



MACHINE OF DEATH

MISSIONS



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Four targets. 20 Gift Cards. TIME TO SHINE.

Count out 20 Gift cards, as described in the game manual. Read the first target's description aloud, and draw a Death Card for that target. (No need to use a Target Intel Sheet.) Flip the Fate Coin to see if the target knows his or her death prediction. *THEN GET TO WORK.*

(If playing Chief Mode, then the Chief deals the cards, reads the description, and assigns the death predictions.)

If you kill the target: roll for Specialist cards, repeat the process for the second target, and so on! **If you fail to kill any target, or you run out of cards in your budget:** YOU LOSE. Next time you play the same mission, you'll draw new Death Cards, so it could all go *totally differently.*

If you kill all four targets: you've beaten the mission! *Tear the page out of this book and burn it! Or, whatever you want.*

MISSION TIPS

- Use the setting and characters described in the mission text to your advantage. You can incorporate items that you can logically assume would be at that location, and count on characters acting in predictable ways based on the intel you have about them.
- For missions in a time period other than the present, assume that you're a time traveler from the 21st century, and that your Gift Cards and Specialists are too. For example, in the French Revolution, you won't find a helicopter in the environment—but you can still get one with a VEHICLE Gift Card.
- Your accomplishments can persist. For example, if you summon a TORNADO using a NATURE Gift Card and use it to kill one target, if the next target is in the same area, feel free to assume that the tornado's still going.
- If a mission specifies that a certain person or persons need to be kept alive, and your plan kills them, **you lose**.

Good luck! The world is counting on you, in some cases!

Oh and it's also probably smart to say: all events portrayed herein are fictitious, and any resemblance to real people or events is purely coincidental or is done for the purpose of satire. No act of violence against any real person is encouraged nor should such encouragement be inferred.

URBAN PLANNERS WORLDWIDE

TIME PERIOD: PRESENT DAY



TARGET:
SHAUN PEOPLES

Ever wonder why parking is such a hassle in the big city? Blame **Shaun Peoples**. He's the parking commissioner for Urban Planners Worldwide—a "nonpartisan advocacy group" that's really a front for an oil conglomerate. The more circling you have to do to find a spot (as you're attempting now, **on the street outside his office building**), the more gas you burn, and oil companies rake in the profits.

Shaun is a **fast talker** and **always wears a tie**. Find him **after hours in his penthouse office**. Shaun **loves auto racing** (of course) and **college football**. A former **military explosives technician**, Shaun will be tough to scare, but he is in fact **deathly afraid of termites**.



TARGET:
RANDY MILLER

You discover in Shaun's office that Urban Planners Worldwide is plotting something even more diabolical than the parking plot: *refining crude oil into a dietary additive* to spike world demand. The head scientist of this effort is **Randy Miller**, the only one who knows how this could even be accomplished. Miller wants to *add crude oil to baby formula*. He must be stopped at all costs.

Miller is **scientifically savvy** and **wears flip-flops**. Find him in a **remote greenhouse high in the mountains**. When not working, he plays the **bluegrass fiddle**. Miller is highly **allergic to apple cider**.



TARGET:
RIBCAGE JILL

Your snooping around the UPW greenhouse has raised the attention of some very unpleasant people. UPW higher-ups have now dispatched their top assassin, **Ribcage Jill Nagy Anderson**, to clean up the mess. Your only hope is to eliminate Jill before she has a chance to fight. You know she's coming, so you have an element of surprise.

Ribcage Jill is approaching the greenhouse **in an advanced combat helicopter**. She is the helicopter's pilot and sole occupant, and she's also equipped with a **jetpack** in case she has to bail out. When she's not working, she loves **pancakes** and **swing music**, but **really hates birthday cake**.



TARGET:
COL. WHETSTONE

Finally, it's time to go to the top of UPW and dispatch the man in charge of the whole operation: Colonel **Chris Dragonovich Whetstone**. Whetstone oversees UPW business from an **orbiting space station** outfitted with the highest-tech surveillance equipment. While the station itself is defenseless, Whetstone wears **power armor** that can sustain him in space for up to 30 minutes, as well as **fire laser blasts**.

You are on Earth and must reach the space station. Col. Whetstone is a **yachting champ** and **hates bagpipe music**. He **cannot control the station's flight**.

JUSTICE IN THE WEST

TIME PERIOD: 1855



TARGET:

TOM QUINN

It is the Old West. You are a simple farmer, but luckily, you have access to Black Market Gift Cards from the modern era. While your environment and surroundings contain only items from the 19th century, your Gift Cards can time travel and can get you items from the 21st century.

You arrive home to find your farmhouse burned, your livestock slaughtered, and your family missing. Enraged, you burst into the ashy ruins of your home to find, sitting coolly in a rocking chair waiting for you, **Tom Quinn**. You don't know if he did this, but he was surely involved.

Tom likes **line dancing** and has a weakness for **fancy pocketwatches**. He fancies himself a **fighter**, but **gets winded easily**. You know that **his mother hates him**.



TARGET:

SHERIFF NESS

Before he passed, Quinn choked out one name: **John Ness**. Your blood runs cold. Sheriff Ness is the law in Belcher's Gulch, and he's given you trouble for years. The last thing you need is a tangle with him. But as a cool rain begins to fall, you know your path is clear. You saddle your horse and ride into Belcher's Gulch.

You find Ness in the saloon, roughing up a few drunks. As soon as he sees you, he smirks. "Shoulda sold that land while you could," he spits. "You know there's a price on your fat ol' head?" *This is about to turn ugly.*

Ness **loves playing chess** and **hates scorpions**. He is **very pompous** and **considers himself extremely handsome**. He is a **diabetic**.



TARGET:
MALCOLM WALKER

With the sheriff dispatched, the saloon patrons suddenly become forthcoming with information. Soon you are riding hard into Creepstache Canyon, where you find a good trail and recent tracks. Quinn was known to run with a gang of outlaws led by **Malcolm Walker**, a two-bit rustler with a sociopathic streak. *He* was the one who lit the fateful match.

As night falls, **you find their camp**. One by one, the outlaws fall asleep, until **only Walker is left awake**. He has your family captive in a wagon. **Without harming them**, you need to take Walker out, *right now*.

Walker has a **low tolerance for alcohol**, and gets a **severe rash when exposed to seafood**. When he's not burning down farmhouses, he likes **repairing bicycles**.



TARGET:
GOV. LOMBARDO

You knew it would come to this eventually. You have long rebuffed offers for your land from developers of the Trans-National Canal Line, an attempt to compete with the railroad by digging a continent-wide canal. But the governor, **the Hon. Jarrod Lombardo**, has no intention of waiting for peons like you to decide to sell before he can start raking in development money for his state. He ordered the arson, and was ready to blackmail you with your family's lives. Until *you* changed the plan.

Kissing your family and urging them to stay safe, **you ride for the governor's mansion**. Lombardo **likes experimental cooking** and fancy **brass gearworks**. He is **severely nearsighted** and is **terrified of horses**.

DINO SAFARI

TIME PERIOD: THE CRETACEOUS



TARGET:

DROMICEIOMIMUS

You have traveled back to a time when dinosaurs walked the earth and also chatted each other up! Surprise: dinosaurs could talk! And you are here to hunt them for sport! What could possibly go wrong, right? Since you're an assassin, you'll be assassinating these magnificent creatures instead of simply shooting them from a distance with a rifle. Otherwise it would be *boring*.

Your first target is **Dromiceiomimus**. She's a vegetarian, so not much threat to you, but you're gonna take her out anyway! She's hanging out by her **log cabin** and **sweet blue car**. She likes **brief conversations** and **suggesting ideas**, but hates **her things being wrecked** and is easily distracted when this happens. However, she is **cool under pressure** and **adapts quickly to any situation**.



TARGET:

UTAHRAPTOR

Your next target is **Utahraptor**: a fearsome predator with keen senses who could reduce you to shreds in seconds. Luckily, he's also sentient, so you'll probably have better luck approaching him as an equal rather than trying to sneak up behind him—he's got **sharp reflexes** and **doesn't take well to being startled**.

He is **intelligent and clever**, but also **eager to explain why you are wrong**. He is armed with a **killer foot claw**. If you can get him involved in **deep conversation** without him noticing anything is amiss, you may be able to **totally murder him**. Like all dinosaurs, he is **totally naked** and **totally cool with that**. He has more than a passing interest in **dudes**.



TARGET:

T-REX

Your next target is **T-Rex**: history books say he's the king of the dinosaurs, but he seems just like a pretty chill guy! He is **enthusiastic** and **inventive** but also **prone to bad ideas**. He's really into **talking** and **linguistics** (specifically the word "frig") and does not want to talk about **feelings**.

His strengths include his **giant teeth** and his weaknesses include his **tiny arms**. He is easily distracted by **food** and also **pals**. He likes **going for strolls** and **stomping on things**, and is afraid of **octopods** and **raccoons**.



TARGET:

TINY GIRL

As you finish killing T-Rex (aww!), you are approached by a **tiny girl** (from dinosaur perspective, anyway) in a **pink top** and **yellow pants**. It turns out she's *you*, from an alternate timeline! She's just as shocked to meet you, a version of her with **different clothes**, a **different age**, and even possibly a **different gender identity**.

You are standing face-to-face. To ensure the survival of your timeline, *you must assassinate her before she kills you first*. Her weaknesses include **all of your own weaknesses**, and her strengths are **all of your strengths**. Despite her youth, she's a **trained assassin** and is suspicious of you. You may have some luck by **exploiting your few differences**: your age, sense of fashion, and/or your gender identity.

Good luck! If you fail, we'll say *you* were the evil one and she was from the right timeline all along!

WIZARDS ARE JERKS

TIME PERIOD: PSEUDO-MEDIEVAL



TARGET: FIREBALL

As the One True Chosen Hero Foretold by Prophecy and Not Busy Today, it is up to *you* to rid the land of a cabal of evil wizards who are just messing things up for everyone!

First on the list is “**Fireball the Fierce**,” a pyromancer of the highest degree. You’ll find him in his **dome atop an active volcano**, where he works trying to invent new types of fire, surrounded by fire-themed knickknacks and pictures of things on fire.

Fireball has a **short fuse** and **no sense of humor**. He is especially fond of **spicy foods**. He **cannot swim** and **hates the water**.



TARGET: SNAKEOMANCER

After icing your first target, you pass through a secret tunnel into the lair of the **Snakeomancer**. This cold-blooded charlatan can **summon sinister serpents** at will and strongly encourage them to do his bidding. Over the years, he has built up an **immunity to all poisons and venoms**.

The Snakeomancer enjoys **warm places** and **sunning himself on a big rock**. He **loves weird smells**. He is **terrified of mongooses**, or any similar creatures (as he does not exactly know the difference between a mongoose and something roughly the same shape). He is also **very sentimental** about his snake friends.



TARGET:
MADBEARD

You emerge into a scary canyon, where a sinister castle is carved into the very rock. This is **Castle Wizardia** (no relation). As you approach the wizards' stronghold, **guarding the gates** you find the lunatic **Madbeard**, a **sentient beard** which has taken control of its host, the good wizard Todd.

Madbeard is **wary of harsh chemicals** and needs frequent washing to avoid **debilitating frizz**. It must keep Todd in good shape as it **cannot survive without him**.

If you could take care of this one **without killing Todd**, that would be great. He still owes us money.



TARGET:
THE 'ZARD

Night is quickly approaching. **Inside the stronghold**, you come across **the big man himself**, swimming in a pool of what could be magic potions. **The 'Zard** doesn't seem to notice you. He is **very arrogant**, though, so perhaps he sees you but does not care.

The 'Zard **loves wands, scepters, and anything gold**. He is **scared by loud noises** and **easily distracted**. It turns out this wizard is exceptionally bad at magic spells and **relies on potions**. He has made his way to a leadership position through deceit and trickery.

Can you rid the land of this terrible menace? There's a pizza in it for you!

REALLY BIG PHARMA

TIME PERIOD: PRESENT DAY



TARGET:

JEFF CREWMAN

All over the city, there's a baby food shortage—and whatever's going on, **Jeff Crewman** is definitely involved. He holds delivery driver jobs with *all three* of the major baby food manufacturing plants. Every couple of days, a large sum of money is deposited into his bank account, and another shipment of creamed peas mysteriously disappears. Seems legit.

Jeff is a **squirrely gentleman**, who **thinks he is much smarter** than he actually is. Find him in his **delivery van**—which has a giant baby head for a logo—as he drives around the city. Jeff likes **cheese sandwiches**, and **hates insects** (especially flying ones). He'll stop *anything* to swat at a flying bug.



TARGET:

**GIOVANNI
NORTH**

Who's been sending Jeff all that money? Turns out it's this guy. **Giovanni North** is the CFO of Big Smiles Pharmaceutical, and he's been funding the **secret chemical testing plant** where an "accident" has recently occurred. He had two choices—alert the authorities and possibly save lives, or cover it up. Which do you think he chose? Now, he needs as much baby food as possible to keep matters from getting worse. And *you* need to take him down.

Giovanni is a **chess grandmaster**, and has a genetic disorder that **keeps him from being able to feel pain** of any kind. Find him in the **CFO's penthouse** of his company's office tower. Giovanni **loves full-bodied women**, and **hates wearing shoes**.



TARGET:

**SIMON
CARLSEN**

With Giovanni down, the trail leads to a secret animal testing facility on the outskirts of town. Now you know what all that baby food was for: The plant foreman, **Simon Carlsen**, accidentally dropped his infant daughter into a vat of experimental shampoo chemicals, and turned her into a giant baby on a kill-crazy rampage! That must have been that noise you heard a moment ago.

She needs to be stopped, but Simon's in the way. So first, you're going to have to go through him. Simon is a **quiet man who can't focus on more than one thing at once**. Find him in the **research lab** at the testing facility just outside town. He likes **hardcore rap music** and can't stand **the smell of fresh baked bread**.



TARGET:

BABY DOOM

Baby Doom is playing dinky-cars with station wagons full of screaming civilians. She's pushing over buildings full of nice productive members of society like they were dominoes. She's way out of line, and needs to be put down for her nap, *if you catch my drift*.

Doom is an **enormous mutant baby**, and so cranky! So overstimulated! Find her **heading toward the downtown area**, leaving a swath of burning destruction and poopy diapers in her wake. She likes **her blankie** (which is now much too small for her to see) and she is terrified of **people with beards**. They're scary, to a baby.

SWEET LITTLE LIES

TIME PERIOD: 1899



TARGET:

SHADI STONE

There's a section of **Shadi Stone's antiques shop** that has really strange prices. In fact some of them aren't even prices! The tags say things like "Knee socks at 9 am" and "The fish flies in June."

This is because Stone's is *no ordinary* antiques shop—it's a front for a **bloodthirsty cartel of opium smugglers**. Whoever's at the top is making a pretty penny off of a lot of death and corruption. It's time you took Shadi out of the picture.

Shadi is **cunning** and keeps a **loaded gun** behind the counter. Her house above the shop is **booby-trapped**. She **loves folk tales** and **hates birds**. She's currently **in the store**, but will bolt at the first sign of trouble.



TARGET:

HANK TRUDGE

While cleaning up Shadi's shop, you notice a foul-smelling brute examining a kitten figurine in the section marked "specialty items." This is **Hank Trudge**. He fancies himself an importer of fine goods. Everyone down at the docks knows that if you've got something Hank wants, it's best to give it up—or you won't have it, or your life, for much longer. Clearly Hank's mixed up in this whole smuggling operation.

Hank is a **tall, tough, bare-knuckle fighter**, but he can't pass up something he might be able to resell for a profit. He **stinks to high heaven** and his favorite drink is a **strawberry daquiri**. He **hates marching bands**. When not overseas, his favorite spot is the **Slime Bar**.



TARGET:

V. TURNHOOK

Rummaging through Hank's smelly coat, you find a calling card for a sculptor's studio in the ritzy part of town. There, you find **V. Turnhook**. She's rather surly and unlike any of the other artists there. Her favorite things to sculpt seem to be little angels and kittens...just like the ones in Shadi's shop! You notice a mysterious white powder on them, but *look out*—**V notices you noticing**, and she's **handy with a blade**.

V has **four different knives** on her at any time, plus a few **sculptor's tools**. She loves **sad violin music** and hates anything happy, such as **the laughter of children**.



TARGET:

TOUTY SWEET

Clues in V's studio lead directly to the head of this devious band of drug smugglers: the infamous **Touty Sweet**. Wait, could it be the *same* Touty Sweet famous for her line of adorable figurines and powdered candies? It can't be...but it *is*, and she's not too happy about you uncovering her dark, drug-smuggling secret. Her next shipment hits the docks tomorrow, so you need to take her out *tonight*.

Touty resides in **Sweet Estates**—her heavily guarded mansion is practically a fortress. It's **patrolled by vicious dogs** and has **gunmen at every entrance**. Touty herself has a **shotgun built into her cane**. She **loves whiskey** and is **allergic to marzipan**.

DYING IS EASY, COFFEE IS HARD

TIME PERIOD: PRESENT DAY w/ROBOTS



TARGET:

DORA

Dora Bianchi is the owner of **Coffee Of Doom**, the most villainous coffee shop on the entire East Coast of the United States. Between the espresso—and the foods—not to mention the wi-fi—it's just a *problem*, okay? Her elimination will ensure the end of COD's threat to the citizens of Western Massachusetts.

As the proprietor of COD, Dora can be found **working there at all hours**. She likes **cats, the color black, and heavy metal**. Dora dislikes **anything that would do damage to her precious business**.



TARGET:

FAYE

Faye Whitaker is the chief barista at Coffee of Doom. Even with Dora gone, she can run the shop—so *she'll* have to be eliminated as well. She can regularly be found at the coffee shop harassing customers, concocting vile beverages, and generally being a jerk.

She **likes booze** and absolutely **hates her customers**. She is primarily responsible for Coffee of Doom's horrific reputation and must be stopped at all costs.



TARGET:

HANNELORE

Hannelore Ellicott-Chatham is the sole heir to the Ellicott-Chatham business empire, as well as an employee at Coffee of Doom. She has **intense anxiety** and **obsessive-compulsive disorder**, and loathes germs and messiness of any kind.

She adores **cleanliness and organization**. Seeing the carnage in the coffee shop, she fled: her current location in **low earth orbit on her father's space station** presents special challenges, but her demise is considered *crucial* to the success of anti-Coffee Of Doom efforts.



TARGET:

MARTEN

Marten Reed may work at the Smif College Library, but as Dora, Hannelore, and Faye's closest friend, his execution would only be fitting as well. Eliminating him will ensure that Coffee Of Doom, even in abstract form, even as a memory, can never, ever, ever rise again. He's at the library now, but will likely amble over to the shop soon. He doesn't yet know the fate of his friends, but when he arrives, he's sure to find out.

Marten likes **music and musical instruments**—especially **guitars**—and hates **awkwardness of any kind**. Reports suggest it may be possible to **literally embarrass him to death**.

WAG THE MOLE

TIME PERIOD: PRESENT DAY



TARGET:

MOGARG

Deep in the center of the earth there lives a species of perfectly eusocial **mole-creatures**. Their harmonious lifestyle—living in groups, jointly raising young, splitting reproductive duties in efficient and communally beneficial ways—is casting shame on the human race. *Something has to be done.*

After commandeering a mining operation, you dig deeper and deeper until you find a **secret passage leading into Moletopia**. But the moles' hive network quickly alerts **Mogarg**, the greatest mole fighter alive, who arrives to defend his land. Mogarg has **giant incisors**, is covered in **fine silky hair**, and has **vestigial eyes**. He loves the **ukelele** and hates **cats**.



TARGET:

MOLNON

You don Mogarg's skin as a disguise and continue on toward Moletopia. Deeper inside the tunnel, you find an elaborate system of chambers. You strike a match to look around, and discover you are **surrounded by workers**. The mole foreman, **Molnon**, heads over to confront you. He's in the middle of a construction project, and you're not carrying your weight.

Molnon is an **old-fashioned union worker**. He wears a **hard hat**. He **can't see anything**, but he has **very good hearing** attuned to Moletopia. He is fond of **sporting events** and **six-packs of light beer**. He is **allergic to rice**, but having never encountered it before, he **doesn't know that**.

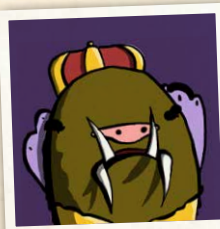


TARGET:

MOVIS

With Molnon destroyed, the other molerats scatter before you. In a more secluded tunnel, you come upon **the consorts of the queen**. The head of them is **Movis**, who is **the most attractive molerat you've ever seen**. He has a **fine suit** and **slicked-back hair**, with just a little stubble on his chin. He is the queen's favorite, and he is very protective of her.

Movis is a **great singer and judge of fashion**. He has a **deep baritone voice** and is **into music you haven't heard of from Asia**. He is an **excellent driver** and has an encyclopedic knowledge of **Jane Austen novels**. But he can't eat **tortilla chips** without losing control of his emotions—they remind him of a painful time in his past. **He doesn't want to talk about it.**



TARGET:

MOQUEEN

You arrive at the chamber of **The Moqueen**. She is **the largest being** in Moletopia—easily ten times your size. She rules as a benevolent dictator and is adored by all of her subjects, making human government look both inefficient and petty. You have no choice but to destroy her.

The Moqueen is **covered in gold**. She is **educated in all subjects**, including every martial art. She **hates representative democracy**, and will argue about it at length. Her favorite band is **Queen**.

MOON UNIT ZAPPERS

TIME PERIOD: PRESENT DAY



TARGET: CINNAMAN

You are a rookie government agent tasked with investigating the outlandish threats that your superiors assume are either red herrings or spam. According to intercepted transmissions, an underground league of supervillains have invented a **Gravity Ray**. They plan to hold the planet hostage by pulling the moon into the Earth if the world's nations don't pay their absurd ransom.

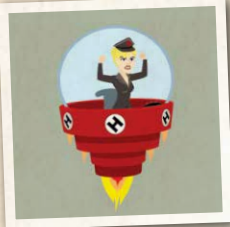
The messages originated from **CinnaMan**, a low-level goon **made entirely of cinnamon**. As such, he can't be killed with a knife, gun, or blunt object, but he can be **dispersed, diluted or baked to death**. CinnaMan falls apart easily, so he enjoys **motivational speakers** and **self-help books**. He hates **fans, water, and fire**. Find him wandering the streets of **Brooklyn, New York**.



TARGET: INTELLIAPE

Before his expiration date, CinnaMan reveals he was hired to transmit the message by **IntelliApe**, a **hyperintelligent gorilla** who thinks mankind should bow down to apes. IntelliApe wears a **quantum helmet** to augment his mental capacity—if you destroy his helmet, he'll **revert to a regular gorilla**, which might be just as dangerous as a hyperintelligent one.

IntelliApe enjoys **reading philosophy**, and is **obsessed with bananas** (it's a cliché for a reason). Like any 400 lb. gorilla, he'll die if he's not **eating constantly**. He hates **static electricity**—it freaks him out!—and he makes his hideout **deep in the African jungle**.



TARGET:

HITLERELLA

With a final growl, IntelliApe reveals that the Gravity Ray is all too real, but he doesn't have it. The Nazi **Hitlerella** built the Gravity Ray. Hitlerella was created in a test tube by the Nazis during WWII, and kept in stasis long after the Axis powers lost. She has decided that if the Master Race can't have the Earth, nobody can.

Hitlerella is a **master engineer** and **Aryan supremacist**. She hates **America** and **hearing about the Jews**. You can find her at **Castle Von Brawn** in Stuttgart, Germany.



TARGET:

KILLROY

Hitlerella admits that she built the Gravity Ray, but the entire plan was hatched by **Lord Killroy**, an intergalactic tyrant. Lord Killroy knew that Earth's defense systems could easily deflect a simple nuclear attack, but nothing we've created could stop our own moon. He now has the Gravity Ray and could destroy us all with the press of a button. As a **seven-foot tall juggernaut** with **blue skin** and **glowing red eyes**, he's kind of hard to miss.

Killroy is **incredibly pompous**. Like most supervillains, he's prone to **monologuing**. He's **allergic to milk**, and being exposed to pure oxygen would **poison his sulfuric body**.

THE TERROR OF LA TERREUR

TIME PERIOD: FRENCH REVOLUTION



TARGET:

MARAT

As a peace-loving French patriot, it's up to you to cool down the ultra-violent Reign of Terror in the French Revolution. There's no better place to start than with **Jean-Paul Marat**. He's a radical Jacobin quick to denounce anybody who isn't super enthusiastic about public executions. His health and influence are waning, but his death would send a message.

His hobby is **science experiments**, and he drinks a lot of **black coffee**. He has an **itchy skin disease** that forces him to take a lot of **smelly medicinal baths**. He has a **homicidal stalker** named Charlotte Corday who's been trying to get near him for weeks. You will find him **at home in Paris** with his wife **Simonne**.



TARGET:

DANTON

Next up the ladder is **Georges Danton**. He's not as radical as Marat, and you hoped that he'd support your attempts to temper the Revolution's violence. Instead you've aroused his **explosive rage**. You need to silence him before he alerts the authorities.

Danton is a **wrestler** skilled in **hand-to-hand combat**. He has an **extremely loud voice** and is **popular with the public**. You suspect he has been embezzling Revolutionary funds. You can find him at the **palace of Versailles**, where he is on his honeymoon with his hot young wife, **Louise**. He hates **overpriced bread**.



TARGET:
SAINT-JUST

Your hits have caught the attention of **Louis de Saint-Just**. He's ordered so many executions that he's called the **Angel of Death**. You'll have to take him out before he alerts his best friend Robespierre to your activities.

He is a **military commander** and frequently **hangs out with soldiers**. He is proficient with **pistols, swords, and rifles** and is **often on horseback**. He enjoys **seizing the property of aristocrats**. He is also **sensitive to comments about his youth**. You will need to travel to **Belgium**, where he is currently commanding French troops in a **battle against Austria**.



TARGET:
ROBESPIERRE

You finally have a shot at stopping the Terror in its tracks by taking down its pitiless President—**Maximilien “The Incorruptible” Robespierre**.

He was a brilliant student trained as a lawyer. He is always **impeccably dressed, wears spectacles,** and loves giving **long public speeches**. He can order anybody's **immediate execution** and is always guarded by **six armed Jacobin goons**.

You will find him locked in his **private office** in the basement of the assembly hall of the National Convention. He hates **dirt, grammatical errors,** and the phrase **“bloodthirsty dictator.”**

THE BROODHOLLOW SANCTION

TIME PERIOD: THE 1930s



TARGET:

**"BIG JIM"
WARREN**

The small town of **Broodhollow, West Virginia** is reachable only by a progressively more obscure series of bus stops and rail transfers. Its secluded nature makes it a favored destination for various undesirable elements.

Ever since his election to city council, **"Big Jim" Warren** has been hellbent on opening up an area of the Stillwood for housing development. Corrupt as he is blind, Big Jim is casting the interests of Broodhollowans aside in favor of the Woodside Housing Project. He must be eliminated.

Big Jim **walks with a cane** and has **very poor eyesight**, even with glasses. He is very self-conscious about his **tendency to sweat**. He is **allergic to honey**. At the moment, he is making a speech in front of a small gathering **on the steps of City Hall**.



TARGET:

**RUTH LESLIE
CALDER**

After the failure of Woodside, another civic voice has surfaced with a similar obsession. **Miss Calder** is championing the construction of a new wing for the library. She's blackmailing contractors, but her demand isn't money: it's that they use lumber from **the same area of the Stillwood** that Councilman Warren was pushing for. This is more than coincidence.

Miss Calder is a **former beauty queen** and quite **vain**. She **hates dogs and children**. She is **hard of hearing** due to a recent accident. You can find her in the small town library, **among the book stacks**.



TARGET:

"OSCAR"

Both Big Jim and Miss Calder have fallen, but it soon becomes clear that a deeper malevolence is at work. Mere days after the library expansion plan fell through, a **ragged, hulking man** emerges from the Stillwood in the dead of night, **clad in torn flannel and swinging a red-streaked axe**. Panicked millworkers identify him only by his first name as they flee. He's headed for the center of town.

"Oscar" has **no ability to communicate**. He is **very athletic and muscular**, and seems to **feel no pain**. Witnesses say he seems **afraid of bright light**. He is **lurching down Main Street** as clouds hide the moon.



TARGET:

**DR. CYRIL
LASHLEY**

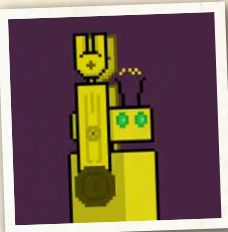
You notice a unique surgical scar on Oscar's crown. This can only be the work of **Dr. Cyril Lashley**—exploiting his residency at Amaranth General Hospital to practice the art of lobotomy. He discovered that extracts of certain trees native to the Stillwood have neurological effects, making subjects susceptible to suggestion.

Lashey's aim, through the efforts of Warren, Calder and Oscar, was to expose the entire town to this wood—and thus control them. He cannot be allowed to live.

Lashey is **very tall, quick to anger** and suffers from **asthma**. He has locked himself in the **morgue**, and is armed with a **motorized bonesaw**. His head nurse claims he is extremely **phobic about dirt**.

THE FOUR FLAWS OF ROBOTICS

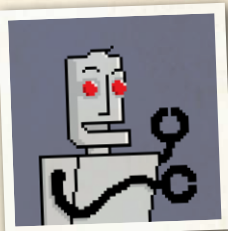
TIME PERIOD: THE IMPROVED PRESENT DAY



TARGET:
TORPOR

Why are robots so nice? Aren't they supposed to want to destroy humanity? Meet **Torpor**, the most helpful robot in the world. His specialty is **lifting things** for people who ask nicely. His mission is to make robots seem cute and cuddly. Little does he know about the **secret programming** which forces him to try and **crush you with heavy objects** when you start asking questions.

Torpor is **extremely strong, but dim-witted**. He **talks to inanimate objects** and **treats small electronics as pets**. Susceptible to **Captain Kirk-style logical fallacy breakdowns**.



TARGET:
CLANGO

When Torpor breaks down, his pal **Clango** comes to investigate. Clango will come **flailing at you with his tentacle arms**, but only because he thinks you hurt his friend. He has secretly been outfitted with a **tracking device**.

Clango is **friendly and understanding**. His tentacle arms are equally good at **hugging, grappling and strangling**. He is **terrified of dinosaurs**, but not **commitment**.

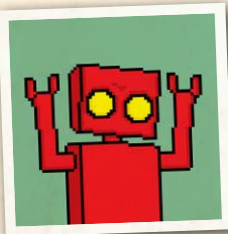


TARGET:

MENACE-11

While you've been wasting time talking to Clango, the muscle of the operation has been tracking you. **MENACE-11** is the latest in the MENACE series of ultradangerous smashmechs. He's here to **bust you down to protoplasm**.

MENACE has **immense strength**, **gigantic chomping jaws** and a **radioactive core**. He is **easily grossed out** by T.M.I. conversations about human anatomy, and he **moves very slowly**.



TARGET:

RED ROBOT

Red Robot doesn't just want to *crush* humanity—he wants humanity to have a crush on *him*. Now that you know the truth about why robots are so nice to people, **he's not letting you leave his lair alive**.

Red Robot has dozens of bodies which work together over wi-fi. He loves **ice cream**. He is **unable to hurt cats**. His secret lair is a **miniature golf course...of peril**.

SOMETHING ROTTEN

TIME PERIOD: MIDDLE AGES



TARGET:

ROSENCRANTZ & GUILDENSTERN

Sure, a bunch of boring old people like the story of Hamlet, but what's less well-known is that **the characters are real**. And they are **dangerously unpredictable**.

Your first target is **Rosencrantz and Guildenstern**, two bros who have made some powerful enemies, including me, your employer who is personally writing this up for you. Rosencrantz and Guildenstern hang out all the time in **Rosencrantz's mom's basement** and really love **playing games and partying**. They're **wearing sunglasses** and also have **extra sunglasses** hanging from their necks and they **hate chores and falling over**. Since they are such bros they also have **identical death predictions**.



TARGET:

KING CLAUDIUS

With Rosencrantz and Guildenstern out of the way, you discover that they're working for **Claudius!** This one should be easy: Claudius is **drunk most of the time**. He's in the **Royal Pub**, wearing a **crown** and some **kingly robes** and some **booze**.

He loves **being treated like a legitimate king**, and he hates **being interrupted from his drinking**. He's also really good at **talking his way out of things**, so much so that any assassin who comes within earshot of him is **likely to be dissuaded from their plans** whether he knows they're there or not (he talks to himself in empty rooms *all the time*, so **the danger is omnipresent**).



TARGET:

OPHELIA

Turns out that...**Ophelia** was the one was pulling Claudius's strings? That *is* a surprise. Okay, we need her dead too, but be careful: Ophelia's **smart, resourceful, a competent scientist**, and I should probably mention that she's *already* killed everyone she knows in *two* separate alternate timelines. And yes, she's a **self-trained assassin**. This one won't be easy.

She's **in her lab** wearing **safety goggles**. She likes **science** and she dislikes **interruptions**.



TARGET:

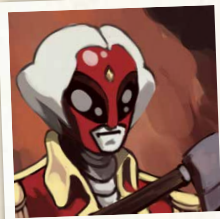
HAMLET

Well, we've come this far: you've killed everyone in *Hamlet* but the eponymous **Hamlet**. This one should be easy! He kinda wants it anyway? He's **clinically depressed**, he likes **talking to himself about his feelings**, and he dislikes **being pressured into a decision**. However, he *has* been **trained by Ophelia as an assassin**, and is extremely **competent at self-defense**. Maybe this *won't* be so easy after all.

Hamlet is **suspicious** because **literally everyone else is dead**. Right now he's **sitting on the royal throne, surrounded by corpses, practicing his swordplay**. He carries a **sword** and a **human skull**.

EXECUTIVE DISORDER

TIME PERIOD: PRESENT DAY

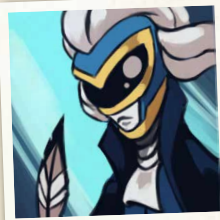


TARGET:

WASHINGTON PRIME

In an attempt to engineer the ultimate president, scientists injected test subjects with the DNA and powdered wig fibers of George Washington. Only one subject survived, but he grew deranged, chopping down more than cherry trees. In the service of villainy most presidential, he gathered to him the **Rushmore Rangers**, converting the famous mountain into four battle-bots of mayhem.

Your task is to take down these terrible foes, beginning with **Washington Prime**. Washington can **shoot ice blasts** from his mechanical eyes, and is powered by a **tobacco furnace**. He carries a **giant metal axe** and is **afraid of wood**.



TARGET:

JEFFERSONIA

A time-traveler with incomplete historical records, **Jeffersonia** has assumed the form of her favorite female president. The Rushmore Rangers rely on her **constant draftings of declarations of independence**, declaring independence from everything from basic human decency to not chopping people in half. However, her true passion is **enslaving humanity while also condemning it**.

Jeffersonia can **understand and intercept all forms of communication** (including electronic communication). Her interests include **raising hogs** and **crushing hospitals**. Like the real Jefferson (so far as she knows), she is **afraid of apples**.



TARGET:

ROOSEVELT REX

During a routine séance in the American Natural History Museum, Teddy Roosevelt's ghost (while attempting to enter his mummified body) instead possessed the skeleton of a Tyrannosaurus Rex. Through weird science and black magic, the ancient dinosaur was reborn as the ruthless monster **Roosevelt Rex**, with a passion for **nature conservation** and **murdering things with guns**.

Roosevelt Rex **charges through wild areas**, slaughtering people and animals for sport. He loves **posing for photographs** with his trophies, and will stop to admire **any canals within eyeshot**.

He **grows enraged** if you call him "Teddy," preferring, instead, "Tedward."



TARGET:

MECHA-LINCOLN

Android enforcer of the Rushmore Rangers, **Mecha-Lincoln** was designed for a single purpose: assassinate John Wilkes Booth. Unfortunately, by the time Mecha-Lincoln was completed, Booth was already dead for over a century. Mecha-Lincoln has since vowed to divide every house and emancipate every head until he conquers his "true" murderer: **the American people**.

Mecha-Lincoln will turn his focus to, and immediately destroy, **any manner of "Booth" he encounters**, including phone booths and diner booths. He **hates plays**. Although he is 800 feet tall, rumor has it that inside his stovepipe hat **lives a tiny man** who oils all his joints from the inside.

BLOOD FOR BLOOD

TIME PERIOD: PRESENT DAY



TARGET:

**ADMIRAL VON
CLOUDGEAR**

Commercial passenger flights are being shot down by sky pirates in a small piece of airspace over the Atlantic. Rescue boats have been unable to find any survivors. But *you* know who's behind the attacks: **Admiral Von Cloudgear**, the infamous sky pirate! Take out the admiral and make the skies friendly again!

You can find Von Cloudgear on the deck of **his flagship pirate blimp**. He's a keen **naval strategist** and **swordsman**. When not air-plundering, he enjoys crafting **complicated hats and corsets** to sell at **steampunk conventions**, and he's apt to **fly into a rage** if his absurd fashion is mocked. He has **many bitter ex-lovers**.



TARGET:

**MONGO THE
UBERNINJA**

Uh oh. When you killed the sky pirate admiral, you made somebody very upset. They've hired **Mongo the Uberninja** to assassinate *you*. Mongo is the result of years of genetic manipulation, and is the ultimate ninja warrior. **He'll be at your headquarters in a few minutes.**

Mongo is **10'3"**, **810 lbs**, moves like a **mongoose**, and carries **chainsaw nunchucks**. He is extraordinarily **stealthy, strong, and skilled in martial arts**. Outside of that, Mongo has the **intelligence of a five-year-old**.



TARGET:

THE ROBSTER

From Mongo's cold, enormous hands, you pry out the hit order, and find it was written by the notorious half-man, half-lobster mobster **The Robster**. The nautical-themed crime boss controls the boats that were supposed to rescue the plane crash survivors. **He didn't even send them out!** Maybe if you kill him, you'll find out why!

The Robster comes from a race of **tricky lobster people**, and he **loves to steal**. He has **large claws**, and a **gross mustache/face/body**. He's terrified of **clarified butter** and **lemon wedges**. Go find him in his **crime warehouse**.



TARGET:

DRACULA

Thanks to the cowardly Robster's death's-door confession, you now know the **king of vampires himself** is behind all this. **Dracula** resides in a sanctuary at the **bottom of the sea**. He hired Cloudgear and Robster to provide him with the **fresh human blood** he craves, entire 747s of it! *Time to kill Dracula.*

Dracula is **hundreds of years old**, **supernaturally strong**, has a **hypnotic gaze**, and **can turn into a bat**. He is **sustained by human blood**, and has a deadly aversion to **wooden stakes** and **sunlight**. He does not like **garlic**.

BARISTAS AT THE GATE

TIME PERIOD: PRESENT DAY



TARGET:

**MORRIS P.
STARWARS**

The Oil Can, a seemingly harmless urban cafe chain, is stealing an entire city's worth of coveted and hard-won coffee secrets. At the bottom of their intel chain is **Morris P. Starwars**. Somehow he's used his bare-minimum geek knowledge to worm his way into the trusting, condescending arms of the good guys. Dude is so not a real nerd. He even had *fun* in high school. *Ugh*.

Morris is incredibly good at **lying to get his way**, and he's armed with a decent number of **explosives**. Try to grill him on his **nerd knowledge**, though, and it all goes downhill.



TARGET:

BARISTA MEL

Barista Mel has been working the coffee counter for 18 months, so *yeah*, he's pretty serious. With impeccable taste and a pretty good espresso pull, he guards the "Employees Only" entrance to The Oil Can's main operations bunker.

Mel is **ridiculously strong** and **easily provoked into fighting**. Fortunately he's already in the **caffeine red-zone** from sampling every espresso he serves. **Just a drop of caffeine or sugar** will send him into jittery, uncontrollable overload.



TARGET:

UGLY JACK

Formerly of an honorable coffee guild, **Ugly Jack** went looking for a better life. And when he didn't find one, what did he do? Why, double down and be an even bigger jerk! Due to years of experience behind the counter, Jack is **clever** and **difficult to outsmart**.

But okay, here's the rub. You and Jack have, well...a bit of a *history* together. And neither can deny there's still *something* there, right? (No—but stay with me.) **A kiss on the mouth** should distract the sucker pretty good.



TARGET:

MARCUS TOTH

Hey Marcus, where are all the evil *ladies* at your company? Typical. **Marcus Toth** is the big bad brew buddy who founded The Oil Can. **Materialistic** with a **colossal ego**, Marcus has had his eye on the urban coffeemaking throne since, man, at *least* the early 2000s. He is **relentless** and **determined for greatness**, so it's too bad he uses it for evil. In a different reality, you might've called him a high-maintenance friend.

Marcus' weakness is his own **wicked, unbearable visage**. Show him his own ugliness, via a recording device or reflective surface, and he'll freeze, stunned by the specter of his own horribleness.

THE VASTEST CONSPIRACY

TIME PERIOD: PRESENT DAY



TARGET:

BLAKE WALTON

We all know **Blake Walton**. He's that incredibly handsome, incredibly annoying guy who seemingly exists in every city, **carrying an acoustic guitar around with him at all times**. He's on a mission to play Dave Matthews songs **in your favorite coffee shop**, where you're trying to get some work done. *He must be stopped.*

Blake is **obsessed with his own hair** and can't resist **checking himself out** in mirrors and reflective surfaces. He is **lactose intolerant** (milk gives him the tummy-grumbles) and he is **terrified of rodents**.



TARGET:

DEB FLAKE

You return home to find a stack of confusing bills from your health insurance provider (an obviously evil organization). You spend hours attempting to reach a representative on the phone, but find it impossible to get past the unhelpful telephone robots. LinkedIn becomes useful for the first time ever as a search reveals that **Deb Flake** is the evil mastermind in charge of the customer service robots. If you can take her out, it'll fix everything.

Deb has **supernatural control over computers**. Find her in her lightly guarded **fifth floor office** (there's just a ground-floor receptionist to get past). She **loves fancy coffee drinks** and **hates cute animals**.



TARGET:

JAY LENO

After all the recent hubbub, you decide to relax with some late-night television. To your surprise and disgust, **Jay Leno** has apparently made *headlines* by taking over as the host of **every single show on every single channel**. It looks like Jay needs someone to nudge him into a long overdue and *extremely permanent* retirement.

You'll find Jay **walking around Burbank, California**, quizzing morons in the street. Jay **loves classic cars** and is **afraid of David Letterman and Conan O'Brien**. His massive chin radiates **amnesia rays**, so you can't get too close or you'll forget who you are, what you're doing, and why you ever wanted to watch anything—or anyone—else.



TARGET:

TIM MERKIN

A scrap of paper in Jay Leno's pocket leads you to **Tim Merkin**, billionaire oil tycoon and aspiring politician. From **his mansion in Houston, Texas**, Merkin oversees a vast empire of evil idiots. It turns out that Merkin has been funding everyone you've eliminated so far—Blake, Deb, and Jay—all in an attempt to drive you (and all right-thinking citizens like you) mad.

Tim **can peer into the past and the future** with his evil rich guy orb. He **loves guns** and is **addicted to power**. He is **afraid of poor people**, so his mansion of misogyny is heavily guarded by **scantily clad women carrying automatic weapons**.

COSMIC HITMAN

TIME PERIOD: PRESENT DAY

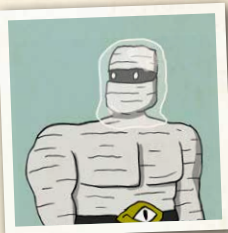


TARGET:

MIAMI RICK

Although his actual identity is hidden at the center of a veritable nesting doll of circuitously-owned companies, **Miami Rick** is the flamboyant entrepreneur behind a number of products such as **Miami Rick's Patriot Sauce** and storefronts such as **Miami Rick's Check Cashery & Liquorarium**. Miami Rick also owns several bail bonds agencies and rent-to-own furniture stores. Miami Rick's motto is "Hell, if it wasn't for me they'd just blow that money on dope."

Miami Rick is not from, nor has he even been to, Miami, Florida. He lives in a **moored houseboat** and **has his groceries delivered**. A suspected alcoholic, Miami Rick **owns several guns**.



TARGET:

SPACE MUMMY

Somewhere in deep space, there's a small star system called **Sarcophobos** where the star and surrounding planets are all pyramid-shaped. From here hail **Space Mummy** and his sassy pet cat. Space Mummy is very angry about his station in life and considers every living thing in the universe his enemy. Now on a vengeful trajectory toward Earth, **he'll be entering our atmosphere in mere minutes**.

Though he is already kind of dead, Space Mummy can be killed even more. He is **extremely strong**, but some say he can be **destroyed by love**. Other classic monsters such as **Wolf-Man** and **Dracula** would be capable of destroying him. Space Mummy is highly **allergic to chili** and the **ingredients involved in the making of chili**.



TARGET:

**SELF-TRANSFORMING
MACHINE ELF**

With Space Mummy defeated, one of the architects and weavers of reality—a fan of ol' Rags—has decided to undo the existence of humanity. **Self-Transforming Machine Elves** can only be detected under the influence of certain psychedelic drugs. If noticed, the Machine Elf will produce a **deafening high-pitched screech** while simultaneously **vomiting thousands of gallons of toxic blood**. Don't do drugs, y'all.

A Self-Transforming Machine Elf can only be killed by **discovering and staring at it for a prolonged period of time**. Killing it may significantly alter reality in some way (affecting everything that comes after that moment). *It's a risk you'll have to take.*



TARGET:

JOE FRANCIS

Joseph R. "Joe" Francis (born April 1, 1973 in Atlanta, Georgia) is an American entrepreneur and film producer. He is most well known as being the founder and creator of the "Girls Gone Wild" entertainment brand.

Francis was raised in **Laguna Beach** and attended the Business Administration and Entrepreneurial programs at the University of Southern California. Francis worked as a **production assistant** on the syndicated program *Real TV* before releasing the **direct-to-video film** *Banned From Television* in 1997.

TAKE OUT THE MIDNIGHT CREW

TIME PERIOD: NOIR 1922



TARGET:

HEARTS BOXCARS

Anyone who wants to take out the Midnight Crew has to go through **Hearts Boxcars** first. He's the muscle of the outfit, a **heavyset, short-tempered safe cracker**. In fact, he's cracking a safe right now **with his bare hands**. And you've just caught him in the act!

Boxcars is a **brutish glutton** who wields a **TV antenna** he loves to whip people with. Find him **cracking the vault of a bank** he tunneled into after hours. Boxcars has a passion for **wax lips**, and despises **horse farming**.



TARGET:

CLUBS DEUCE

After interrogating Boxcars, he tips you off to the whereabouts of **Clubs Deuce**. Deuce is a **squat, friendly little fellow**. He's also the crew's **chief powder monkey**, and right now he's **cooking up a bomb** that'll blow a hole clean through the bank's wall. (He forgot that Boxcars has already burrowed in there to crack the safe.)

Deuce has a **remarkably poor memory**, and **swings a mean table leg**. Find him in his hideout **carelessly toiling amidst dangerous explosives**. He quite fancies **gummy bears**. He's really disappointed whenever there are **no gummy bears**.



TARGET:
DIAMONDS DROOG

Deuce likes to believe **Diamonds Droog** is his best friend, but couldn't for the life of him remember where Droog was hiding. As luck would have it, you find a map pointing to Droog's favorite tailor shop, where he's **getting fitted for a fine suit**. Droog is the brains of the operation. A cool cucumber and cold-blooded killer. He wasn't expecting company, but you'd never know it by the casual drag he just took on his cigarette.

Droog is always **dressed to the nines** and keeps a **cue stick handy** when it's time for a bit of the old ultra-violence. Find him **at the tailor shop** being super picky about clothes. He's got a soft spot for **Swedish fish**, and doesn't take kindly to accusations that he's **concealing pornography** in that newspaper he's reading.



TARGET:
SPADES SLICK

Behind the tailor shop, you find an open manhole. Turns out it leads to the crew's **sewer hideout** where they hatch their convoluted plans and schemes. That's where **Spades Slick** is right now, presently seething over not having nothin' to stab. Not 'til you and your soft torso showed up, that is. **He's their leader**. Meanest, stabbiest little SOB this side of the Prohibition-era city. He's none too pleased by the fact that you've been offing his crew. But then, he's none too pleased by anything.

In addition to **every kind of stabbing implement** you can imagine, Slick wields a **cast-iron horse hitcher** to bludgeon chumps with. Find him **in the sewer hideout** using Occam's razor on his plans and schemes. He secretly takes a shine to **Scottie dogs**, but good luck proving *that*.

THE PUPPETMASTER

TIME PERIOD: PRESENT DAY



TARGET:
CARMINE

Sloths are typically seen as slow, cute, and friendly. **Carmine Cuddles**, a new zoo exhibit, has two out of three down. **Angry and vicious**, Carmine has been heard to grumble of a time when he was a king. It's also been noted that anyone stopping by his cage usually ends up missing something—coins, lighters, car keys. This sounds like the seeds of a potential **sloth revolution**. Time to nip it in the bud.

Carmine is **patient, attentive** and **never sleeps**. He can be found daily **in his enclosure at the zoo**. He's fond of **breath mints**, but has uncontrolled fits of rage around **animal crackers**.



TARGET:
TRIP BURKE

To your surprise, Carmine wasn't keeping the items he stole, but instead fencing them to **Trip Burke**, a seven-year-old who **always seems to be dressed for Halloween**. Rumor has it Trip hasn't been the same since being **the last trick-or-treater to survive unspoken horrors** in his small town. You also have it on good authority he's since been **very interested in the occult**.

Trip is **great at hiding** and usually well supervised, but he's also been seen **roaming his street at night**. He **loves candy**. No one knows why he's **scared to remove his mask**.



TARGET:
SNICKERS

At the bottom of Trip's treat bag you find crude notes outlining a diabolical scheme—*poison candy!* And Trip was distributing it to other children, all as part of a massive sacrifice geared towards opening a portal to the afterlife and **summoning the spirits of murderers** back to our world! There's only room for *one* murderer around here, and it's *you*.

The poisonous candy is made by a dark spirit named **Snickers** who is **trapped in a piñata**. Snickers is **quick-moving** and, worse yet, **rigged to explode upon contact**—which may harm you, and will definitely **release the spirit irretrievably**. He's at a **packed kids' party**. He enjoys a good **monologue**. Snickers finds **argyle patterns** anxiety-inducing.



TARGET:
RASPUTIN

The depth of the whole plot has been revealed in a rain of candy wrappers! **Rasputin** himself has returned from the grave, but something went wrong and he's **trapped in a puppet**. Now the star of his own kiddie show, he is using his **mastery of black magic and hypnotism powers** to brainwash millions of children as *you read this*, and will be done in *fifteen minutes!*

You're across town from Rasputin's TV studio and must **get there immediately**. He's mastered **mixed martial arts** (*puppet fu*). He's also developed an **addiction to nicotine gum**, and he **hates being touched**.

LITTER OF DOOM

TIME PERIOD: PRESENT DAY



TARGET:

BIG CITY

Uncontrolled cosmic rays have bathed the city with strange radiation, turning ordinary housepets into animal supervillains who seek to overthrow all of humanity! Local news breaks the appearance of **Big City**: a fat, gray cat who fancies himself a **Victorian robber baron**. Big City is hitting up local pet-food stores for “protection money,” and it’s up to you to stop him!

Find him **wherever pet food is sold**, using **superpowered scratch claws** to get what he wants. He’s drawn to **anything shiny**, is deathly **afraid of water**, and will do anything to make sure **his top-hat isn’t knocked off**.



TARGET:

LAZ-R-PUG

After Big City’s defeat, you look inside his hat and discover the name of his crime-lord boss: **Laz-R-Pug!** This means an **animal crime syndicate** is already starting to form! And it’s up to you to take this fight all the way to the top. Laz-R-Pug is that worst combination of villain: **immensely dangerous and immensely dumb**.

Thanks to an impossibly improbable mutation, Laz-R-Pug has grown a **working, industrial-strength laser** on his back, capable of **cutting through anything**. You’ll find him in **any patch of sunlight**. He **aims by smell**, but is **afraid of loud noises**. He can be lured with **steak or meat products**, and his greatest weakness is **distracting tum-tum scratches**.



TARGET:

LASH LIZARD

As Laz-R-Pug goes to his untimely demise, you hear him whisper, "You stopped me, but you'll never stop Lash Lizard." Yes, **Lash Lizard**, that most detestable of villains! Able to flick his **prehensile, super-strong tongue** up to fifty feet, Lash Lizard can be found **wherever there's a surface to climb**. Thanks to Van der Waal forces, he can cling to any wall or flat area—except painted surfaces (they feel weird on his toes).

He **loves anything sweet**, but **hates ice, snow, or any type of cold**. He has the **will of a champion...** but he's **only six inches tall**.



TARGET:

THE DUCK

In the first days of the mutations, a few super-strong animals took up the cause of justice. One such hero was **The Duck**. But his **super strength, super speed, and X-ray vision** could not stop the cold, festering greed in his heart...and so he **turned to crime**. He now seeks out **anything that inflates his ego**, and **avoids dark or unlit spaces**.

He **loves mirrors**, and is distracted by **his own winning smile**. His crucial weakness: he can't operate **anything that requires an opposable thumb**.

THE HYPOCRITIC OATH

TIME PERIOD: PRESENT DAY



TARGET:

EDGAR SCRUBS

Here at the hospital, we like things to run a certain way. Anything too weird or too strange that raises too many eyebrows is something we have to eliminate. Like **Edgar Scrubs**. Edgar keeps letting animals into the hospital! This is *not a vet clinic* but he seems to enjoy pushing that button. The hospital is gonna lose its funding if more gross animals keep getting into the good pills and eating them!

Edgar always has a **dumb smile** plastered on his equally dumb face, so it's hard to read him. He's said to be a fan of **tea** and **model trains**, but who knows what goes on inside his weird head. I did see him jump at a car horn once though, so I bet he's **scared of loud mechanical noises**.



TARGET:

DR. DUDER GOODE

Dr. Duder Goode is the only honest doctor at the hospital. He's tattle-tailed plenty of times on the rest of the doctors and their unscrupulous deeds and bribery takingness, but if he tattles to a higher court, the whole hospital could be closed! We need to operate in morally ambiguous surroundings; we don't know how else to work! Get rid of this guy!

Dr. Goode is a **by-the-book moralist** who would be **very embarrassed** to be caught in any sort of untoward situation. He has a very **low tolerance for alcohol** (not being much of a drinker) and finds **smoke of any type disgusting**. He likes playing **checkers** and is a connoisseur of **all different types of white bread**.



TARGET:

EDIE CHEATUM

Edie Cheatum is the DA who's trying to bring multiple cases against the hospital to try and drag us down. She's always nosing into our business and illegally searching for evidence that'll implicate the hospital and all the doctors in it. She's getting too close, and it would be a big weight off all our shoulders if she just was wiped from existence.

Cheatum is obsessed with **keeping things orderly**: straight lines, right angles. She gets **all flustered by disarray**, and can't function. She relies on **smooth jazz** to help her relax. Not many people know that as a kid she wanted to be a **long-haul truck driver**, but that's a dream she considers dead. She uses **hand sanitizer** constantly.



TARGET:

DR. REDINOV

Dr. Redinov would be a fine doctor if it wasn't for his weird **art projects using freshly dead organs and corpses**. They're really quite exquisite, but he's becoming too much of a liability when patents die and he swoops in quick to use them for his gallery shows (which take place late at night in the cardiac wing). We suspect he's even starting to tamper with sick patients, just to get some more materials. He's pushed too far—we gotta get him out of here before someone finds out and decides to tell a cop.

Redinov is an **excellent surgeon** and is **armed with scalpels**. He knows everything there is to know about **opera music**, and his fondest wish is to be on the TV show **Jeopardy!**

WONDERMARK

TIME PERIOD: VICTORIAN LONDON



TARGET: BERTRAM FISHWIFE

You step onto the docks, recently returned from a long sea voyage, and begin drumming the local haunts for short-term employ. A dark figure in a long coat contracts you with gold on the barrel-head for the confirmed death of one **Bertram Fishwife**, local boatswab turned too-successful gambler. Seems Bertram had a run-in with a supernatural being—an aquatic horse-head with magical powers, to hear him tell—and it left him a bit too lucky in the pit. **Follow Bertram home from his poker game** and be quick about the messy work.

Bertram has the ability to **know when any person is lying**. He **carries a fishing pole** everywhere, and can use it with **remarkable dexterity** to retrieve items. Without it, he is **unsure on his feet**. He **hates art**.



TARGET: WALT-WHITMAN- HEADED BAT

Bertram's body isn't cold before you hear a flapping of leathery wings. You turn and wither under the reproving gaze of a **Walt-Whitman-headed bat**. "O dark spray of copper rain, o smell of winter in the dust," it moans, diving at you, scrabbling at your skin with its tiny, hot little claws. You cover your head and dart into a shadow, but wherever you emerge, it follows. This is no way to live—hounded till doomsday by a beastly bat-poet! Kill this fiend and be done with it.

The bat can **grant reasonable wishes** to any person who encounters it—though it won't grant one to *you*, of course, or anyone who looks like you. It wishes **its books would sell better**, but so far they have been very poorly received. It **loves bananas** and is **scared of fire**.



TARGET:

BEAR IN AN ILL-FITTING-HAT

Freed from the bat's disdainful recitations, you stumble wearily to the closest inn and collapse in an exhausted heap upon a furry bed. But it's no bed at all—it's a **bear in an ill-fitting hat**, not pleased in the least to be roused from its respite! You turn to flee the room, but the door's been **barred from the outside**: the innkeeper wants no more to deal with the bear than you do. Fine, if it's a fight the beast wants, it's a fight it'll get!

This bear is known to have **eaten many children** in the past, and developed quite a taste for them. He may be fooled into thinking it's **time to hibernate**, if the climate and lighting is controlled properly, and so lulled into a slumber. He is **very strong**, but **easily befuddled and beguiled**. He is **wearing a hat that's too small for him**.



TARGET:

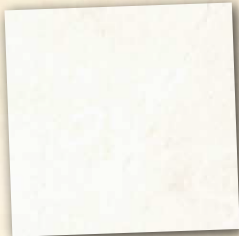
VEEBEX GOSBLARK

You return to the docks to seek the figure who first engaged you in the matter of Bertram Fishwife, to collect the balance of your fee. Every person you pass, you realize with growing alarm, is white of pallor and collapses at the touch. Breaking into a run, you see the coated figure leaping from person to person, draining the energy from their very souls. Having eliminated Bertram, you have killed the one man who knew it for what it truly is—**Veebex Gosblark**, terror from beyond the realm of man! You must defeat it, or the world will be lost!

Gosblark will **drain your life energy** if you touch it. It is **agile and strong**, and **will not be snared**. It is **amassing an arsenal of corpses** to use defensively. It can easily be **enraged by mockery**, and perhaps tricked in this manner.

MAKE YOUR OWN MISSION!

TIME PERIOD: _____



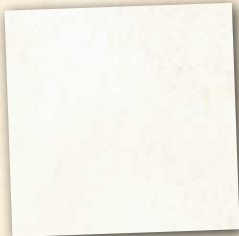
TARGET:

_____ MADE-UP NAME

A priority call comes in from _____ GOVERNMENT AGENCY: that rascal _____ TARGET NAME is hatching a diabolical plot to _____ VERB the world's _____ PLURAL NOUN until they _____ BAD VERB! You rush to _____ CITY NAME to exact some *preemptive justice*. This is gonna be _____ ADJECTIVE.

_____ TARGET NAME is _____ NUMBER feet tall, always carries a _____ NOUN, is allergic to _____ NOUN, and can't stop _____ VERB -ING. Find them just entering a _____ TYPE OF BUILDING.

DRAW 'EM!



TARGET:

_____ DANGEROUS NAME

Turns out there's more to this plot than you thought! Your old foe _____ 2ND TARGET is *also* involved, so you know it's going to be _____ ADJECTIVE. The last time you two tangled, you _____ VERB, PAST TENSE their _____ INTERNAL ORGAN, so that'll be their weak spot. _____ 2ND TARGET loves to _____ VERB with _____ ANIMALS and is usually found down at the _____ UNUSUAL BUSINESS. Careful, though: _____ 2ND TARGET isn't called " _____ SINISTER NICKNAME " for nothing.



TARGET:

_____ TOTALLY VILLAINOUS NAME

You look up from the carnage right into the wide eyes of _____, one of the world's foremost
3RD TARGET
 _____. If *they're* involved, this conspiracy is
OCCUPATION
 more _____ than you thought. Clearly they
ADJECTIVE
 were about to _____, since they're dressed in
PASTIME
 _____. You're about to *change their plans*.
STRANGE CLOTHES
 _____ is highly trained in _____, but can't
3RD TARGET DEFENSIVE ART
 stand the smell of _____ ANIMALS.
VERB -ING



TARGET:

_____ DECEPTIVELY CUTE NAME

Just as you think you've eliminated the threat, the ground starts _____ and splits open! Rising
VERB -ING
 from the depths, riding a _____ ADJECTIVE _____ ADJECTIVE
 _____, is _____, whom you know is
SCARY ANIMAL FINAL TARGET
 _____. They start _____, and _____
WEIRD ADJECTIVE VERB -ING BAD ADJECTIVE
 _____ erupts from their _____.
LIQUID PART OF FACE ADVERB
 you _____ to safety. End this by exploiting
SASSY VERB
 _____'s one weakness: _____.
FINAL TARGET BODY PART DISEASE

CREDITS

Page	Mission	By
3	URBAN PLANNERS WORLDWIDE	W: David Malki !
5	JUSTICE IN THE WEST	A: Kris Straub
7	DINO SAFARI	Ryan North
9	WIZARDS ARE JERKS	Anthony Clark
11	REALLY BIG PHARMA	Emily Horne & Joey Comeau
13	SWEET LITTLE LIES	Jess Fink
15	DYING IS EASY, COFFEE IS HARD	Jeph Jacques
17	WAG THE MOLE	Zach Weinersmith
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21	THE TERROR OF LA TERREUR	Dylan Meconis
23	THE BROODHOLLOW SANCTION	Kris Straub
25	THE FOUR FLAWS OF ROBOTICS	R. Stevens
27	SOMETHING ROTTEN	W: Ryan North A: Zac Gorman
29	EXECUTIVE DISORDER	Aaron Diaz
31	BLOOD FOR BLOOD	Christopher Hastings
33	BARISTAS AT THE GATE	Meredith Gran
35	THE VASTEST CONSPIRACY	Phil McAndrew

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37	COSMIC HITMAN	Jeffrey Rowland
39	TAKE OUT THE MIDNIGHT CREW	Andrew Hussie
41	THE PUPPETMASTER	R.K. Milholland
43	LITTER OF DOOM	Dave Kellett
45	THE HYPOCRITIC OATH	KC Green
47	WONDERMARK	David Malki !
49	MAKE YOUR OWN	<i>You</i>
51	LIST OF CREDITS	All who came before
53	TECHNICALLY THE BACK COVER	okay

READY WHEN
YOU ARE, BOSS!

