

## THE CAMPAIGN: SCHEDULING AS FOLLOWS

### CHAPTER ONE: FEATHER TIGERS

1: outlined on following page. Hint at Patternmaster's existence, introduce a couple of Reapers, meet Raptor, fight Redline, and meet and deal with Hamilton.

2: the Citadel is attacked in force. With any luck the PCs are headed there anyway. Have fun fighting Hellflower, Rook, Bombshell, and Riplash again; while Le Fauve, Banzai, and Plastique escape with the bodies of Star Light, Glimmer, and Crescent. NB neat clues all over the Citadel before the feds come and lock it up. Patternmaster's existence and connection to corporate assassinations suspected.

[During #3, 4, and 5, independent hunting about re: Raptor and Reapers could yield all sorts of information: his base, connections between hospital and PSI and age-research, background of Citadel, Warp's missing brother, etc, etc.]

3: Glare and Team USA -- a mystery to solve and a chance to say hello to Patternmaster. Maybe give them a chance to bust a Jamaican Posse crack connection to the prison as well (and Sebastian Poe is mentioned here, as well as prison psychiatrist Helene). Really give Cortex a hotfoot about corruption in his company now (special info on prison only available through him; obvious leak). Police tell them that the key to PM is his ID; lay out some possibilities.

4: Corporate assassination: Necrovore and Hitsusatsu. Made possible by abuse of Cortex information. Patternmaster's plot to sew up connection between Pentagon, US munitions, and Japanese conservative-warlike faction is perceptible, with luck. Eliminate some ID possibilities (one through his implanted memories; the real PM is looting a chess conference). Helene gets chummy with Strobe or Cortex.

5: Patternmaster's ID now seems obvious (some single, basic clue): political guy who's Necrovore's dad (Patterson). They go after him and he battles them in costume - but is killed or subdued easily. He'll be assassinated by Necrovore in prison or blown up or something.

His plan is dumb too. Hot-for-a-story reporter is a real pain in the ass at this point.

### CHAPTER TWO: MIND GAMES

6: Haywire - origin of Chimera, again at some hospital connection to CAC. Pretty straightforward and it may get them asking questions about CAC. Deathwish concert announced as well. Reapers are busy around the globe. Disappearing supers all over the place if PCs haven't gotten around to it by themselves; connect with French guys.

7: CAC investigation - becomes obvious at this point. Confrontation with Revelation and Fist-of-God; only some legwork can show that one board member is crooked. Big question of where's the money going?

Reapers do something really horrible somewhere. Hype the concert.

8: Marionette, Torment, Omen, and Chimera (plus some PSI agents) go after our heroes in a direct (for PSI) raid. Obvious that PSI techniques are involved and doubly obvious that Reapers may be connected. Tie to Sebastian Poe spilling his guts about project that produced Raptor; may also tell about crucial plant for mental program that he used on his son, with connection through JP. Hype the concert some more.

9: The Deathwish concert! Are they crooked? Could they be part of it all? Violence seems to follow in their wake and authorities (if PCs are cooperating) ask for help at the concert. But a crime leads to investigation (that the band resents) and that leads to PSI ... The Omen betrayal storyline should start here as well. Activities of the Reapers are pretty well defined by now.

10: Attack on PSI - meet the formidable Mind's Eye and his mom, as well as a few others. Complicate things by Omen betraying his group, but for his own purposes, not for PCs'. Perhaps some real answers about who the Reapers are and what Raptor might be up to, including some nastiness about outer space.

#### CHAPTER THREE:

Just for starters, hint that Patternmaster is still around. Bring group into conflict with Reapers (e.g., nuke site). NB that Reapers often undo work of the Citadel. Emphasize PR, as usual. Solidify technological angle of Raptor trying to summon the entity, whatever it is. If the PCs haven't already started investigating, bring out trouble spots in Hamilton's background. Perhaps some superhistory runs too.

NB Hamilton's role: starting with #11, he'll start taking a personal interest; previous history as Surge comes out, retarded aging; details of Dr. Chaos' career (not too obvious) via superhistory runs; story behind Winsington. #15 reveals it all: Winsington's energy laden carcass, Hamilton taking his power back, father-son confrontation, the signal to space, perhaps horrible metaphysical rift caused by their combat.