



Seeds Compilation: Supers I-V

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Introduction

Welcome to the third Seeds Compilation! Since we started the Seeds line several months ago, we've had many contributors (over 30) and many Seeds products (over 30). Seeds is a simple concept; story ideas, plot ideas, creature ideas, adventure hooks, anything that can grow into an enjoyable gaming experience. Each seed is small (only a paragraph or two at most) and each Seed product will be small as well (only four to five pages), but just like their namesakes, they have great potential when provided with the right environment.

Seeds Compilation: Supers I-V is roughly 22 pages (over 130 individual seeds) packed with adventure ideas suitable for supers gaming. We're also collecting seeds for five different genres (horror, supers, sci-fi, post-apocalyptic, pulp, and the newly added western) and there will be future Seeds in these categories. We've gathered this compilation through a paid open submissions call at Enworld and RPGnet, but we hope that you'll be inclined to send us your seed ideas for perusal and possible inclusion in future Seeds products. We'd love a continual series of Seeds created by the very people who enjoy reading them the most.

So drop by the Expeditionary Retreat website, checkout our submission guidelines to find out more about the process, and then send us your seeds. Hopefully you'll soon be reading the latest Seed containing your successful seeds. Whew! Enough with the alliteration already, on to the fun!

Joseph Browning & Suzi Yee

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc.

Here Begins Seeds Supers I

*B*efore his mysterious disappearance, a major villain reveals that he has been masquerading as a superhero the player characters have trusted for quite awhile. The characters are initially unsure at what point the villain replaced the hero they trusted as well as how much "secret" information the villain may have learned in the interim. It is also possible that the hero never existed at all, but simply existed only as a cover identity for the villain the whole time. If this is not the case, however, the party still needs to find out where the true hero has been the whole time, as well as where they are now.



*A*n official body (a government agency, the UN, a corporation, etc) officially sanctions the PCs super team. The sanctioning organization assigns a normal human administrative liaison to the super team who insists on accompanying the team on all missions. The liaison routinely has to be protected from harm or rescued from the clutches of certain doom on nearly every away mission, forcing the team to be extra cautious or "pull their punches" on many occasions, as there is now always at least one "innocent bystander" in the way.

*A*n oceanic salvage team brings a crashed alien ship to the surface, and substances within the ship begin mutating first the salvagers, than the populace of the Hawaiian resort down wind.