



# HEROES

ROLE  
PLAYING  
MODULE

**LEGION**  
OF SUPER-HEROES™

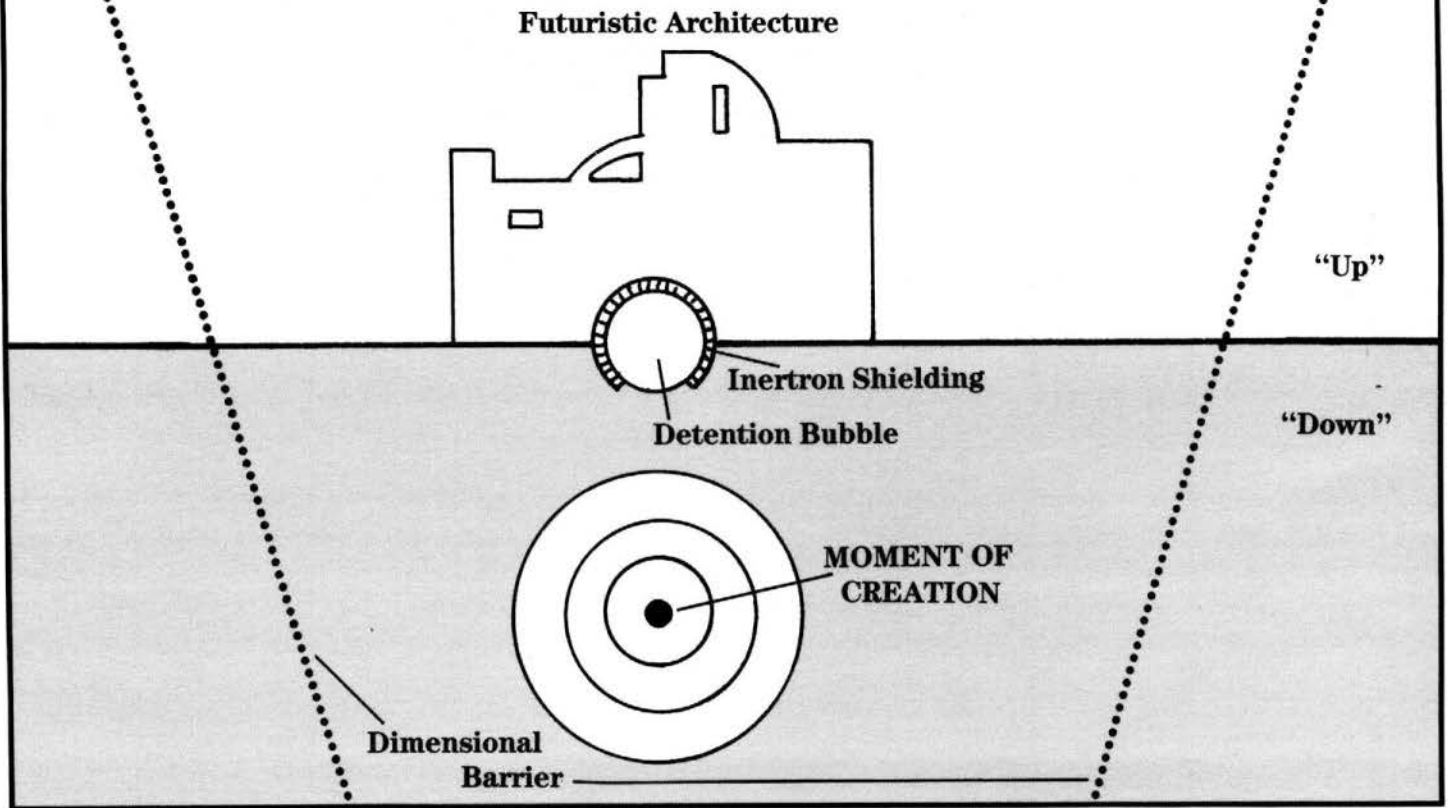
# KING FOR ALL TIME



by Mark Acres



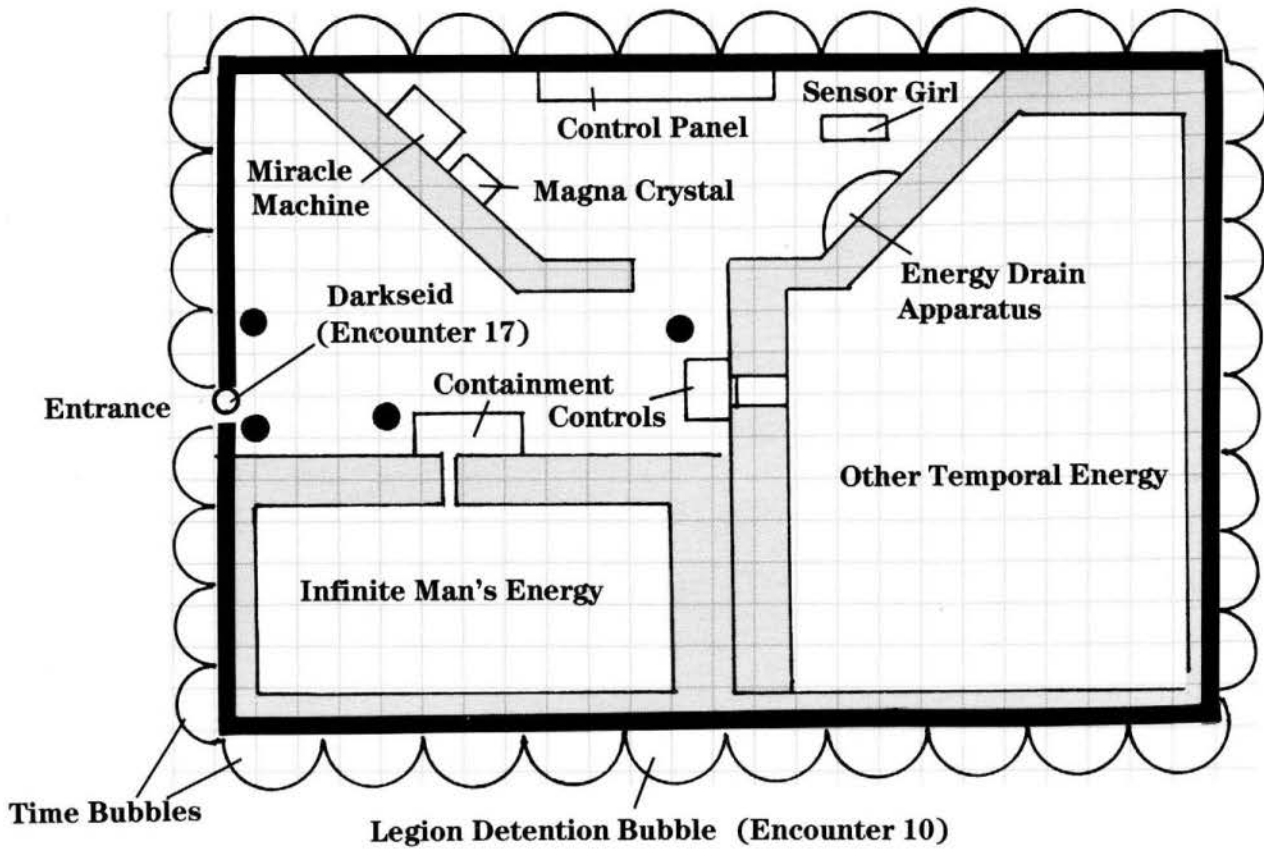
**Fifth-Dimensional Fortress (Encounter 16)**  
**SIDE VIEW**



**TOP VIEW**

**INTERIOR FLOOR PLAN**

One Square = Ten Feet (0 APs)



**Legion Detention Bubble (Encounter 10)**

# KING<sup>FOR ALL</sup> TIME



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# King for All Time

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# Introduction

"And so, Time Trapper," Darkseid intoned, "soon you will keep your promise for I have kept mine. Even now my Avatars roam the latter ages, sowing death and destruction, foretelling the ends of worlds."

The bulky gray figure with death's own eyes gazed directly and without fear into the empty purple cowl of the Time Trapper's robe... into the face of living entropy, the living decay of all things.

"Patience, Darkseid," Brainiac interceded. "It is the Time Trapper's game and we are but fellow players. Yet we will share the spoils of victory," replied a menacingly brittle metallic voice.

"I thank you, Brainiac, for your confidence in our plan," the Trapper responded. "And very soon, Darkseid, very soon, the game will begin. Indeed, predictably, my minion comes now to report."

Outside the door of the Time Trapper's innermost sanctum, one of the Trapper's lowly servants trembled with fear, although the news he brought was favorable.

"Enter, trembling one," called the Trapper's voice.

"Oh, most illustrious one," the servant pleaded, "forgive me this intrusion."

"Report," the Trapper commanded.

"The Time Shaper and Miracle Machine are completed," the servant said. "The temporal energy receivers are in

place and the forces of the Infinite Man has been successfully stored. The Magna Crystal is in readiness. Our agents report that the historical changes you ordered in seventeenth century France have begun."

"Excellent," then Time Trapper said. "Then all is well."

"Yes, Master."

"Go. Prepare the Fifth-Dimensional Fortress for travel."

The Trapper's servant grovelled his way out the door.

"I, too, must depart, to enact my portion in your plan," Brainiac said. "I will join you as scheduled at the Beginning, bringing with me the supernova you require. There, my friend, you will reveal to me the secret of the Master Programmer."

"And there I will gain the Anti-Life Equation!" boomed Darkseid.

"Yes, yes. But, both of you, remember: under no circumstances must any of the Legion be slain. That pleasure shall be mine alone, after the victory over Time itself is won."



# GM's Background

This adventure, the final adventure in the four-part *Chessmen* series, is specifically designed for the Legion of Super-Heroes Player Characters included in the Player Character section. It can be played with different Characters, however. In this case, the GM must make name modifications as needed in the Player Information and be careful to use Characters at power levels equivalent to those of the Legionnaires provided.

The ultimate goal of the Time Trapper is to gain total control over all of history and thus the power to alter events at will. This power would afford him endless amusement, as he could then see how one scenario after another would "play out" on the stage of history. It would also make him the ultimate force in the universe.

Natural law is the greatest obstacle to the Time Trapper's achievement of this goal. The past cannot be changed; history is immutable. This is natural law, written into the very structure of space and time.

The Time Trapper plans to change this law by journeying back in time to the instant of universal creation to the very point at which time begins. This is the point in time beyond which there is no "before," for time itself is a part of creation and as such has its beginning at creation. Once there, existing outside of time in a Fifth-Dimensional Fortress, the Time Trapper plans to change the nature of space-time itself at the moment of creation; it is at this instant that natural law is formed and the structure of the universe woven.

The Trapper's plan is intricate, involving three major contingencies: a method to change the nature of the universe, a method to take advantage of the change once it is made, and a method to ensure that the Trapper's powerful foes, the Legion of Super-Heroes, have a fair chance in this, the greatest game of all time.

To change the nature of space-time, the Trapper plans to kidnap the powerful illusionist, Sensor Girl. In his Fifth-Dimensional Fortress, he will drain Sensor Girl's Illusion-creating power, a power which will then be amplified through the Magna Crystal, shaped to create an illusion of an infinitely flexible space-time, and fed into a newly-

created duplicate of the Miracle Machine (an awesome device which converts thought into reality). Finally, the Miracle Machine will be activated and tossed into the fires of creation at the very first moment of time, thereby forever altering the nature of the universe itself.

To take advantage of the new malleability of history, the Time Trapper has constructed the Time Shaper, a powerful apparatus which will let the Trapper change any historical event at will. The power for this device comes from the temporal energy drained from Jaxon Rugarth, the Infinite Man; additional temporal and physical energies will need to be siphoned away from the universe's own energies and stored in the Fifth-Dimensional Fortress.

The Time Trapper has already obtained the Infinite Man's temporal energy, as explained in the first and third adventures in the *Chessmen* series (*Pawns of Time* and *Mad Rook's Gambit*, respectively). Obtaining additional temporal energy will be more difficult and will require an attempt at changing history.

The Time Trapper's theory is that time is like a river with currents, eddies, and backwash. The Trapper has learned that when any time traveller attempts to change the past, he or she actually can succeed but only for a brief moment. The historical change then flows forward up the timeline like a giant wave, possessed of enormous temporal energy. This wave of change then crashes against the end of time and then flows back to its point of origin, placing events in their proper historical sequences and directions, restoring all things as they originally were. All of this happens in an infinitesimally small amount of time and the effects of the time traveller's "change" are thus neither observed nor felt.

The Trapper has decided to increase his store of temporal energy by draining the power of these "waves of change." He plans to cause a number of changes in the past and has constructed temporal energy collectors to drain the temporal energy of the waves as they race forward along the time line. The collected energy will be sent to the Fifth-Dimensional Fortress for storage. The waves of change will still crash against the end of time and return, restoring all things as they were but they will do so much more slowly: intelligent beings who live in a future-time from a change will observe the change as it passes through their time and will have no way of knowing that the change will not be permanent.

To gather more physical energy, the Time Trapper has enlisted the aid of Brainiac. Using the Trapper's advanced time travel technology, Brainiac is roaming space/time in his ship, harnessing the power of supernovae and transporting the energies to the Trapper's Fifth-Dimensional Fortress for storage.

The Time Trapper's own nature compels him to give his foes, the Legion of Super-Heroes, a sporting chance to defeat his master plan. To this end, the Trapper has left anachronistic clues within the changes he is causing throughout history.





# Adventure Synopsis

This adventure is arranged in four sets of encounters. Each set corresponds to a move in a chess game which ends in a "Fool's Mate," the defeat of the White player in only four moves. Of course, the Time Trapper considers the Legion the White player in his game. He will even give the Legionnaires the first move, once they know the game is beginning.

## † **White's First Move:** *Pawn to King's Bishop Four*

The Time Trapper himself invades Legion Headquarters where the Player Characters, Sensor Girl, and Brainiac 5 are gathered. No other Legionnaire is available to assist in this adventure. The Time Trapper kidnaps Sensor Girl, sending her to his fortress at the End of Time (not to be confused with the Fifth-Dimensional Fortress which is at the Beginning of Time).

The Trapper confronts the Legionnaires, tells them something of the stakes for which they are playing, and misleads them into believing he can permanently change the past. The Trapper escapes and, with help from Brainiac 5, the Legionnaires deduce that the Trapper is somehow altering the history of seventeenth century France.

Time travelling to Paris, circa 1632, the Legionnaires encounter an enraged mob about to lynch Milady de Winter, an agent of Cardinal Richilieu, the most powerful man in France. Fortunately for the Legionnaires, Blok is familiar with the story of The Three Musketeers and knows something about this time period.

Depending upon the course of action they choose, the Legionnaires may meet with Cardinal Richilieu, where they can learn more about the historical changes which are occurring. Eventually, they confront the Four Musketeers (the original three and their companion, D'Artagnan). These are basically decent, fun-loving men who have been given super-powers unexpectedly, and are now, in their blundering, fun-loving way, destroying the history of Europe.

After a super-powered barroom brawl, the Legionnaires learn of the existence of a super-villain in the French time period, Universo, who is running a temporal energy collection station for the Time Trapper. The Trapper has thoughtfully left the Legionnaires a clue at the station, which leads them to discover his own opening move:

## † **Black's First Move:** *Pawn to King Three*

According to ancient records, three Oriental astronomers, known to history as the Three Kings, observed a bright star shine over the Roman province of Judea in the year 4 BC. That star was a supernova. The Legionnaires may time travel to Judea, only to discover that the supernova is disappearing. The Time Trapper has laid a trap here for the Legionnaires.

If they do not fall for the trap, the Legionnaires can deduce the location of and travel to the vanishing supernova. There the Legionnaires discover Brainiac in the process of harnessing the supernova's released energies. The heroes must battle Brainiac and, if they

defeat him, they can avoid the next move toward the Trapper's ultimate Fool's Mate, which is the White player's greatest blunder:

## † **White's Second Move:** *Pawn to King's Knight Four*

Entering this section of encounters is a blunder. In the far future, in the year 12018 AD, Darkseid has unleashed his Four Horsemen of Apokolips, who are sowing death, famine, pestilence, and war throughout the galaxy. The Legionnaires arrive barely in time to prevent the destruction of planet Earth by an unknown alien enemy. After expending their energies in this effort, they must confront the Four Horsemen. All of this fighting is wasting (ironically) time. Still, if the Legionnaires are lucky or smart enough, they may be able to deduce the Time Trapper's next and final move:

## † **Black's Second Move:** *Queen to Castle Five - Checkmate!*

The Time Trapper moves his Fifth-Dimensional Fortress (Castle Five) to the very brink of the Beginning of Time. Aboard is Sensor Girl (the Queen of Orlando) and the paraphernalia necessary for the Time Trapper's grand scheme. If they get this far, the Legionnaires confront the Time Trapper, Darkseid, and Brainiac (if not previously defeated) in a battle for Time itself.

## Timetable

### Before the Adventure

Time Trapper forms his master plan and gathers necessary materials and personnel. Temporal energy collection stations are established at various times throughout history, where historical changes will be made to generate temporal energy. Darkseid unleashes his Four Horsemen in the year 12018 AD and gives super-powers to the Four Musketeers.

### Adventure Start

Time Trapper kidnaps Sensor Girl, informs the Legionnaires he is changing history, and invites them to stop him. Legionnaires time travel to France in 1632 AD.

Brainiac arrives at the supernova historically observed on Earth in 4 B.C. and begins to steal it.

Four Horsemen cause destruction of Earth in 12018 AD. Time Trapper travels to Castle Five, his Fifth-Dimensional Fortress at the Beginning of Time.

Time Trapper introduces the Miracle Machine into the Fires of Creation.

**GM NOTE:** Once the adventure starts, the timetable scheme is absolute. The Legionnaires cannot time travel "back to before the mission started" or "back two hours ago" in order to change their strategies. Once the Legionnaires have committed an action during the adventure, they cannot alter that action.

# New Powers and Rules

This section provides a brief summary of several new Powers and rules required in this adventure. More complete descriptions of these Powers and rules may be found in Legion Sourcebook I.

## **CONTINUUM CONTROL** *Mental*

LINK: WILL

RANGE: Normal

TYPE: Automatic

BASE COST: 175

This power takes one phase to activate. In the following phase or phases, the Character may use the RAPs of Continuum Control to mimic some or all of the following powers: Bio-Energy Blast, Damage Transference, Matter Manipulation, Regeneration, Teleportation, and Time Travel.

Use of this Power lets a Character violate the three actions/phase rule: a Character may take his or her three actions, then as many more as desired, as long as each additional action uses only the RAPs of Continuum Control. The RAPs of Continuum Control may be divided between the various Powers which can be mimicked in any ratio chosen by the user. Note the following special rules:

- A Character successfully attacked through use of both Teleport and Bio-Energy Blast by a Character possessing Continuum Control can be killed despite Invulnerability: the RAPs of the Bio-Energy Blast are scattered over a range equal to the Teleportation, the Character's atoms thus scattered through space.
- Matter Manipulation works on living creatures and organic materials in addition to functioning as described in the Powers and Skills Manual.
- Teleportation functions as in the Powers and Skills Manual but has a range of Normal rather than +7 and the utilizing Character may Teleport any target within Range, not just targets within 0 APs of himself or herself.

## **NEUTRALIZE** *Mental*

LINK: WILL

RANGE: Normal

TYPE: Standard

BASE COST: 20

This power allows the Character to negate one of an opponent's Powers. The OV/RVs to a Neutralization attempt are the APs of the opposed Power, the RAPs being the length of time that the opponent loses the use of that Power. A victim may attempt to regain the use of his Power sooner by making a Recovery Check. The OV/RVs to such a Check are the RAPs of the Neutralized attack.

This Power can negate the Power-induced functions of equipment as well as the STR Attribute. It is treated as a Physical attack against Physical Powers, a Mental against Mental Powers, and a Mystical attack against Mystical Powers.

## **TIME TRAVEL** *Mental*

LINK: WILL

RANGE: Normal

TYPE: Standard

BASE COST: 55

**GM NOTE:** These rules regulating Time Travel work under the original Gadgetry Rules and are independent of any and all restrictions listed for new Gadgetry Rules in the *Hardware Handbook*.

This Power allows a Character to manipulate time in one of three ways:

### 1) *Offensively time-shifting an opponent.*

The OV/RVs are the INT/MIND of the opponent (respectively). The RAPs are the APs of time which the opposing Character is sent either forward or backward in time (attacking Character's discretion). If sent into the past, the opposing Character will not be able to change history. Any attempt to cause a target to exist twice in the same time will automatically fail.

### 2) *Time-shifting a Character existing in the past to the present.*

The OV is the APs of time the utilizing Character wishes to bridge, the RV is the BODY of the target the Character is attempting to time-shift to the present. Any attempt to cause a target to exist twice in the same time will automatically fail.

### 3) *Time-shifting oneself.*

The utilizing Character may Time Travel himself or herself. In this case, Time Travel is considered an Automatic Action, the RAPs being the temporal distance travelled. The Character will not be able to change events that have already occurred. Any attempt to cause a target to exist twice in the same time will automatically fail.

## **Additional Rules**

**FORCE MANIPULATION:** This Power can be used to create physical objects that duplicate Powers, in which case the APs of Force Manipulation act as the APs of the duplicated Power.

### **Combat Options**

**Parrying:** A Character may parry an incoming Physical attack with a Ranged attack of his or her own. The parrying Character must pre-state which attack s/he is parrying. The parrying Character must use one-half (rounded up) of the APs of whatever ranged Physical attack s/he possesses instead of his/her DEX. Parrying is an Automatic Action.

**Bracing:** As a Movement action, a Character may state he/she is bracing against a Physical attack. If s/he does so, APs of STR are subtracted from any Knockback APs.



# Player Characters

## BLOK

DEX: 4	STR: 30	BODY: 35
INT: 5	WILL: 5	MIND: 8
INFL: 4	AURA: 4	SPIRIT: 4
INITIATIVE: 13 HERO POINTS: 45		

### POWERS:

Density Increase: 10, Energy Absorption: 30, Invulnerability: 34, Iron Will: 10, Sealed Systems: 15, Telepathy: 10

### LIMITATIONS:

Power Limitation: Telepathy only works on other silicon-based life forms.  
Minor Miscellaneous Limitation: 5 APs of Density Increase permanently functional. DEX and BODY already adjusted in statistical listings.

### MOTIVATION:

Upholding the Good

### WEALTH:

Affluent

### JOB:

Legionnaire

### RACE:

Alien

A sentient silicon-based life form from the planet Dryad, Blok possesses great patience with his human and humanoid associates as well as a great curiosity. He spends long hours studying holo-tapes of past Legion adventures and is fascinated by exotic-appearing humans.

Blok's bulk leads some people to believe him slow-witted but while he will usually follow another's lead, he is a sharp and independent thinker.

## COSMIC BOY *alias Rokk Krinn*

DEX: 6	STR: 4	BODY: 5
INT: 8	WILL: 6	MIND: 6
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 18 (23) HERO POINTS: 80		

### POWERS:

Flight: 8, Magnetic Control: 17

### SKILLS:

Charisma: 4, Martial Artist: 5, Scholar (History/ Earth and 20th Century): 6, Vehicles: 5

### VULNERABILITIES:

Loss Vulnerability: all Powers are reduced to 2 APs in the presence of 110+ degree Fahrenheit temperatures

### MOTIVATION:

Upholding the Good

### WEALTH:

Affluent

### JOB:

Legionnaire

### RACE:

Human

One of the charter members of the Legion of Super-Heroes and its first Leader, Cosmic Boy entered the Legion Reserve after his mother was killed and his father and brother (Magnetic Kid) were badly injured. Rokk's recent vacation on twentieth century Earth was spoiled when he discovered an insidious plot by the Time Trapper: the substitution of a variant twentieth century in an alternate time loop.

Cosmic Boy and Night Lass barely escaped the Trapper's domain and came to the Legion to report their findings concerning the Trapper's activities in the twentieth century. The exact meaning and consequences of the Trapper's activities are still unknown.

## DREAM GIRL *alias Nura Nal*

DEX: 7	STR: 3	BODY: 2
INT: 7	WILL: 10	MIND: 10
INFL: 8	AURA: 6	SPIRIT: 6
INITIATIVE: 22 (29) HERO POINTS: 60		

### POWERS:

Precognition: 24

### SKILLS: (\*linked)

\*Gadgetry: 7, \*Martial Artist: 7, \*Medicine: 7, \*Occultist: 8, \*Scientist: 7

### LIMITATIONS:

Dream Girl has all deliberate precognitive attempts shifted right five columns on the OV. Non-specified attempts (those given at GM discretion based on upcoming events of which the Player is unaware) take no penalties. To compensate for this disadvantage, Dream Girl does not have to be touching a precog subject to determine its future.

### CONNECTIONS:

Naltorian Council of Seers (High level)

### MOTIVATION:

Upholding the Good

### WEALTH:

Multimillionaire

### JOB:

Legionnaire

### RACE:

Human

Dream Girl's precognitive Power is somewhat erratic. To compensate, she has made herself the best non-Powered fighter in the Legion and she is an excellent scientist, skilled especially in the bio-technology of her homeworld, Naltor. Nura has knowledge of the occult through association with her sister, the White Witch. Dream Girl, the most beautiful and alluring Legionnaire, enjoys playing the shameless flirt.

## MON-EL *alias Lar Gand*

DEX: 25	STR: 48	BODY: 37
INT: 12	WILL: 22	MIND: 15
INFL: 10	AURA: 8	SPIRIT: 4
INITIATIVE: 47 HERO POINTS: 120		

### POWERS:

Directional Hearing: 10, Extended Hearing: 10, Flight: 44, Heat Vision: 28, Invulnerability: 46, Microscopic Vision: 15, Recall: 25, Sealed Systems: 20, Super Breath: 18, Super Hearing: 10, Superspeed: 23, Systemic Antidote: 20, Telescopic Vision: 15, Thermal Vision: 15, X-Ray Vision: 20

### SKILLS:

Gadgetry: 9, Medicine: 9, Scientist: 10

### EQUIPMENT:

#### Super Uniform

[DEX: 0, STR: 0, BODY: 20]  
Uses: 4, Duration: 26,  
Skin Armor: 10

### MOTIVATION:

Upholding the Good

### WEALTH:

Affluent

### JOB:

Legionnaire

### RACE:

Normal Humanoid

One of the most powerful members of the Legion, Mon-El now seems more powerful than ever as the result of a transfusion of Kryptonite-irradiated blood from Superboy. This change has apparently solved the problem posed by Mon-El's previous total vulnerability to lead.

Lar has a close relationship with Shadow Lass and cares deeply about the fate of his homeworld, Daxam. Otherwise, the Legionnaire tends to isolate himself from others, perhaps an effect of the one-thousand isolated years he was forced to spend in the Phantom Zone after his initial exposure to lead.

### SHADOW LASS *alias Tasmia Mallor*

DEX: 7	STR: 3	BODY: 5
INT: 5	WILL: 6	MIND: 6
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 17 (23)		HERO POINTS: 75

#### POWERS:

Darkness: 17, Thermal Vision: 3,  
Energy Absorption: 17

#### SKILLS:

Martial Artist: 6

#### EQUIPMENT:

##### Wrist Bracers

[DEX: 0, STR: 0, BODY: 4]

Uses: 6, Duration: 10,

Force Shield: 4

#### LIMITATIONS:

Energy Absorption can only be used in conjunction with Darkness and will only absorb heat and radiation-based attacks. Wrist Bracers will only protect against armed hand-to-hand attacks.

#### MOTIVATION:

Upholding the Good

#### WEALTH:

Affluent

#### JOB:

Legionnaire

#### RACE:

Human

Former champion of her home-world, Talok VIII, Shadow Lass is self-confident, independent, and one of the few Legionnaires who gets along well with almost all of the others. Tasmia is currently romantically attracted to Mon-El.

### STAR BOY *alias Thom Kallor*

DEX: 5	STR: 4	BODY: 5
INT: 6	WILL: 3	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 14		HERO POINTS: 55

#### POWERS:

Energy Absorption: 6, Gravity  
Increase: 24

#### SKILLS:

Vehicles: 4

#### LIMITATIONS:

Energy Absorption effective only on Starbolt attacks. Gravity Increase does no direct damage to an opponent.

#### MOTIVATION:

Unwanted Power

#### WEALTH:

Affluent

#### JOB:

Legionnaire

#### RACE:

Human

Star Boy was born with the ability to drain stars' masses and project that mass into a person or object. Thom gained other powers following exposure to radiation from a comet's tail through which he passed. With the addition of these new powers, Star Boy felt he belonged in the Legion and was swiftly inducted as its thirteenth member.

## Legionnaire's Equipment

For this adventure each Legionnaire is equipped with one Flight Ring, one Transuit, one Telepathic Ear Plug, and one Distorter. The group itself has access to one Time Bubble. The first four items are briefly described following (further details are available in Legion Sourcebook I).

### FLIGHT RING

[BODY: 5],

Flight 8, Super Ventriloquism  
(signalling capability): 62

The Flight Rings can link with other rings, allowing a group to fly at the speed of the fastest linked Character. The ring will keep the wearer hovering even if he or she becomes unconscious. Twisting the "L" symbol in the ring activates an SOS transmission and tracking beam.

### TRANSUIT

[BODY: 20],

Sealed Systems: 18

The Transuit is carried in a capsule and activates instantly and automatically to provide protection against any type of hostile environment. The suit is transparent to energy, thus neither blocking nor providing protection against attacks.

### TELEPATHIC EAR PLUG

[BODY: 3],

Super Ventriloquism: 11, Telepathy: 2, Neutralize (against Hypnotism and Control): 25

The ear plugs provide Telepathy at 2 APs to both other plug-wearers and

non-wearers. The ear plugs can be set to Neutralize Hypnotism and Control but using them in this way reduces the utilizing Character's MIND to 0 APs. It takes one AP of time to position the ear plugs correctly on a willing or unconscious wearer.

### DISTORTER

[BODY: 4],

(limited) Illusions: 7,

(limited) Recall: 2

The Distorter, which looks like a 6" metal disk, projects a holographic disguise over the utilizing Character, reconfiguring the Character's appearance to any appearance available in the gadget's memory. The device can also photograph someone, then create a holographic duplicate appearance around the wearer. Generic disguises (simple clothing, etc., not the exact appearance of another person) can be programmed in at any time.

### TIME BUBBLE

[DEX: 0, STR: 5, BODY: 30]

Weight: 1, Uses: 8, Duration: NA

Flight: 8, Sealed Systems: 10, Time  
Travel: 60,

Military Science (Tracking): 5

The Time Bubble has an appearance of being exactly that - a large, clear bubble. It can accommodate up to six passengers with relative comfort. No special skill is required to use the Time Bubble; the user simply instructs the Bubble concerning the desired time and place to which he or she wishes to travel.



# Villains

## BRAINIAC

DEX: 8	STR: 15	BODY: 40
INT: 26	WILL: 20	MIND: 30
INFL: 3	AURA: 4	SPIRIT: 4
INITIATIVE: 37	HERO POINTS: 195	

### SKILLS:

Gadgetry: 20, Martial Artist: 16,  
Scientist: 35, Vehicles/Space: 45

### EQUIPMENT:

#### Spaceship

(see following)

### MOTIVATION:

Power Lust

### WEALTH:

N/A

### JOB:

N/A

### RACE:

Artificial Life

Brainiac is the ultimate computer life form, created by the computers of Colu, one of the most advanced and intelligent races in the universe. While Brainiac desires to rule all known universes, he is also motivated by the desire for knowledge, especially knowledge which will help him destroy Superman, the "Angel of Death," and knowledge which will solve the mystery of the "Master Programmer," Brainiac's conception of God.

Brainiac is helping the Time Trapper in return for the Trapper's promise that Brainiac can be present at the instant of creation and learn the secret of the Master Programmer.

### Equipment

Full details on Brainiac's ship may be referenced in the DC HEROES adventure, *The Doomsday Program*. The following information is sufficient to operate the ship in combat.

### Brainiac's Ship

[DEX: 0, STR: 25, BODY: 50]

Speed: 45, Uses: 10, Duration: 24

Time Travel: 60, Force Beam  
(Magnetic Control): 60

Brainiac's ship is a huge vessel constructed in the shape of Brainiac's own skull. At its widest, the ship is one-half mile (9 APs) in diameter. For this mission, Brainiac's ship has been specially modified with Time Travel capability, courtesy of the Time Trapper.

### Ship's Weapons: External

The ship has eight tentacles, each housing a major weapons system. All weapons are controlled by Brainiac in direct link with the ship's computer and thus use Brainiac's Vehicles (Space) score of 45 for their AVs.

### Tentacle Weapon EV

1 and 2	Missile Launcher	15
3 and 4	Energy Beam (Starbolt)	25
5 thru 8	Grappling Tentacle	25

The Grappling Tentacles extend to a length of 8 APs. Each tentacle has a STR and BODY of 25. Destroying a tentacle does not subtract from the BODY APs of the ship itself.

In addition, the ship has two forward-firing plasma guns which do damage at EV: 45.

### Ship's Weapons: Internal

Internal security is provided by computer-controlled enhanced lasers with AV/EVs of 45/6.

### Ship's Defenses

The ship is surrounded by eight force shields which automatically

activate when the ship is attacked. Each shield has a BODY of 26 APs.

### Force Beam

For this mission, Brainiac's ship is equipped with a special magnetic field generator and force beam, capable of containing an immense thermonuclear explosion and towing a weight of up to 60 APs. The force beam apparatus is attached to the rear port area of the ship and has the following statistics:

[DEX: 0, STR: 10, BODY: 15].

The force beam can be destroyed separately from the ship without affecting the ship's BODY.

### Ship Computer

[DEX: 0, STR: 0, BODY: 15]

INT: 26, WILL: 26, MIND: 26]

Uses: 10 Duration: 24

### SKILLS:

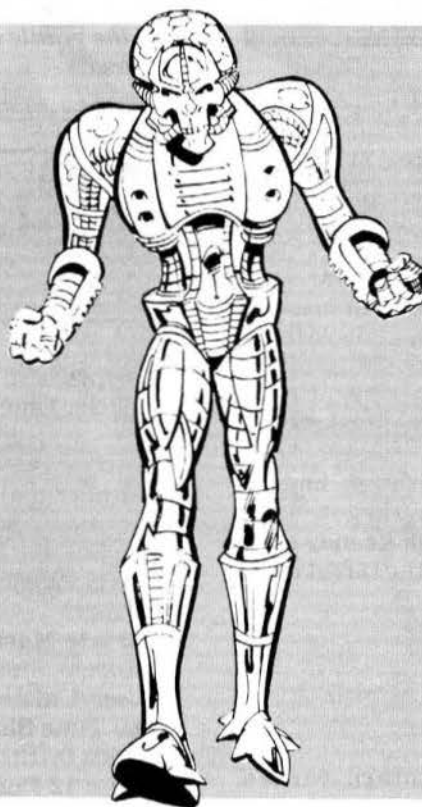
Gadgetry: 26, Military Science: 26,  
Scientist: 26

### Special Programs:

Force Shield: 26 (runs the ship's shields).

Force Beam: 26 (runs the ship's force beam).

"Fake Clue" Program (see Encounter 13).



## The Brainiac/Ship Link

Brainiac has a special headset in his personal Control Room which allows him to link directly with the ship's computer and the ship. While wearing the headset, Brainiac can perform his normal three actions per turn, plus fire any number of the ship's internal security lasers. He also has instant access to all information in the ship's computers.

While wearing the headset, Brainiac suffers all damage to the ship as damage to himself as well. This damage instantly disappears when he disengages from the headset. Brainiac can spend Hero Points to enhance his ship's statistical values or negate ship damage while wearing the headset.

## Knowledge

It is nearly inconceivable that the Legionnaires will be able to successfully Interrogate Brainiac. However, if Brainiac is actually defeated in combat, he will divulge all of the Time Trapper's plan in exchange for his own freedom. (For more information and specifics on playing out this scenario, reference Encounter 13.)

### UNIVERSO *alias Vidar*

DEX:	6	STR:	3	BODY:	5
INT:	12	WILL:	16	MIND:	15
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	22	HERO POINTS:	90		

#### POWERS:

Hypnotism: 14 (20\*)

#### SKILLS:

Charisma: 5, Gadgetry: 11,  
Scientist: 7

#### EQUIPMENT:

##### \* Hypno-Gem Ring

BODY: 1, Uses: 10, Duration: 3  
The Hypno-Gem Ring increases Universo's Hypnotism Power to 20 APs. The ring is set with one of the diamonds which was historically retrieved by the Three Musketeers.

#### LIMITATIONS:

Universo must be within line-of-sight to affect a target with Hypnotism, although he may then retain control over the target from any distance

#### MOTIVATION:

Power Lust

#### WEALTH:

Multimillionaire

#### JOB:

Former Green Lantern turned

professional criminal

#### RACE:

Human

A renegade Green Lantern, Vidar was drummed from the Corps after trying to repeat Krona's disastrous attempt to learn the origin of the universe. Vidar vanished and reappeared after several years as Universo.

The Time Trapper easily used Universo's interest in the origin of all things to obtain Universo's cooperation in the Trapper's Chessmen scheme. With his scientific background, Universo is the perfect choice to run a temporal energy collection station.

## Knowledge

In the unlikely event that Universo is successfully Interrogated at the temporal energy collection station in seventeenth century France, he can provide the following information in regards to corresponding RAPs:

1-2: *"While you've been fooling with the King's Bishop's Four, the King's Three are having a hard time."*

3-4: *"The Time Trapper has established this station to gather and transmit temporal energy."*

5: *"The Time Trapper is gathering both conventional and temporal power sources from throughout all time and space."*

6+: *"The Time Trapper intends to journey to the Beginning of Time and solve the riddle of the creation of the universe."*

### TIME TRAPPER

DEX:	7	STR:	4	BODY:	10
INT:	26	WILL:	25	MIND:	28
INFL:	6	AURA:	4	SPIRIT:	6
INITIATIVE:	39	HERO POINTS:	195		

#### POWERS:

Comprehend Languages: 12, Iron Will: 20, Time Travel: 30

#### SKILLS:

Charisma: 13, Gadgetry: 30, Scholar (all eras of History, Computer Science, Mathematics, Psychology, Sociology, and Time Travel Physics): 40, Scientist: 30

#### EQUIPMENT:

##### Miracle Machine

[DEX: 0, STR: N/A, BODY: Infinite]  
Uses: Unknown, Duration: N/A

##### The Time Shaper

[DEX: 0, STR: 2, BODY: 5]  
Uses: 12 Duration: N/A

#### LIMITATIONS:

Serious Irrational Attraction to Fair Play

#### MOTIVATION:

Power Lust

#### WEALTH:

Billionaire

#### JOB:

Tyrant

#### RACE:

Unknown

The Miracle Machine possessed by the Time Trapper is a duplicate of one previously given the Legion of Super-Heroes by a Controller. The original machine was destroyed after the Legion learned it was simply too dangerous to trust mankind (even Legionnaires) with a device which could turn mere thoughts into reality.

The Miracle Machine is virtually indestructible; the original could only be destroyed when Matter-Eater Lad consumed it. The duplicate is equally indestructible, although in this adventure it can be destroyed if thrown into the "Big Bang" at the moment of creation.

The Miracle Machine can be utilized by anyone transmitting thoughts to it while in physical contact. The Time Trapper's machine is specially tuned to receive telepathically-transmitted illusory thoughts from the Time Trapper: anyone else attempting to use the Miracle Machine must be in physical contact to engage its abilities.

The Time Shaper, the Time Trapper's device for changing history at will once the nature of time has been changed, draws its power from stored temporal energy of the Infinite Man. The device will never actually be used in this or any other adventure. In fact the device will not work, since time cannot be permanently altered, but neither the Time Trapper nor the Legionnaires know this fact.

### DARKSEID

DEX:	23	STR:	18	BODY:	46
INT:	20	WILL:	32	MIND:	30
INFL:	16	AURA:	20	SPIRIT:	30
INITIATIVE:	59	HERO POINTS:	180		

#### POWERS:

Aura of Fear: 17, Continuum Control: 60, Control: 5, Invulnerability: 38, Life Sense: 19, Mind Blast: 18, Mind Probe: 20, Object Awareness: 32, Sealed Systems:



18, Skin Armor: 15, Suspension: 32, Telepathy: 32, Truesight: 18, Warp: 32

**SKILLS:**

Charisma: 15

**LIMITATIONS:**

Warp cannot be used to attack others

**MOTIVATION:**

Psychopathic (marginally)

**WEALTH:**

N/A (essentially unlimited)

**JOB:**

N/A

**RACE:**

Strange Humanoid

Darkseid is the ruler of the planet Apokolips and the legendary God of Evil. Once foiled by the Legion, he left a curse of "darkness, growing from within," a curse being fulfilled in the transformation of Graym's twin into Validus.

Darkseid's constant quest is to discover the Anti-Life Equation. Now teamed with the Time Trapper, Darkseid hopes to discover the secret of this equation when he is present with the Time Trapper at the Beginning of Time.

**The Four Horsemen of Apokolips**

The Four Horsemen of Apokolips, avatars of Death, Famine, Pestilence, and War, were created by Darkseid and sent to do his bidding, foretelling and bringing about the ends of worlds. They appear as hideous humans of gigantic stature (standing nearly twelve feet tall) and are mounted on enormous fire-breathing steeds which gallop through space.

**DEATH**

DEX: 12	STR: 12	BODY: 27
INT: 13	WILL: 13	MIND: 14
INFL: 14	AURA: 14	SPIRIT: 14
INITIATIVE: 39	HERO POINTS: 75	

**POWERS:**

Bio-Energy Blast: 20, Cell Rot: 20, Flame Control: 20, Skin Armor: 20, Magical Blast: 20, Sealed Systems: 20, Spiritual Drain: 20

**FAMINE**

DEX: 9	STR: 10	BODY: 13
INT: 13	WILL: 19	MIND: 11
INFL: 8	AURA: 6	SPIRIT: 5
INITIATIVE: 30	HERO POINTS: 65	

**POWERS:**

Air Control: 20, Cell Rot: 20, Earth Control: 20, Flame Control: 20, Sealed Systems: 20, Water Control: 20

**WAR**

DEX: 13	STR: 19	BODY: 14
INT: 9	WILL: 10	MIND: 10
INFL: 8	AURA: 6	SPIRIT: 5
INITIATIVE: 30	HERO POINTS: 60	

**POWERS:**

Bomb: 20, Bio-Energy Blast: 20, Flash: 20, Sealed Systems: 20, Skin Armor: 20

**PESTILENCE**

DEX: 11	STR: 12	BODY: 15
INT: 6	WILL: 10	MIND: 11
INFL: 20	AURA: 19	SPIRIT: 20
INITIATIVE: 31	HERO POINTS: 70	

**POWERS:**

Animal Control: 20, Animal Summoning: 20, Magic Blast: 20, Sealed Systems: 20, Spiritual Drain: 20, Vampirism: 20, Voodoo: 20

**HORSEMEN'S MOUNTS**

DEX: 4	STR: 8	BODY: 10
INT: 1	WILL: 3	MIND: 3
INFL: 0	AURA: 0	SPIRIT: 1
INITIATIVE: 5	HERO POINTS: 10	

**POWERS:**

Flame Project: 6, Flight: 28, Running: 11, Sealed Systems: 20

**Knowledge**

In the unlikely event any of the Four Horsemen is successfully Interrogated, any one of them can provide the following information in relation to the indicated RAPs:

- 1-2: "We are creations of Darkseid, despoilers of worlds."  
3-4: "Our instructions are not to slay you, merely delay you... delay you until the End of Time."  
5: "The End will come from where you least expect it."  
6+: "The End will come from the Beginning, where even now our glorious Master creates anew your fates!"



# Non-Player Characters

## The Four Musketeers

At the start of this adventure, Dumas' historical heroes, Aramis, Athos, D'Artagnan, and Porthos have been given super-powers courtesy of the Time Trapper and Darkseid. All wear the standard uniform of the King's Musketeer Regiment, sport great floppy hats decorated with feathers, and carry a rapier (EV:4) and a musket (EV:3).

### ARAMIS

DEX: 3	STR: 3	BODY: 4
INT: 3	WILL: 2	MIND: 4
INFL: 3	AURA: 2	SPIRIT: 5
INITIATIVE: 9    HERO POINTS: 30		

#### POWERS:

##### Mystic Link:

Mind Over Matter: 10, Skin Armor: 10, Superspeed: 10

#### SKILLS:

Scholar (Literature, Religion, and Philosophy): 4, Weapons (Firearms, Melee Weapons): 8

#### EQUIPMENT:

##### Rapier

AV: 0, EV: 4, Range: N/A  
Ammo: N/A, Dur: 23

##### Musket

AV: 3, EV: 3, Range: 0-2/3/4  
Ammo: 1, Dur: 22

#### LIMITATIONS:

Catastrophic Irrational Attraction to provoking insults against himself which result in duels and brawls

#### MOTIVATION:

Serve the King.  
Enter the Priesthood.

#### WEALTH:

Comfortable

#### JOB:

Musketeer

#### RACE:

Human

### ATHOS

DEX: 4	STR: 3	BODY: 5
INT: 2	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 8    HERO POINTS: 20		

#### POWERS:

Skin Armor: 10, Repulsion (Metal): 4, Phobia: 8

#### SKILLS:

Weapons (Firearms, Melee Weapons): 8, Charisma (Persuasion): 8

#### EQUIPMENT:

##### Rapier

AV: 0, EV: 4, Range: N/A  
Ammo: N/A, Dur: 23

##### Musket

AV: 3, EV: 3, Range: 0-2/3/4  
Ammo: 1, Dur: 22

#### LIMITATIONS:

Miscellaneous: Can use Phobia only to make victim frightened of Athos himself. To utilize this Power, Athos must snarl at his intended victim the round the Power is utilized.

#### MOTIVATION:

Serve the King.  
Live the Good Life.  
Become the World's Greatest Lover.

#### WEALTH:

Comfortable

#### JOB:

Musketeer

#### RACE:

Human

### PORTHOS

DEX: 2	STR: 3	BODY: 5
INT: 2	WILL: 2	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 7    HERO POINTS: 70		

#### POWERS:

Acrobatics: 8, Cling: 3, Gliding: 2, Growth: 3, Jumping: 6, Skin Armor: 10

#### SKILLS:

Weapons (Firearms, Melee Weapons): 8

#### EQUIPMENT:

##### Rapier

AV: 0, EV: 4, Range: N/A  
Ammo: N/A, Dur: 23

##### Musket

AV: 3, EV: 3, Range: 0-2/3/4  
Ammo: 1, Dur: 22

#### LIMITATIONS:

Catastrophic Tendency to Clumsiness: Porthos must make an Action Check prior to entering combat. Failure of the Check

reduces all Powers (except Skin Armor), all Skills, and DEX and STR to zero (0) APs until mounting a successful Recovery Check.

#### MOTIVATION:

Serve the King.  
Eat, Drink, and Be Merry.  
Swing from Chandeliers.

#### WEALTH:

Comfortable

#### JOB:

Musketeer

#### RACE:

Human

### D'ARTAGNAN

DEX: 4	STR: 4	BODY: 5
INT: 2	WILL: 4	MIND: 3
INFL: 2	AURA: 4	SPIRIT: 4
INITIATIVE: 8    HERO POINTS: 60		

#### POWERS:

Air Walking: 8, Mimic: 10, Skin Armor: 10

#### SKILLS:

Weapons (Firearms, Melee Weapons): 8

#### EQUIPMENT:

##### Rapier

AV: 0, EV: 4, Range: N/A  
Ammo: N/A, Dur: 23

##### Musket

AV: 3, EV: 3, Range: 0-2/3/4  
Ammo: 1, Dur: 22

#### LIMITATIONS:

Catastrophic Irrational Attraction to beautiful women.  
Catastrophic Irrational Attraction to insulting more-powerful foes.

#### MOTIVATION:

Serve the King.  
Be Like Other Musketeers.

#### WEALTH:

Comfortable

#### JOB:

Musketeer

#### RACE:

Human

## Musketeers' Knowledge

If Interrogated or Persuaded to friendship with the Legionnaires, any of the Musketeers can provide the following information in relation to the indicated RAPs:

1-2: "We retrieved the diamond studs (just as in Dumas' book) but

*Porthos sold them to get money for drinking and gambling.*

3-4: *"We haven't always had these unusual abilities. We only recently gained them from a dark stranger with a very ugly face."*

5: *"One of the dark stranger's friends resides near Paris."*

6+: *"The dark stranger's friend has strange devices, which many consider to be instruments of the Devil."*

Martial Artist: 4, Occultist (Identify Object): 7

**LIMITATIONS:**

Sensor Girl must disguise her illusions so they do not appear to be illusions

**MOTIVATION:**

Responsibility of Power

**WEALTH:**

Affluent

**JOB:**

Legionnaire

**RACE:**

Human

Training), Scientist\*: 25, Spy (Coding and Photo Interpretation)\*: 25, Vehicles\*: 5

**EQUIPMENT:**

**Force Belt**

[DEX: 0, STR: 0, BODY: 5]

Uses: 4, Duration: 16], Force Field: 40, Sealed Systems: 16

**CONNECTIONS:**

Coluan High Council (High level), Metropolis University (High level)

**MOTIVATION:**

Responsibility of Power

**WEALTH:**

Multimillionaire

**JOB:**

Legionnaire/Inventor

**RACE:**

Normal Humanoid

Brainiac 5 is the Legion's resident genius and occasional madman. As he possesses one of the most powerful intellects in the United Planets, virtually nothing is impossible for Brainiac 5 to accomplish if he can maintain his concentration on the topic.

**GM NOTE:** All other NPCs are standard humans with scores of two (2) in all Attributes unless otherwise noted in specific encounters.

**SENSOR GIRL** *alias Queen Projectra*

DEX: 6	STR: 4	BODY: 4
INT: 6	WILL: 9	MIND: 5
INFL: 10	AURA: 8	SPIRIT: 8
INITIATIVE: 22 (26) HERO POINTS: 75		

**POWERS:**

**Mystic Link:**

Directional Hearing: 12, Extended Hearing: 12, Full Vision: 12, Illusion: 16, Microscopic Vision: 12, Passive Sonar: 12, Super Hearing: 12, Telescopic Vision: 12, Thermal Vision: 12, Truesight: 12, X-Ray Vision: 12

**SKILLS:**

Charisma (Intimidation): 6,

**BRAINIAC 5** *alias Quert Dox*

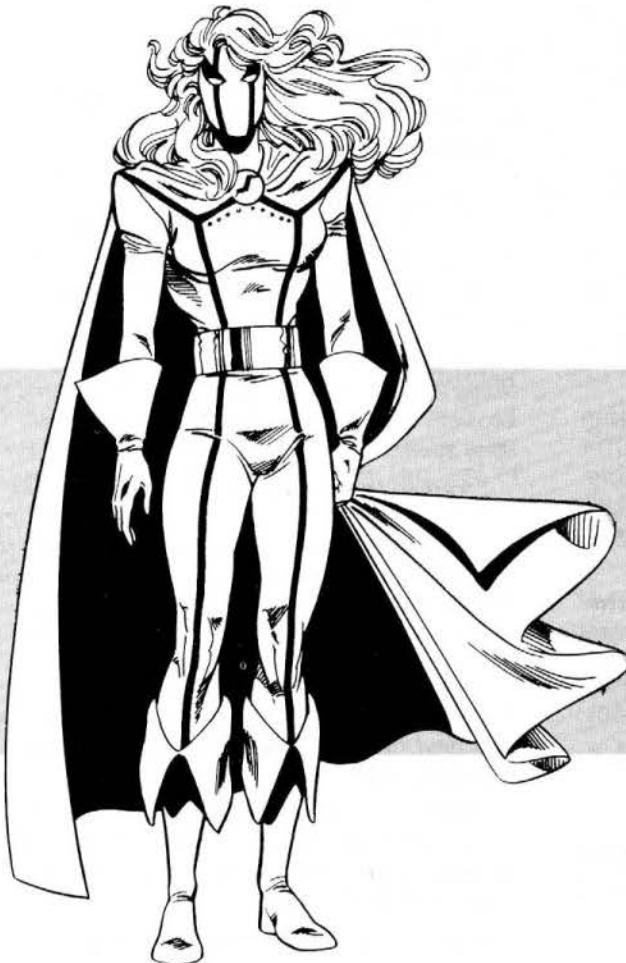
DEX: 5	STR: 3	BODY: 4
INT: 25	WILL: 15	MIND: 20
INFL: 4	AURA: 4	SPIRIT: 4
INITIATIVE: 34 (39) HERO POINTS: 50		

**POWERS:**

Recall: 25

**SKILLS:**

Detective: 12, Gadgetry\*: 25, Martial Artist\*: 5, Medicine: 25, Military Science/Cartography and Electronic Counter Measures\*: 25, Scholar\*: 25 (Astronomy, Computer Science, History, Mathematics, Psychology, Sociology, and





# Encounter Section I: Pawn to King's Bishop Four

## Encounter 1: Match Stakes

### Setup

Legion Headquarters is sparsely occupied, with most of the group's contingent out on routine duties. Cosmic Boy has briefed the Legion that the Time Trapper recently led him and other Legionnaires to an alternate twentieth century reality. Legion activity was significantly more-harried when Cosmic Boy arrived and he agreed to stay on for a few days to help with the work load.

Aside from the Player Characters, only Brainiac 5 and Sensor Girl are present in Legion Headquarters. Brainiac 5 is at the Mission Monitor Board while Sensor Girl has retired alone to her quarters.

### Player Information

*Things have quieted down significantly since the latest demand for hero assistance. While Blok intensely studies a rather tattered version of Dumas's **The Three Musketeers**, the rest of the Legion isn't exactly overwhelmed by his enthusiasm for this piece of humorous historical adventure — real life adventures in the thirtieth century seem a lot more pressing.*

*Most pressing of all are the questions raised by Cosmic Boy's news. During a recent adventure with the Legion, he and several other Legionnaires were led by the Time Trapper to an alternate twentieth century, a time reality outside of normal realms. While no one can say for certain why the Trapper would do this, recent evidence suggests he may actually have developed a method to alter history.*

*Although physically present with the rest of the Legion here in the top floor lounge, Blok seems more to be off in his own world of swordplay, fancy costumes and derring-do. Sensor Girl seemed a bit distressed earlier and left for her quarters, one floor down. Brainiac 5 is in the Mission Monitor room.*

*Suddenly, the intense, authoritative voice of Brainiac 5 cuts through the air. "Intruder alert!" Brainiac 5 calls over the intercom. "Unknown being or force has invaded Sensor Girl's quarters!"*

### GM Information

The Legionnaires can get to Sensor Girl's quarters quite easily; the quarters are directly below the lounge area where the Legionnaires are now. Legionnaires can take the elevator or crash directly through the floor.

The intruder is the Time Trapper. While the Legionnaires are reacting, the Time Trapper will be using Time Travel to send the startled Sensor Girl to his headquarters at the End of Time. There she will be subdued by a waiting team of the Trapper's assistants and placed, comatose, in a special storage/detention area.

Immediately after sending Sensor Girl into the future, the Time Trapper will drop a book on her bed and then use Time Travel once again to place himself a mere second out of sync with the present. When the Legionnaires enter Sensor Girl's room, they will see the Time Trapper; or, more exactly, they will see the light which reflected off the Trapper's body a second earlier. The Legionnaires will also be able to hear the Time Trapper as he speaks, although relative to them he is in the past. No attack can be performed against the Time Trapper. In fact, it will appear to the Legionnaires that they can put their hands right through him.

If Mon-El uses his X-Ray Vision immediately after hearing the alert to see through the floor (BODY: 5), he will see the all-too-familiar purple hooded figure of the Time Trapper. Mon-El will see the Trapper for only an instant, at which point the figure will seem to double, becoming two Time Trappers. An instant later, the image will become a single figure again, one which will remain motionless in Sensor Girl's room.

As soon as any Legionnaire enters the room, the Time Trapper will begin to speak. (Note: since the Time Trapper is only infinitesimally behind the Legionnaires in time, he is constantly "catching up" to them, keeping him in an acceptable time frame to see, hear, and respond to them. Only actual physical contact with the Trapper is impossible.) Once he begins his initial speech, the Time Trapper will continue speaking, regardless of the Legionnaires' actions. The GM could play this for all it's worth, speaking in a low, cruel voice with a hint of laughter behind it.

*"Greetings, mortal(s). You may recall that to everything there is a season, and a time to every purpose under heaven. Now is the time for my purpose. Indeed, soon... very soon... all eternity will be the time for my purpose.*

*"And so the final game now begins. The prize is all of time and space. Already the shape of history is altering to suit my will. If you doubt my power to do this, behold the volume I have brought you. The opening move is yours, White. Play it as you will but frugality and caution are virtuous. In four moves, all of time is mine!"*

**NOTE:** The volume to which the Time Trapper refers is the new copy of **The Three Musketeers** which rests on Sensor Girl's bed.

The Time Trapper will pause for a moment, waiting for a chance to throw any final taunt at the Legionnaires in response to their actions or remarks, before time travelling back to his headquarters at the End of Time.

Play now proceeds with Encounter 2.

## Encounter 2: Does Anybody Know What Time It Is?

### Setup

This is not a specific, action-oriented encounter, but rather a collection of information for the GM to use when the Legionnaires begin to react to the Time Trapper's message.

### Player Information

*In the wink of an eye, the ominous purple-hooded figure of the Time Trapper disappears from sight. Sensor Girl is nowhere to be found, indeed all that remains to recall this disturbing occurrence is a small, slightly tattered and leather-bound volume which rests on Sensor Girl's bed.*

### GM Information

The book which the Time Trapper left behind is entitled *A True History of the Three Musketeers* by Alexandre Dumas. Published in Paris, France in 1850 "by permission of the Imperial French Government," the volume tells of the founding of the Greater French Empire by four Characters named Aramis, Athos, D'Artagnan, and Porthos. The work, which describes the conquest of Europe by France in the years 1632-1650, appears to be a serious piece of historical writing, not a romance or historical novel.

Scientific analysis of the book itself will only certify that the book is genuine. It was actually published in Paris, France in 1850, and the writings within seem to depict the historical truth... at least *an* historical truth.

The text is, of course, entirely different from that in Blok's copy of *The Three Musketeers*. Blok's book is a novel which, according to the introduction, may have some basis in fact, while the work left by the Time Trapper represents years of precise historical documentation.

If the Legionnaires happen to check Blok's book after the Time Trapper has left, they will observe the text of Blok's book literally change before their very eyes, coming to match the text of the book left by the Time Trapper. (This occurs as the wave of changes in history caused by giving the real Four Musketeers super-powers "catch up" to the thirtieth century.)

The same thing will happen if the Legionnaires consult historical records in computers and books at Legion Headquarters. To emphasize the point of the time-shift, the records will change even as the heroes read them and will tell of the foundation of a great French Empire in the period 1632-1650 under the leadership of four adventurous soldiers of fortune who were rumored to be invincible on the battlefield.

Subsequent changes in history (post-Musketeer era) will be drastic, although the Legion and the thirtieth

century will seem secure: history will appear to return to "normal" by the year 2008, with the founding of the United States as an independent democracy in the New World.

Brainiac 5 will be available to aid the Legionnaires in their investigations. Brainiac 5 can (at GM discretion) offer the following hints and suggestions. (Give the Legionnaires only the amount of help they need: clever Players should come to most of these conclusions on their own.)

- 1.) *"Natural law and all that is currently known about time travel physics state that the past cannot be changed. However, what is occurring seems to be concrete evidence that the past can be changed."*
- 2.) *"There is no way we can be certain that the thirtieth century will remain secure: if these changes in history are coming forward as a kind of 'wave of change,' some portions of the wave may be moving more rapidly than others."*
- 3.) *"If history is indeed changing, the most likely place to look for a solution is at the historical location of the earliest noted change: Paris, France, in the spring of 1632."*
- 4.) *"Our newly-constructed Legion Time Bubble can easily accomodate up to six Legionnaires and could travel as far back as that date."*
- 5.) *"If the Legion does go back to Paris, circa 1632, it would be advisable to take some precautions to hide the real nature of the visit as well as any indications of being from the future. The people of that time would hardly be prepared for the concept of time travel, super-powers, or space aliens. For even one Legionnaire to merely reveal his or her true identity could potentially change history even more than anything the Time Trapper has done."*

The best method of travelling back to France in 1632 is via the Legion Time Bubble. Once the Legionnaires decide to use the Time Bubble, the GM should be sure to stress its number of available Uses. Brainiac 5 can explain that unfortunately his experiments to perfect the Time Bubble have drained all other available Time Travel power for the time being and the already-observed effects of the Time Trapper's historical alterations prevent the Legionnaires from travelling to their own futures to get more.

If Dream Girl successfully attempts to use Precognition to see the future of Sensor Girl and/or the Legionnaires (OV/RVs: 26/26, Trapper's INT), read whichever of the following texts is appropriate.

#### • Sensor Girl's future:

*Sensor Girl is lying on a table or bed. Her surroundings are very vague; they alternate in and out; they could be any time or place, or even no time or no place. A purple hooded figure is attaching electrodes to her head and immense machinery is being activated. Sensor Girl's form grows limp and a mysterious crystal lying on a table next to her begins to glow.*

#### • Legionnaires' futures:

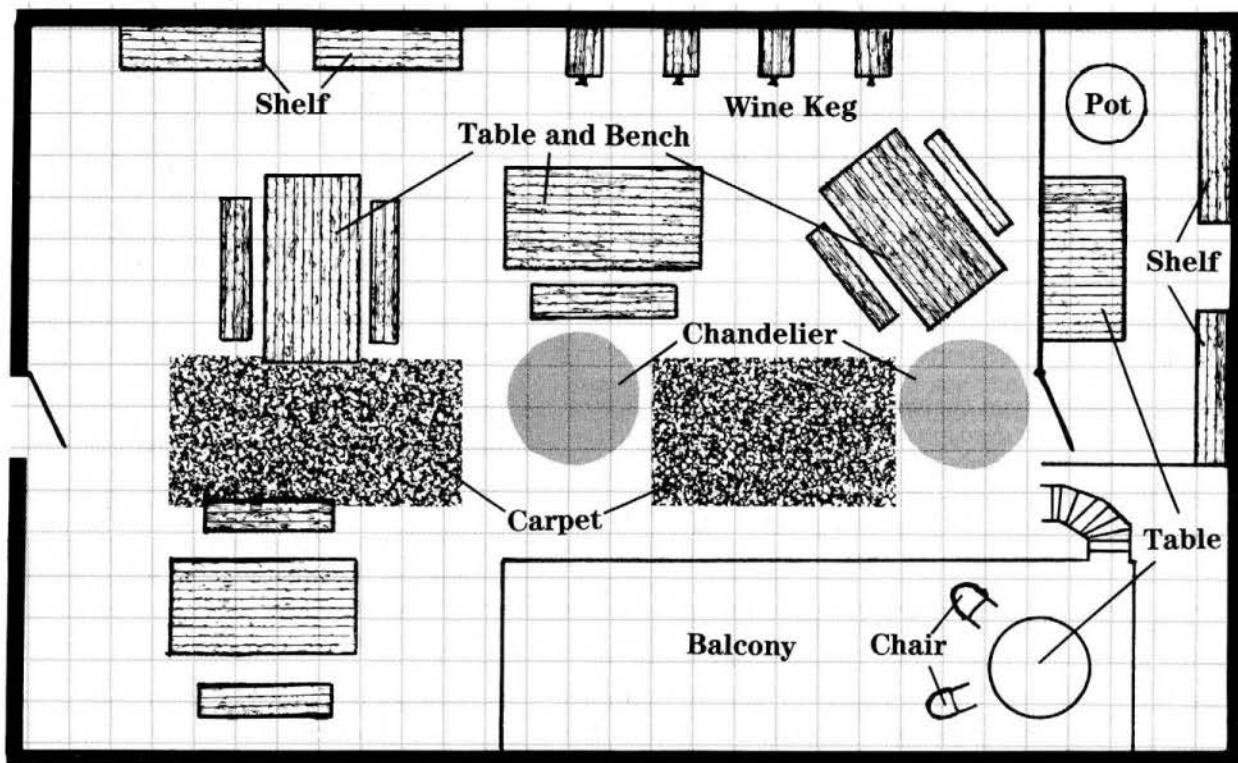
*An enormous figure wearing a seventeenth century military uniform, a tunic, rapier, large boots, and a floppy hat with feathers, swings on a chandelier into Cosmic Boy's face, while other similarly-dressed figures engage in a massive brawl inside a murky tavern. Outside, a great star disappears from the sky, a massive*

## The Tavern (Encounter 8)

One Square = Two Feet

Balcony Height = Ten Feet (0 APs)

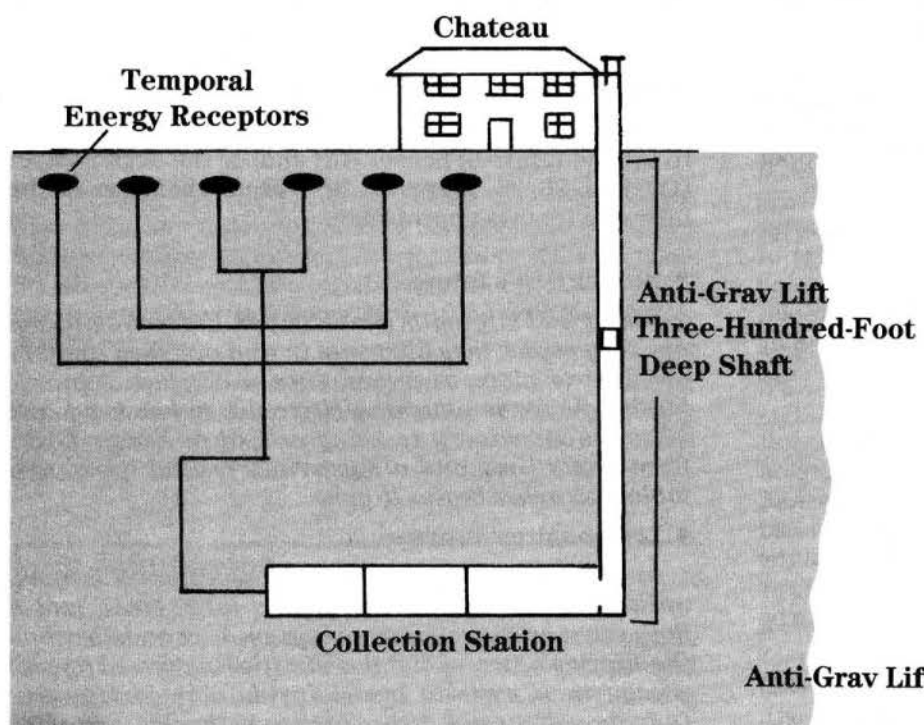
Ceiling Height = Forty Feet (2 APs)



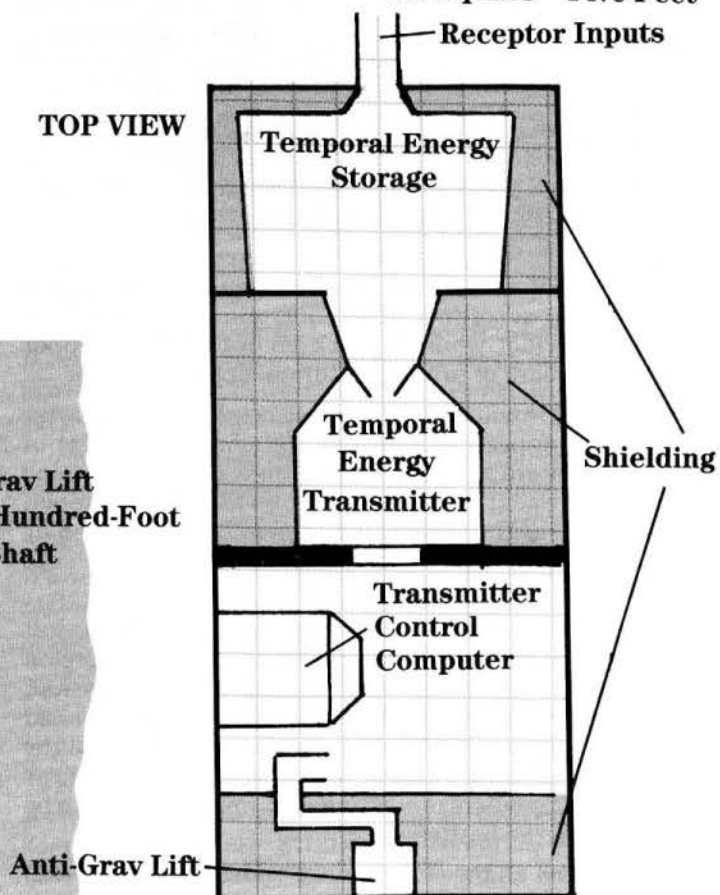
## Chateau d'Univers (Encounter 9)

One Square = Five Feet

SIDE VIEW

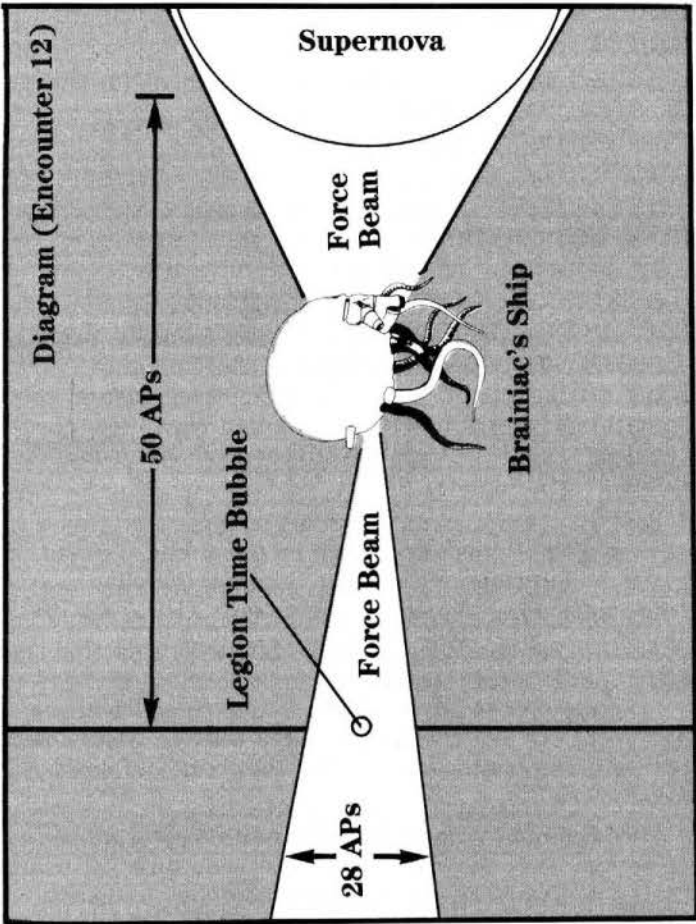
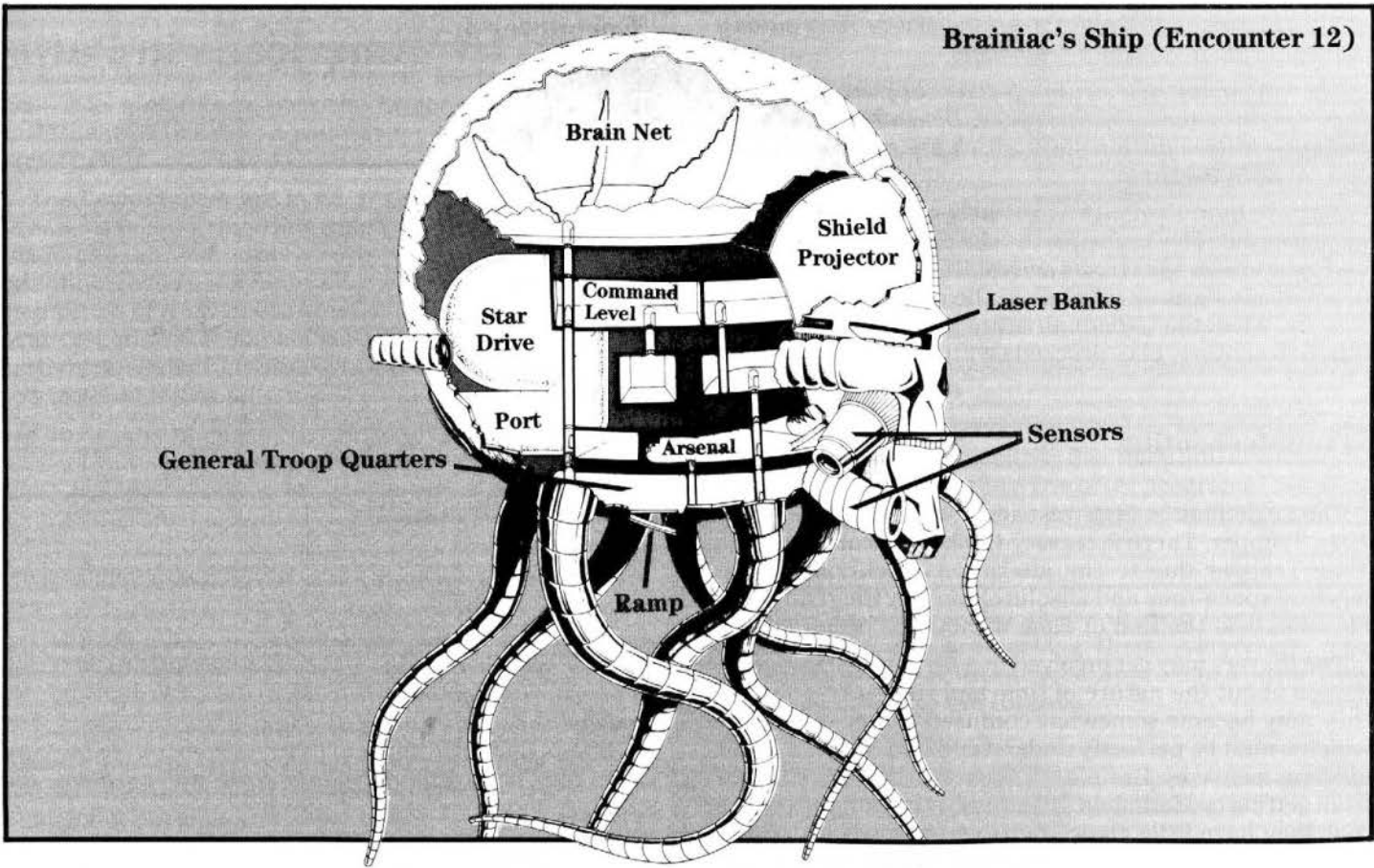


TOP VIEW

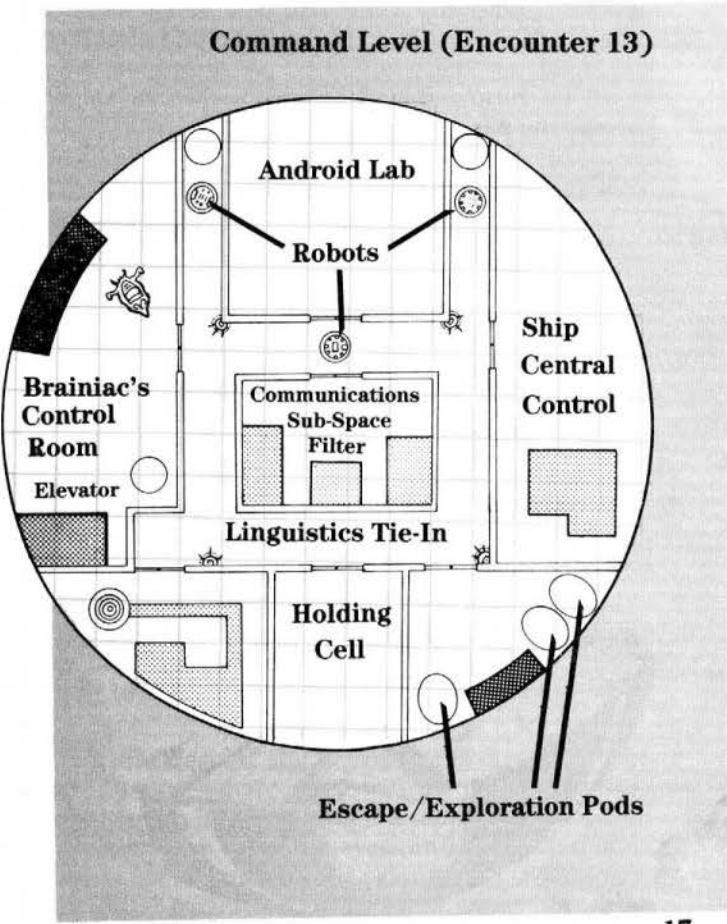




Brainiac's Ship (Encounter 12)



Command Level (Encounter 13)



skull appears in its place, and the Milky Way galaxy explodes into a thousand fragments.

Then the image of a strange fortress appears, floating, it seems, in a sort of netherspace. Beneath it swirls the light of a billion billion stars which are ever moving yet ever remain the same.

Any other Precognition attempts will prove unsuccessful. The Legionnaires should decide on a date and location for time travel arrival. They might wish to set down inside Paris or perhaps in the countryside outside the city. When the Legionnaires are prepared to leave the thirtieth century, play proceeds with Encounter 3.

## Troubleshooting

The Legionnaires may waste time trying to pursue the Time Trapper. There is no way the Legion can track the Time Trapper due to the alterations occurring in the fabric of space-time and absolutely no way they can enter his domain at the End of Time without his permission.

The Players may get involved in a serious discussion or debate about the nature of time and time travel and/or they may become somewhat confused, either or both of which would be perfectly understandable. The GM could use comments by Brainiac 5 to keep the Legionnaires from getting too far afield. Eventually, they should realize that they have little choice but to go to Paris in 1632, if only to find out what actual changes have occurred.

No other superhero help is available. All other Legionnaires are on other missions and in reality, this one could turn out to be just another wild goose chase; one can never tell with the Time Trapper. Attempts to recruit other Legionnaires from the past would fail as Brainiac 5 will point out there would be no guarantee the heroes could be returned and failure to return them could change the past.

## Encounter 3: Americans in Paris

### Setup

The Legionnaires have decided to time travel to Paris, France in the seventeenth century, preferably around the year 1632 in the spring or summer. The Player Information assumes the Legionnaires have made their ways to the heart of the city without being detected as "unusual" persons. If they are discovered earlier, see Troubleshooting and proceed with Encounter 4.

### Player Information

*All that romantic flair about Paris in the springtime is completely overrated... at least if it's springtime in 1632 AD. The odors on the way to the Ile de la Cite, the heart of the city, are nearly overwhelming. It takes only a few unpleasant experiences to learn to duck when people toss garbage and waste water out of upper story windows onto the streets and even fewer to learn to move out of the way when any horse-and-carriages come riding down the street.*

*From the center of the town rises the roar of a huge crowd, sounding nearly like a riot in progress. Across the main square between the Palais de Justice and Notre Dame is the source of these sounds: several thousand people are screaming and cheering as they prepare to hang a strikingly beautiful lady from a hastily-erected scaffold.*

*Several soldiers wearing the uniform of the King's Musketeer Regiment are on the fringes of the crowd, laughing and cheering.*

### GM Information

Blok can recognize the woman whose life is about to end (OV/RV: 2/2); she is Milady de Winter from the original version of *The Three Musketeers*. The fact that she is being strung up by a mob is concrete evidence that something is terribly wrong. Blok can recall (no check required) that her execution, although she is a villainess, is a change in history.

Both Blok and Cosmic Boy will recognize that this sort of mob violence, as unopposed by the soldiery, is out of place in a city where the great Cardinal Richilieu reigns supreme as First Minister to King Louis XIII.

A few questions of the excited rabble will reveal that the object of the mob's attention is, in fact, Milady de Winter, "a spy for that traitor to France, Cardinal Richilieu." Any local can tell the Legionnaires that de Winter was exposed as a traitor and spy by "the great and powerful musketeers."

The Legionnaires may choose any one of several courses of action. They may decide to intervene directly, using their powers to stop the execution. Any obvious display of





super-powers will bring two immediate reactions: several hundred people in the crowd will scream *"Witches! Demons! Destroy them!"* and merrily lead nearly half the crowd in a charge against the Legionnaires. The more intelligent in the crowd will flee for the alleys and side streets.

The Legionnaires are in no danger from this crowd; a greater danger is that they will accidentally kill someone while defending themselves. The Legionnaires will have one round before the first hundred of the mob close in on them. The heroes should be able to formulate a plan to scare or chase off the mob quickly. As soon as any Legionnaire has demonstrated super-powers, play proceeds with Encounter 4.

The Legionnaires may decide to prevent the execution surreptitiously. For example, Mon-El could simply use Heat Vision to burn through the noose at the critical moment. If the Legionnaires keep their powers hidden, whether or not they prevent the execution, play proceeds with Encounter 5.

## Troubleshooting

The GM might need to improvise a little if the Legionnaires choose to land outside of town. Basically, Paris is a walled city which has regiments of guards at the gates. Soldiers are armed with rapiers (EV: 4) and one-third of them carry muskets (EV: 3). The Parisian streets are full of vendors, merchants, beggars, painted ladies, thieves, and occasional aristocrats who would just as soon ride down such rabble as look at it.

If the Legionnaires reveal their powers before reaching the center of the city during potential encounters with these locals, play should immediately proceed with Encounter 4.

The Legionnaires may wonder about a problem in speaking the language. However, the Legion Telepathic Ear Plugs will solve the problem for them. As long as the Legionnaires move their lips somewhat while using the ear plugs, the locals will "hear" the Player Characters normally. Alternately, any Player Character with Languages could speak for the team.

If the Legionnaires have revealed their powers, play proceeds with Encounter 4. Otherwise, play proceeds with Encounter 5.

## Encounter 4: The King's Bishop

### Setup

The Legionnaires, having displayed their super-powers in the center square of Paris, France in 1632, learn to face the consequences.

### Player Information

*Six men wearing bright red uniforms, large plumed hats, and sporting rapiers on their belts traverse the*

*cobblestoned streets of the city, quickly approaching the Legion.*

*"You there!" shouts one burly, goateed fellow at the head of the group. "Come here. Come here at once!"*

*The gentleman is obviously one of the Cardinal's Guard, a regiment loyal to Cardinal Richilieu and noted for its unfriendly rivalry with the King's Musketeer Regiment. If his overstated uniform did not place him as one of the Guard, his brash and surly demeanor most definitely would.*

## GM Information

The Legionnaires may either flee, duck into a building in an attempt to change their Distorter programs (perhaps to make themselves look like King's Musketeers), or go see what the Cardinal's Guard wants.

If the Legionnaires flee, they will soon learn that the Cardinal's Guards are seeking them everywhere. The Legionnaires will constantly be approached until they acquiesce to talk to the Guards.

If the Legionnaires change their appearances to those of the King's Musketeers, read the following:

*The Cardinal's Guards react immediately to such new appearances. "What ho! King's men, eh? Come learn some manners, oafs!" With these words and several shouted curses, the Cardinal's Guards draw their rapiers and charge.*

The battle is likely to be short, with the Legionnaires emerging the victors. In such a case, play proceeds with Encounter 6. Otherwise, continue below, omitting the next paragraph.

If the Legionnaires go to see what the Cardinal's men want, read the following:

*In a brusque and assuming manner, the Guard says, "His Eminence, Cardinal Richilieu, First Minister of France, will see you immediately at the Palais de Justice. Come with us."*

While the Cardinal's Guard doesn't know what the Cardinal wants with the Legionnaires, he does know and will frankly tell the Legionnaires (following two RAPs on a Persuasion attempt) that the Cardinal has issued standing orders that anyone demonstrating "unnatural talents" is to be brought before the Cardinal at once.

The Guard himself thinks the Legionnaires are probably witches, warlocks, or demons. If the Legionnaires engage the Guard in conversation, they can learn that *"all the devils of hell are loose in Paris, now that the King's Musketeers are using sorcery and all manners of black magic."*

The Guard will escort the Legionnaires directly to the Palais de Justice, where they will be ushered before Cardinal Richilieu. The Cardinal is a tall, thin man with a sharp, angular face, piercing eyes, and soft yet deadly mannerisms. He will invite the Legionnaires to sit down, offer them wine, pass some pleasantries about the spring weather, and then get down to business.



*"Certainly you must know, my magical friends, that my spies are everywhere and they have informed me of your unique talents. Talents which could well be put to use in the service of our lady France. Please, tell me how you came to acquire such marvelous gifts."*

Richilieu will be persistent in his questions, intelligently probing the Legionnaires' answers but at no time will he be accusatory. He does not for a moment believe the Legionnaires to be witches or sorcerers.

If the Legionnaires are at all reasonable and cooperative, Richilieu will ask them if they are loyal to France and are willing to do their country a great service. If the Legionnaires state they are willing to help France, Richilieu will reveal the following facts (otherwise, the information may be gained via normal RAPs of Knowledge from an Interrogation or Persuasion attempt).

- 1) Paris is in turmoil. A handful of the King's Musketeers, four of them to be precise, have acquired unusual abilities, somewhat like the abilities displayed by the Legionnaires. The populace at first thought them demons or warlocks but have since adopted them as popular heroes.
- 2) The Musketeers, enemies of the Cardinal, have exposed one of his agents, Milady de Winter, and aroused popular sentiment against the Cardinal himself.
- 3) Without a secure political base, the Cardinal's great mission, the liberation of France from encirclement by the Hapsburg Empire, will prove impossible. France will remain a minor power, dominated by Spain and the Holy Roman Empire, a completely unacceptable outcome.
- 4+) For this reason, some great agents of France must be found to deal with these four Musketeers and the Cardinal believes the Legionnaires are the people who can do it.

*"I should think a sound public defeat sufficient to quiet these traitors. Mesdames et Messieurs, the fate of our lady France is in your hands. Will you help her?"*

If the Legionnaires agree to assist Richilieu, he will tell them the Musketeers can usually be found in a tavern not far from the main square and will urge them to go there at once. Play then proceeds with Encounter 7.

If the Legionnaires refuse to help Richilieu, he will have them forcibly ejected from the Palais de Justice (Palais Guards have threes in all Physical stats, twos in all Mental and Mystical stats). From this point on, the Cardinal's Guards will keep constant surveillance on the Legionnaires and will intervene should conditions get out of hand. Play now proceeds with Encounter 5.

## Encounter 5: Popular Heroes

### Setup

The Legionnaires have either been successful in not revealing their super-powers or have refused to assist Cardinal Richilieu in his quest to advance the cause of

France. In either event, the Legionnaires find themselves in the Parisian center square at some point during or after the attempted execution of Milady de Winter as a drunken local peasant approaches the hero group.

### Player Information

*A drunken wretch, delighting in Milady de Winter's obvious peril, approaches the Legion. "Ah, good Parisians," he calls, slurring his words badly, "a shame, is it not, that the greatest of the King's men are not here to share in the triumph of justice?"*

### GM Information

The peasant's drunken comments should encourage the Legionnaires to start up a conversation. If they don't, the man will continue, singing the drunken praises of *"the invincible Aramis, Athos, and Porthos, who route the Cardinal's Guards and defend poor folk from the thievery of the rich."* If necessary, the GM could ad-lib other townfolk discussions which hint at the presence of the Four Musketeers, covering such topics as the recently-stolen diamond studs (which the Musketeers retrieved), the increased trouble in the bars from *"those four rambunctious hooligans,"* etc.

If the Legionnaires successfully Interrogate this man or any other town local, they can learn the following with regard to indicated RAPs:

- 1) *"Oui, those Musketeers have grown to be very powerful and very popular heroes in these parts. His majesty the Cardinal's prestige is at an all time low and the Cardinal's Guards scarcely dare to show their faces in the streets."*
- 2-3) *"One would think the Musketeers couldn't be defeated by mortal men. They will surely lead our lady France to glory."*
- 4+) *"Why, even now, the four are at the tavern a ways down the street, more than likely planning their next move toward the glory of good King Louis XIII."*

The man (or other local) can show the Legionnaires the way to the tavern wherein reside the Four Musketeers. When the Legionnaires go to the tavern, play proceeds with Encounter 7.

## Encounter 6: All for One and One for All!

### Setup

The Legionnaires, preferably disguised as King's Musketeers and having defeated the Cardinal's Guards, are approached by a rather rowdy, but imminently likable, person.

## Player Information

*From around a nearby cobblestone home emerges a rather portly, richly-dressed man who greets the group with a wide, smiling face. The man wears a grand and elaborate wig, a gaudy plumed hat, and sports a bejeweled sword hilt and the tunic of the King's Musketeers.*

*"Hail and well met, fellows!" the gentleman calls. "And the Devil take those red coated ones! Nicely routed, sirs, nicely routed! Come and let me offer you refreshment after a good round of work. My name is Porthos. I and my companions welcome all enemies of the Cardinal's Guards and all true friends of France."*

*Porthos's beautiful speech is only partially ruined by the enormous belch with which it concludes.*

## GM Information

The speaker is indeed Porthos, who has stepped out from a nearby tavern for a breath of fresh air before returning to his vigorous labor of eating and drinking. Porthos is always ready to extend friendship, at least initially, to anyone who will oppose the Cardinal's Guards. Porthos has just invited the Legionnaires to join him in the tavern, where the heroes will meet Aramis, Athos, and D'Artagnan.

The tavern itself is little more than a simple large room. Along one side are some shelves with cups and plates and several huge kegs of wine. Large wooden tables and chairs are scattered across the room. A single door leads to the kitchen; serving girls occasionally interrupt their dalliance with the customers long enough to come and go through the door with bowls and plates of food.

The greeting the Legionnaires receive depends in large measure on the physical appearances of Dream Girl or Shadow Lass. If either has retained a female appearance which is at all attractive, catcalls will begin as soon as the ladies enter.

*"Zounds, Porthos! What bounty of Venus have you brought us," one slightly drunken Musketeer (Athos) calls. "Come hither, my lovely wenches, and taste the finest wine in Paris with me - the wine of love!"*

*"Fair damsels," another Musketeer intervenes, "please excuse the lack of manners of my friend Athos. My name is Aramis and I fear the events of the day, the trouncing of several of the Cardinal's Guards and the hanging of a spy, have so o'er-heated his blood as to affect an otherwise most courteous disposition."*

Porthos will regale the Musketeers with the story of the Legionnaires' fight with the Cardinal's Guard, embellishing the tale considerably and eventually giving himself the starring role. The Musketeers will then proceed to eat and drink with the Legionnaires, while all three continue to outdo one another in their attempts to attract the favorable attention of any nearby females.

Eventually, D'Artagnan, silent until now, will no longer be able to contain his jealousy of the newcomers and will viciously insult any Legionnaire to whom Dream Girl has as much as said a kind word. After hurling his insult, the red-haired, fiery Musketeer will shout, "Sirrah, defend

*yourself!"* draw his sword, and move on the "offending" Legionnaire.

Play should immediately proceed with Encounter 8.

## Troubleshooting

If Dream Girl and Shadow Lass have completely disguised any female appearance, the Legionnaires' initial reception will be slightly less friendly and enthusiastic. However, D'Artagnan will soon become so jealous of any Legionnaire who is near Dream Girl that he will be provoked to insult and attack. When he does, the brawl will begin and play should immediately proceed with Encounter 8.

## Encounter 7: The Tavern

### Setup

Use this encounter when the Legionnaires go to the tavern coming from either Encounter 4 or Encounter 5.

## Player Information

*The sound of raucous partying carries from this quaint little tavern for nearly a block. Inside the tavern, along one side, are some shelves with cups and plates and several large kegs of wine. Large wooden tables and chairs are scattered across the room. A single door leads to the kitchen. Serving girls occasionally interrupt their dalliance with the customers long enough to come and go through the door with bowls and plates of food.*

*Numerous men inhabit the tavern and are drinking, carousing, cursing, gambling, and laughing. Four of the men are conspicuously leading this revelry...four men in the uniforms of the King's Musketeers.*

## GM Information

The four men are Aramis, Athos, D'Artagnan, and Porthos. The greeting they and the rest of the crowd give the Legionnaires depends largely upon the physical appearances of Dream Girl and Shadow Lass. If the ladies have retained any semblance of attractive, female appearances, the catcalls will begin as soon as they enter. Read the following to the Players:

*"Zounds, Sirrahs!" Athos will shout in a slightly drunken manner. "What Venusian beauties have come to my presence? Approach, my lovelies, and learn what ecstasy love can truly be with the romance master of all m'lady France!"*

*"Monsieurs et mesdames," another gentlemen interjects, "I beg you excuse the lack of manners of my friend,*

*Athos. I fear the events of the day, the trouncing of several of the Cardinal's Guards and the hanging of a spy, have so o'erheated his blood as to affect an otherwise most courteous disposition. Allow me to introduce to you someone more presentable. I am Aramis and these are my companions, Athos (whom you already know), young D'Artagnan, and the broad and bawdy Porthos."*

Porthos will then approach, belch, and begin regaling one and all with a story of his latest fight with the Cardinal's Guards, a tale in which he is nothing less than super-heroic. All the time he expounds upon the tale, Porthos will look at the Legionnaires in a joking but suspicious, even antagonistic, manner, seeming to measure-up the newcomers. The Musketeers will proceed to eat and drink with the Legionnaires, while Aramis, Athos, and Porthos will continue to outdo one another in their attempts to attract the favorable attentions of any nearby females.

Eventually, of course, D'Artagnan, silent until now, will no longer be able to contain his jealousy, and will viciously insult any Legionnaire to whom Dream Girl has said as much as a kind word. After hurling his insult, the fiery, red-haired Musketeer will shout, "*Sirrah, defend yourself!*", draw his sword, and advance on the Legionnaire he insulted.

Play immediately proceeds with Encounter 8.

## Troubleshooting

If Dream Girl and Shadow Lass have completely disguised any female appearance, the Legionnaires initial reception will be even less friendly. D'Artagnan will be even more prone to insult and attack any Legionnaire to which Dream Girl shows friendship. When he does, the brawl will begin and play should proceed immediately with Encounter 8.

## Encounter 8: The Brawl

### Setup

The Legionnaires, provoked by insult from the young and brash D'Artagnan, find themselves in the midst of a free-for-all with the Musketeers.

### Player Information

*Suddenly and with blinding speed, D'Artagnan is charging, screaming at the top of his lungs, rapier in hand. Porthos, sprawled unceremoniously over a bench, lets fly a wine mug. Athos is screaming even louder than D'Artagnan. And Aramis is nowhere to be found.*

### GM Information

In the first round, D'Artagnan, sword in hand, will attack the male Legionnaire physically nearest Dream

Girl. He will not, however, use the sword; he will simply bash at the nearest Legionnaire with its hilt. (If the Legionnaire is armed with a sword, then D'Artagnan will not hesitate to use his own sword to greatest effect.)

Porthos will throw mugs of wine at any likely target (EV: 2; successful attack creates -1 AV Column Shift for next four rounds to wine-coated target as the wine dries and becomes quite sticky). Athos will attack with Phobia and Aramis (who has already activated his Superspeed) will move to block the exit.

The rest of the tavern customers and servants will scatter for cover and can be ignored for the rest of the encounter unless the GM feels the Legionnaires begin to win the battle too easily, in which case any number of onlookers could enter the battle on the Musketeers' side (such combatants should be considered normal humans with statistics of 2 in every Attribute).

Each Musketeer has a preferred method of attack. Athos uses Phobia to frighten a foe and Repulsion to keep opponents' sword blades from striking him. Porthos delights in performing Acrobatic stunts such as jumping to the balcony, swinging from the chandeliers, using Growth on the fall down, and landing on a foe.

Aramis prefers to use his Superspeed to outpace an opponent, so much so that he will stop long enough to offer an unarmed opponent a sword. D'Artagnan's favorite offense is to walk through the air to get a good angle of attack and carefully observe an opponent's use of any strange powers which D'Artagnan could Mimic to his own advantage.

By all means, the GM should take very opportunity to have carpets yanked out from under Player Characters, shelves toppled on them, mugs fly through the air, tables and benches flip, and so on — the wilder this encounter the better. The GM is advised to play this brawl for the maximum comic effect.

At all times, Musketeers will continue the insidious, teasing banter, shouting insults at the male Legionnaires, reassuring the females (if recognized as such) that they will be safely rescued, bragging about their own prowess. Depending on how the Legionnaires react to this pseudo-combat, the GM might not want to miss any opportunity for sight gags, having Porthos make his Catastrophic Clumsiness check at a carefully timed moment.

Eventually, the Legionnaires should win the fight. The Musketeers, while their powers may initially surprise the Legionnaires, are no match for the heroes.

Once roused from unconsciousness, the defeated Musketeers will approach the Legionnaires with a new respect and genuine friendliness. They will, in fact, be more than happy to answer any of the Legionnaires' questions. If asked the right questions, the Musketeers will give out their Knowledge information listed in the Non-Player Character section.

The Musketeers do not know the name of the "dark stranger's" friend but they can take the Legionnaires to the chateau where the friend is staying (Encounter 9). They will not, however, venture into the chateau with the Legionnaires for they fear that inside there is some form of ungodly evil.

If any of the Players knows the story of *The Three Musketeers* well enough to know about a set of stolen



diamond studs, the Musketeers will reveal that Porthos sold the set to the dark stranger's friend for drinking and gambling money.

Play now proceeds with Encounter 9.

### Troubleshooting

The Legionnaires may try to learn exactly when the "dark stranger" gave the Musketeers their new powers and then time travel back to that date and prevent the Musketeers from attaining those powers. If the Legionnaires plan to do this, one of the Musketeers (probably Porthos) will say, "*Zounds! Have you the power to change the past? A most frightening thing, indeed, to meddle with history!*"

If the Legionnaires persist with this plan, as they enter their Legion Time Bubble (or initiate any other form of Time Travel), they will find themselves unable to Time Travel within France due to the Trapper's alterations in the space-time continuum. The Legionnaires can Time Travel to other eras and locations but can only visit this period of France's history.

Play should now proceed to the chateau of the "dark stranger's friend," Encounter 9.

In the unlikely event the Musketeers defeat the Legionnaires in the barroom brawl, the Musketeers will be impressed with the bravado and fighting prowess displayed by the Legionnaires and will befriend them with the previously stated information. Play then proceeds with Encounter 9.

## Encounter 9: Le Chateau d'Univers

### Setup

The Legionnaires have decided to examine the chateau of the "dark stranger's friend" located on the outskirts of Paris.

### Player Information

*The Musketeers called this place "Le Chateau d'Univers" and said the "dark stranger's friend" lived here. They were also far too afraid to come inside, fearing that the place housed some sort of great, bewitching evil.*

*From the outside, the chateau appears to be nothing more than a typical, small seventeenth century French stone house. A path leads past a small garden up to the doorway and a low stone fence surrounds the property.*

### GM Information

There is nothing unusual in the chateau itself except for an anti-grav lift entrance located in the fireplace (OV/RVs to detection of this are at 5/5). The chateau shows signs of current occupation: food is stored in the pantry and the kitchen has been used recently.

The Legionnaires may use their vision powers to scout the chateau from the air. If so, they can see rows of

high-tech energy receptors planted throughout the grounds about six feet beneath the earthen surface. These are connected by highly-shielded energy conduction cables to an inertron-shielded structure three-hundred feet below ground.

The structure is fifteen feet high, thirty feet wide, and seventy feet long. The only access to the structure is down the three-hundred-foot anti-grav lift which opens into the large fireplace in the chateau living room (no check needed if using a vision power).

The Legionnaires can easily dig up one or more of the energy receptors, which are large, flat, grooved discs having a shielded cup-shaped receptacle on the bottom. The receptacle attaches to the shielded conductor cables. Characters with Gadgetry or Scientist skill can analyze a receptor (OV/RV: 12/12) with the following results:

#### RAPs Information

- 1-2: The receptor is not a standard energy receptor, like a solar panel. It is instead a receptor for temporal energy. The conductor probably leads to a storage and containment center.
- 3-6: The receptor is presently active; there is obviously a strong source of temporal energy in the immediate area.
- 7-8: Vast quantities of temporal energy are being gathered and stored in the inertron-shielded structure below.
- 9+: The source of the temporal energy is the present-day, seventeenth century Paris. The historical "change" and the energy source for these temporal displacements derive from the powers given the Four Musketeers.

The Legionnaires can enter the anti-grav lift shaft through the chateau fireplace in the living room. The lift is only large enough for one Legionnaire to enter it at a time and takes about two minutes to slowly descend and then return. Legionnaires may use the lift or simply smash through the lift flooring to fly down the lift shaft. Inertron shielding below prevents even powered hearing from detecting any sound at the bottom of the shaft.

The lift shaft opens into a narrow, round, winding tunnel which has large mirrors at each turning point. The tunnel is only broad enough for single file access. Any activity in the lift shaft will have activated an automatic alarm. Universo will be waiting at the end of the winding tunnel and will be using the mirror system to scan the entire tunnel.

As the first Legionnaire enters the tunnel, Universo will use the mirror system to provide a direct line of sight and attempt to hypnotize the Legionnaire. Successful use of this power requires only one round but only the lead Legionnaire can be hypnotized as this Legionnaire's body blocks the required line of sight to others following behind and Universo does not want to make the other Legionnaires suspicious by having the lead Character do something unusual (like bending over or running ahead of the group so Universo can acquire another line of sight).

If the hypnotism is successful, Universo will suggest to the Legionnaire that as soon as he leaves the tunnel, the Characters following him/her will be members of the Legion of Super-Villains pursuing him/her with murderous intentions. Universo's goal is to have the lead hero step out of the tunnel into the control room, then turn and battle the other Legionnaires.

If one or more Legionnaires are following directly behind the first one to enter the tunnel, they will be able to see Universo's face reflected in the mirrors for a few instants (roll for Perception Check normally). Universo will be clearly recognizable and the Legionnaires can respond appropriately.

In case of a battle in the control room, Universo will try to use the first hypnotized Legionnaire to occupy the efforts of the remainder while he hypnotizes further victims. His first choice of victims is Mon-El, followed by Cosmic Boy, then others as opportunity arises.

At OV/RVs of 6/6, Cosmic Boy can detect a weak electromagnetic field being generated by the control computer and much stronger fields coming from beyond the control room doors. These stronger fields are used to contain the temporal energy in the transmitter and storage areas.

If Cosmic Boy draws upon these fields, he will be able to weaken and reshape them, blowing out the transmitter control computer and allowing instantaneous release of the stored cosmic energy (OV/RVs to this attempt are at 45/45, as the area is shielded with inertron but Cosmic Boy will receive the 20 AP benefit of the surrounding electromagnetic fields). If this happens, read the following:

*There is a blinding flash of white light, an unbelievable roaring sound, and then images begin rushing by in startingly rapid succession. Armies drive across bizarre plains, fighters, planets, even galaxies whirl through the event-filled void in dazzling display. Then, just as suddenly, all is darkness.*

Should this occur, play proceeds with Encounter 16. Otherwise continue play with the following.

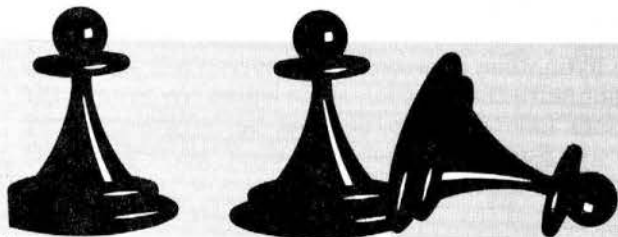
If the Legionnaires manage to win the battle with Universo without releasing the stored temporal energy and destroying the control computer, the Time Trapper will have a message waiting for the heroes on the control computer. Any activation of the computer (mere physical contact is sufficient) will reveal this message immediately:

Congratulations on your opening move, P-KB4.  
My response is: P-K3:

*Three Kings wander from afar  
But cannot find their beloved star.*

An excellent move, don't you agree? See you later — or earlier, as the case may be.

Player Characters with Gadgetry or Scientist skill may analyze the entire computer storage facility at OV/RVs of 30/30. The computer, if operational, may assist in this analysis. It has a Time Travel Physics program rated at 20 APs; any Gadgeteer or Scientist attempting analysis in collaboration with the Time Travel Physics program may add the APs of the program to his or her respective skill APs (up to double the original rating). Results of the analysis are as follows with respect to indicated RAPs:



- 1-2: This facility is a temporal energy storage and transmission center. The temporal energy stored here is being transmitted to another time.
- 3-6: This facility was recently constructed. The energy it is gathering was released when the Four Musketeers began changing history with their new-found powers.
- 7-8: The target point to which the energy is being transmitted is located at the End of Time.
- 9+: The changes in history caused by the Four Musketeers will not be permanent. (If he or she feels so inclined, the GM may wish to explain the "wave of change" theory proposed in the GM's Background.)

The computer also contains several advanced Astronomy programs. Any Legionnaire with Scientist skill can deduce that a supernova occurred in 4 BC, according to Oriental astronomical records. The computer can easily calculate the date of the supernova and the location (Earth, Judea) in time and space from which it would have been visible on Earth in 4 BC.

At the conclusion of this encounter, the Legionnaires may choose between several options. If they choose to time travel to Judea in 4 BC, play proceeds with Encounter 11.

If the Legionnaires travel directly to the space-time coordinates of the supernova, play proceeds with Encounter 12. If the Legionnaires attempt to travel directly to the End of Time, play proceeds with Encounter 10.

If Universo defeats the Legionnaires, he will transport the group to Judea in 4 BC as per the Time Trapper's instructions. Play then proceeds with Encounter 11.

## Troubleshooting

The Legionnaires may win the battle, avoid releasing the temporal energy, but still destroy the computer. In this case, Universo can verbally provide the message for the Legionnaires normally given by the computer, in addition to the information listed in his description in the Villains section. This would require a Persuasion or Intimidation attempt but Player Characters would receive a -2 Column Shift to both OV and RV since Universo would be so perplexed at having been defeated.

## Encounter 10: To The End of Time

### Setup

The Legionnaires have decided to travel to the End of Time, pursuing clues obtained at Chateau d'Univers or the spaceship in Encounter 12. Normally, such a trip would not be possible, as the Time Trapper dwells at the End of Time and has sealed it off from all time travellers.

However, the Time Trapper, having foreseen the possibility that the Legionnaires might discover enough about his plan to come to the End of Time, has decided to



allow the heroes to enter his End of Time fortress, where he and Darkseid will confront them.

## Player Information

*The attempt to travel to the End of Time seems foolhardy, even hopeless, as it seems obvious the Time Trapper would have sealed his End of Time fortress against all time travellers.*

*Yet the Time Bubble plunges relentlessly through the ages, moving forward with blinding speed as nations, planetary civilizations, galactic empires rise and fall with consequences known only to their own historians. Then comes the great barrier, the Iron Curtain of Time. As the Time Bubble races through the centuries toward a certain collision with the Trapper's barrier... the barrier opens.*

*The Bubble suddenly stops and opens into a small, green room. A single window looks out over a vast and desolate plain. About two hundred yards out onto the plain stands a towering fortress. Some workmen are making final adjustments to delicate instruments at its base. The circumference of the structure is surrounded by hundreds, perhaps even thousands, of Time Bubbles, except for a small break in the structure which seems to be the one entrance.*

*"Ah, you see," a cold voice says. "They have come. They are very good, are they not. But it is no matter. The game shall still be mine. For on my side, there stands... Darkseid!"*

*Suddenly the looming figure of Darkseid appears and blocks the doorway to the room.*

*"So, mortals!" Darkseid begins, "once again you dare to interfere with the plans of a god! Soon, you will reap the wrath of such a god!"*

## GM Information

The large fortress outside the window is the Time Trapper's Fifth-Dimensional Fortress. The workmen are readying it for its departure to the Beginning of Time.

Despite Darkseid's impressive speech, things aren't as bad as they seem. First, Darkseid will not enter Killing Combat since the Trapper has reserved that right for himself. Second, Darkseid will not use Time Travel, as what he desires is a showdown and he wants his quarry to stay where they are.

Third, Darkseid will be using his first round just to make that impressive speech. If the Legionnaires react quickly (GM's discretion) they can take actions during that round. And finally, in the next round, Darkseid will simply use Aura of Fear against the Legionnaires, as evil gods always like their victories to be as impressive as possible.

The layout of the Fifth-Dimensional Fortress is shown on the GM's map. The GM should give a complete description of each room the Legionnaires enter if they are successful in defeating Darkseid (this is of primary importance when the Legionnaires enter the Trapper's main complex which houses the temporal energy containment system, the Time Shaper, the Magna Crystal,

and the Miracle Machine). The only security inside the fortress is the Time Trapper's human soldiers, also noted on the map. All are armed solely with blasters (AV/EV: 2/8) and wear metal armor (BODY: 5).

The combat could end as soon as a Legionnaire successfully did any one of the following things:

- 1.) Shuts down the containment system which holds the temporal energy of the Infinite Man. The energy is dissipated in the nothingness of the Time Trapper's realm. (OV/RVs to this Gadgetry attempt are at 26/26, the Time Trapper's INT.)
- 2.) Destroys the Time Shaper. The device is encased in Inertron and will require a concentrated effort by possibly several Legionnaires to destroy it.
- 3.) Steals the Magna Crystal and escapes with it by means of the Time Bubble or simply destroys the gem [DEX: 0, STR: 0, BODY: 50]. To successfully accomplish this feat, a Legionnaire will first have to defeat both Darkseid and the Time Trapper.

If the Legionnaires can manage to penetrate the Fifth-Dimensional Fortress and destroy any one of its essential components before they are defeated by Darkseid or the Time Trapper, the Trapper's plans will be spoiled and victory will be the Legion's.

**GM NOTE:** As the Time Trapper allowed the Legionnaires entrance to his Fortress, he views this combat as little more than an exercise. Since his ultimate plan is to have the Legionnaires present at the Beginning of Time to witness his greatest coup, he would never allow the Legionnaires to thwart his plans at so early a point as this. As such, the GM should feel free to play both Darkseid and the Time Trapper as effectively as necessary.

If the Legionnaires are defeated, they will be taken prisoner and released in 4 BC Judea. Play then proceeds with Encounter 11.

In the extremely unlikely and ill-advised event the Legionnaires defeat Darkseid and the Time Trapper, the Trapper will concede defeat, restore Sensor Girl, return the Legionnaires to their Headquarters in the thirtieth century, and abandon his historical plan - at least for now.

Play would then proceed to Endgame.

## Troubleshooting

Perhaps advisedly, the Legionnaires might take one look at Darkseid, activate the Time Bubble, and get out of there. The Time Trapper will let them leave but will know where they have gone. If they have no exact plan for action upon avoiding the combat with Darkseid, the Trapper will have electronically pre-set the Bubble's coordinates for Judea in 4 BC. Play then proceeds with Encounter 11.





# Encounter Section II:

## Pawn to King Three

In this section, the Legionnaires discover Brainiac stealing a supernova. Brainiac intends to harness the supernova's energy and return with it to the Time Trapper's Fifth-Dimensional Fortress when the Fortress travels to the Beginning of Time. There the supernova's power will serve as a conventional energy source for the Trapper's plans.

Brainiac's secondary objective is to both delay and mislead the Legionnaires. Ultimately, he hopes to either defeat them outright or direct them to a confrontation with Darkseid's Four Horsemen of Apokolips in 12018 AD.

### Encounter 11: **Star Light, Star Not-So-Bright**

#### Setup

Either on their own initiatives or unwillingly, the Legionnaires have Time Travelled to Roman Judea, circa 4 BC, pursuant to a clue left by the Time Trapper in Encounter 9. Clever Players will already know that the major city in Judea is Jerusalem, a logical place to begin their investigation.

#### Player Information

*The road to Jerusalem is thronged with men, women, children, and animals, all of which crowd into the great capital of Judea. It seems that a few representatives of nearly every race of the Earth are coming to Jerusalem: Roman merchants, Greek tutors, Egyptian scholars, Persian mystics, Syrians, Gauls, Britons, all can be seen.*

*Far and away the greatest portion of the crowd consists of native inhabitants returning to this city after years of absence. For, as anyone can quickly learn from conversation among the travelling throngs, Caesar Augustus has decreed that every man must return to the city of his birth to be registered in a great census of the Roman Empire.*

#### GM Information

When the Legionnaires arrive, nothing will seem to be amiss within the city. There will be no indications of any missing astronomical phenomena. In fact, if the Legionnaires visit a few inns, they can even overhear conversations about the "new star" and endless speculations on what it may mean: the birth or death of a

king, deliverance of Judea from Roman occupation, the apotheosis of Caesar Augustus, and so on.

Any local can point the star out to the Legionnaires. In this case, any Character with Scientist skill can quickly calculate the supernova's location in space-time (OV/RV: 8/8, 2 RAPs). If the Legionnaires desire, they can travel immediately to that location, omitting the rest of this encounter and proceeding play with Encounter 12.

An aerial survey is probably the most efficient way for the Legionnaires to spot the "three kings" who play an integral role in this scenario. They will be able to quickly locate a camp about two day's journey (by caravan) east of Jerusalem which sports three regal looking figures, richly laden camels and donkeys, and a Persian-appearing military guard.

By waiting until night, the Legionnaires could fly to a nearby location, land unnoticed, and walk right up to the camp. Otherwise the Legionnaires would be easily spotted upon daylight approach.

The approaching Legionnaires will be initially challenged by a soldier, armed with spear and sword, pulling guard duty on the camp perimeter. Any reasonable answer to his challenge ("Who goes there?") will result in an invitation to spend the night within the hospitality of the camp. The Legionnaires will learn that their host is a certain King Balthazaar and after a short while they will receive word they are invited to join him in his tent.

Of course, the whole thing is a Trapper-created ruse. The real wise men from the East are yet several days' journey farther east. This fake camp is staffed by soldiers from the Time Trapper's private army. As soon as the Legionnaires enter King Balthazaar's tent (if they do so), they will actually step into a Time Bubble which will transport them (and play) to Encounter 16.

This fate can be avoided if the Legionnaires use any of their super-sensory powers while examining or approaching the camp. Beneath the Persian garb the guards are wearing metal plate armor (BODY: 5) and carrying hand blasters (AV/EV: 2/8). Hearing powers can detect the operation of a high-tech power source inside the main tent, while X-Ray Vision will show within the presence of a Time Bubble.

In the event of a fight, there will be a total of thirty guards to oppose the Legionnaires. The guards will possess no super-powers and will be normal humans.

If the Legionnaires simply walk into Balthazaar's tent, or if they defeat the guards but still enter Balthazaar's tent without first deactivating the Time Bubble, play proceeds with Encounter 16. If the Legionnaires destroy or deactivate the Time Bubble or Interrogate the guards first, they can avoid this trap. Defeated guards can be Interrogated and will provide the following information in relation to the indicated RAPs:

1-2: *"We guards are members of the Time Trapper's private army. The entire camp is a fake, set up to mislead you heroes."*

- 3-4: "King Balthazaar's tent is really a disguise containing a Time Bubble which would have sent you heroes on a one-way trip through time."
- 5: "That big nova-thing is scheduled to disappear from view tonight. I heard the big guys sayin' it was quite a ways away from here." (The exact space-time coordinates can be easily calculated, OV/RV: 8/8.)
- 6+: "We know you've been hot-footing it around looking for those temp'ral energy collectors of the boss's but there sure isn't one here."

Any attempt to use Balthazaar's Time Bubble will transport the Legionnaires to Encounter 16. The Time Bubble is permanently preset for one, one-way trip through time, regardless of any additional instructions given it by the Legionnaires.

By the conclusion of this encounter, the Legionnaires should be ready to travel to the supernova's location in space-time if they haven't been tricked by the Time Bubble and teleported to Encounter 16. If the Legionnaires successfully avoided the Time Bubble trap, play proceeds to the supernova with Encounter 12.

## Encounter 12: **Lights Out!**

### Setup

The Legionnaires have decided to travel to the point in space-time where the supernova is beginning to wink out. Brainiac will be present at the site when the Legionnaires arrive, readying his ship to cast a force beam around the supernova.

### Player Information

*The Time Bubble stops at the coordinates given, which are deep within space. Automatic safety programs guide the Bubble and the Legion to a safe distance from the powerful star — about 50 APs. The star seems extremely unstable and could very well go supernova at any moment.*

*Far in the spatial distance, much nearer the potential supernova than is the Time Bubble, is yet another spaceship. It appears to be a huge and gleamingly metallic one to all indications.*

### GM Information

Brainiac's ship will be 28 APs distant from the Legionnaires' Time Bubble when the Legionnaires arrive. If the Legionnaires don't initiate action upon the ship, Brainiac, who is expecting the Legionnaires, will simply activate the 60 AP force beam around both the Legionnaires and the supernova. Treat this as a Grappling Attack (see Player's Manual, page 21). The effect is to

prevent the Legionnaires from moving through space, relative to either Brainiac's ship or the supernova, as per the movement effects of a grapple.

Cosmic Boy can use Magnetic Control in an attempt to negate a portion of the force beam's magnetic field APs. In this special case, treat Cosmic Boy's use of Magnetic Control as an Automatic Action which Cosmic Boy can push. If the attempt to push the Power is successful, the RAPs are added to Cosmic Boy's 17 APs of Magnetic Control and the resulting sum is subtracted from the 60 APs of the force beam. The effects of this action last only for the phase immediately following Cosmic Boy's attempt but the action may be repeated.

Cosmic Boy's actions alone will not be sufficient to free the Legionnaires from the force beam. However, Mon-El could potentially push his Flight power sufficiently to overcome the remaining APs of the force beam.

Further, since the Legionnaires are linked through their Flight Rings, all can move if Mon-El can move. If the Legionnaires are within 28 APs of Brainiac's ship at the time the attempt is made, they will need move only a short distance to be out of the beam, as shown on the accompanying diagram.

If the Legionnaires fail to escape the force beam, they will be trapped in the field of the supernova when the star explodes. This blast will occur four rounds after the Legionnaires are placed in the force beam. The exploding star will first shrink from its original 35 AP size to a diameter of 23 APs, a process which begins in the first three rounds after the Legionnaires are caught within the force beam.

The Legionnaires at this point will be 62 APs distant from the center of the star, which then explodes in the fourth round, expanding to a diameter 51 APs in 0 APs of time. The blast has an effect of a 165 AP Physical attack, an effect dispersed at a rate of 2 APs of force per AP of distance from the center of the blast; thus the blast will hit the Legionnaires with a force of 41 APs in 0 APs of time.

Star Boy can use Gravity Increase in the same phase as the blast to buy time for the Legionnaires. The OV/RVs for this attempt are at 41/41, the effective force of the blast which will hit the Legionnaires. Each RAP of Gravity Increase will add 1 AP to the amount of time before the blast hits the Legionnaires. This is a special use of the Gravity Increase power and can be attempted only once. The blast is not treated as Killing Combat. (Brainiac, true to his word to the Time Trapper not to kill the Legionnaires, will manipulate his force beam to protect the Legion from Killing damage.)

As long as the Legionnaires remain inside the force beam (see accompanying diagram) Brainiac's ship's weapons (other than the grappling tentacles) will be unable to harm them. The force beam is so powerful that missiles are useless when fired in its field away from the ship. The ship's weapons can function normally against Legionnaires who leave the force beam's field, however.

Brainiac's first action against the Legionnaires, as noted above, will be to activate the force beam, snaring both the Legion Time Bubble and the supernova. Brainiac will then move his ship in order to use his grappling tentacles to pick up the Legionnaires' Time Bubble (assuming they aren't in it.) If the Legionnaires have successfully moved their Time Bubble from within the



effects of the force beam and the Bubble is not picked up by Brainiac, it will be destroyed by the supernova.

In succeeding rounds, Brainiac will toy with the Legionnaires, using his ship's weapons at will against them. He will focus most of his attacks on Mon-El, whom he sees as the only real threat. If the Legionnaires are all defeated in space, Brainiac will place them in a Time Bubble (one of his own, if the Legion's has been destroyed by the supernova) and will send them to the End of Time. In this case, play proceeds with Encounter 16.

The Legionnaires may gain access to Brainiac's ship (Perception Check with OV/RVs at 6/6). Access is possible through the back port, which is kept open to accommodate the special force beam assembly. The force beam assembly itself can be destroyed (BODY: 15). If the force beam assembly is destroyed, the force beam will no longer function. Once the Legionnaires are inside the ship, they can take the elevator from the port area to the Command Level, at which point play proceeds with Encounter 13.

## Encounter 13: **Brainiac**

### Setup

The Legionnaires have successfully reached the Command Level of Brainiac's ship. Brainiac no longer cares to waste time with the Legionnaires and will instead try to make it easy for them to access the ship's Central Control Room, where they can find their (or another) Time Bubble and a computer terminal.

A special program will be running on the computer, misleading the Legionnaires into travelling to Earth in the year 12018 AD. The Legionnaires will most likely enter the Command Level through the elevator shown on the GM's map. If not, modify the Player Information accordingly.

### Player Information

*The vast Command Level of Brainiac's ship looms opposite the clear turbo-lift doors. The elevator opens onto a corridor; the only doorway is ahead and to the right, while another corridor branches off to the left. A high-pitched warning system has been activated in the distance.*

### GM Information

Using the ship's internal security lasers and any other means at his disposal, Brainiac will attempt to direct the Legionnaires into the ship's Central Control room. Legionnaires who enter there will find a terminal accessing the ship's computer and their own Time Bubble (unless it was destroyed by the supernova, in which case a spare Time Bubble will be available.)

The computer console will give a readout of currently-operating ship programs. One of these readouts is a phoney, deliberately planted so the Legionnaires can find it. It reads:

Rendezvous with alien force status is optimal.  
Temporal absorption program running.  
Target date: 12018 AD.  
Target planet: Earth.

Opposing and Resistance Values to detection of this message being falsified are at 26/26, Brainiac's INT.

The Legionnaires may decide to leave Brainiac to his own devices, take the Time Bubble, and depart for Earth, 12018 AD. If they do, play proceeds with Encounter 14. If the heroes attempt anything else in the Control Room, they will simply be wasting time as Brainiac has complete control of the ship through his headset.

Once the Legionnaires are in the Central Control Room, Brainiac will leave them alone, hoping they will take the bait and go to 12018 AD. If they don't or if they continue attacking him, Brainiac will fight until either he or the Legionnaires has/have been defeated.

While battling Brainiac, Cosmic Boy and Star Boy may happen to use Magnetic Control and Gravity Increase against Brainiac in the same combat phase. If they do and the combined RAPs of their attacks exceed Brainiac's STR, Brainiac will be considered Grappled and will suffer all the normal penalties of a Grappled Character.

If the Legionnaires are defeated, play proceeds with Encounter 16. If the Legionnaires defeat Brainiac, read the following when the great robot begins to recover:

*"This is unbelievable," Brainiac says in his clipped, robotic tones. "It cannot be true. I, Brainiac, have been defeated. And of far greater consequence, I will not learn the true secrets of the Master Programmer. The Time Trapper's plan will probably fail without me. Regardless, he cannot be allowed to succeed where one such as I have failed."*

With this, Brainiac will offer the Legionnaires a deal: he will reveal everything he knows regarding the Time Trapper's plans in exchange for his own freedom. If the Legionnaires refuse the deal, Brainiac will remind them of their limited time in which they must deal with the Time Trapper's plan. If the heroes still refuse to bargain, Brainiac will ask the Legionnaires what they will give him in exchange for his information.

If the bargain seems reasonable (GM-agreeable), Brainiac will accept the terms. If not, he will give the Legionnaires no information and the GM should begin making Recovery Checks for Brainiac while the Legionnaires are trying to figure out what to do.

If Brainiac does strike a deal, he will tell the Legionnaires all he knows (regarding the Time Trapper's plan, that is... otherwise this could go on for days): the full details of the Time Trapper's plan, the fact that history will not really be changed unless the Time Trapper succeeds in altering creation from his fortress at the Beginning of Time, the reason behind Sensor Girl's kidnapping, etc.

Brainiac's information should be sufficient to lead the Legionnaires to the Trapper's fortress at the Beginning of Time, in which case play proceeds with Encounter 16. If the Legionnaires were not able to strike a bargain with Brainiac, the ship's computer could flash another message regarding the "temporal absorption program" and the "alien forces" on Earth in 12018, which should be sufficient motivation for the Legionnaires to follow. Play then proceeds with Encounter 14.



# Encounter Section III:

## Pawn to King's Knight Four

This section of encounters consists of two diversions designed solely to delay and weaken the Legionnaires while the Time Trapper makes his final move.

### Encounter 14: War of the Worlds

#### Setup

The Legion of Super-Heroes, following a clue obtained aboard Brainiac's ship, have time travelled to Earth in 12018 AD. A far-future alien race, egged on by Darkseid's creation, War, is attacking the Earth. The attack plan is extremely simple: a gigantic boom tube has been used to hurl a planetoid the size of Mars at the Earth. Meanwhile, alien craft are strafing the surface of the Earth with high-energy bombs, neutralizing all normal planetary defenses.

#### Player Information

*The Time Bubble's safety program automatically kicks in as the Bubble materializes in orbit above the Earth. Below, hordes of alien fighter-bomber spacecraft are effectively neutralizing what must be the advanced Earth's planetary defenses.*

*The seas are boiling over their boundaries, beginning to swirl over entire sections of the continents. The reason is obvious; just beyond the moon, a planet-sized body is hurtling toward the Earth at immense speed! Unless action is taken immediately, the planetoid will certainly collide with Earth, totally destroying both worlds.*

#### GM Information

The oncoming planet is presently 28 APs from Earth and moving at a speed of 25 APs. It will collide with the Earth in 3 APs of time or at the end of eight rounds. The planet has a weight and BODY of 34 APs.

As this is presented as a distraction by the Time Trapper and his allies, the planetoid should prove fairly simple to destroy. Following Legionnaire action, if the planetoid receives a cumulative total of 34 RAPs from any Physical attacks, it will be destroyed, at which point play should proceed with Encounter 15.

If the planetoid was not destroyed and the Legion Time Bubble was resting on Earth, the Time Trapper will teleport the Legionnaires into a new Time Bubble at the Beginning of Time. Play should then proceed to Encounter 16.

### Encounter 15: The Four Horsemen of Apokolips

#### Setup

Having avoided catastrophe on Earth, circa 12018, the Legionnaires are faced with an even greater and more awesome threat: Darkseid's Four Horsemen of Apokolips, mounted on their steeds, galloping through space toward them.

#### Player Information

*No sooner is the immediate threat to Earth averted than a worse threat appears. Galloping through space even faster than the planet was approaching are four huge figures on unearthly steeds which breathe fire.*

*As they close toward the planet's surface, the riders' features become more defined: one has the face of pure hatred and rides a red steed. Another has rotted flesh and a diseased face, while his companion is withered to nearly nothing, the face sunken, stomach bloated; both of these ride gray steeds. Finally, on a white horse, rides a figure with the face of Death itself.*

#### GM Information

The Four Horsemen will attack at once using the first round to close on the Legionnaires, an action which will give the Legionnaires one round to prepare to meet the attack. The Horsemen will fight in such a way as to draw-out the combat as long as possible. If several Legionnaires are defeated, the Horsemen will toy with the remainder until the first group of Legionnaires can rejoin the fight.

The battle can rage on the surface of the Earth, into space, wherever the Legionnaires go. The combat will continue until either the Legionnaires or the Horsemen are victorious. If the Legionnaires win, the Horsemen can provide information sufficient to lead the Legionnaires to the Time Trapper's Fifth-Dimensional Fortress at the Beginning of Time and play should proceed with Encounter 16. Otherwise, play concludes with Endgame.

#### Troubleshooting

The Legionnaires may try to use their Time Bubble to escape. The heroes will be unable to venture to the End of Time as the Time Trapper will have completed his mission there and will have sealed off that portion of the continuum. If the Legionnaires go to the Beginning of Time, play proceeds with Encounter 16. If the Legionnaires are defeated, the Time Trapper will teleport the Legionnaires into a new Time Bubble at the Beginning of Time. Play should then proceed with Encounter 16.

# Encounter Section IV:

## Queen to Castle Five

These encounters deal with the Legion of Super-Heroes' actions at the Beginning of Time.

### Encounter 16: Prisoners of Creation

#### Setup

Use this encounter whenever the Legionnaires are captured and sent to the Beginning of Time or if the heroes have ventured here of their own accords. The Legionnaires will materialize inside the special detention cell of the Time Trapper's Fifth-Dimensional Fortress. When the Legionnaires arrive, the Time Trapper will have already taken the Fortress to the Beginning of Time. To be precise, the Fortress is in the Fifth Dimension, outside of Time completely.

The Legionnaires' cell is a simple Time Bubble with no power left in its drive and suspended at the point of interface between the Fifth Dimension and first moment of time. The "door" of the Time Bubble opens into the normal universe, which at this point in time consists of the Big Bang. The remainder of the Bubble is shielded with inertron (BODY: 65). The Time Trapper is in the Fortress main control room making final preparations to feed enhanced illusory thoughts into the Miracle Machine and then "drop" the Miracle Machine out of the Fortress into the first moment of time.

#### Player Information

*In the beginning there was darkness. But gradually there appears a light, a small amount, coming from the floor of the Time Bubble. Actually, the light is coming through the door of the Time Bubble, for the Bubble is on its side. The remainder of the Bubble is completely covered in some entirely opaque and seemingly-indestructible material. It is impossible to tell if the Time Bubble is a Legion design or some other. Two things, however, are certain:*

- 1.) *The Time Bubble's instruments show that there is no temporal drive left; this Time Bubble is not going to be doing any more time travelling.*
- 2.) *Beneath the door, the little light which enters the Bubble is coming from an explosion more vast than ever before conceived. In a frozen instant of time below, entire clusters of galaxies fly in all directions from a single point. The obvious conclusion is that this Time Bubble is suspended over the first moment in time: the Big Bang.*

#### GM Information

If the Legionnaires open the Time Bubble door, a blast of energy from the Creation equivalent to a 40 AP Starbolt will hit the entire interior of the Time Bubble. Any Legionnaire who actually goes through the door will fall into the Fires of Creation and die (at least for the time being; see Endgame).

Soon after the Legionnaires have begun their escape attempts, Blok (or any other telepathic Player Character) will receive a weak telepathic signal which will grow stronger by the minute. Other Legionnaires will not receive this signal.

*"I am,"* will come the thought.

If Blok (or the other Player Character) attempts continued telepathic contact with the sender, s/he will receive the following information:

- 1.) The sender has just come alive.
- 2.) The sender has enormous powers of resistance but all other Attributes are weak.
- 3.) The sender believes itself to be an inert mass enclosing most of the volume of a sphere. It says it is suspended *"between all that is and all that is not."*

Players may be able to correctly deduce that the sender is the inertron shield around the Time Bubble. If so, they can convince it to assist them. The inertron, already possessed of BODY, MIND, and SPIRIT, has been sufficiently affected by exposure to forces of the Big Bang to become a sentient life form with scores of one (1) in all remaining Attributes. As the Legionnaires are the first other life forms it has met, it is Friendly to them in regards to Persuasion.

The Legionnaires must come up with their own plan at this point but there are several easy means of escape. One is to have the inertron use its minimal DEX to expose a small portion of the Time Bubble on the side opposite the Big Bang exposure. The Time Bubble wall can then be smashed through and the Legionnaires will find themselves outside the Fifth-Dimensional Fortress. Better yet, the Legion will have an ally: a barely flexible block of living inertron.

If the Legionnaires escape and get outside the Fortress, play proceeds with Encounter 17. If they don't escape or fail in their attempts, play proceeds with Encounter 18.

### Encounter 17: Battle at the Beginning of Time

#### Setup

The Legionnaires may be coming into this encounter from any of several paths. As this encounter progresses,

the GM needs to keep in mind at what point the Time Trapper is regarding his plans and any special circumstances which may apply from previous encounters (special knowledge of the Trapper's plans the Characters may have gained, etc.). This encounter ends the moment the Trapper can successfully introduce the Miracle Machine into the Fires of Creation if the Legionnaires have not been victorious before that moment.

The Time Trapper's Fifth-Dimensional Fortress hovers beyond the Beginning of Time in the fifth dimension. It is actually outside the time of the normal universe. Visible just through the dimensional barrier is the Big Bang at the instant of creation. The Time Trapper himself is overseeing the final transference of illusory thoughts into the Miracle Machine after which he will activate the controls and will drop the activated Miracle Machine through the dimensional barrier into the Fires of Creation.

Darkseid stands at the entrance to the fortress, serving as guardian and himself marvelling at the Fires of Creation which lie frozen beneath him. If the Legionnaires did not defeat Brainiac in Encounter 13, Brainiac's ship will hover near the fortress, a supernova in a 60 AP force beam field in tow behind it. Brainiac himself will be with the Time Trapper in the Fortress' Control Room. If the Legionnaires have been through Encounter 16, they may have an Inertron being as their ally (reference that encounter for specifics).

### Player Information

*In this space which is not space, in this time without time, stands a bizarre fortress-like structure. It seemingly floats in the awesome nothingness which extends in all directions.*

*Below, there is the light of a billion billion suns blazing forth in the instant of their births. This fortress stands outside the normal time of the universe, hovering over the instant of creation, the Big Bang.*

*At the doorway to the fortress stands its powerful guardian, a figure all too well-known to the Legion of Super-Heroes: the imposing figure of Darkseid.*

*"So, mortals," Darkseid begins, "you have come. See, then, the birth of all things as your final vision. For I shall have the Anti-Life Equation and you shall have... death."*

### GM Information

Darkseid will move at once to attack the Legionnaires. His first action will be to use of Aura of Fear on all present. After that, he will go all out, although he will not enter Killing Combat as this is the Time Trapper's prerogative.

Certain special rules apply to combat in this realm beyond time:

- 1.) Time Travel cannot be used as a weapon. A Character cannot be involuntarily sent backward (or forward) in time, as there is no time in the conventional sense.
- 2.) There is no conventional space in this dimension either, only the appearance of space. In game terms, any Character can be in any place simply by thinking

of it, visualizing it. This information should not be freely given to the Players; they should be allowed to discover it on their own. Until they do, Movement is treated normally.

- 3.) Because there really isn't any space, there is no range on powers. In game terms, all ranges should be treated as being infinite.

If Darkseid is circumvented or defeated, Brainiac, if present, will enter the combat. When fighting Brainiac, the RAPs of Gravity Increase and Magnetic Control achieved by Star Boy and Cosmic Boy may be combined into a single RAP total for purposes of "grappling" as per the Gravity Increase rules.

The Time Trapper will acknowledge defeat if and when any Legionnaire performs any one of the following:

- 1.) Shuts down the containment system which holds the temporal energy of the Infinite Man. The energy will be dissipated into the nothingness of the Time Trapper's realm (OV/RVs to Gadgetry attempts are at 26/26, the Time Trapper's INT).
- 2.) Destroys the Time Shaper. The device is encased in Inertron and will require a concentrated effort by possibly several Legionnaires to destroy it.
- 3.) Steals the Magna Crystal and/or destroys the gem [DEX: 0, STR: 0, BODY: 50]. To successfully accomplish this feat, a Legionnaire will first have to defeat Darkseid, Brainiac (if present), and the Time Trapper.
- 4.) Gains possession of the Miracle Machine and threatens to use it. To accomplish this, a Character must defeat the Time Trapper and remove the Miracle Machine from its housing (OV/RVs to Gadgetry are at 10/10).

If the Legionnaires win, play concludes with Endgame.

If the Time Trapper is successful in completing his plans, play proceeds with Encounter 18.

## Encounter 18: Present at Creation

### Setup

This encounter is used if the Legionnaires were unsuccessful in defeating the Time Trapper and the Trapper was able to introduce the Miracle Machine into the Fires of Creation.

### Player Information

*With a menacing grin of ultimate triumph, the Time Trapper turns to operate the control console and introduce the Miracle Machine into the very Fires of Creation. It requires but the flick of a switch to change all of universal history and make the Time Trapper unto the Creator.*



With a thunderous crash, a trans-dimensional capsule containing the *Miracle Machine* rips through the dimensional barrier into the first moment of time.

A brilliant flash of light obscures all there is to see. And when the light fades, the familiar surroundings of the Legion of Super-Heroes headquarters return. Sensor Girl, reclining on a nearby sofa, looks up from her latest novel, *A Connecticut Yankee in King Arthur's Court*, and says, "What's the use of worrying about all that? You know no one can change the past."

## GM Information

Indeed, Sensor Girl is correct. The Time Trapper's plan, although an admirably-intricate and well-executed one, was still a gamble at best as it turns out. History has its firmest foothold in the fabric of time. And time, it seems, is completely immutable.

But not so, the Time Trapper, as the Legion of Super-Heroes will most assuredly discover. Perhaps not today. Perhaps not tomorrow. But for every time there is a purpose... and sufficient time will rust the sharpest sword.

# Endgame

Despite the best of the Time Trapper's thinking and planning, even he has not probed deep enough to solve the mystery of creation. As yet no amount of endeavoring and no combination of deadly super-villains can alter the true course of time. If the *Miracle Machine* was introduced into the Big Bang, the Trapper's entire operation will have been cancelled; it simply will never have happened.

If the Legionnaires succeeded in defeating the Time Trapper before he introduced the *Miracle Machine* into the Fires of Creation, the heroes still did win a victory even if it is simply a moral one.

A few loose ends: Whatever the outcome of the final encounter, be it that the Legionnaires successfully thwarted the Trapper's scheme or that the Trapper was able to introduce the *Miracle Machine* into Creation, all physical and historical balances will have been righted upon reaching the Endgame.

Characters involved in this adventure (heroes and villains alike) will retain knowledge of the events which

transpired but the events themselves will have been corrected historically by the returning "waves of change." Most specifically, any Characters (heroes and villains, Player and Non-Player alike) killed during this adventure will reappear in his/her original natural environment no worse for the wear.

If the Legionnaires defeated the Time Trapper, he will have graciously awarded them their due: a fully-revived Sensor Girl, the *Magna Crystal*, even the *Miracle Machine* (although the Infinite Man's temporal energy will have been dissipated throughout the galaxies at the moment of Creation). The Legionnaires may find such hospitality and goodwill difficult to accept from the Time Trapper but they should recall that he enjoys the game almost as much as he enjoys winning. . .

. . . almost.

## Standard Award

The Standard Award for *A King for All Time*, the final adventure in the *Chessmen* series, is calculated as follows:

<b>Opposition:</b>	
Superior .....	25
<b>Critical Tasks</b>	
Travelling to 1632 France ( <i>Seldom Fails</i> ) .....	2
Exploring Chateau d'Univers ( <i>Seldom Fails</i> ) .....	2
Reaching Brainiac's Ship ( <i>Seldom Fails</i> ) .....	2
<b>Area of Consequence</b>	
N/A (No-Lose Scenario) .....	0
<b>Severity</b>	
Temporary Nonfatal .....	5
<b>Total Standard Award</b> .....	<b>36</b>

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# HOW TO USE THIS BOOK

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This book is divided into four sections: GM's Introduction, Characters, Encounters, and Game Results. In any of these sections, *italicized text* is read to the Players.

## GM's Introduction

The GM's (Gamemaster's) Introduction provides the Gamemaster with the background needed to run the adventure.

## Characters

This section contains information concerning both Player and Non-Player Characters involved in the adventure. Occasionally, only modifications to previously published Character information and Hero Points may be listed; see the full description in the Gamemaster's Manual for the rest of that Character's statistics.

## Encounters

The DC Heroes Role-Playing system is based on encounters. That is, Player Characters go from situation to situation instead of location to location. Each encounter is broken up into at least three sections: Setup, Player Information, and GM Information. When necessary, there are also Troubleshooting sections, Rules sections, and/or Sidebars to help the GM run the adventure.

Encounters indicate which descriptions and maps are pertinent to each situation. Brief descriptions, including game statistics and incidental character locations, are often included with maps.

## Game Results

Usually called Endgame or Aftermath, this section explains the outcome of the adventure and the awards given to Player Characters. Consequences of incomplete or failed adventures are also mentioned so that the GM can design further scenarios, if desired.

## A Note on the Module Difficulty Rating System

Each module published by Mayfair includes an estimate of the Hero Points required to create Characters powerful enough to complete the adventure. This estimate is given on the front cover in the form: **For 5-7 Characters Generated Using 1000-2000 Hero Points.**

To decide whether Characters are powerful enough to complete an adventure, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked

Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

If the group's average Character rating falls within the suggested bracket, the module is likely to be sufficiently challenging.

Brackets	Typical Groups or Characters
250-500 .....	Beginning Level Characters
501-1000 .....	The New Teen Titans without Raven and Kid Flash
1001-2000 .....	The New Teen Titans with Raven and Kid Flash
2001-4000 .....	Justice League without Superman
4001-8000 .....	Justice League with Superman
8001-16000 .....	Wonder Woman
16001+ .....	Superman

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## ABBREVIATIONS

AP(s) .....	Attribute Point(s)
AURA .....	Aura (Attribute)
AV .....	Acting Value
BODY .....	Body (Attribute)
CS .....	Column Shift(s)
DEX .....	Dexterity (Attribute)
EV .....	Effect Value
GM .....	Gamemaster
HP(s) .....	Hero Point(s)
INFL .....	Influence (Attribute)
INT .....	Intelligence (Attribute)
IS .....	Interior Space
MIND .....	Mind (Attribute)
NA .....	Not Applicable
NPC(s) .....	Non-Player Character(s)
OV .....	Opposing Value
RAP(s) .....	Result Attribute Point(s)
RV .....	Resistance Value
SPIRIT .....	Spirit (Attribute)
STR .....	Strength (Attribute)
WILL .....	Willpower (Attribute)

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It's One for All and All for One as thirtieth century technology clashes with seventeenth century blades of steel!

In a swashbuckling, epic adventure, the Legion of Super-Heroes™ races against time to defeat Brainiac™, Darkseid™, Universo™, and the Time Trapper™ in ...

# KING<sup>FOR</sup>ALL TIME

The time is out of joint;  
O cursed spite, /  
That ever I was born  
To set it right!

*Hamlet, I, v, 188*

*The Fourth and Final Installment in the Chessmen series!*

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