MINI EVENT: DEATHBLOW

CUT OFF ONE LIMB AND TWO MORE SHALL TAKE ITS PLACE

Hydra is an old secret society, dating back to World War II, but in recent years it has become into a mockery of its former self: an organization of petty thugs and criminals. In order to survive, the true masters of Hydra hid, transforming the organization into something trivial, something to be underestimated. And when the weakened Hydra figureheads were sacrified and the organization was nearly forgotten, the true leaders stepped in and set forth a plan to shock and awe the world by destroying America.

Hydra leadership vanishes, as do several SHIELD agents watching over the organization's leadership. The new Supreme Hydra, Edgar Lescombe, unveils copies of several Avengers to commit petty robberies, in a bid to keep the heroes off-guard, thinking they're dealing with a small time version of Hydra. However, one of the Hydra Warriors destroys the records building at the docks to sneak something past customs: a SCUD missile.

HYDRA THEN AND NOW

"For the last ten years, Hydra has been just one more crime cartel. It hasn't been nearly the threat it used to be. After the second world war, when it was an outgrowth of the supremist ideals of the Nazis, Hydra was a real threat to the world, because people who only care about money can be brought out…people who care only about power can be broken, or scared away. But extremists who genuinely believe that their cause is just…those are ones to watch out for, because they would sooner destroy the world than let it become something they don't like." —Captain America, Amazing Spider-Man 521

DOOM POOL

The doom pool for Deathblow starts at 3d8. After all, you may wind up killing America in this Mini Event.

ACTION SCENE: HYDRA, ASSEMBLE!

There are four Hydra Avengers, evil parodies of Captain America, Iron Man, Hawkeye, and Thor. Thor's counterpart, The Hammer, is in the middle of a busy intersection having just finished robbing a bank. Karl, the Iron Man copycat, has just robbed Sinclair Research Laboratories of "enough DNA research to start my own Fortune 500 company". Militant, Captain America's double, is robbing a jewelry store. The Bowman, a Hawkeye knockoff, is attacking the dockyards. Of the four, only The Bowman's mission is real—to destroy

the shipping manifests—the other three "Avengers" are simply feints, diversions.

However, only the first three Avengers have been spotted by the police; The Bowman is in hiding. Let the players know that over the police scanners (or SHIELD frequencies) that they hear of reports of the Avengers committing robberies. Captain America (Militant) has been spotted in the Diamond District; Iron Man (Karl) has just broken into the medical research facility to steal "enough DNA research to start my own Fortune 500 company", and Thor (The Hammer) is robbing a bank nearby. Ask them which heroes are going after which Avenger; once they have split up, choose one of the smallest group of heroes to come across Hawkeye (The Bowman) at the docks, when they get to that hero in the turn order. If that hero wants to keep heading towards his or her original target, let them. (If you have a lot of players, consider adding in a Hydra Wonder Man to the mix.)

Because this action scene is designed to split up the heroes, when choosing the next player in the turn order, it has to be a hero or villain at the same battle. For instance, if Captain America is the only one fighting the Militant, if Captain America acted first, he must choose the Watcher character. Then, after Militant has acted, the Watcher may choose any other character at any other fight. However, if both Captain America and Black Panther are at that fight and it's the beginning of the turn, Cap could choose either Black Panther or Militant. He couldn't choose Spider–Man in the Spidey/Bowman fight.

In other words, resolve one clash of blows at one fight location, then jump to another fight.

Once the records house has been blown up, the Hydra agents will attempt to escape. Using the suggestion from Exploring-Infinity.com:

> The character who is fleeing creates a distance asset such as **Far Away**, **In My Dust**, or **Getting Away**. He adds this asset's die to rolls opposing any action taken against him that would be affected by distance or range. If he raises this asset above d12, he escapes. Pursuers may use appropriate traits to act against this asset. If they remove it, they have caught up to the fleeing character.

> You'll want to use an asset in this case and not a complication since a complication only affects one enemy. You may use assets, however, against all applicable opposition.

Scene Distinctions

The Hammer is in a **torn up intersection** (he's already thrown a chunk of asphalt at the **police**) while **civilians flee the scene**.

Karl ("I'm supposed to use the name Tactical Force, but I don't care much for that one, so you can call me Karl.") is up by the **crowded rooftops** of the city where there are **lots of cutter to hide in**. There also are **strong winds** in the canyons of the city.

Miltant is in a jewelry store with **glass everywhere**, which he may use to shatter and rain down upon the **civilians** in the store. There is also lots of **display cases** to jump over and knock down.

The Bowman is in the structure of a **loading crane** overlooking the **crowded docks**. Lucky for him, there are **plenty of places to hide** in the maze of stacked cargo containers.

If the Hydra Avengers flee, scene distinctions switch to **dark alleys**, **rush hour traffic**, and **exposed rooftops**.

CHRISTMAS WITH THE HULK
••

THIS YEAR, IT'S A GREEN CHRISTMAS

This action scene is all about throwing an incredibly difficult challenge at the heroes while distracting them with saving people. There is a very real chance of the Watcher getting 2D12 in this scene—if this happens, end the scene. There will be a lot of destruction about after the battle is over. With the destruction of the Rockefeller Center Christmas Tree and whatever mayhem you wish to inflict, this could be your prologue into the **Civil War** event (assuming your group wants your heroes as the catalyst for the event).

At the beginning, the heroes just have to stop the Hulk. However, as the scene unfolds, you will be able to bring in additional twists to the ongoing melee by spending dice from the doom pool.

OH, YOU BETTER WATCH OUT...

The Incredible Hulk is rampaging through midtown Manhattan, near Rockefeller Center. Why? Maybe he's being mind controlled by The Leader. Maybe he's just mad. Whatever the situation, the heroes need to subdue the Hulk.

Good luck.

I recommend starting the scene with a loud THOOM, some panicked crowds running away, and a NYPD police car tumbling end over end through a crowded street.

Stage One

Down the street is the Hulk, about to slam into Rockefeller Center. There are **CROWDS OF CIVILIANS**, the **ROCKEFELLER CENTER CHRISTMAS TREE**, and **A REALLY NICE SKATING RINK** here. On, and don't forget to **SMILE, YOU'RE ON LIVE TV** because "Live, from Rockefeller Center, it's a very special Christmas episode of *Singing With The Stars*!"

The Hulk will probably pick up that tree or jump into it, knocking it over. It's Chekov's Law: if you introduce a rampaging Hulk and the Rockefeller Center Christmas Tree into a scene, he's going to destroy it.

The Watcher can spend a D8 out of the doom pool to move to the next stage after all heroes and the Hulk have acted at least once.

Stage Two

When this stage begins, Hulk jumps away, though part of the skyscraper at 30 Rockerfeller. Activate the **SHATTERED BUILDING** threat. The heroes can attempt to get people out of the way or shore up the building or persue Hulk to the Radio City Music Hall. At the Shattered Building threat, there are **MASSIVE PIECES OF BUILDING FALLING** towards the **PANICKING CROWDS** while a **NATIONWIDE TV AUDIENCE** is glued to their sets.

The Shattered Building is a large-scale threat. When the heroes "attack" the building, they're taking actions to help save civilians or keep the building from collapsing. Because of this, the building only takes physical stress. Once the building has been stressed out, the collapse has completed and the civilians are clear.

When the building attacks the heroes, the threat could be inflicting emotional stress by threatening civilians who are about to fall out of the building or be crushed by debris—the hero's reaction should be about how they prevent that from happening. The threat could be physical stress by having bits of rubble fall on the heroes. The threat could also be placing complications such as **PINNED UNDER RUBBLE** or **GREAT, NOW IT'S ON FIRE, TOO**.

Over at Radio City Music Hall, the Hulk has just smashed through the roof, scaring the **ROCKETTES AND TOURISTS**. On the main stage of this **HUGE HISTORIC THEATER** is a **SANTA SLEIGH WITH ANIMATRONIC REINDEER**.

The Watcher can spend a D8 out of the doom pool to move to the next stage after all heroes and the Hulk have acted at least once.

Stage Three

When this stage begins, Hulk jumps away to a high-rise construction site north of Times Square. In mid-jump, he smashes through a NYPD helicopter, which is now spiraling to the ground. Activate the **CRASHING HELICOPTER** threat. The build site is a **MAZE OF OPEN AIR GIRDERS** littered with **PILES OF CONSTRUCTION MATERIAL** and topped by **THREE MASSIVE CRANES**.

If the Watcher can manipulate the order of action, he or she should try to have the helicopter go closer to the end of the order. The helicopter's action is to crash. This action can either work as an AREA ATTACK dealing emotional stress to all heroes at this location, or—if a single hero tried to stop the helicopter earlier in the round—adding an **OVERWHELMED BY THE DESTRUCTION** complication to that hero.

The Watcher can spend a D8 out of the doom pool to move to the next stage after all heroes and the Hulk have acted at least once. The Watcher can spend an additional D8 out of the doom pool to activate the **COLLAPSING BUILD SITE** threat as the Hulk takes out several columns on the way out.

MONSTER HUNTERS

Monsters exist.

Don't let them tell you otherwise. There are monsters out there, and we're talking actual real rip off your face and crawl around in your skin monsters. But try to tell that to Joe Sixpack and Jane Boxwine and you'll just wind up in a padded cell. Everyone knows monsters just don't exist. It would be crazy if there were vampires, werewolves, demons, witches and more just out there, preying on humanity. But that's what's really going on.

It's your job to hunt them down.

> **"There are things that go bump in the night. We kill them."**
>
> -Frank Remington, Hunter

The Scoop

Monster Hunters is a the *Leverage Roleplaying Game* hacked into a *Supernatural* game. The hack comes from Rob Donoghue's blog (*http://rdonoghue.blogspot.com/*), slightly reorganized and added to by Thomas Deeny (*http://denaghdesign.com*), mainly for my game group's benefit. You will need a copy of *Leverage RPG* to play **Monster Hunters**.

Hunters

To play **Monster Hunters**, you will make a hunter protagonist to play. Your hunter's character sheet is mainly a list of **attributes**, **weapons**, and **distinctions**. Like *Leverage*, your hunter might pick up some **talents** along the way.

Attributes

To describe your hunter's physical and mental abilities, Monster Hunters uses six **attributes**. Each time your hunter attempts something that calls for a roll, you'll be rolling an attribute that relates to the task. Every hunter has the same six attributes:

Quick	**Sharp**	**Smart**
Strong	**Stubborn**	**Tough**

These are relatively self-explanatory, except for Sharp and Stubborn. Sharp covers awareness and perception. Stubborn is your hunter's willpower.

Take 1d10, 2d8s, and 3d6s and distribute them among your six attributes. At your option, you may drop one of the d6s to a d4 and then either increase a d6 to a d8 or increase a d8 to a d10.

Weapons

Hunters are armed with several weapons that they use to help keep them alive in tough situations. These weapons are more important that any knife or shotgun, they are the essential strengths of the hunter. Whenever you roll to determine if your task succeeds or fails, you'll be rolling a weapon die along with an appropriate attribute. The roles are:

Charm	**Cunning**	**Fists**
Lore	**Guns**	**Tools**

Charm: Sometimes you can talk your way out of things you can't shoot your way out of.

Cunning: Low animal cunning and trickery, and all the areas where books won't save you.

Fists:Whether it's back street brawling or seven different black belts, this is the ability to throw a punch or kick.

Guns: Shooting things. It's kind of amazing how well this can work as a strategy.

Lore: Research is not the most exciting part of a hunter's life, but it can be the most important weapon in one's arsenal. When it come time to find the right arcane antique or incant the correct exorcism ritual, this is the weapon to bring to bear.

Tools: The toolbox or lab may not be as dramatic as the arsenal, but there are times when bullets aren't going to do the job. Building or repairing things may not seem too dramatic until you realize that things include bombs and cars. (Oh yeah - this covers driving.)

Distribute 1d10, 1d8, 3d6, and 1d4 among your hunter's weapons.

Distinctions

Each player picks three distinctions. Distinctions are descriptors like "Army Brat" or "Friends in Low Places" and they work the same way they do in *Leverage* (that is, if it would help, add a d8 to the roll, if it would create a problem, add a d4 to the roll and gain a plot point). It's worth noting that specific gear (like, say, a car) probably deserves to be a distinction.

Marks

The player may pick a fourth distinction which has some magical significance. It might be a curse or a bloodline or a destiny, or most anything else. The TV show provides no shortage of examples of this. Mechanically, this works just like any other distinction, but for the GM this is basically a big cosmic "kick me" sign. By marking your character, you're guaranteeing that the mark will come up a lot over the course of play, specifically, bringing in supernatural interest.

Players may remove marks if they are resolved (assuming that's possible) or may add a new mark during a season break. A character may only have one mark at a time.

Kicking Things in the Head

Since combat is a bit more common in the context of **Monster Hunters** than *Leverage*, we'll use a slightly more fiddly damage system revolving around "statuses". Those statuses are **Hurt**, **Tired**, **Confused** and **Scared**. During a roll where there is a possibility for damage, the loser gains these statuses as die traits, at a level equal to the highest opposing die not used in the roll. If that value is lower than the character's current status value,

then just increase their status by one (if there's no unused die, treat it as a d4).

*Frank is started by a ghost who wins a roll and scares him. The ghost rolled 3d6, keeping a 4 and 5, not using the 2. Since the highest unused die is a d6. Frank is now **Scared d6***

*If the exact same roll were to happen again, Frank's **Scared d6** would bump up to a **Scared d8**.*

Status Effects

When a character is carrying a status, it is initially just an inconvenience. So long as the status is less than the appropriate stat (**Sharp** for **Confused**, **Tough** for **Hurt** or **Tired,** and **Stubborn** for **Scared**) then the character rolls an extra d4 along with rolls where the status might apply. So long as stress is at this level, it's easy to get rid of: have your hunter spend a scene doing something dedicated to removing it, such as putting on bandages, taking a nap and so on.

> ### "I think we're safe."
>
> This may seem like a kindness, but the reality is it is an invitation to the GM for something bad to happen. If you think about any horror movie you can, the worst things happen when thwe characters stop to recover their wits, get some sleep, take a shower or the like. As such, don't just hand wave these scenes. Make sure the players describe exactly what they're doing and how it lets their guard down. This is not to say that you *always* attack them in these scenes, just often enough to maintain tension (and consider whether you want to attack on the same status they're recovering from or not).

Once the status equals the stat in question, it's become a serious matter. In addition to the d4, they now put their status die into play, allowing opposition to roll it against them. At this point, getting rid of the status will take some serious downtime, possibly in a sickbed.

When the status exceeds the stat, the character is taken out of play in a manner of the GM's choosing (though this may be a great time to spend plot points to soften the blow). Alternately, the player can spend a plot point to stay on his feet for one scene. He can keep doing this, paying plot points every scene to stay on his feet, as long as he has the budget for it, but once he stops, he's down.

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PRIMER

The **Adventure Seeds** line of PDF game products features adventure ideas and hooks ready to be dropped into nearly any game system. All content is presented without specific rules system information, allowing you to modify adventure elements to your current game's level of play.

SETTING

The **Space Seeds** line is set in a galaxy that should be oddly familiar to most fans of science-fiction yet open enough to drop into nearly any game setting. It is a galaxy rife with conflict, but that conflict could be at different stages. While your game may have open warfare like the *Star Wars* trilogy, take place in a cold war setting similar to *Star Trek's* Federation and Klingon Empire, or the postbellum conflicts of *Firefly*, the **Space Seeds** line would serve your game's needs.

The antagonists in **Space Seeds** products are identified as the ***Armada***, the "evil empire" of the setting. This is the military powerhouse that often serves as an adversary in many science fiction television shows: *Star Trek's* Klingons, *Battlestar Galactica's* Cylons, and *Firefly's* Alliance. The group directly opposed to the Armada are the ***Rebels***: *Star Wars'* Rebel Alliance, *Star Trek Deep Space 9's* Marqui, even *Doctor Who's* Doctor and Companions. The third group, the ***Trade Union***, are smugglers, corporations, or people that control commerce: *Dune's* Nagivators, *Star Wars'* Hutt organization, and *Firefly's* Blue Sun Corporation.

The characters are assumed to be either part of the Rebels, the Trade Union, or an unaligned faction.

SPACE SEEDS

STATBLOCK BASICS

Important supporting characters and obstacles in Space Seeds are listed with simple stat blocks with a quick description, a threat rating, optional tags, and additional notes about it.

DESCRIPTION

This is the character's or object's place in the game world: a brief description or quote to give you an idea of what they do.

Shauna-823 is an android bounty hunter unswayed by emotion.

THREAT RATING

All important items have a **threat rating** that covers their general abilities. There are five levels of threat:

simple	There should be little or no threat to the characters.
easy	There is some threat or difficulty posed by the opposition.
average	The opposition is on equal footing with the characters.
challenging	The opposition is tougher than the characters; getting past this obstacle will require a bit of work.
elite	The difficulty to defeat this threat is rather high; there is a good chance the characters may fail.

These threat levels translate easily into most game systems. For most game systems, average the abilities of your characters to determine what the average threat should be. If your game's characters main attacks have a +5 modifier to a roll, an *average* person would have a +5 to their attack. Step the attack modifier up or down by 2 or 3 to get your simple, easy, challenging, and elite attack stats.

Shauna-823 would be a **challenging** *threat.*

TAGS

While the general level of an adventure element is given by the threat rating, that thing's **tags** are what makes it stand out. Tags are simple phrases that note something important about a character, setting, or object; the tag identifies strength and weakness.

If a character has the tag My Trusty Ray Gun By My Side, it implies several things about her that could be translated to your game system. She may have *Weapon Proficiency: Ray Gun* in one game, an additional die to use in Ray Gun shooting tests in another game, or can reroll a shot when firing the weapon in a completely different game. That tag also informs you how she would react when threatened: with her trusty ray gun by her side, she may be a bit cocky and overconfident when dealing with the characters, giving her a bonus to resist *Intimidation*, *Command*, or similar efforts.

Most environments have tags. A derelict space hulk might have ARTIFICIAL GRAVITY OFFLINE; the Quelli District of Citadel Station is UNDER QUARANTINE; an Armada Star Reaver could be ON FULL ALERT — all of which would have interesting effects in your game.

In games like Evil Hat Productions' *FATE*, tags can be used as aspects. In Margaret Weis Productions' *Cortex Plus* games, tags can be used as distinctions.

NOTES

Certain antagonists have agendas, tactics, equipment, and other items that may come into play during the encounter. These would be listed in the notes section.

SAMPLE OPPOSITION

Marshal Joel Winter
In charge of the marine unit onboard the Armada vessel Spirit of Agamemnon. [Challenging]
COMMANDING PRESENCE ▪ HARD DRINKIN' MAN
» While Marshal Winter is active all marines he is leading gain a FOR THE ARMADA! tag.
» If Marshal Winter has been defeated by the characters, he gains a I WILL HAVE MY REVENGE tag.

Robo-turret
A typical automated twin blaster gun pod that pops out of the ceiling to fire on the characters. [Easy]
RAPID FIRE

Spy 'Droid
A small flying orb used for reconnaisance. [Easy]
FAST AND MANEUVERABLE ▪ HARD TO SPOT

SAMPLE HOOK
DAMSEL IN DISTRESS

Anywhere along a lightly traveled route, sensors detect a nearby object: the *Agatha*, a medium-sized luxury cruiser, primarily used as passenger transport. Six hours ago her main drive malfunctioned (due to sabotage, but the crew doesn't realize this yet). The repairs will take nearly a day to fix, jury-rigging a repair as the necessary replacement components are not on board. Once repairs are completed, *Agatha* will be able to limp at one-third speed to the nearest spaceport for actual repairs which will delay her arrival at Port Ambrose by three days.

On board the vessel is a very important passenger that needs to reach Port Ambrose as soon as possible; she wants the PCs to take her there — it is a bit out of the way of the ship's destination. The saboteur, another passenger, will also stress that he needs to get to Port Ambrose and attempts to get on board the ship as well. He will attempt to delay their arrival.

Audrea Lamothe
A sizable shareholder to the Harland Clarke Hyrdopnoic Industries, Audrea is on her way to a board meeting to cast a vote that will change how the multi-system corporation is run. [Average]
Shrewd Negotiator ▪ Extremely Upper Class ▪ Connected

Billy Kuo
He is a slightly well-to-do groom-to-be, trying to make it to his wedding on Port Ambrose in two days. But in reality he's a saboteur attempting to delay Audrea's arrival. He won't lower himself to violence unless pushed to defend himself. [Average]
Down To Earth Guy ▪ Knows How Things Break
» Billy will try to get all chummy with the crew, especially anyone that works as the ship's engineer. If he can't talk his way into the engine compartment, he'll sneak around and try to delay the ship by damaging something else. Mishaps can take place all over the ship, if you know where to hack in. And Billy does.

Possible items for Billy to sabotage:
• The cargo bay door opens, causing the ship to emergency drop out of lightspeed. This needs time to repair to make sure the doors will remain sealed. Decompression could empty the hold, requiring time to retrieve the cargo.
• The artificial gravity cuts out.
• Emergency decompression doors lock shut all over the ship when personnel are in the wrong place at the wrong time.
• The sensor array or navigation computer can be hacked, throwing the ship off course.
• The escape pods are jettisoned, requiring the crew to chase them down. (They're expensive, you know.) Optionally, one of the crew might be drugged and placed in the pod.

IN HEMALURGY

Steel spikes are a basic component for creating Steel Inquisitors. Depending on where the spike is driven in, it steals, stores, and transfers a single Allomantic Power derived from any one of the four Physical Metals (e.g. increasing senses, improving physical fitness, or Pulling or Pushing metal objects). Each spike may store only one Power.

Steel Spikes: A Steel spike grants you a single Allomantic Power — Tin, Pewter, Iron, *or* Steel — with a rating equal to that of the spike. Each spike reduces your Spirit score by 1, as normal.

10
COPPER
(MENTAL, INTERNAL, PULLING)

Copper is very common and inexpensive. It's a source of protection in all three magical disciplines, whether it's guarding Allomancers from detection or preserving memories and knowledge.

IN ALLOMANCY

A Misting who can burn Copper is called a **Coppercloud** or **Smoker**.

Copper has two Allomantic applications. It's primarily used to dampen signs of Allomancy within a radius of several dozen feet (an area that's also called a "coppercloud"), within which the Smoker and those nearby are obfuscated from detection by Allomancers burning Bronze. As soon as the character starts burning Copper, all signs of Allomancy within the cloud's range instantly "vanish" from Bronze burners — including any Bronze burners in the same area. This makes a Copper burner an essential addition to any crew employing Allomancers — without concealing the pulses every Allomancer gives off while burning metal, the team is easily detected by rival Seekers, Mistborn, and Steel Inquisitors.

A second useful effect of burning Copper is that it renders the character virtually immune to Allomantic emotional manipulation. This makes a Copper burner useful for negotiation, investigation, and as an informant or spy, as he or she is nearly impossible to detect as an Allomancer, and not easily influenced by Soothers or Rioters.

As these memories are indelible, they don't provide more than an accurate recollection of what was witnessed or occurred, but in tandem they can be quite powerful. Thus, *for every two charges you tap* you gain 1 die that may be added to any pool for a task related to or supported by the regained memory or Trait.

Example: The Crew asks Damosi for information about criminal fences working in the Sootwarrens slums, so it can move a recent score. Damosi's recently spent some time prowling the Sootwarrens and has a little to go on (five Copper charges stored), but nothing on that specific topic. If he wanted to access a specific memory — like his encounter with Durb, a skaa pickpocket he ran across — he could do so without rolling by tapping a single charge of Copper.

A roll is required to provide the Crew with the desired details, and Damosi taps four Copper charges to add two dice with it. With success, Damosi pieces together something Durb said in their encounter (that he'd recently "made a killing" at a local market) with three other memories from his time in the slums (that he'd spotted Durb speaking with the driver of a distinctive carriage; that he'd seen the driver at a local market, handing the proprietor a small package; and that the proprietor had later asked him whether he knew Durb, and if he had anything to "send across town"), and thus realizes that the Crew might be able to move their score through the market proprietor.

TAPPING 10 OR MORE CHARGES OF COPPER

Feruchemists who tap huge amounts of memory can access far more than a handful of moments, simultaneously gaining a full and perfect view of whole days, weeks, or much, much wider periods of time. Many Feruchemists, including the renegade Keepers, recall and verbally pass along their memories and learned Traits to keep their knowledge alive long after they're gone, making this the only way to access the vast swaths of information available to some Feruchemists. Feats you may achieve by tapping 10 or more charges of Copper include:

Charges Tapped	Examples
10	You can recall an entire hour with perfect clarity (all at once)
20	You can recall an entire day with perfect clarity (all at once)
30	You can recall an entire week with perfect clarity (all at once)
40	You can recall an entire month with perfect clarity (all at once)
50	You can recall an entire year with perfect clarity (all at once)
60	You can recall an entire decade with perfect clarity (all at once)
70	You can recall an entire generation with perfect clarity (all at once)
80	You can recall an entire lifetime with perfect clarity (all at once)
90	You can recall an entire century with perfect clarity (all at once)
100	You can recall an entire millennia with perfect clarity (all at once)

IN HEMALURGY

Copper spikes store intelligence and memory. They're very rarely used on humans due to the terrible dementia and frequent insanity produced as shards of a stored soul shred a recipient's mind.

Kandra with the Blessing of Presence sport a pair of copper spikes, which sharpen their mind without mental instability.

Copper Spikes: A Copper spike increases your Wits score by 1, to a maximum of 10. However, both your Charm *and* Spirit scores drop by 1 for each Copper spike you receive (rather than just your Spirit). Additionally, you may hear voices or recall memories that seem familiar yet oddly alien. This effect is especially common when you encounter pieces of the life left behind by the spike's original victim.

Blessings: The Blessing of Presence grants enhanced intelligence and memory, increasing your Wits score by 2, to a maximum of 8.

11
CHANGING THE WORLD

What makes heroes so special isn't just their individual skill or magical powers, but the fact they can make a tangible difference in their world. In the Mistborn novels we see heroes rise above their humble beginnings as thieves, stewards, and disfavored sons to become ambassadors, religious figures, emperors, legendary heroes, and ultimately decide the fate of the entire world. This element of *mattering* — of not only having skill but the ability to change the circumstances around you — is called **Standing**.

HOW STANDING WORKS

A character's three Standings — **Influence**, **Resources**, and **Spirit** — work very much like Attributes, though each is rated between 2 and 10 dice. These can be rolled in Challenges, Contests, and Conflicts as normal, and using Standings in this way doesn't change the number of dice available.

Alternatively, **a character may "spend" his or her Standings for the chance (a Challenge roll) to acquire various benefits during play:** Influence may be spent to nurture political connections and request favors; Resources may be spent for physical goods and services; and Spirit may be spent for fresh chances when other avenues have been exhausted.

Specific examples of spending each Standing are provided in the following sections, and the Narrator and other players will likely come up with many more. However, no matter what the character wants, **there are two steps to spending a die of Standing**:

1. The character rolls a Challenge with his current dice in the Standing (against the Difficulty listed in the following sections, along with any other rules listed there, or with a Difficulty and rules determined by the Narrator).
2. The score of the Standing used drops by 1, even if the Challenge fails.

Thus **a character may only spend a Standing that's 2 or higher** *before the Challenge is made*. Remember, no roll is possible with less than two dice, and rolling a Challenge with a Standing of 2 drops that Standing low enough that it's only contributing 1 die. Once a Standing drops to 1, the character is stymied on that front until the next Breather, when he or she can recoup.

Example: Sayna has a Resources score of 3. After spending 1 Resources to acquire an item this score drops to 2, making it impossible for her to acquire more items (or spend Resources for anything else) until her score refreshes at the next Breather.

RECOVERING STANDINGS

Though the Narrator may sometimes replenish a single point of Standing under the right conditions (a point of Resources when the character receives a sudden and unexpected windfall, or a point of Influence when a powerful noble speaks highly of the character in public), the most common ways to recover are time and Breathers.

Characters naturally recover 1 of each Standing per day.

Additionally, during a Short Breather, a character recovers half of each spent Standing, rounded up. This occurs whether the character sits the Breather out or not.

In a Long Breather, a character recovers all spent Standings.

Example: Beck has spent 4 of his 6 Influence. If Brandon calls no Long Breathers for at least three days, he will recover the full utility of his status in that time (1 Influence per day). Alternately, if Brandon were to call a Short Breather Beck would recover 2 Influence then and the remaining point a day after.

RESOURCES: THE POWER OF PRIVILEGE

In the Mistborn saga, Heroes rarely concern themselves with treasure; their aspirations typically look beyond wealth and their troubles go way beyond their pocketbooks. Still, money talks in the Final Empire, particularly in the highest halls of power. A character's Resources dice cover his or her worldly possessions and the ability to gain more.

You may attempt a Resources Challenge when you try to:

• Bribe a guard
• Assemble an army
• Outfit your Crew for its next exploit

WEAPONS

Melee Weapon	Difficulty	Damage	Min / Max Range
Club	1	+1	Touch / Striking
Favored weapon of rebels and thugs; contains no metal			
Dagger	1	+1	Touch / Touch
Steel blade favored by thieves and assassins			
Dueling cane	2	+2	Touch / Striking
Stone-headed cane carried by nobles for defense and duels; contains no metal			
Hammer	3	+3	Touch / Striking
Two-handed working man's hammer			
Koloss blade	4	+4	Striking / Striking
Massive chopping blade prized by the koloss			
Obsidian axe	4	+3	Striking / Striking
Signature weapon of Steel Inquisitors; contains no metal			
Obsidian dagger	2	+1	Touch / Touch
Popular weapon of Mistborn, often carried in pairs; contains no metal			
Spear	2	+2	Striking / Striking
Iron-tipped spear favored by hunters, rebels, and soldiers			
Staff	1	+1	Striking / Striking
Favored weapon of rebels and thugs; contains no metal			
Stone hammer	4	+3	Touch / Striking
Rare hammer used by kandra guardians; contains no metal			
Stone spear	3	+2	Striking / Striking
Flint or obsidian-tipped spear; contains no metal			
Sword	2	+2	Touch / Striking
Steel blade carried by guards and soldiers			

Ranged Weapon	Difficulty	Damage	Min / Max Range
Bow and flint arrows	3	+2	Close / Long
Effective ranged weapon against Allomancers; contains no metal			
Bow and steel arrows	2	+2	Close / Long
Primary ranged weapon of common soldiers			
Catapult	5	+4	Medium / Extreme
Hurls massive stones; exclusively used by armies			
Dagger	1	+1	Striking / Close
Steel blade favored by thieves and assassins			
Obsidian dagger	2	+1	Striking / Close
Popular weapon of Mistborn, often carried in pairs; contains no metal			
Spear	2	+2	Close / Medium
Iron-tipped spear favored by hunters, rebels, and soldiers			
Stone spear	3	+2	Close / Medium
Flint or obsidian-tipped spear; contains no metal			

CHANGING THE WORLD

Example: Koel hits the streets before the Keep Hasting raid, looking for a bead of atium. This has a very high Difficulty (5), but this is why Becky invested so heavily in her Resources score (also 5).

She spends and rolls, but fails with two 6's, one 3, and two 2's — a Result of 2 with two Nudges. She spends and rolls again, this time with only 4 dice, and gets two 5's, one 4, and one 2 — a Result of 5 with no Nudges. It's enough, and her Resources score settles in at 3.

The deal was steep and she paid too much, but Koel has what she needs. If she doesn't use it during the raid, she can sell it back (explaining its loss at the next Long Breather).

SECURING SERVICES

Heroes can't be everywhere at once, nor can they do everything themselves, but they *can* often find someone to do a job for the right price.

A character may attempt a Resources Challenge to secure a service, or individuals to conduct a service. The Difficulty depends on the scope or rarity of the service, and any service secured lasts until completed or for 1 week, plus one additional week per Nudge spent (whichever comes first).

CHANGING THE WORLD

TILES

HexPack: Mountains and Canyons consists of multiples of three templates, each containing one or more of the following double-sided tiles.

A & B TILES

The A and B tiles represent significant terrain features on large and smaller scales: a mountain, a lake, a canyon, a large wooded area and so on. They can easily be the center of a playing area, off of which players can build other terrain.

C & D TILES

The C and D tiles usually display terrain that will typically be placed in a row of hexes, such as rivers.
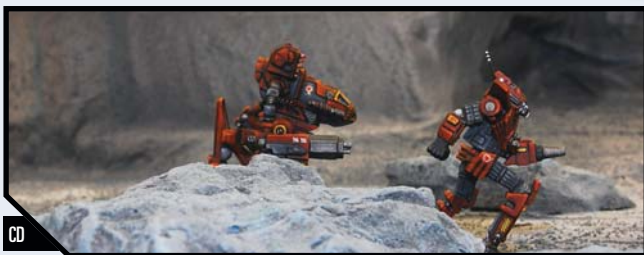
E, F & G TILES

The E, F and G tiles contain terrain that can easily be paired with the A and B tiles, while also allowing players to modify a playing area a few hexes at a time.

H TILES

The H tiles are single-hex modifications that allow for the easy placement of clear and wooded terrain. Rough hexes can also be used when playing with the Clearing Woods rules.

Khan Phelan Kell charges across the shattered moonscape.

LAYING OUT TILES

As noted under *Tiles* above, players should start by laying out a pre-printed mapsheet(s). If the players are not using a scenario that describes in detail how to lay out the tiles, the players can choose how they wish to place HexTiles on the playing area, or dump tiles into a box lid and then randomly pull out various tiles to place one at a time.

For a more controlled version of random placement, players can use the Mapsheet Tables from page 263, *Total Warfare*. Looking at the first Terrain Table, players can easily categorize various HexTiles as "Hills," "Flatlands," "Wooded," "Mountain" and so on. Players can then either roll for a specific category type to draw from, or simply choose a specific category type to use. In either instance, the players can roll Initiative to determine which side will choose and place a HexTile first, with the losing side (or sides, if multiple teams are playing) choosing the next HexTile and placing it, and so on until the playing area is prepared.

When using these rules to create a playing area, the players should roll Initiative to see who chooses their home edge first. The losing team then chooses the opposite side. This system will prevent players from trying to "stack" terrain ahead of time, as they won't know which is their home playing edge until after the playing area is completed.

Numbered Hexes: To allow players complete flexibility when placing HexTiles, the tiles are not numbered—as pre-printed mapsheets are—though they retain terrain designations. Players may turn them and place them in whatever position is desired for game play.

ADDITIONAL RULES

The following rules allow players to use HexTiles with hex-numbered, pre-printed mapsheets.

Mapsheets

In some instances, mapsheets are used as a game mechanic; for example, artillery range is determined by mapsheets. A mapsheet, as defined on p. 21 of the *Introductory Rulebook*, is a 17" x 22" pre-printed mapsheet. Each is 15 hexes wide x 17 hexes long. Generally speaking, when a game mechanic refers to a mapsheet, it means the length, or 17 hexes (approximately 500 meters).

Anytime a rule calls for determining a mapsheet and only HexTiles are in use, start from one edge of the playing area and count hexes across to the opposite edge. Every 17 hexes equals a mapsheet.

Numbered Hexes

Some rules refer to specific hexes based on the pre-printed mapsheet numbering system. This system starts with 0101 at the top left corner of a mapsheet, moving across to 1501 in the far right corner, then down to 0117 in the bottom left corner and 1517 in the bottom right corner.

When a specific hex is called for and only HexTiles are in use, players can determine mapsheets as described above and then count to the hex in question. Players can also use a pre-printed mapsheet as a guide to quickly find the appropriate hex and determine its position on the HexTile playing area.

CLNT-2-3T Clint, Odessa Planetary Guard (House Steiner)

Numbered Hexsides

Some rules designate a specific hexside, often determined from the numbered hexside on a pre-printed mapsheet. Players using HexTiles can simply choose a hexside, numbering it "1" and then rotating clockwise to find the appropriate hexside under the rule (2, 3 and so on). Players should determine before play begins which hexside direction on the playing area is 1, and all players should use that direction if and when a rule requires the determining of specific hexsides.

+ / – Levels

Instead of a specific Level, some HexTiles include a "+" or "–" designation, along with a numerical value. For example a "Level +3" means that hex rises an additional 3 Levels above the Level of the mapsheet as noted on the hex that's being modified by the HexTile.

Ultimately this provides players more flexibility, as they can place rising and falling HexTile on other mapsheets without creating unintended consequences. For example a Level 1 hex placed on any of the Level 6 hexes on the Large Mountain #1 mapsheet would effectively create a Sublevel 5 below the other Level 6 around it; a Level +1 hex, however, would become a Level 7 hex.

However, it may be difficult to remember the final, modified levels of every HexTile, not to mention annoying having to move minis to lift up a tile. Instead, players can use dedicated dice (meaning a different set/type of dice from any other being used for movement/combat) to determine a specific HexTile. For example, a 3-HexTile with "Level –1/Level –1/Heavy" is in use and one of the "Level –1" hexes is placed on top of a Level 6 hex. The players then take a small D10 (or D8 or D6) with the "6" value face up and place it in that "Level –1" hex to show that the terrain below it is Level 6. This set-up would then make the 3-HexTile as follows: Level 5/Level 5/Level 6 (Heavy), respectively.

Players will likely need to adjudicate situations during set-up; in all instances where an argument arises, feel free to simply roll a die to determine whose correct and keep playing!

Coalition reinforcements rush to the aid of a Periphery Star Guard Cyclops and Quickdraw who find themselves surrounded by Word of Blake forces.
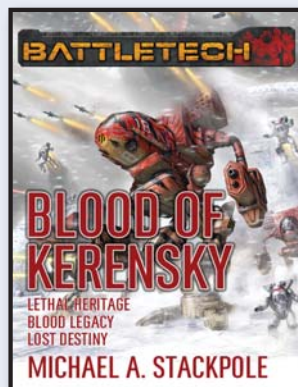
This section contains two ready-to-play scenarios, which included expanded play options such as clearing woods, buildings and additional weather conditions.

Unlike the generic scenarios found in the *Introductory Rulebook*, these are based on events that transpired during the Clan Invasion, further demonstrating how the game can work hand-in-hand with the fiction to take players into the game universe; the events surrounding the entire Clan Invasion are fully described in the *Blood of Kerensky Trilogy Omnibus* epub, as well as *Era Report: 3052* (find more details on these books at www.bg.battletech.com).

In a similar vein, after the name of each scenario, a parenthetical

phrase defines what type it is as described under *Mission Types* (see p. 35, *Inner Sphere at a Glance*). Players can use those mission types, along with the example of these scenarios, to create their own.

Record Sheets: Unlike *HexPack: Cities and Roads* and *HexPack: Lakes and Rivers*, these scenarios include 'Mechs beyond the *Introductory Box Set*; specifically those found in *Technical Readout: 3050 Upgrade*. Players can find those record sheets in either the print *Record Sheets: 3050 Upgrade*, or they can purchase the *Record Sheets: 3050 Upgrade Unabridged*, *Clan* and *Record sheets: 3050 Upgrade Unabridged*, *Inner Sphere* PDFs at www.battlecorps.com/catalog.

SCENARIO 1: DEFEND THE PRINCE! (DEFENSIVE CAMPAIGN)

"They are not unbeatable! When we use the mountains to our advantage, their targeting systems won't help them anymore and we can beat them! We will make them pay and we will make them retreat. Remember, Prince Steiner-Davion is with us, we will not prevail!"

Hauptmann James McClintok was tired, but he had to keep the spirits of his people high. It had been hellish hours since the unknown invaders had landed and shredded through their forces. Whoever they were, they had terrifyingly superior equipment. Yet it seemed they stood a chance in the narrow canyons of Trell's mountain reaches. Leftenant General Hawksworth had just assigned his company to ambush a small force of the invaders and was hoping for positive results. McClintok was to make sure he got them.

Time for payback...

SITUATION

Trell 1
*Tamarind March, Federated Commonwealth*
13 April 3050

It's the year 3050. The Clans, successors of the Star League Defense Forces, who left the Inner Sphere 250 years ago, are returning to take what they believe is theirs. In an attempt to conquer Terra, the birthplace of humankind, the Clans have begun an invasion of epic scales. The Lyran portion of the Federated Commonwealth, the Free Rasalhague Republic and the Draconis Combine are under attack and losing battle after battle. On Trell 1, the Twelfth Donegal RCT is trying to hold out against the invading forces of Clan Jade Falcon. The heir apparent of the Federated Commonwealth, Victor Steiner-Davion, is fighting for his life and the lives of his people. The narrow canyons will counter the Clans more effective targeting systems

and guarantee for a deadly close combat...Leftenant-General Hawksworth is planning to use this to his advantage, in order to get the Prince off the planet and maybe buy time for reinforcements to arrive and help repel the invaders.

GAME SET-UP

Lay out the Open Terrain map from the *Introductory Box Set* and the hex tiles as indicated.
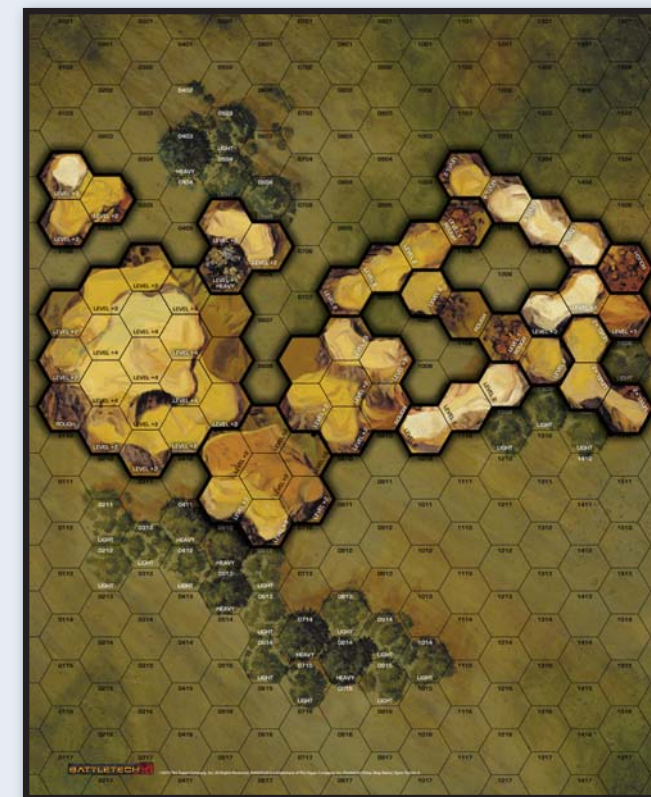
Scene 4: This is an Ambush, Not a Trap!

As soon as the first PC climbs out of the water on the far bank, read the following:

Suddenly, a section of cliff wall slides aside to reveal a passage into the mountain itself – a likely place for evil to fester! Through the massive opening rush five misshapen ogres, battle cries echoing off the walls of the ravine. The blood-curdling cries are answered from above and two large stones come bounding down the cliff wall.

A sixth ogre lurks just within the doorway and will cowardly try to seal the entrance when the third of the five attackers falls. It takes the ogre three rounds to push the heavy door shut. If the ogre succeeds in closing the door he escapes into the mines. The two ogres above aim rocks at any who try to scale the cliff wall. If the entrance is sealed, the party may find it again with a DC 10 Perception check. A DC 20 Perception check finds dwarven runes carved into the rock, cleverly hidden among the cracks and crags. Opening the door requires casting of "Open/Close," a DC 25 Use Magic Device check to activate the dwarven runes (only if found) or a DC 30 Strength check.

OGRE — CR 3

XP 800

CE Large humanoid (giant)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, –1 Dex, +5 natural, –1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

ACT 3 — Into the Mines...

Upon entering the secret passage it becomes strikingly obvious that you have stumbled on an unknown–to the humans of Whitetower, anyway–dwarven mine. While most likely not the lair of Mort Kemnon it does appear to be an efficient way up and through the mountains. A hallway leads into the darkness ahead.

Area 1

This large chamber is unworked and cavernous, the ceiling stretching easily fifty feet above and the walls several dozen feet apart. It narrows about fifty feet from the entryway, stretching off into oppressive blackness

As soon as the first of the PCs clears the threshold of the entrance, a trio of ogres charge.

If one of the ogres falls, or two are brought to 50% of their max HP, they use a withdraw action to retreat down the corridor into Area 2.

Area 1A

Thick stone pillars and metal girders reinforce the ceiling in this part of the cave. The wear eaten into the rock betrays its age, yet it appears sturdy enough to last another thousand years. A thick, iron plate, etched with dwarven runes, dangles between two girders on heavy chains.

The runes read "Bitternip Mining; a subsidiary of Orehammer Amalgamated Gemstones, LLC. Hard hats required beyond this point."

A Knowledge [Engineering or History] DC 15 reveals that the absence of wood bracing is indicative of dwarven architecture. The entire ceiling of the cavern, however, has been recently turned into a massive trap with boulders precariously hanging high above. A DC 20 Perception check spots the rocks hanging fifty feet above the party's heads. The trap is triggered when a PC steps into the 10'x10' square at the center of the room. The 100' area is an enormous X to mark the spot. The X is impossible to see without careful examination (DC 20 Perception check). The grem (see Area 10 for more information on the grem) spent a long time setting up this trap. If the party avoids the trigger section, the grem activates the trap itself just to watch the rocks fall to the floor. It does not appear to the party.

FALLING STONES TRAP — CR 9

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

Trigger touch; **Reset** none

Effect 1d4 boulders per target. Atk +20 ranged (6d6); multiple targets (all targets in a 50 ft by 40 ft area)

If the trap is triggered, Area 1A becomes Difficult Terrain.

Area 2

Even larger than the previous chamber, this room extends along an uphill

slope to the south, and terminates at a wide and crumbling stairwell to the north.

The southern end of the chamber slopes upward gradually until it meets with the roof, some forty feet high. From the top of this hill stand two ogres, along with a broken minecart laden with javelins. Any ogres that survived Area 1 moves up the hill to reinforce the snipers, and join their fellows in raining javelins down on the PCs. The ogres here fight to the death.

Area 3

The massive stairway brings you to a landing dominated by the empty chamber ahead and to your right. To the left, a long tunnel appears remarkably shaped by hand just past a natural fork. The air here has a foul and fetid stench.

A quartet of ogres with makeshift tower shields charge the PCs as soon as they make their way past the fork. The ogres attempt to Bull Rush the PCs down the grimy slide [Area 3a] into Area 4.

Area 3a

The stone is very slick beneath your feet, worn smooth by erosion over many years, and coated in a thick and viscous slime.

If a character is Bull Rushed into Area 3a, they must make a DC 30 Acrobatics check to keep from sliding all the way to the bottom into Area 4. Walking downhill or uphill while adjacent to a wall requires a DC 20 Acrobatics check to keep from losing balance and sliding down; avoiding the walls increases the check to 30.

Area 3b

The tunnel turns drastically to the left, becoming a proper hallway. A pair of heavy stone doors stand shut at the end of the passage.

If the PCs search the hallway, they find what appears to be a secret passage that slides down if two or more people stand in the indicated (trap) squares. The lever-like hinge takes 5 rounds to descend to the point of triggering the trap (all the while exposing what appears to be a secret message in Dwarven runes), -1 round for each character standing in the area.

SEESAW GRAVEL TRAP — CR 10

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

Trigger touch; **Reset** none

Effect 8d6 Crushing damage (DC 20 Reflex for half), and the targets are buried.