

Caesar (Player 1), a PI, has been hired to investigate the disappearance of the son of a wealthy businessman whose son went missing while vacationing in Atlanta, Georgia. Pursuing one of his leads, Caesar has gone to The Helm, a prison that holds regular convicts but has been known to house lower level supervillains as well. Caesar has heard that several people have been going missing in Atlanta recently, and that the Warden of The Helm has reported several prisoners missing as well. Caesar goes to meet with the Warden.

Caesar has 2 minutes with the Warden before the explosion  
Wardens name is Jimmy Smalls.

#### **Things Warden Knows (AC 8, 10, 15)**

1. Released prisoners have been going missing almost instantly
2. Some of the worst prisoners in the jail have gone missing right from the jail itself, with giant holes being the only thing left in the cell
3. Prisoners in cell block of missing prisoners have reported smelling something rotten, like eggs, right before the disappearances

There is an immense explosion in one of the cell blocks. Caesar and Jimmy Smalls run to the cell block to go check it out, and see chaos unfolding, as prisoners are trying to overrun guards and escape. Three of the prisoners pick up batons and start making their way to Caesar and Jimmy, who have become backed in a corner. A prisoner named Variss steps out of his cell, watching the three inmates prepare to bash Caesar and the Warden.

#### **Variss gets involved - Fight**

#### **Variss Watches - Fight between Caesar Warden and Three inmates**

#### **Diplomacy - Prisoners say they are just trying to run away from a monster**

The fight ends and the prisoners lay unconscious. Other prisoners start running by WITH guards, and you can hear them screaming "Monster! Monster!" as they continue to run by. The room explodes with a blinding light (AC agility 14, failure means knocked prone and set ablaze). It is too bright to see but you can almost make out the form of a monstrous figure tearing down the room. You stand up, seeing the exit behind you has collapsed, you weigh your options.

Poogu (Player 3, a Spineless one in a Mech Suit) is busy swinging his AOL Sign on the busy streets of New York City. The sign, which reads, "You've still got mail", is made of a thick plastic material, and represents Poogu's only way of making money in the harsh streets of New York. AOL pays Poogu five dollars a day to swing his sign to boost their profits, and Poogu has Googled AOL and thinks they will be one of the biggest search and email providers one day. It is 2023. Poogu usually spends his hard earned money on one McDouble, and sits inside the McDonalds watching the TV, trying to look for some way to make a name for himself. Teletubbies (which Poogu thought was the World News) becomes interrupted by an emergency news bulletin, declaring that a jail in Atlanta Georgia is under attack from an unknown monstrosity. Poogu had one last teleporter charge left in his suit, and was waiting to use it for the perfect moment. Poogu stands up in the McDonalds and says his battle cry " \_\_\_\_\_ " and teleports away.

Caesar, Variss, and Jimmy prepare to fight the monster, or die trying, when a “PFF” noise comes out of nowhere and a robot drops down and bounces off the monster’s head. Poogu stands up and yells his battle cry “\_\_\_\_\_”.

The Monstrous Figure is Rank 5,  
Initiative Plus 2

Defenses, M: 17, Agility: 12, Resilience: 15, Vigilance: 2, EgoL 17, Logic: 12

Attack: Melee x9+7, Agility:x5+2, Ego: x5+7, Logic: x5+2

Mostly uses Clobber and Elemental Blast, but will try to use clobber mostly

**If they attack REDACTED they will fight, and US Agent will save them when one of them would be killed.** You hear a metallic ting and a shield comes out of nowhere and knocks the monster on the head, making it stumble backwards. A heroic figure in red white and blue steps out of the shadows of the cell block. You see the Star on his chest and the iconic red white and blue outfit, and all of you (except Poogu, who thought it was Mario) instantly recognize the iconic hero Captain America. With him on your side you might have a chance against this Monster. **Then an explosion will happen again (AC 8 perception to see if they know it’s coming again, AC agility 14 to dodge it or land on feet).** The monster has teleported away. You hear a woman’s voice calling for help on the other side of the fire. The entire room is on fire and you need to put it out to get to the woman safely. Maybe Captain American can help. **Players interact with Cap and find out it’s John Walker wearing his old Captain America costume, AC 9 perception check.** While you argue with Walker, an arrow whizzes by overhead and sprays a fire extinguisher over most of the room, dousing the fire. A woman with a bow rushes into the room and walks over to Amanda to help her up. . **Amanda introduction.** John Walker says “This is touching and all, but maybe we can get back to catching the escaped convicts. We should head to the evidence room, the smart criminals probably ran off already, but I’m willing to bet some dumbasses wanted to get their gear back. Let’s go crack some heads.” Kate interrupts and says “That’s not important right now! We need to go back to the other cell blocks and see if anyone else needs to be rescued, that’s more important than stopping criminals right now!” **Party needs to pick which hero to go with. If they choose John, they go to the armory and fight hydra goons and Bowman. If they choose Hawkeye, they go to Cell Block B and try to rescue two guards from a Hand ritual led by Bullseye. Amanda recognizes the two guards as Mario Dixon and Luigi Dixon.**

**When you win the fight, John Walker gives you a riot shield from the Armory (Comic Book Reward and the power Shield 1), and kicks Bowman in the head to knock him out, saying “What a beta male.” Players get one smoke grenade and tear gas as well.**

**When you win the Hawkeye fight the guards tell you how thankful they are, and that if you need them when this is all over to call them on their cell phones. (Mario and Luigi can be re hired as guards if they join heroes, as informants if they join villains)**

You make your way to the main lobby with your hero, and see a pretty scary sight. The Lizard, Misterio, The Beetle, and Shocker have stolen all of their gear back and are about to walk out the main doors. Misterio stops and says "I know what this looks like, but hear me out" The Lizard screeches and says "THE PO PO PUT US IN HERE BECAUSE THEY HATE THE COLOR OF OUR SKIN" and jumps to the ceiling hissing about the need for better environmental regulations. Shocker says "Don't mind him, he's spent too much time in the prison library. But seriously, just let us go, and we promise to stick to misdemeanors." Beetle says "Or...you could ditch that hero and come join us." **If players accept the deal, the other hero will crash into the room for a 7 v 2 fight. If players deny the deal, it's just their hero and the three of them versus four super villains (changed this to both heroes helping since Bullseye shot Hawkeye in the head during my players run through of this). Stat wise Misterio is in the book, Shocker as Bullseye, Lizard as Reptil, Beetle as Vulture. During the fight, the villains won't try to win, they will try to escape. Once a villain goes down, Misterio will panic and make a copy of each of them. And an extra copy of himself. They will retreat towards the exit as fast as they can, and heroes can try to capture as many villains as they can.**

#### **End Game Content**

**Players get offered the prison as a base of operations if they help a hero, if they join the villains they go to the Sewers with Environmentally friendly Lizard.**