

"City Cinder" *Disney Heroes Quest*, Cohen Edenfield

The following quest was released as Chapter 64 of the Main Campaign of *Disney Heroes: Battle Mode*. Gameplay consists of traditional 3v3 hero battling, with story and occasional character dialogue delivered as levels are completed.

"City Cinder"

LEVEL I: Branch Street

With Scar defeated, the Order Team makes its way from the Park towards City Center. Everyone's on their guard for more glitchy weirdness.

LEVEL II: Walking Drive

It's hard to prepare for the impossible, however. The fear that the glitches will be worse downtown is at the front of everyone's mind.

PLEAKLEY

I just keep picturing the street opening up like a huge mouth and swallowing me whole. Is anyone else picturing that?

WOODY

Well, now I am. Thanks for that, partner. Nothing like imagining a slow suffocation by concrete to put the spark in your spurs.

JOY

Positive thinking, everyone!

PLEAKLEY

Right! Maybe we'll just be crushed instantaneously!

CHIEF BOGO

That's enough. Stay focused.

MERLIN

And when the street starts to open up?

ELASTIGIRL

Be somewhere else.

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LEVEL III: Broadway Alley

They pass a side-street covered in chaotic crosswalks. Some have bars several feet wide. Others are a gradient: thousands of bars, each a single pixel thin.

LEVEL IV: Exchange Street

"Keep moving," says Elastigirl, but it's not easy. The ordered grid of streets has turned into a tangled mess, twisting in every direction.

LEVEL V: Roundabout Square

After wandering for what feels like hours, the Order Team finally reaches City Center... only to find it wreathed in impassable green flames.

LEVEL VI: Lost Lane

"Eyes up," barks Chief Bogo. "Wrong way," quips a slimy voice from their feet. All leap backwards as the pavement opens into a smug sneer.

PLEAKLEY

The street! The street's a mouth!
I knew it would end this way!

MERLIN

You knew that a death god would use his command over entropy to tame decaying code to his will? I must say, I am impressed!

HADES

Woah, points for the wizard. I was expecting a little more shock and awe, but hey, what can you do?

MERLIN

It was no great trial, King of Death. I already lived through Hiro explaining this all later over a cup of tea.

JOY

Don't worry, everyone! As long as we keep our cool, I just know we can win!

HADES

Hey, love the enthusiasm. Very cool. Positivity. The kids today just eat that up. Which reminds me, I'm STARVING!

LEVEL VII: Overpass Tunnel

The rough mouth of the street shifts, sprouting dagger-like fangs of rebar. As our heroes crowd the sidewalk, a sewer-pipe tongue darts out at Joy!

LEVEL VIII: Toll Freeway

Before the pipe-tongue hits Joy, she's yanked backwards into Elastigirl's arms. "Be somewhere else, remember?" Elastigirl asks. "Yes, ma'am!" chirps Joy.

LEVEL IX: Hilltop Hollow

The heroes retreat from the sewer-tongue, gnashing teeth, and crushing pavement that used to be a city street, but find their way blocked.

LEVEL X: Distant Center

"This is the way we came, isn't it? Where's the way back? Where's ANY way out?" babbles Pleakley. All exits from City Center Square are gone.

LEVEL XI: Dead End Circle

Where streets led away from the Square moments prior, the Heroes see only more buildings, forming a coliseum of glass and steel around them.

LEVEL XII: Fail Pass

Two smaller holes open on the other side of the street-mouth, close to the burning City Center. "Oh, good," says Woody. "I was getting bored."

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LEVEL XIII: Broken Union

The new holes in the sidewalk erupt in circles of fire above the street-mouth, completing a familiar face. It's unmistakably Hades.

HADES

HEY, HEY, LOOKING GOOD, LOVE THE HAIR. YOUR SKIN'S LOOKING TIGHT. YOU MOISTURIZING? LOVE THAT.

ELASTIGIRL

Ugh, that voice. I feel like I'm taking a bath in sewage.

PLEAKLEY

There's no way out! It's all just fire, and creepy mouths, and glitched architecture! I should have stayed in space!

HADES

THERE IS A WAY OUT, EYEBALL. THE ONLY WAY. A ONE-WAY TRIP TO THE UNDERWORLD. ALL-INCLUSIVE.

CHIEF BOGO

If anyone has any ideas, there's no time like the present.

MERLIN

All times are like the present, Chief Bogo. Allow me to demonstrate.

LEVEL XIV: United Divide

Merlin raises his hands, a conductor before the orchestra, then slams them to his knees. Suddenly, every fire hydrant in the square explodes!

LEVEL XV: Upward Falls

With no exit, the water has nowhere to go but down. Thousands of gallons flood into Hades' horrible concrete craw, which sputters and coughs.

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LEVEL XVI: Executor Estate

The mouth chokes, before suddenly spitting up a thoroughly-soaked and unconscious Hades! Elastigirl and Woody quickly restrain him.

WOODY

That was some pretty fancy
spell-slinging, Merlin.

JOY

I knew you could do it!

HADES

cough *sputter* got... lucky...

CHIEF BOGO

You're the lucky one, Hades. If
any of my team had gotten hurt,
you might not be getting off so
easy.

PLEAKLEY

Excuse me, I cannot sanction
punitive violence against
prisoners no matter the
circumstances.

ELASTIGIRL

That's right. Let's not start
acting like Creeps. Villains are
villains. It's up to us to be the
Heroes.

LEVEL XVII: Mesa Flats

With Hades defeated, the flames on City Center go out, and the exits reappear. "So taking out the Villains stabilizes the code?" muses Woody.

LEVEL XVIII: Lone Forks

"This world was not made for evil to rule," Merlin explains.
"The code itself rejects them. We must hurry. Our very reality
is at stake."

LEVEL XIX: Takeoff Landing

Merlin's words strengthen everyone's resolve. The Order Team
makes for the Midway, and the dark games of Oogie-Boogie.