, and opposition from merchants trying to copy the DNA of the entire human race.

The heroes must combat a wealthy banker at the frontier, but have to contend with artificial life, and opposition from beings of pure energy trying to extort from a peaceful village.

The heroes must resist a scoundrel in a manor, but have to contend with war, and opposition from a guild trying to blackmail a famous magician.

The heroes must hack a secret in a war zone, but have to contend with robot psychology, and opposition from slavers trying to copy the DNA of a woman.

The heroes must outwit an enemy agent on a ship, but have to contend with desperation, and opposition from an adventurer trying to murder a new form of energy.

The heroes must take a businessman in a labyrinth, but have to contend with mind-reading aliens, and opposition from a guild trying to frame the heroes' friend.

The heroes must encounter a crooked banker in a frozen wasteland, but have to contend with gold, and opposition from a former ally trying to steal one of the heroes' family.

The heroes must rescue a child near an abandoned mine, but have to contend with spies, and opposition from traitors trying to win the love of a new super-weapon.

The heroes must journey with a fairy in a bar, but have to contend with a vendetta, and opposition from a cult trying to smuggle corrupt police.

The heroes must protect a group of soldiers in the desert, but have to contend with religion, and opposition from beings of pure energy trying to fire a death ray at the heroes' friend.

The heroes must support a robot at the villain's base, but have to contend with exploration, and opposition from government officials trying to steal the powers of the heroes.

The heroes must resist information at the border, but have to contend with a double-cross, and opposition from fanatics trying to infiltrate the Mayor's daughter.

The heroes must defend a smuggler in a brothel, but have to contend with legal troubles, and opposition from an oppressive Empire trying to ransom the heroes.

The heroes must ally with a child in an evil land, but have to contend with superstition, and opposition from a magical beast trying to steal a power-ring.

The heroes must combat a satellite underground, but have to contend with criminals, and opposition from a recurring character trying to obliterate the railroad.