These cut scenes are designed to be read prior to Adventure Twenty-Nine

Cut Scene One: Two weeks ago
The camera opens on a beautiful jungle scape. The camera pans showing amazing rain forest foliage, gorgeous flowers, and numerous vines. The camera settles on a paved road winding through the trees. The road continues for some time, eventually leading to an enormous stone building, at least twenty stories high. Its gothic architecture is suggestive of a medieval castle, however, with the benefit of modern day design and technology. Surveillance cameras scan the perimeter of the castle-like building, ever vigilant for unwanted guests. The winding road passes through a high security fence, leading to a massive entrance door. Guards in military looking garb patrol the grounds of the building. Obviously the owner of the castle-like building doesn’t want surprise visitors.

Your view changes; you are now looking at the inside of a massive room. Great columns reach at least four stories tall to the ceiling of this awe-inspiring room. If the outside of the building suggested a castle-like structure, this room certainly confirms it. You feel as if you’ve stepped into the throne room of one of the great kings of medieval England. However, this room also conveys a sense of dread and fear. The architecture seems to be designed to trap light, causing deep shadows. The tapestries are in dark tones, highlighted with bright red (almost blood-like red).

Against the far wall, obviously the focal point of the room, is a large throne. The throne has stairs leading up about six feet, apparently so the person sitting on the throne can look down upon their people. Seated casually in the throne is a large man. He’s dressed in a black military looking uniform, highlighted with golden shoulder armor, metallic silver gloves, flowing black cape, and a bandolier of knives across his chest. His face is covered with a bright red hood. Atop his head, crowning the red hood, is a simple black beret. His appearance suggests danger, power, and strength.

You view changes; you are now looking over the man’s shoulder. He’s reading a newspaper. The words are in Spanish, but you recognize the photo next to the story. It’s the story about Hueberto Gonzalez being arrested for selling experimental explosives. You recall the article went on to mention that Gonzalez had connections with the South American territory, Comunidad de Muertas. The leader of that city-state is well known for his loathing towards America’s metahuman population. Further down the page appears to be an article about the Justice League saving a small town from a flood. The red hooded man crumples the newspaper and throws it aside in obvious frustration. His hands tremble with rage, while the rest of his body tenses to strike, much like a jungle cat. Comandante Sangriento is very angry today.

End of Cut Scene One

Cut Scene Two: Five Days Ago
The scene opens with a shot of downtown Darian. You’re looking at the skyline from a good distance away. Suddenly a thunderous BOOM echoes across downtown. The powerful noise reverberates between the skyscrapers, causing several windows to shatter. The scene quickly changes to the interior of a building. Your view is of a
conference room with a large mahogany table. Rattling windows surround the room, each shaking violently. Within the room you immediately recognize Kaliko and Joey Orca. Their expressions reveal both surprise and a slight bit of fearful recognition at the roaring noise. While Joey quickly dons his “Amp” suit, Kaliko gathers first aid supplies and calls for reinforcements. Once equipped with boots, gauntlets, and helmet, Amp flies Kaliko and himself through the emergency exit to the roof.

Amp and Kaliko streak across downtown, on target for the source of the noise. Amp navigates using his on-board audio sensors, while Kaliko uses her enhanced hearing. They both hear something reminiscent to a monstrous slugfest in the distance. As they round a series of skyscrapers, the source of the initial thunderous BOOM is revealed. As the heroes had feared, high above Darian there is a brightly glowing white light. The light is in the form of a cylinder, with pulsating rings of light surrounding it. Both Amp and Kaliko have seen this frightening visage before. The Murder Cartel used these energy cylinders as transportation when last they met.

In addition to the glowing cylinder, the heroes immediately identify the source of the slugfest clatter. Floating just a few feet above street level, two powerful beings are locked in physical combat. The dark blue and gold uniform of the Magistrate is easily identified [SHOW PICTURE]. This murderous powerhouse of the Murder Cartel looks fairly bruised and bloody. His opponent, clad in white, blue and red, appears similarly bruised and bloody [SHOW PICTURE]. These two titans have obviously been battling one another for quite some time. Each of them wearing the mark of a long and drawn out confrontation. They are slamming each other into buildings and using street items (such as cars) as weapons. Each combatant leaving craters and small pools of their own blood where they've impacted with local terrain. Knowing the devastating power of the Magistrate, Kaliko and Amp can only imagine this new combatant must be equally as deadly. The heroes swoop down to help the innocent bystanders, while trying to avoid getting directly involved with the clash until reinforcements can arrive.

As they rescue citizens from falling glass and debris from the battle, both Amp and Kaliko's enhanced hearing allows them to overhear parts of the combatants banter. Each of their lines is punctuated with a punishing blow to their opponent.

The white and red clad newcomer says, “I know not what pit of hell you crawled from, but I intend to return you to it! How dare you attack New Genesis!!?!?!”  BLAM!

Magistrate responds with, “Orion, how can you care for such a pathetic and boring world as New Genesis?”  BIFF!

The newcomer, “Stranger, you obviously do not know when to hold your tongue. New Genesis is a world of beauty and culture. High Father raised me to appreciate life. New Genesis is my home!”  POW!

Magistrate looks shocked, “Where I come from mighty Orion, you grew up amongst the splendor of Coronis. Our fathers exchanged us as infants in an effort to forge a peace between our two worlds. We grew up as cousins. You matured and studied under my father Galan, while I was tutored at your father’s side.”  SMASH!

The newcomer, “You speak nonsense! I know of no such planet called Coronis. The wise and benevolent High Father raised me, not this person Galan you speak of. However, if you were a student of my fathers, than I feel pity for you … and you’ve given me all the more reason to put you back in your hell hole!”  K-BLAM!
At this point the white and red newcomer, identified as Orion, becomes fiercely enraged. He flies at astonishing speed towards Magistrate, catching him off guard. Orion uses the momentum to direct their flight upwards towards the glowing cylinder in the sky. More blows are exchanged, each massive titan causing further injury to the other. With a last impressive blow, Orion lands a powerful punch, sending the Magistrate reeling backwards through the glowing portal. Orion quickly follows, obviously intent on inflicting more punishment on Magistrate. As Orion passes the threshold, the portal glows brighter; and with a smaller less violent BOOM retracts and disappears.

While relieved the two monstrous combatants are gone, Amp and Kaliko are stunned by the enormous amount of damage they inflicted to the city in just a few brief moments. Amp says, “Wherever those two have gone, whether it’s Earth or some other far-flung world, may God have mercy on the inhabitants.”

End of Cut Scene Two

Cut Scene Three: Last night
The camera opens on an endless vista of a broiling desert landscape. The heat is rising from the sand, causing a warp effect on the horizon; no oasis in site. The heat is oppressive and you hear only the whistle of the wind as it races over the dunes. Without warning an explosion appears in front of you. Sand and newly formed glass shards are thrown up in the heat of the explosion. More explosions begin all around you. Your view is swirling with black smoke and fire. A figure is now running towards the camera view, through the fire and smoke. It’s Celeste, also known to you as Dream Girl. She’s wearing a brown bombers jacket and some sort of desert combat fatigues. Her hair is long and flowing behind her, and her face appears as some indeterminate age (neither as a 20- nor 30-year old). She seems to be searching the explosion sites, which inexplicably now appear as destroyed military vehicles. She is calling out, “Brandon! Brandon!” She continues to run, heading off camera past your view.

Shortly, the smoke in the air begins to swirl anew. Something large is stirring the smoke, displacing it. The smoke moves aside, as the flapping of large black wings can be seen. A large black bird moves towards the camera and past, obviously intent on catching Celeste. The scene goes black.

Now, a bright flash! Scion sits straight up in bed gasping for breath. His face is covered in cold sweats. He seems disoriented for a brief moment. After catching his breath he realizes he’s had the dream again. It was slightly different this time, but still the same basic concepts. Celeste is in trouble.
End of Cut Scene Three