

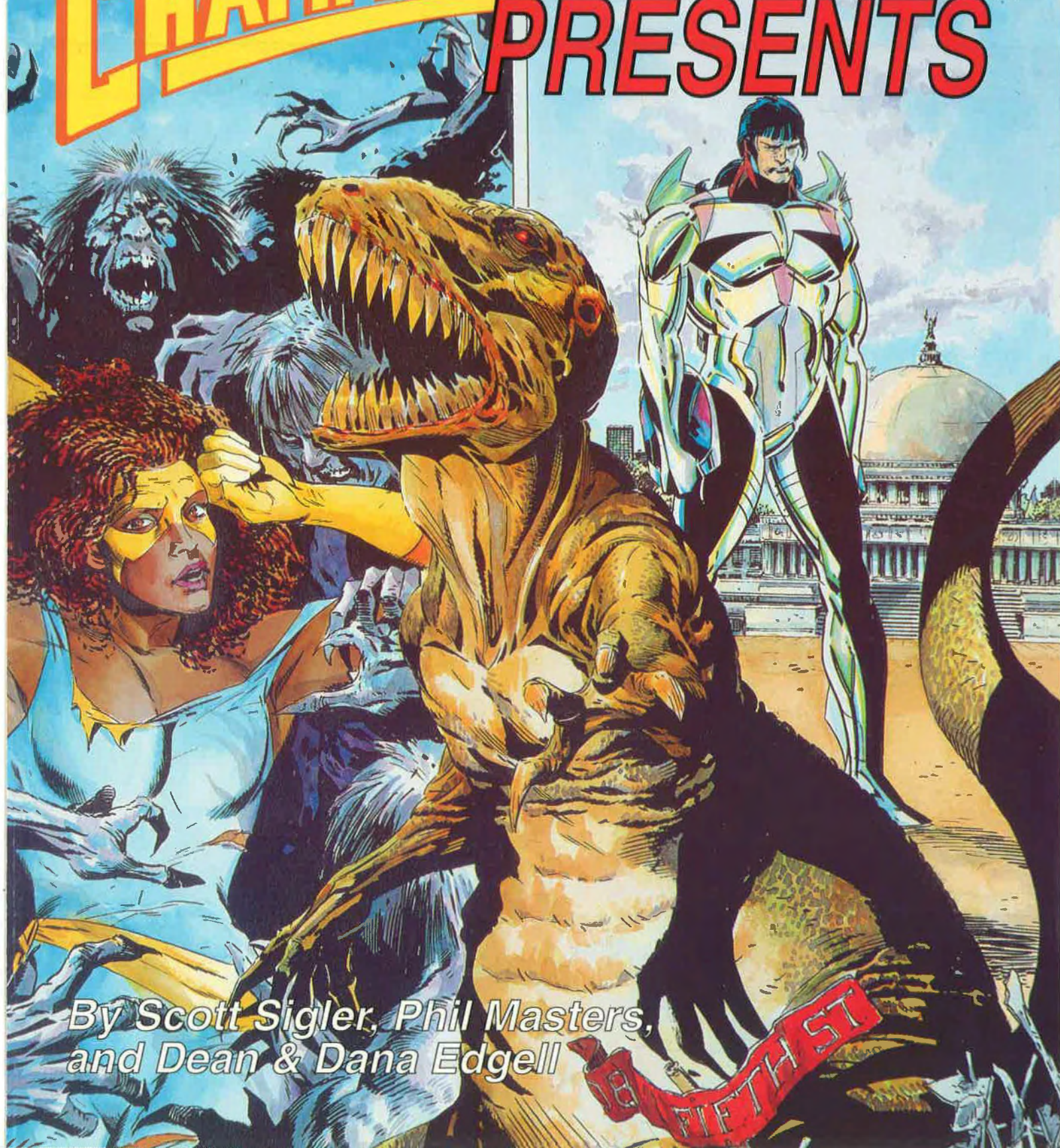


THREE
Adventures for

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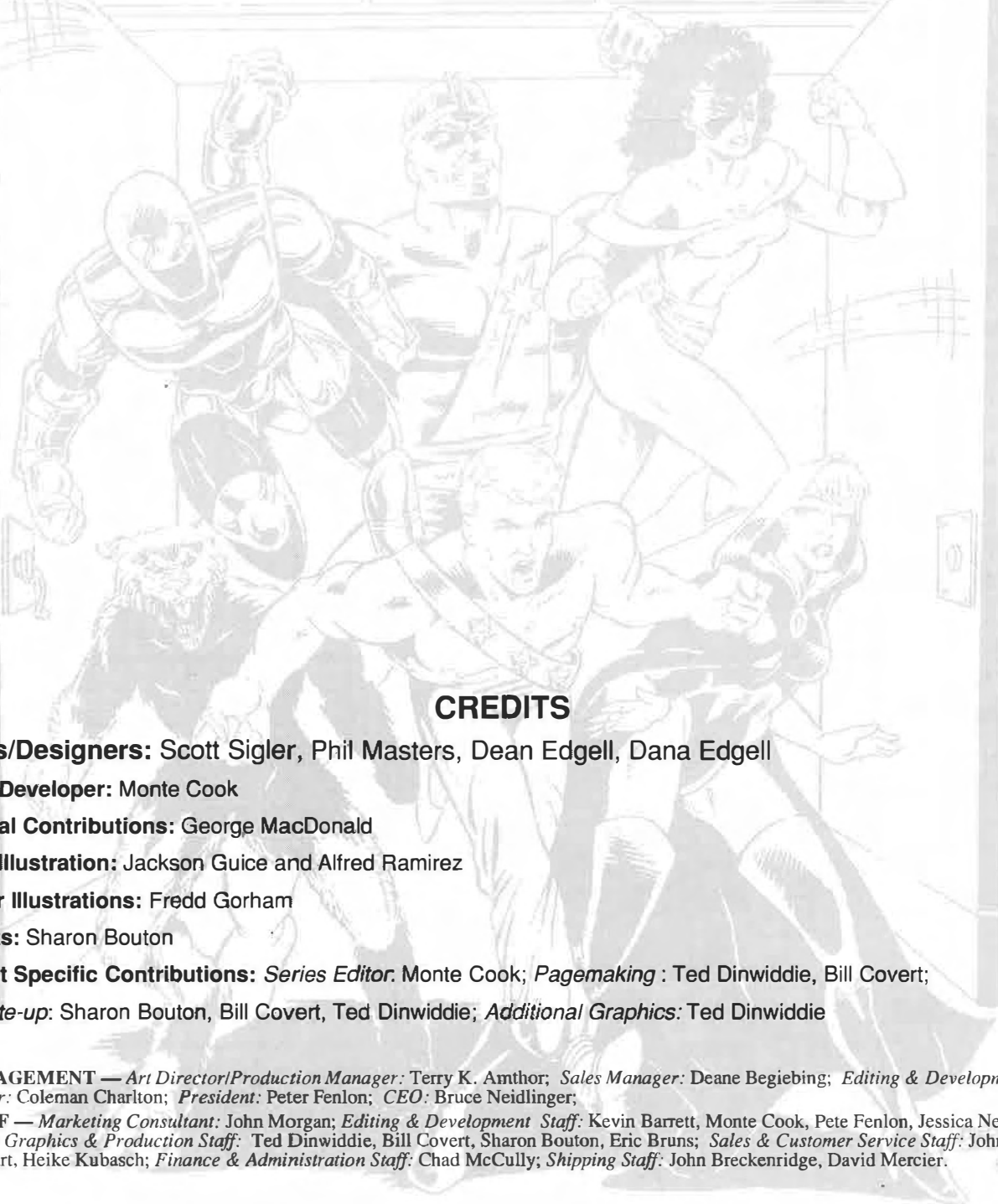
CHAMPIONS PRESENTS™



By Scott Sigler, Phil Masters,
and Dean & Dana Edgell

THE FIFTH

CHAMPIONS PRESENTS #1™



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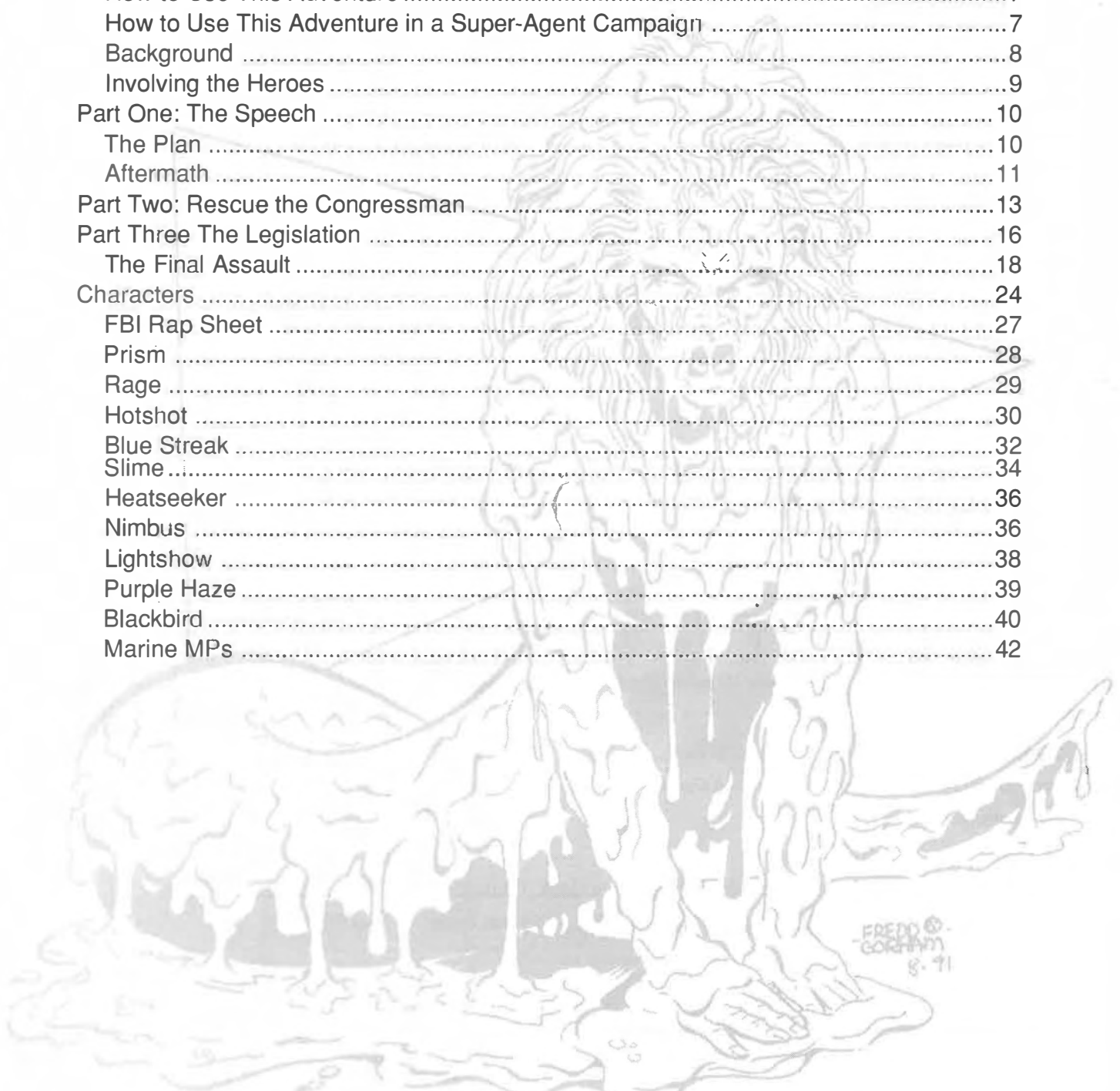
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Spectrum	5
Introduction	6
Plot Overview	6
How to Use This Adventure	7
How to Use This Adventure in a Super-Agent Campaign	7
Background	8
Involving the Heroes	9
Part One: The Speech	10
The Plan	10
Aftermath	11
Part Two: Rescue the Congressman	13
Part Three The Legislation	16
The Final Assault	18
Characters	24
FBI Rap Sheet	27
Prism	28
Rage	29
Hotshot	30
Blue Streak	32
Slime	34
Heatseeker	36
Nimbus	36
Lightshow	38
Purple Haze	39
Blackbird	40
Marine MPs	42



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No News of A Thaw	43
Introduction	44
Author's Note	44
Overview	44
Use With Superheroes	45
Use With Other Genres	45
The Role of NPCs	45
The Adventure	47
Foreshadowings	47
Morning in the City: Frostbite!	47
Quiet Times	49
Search for the Source	49
Travel in the Spirit-World	51
The Road to the Sky	52
The Way Beneath the Sea	53
Afterwards... ..	56
Characters	57
Ice Shadow	57
Ice Shadow's Torngak (The Angakok)	58
Alan Denby	60
Frostbite (Avatar of Keelut)	61
Frost Zombies	62
The Path-Spirit	63
The Guard Dog	63
Sedna	64
Aulanerk	66
Bear Innua	66
Appendix: Inuit Mythology and Other Sources	67

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Several quotations over sections in this book are from the song Cold Imagination, by Howard Devoto — on the album Jerky Versions of the Dream, by Magazine, on Virgin Records.

Menace Out of Time	68
Introduction	69
Plot Summary	69
How to Use This Adventure	69
Background	70
The Adventure	71
Out of Time's Abyss	71
Blast in the Past	77
Marooned in Time	81
Gods of the Ice Age	88
Characters	93
Dr. Timothy Temple	93
Cybercop	94
Thor, God of Thunder	96
Thor's Goats	97
The Crimestopper	98
"Alien" Stormtroopers	99
Baron Von Schull	100
Hierophant	101
Tsurlgra	102
Tsurlgra's Ghost Minions	103
Spitzaur	103
Croaker	104
Corruptor	104
Kalish	105
Goomax	105
Gigantix	106
The Masque	107
The Evaluators	108
Tempus' Destructiods	110
Tempus, Master of Time	112
Master Wu	113
Animals and Extras	114
Appendix A — Extradimensional Travel	116
The Nature of Reality in 6-D	116
Time Travel	117
Travelling Along Other Dimensions	119
Appendix B — Time Lines	120

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those Zeroes who came after:

Jason "Night Ranger" Edgell, Mike "Raven" Atkinson

Madison Connection:

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INTRODUCTION

Champions Presents is the first **Champions** adventure anthology. In it you will find three separate, complete adventures that can be placed within your campaign, or played together as a mini-campaign. These three adventures are very different from each other in approach, in flavor and in tone. No matter what sort of **Champions** campaign you play, at least one of these adventures will work for you. More than likely, however, you can use all of them, because most **Champions** campaigns, like the comics they are meant to portray, change in tone and type of plot from adventure to adventure.

The first adventure, *Spectrum*, is about a group of supervillains by that name who kidnap a Congressman. Its story and tone is much like the comics of today, at times having a gritty, hard-edge, and at other times not. This can easily fit in either a standard, "four-color" superhero campaign, or a harder-edged, "graphic novel" sort of game.

No News of a Thaw is the second adventure. It deals with Eskimo mythology and the immortal beings which dwell on a chilling spirit plane apart from our world. It is a mysterious, almost horrific adventure with a definitive mood. It will fit well into almost any campaign as a change of pace.

The last, and longest, adventure is *Menace Out of Time*. It is about a master of time and his attempts to use his powers of time manipulation against the player characters. It is a very traditional, "four-color" romp through time, filled with dinosaurs, cyborgs from the future and much more. It will fit into any traditional comic book campaign.

USING THESE ADVENTURES TOGETHER

Note: *Players should NOT read the following section if they wish to play in these adventures.*

One of the best things about comic books is the way that varied, divergent characters can join together to have varied, divergent adventures. It is not uncommon to see a mutant, a god, and a man in high-tech powered armor battle a sorcerer from the far future one minute, and a starship from an alien planet the next. Throw in a few local superpowered crooks and some ninja terrorists and you have about a year's worth of normal comic book issues' plots.

Another great thing about these comic book plots is that they all intertwine. The sorcerer's schemes often begin to become evident while the heroes are still trying to deal with all those darn ninjas. Sometimes, one plot will interrupt another, and the first story won't be resolved until many issues later (much to the aggravation of many comic fans). **Champions** plots can, and probably should (if the GM is trying to imitate the comics) be like this too — at least some of the time.

Champions Presents offers the GM a unique opportunity to attempt to do this "plot intertwining" in his campaign. Herein you will find three completely unrelated, divergent stories, all of which can be fit into most campaigns. If the GM chooses to use all of them, he can start with one (it really doesn't matter which), and then begin to foreshadow one or both of the others. About midway through the first adventure, he can introduce the beginning of the second (or even the third) adventure. Continuing along this path, the GM will have created a very complex plot — much like the comics. The players won't see it as one adventure or another, but as a continuing, flowing series of events that may seem more realistic to them.

Though there are *many* ways to entwine these adventures, presented here is one possible way that a GM can accomplish this:

Start with the first encounter in *Menace Out of Time* (up to, but not including the trip to Dr. Temple's lab). Ice Shadow shows up during the battle with the displaced time beings to help protect the people in the crowd. Because of their excellent work in protecting innocents (assuming this is true), they meet Senator Mansfield from the adventure *Spectrum* who is present at the ceremony and congratulates the heroes on a job well done.

CHAMPIONS PRESENTS™

WE'RE LOOKING FOR A FEW GOOD SUPERHEROES.

Champions Presents™ is an anthology of three of the best adventures that Hero Games has to offer. Each action-packed adventure is completely separate and can be played as such, or a Gamemaster can follow the guidelines given to intertwine the three adventures into a comic book-style campaign. Each adventure is fully detailed with NPCs (over thirty new characters!), layouts, bases, and everything else a GM needs to run the scenario.

ADVENTURE NUMBER ONE: Can you stop the evil villain group *Spectrum*, as they attempt to take Washington D.C. by storm in order to pass a paranormal restriction act? A pulse-pounding, no-holds-barred climactic battle on capitol finishes off this incredible adventure written by Scott Sigler.

ADVENTURE NUMBER TWO: Its called *No News of a Thaw*, and this adventure involving ice demons, other dimensions, and a quest to save the world from domination by creatures of terrible cold is as off-beat as they get — but a challenge for any heroes worthy of the name. Written by Phil Masters.

ADVENTURE NUMBER THREE: The final installment in this incredible trilogy is *Menace Out of Time*, written by Dean and Dana Edgell. As it's name would imply, this adventure involves time travel, both with the villain Tempus ripping things from various times to menace the characters, and the heroes chasing their foe through time. Nazis, robots, war gods, futuristic lawmen, ghosts and dinosaurs are the heroes' adversaries in this mind-boggling battle through time. Can your heroes keep from becoming marooned in the distant past? And if so, can they face the final, startling conclusion of the *Menace Out of Time*?



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