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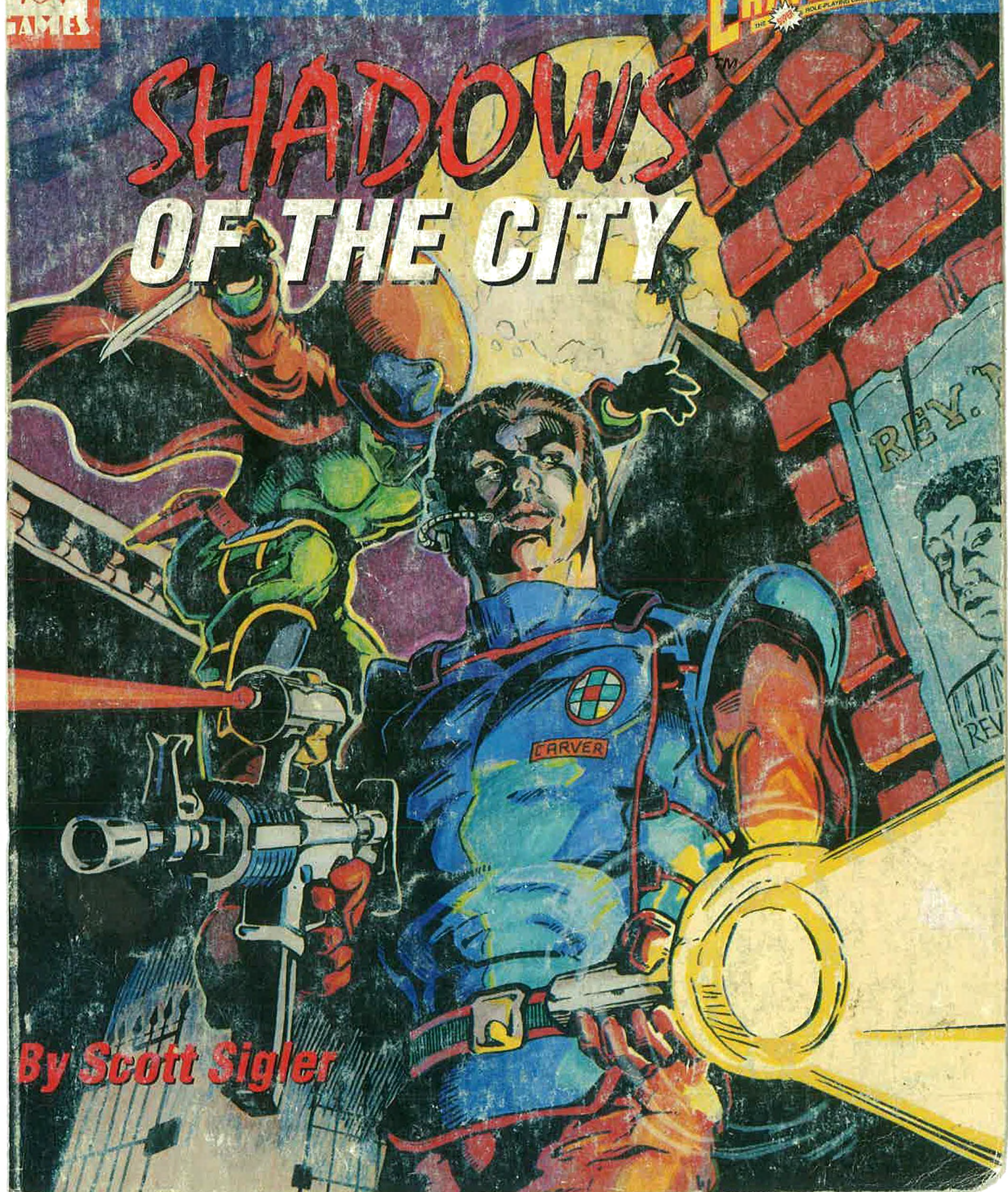
DARK CHAMPIONS
HEROES OF VENGEANCE

#426

OR

CHAMPIONS
THE 1980s ROLEPLAYING GAME

SHADOWS OF THE CITY



By Scott Sigler

SHADOWS OF THE CITY™

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SPECIAL THANKS TO...

- First and foremost, I would like to thank some of the most talented roleplayers in the world—my stories come to life through your eyes.
- George MacDonald and Steve Peterson for my well-worn and well-loved original Champions game (circa 1983).
- All of the Hero Games staff, past and present, who have given me so many scintillating adventures.
- Special kudos to my high school buddies who were, and still are, the best friends and roleplayers a humble GM could ever ask for.
- The Kappa Sigs—Brothers All.
- The “Bone Brothers” of 1989—graduated, but still Bad to the Bone
- Mom & Dad for supporting my “wierd” hobby.
- Special thanks to Monte “Mr. Patience” Cook for advice, bluntness, hard work, and, yes, patience.

The Pack Thanks:

Scott Eldridge for a roleplaying screw-up that turned into my favorite villain group. Playtesters: **The Public Defenders:**

Scott “Commander” Eldridge	Scott “Voyager” Christian
Rob “Doc Rock” Otto	Andy “Heartbreaker” Kaiser
Jason “Mustang” Eldridge	Chad “Super Goo” Guoine
Mark “Umbra” Eldridge	

Revolution Thanks:

The bands “Queensryche” and “Warrior Soul” for inspiration. Peter Keller for being a financial authority and world-class friend.

Playtesters: **F.I.S.T.:**

Scott “Commander” Eldridge	Scott “Animal Bill” Christian
Rob “Doc Rock” Otto	Andy “Heartbreaker” Kaiser
Jeff “Decible” Rapleje	Ken “Jaguar” Moberly
Dan “Morning Sun” Baker	Kurt “Slagg” Klien
Chris “Z’Bob” Otton	

Street Magic Thanks:

Stephen King for inspiration. Clive Barker and Wes Craven for more of the same. Ditto for the band “Dangerous Toys.” Playtesters: **The Unknowns:**

Scott “Airwolf” Christian	Chris “Kai” Bush
Andy “Light Dragon” Finkler	Paul “Mirage” Meyer
Dave “Terrier” Bush	

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Printed in U.S.A., First Printing 1993

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 426

ISBN 1-55806-181-9

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INTRODUCTION

Shadows of the City is a supplement designed for 5-7 Dark Champions characters with 50-60 active point attacks and an average of 20 points of PD and ED. Resistant defenses should be low to maximize the enjoyment of this adventure.

Shadows of the City can also be used with regular Champions characters. The villains may need to be adjusted; notes on how to modify the villains for a regular Champions campaign are provided.

If you are the Gamemaster, read through the entire supplement thoroughly before the beginning of play. If you are planning on playing this adventure, stop reading here.

This book contains three linked adventures: *Revolution*, *The Pack* and *Street Magic*. These adventures are intended to be run as an intertwined campaign, and are presented in that order. Villain and character write-ups follow the sections in which they first appear.

Revolution is a three-part adventure to be used with the other two adventures listed in this book. Part One of *Revolution* takes place before *The Pack* is run. Part Two comes after completion of *The Pack* and before *Street Magic* has begun. Part three of *Revolution* comes after *Street Magic's* conclusion. *Revolution* is intended to be played with the same player characters that are used in *The Pack* and *Street Magic*. It can be a functioning stand-alone adventure as well as being used with the rest of the book.

It is possible to run *Revolution* in a single gaming session, but not recommended. To achieve the proper feel of time that takes place between parts of this adventure, it is best to interrupt *Revolution* with separate endeavors. *The Pack* and *Street Magic* are provided for just this purpose. If the adventure is spread out, the players will be able to get a good feel for the growth of the organization detailed below. If the GM rushes the adventure, he will have to explain away the allotted time and the adventure will lose realism in the eyes of the players.

TIME LINE OF EVENTS

Because the time of these intertwined adventures can be quite confusing, we're providing the GM with a time line of events. The time line show what adventure comes when, and where the GM can break up the action by supplying his own mini-adventures. A synopsis of each adventure's plot can be found at the start of each scenario.

- 1 *Revolution, Part One: Make Money the Old Fashioned Way—Steal it*
- 2 The GM can give the characters a chance to investigate some of the information they might have learned in the above adventure, insert his own adventure, or proceed to Item 3.
- 3 *The Pack, Chapter 1: Assault on the Mansion*. This item takes place about one or two days after item 1.
- 4 *The Pack, Chapter 2: The Shipment*. This item takes place the night after item 3.
- 5 *The Pack, Chapter 3: Investigating the Streets*. This item naturally follows item 4. The GM could throw in some random encounters, or even a short adventure, to muddy the waters.
- 6 *The Pack, Chapter 4: Mongrel on the Offensive*. About two weeks will pass between this item and item 5.
- 7 The GM could insert a short adventure here, if desired.
- 8 *The Pack, Chapter 5: Home Bound Train*. There is about a week between item 6 and this item.
- 9 *Revolution, Part Two: Industrial Accident for Bridgeport*. The GM can put as much time as he desire between this item and item 8. The characters may be sidetracked, sent on another adventure, or continue on to the next item immediately.
- 10 *Revolution, Part Two: P. Wallace & Sons Get Nailed*. A week passes between the previous item and this one.

The streets are mean, the crimes are gritty, and the action is deadly in...

SHADOWS OF THE CITY

The first adventure supplement intended for use with *DARK CHAMPIONS™* as well as *CHAMPIONS™*, *Shadows of the City* contains three linked adventures set in the hard-edged, realistic streets of your campaign. These adventures can be played separately, or used together to make an action-packed, dynamic mini-campaign!

THE PACK

The players will find themselves staring into a dark, distant mirror as they follow the trail of THE PACK. Are they villains, or just hard-edged vigilantes? The heroes must follow up all of their leads and survive lethal situations to find out the answers.

STREET MAGIC

STREET MAGIC shows the heroes that some things are better off left alone. Can the heroes solve the secrets of the Nocturnals and prevent the horrible Storm? Or will they be too late, and find their city turned into a nightmare of blood and death?

REVOLUTION

Who is the mysterious Reverend M, and what does he want? As the story of REVOLUTION unfolds, the heroes will be drawn deeper and deeper into this shadowy figure's realm. Will they triumph?

But Wait! There's More!

SHADOWS OF THE CITY is aimed at *DARK CHAMPIONS* campaigns, but it includes instructions on how to modify the villains and situations to fit into an existing *CHAMPIONS* campaign. Here's what awaits you inside this book:

- Three fantastic adventures for *DARK CHAMPIONS* or *CHAMPIONS*
- Over 20 new villains!
- Detailed Streetwise Skill instructions
- Powerful stories with subplots and foreshadowing for richer storytelling
- Over 5 months of play time included!

Playable with

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HEROES OF VENGEANCE

CHAMPIONS
THE SUPER ROLE-PLAYING GAME

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Produced and distributed by
ICE, Inc
P.O. Box 1605
Charlottesville, VA 22902 USA



Made in U.S.A. #426



1-55806-181-9 ICE1500