



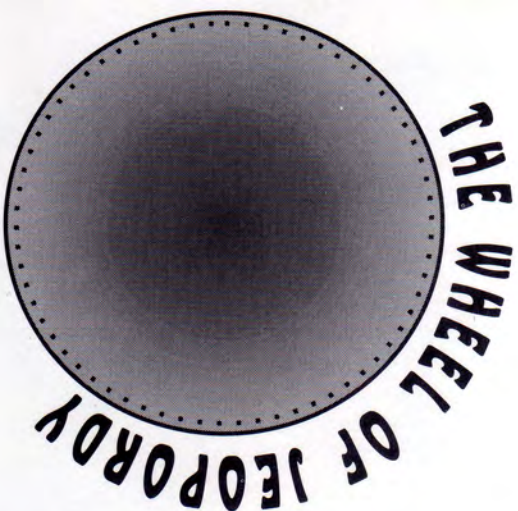
Come On Down!!

HEROES
ROLE-PLAYING GAME

JUSTICE
LEAGUE
EUROPE

WE'VE GOT TO
STOP MEETING LIKE
THIS!





Pocket Guide

or
How to Tell
What's What and
Who's Who On the
Galaxy's Greatest
Game Show

The Wheel of Jeopardy

is played by two teams of six players apiece, drawn from locations all across the universe. During the course of the show, the teams will compete in ten wacky events, leading up to the big final round. The ten events are as follows:

- Mix-and-Match:** Each team must try to fill in the blanks to complete goofy phrases for big bucks.
- Super-Champion Trivia:** Each team must answer questions about superheroes from all across the galaxy.
- Kick-a-Word:** Each team must try to guess a "kickword" before their opponents do.
- Survey Says:** The teams must try to guess the most popular answers to a zany survey question.

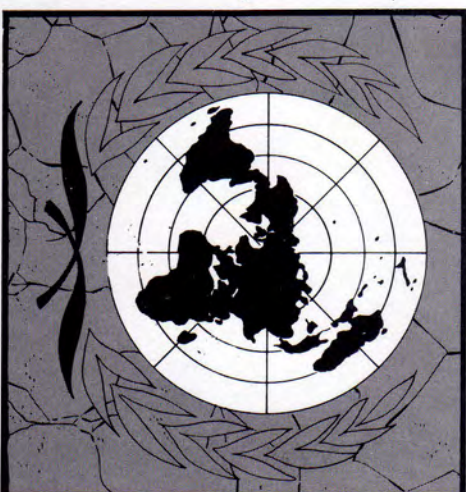
- Roll Playing:** The winner of this event must have luck on his side, as the players roll huge dice and try and win big bucks.
- Let's Make a Bargain:** Where our host can make or break the contestants' fortunes if they make the wrong choices.
- Foil the Chronometer:** The two teams race against time and each other through a wacky obstacle course.

•**Intergalactic Trivia Bowl:** The teams' knowledge of historical events and universal facts is tested.

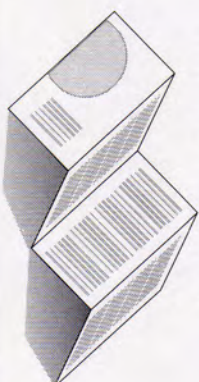
•**Hang the Man:** The first team to solve the puzzle makes huge amounts of cash.

•**The Cost is Acceptable:** The group that comes closest to the actual retail price of a fabulous showcase of prizes, without going over, is the big winner.

And of course, after all ten rounds have been played, it's time for the final round, where anything can happen—and usually does! When the smoke clears, the team with the highest total gets to use their accumulated Megadollars to purchase many fabulous prizes that they only dream about in their mundane lives. So be sure to tune in to *Wheel of Jeopardy*, the most popular show in the cosmos!



• Example of Fold Directions •



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Come On Down!!

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Wheel of Jeopardy Pocket Guide Ω

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Come On Down!

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Game Master's Introduction

Come On Down! is a full-length team adventure that features the second edition rules of the *DC HEROES Role-Playing Game*. During the course of this adventure, your Players' Characters will become embroiled in detective work, travel across the cosmos, and participate in the wildest game show in the universe!

There are three DC Universe stories that you should be familiar with in order to run this adventure. The first is the Justice League International story in which a huge spaceship, called the Cluster, came to Earth. Its commander, a mysterious being named Manga Khan, ordered the collective powers-that-be to surrender or die. Naturally, the J.L.I. sent the Cluster back where it came from, but not before Khan made off with J.L.I. member Mister Miracle.

The League eventually caught up with its prey on Apokolips, where Manga Khan intended to trade Mister Miracle for Boom Tube technology. Darkseid, however, put an end to the nonsense by sending Manga Khan and Justice League International back to their respective corners of the galaxy.

The second story you should be familiar with is the *Invasion!* In this mammoth crossover series, a group of dome-headed aliens, called the Dominators, planned to isolate the "meta gene" found in humans, a gene which bestows its carriers with the ability to become superheroes. The Dominators gathered every hostile alien race they could find and launched an all-out attack against the Earth. The heroes of Earth, commanded by Captain Atom, fought

bravely against the invaders and seemed doomed to fail, but at the last moment the planet Daxam changed sides. With the Daxamites' assistance, the Earth heroes were able to send the Dominators and their allies packing. The Dominators did not take this defeat very well, and launched a "gene bomb" that nearly claimed the lives of all Earth's heroes, but a cure was found and all the heroes were saved. Earthlings have since become very popular throughout the cosmos.

The third story is one you probably haven't heard of before, unless you bought the second edition of the *DC Heroes Role-Playing Game*. *Come On Down!* is a continuation of *Exposed!*, the adventure contained in the boxed set, but it can be played separately with no problems whatsoever. If your group did play *Exposed!*, you may need to change some of the details in this adventure to conform to what went before. If you haven't played or read *Exposed!*, you can assume that the events proceeded like this:

On live TV, tabloid-television reporter Juan Donovan opened up the hidden vault of the Manhunters, that race of androids bent on subjugating mankind during the *Millennium*. Inside the vault, Donovan found an encoded tape with a label reading:

JUSTICE LEAGUE INTERNATIONAL

HISTORIES.

SECRET IDENTITIES.

TO BE PROGRAMMED INTO
MANHUNTER INFILTRATION
ANDROID ROCKET RED #7

Delighted with his find, Donovan promised to reveal the contents of the tape on his regularly-scheduled talk show the next day.

Fortunately, Justice League International saw this show and rallied to get the tape from Donovan before Donovan could make its secrets public. When the J.L.I. members arrived at WGBZ-TV, where Donovan recorded his show, they found that the Injustice League had beaten them there and taken Donovan hostage. The J.L.I. managed to free Donovan from Major Disaster's clutches, but the talk show personality refused to press charges. Instead, he used his dubious legal claim to the tape to blackmail the members of both Leagues into appearing on his show, where they would debate over who should receive the tape.

Well, the show turned out to be a total fiasco, especially after Juan Donovan accused the Justice League of being anti-American and a threat to democracy. The Injustice League members, on the other hand, were portrayed as innocent victims of the bullying heroes. Eventually, a massive brawl broke out, Donovan's nose was broken, the Injustice League was defeated, and the heroes were awarded the tape.

This is where the background to *this* adventure really begins. You see, even though the tape was in an undecipherable Manhunter code, Donovan was able to make a copy of it before the Justice League/Injustice League show. He knew he could probably

sell it on the black market to aspiring crime lords who foolishly thought they could decode it. Donovan has recently contacted several underworld cronies and began setting up deals with mob bosses across the world.

Reenter Manga Khan. Since his cosmic bartering scheme with Darkseid fell apart, Khan has decided on a new scheme to become the wealthiest entity in the known universe: cable TV! His Intergalactic Cable Network (I.G.C.N.) has already pulled in billions of subscribers on hundreds of worlds, and grows larger every day. And the one thing that Khan's subscribers have requested more than any other is Earth programming. It seems that Earth has gained quite a bit of notoriety since defeating the forces of the Dominators and has become quite a fad among many alien worlds. Well, Manga Khan has never been one to miss an opportunity to grab some dough, so he immediately set up an office on Earth, hoping to attract Earth producers to his I.G.C.N., and maybe even get some Earthlings to subscribe.

Sure enough, one of the producers that contacted the I.G.C.N. was Juan Donovan, who in addition to being the host of his own TV show, now also produces it through his production company, cleverly named Donovan Productions, Incorporated.

The I.G.C.N. representatives who spoke with Juan Donovan were impressed enough to ask that he provide them with some tapes of his previous shows. Boneheaded Juan then *accidentally* mixed his copy of the Justice League tape in with the motley collection of sub-tabloid yellow journalism he sent to the I.G.C.N. for consideration.

When Manga Khan discovered what he had, he decided to use the former Manhunter tape as one of the prizes on his top-rated game show, *Wheel of Jeopardy*. Now, in addition to new starcruisers and fabulous vacations, Khan can entice contestants with the ultimate in Earth prizes: *the secrets of the very heroes who defeated the Dominators' alien alliance!*

Adventure Synopsis

This adventure features the newly-formed branch of Justice League International, the aptly-named Justice League Europe. The adventure begins as the J.L.E. is asked by Interpol, the international crime fighting force, to assist them in busting several heads of European organized crime. When the League members make the bust, they will find strange references to a "Justice

League tape" that the crime lords were attempting to purchase. They may also find a newspaper clipping announcing the arrival of the Intergalactic Cable Network (I.G.C.N.), and describing a strange encounter that Juan Donovan has had while shooting a series of shows on location in Rome. If any member of Justice League Europe remains at the Paris Embassy instead of going to the bust, Catherine Cobert will make him aware of an interesting report that just came in from the J.L.I. Embassy in New York (**Encounter One**).

From the clues they garnered at the bust and, perhaps, from the J.L.I. reports, the heroes should come to the conclusion that something is up. They may go directly to Rome to confront Donovan, or they may try to track down Pierre LeFabre, Donovan's "French connection." If accosted by the J.L.E., LeFabre will spill his guts and tell everything he knows (**Encounter Two**).

Once the heroes have concluded that Juan Donovan is the man behind the scenes, they will find him in Rome, in the middle of another on-the-set skirmish with some of his "guests." The heroes may break up this fight or simply wait until it is over. Under interrogation, Donovan will confess that he made a copy of the Justice League tape and was going to sell it on the black market, but that he accidentally gave it to the I.G.C.N. If the League wants it, they will have to deal with the I.G.C.N., not Donovan (**Encounter Three**).

The I.G.C.N. offices are located just on the outskirts of Geneva, Switzerland, but they will be closed when the Leaguers arrive. The J.L.E. members must enter the building, where they may find some clues and two big security robots that will attempt to zap them. Once the heroes have taken out the robots, they will discover that the tape containing the J.L.I.'s secrets is one of the grand prizes on *Wheel of Jeopardy*, one of the I.G.C.N.'s game shows, and that the only way to get it back is to become contestants on the show (**Encounter Four**).

To get to the show, the heroes will have to beam up to the Sol System spaceport, located in orbit around the planet Jupiter. From there, they and several other would-be contestants warp off to the Alpha Centauri system, where *Wheel of Jeopardy* is recorded. On their way, they will view a recorded message from Barry Portugal, producer of the show (**Encounter Five**).

After arriving at the I.G.C.N. studios, the heroes will be asked to audition to be contestants on *Wheel of Jeopardy*. Just as the heroes qualify, they learn that

their opponents will be a group of second rate bad guys called the Forgotten Villains, who are led by Captain Atom's nemesis, Dr. Spectro. And as if that were not a big enough surprise, they are also introduced to the host of the show — Manga Khan (**Encounter Six**).

The heroes may decide to try and steal the tape before the show begins, unheroic though that may seem. If they do, they will run into one of the fiercest security systems this side of Galaxy M61. Should they persist in their efforts to steal the tape, they will probably wind up squashed, zapped, or otherwise vaporized (**Encounter Seven**). They really will be better off waiting for the show to begin.

Which it does almost immediately. We won't go into the specifics of just what exactly goes on during *Wheel of Jeopardy* right here, because you can read all about it soon. Let's just say that it is a rather unusual game that the GM and the Players should have a great time playing. The climax of the show is a huge, winner-take-all pie fight that will determine which of the two groups gets the tape (**Encounter Eight**).

Game Mechanics

If you don't have the second edition of the *DC HEROES Role-Playing Game*, this module can still be played with the first edition rules. Just ignore anything that you haven't seen before (like Advantages and Drawbacks); you'll do just fine.

The genre for this module is the straightforward Action/Adventure genre described in Appendix B of the *Rules Manual*. We may do specialty genres in some later modules, but for now, we'll just stay with the basic one.

Due to some of the specific events that occur in this module, it may be possible that the Players will completely miss tremendously obvious clues or will roll the occasional double ones while looking for them. In case something like this causes the adventure to grind to an unceremonious halt, we have specifically noted when the Players should be docked a certain amount of Hero Points when the Standard Award is calculated. In these instances, the GM may have to take extreme measures to make sure the Players get the clues they need (like saying, "Why don't you check for a clue in the unconscious thugs' pockets?"), after which he should make a note to deduct 5 Hero Points when the Standard Award is calculated. This deduction should never be more than 5 Hero Points, because the Players may just have been unlucky or inexperienced.

Justice League EUROPE

Justice League Europe is the new branch of Justice League International that was formed in the aftermath of the Dominators' invasion. This adventure is designed for six Player Characters, which can be chosen from the following heroes. We highly recommend that Captain Atom be used by a Player (since he is the J.L.E.'s leader), and we advise against the inclusion of Wonder Woman (since she is only a part-time member and is much too powerful for this adventure). In any case, there should not be more than six heroes involved in the adventure.

CAPTAIN ATOM

DEX: 7 STR: 22 BODY: 10
INT: 5 WILL: 6 MIND: 6
INFL: 5 AURA: 5 SPIRIT: 5
INITIATIVE: 19 HERO POINTS: 100

• Powers:

Reflection/Deflection: 9, Energy Absorption: 12, Energy Blast: 16, Flight: 13, Sealed Systems: 20, Skin Armor: 5

• Skills:

Martial Artist: 4, Military Science: 5, Vehicles: 6, Weaponry: 5

• Advantages:

Connections: Justice League Europe (High), U.S. Air Force (Low); Insta-Change; Scholar (1960's trivia)

• Drawbacks:

Dark Secret (his true origin); Secret Identity; Miscellaneous: Captain Atom's Energy Absorption is actually unlimited; if he chooses to absorb more than 12 APs, he is instantly bumped forward in time a number of APs equal to the APs of energy he absorbed.

• Motivation: Unwanted Power

• Wealth: 3

• **Alter Ego:** Nathaniel Adam/Cameron Scott

• Occupation: Air Force Major

• Background:

Captain Atom's origin has to do with an alien space craft, a nuclear bomb, and a massive government cover-up. He

first joined the J.L.I. as a spy for the U.S. Government. He later reformed from his spying ways, and Maxwell Lord made him the leader of their new European branch, Justice League Europe. Captain Atom has tried to put his days of deceit and infiltration behind him and leads the J.L.E. to the best of his ability. He acted as the general of Earth's heroes during the Dominators' alien invasion, but his experience commanding large groups does not help much when he tries to keep his teammates under control.

• Role-Playing:

Captain Atom does his best to keep everything upright, decent, and under control. Unfortunately, he seldom succeeds. You will notice that he does not have the Leadership Advantage; this is not a misprint. While he is the J.L.E.'s team leader in name, Captain Atom has yet to prove himself as a competent commander, and his teammates frequently stray off on their own without orders. Captain Atom is currently involved in a Romance Subplot with Catherine Cobert, the J.L.E.'s Paris embassy liaison.

ANIMAL MAN

DEX: 6 STR: 4 BODY: 5
INT: 5 WILL: 6 MIND: 5
INFL: 5 AURA: 5 SPIRIT: 5
INITIATIVE: 16 HERO POINTS: 45

• Powers:

Animal Mimicry: 13

• Advantages:

Connection: Justice League Europe (High)

• Drawbacks:

Married; Secret Identity

• Motivation: Upholding the Good

• Wealth: 4

• Alter Ego: Buddy Baker

• Occupation: Movie Stuntman

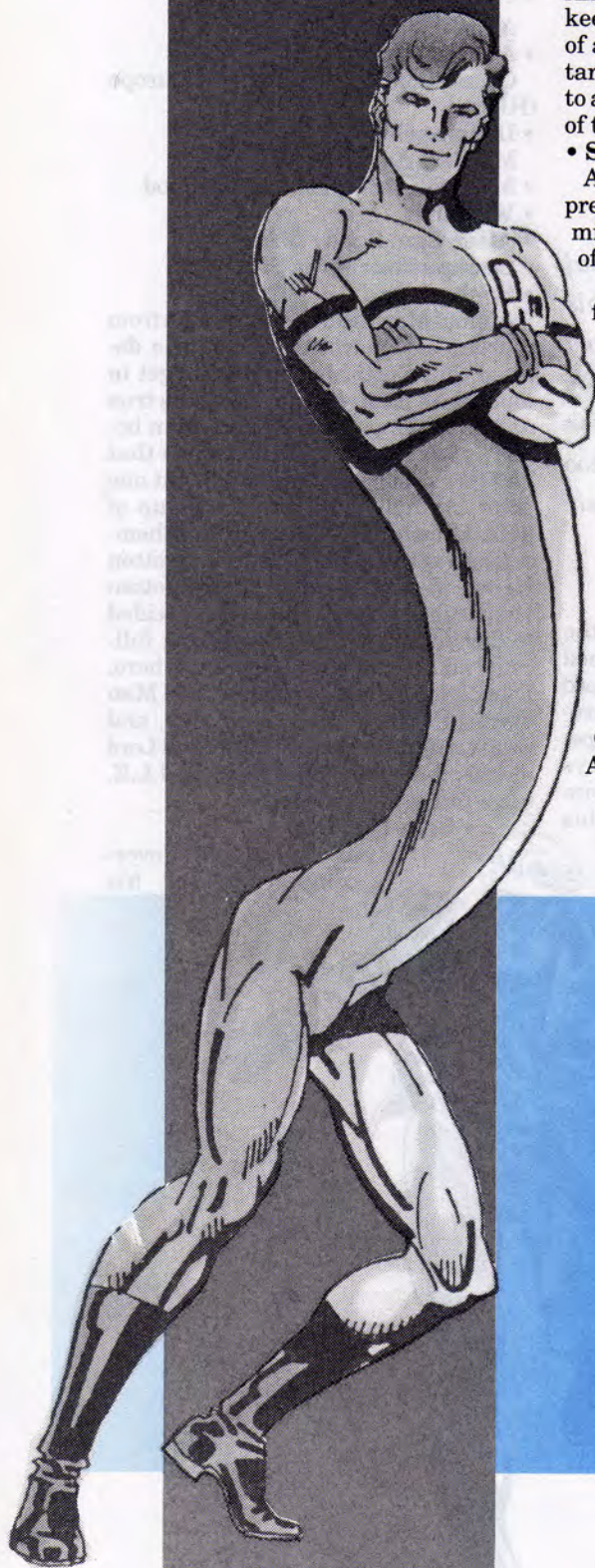
• Background:

Animal Man received his powers from a group of benevolent aliens who decided that Earthlings needed to get in touch with nature. Ignorant of the true nature of his powers, Animal Man began a spotty crime fighting career that had its share of ups and downs. At one point, Animal Man joined a group of little known heroes that called themselves (aptly enough) the Forgotten Heroes. Sometime after the Forgotten Heroes broke up, Animal Man decided to devote himself to adventuring full-time and became a full-fledged hero. During the alien invasion, Animal Man distinguished himself admirably, and was recruited by the J.L.I. Maxwell Lord quickly chose to include him in the J.L.E. upon this group's inception.

• Role-Playing:

Animal Man tends to over-compensate for his





somewhat limited powers by absorbing really strange abilities from nearby animals. Instead of just giving himself a bird's flight or something simple like that, for instance, he will absorb an amoeba's power to replicate itself. This kind of behavior is rather baffling to Animal Man's teammates, but it does keep his opponents guessing. A devotee of animal rights movements and vegetarianism, Animal Man frequently tries to appoint himself the group conscience of the J.L.E.

• **Special Notes:**

Animal Man no longer suffers from his previous Limitation, where he could only mimic abilities of animals within 8 APs of distance.

One of Animal Man's favorite (and frequently used) tactics is to absorb the "proportional strength" (or stamina, or abilities) of a nearby insect. This is not covered by the normal Animal Mimicry rules, but you can simulate it this way: assume that insects have proportional abilities of 7 APs. If you wanted to mimic the proportional strength of an ant, you could use 7 APs of your Animal Mimicry Power to do so, as though the ant had 7 APs of STR. If you wanted to absorb a spider's ability to climb up walls or a grasshopper's jumping ability, assume that the spider has 7 APs of Cling or that the grasshopper has 7 APs of Jumping.

ELONGATED MAN

DEX: 12	STR: 4	BODY: 8
INT: 5	WILL: 6	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 5
INITIATIVE: 23	HERO POINTS: 70	

• **Powers:**

Danger Sense: 6, Stretching: 8

• **Skills:**

Detective: 6, Gadgetry: 4

• **Advantages:**

Connection: Justice League Europe (High); Scholar (French); Sharp Eye

• **Drawbacks:**

Married; Public Identity; Loss Vulnerability: Elongated Man must drink Gingold extract to maintain his Powers. If he goes an entire week without drinking any Gingold, he loses his Stretching Power, and his DEX and BODY are both reduced to 4 APs until he is able to drink the extract again.

• **Motivation:** Thrill of Adventure

• **Wealth:** 5

• **Alter Ego:** Ralph Dibny

• **Occupation:** Amateur Detective

• **Background:**

As a boy, Ralph Dibny was fascinated by Indian rubber men and spent years trying to learn how they contorted their bodies. Finally, he deduced that an extract



from a South American fruit called Gingold was responsible for this ability, and he immediately took an overdose. This gave him the ability to stretch his body to enormous lengths. Elongated Man spent some time as a member of the original Justice League of America but left the group to "find himself." After vacationing in his home town of Waymore, Nebraska for a short time, he returned to the public eye as a member of the J.L.E.

• Role-Playing:

Ralph is a real rollicking, fun-loving kind of guy, and he especially gets into solving strange mysteries. As a member of the original J.L.A., Ralph tends to compare the current team unfavorably to the old lineup. In particular, he has been giving the Flash, Wally West, a hard time for not living up to the standards set by the previous Flash, Barry Allen. Ralph's wife, Sue, seems to have been appointed to permanent monitor duty at the Paris embassy.

THE FLASH

DEX: 7 STR: 4 BODY: 7
INT: 5 WILL: 5 MIND: 6
INFL: 5 AURA: 4 SPIRIT: 5
INITIATIVE: 29 HERO POINTS: 55

• Powers:

Superspeed: 10

• Skills:

Scientist: 2, Vehicles: 6

• Limitations:

Miscellaneous: The Flash cannot Push his Superspeed.

• Advantages:

Connections: Justice League Europe (High), The New Titans (High); Lightning Reflexes

• Drawbacks:

Serious Irrational Attraction to food after using Superspeed for 4 or more consecutive phases.

• Equipment:

COSTUME STORAGE RING

[BODY: 1, Shrinking: 10]

Limitation: Shrinking only works on the Flash's costume.

• Motivation: Responsibility of Power

• Wealth: 3

• Alter Ego: Wally West

• Occupation: None

• Background:

This Flash is not the one who could run the speed of light, vibrate his molecules fast enough to pass through solid objects, and create whirlwinds by running around in a circle. This is the one who started out as Kid Flash, the other Flash's sidekick. Kid Flash had some problems with his Superspeed and

retired. He returned to action during the *Crisis On Infinite Earths*, and to make a long story short, he was cured. Since the other Flash was dead by the time the *Crisis* ended, Kid Flash decided to carry on the legend of the Flash by taking over the old Flash's name and costume, even though he is not nearly as fast as he used to be. Not surprisingly, the new Flash joined the J.L.E. in the wake of the alien invasion.

• Role-Playing:

Wally West is extremely eager to fill the shoes of his predecessor, Barry Allen. However, he does not have the experience and panache that Barry did, and so he often finds himself the subject of criticism from his fellow League members. While he is serious in his heroic attempts to keep the Flash name alive, Wally has an intense interest in money and beautiful women typical of twenty-two year old young men. He has taken a particular liking to Power Girl, much to her dismay.

METAMORPHO

DEX: 6 STR: 10 BODY: 11
INT: 5 WILL: 6 MIND: 6
INFL: 6 AURA: 5 SPIRIT: 5
INITIATIVE: 17 HERO POINTS: 90

• Powers:

Omni-Arm: 8, Molecular Chameleon: 12, Self Manipulation: 15

• Skills:

Charisma: 6

• Bonuses:

Metamorpho does not need to touch a substance to mimic it with his Molecular Chameleon Power.

• Advantages:

Connections: Justice League Europe



League Europe (High), Stagg Industries (High); Rich Family (Sapphire Stagg)

• **Drawbacks:**

Married; Secret Identity; Strange Appearance

• **Motivation:** Unwanted Power

• **Wealth:** 5

• **Alter Ego:** Rex Mason

• **Occupation:** Element Man

• **Background:**

Metamorpho had a long and interesting career that was abruptly ended when he was killed by a renegade Manhunter sleeper agent. However, he was brought back to life during the alien invasion, suffered from near-total amnesia, and joined the J.L.E. because he felt like he had nothing better to do. Metamorpho got his memory back when his wife, Sapphire, and her new husband (a thawed Neanderthal man named Java) came to visit the J.L.E.'s Paris embassy.

• **Role-Playing:**

Metamorpho is the disagreeable, argumentative one of the group. His ability to change into a gas frequently means that he has to do recon work while his teammates bash the villains. His partial memory loss leads to a great deal of confusion, as he suffers from almost constant déjà vu.

POWER GIRL

DEX: 10	STR: 20	BODY: 15
INT: 9	WILL: 11	MIND: 10
INFL: 8	AURA: 7	SPIRIT: 7
INITIATIVE: 40 HERO POINTS: 100		

• **Powers:**

Flight: 13, Recall: 18, Invulnerability: 15, Sealed Systems: 9, Superspeed: 11, Systemic Antidote: 15

• **Skills:**

Gadgets: 6, Scientist: 9

• **Advantages:**

Connections: Justice League Europe (High), Doom Patrol (Low), Infinity Inc. (Low); Lightning Reflexes; Scholar (computers, magic)

• **Drawbacks:**

Secret Identity; Loss Vulnerability: magic, range of 0 APs, affects all

Attributes and Powers; Uncertainty

• **Motivation:** Upholding the Good

• **Wealth:** 7

• **Alter Ego:** Kara/Karen Starr

• **Occupation:** Software Designer

• **Background:**

Power Girl is the granddaughter of the ancient Atlantean mage, Arion. Arion gave her superpowers and then decided that she wasn't safe from his enemies, so he sent her into the future and made her think that she was Superman's cousin. In the wake of the *Crisis On Infinite Earths*, Power Girl learned her true origins, and she has since forged a life of her own. She is also heading up the war against the Lords of Chaos in her spare time, both alone and alongside the Doom Patrol. She is another of the heroes who joined the J.L.I. after the Dominators' invasion.

Power Girl recently suffered injuries in a battle against the being known as the Gray Man. After emergency surgery to save her life, many of her superpowers were gone, although she retains a great deal of her former strength and speed.

• **Role-Playing:**

Because of her tremendous powers, Power Girl is superior to every other member of the J.L.E., and she knows it. She does not follow orders very well and has even led some of the other J.L.E.ers on missions without Captain Atom's knowledge. Power Girl is tough and independent but fair and willing to admit when she makes a mistake.

ROCKET RED #13

DEX: 7	STR: 5	BODY: 6
INT: 4	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 15 HERO POINTS: 60		

• **Skills:**

Gadgets: 4, Weaponry: 5, Military

Science: 4

• **Advantages:**

Connections: Justice League Europe (High), Soviet Government (High); Scholar (French)

• **Drawbacks:**

Married

• **Equipment:**

APOKOLIPS BATTLESUIT

[STR: 7, BODY: 10, Energy Absorption: 4, Energy Blast: 16, Flight: 15, Force Field: 4, Skin Armor: 2, R#: 4]

Limitation: Force Field only protects the wearer of the suit.

• **Motivation:** Responsibility of Power

• **Wealth:** 4

• **Alter Ego:** Dmitri Pushkin Gorki

• **Occupation:** Soviet Soldier

• **Background:**

Dmitri started out as a member of those fun-loving defenders of Mother Russia, the Rocket Red Brigade. He was promoted to J.L.I. member when the previous J.L.I. Rocket Red turned out to be a Manhunter agent in disguise. Dmitri's state-issued battlesuit was wrecked when the J.L.I. traveled to Apokolips to rescue Mister Miracle, so Big Barda got Dmitri the higher-powered suit he wears now.

Maxwell Lord sent Rocket Red to the J.L.E. so that he could have a better chance of getting Dmitri's family out of Russia with Dmitri in nearby Paris. At this point in time, however, Dmitri's wife and children still live in Moscow.

• **Role-Playing:**

Dmitri is really just a big kid at heart, and he loves Western culture. His major motivations for continuing his heroic pursuits are his wife and kids back in the U.S.S.R. Still, he uses assimilated American phrases whenever he can, and tries to impress upon his teammates his dubious command of Western habits.

Note: If any Player is adamant about playing Wonder Woman, see her Character Card, found in the DC HEROES Second Edition Boxed Set, for her statistics.

Non-Player Characters

MANGA KHAN

DEX: 2 STR: 0 BODY: 1
INT: 8 WILL: 5 MIND: 5
INFL: 7 AURA: 6 SPIRIT: 5
INITIATIVE: 15 HERO POINTS: 95

• Powers:

Dispersal: 35, SelfLink (Energy Blast): 1, Shouting: 10, Telepathy: 3

• Skills:

Charisma: 8, Gadgetry: 10, Scientist: 10, Thief (Stealth): 4, Vehicles (Space): 5

• Advantages:

Leadership; Scholar (trade, barter)

• Drawbacks:

Serious Irrational Attraction to talking out loud to himself; Catastrophic Irrational Attraction to profit; Unluck

• Equipment:

CONTAINMENT SUIT
[DEX: 4, STR: 4, BODY: 9]

• Motivation: Mercenary

• Wealth: 23

• Occupation: Intergalactic Trader

• Background:

Manga Khan is *not* the villain of this module. Honest. In his never-ending quest to generate huge piles of cash, Khan recently incorporated the Intergalactic Cable Network (I.G.C.N.), a home entertainment service that is already the hottest thing to hit the galaxy since sliced plutonium.

Since the planet Earth recently fended off an attack by the combined might of some of the most powerful worlds in the universe, "Earth programming" has become one of the I.G.C.N.'s most popular attractions. In order to give the people what they want (and make himself tons of dough in the process), Manga Khan has set up a regional office of the I.G.C.N. on Earth, where he negotiates with various companies who wish to sell their syndicated programs to his network.

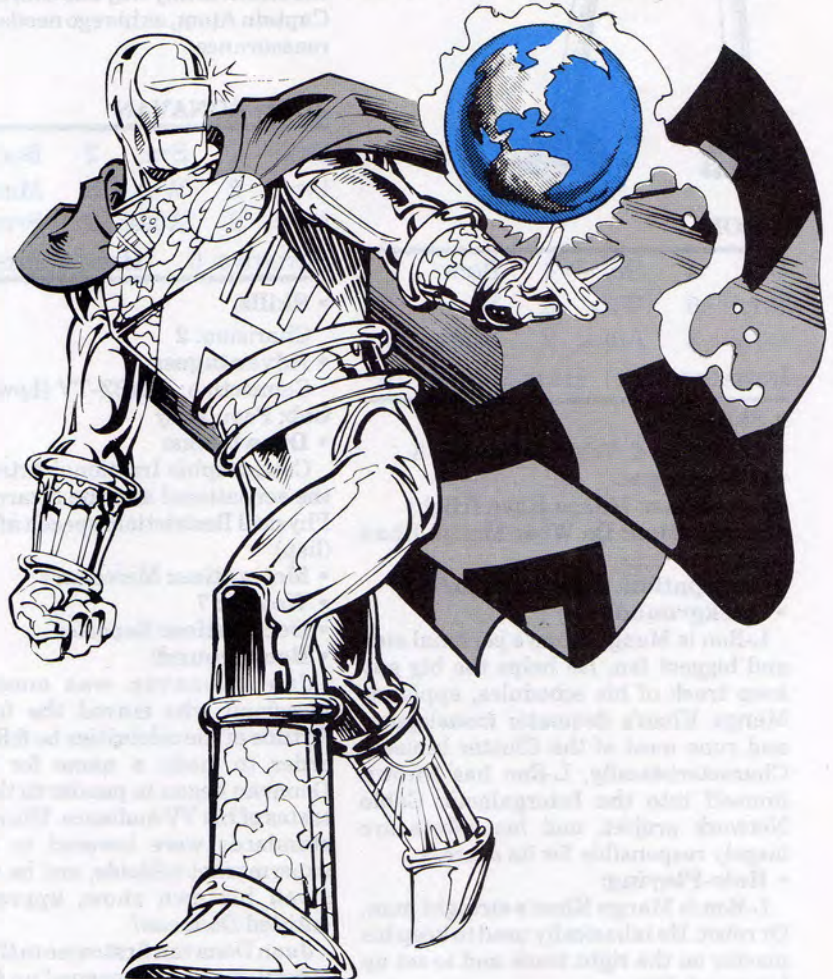
One of the producers who approached the I.G.C.N. was Juan Donovan, who

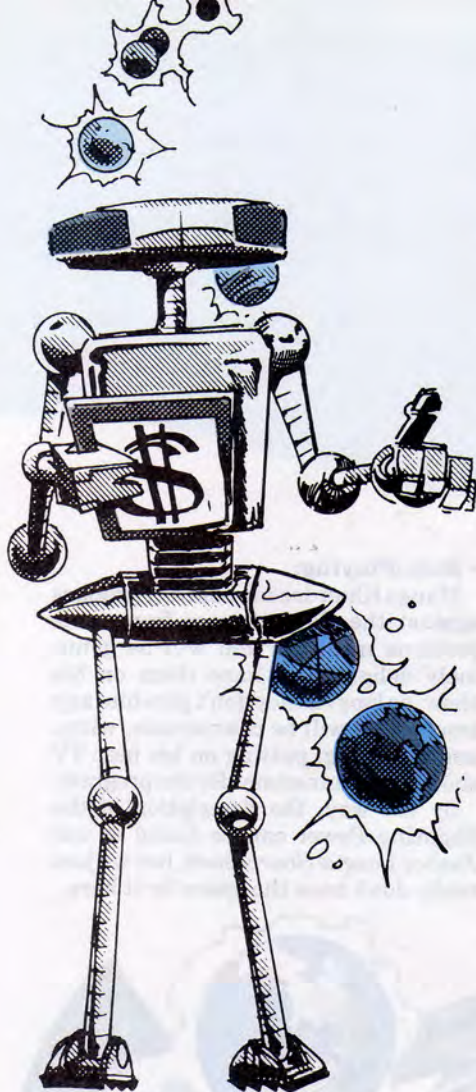
accidentally threw in his copy of the Manhunters' Justice League tape as part of a deal to sell the *Donavan!* show to the I.G.C.N. Manga Khan realized how valuable the tape would be to the Earth heroes and offered it as one of the prizes on *Wheel of Jeopardy*, his Intergalactic game show, hoping to lure the J.L.I. onto the program. Since the heroes are among those who actually beat the Dominators and the rest of the invaders, this show should get great ratings all over the galaxy.

• Role-Playing:

Manga Khan doesn't hold any grudges against the Earth heroes from their previous meetings and will be genuinely delighted to have them on his show, as long as they don't give him any trouble. He will be charismatic, witty, and charming, putting on his best TV show host mannerisms for the program.

By the way, the description of the Shouting Power can be found in our *Justice League Sourcebook*, but we just really don't have the space for it here.





L-RON

DEX: 4 STR: 4 BODY: 7
INT: 6 WILL: 5 MIND: 4
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 12 HERO POINTS: 10

• Skills:

Charisma: 4, Vehicles (Space): 8

• Advantages:

Connection: Manga Khan (High)

• Motivation: Do What Manga Khan Says

• Occupation: Right-hand Robot

• Background:

L-Ron is Manga Khan's personal aide and biggest fan. He helps the big guy keep track of his schedules, applauds Manga Khan's dramatic monologues, and runs most of the Cluster himself. Characteristically, L-Ron has thrown himself into the Intergalactic Cable Network project, and his efforts are largely responsible for its success.

• Role-Playing:

L-Ron is Manga Khan's straight man. Or robot. He is basically used to keep his master on the right track and to set up his punch lines.

CATHERINE COBERT

DEX: 2 STR: 2 BODY: 2
INT: 3 WILL: 3 MIND: 3
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 8 HERO POINTS: 10

• Skills:

Charisma: 4

• Advantages:

Attractive; Connection: Justice League International (High); Scholar (business, French)

• Motivation: Upholding the Good

• Wealth: 5

• Occupation: Liaison

• Background:

Catherine is the U.N. liaison to the J.L.I.'s embassy in Paris. She is included in this adventure to provide the Players with an easy out if they can't translate the French articles and note in Encounter One. She can also be used for a Romance Subplot with Captain Atom, if you're interested.

• Role-Playing:

Catherine Cobert is professional, talented, and beautiful. She will help the J.L.E. in any way she can, especially Captain Atom, as his ego needs constant reassurance.

JUAN DONAVAN

DEX: 2 STR: 2 BODY: 2
INT: 2 WILL: 3 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 6 HERO POINTS: 0

• Skills:

Charisma: 2

• Advantages:

Connection: WGBZ-TV (Low); Gift of Gab; Popularity

• Drawbacks:

Catastrophic Irrational Attraction to the sensational and the bizarre; Minor Physical Restriction: speech affectation (lisp).

• Motivation: Mercenary

• Wealth: 7

• Occupation: Reporter

• Background:

Juan Donovan was once a dull newsman who craved the fame and fortune of the celebrities he followed. In order to make a name for himself, Donovan began to pander to the lowest tastes of his TV audience. His reporting standards were lowered to those of supermarket tabloids, and he was soon given his own show, appropriately entitled *Donavan!*

Juan Donovan first came to the J.L.I.'s attention when he opened up the vault

of the Manhunters on live television and found the androids' tape containing all of the League's secrets. The American Justice Leaguers were blackmailed into appearing on Donovan's show, where they debated the Injustice League in order to take possession of the tape. The show degenerated into a brawl, and the J.L.I. members got the tape. Or so they thought. Even though he was unable to decode the Manhunters' tape, Juan made a copy just in case, which he has been trying to sell on the black market.

When Manga Khan approached Donovan with an offer to carry his show on the Intergalactic Cable Network, Juan accidentally included the Justice League tape in the previewing package of his show. Even though he no longer has the tape, Juan has still been trying to get a deal for it on the black market, figuring that he can give his customers anything and they'll believe it's the real McCoy.

• Role-Playing:

Juan is the original yellow journalist. He will sensationalize anything if he thinks it will get him ratings, and he is not above a little dirty dealing. Since the debacle with the American Justice Leaguers, he has avoided crossing paths with superheroes again. Juan also has a lisp that he affects to seem "unusual", so some of his dialogue may look like it's written funny. Pronounce it the way it appears, and you'll be close enough.

PIERRE LeFABRE

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

• Skills:

Weaponry: 3, Vehicles: 3

• Advantages:

Area Knowledge (Paris); Connections: European Organized Crime (Low), Juan Donovan (Low)

• Motivation: Mercenary

• Wealth: 6

• Occupation: Mob Go-Between

• Background:

Pierre LeFabre is Juan Donovan's French connection to European organized crime. He has been setting up a sale between Donovan and a group of potential buyers of the "duplicate" J.L.I. tape. He does not know that Donovan no longer has a copy of the tape and is simply out to make a buck.

• Role-Playing:

Pierre LeFabre is a typical thug. He will run away rather than put up a fight, but talks tough when backed into a corner.

The Forgotten Villains

Did you know that Superman and the Forgotten Heroes' battle against the Forgotten Villains was the last story to take place before the Crisis On Infinite Earths began (it was DC Comics Presents #77-78)? That adventure, therefore, probably didn't happen that way in the post-Crisis universe. But there have been references to the Forgotten Heroes since the Crisis, so it's pretty likely that the Forgotten Villains also existed in one form or another. You can make up your own mind what their continuity was before this adventure and use them from now on as you see fit (unless DC Comics decides to do a new story with them, of course).

This particular incarnation of the Forgotten Villains was organized by Captain Atom's nemesis, Dr. Spectro, as part of a not-really-very-elaborate scheme to get onto Wheel of Jeopardy. You see, Dr. Spectro heard about the Intergalactic Cable Network, immediately set up an illegal satellite dish, and began pirating the I.G.C.N.'s signals. When he saw that the J.L.I.'s secrets were one of the prizes being offered, Spectro decided to get a group of villains together and take a shot at winning the grand prize on Khan's show.

Dr. Spectro had a copy of Who's Who in Supervillainy handy, which quickly helped him locate the whereabouts of the other Forgotten Villains. Hijacking an Intergalactic Cable Network service vehicle, the Villains rapidly made their way to the space station studio in the Alpha Centauri System to await their audition.

The membership of the Forgotten Villains consists of the following felons.

DR. SPECTRO

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

• Skills:

Gadgetry: 8, Scientist: 8, Vehicles: 5

• Advantages:

Genius; Scholar (optics); Miscellaneous: Dr. Spectro knows part of Cap-

tain Atom's Dark Secret.

• Drawbacks:

Unluck

• Equipment:

SUIT

[STR: 5, BODY: 5, Flash: 10, Illusion: 12, Heat Vision: 10, Invisibility: 10]

FLYING PLATFORM

[STR: 5, BODY: 6, Flight: 10, Energy Blast: 10, R#: 3]

• Motivation: Mercenary



- **Wealth:** 6
- **Alter Ego:** Tom Emery
- **Occupation:** Blackmailer
- **Background:**

While trying to con a tabloid newspaper reporter, Tom Emery learned that part of the history Captain Atom gave to the public was untrue. Specifically, he learned that the arch-villain "Dr. Spectro," who Captain Atom purported to have fought on many occasions, was a fabrication of the U.S. Government. Emery decided to use the equipment he had inherited from the Rainbow Raider, to create a Dr. Spectro identity of his own and use it to blackmail the U.S. Government.

The scheme went pretty well, even though Emery got his tail stomped and wound up in prison. Ever since Captain Atom quit his job as an undercover agent for military intelligence, Emery's payoffs have been dwindling, so he has now set his sights on bigger game: the entire Justice League. He watched the American branch of the League when its members appeared on the *Donavan!* television show and thus learned about the former Manhunter tape. When Emery heard about Manga Khan's game show and that the tape containing the J.L.I.'s secrets was one of the prizes, he contacted the former members of the Forgotten Villains and convinced them to regroup for the show, promising them wealth, fame, power, or whatever it took to gain their cooperation.

- **Role-Playing:**

Dr. Spectro tries to avoid physical confrontation whenever he can, preferring to let his illusions and his associates do the dirty work. Next to his desire for money, Dr. Spectro would love to see his old nemesis, Captain Atom, publicly humiliated.

ATOM-MASTER

DEX: 3	STR: 2	BODY: 2
INT: 8	WILL: 4	MIND: 6
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 15 HERO POINTS: 40		

- **Skills:**

Gadgetry: 10, Scientist: 10

- **Advantages:**

Genius; Scholar (particle physics)

- **Equipment:**

ATOMIC HELMET

[BODY: 3, Matter Manipulation: 15, Force Manipulation: 8, R#: 2]

Bonus: The helmet can be used to create independently-operating creatures out of thin air.

- **Motivation:** Mercenary
- **Wealth:** 4

- **Alter Ego:** Unknown
- **Occupation:** Criminal Scientist
- **Background:**

Atom-Master first appeared in *World's Finest Comics* #101, but who he is and where he comes from is now unknown. He was recruited for the Forgotten Villains by Mr. Poseidon.

- **Role-Playing:**

From the few issues he has appeared in, we can deduce that Atom-Master is a straightforward evil scientist who is using his knowledge for personal gain. His favorite tactic seems to be using his helmet's Matter Manipulation to create monsters and so forth to fight the heroes, while simultaneously using its Force Manipulation to assure his own safety.

KRAKOW

DEX: 6	STR: 2	BODY: 4
INT: 9	WILL: 5	MIND: 7
INFL: 9	AURA: 10	SPIRIT: 9
INITIATIVE: 22 HERO POINTS: 75		

- **Powers:**

Sorcery: 15, Magic Blast: 8, Mystic Freeze: 8

- **Skills:**

Occultist: 15

- **Advantages:**

Scholar (alchemy)

- **Drawbacks:**

Age

- **Equipment:**

Clay

[BODY: 2, SPIRIT: 4, Mutation: 10, Mystic Link (Control): 10]

Limitations: Mutation only transforms victims into image of what has been sculpted with the clay; Control only works on mutated victims.

- **Motivation:** Power Lust

- **Wealth:** 9

- **Occupation:** Evil Wizard

- **Background:**

Krakow is a 12th Century Polish sorcerer and frustrated sculptor who found some magic clay, which he used to make men into horrific monsters. With the help of these monsters, he tried to take over all of Poland. He wasn't defeated by Rip Hunter, Time Master (in *Rip Hunter* #28), because that was before the *Crisis*, but he did somehow wind up with the Forgotten Villains later on.

- **Role-Playing:**

Krakow is a standard gloating evil magician. He particularly likes using his magic clay to turn his opponents into mythical creatures that must obey his commands. It will take him at least three or four phases to put one of his clay statues together to mutate a hero, but it

will be a real problem for the rest of the heroes if he manages to do so. Can you imagine Rocket Red as a Cyclops, for instance? Or Captain Atom as a big bug? The possibilities are endless.

MR. POSEIDON

DEX: 6	STR: 5	BODY: 5
INT: 6	WILL: 5	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 5
INITIATIVE: 18 HERO POINTS: 45		

- **Skills:**

Gadgetry: 8, Scientist: 8, Vehicles: 8

- **Equipment:**

Shrinking Ring

[BODY: 2, Shrinking: 8, R#: 2]

Ultivac Control Ring

[BODY: 2, Control: 8, R#: 2]

Limitation: This ring only allows its wearer to control the actions of Ultivac.

8 AP ABCD Omni-Gadget Rings (x3)

- **Motivation:** Mercenary

- **Wealth:** 3

- **Occupation:** None

- **Background:**

Mr. Poseidon's first appearance was in *Sea Devils* #2, where he fought the Sea Devils and lost. In the Forgotten Villains story, he broke Ultivac out of cold storage and somehow exerted his will over the giant humanoid computer. Mr. Poseidon avoided being captured at the end of that story, so he is probably still at large.

- **Role-Playing:**

Mr. Poseidon is a swaggering, know-it-all boor. He recruited Atom-Master for the Forgotten Villains without consulting his comrades, and almost got thrown out of the group by the Enchantress for it. Mr. Poseidon is currently in control of Ultivac but knows that it would just love to break free.

ULTIVAC

DEX: 11	STR: 21	BODY: 10
INT: 7	WILL: 6	MIND: 6
INFL: 3	AURA: 4	SPIRIT: 3
INITIATIVE: 17 HERO POINTS: 35		

- **Powers:**

Growth: 6, Flight: 6, Energy Blast: 10, Recall: 20, Omni-Arm: 15, Skin Armor: 10, Heat Vision: 6, Warp: 8

- **Limitations:**

Growth is Always On

- **Drawbacks:**

Miscellaneous: Ultivac is a Gadget and must be Repaired if damaged; Ultivac is under the Control of Mr. Poseidon's ring and must obey the

villain's commands.

- **Motivation:** Nihilist
- **Alter Ego:** "The Ultimate Computer"
- **Occupation:** Robot
- **Background:**

Ultivac was built to be an "indestructible force" back in *Showcase Comics* #1. It was so indestructible that it was not destroyed, just deactivated. Sometime later, along came Mr. Poseidon, who hijacked the mammoth humanoid computer and placed it under his command. With its phenomenal power, Ultivac acts as the Forgotten Villains' muscle.

- **Role-Playing:**

Ultivac is big, mean, and — well — computerized. Everything it does or says is usually preceded by an announcement of what it has "calculated."

THE FACELESS

HUNTER FROM SATURN

DEX: 9 STR: 12 BODY: 12

INT: 6 WILL: 5 MIND: 6

INFL: 6 AURA: 5 SPIRIT: 6

INITIATIVE: 21 HERO POINTS: 50

- **Powers:**

Growth: 4, Earth Control: 11, Energy Blast: 11, Air Walking: 4

- **Limitations:**

Earth Control can only be used to transform material that Faceless is touching into a hurled projectile; Energy Blast has a Range of 0 APs; Growth is Always On

- **Drawbacks:**

Strange Appearance; Minor Rage

- **Motivation:** Power Lust

- **Wealth:** 3

- **Alter Ego:** Chun Yull

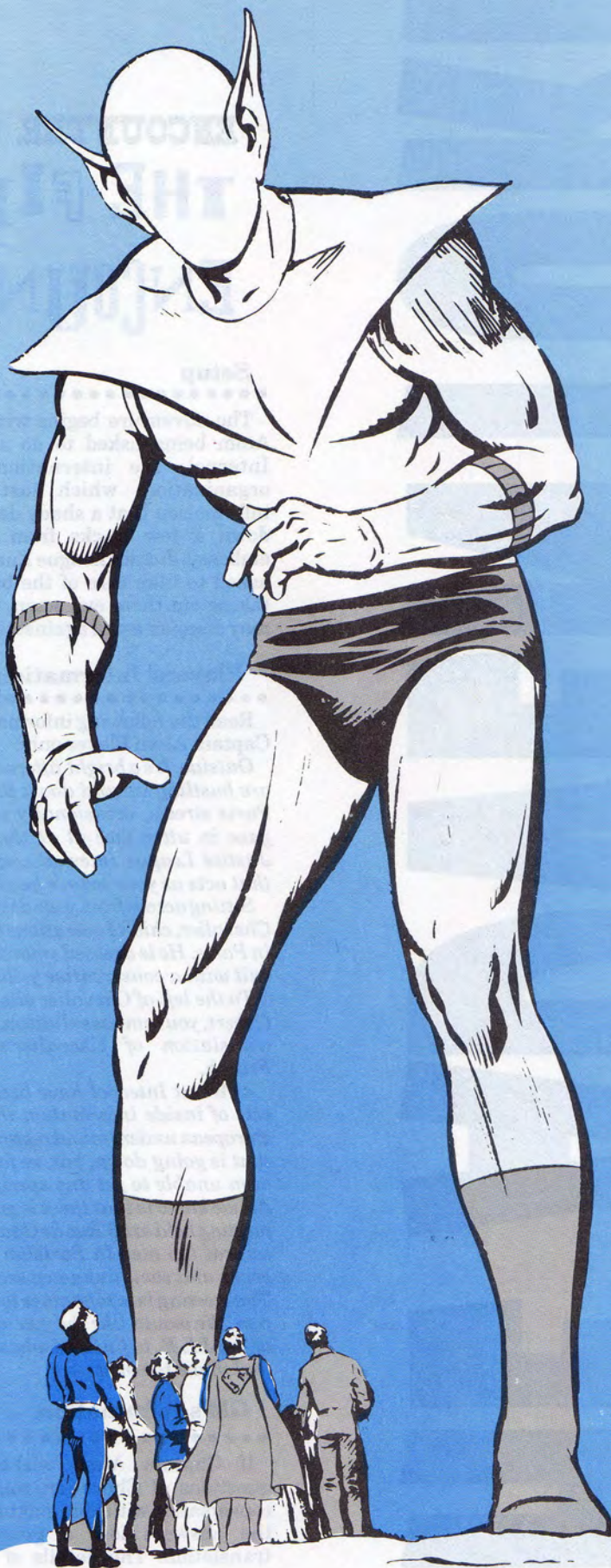
- **Occupation:** Hunter

- **Background:**

Chun Yull is not really from Saturn; he actually comes from a subatomic world existing within an atom, which orbits the planet Saturn. A long time ago (*Mystery In Space* #97), he attempted to conquer the Earth, but was defeated by courageous scientists. He was released from prison on his home world by Krakow in order to defeat the Forgotten Heroes, and they kicked the neutrons out of him. For this adventure, he somehow got back together with the Forgotten Villains.

- **Role-Playing:**

Faceless loves to exclaim his superiority over humans. He has a restriction that he can only convert things he is touching into weapons, but there isn't a good game mechanic for this, so the GM will have to improvise.



ENCOUNTER ONE: THE FIRST ENCOUNTER

Setup

The adventure begins with Captain Atom being asked to do a favor for Interpol, the international police organization, which just received information that a shady deal is going down a few blocks from the Paris embassy. Justice League Europe will be asked to take care of the bust. While taking out these evil scum, the heroes may discover a plot against themselves.

Players' Information

Read the following information to the Captain Atom Player only:

Outside, it's a bright afternoon. People are bustling up and down the crowded Paris streets, occasionally stopping to gaze in utter awe at the imposing Justice League International embassy that acts as your team's headquarters.

Sitting across from your desk is Philippe Chevalier, chief of operations for Interpol in Paris. He is dressed smartly in a blue suit with a conservative yellow tie.

To the left of Chevalier sits Catherine Cobert, your embassy liaison, providing translation of Chevalier's flawless French.

<<We at Interpol have been tracking bits of inside information through the European underground regarding a deal that is going down, but, so far, we have been unable to get any specific details. All we know is that there is going to be a meeting held at 53 Rue de Gaulle between several top men in Parisian organized crime and some unknown second party. The meeting is to take place today at 2:00 p.m. We would like the you and the rest of the J.L.E. to find out what's going on and make the bust.>>

GM's Information

If Captain Atom wishes to ask questions of Chevalier, role play the conversation with him, making sure that the answers lose a great deal in translation. The details of Interpol's

investigations can be made up, and the meeting this afternoon should be stressed as a very important, if routine, task. If necessary, Catherine Cobert will encourage Captain Atom to accept in order to help improve the J.L.E.'s local reputation.

Once Captain Atom has decided to take the job, it will be time to summon the team. Let the Players decide who will go on this mission. If any hero chooses to remain behind, refer to the following *Back At the Embassy*... section as soon as things are done at the site of the bust.

Once the Players have decided who is going and who (if anyone) is staying, play should proceed to the building where the meeting is taking place.

Fifty-three Rue de Gaulle is only a few minutes from the J.L.E. embassy, in the worst neighborhood in Paris. It is a grimy, three-story affair that looms over the street like a drunken monolith. Interpol's information says that the meeting will take place at 2:00 p.m., just ten minutes from now. On the street below, four stretch limousines look out of place, as do the ten or so bodyguards that are trying very hard to be inconspicuous.

The bodyguards have the following statistics:

BODYGUARDS

DEX:	3	STR:	4	BODY:	3
INT:	2	WILL:	1	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	4
INITIATIVE:	9	HERO POINTS:	5		

•Skills:

Martial Artist: 4, Weaponry: 5

•Equipment:

Gun

[BODY: 3, EV: 5, R#: 2]

Miscellaneous Drawback: The gun may only be fired 6 times before it must be reloaded. Reloading is an Automatic Action, but a bodyguard may not make a Dice Action during a phase in which he is reloading.

The heroes may decide to take out the bodyguards before moving in. In addition to the 10 men marked on Map 1A (p. 16), there are 4 waiting in the lobby of the building on the first floor, and 4 more outside the door of an apartment on the second floor.

The Meeting

Four bigwigs of French organized crime will already be waiting in a second floor flat when the heroes arrive. Just a

few minutes after 2:00 p.m., a man dressed in a wide-brimmed hat and a long overcoat will come down the street and enter the building. This is Pierre LeFabre, who is here to arrange delivery of a copy of the tape containing the J.L.I.'s secrets to the crime bosses.

If left undisturbed, LeFabre will exit the building fifteen minutes later and proceed back the way he came. Five minutes after he leaves, the crime bosses will exit, climb into two waiting limousines, and drive off in separate directions. If the heroes attack the building before LeFabre arrives, LeFabre will retreat to his home to await further orders from Juan Donovan.

The GM should stress the fact that the Non-Player Character who enters (and/or exits) the building is acting in a *highly suspicious* manner in order to motivate the Players into making the bust. If the heroes enter the building after Pierre LeFabre, they will be able to discover the meeting already under way. As the heroes make their entrance, a large sum of cash will be changing hands, providing more than just cause for taking these criminals into custody.

All of the crime bosses in the rooms have the following statistics:

BOSSSES

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

The description of the flat where the meeting takes place is as follows. The layout of the room can be found on Map 1B, on p. 16. **Note:** Read the text in bold type only if LeFabre has entered the building.

The interior of the second floor apartment is as dingy as the building's exterior. Smelly, old furniture is arranged in a meaningless pattern throughout the single room, and a small kitchen is located to one side. Milling about the room, glancing uneasily at each other, are four men in expensive suits with large, costly-looking jewelry dangling from their fingers and ties. **Also present in the room is the man in the wide-brimmed hat and overcoat. He has slicked back hair and a pencil thin mustache. As you enter, the men are engaged in a heated argument in French.**

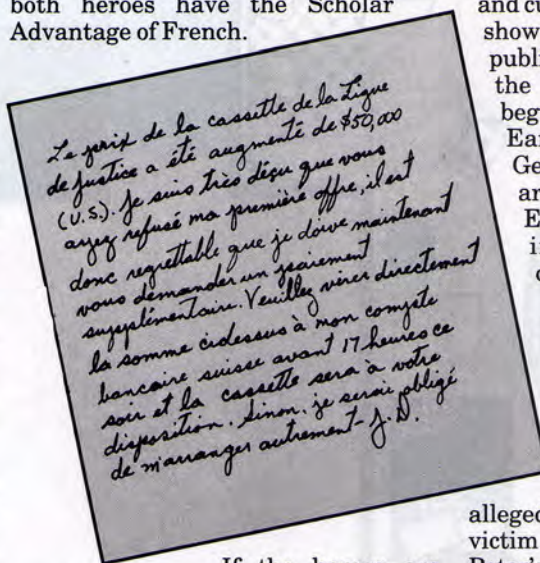
Clues

Once the bad guys are knocked out or Intimidated, it's most likely time to look for clues. If a Player specifically states

that he is looking around on the floor, he will find the note described following. If someone declares that he is searching the crime bosses' pockets, he will find the newspaper clippings described following.

If the Players simply declare that they are looking around, they must make an Action Check using the Detective Skill as the AV/EV against an OV/RV of 2/2. If there are no heroes with the Skill present, allow the Players to make Unskilled attempts using their INTs (see page 55 of the *Character Handbook*). Positive RAPs will uncover a note in French, that was apparently brought by the man in the overcoat, and two newspaper clippings to be found in the back pocket of one of the crime lords. Positive RAPs will also reveal the bosses' identification and so forth, definitely pinning them as the group Interpol is after. If the Players want exact names, make them up but be sure to mention that the man in the hat and coat is Pierre LeFabre.

The GM should feel free to copy the following note in *French* and show the Players the French articles on the back cover to see if they can translate them. If either Elongated Man or Rocket Red is present, the GM should simply read the translations that follow, seeing as both heroes have the Scholar Advantage of French.



If the heroes are unable to make heads or tails of the note and articles, Catherine Cobert will be able to translate them back at the embassy. See *Conclusions*, to follow.

In English, the note reads:

<< The price of the Justice League tape has been increased by fifty thousand American dollars. I am very disappointed that you refused my first offer, and regret that I must now ask for more money. Have the rest of the cash delivered to my Swiss Bank account by

5:00 p.m. tonight, and the tape is yours. Otherwise, I must take our business elsewhere. —J.D. >>

The "J.D." referred to in the note is actually Juan Donovan. Donovan no longer has the copy he made of the tape containing the J.L.I.'s secrets, but these guys do not know that. Donovan is trying to pull one over on them.

The newspaper clippings are from the Paris edition of the *Daily Planet* and translate as follows:

<<I.G.C.N. COMES TO EARTH!

New York, U.S.A.—Representatives of the United Nations finalized a deal today that will bring the Intergalactic Cable Network to Earth. The I.G.C.N. is a galaxy-wide home entertainment service that provides constant programming from many different alien planets. The Network's signal is beamed from its origin point in deep space via a series of satellite relays to a special hookup that will connect the Network to its subscribers' homes. In order to insure that installation proceeds smoothly, U.N. representatives made a general announcement that everyone on Earth should make sure that they are home on Tuesday for the Cable guy.

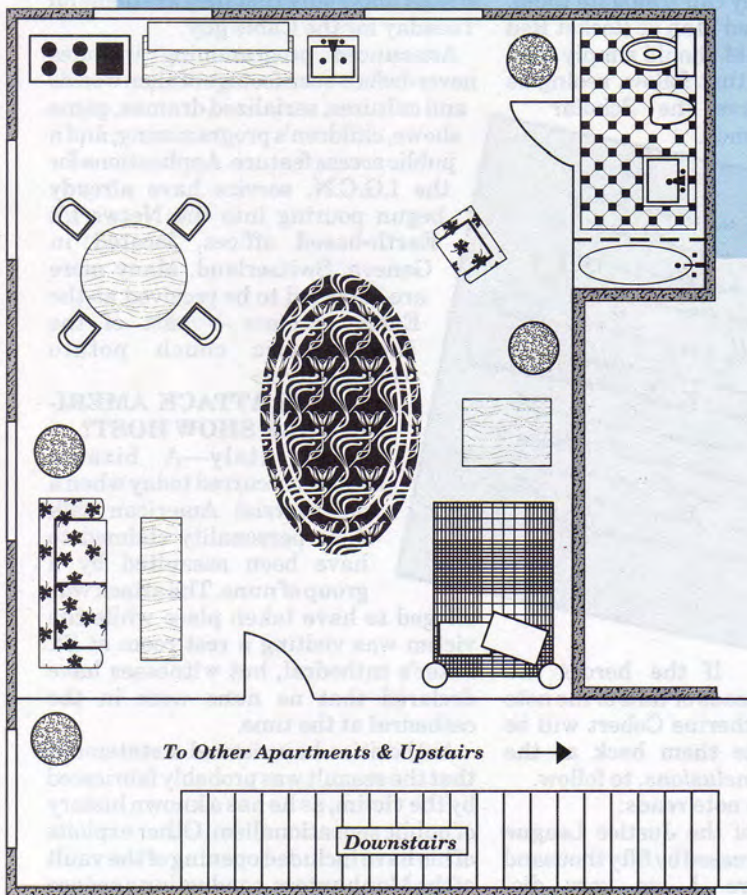
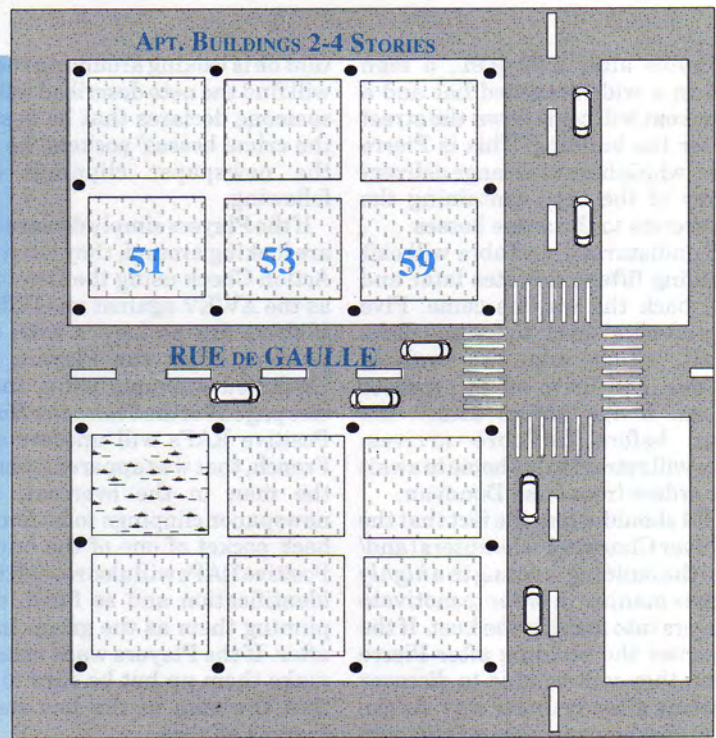
Announced programming includes never-before-seen footage of alien worlds and cultures, serialized dramas, game shows, children's programming, and a public access feature. Applications for the I.G.C.N. service have already begun pouring into the Network's Earth-based offices, located in Geneva, Switzerland. Many more are expected to be received as the Earth becomes a part of the intergalactic couch potato community.>>

<<NUNS ATTACK AMERICAN TALK SHOW HOST?

Rome, Italy—A bizarre incident occurred today when a controversial American talk show personality claimed to have been assaulted by a group of nuns. The attack was alleged to have taken place while the victim was visiting a rest room at St. Peter's cathedral, but witnesses have declared that no nuns were in the cathedral at the time.

Authorities have issued a statement that the assault was probably fabricated by the victim, as he has a known history of public sensationalism. Other exploits of his have included opening of the vault of the Manhunters, conducting a séance to raise the spirit of Elvis, and causing a brawl on live TV between Justice League International members and the group known as the Injustice League.>>

MAP 1A ENCOUNTER ONE



MAP 1B 53 RUE DE GAULLE

The first article is intended to introduce the Players to the concept of the Intergalactic Cable Network, and to let them know where its Earth offices are located, so they know where to go once the rest of the clues indicate they should go there. The second article is about Juan Donovan and is a comical way of letting the Players know where to find him when the time is ripe.

If the heroes Interrogate the mob bosses, positive RAPs will make the bosses simply point their fingers at LeFabre, and say that they are merely

RAPs Information Gained

N LeFabre tells the J.L.E. nothing.

1 "Oui. I sent zat note to zat address. Is it now against ze law to send a lettair to mes amis?"

2-5 "It ees, how do you Engleesh say, a fair cop. M'sieur Juan Donovan contacted moi, and requested that I arrange ze sale of a certain item to some former business associates of mine. Zhey refused ze first price he asked, zo he increased ze price, and zhey were forced to pay. Zhey are very eager to get zheir hands on zhe item."

6+ "I have been acting as ze — how do you say? — ze go-between between M'sieur Juan Donovan and some membairs of ze underground who wished to buy a coded tape from M'sieur Juan. I do not know exactly what is zo valuable about zis tape, but I was ordaired to tell ze beeg bosses zat ze tape would give zem an edge against ze Ligue de Justice. Where Donovan got zis tape, I do not know."

conducting a business transaction with him. If LeFabre is not present, they will give the heroes LeFabre's address, which corresponds to a small apartment in the Artists' Quarter of the city, just a few blocks from the Seine River.

If LeFabre is captured during the bust, he will be Hostile towards the J.L.E., giving him +3 Column Shifts to his OV and RV against Character Interaction attempts. He will reveal the preceding information under Interrogation.

Back At the Embassy . . .

Any J.L.E. members who remained behind at the embassy rather than going to the meeting place will be having a pretty boring time by now, so the GM should have Catherine Cobert approach them with the following:

"I've just received a stack of case files from your counterparts in New York. Most of them seem pretty basic — but I don't know what to make of this one:

Case File #6: Reported by Booster Gold
"It all started when Juan Donovan, that obnoxious talk show host, opened up the vault of the Manhunters on live TV. Wouldn't you know, the only thing he found was an encoded tape with all of the J.L.I.'s secrets on it. Naturally, we tried to get it back from him, but we found the Injustice League at Galaxy Communications when we got there. No problem, right? We bash the bad guys, grab the tape, and split. Wrong.

"Donavan refused to press charges against the Injustice guys, and blackmailed us into appearing on his sleazy show to debate the Injustice League to see who should get the tape. I still don't know why we agreed to it. The whole thing turned out to be a fiasco: the 'debate' broke down into a brawl, Donovan got his nose broken, and the Injustice League tried to make a break for the tape. At least we did wind up getting the tape back. I think. Nobody's been able to break that Manhunter code yet."

After this, Catherine will excuse herself and allow the heroes to discuss this report.

Conclusions

If all of the heroes went to the meeting place and return to the embassy to have Catherine Cobert translate the French articles and note, she will be able to do so and then inform them of Booster Gold's case file (detailed above), believing that it may have something to do with this case. If any heroes did not go to the bust and just received Booster's report, they will probably inform the others of the report.

If the conquering J.L.E. members wish to turn any captured mob bosses over to Interpol, allow them to do so.

If the heroes wish to use either the embassy computers or Interpol's computers to locate Pierre LeFabre, read the Players the following:

Checking through various files for known criminals called LeFabre reveals several suspects. The only one currently in Paris is one Pierre LeFabre, who has been convicted of racketeering, counterfeiting, smug-

gling, and a number of other offenses. He was recently paroled, and his current address is listed as a small apartment in the Artist's quarter, just a few blocks from the Seine River.

If the J.L.E. members go after Pierre LeFabre, play proceeds with **Encounter Two**.

If the heroes have already deduced that Juan Donovan is up to his old tricks, play proceeds with **Encounter Three**.

Troubleshooting

.....
This is one of those Encounters in which, if the heroes miss the clues, the whole adventure is pretty much at a standstill. Therefore, the GM may have to do a little bit of "steering" to make sure that the Players get enough information to get the ball rolling. At the very least, they should get the note that mentions the tape. Remember, if the team is unable to get any of these clues on their own, you can dock them some Hero Points when it comes time to distribute Standard Awards (see the GM's Introduction).

By the way, should the team wish to go running off to Switzerland already, don't let them. The newspaper clue isn't big enough at this point to warrant the trip.



Encounter Two: Monkey In the Middle

Setup

This Encounter is used if the heroes decide to go after Pierre LeFabre, Juan Donovan's "French connection" to organized crime. LeFabre will not think twice about telling all he knows to the J.L.E. members, as he has no particular loyalty to Donovan.

Players' Information

Note: The following paragraph should be read to the Players at whatever time they approach LeFabre's home.

The building where LeFabre is holed up is a small café with a few one-room apartments on the floors above. LeFabre must think that he has gotten away clean, because he is casually sitting at an outdoor table sipping a cup of

RAPs Information Gained

N LeFabre tells the J.L.E. nothing.

1 "Oui. I sent zat note to zat address. Is it now against ze law to send a lettair to mes amis?"

2-5 "It ees, how do you Engleesh say, a fair cop. M'sieur Juan Donovan contacted moi, and requested that I arrange ze sale of a certain item to some former business associates of mine. Zhey refused ze first price he asked, zo he increased ze price, and zhey were forced to pay. Zhey are very eager to get zheir hands on zhe item."

6+ "I have been acting as ze—how do you say?—ze go-between between M'sieur Juan Donovan and some membairs of ze underground who wished to buy a coded tape from M'sieur Juan. I do not know exactly what is zo valuable about zis tape, but I was ordaired to tell ze beeg bosses zat ze tape would give zem an edge against ze Ligue de Justice. Where Donovan got zis tape, I do not know."

cappuccino, as though he hadn't a care in the world. He is watching pedestrians walk by and tapping his toes to the faint sounds of a piano, which are filtering down from one of the apartments above.

GM's Information

LeFabre will panic the moment he sees the heroes and attempt to run away, using his Area Knowledge of Paris to full extent. The GM should feel free to make the Leaguers go through an elaborate chase scene before he lets them get their hands on LeFabre. Paris is a maze of twisting streets and alleyways, and even with a map, it's tremendously easy to get lost. After a bit of running about, though, the heroes should be able to get their hands on him.

LeFabre will be Hostile, giving him +3 Column Shifts to his OV and RV against Character Interaction attempts. He will give the information below and to the left if Interrogated.

If the heroes decide to check out LeFabre's apartment, they will find a small, one-bedroom flat decorated in a very chic style. What they won't find is evidence of his shady dealings.

Once the Players have squeezed any information out of LeFabre, they should be allowed to do whatever they want with him, within reason. At this point, it should be obvious that Donovan either has a copy of the tape that he gave to the J.L.I., or that the tape he turned over was a fake, or something. It is about time to confront Donovan directly.

If the heroes try to contact Donovan at WGBZ, the operator will direct them to Juan's own production company. If the heroes wish to contact Donovan's company, see the following **Donavan Productions, Inc.** sidebar before playing through **Encounter Three**. The J.L.E. members may already know that the talk show host described in the newspaper article is Donovan, and decide to go straight to Rome to find him. If this happens, play continues with **Encounter Three**.

Donavan Productions, Inc.

This section should be used if the J.L.E. members call or otherwise convey themselves to the New York-based Donavan Productions. If they go to New York, they will find an average-looking office complex with a receptionist in the lobby. If they call, this secretary will answer the phone.

The secretary will be Suspicious if the Players announce that they are Justice League members. Anyone who talks to her must convince her of their identity before she will answer any questions. If the heroes become abusive, she will hang up.

If the Players are able to invent some clever way of proving their identity, the GM should accept it and allow them to ask the secretary for information. Otherwise, the Players must make a Character Interaction (Persuasion) Check to establish their credentials against the secretary's INFL/SPIRIT of 3/3. Once she has been Persuaded that the heroes are who they claim to be, she can be Interrogated normally. The secretary can give the Players the information highlighted to the right.

Armed with Donavan's current whereabouts, the J.L.E. members should dash off to Rome to confront him. When they do, continue play with **Encounter Three: Ave, Juan!**

RAPs Information Gained

N "I'm sorry, but you will have to make a request in writing to our public relations department."

1-2 "Mr. Donavan is not currently at the office. In fact, he is out of the country just now. He's doing a series of shows on location in Rome."

3+ "Most of our production staff is currently on location in Rome. Mr. Donavan is doing a series of shows on men who love women and women who love them, secret cults of gladiatorial revivalists, the communist involvement in the medieval Renaissance, and other hard-hitting journalist subjects."

Encounter Three: Ave, Juan!

Setup

By this time, the J.L.E. members have figured out that Juan Donovan is up to his old tricks. The heroes may even have deduced that he has a copy of the Justice League tape that he used to blackmail the J.L.I. into appearing on his TV show. Either way, this Encounter is used when the J.L.E. attempts to contact Juan Donovan.

Note: If the heroes do not yet know that Donovan is on location in Rome, refer to the **Donavan Productions, Inc.** sidebar before continuing with this Encounter.

When the heroes arrive in Rome, they may have to search around before they find Donovan (GM's discretion). Locations they may search include the Vatican City, St. Peter's Cathedral, the Tiber River, or even the J.L.I. embassy in Rome. If the Players do not specifically state that their heroes are checking the Roman Amphitheater, they should be allowed to notice the unusual activity nearby during a routine search of the city.

Players' Information

Read the following once the heroes arrive at the amphitheater:

The Roman Amphitheater is an imposing sight, despite the wear of centuries. The collapsed areas lend it a certain dignity that even the modern buildings surrounding it cannot take away. Today, however, its dignity is taking a beating.

Several large trucks marked "Donavan Productions, Inc." stand outside the ancient structure, with cables snaking into the ruins like a tangle of black snakes. A roar, consisting of a strange combination of cheers, barking, whistles, and catcalls erupts from within the amphitheater.

Allow the Players to plan their approach. Once a hero enters the amphitheater, read the following:

Inside the amphitheater, Juan Donovan is doing what he does best. Clad in a purple-and-white, gold-trimmed toga and a laurel wreath, the king of sleaze TV is face to face with a group of four muscular men dressed in ancient Roman armor. As usual, Donovan is haranguing his "guests" at the top of his lungs, to the enthusiastic support of the live audience.

"Okay, I can see you guys are trying to revive the tradition of gladiatorial combat," he shouts, four inches from their faces, "but why don't you at least use modern weapons, like guns and bazookas? Why bother with all of this pansy sword and armor junk? You should at least fight like real men!"

At this, the armor-clad figure closest to Donovan jumps up, draws his sword, and lunges at the loudmouthed host.

GM's Information

The Justice League may decide to rescue Juan from his erstwhile guests, or they may simply sit back and enjoy the show. This sort of fight frequently breaks out on the *Donavan!* show, but the guests are not usually armed. The "modern gladiators" are bodybuilders who have tried to gain a reputation and make a buck by staging re-creations of ancient Roman gladiatorial bouts. They have the following statistics:

GLADIATORS

DEX:	2	STR:	3	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	0		

•Skills:

Weaponry (exotic): 3

•Equipment:

ARMOR

[BODY: 3]

Sword

[BODY: 2, EV: 3]

The gladiators will attempt to beat the tar out of Donovan, without entering Killing Combat. Five phases after the gladiators attack Donovan, the fight will be broken up by Donovan's own security men if the heroes did not intervene. Once the combat is over, Donovan will wrap up the show to the thunderous applause of his audience.

The Players may wish to Interrogate Donovan on the spot, but he will try and direct them to his dressing room inside one of the trucks. Under Interrogation, Donovan should be considered to have a Personal Vendetta against all of the Leaguers and will reveal the following

information. By the way, some of the strange spelling below is done that way to represent Juan's speech impediment. Just read it the way it looks, and you'll have it.

Conveniently enough, the I.G.C.N. has an office on Earth located in Geneva, Switzerland. Remember the newspaper article in *Encounter One*? If the Players remember, they may already know where to go. If not, the J.L.I. computer banks have the information available at the touch of a button. When the Leaguers head to the I.G.C.N.'s office, play proceeds with **Encounter Four: The Intergalactic Cable Network**

Troubleshooting

It's really up to the Players to decide what they should do with Donovan once they have finished soaking him for information. Depending on how they arrived at this Encounter, the heroes may be able to link him to organized crime and effectively put him out of business. They may arrest him. They may ask for his autograph. They may just let him go. But guess what? Once they get his info, it doesn't matter what they do with him.

RAPS Information Gained

N Juan gives no information.

1 "Yeah, I made a copy of the *Manhunters'* tape, but what harm was it? Nobody could translate the code!"

1/2 RV "Oopsh. Heh, heh. I guess I forgot to mention that I made a duplicate of that shilly old *Manhunter* tape. I was going to turn it over to you, but I sort of mishplashed it, yeah, that's it."

Full RV "I had a copy of the *Manhunter* tape made, but what's the big deal? Nobody on Earth could decipher it, anyway. Of course, there were several unscrupulous characters who were willing to buy it from me anyway, figuring they might get lucky and be able to translate it. But I couldn't have sold it to them really because I don't have it anymore! I recently made a deal with the Intergalactic Cable Network to carry my show on hundredsh of planetsh, shee, and I gave them a bunch of sample tapes and the *Manhunter* tape sort of got included by accident. I haven't seen it shinshe! Honesht!"

Encounter Four:

The Intergalactic Cable Network

Setup

By this time, Juan Donovan has spilled his guts to the heroes, and they have headed to the I.G.C.N.'s base of operations in Switzerland in order to find out what has happened to the Justice League tape. When they arrive, they will have to get in somehow to search for clues.

Players' Information

The I.G.C.N.'s "offices" look more like a military base than a place of business. It is a huge building on the outskirts of Geneva, Switzerland, and shows a completely alien architecture. A sign on the main doors reads: "CLOSED" in a dozen languages, only a few of which seem to be of Earth origin.

GM's Information

There are no I.G.C.N. representatives currently on Earth, and there will not be any for the next few weeks. The heroes will have to sneak into the building if they want to find any clues. The doors of

the building have a BODY of 8 APs, while the walls have a BODY of 10; the OV/RV of an Action Check using the Thief (Locks and Safes) Subskill on the doors is 6/6. The doors are transparent, and the heroes may be able to detect movement inside before they try to

break in. Roll a Perception Check for each hero against an OV/RV of 7/7. Depending on the number of RAPs, the Character(s) may gain the information at the bottom left of this page.

Robotic Routine

There are three robots inside, guarding the building against intruders. One robot patrols rooms #1 through #5, the second patrols rooms #6 through #10, and the final one patrols the entire building (see Map on p. 22). The robots have each been programmed to follow a specified patrol pattern. The robots will deviate from this pattern only if they detect danger, in which case they will stop, summon the others (which will arrive three phases after the summons), and attempt to subdue the source of the danger. If the heroes smash their way in rather than try to sneak in, the robots will immediately be alerted to their presence and move to intercept them.

The robots have the following abilities:

I.G.C.N. SECURITY ROBOTS

DEX: 12 STR: 18 BODY: 15

INT: 12 WILL: 6 MIND: 10

INITIATIVE: 44 HERO POINTS: 30

RELIABILITY #: 0

•Powers:

Energy Blast: 15, Adaptation: 20, Running: 6

•Bonuses:

The robots add their APs of Adaptation to their Initiative scores.

•Tactics:

The robots will use their Adaption Power to mimic the following Powers to combat the various J.L.E. members:

vs. Capt. Atom: Reflection/Deflection
vs. the Flash: Superspeed
vs. Elongated Man: Glue
vs. Power Girl: Skin Armor
vs. Animal-Man: Sonic Beam
vs. Metamorpho: Disintegration

vs. Rocket Red: Force Field

Whenever the heroes enter a room, there is a chance that they will run across one of the robots, or if they stay in a room too long, one of the robots is bound to happen along and detect them. Each time a hero enters a room, roll a D10: on a 1-3, a robot will be in the room. If the heroes are using the Thief (Stealth) Subskill or a Power such as Superspeed to examine the rooms, allow the robot a Perception Check to spot the heroes. Positive RAPs indicate that the hero(es) are sighted, and the robot will attack. If the heroes spend more than a minute in a room, a robot will automatically enter and attack the heroes.

The Search

There are tons of clues that can be found in the I.G.C.N. building if the heroes know where to look. The following paragraphs describe what can be found in each room, starting with the lobby and working inward.

#10 The Lobby

The lobby is decorated with strange alien paintings and plants. There is a receptionist's desk conspicuously situated in front of two doors, and several comfortable-looking chairs.

There are no clues in this room, but if the heroes wish to look around anyway, a search of the lobby will reveal that the plants are artificial.

#9 The Kitchen

This industrial-style kitchen appears to be equipped to prepare food for a variety of alien life forms. A strange, sickly-sweet smell fills the air.

There are no clues to be found here either, and a search will only reveal a variety of ordinary foodstuffs and a strange conglomeration of alien tidbits that only slightly resemble human food.

#8 The Cafeteria

The cafeteria is lined with tables that seem to have been designed to accommodate several different alien life forms. A thin layer of dust covers the entire room.

It will only take the heroes a very short time to determine that there is nothing to be discovered here.

#7 The Business Office

From the nameplate on the desk, it is obvious that this office belongs to the chief negotiator for the I.G.C.N. on Earth. It contains a large wooden desk, a chair that is certainly not designed for a human, a waste paper basket, and a large filing cabinet. Papers are laid out all over the desk, and the garbage can is filled almost to overflowing.

RAPs Information Gained

N The hero does not see anything.

1-3 *There seems to be some movement in the lobby of the building.*

4-6 *There is something moving inside. It came into the lobby from a door to the rear, made a brief survey of the room, and then disappeared through another door. A glimpse of metal can be seen before it disappears.*

7+ *Some kind of robot just entered the lobby from a door located the right-hand side of the back of the room, made a brief circuit around, then exited through another door to the left.*

If the Players state that they are examining the waste paper basket, they will find the memo reproduced below.

To: *Wade Helixine, I.G.C.N.*

FROM: *Ramk Hyde, Centauri Space Systems*

SUBJECT: *Wheel of Jeopardy chartered shuttle*

As per your request of 8406.11, we have placed at the I.G.C.N.'s disposal one of our Nuklonic Hypercube shuttles, for use in transporting contestants from the Sol System spaceport (coordinates 54B 09X 231.8X 003.69) to the Wheel of Jeopardy studios in the Alpha Centauri System (coordinates 562.0X 332.007X 102.34). As per our hyperspace discussion of last Wednesday, this will be at no charge to the I.G.C.N. (although you can charge your passengers, yourself if you want), and Centauri will be given an announcement during Wheel of Jeopardy in exchange for pleasure doing business with you, Wade. How about a game of xanitar next week?

Examining the papers on the desk will uncover a pile of receipts made out to I.G.C.N. from several different Earth companies, including Galaxy Communications, Lexcorp, the United Broadcasting Company, and Donovan Productions, Inc. The heroes will undoubtedly wish to examine the receipt from Donovan more closely. It is reproduced below. Notice

that the fourth entry on this invoice is circled and initialed "M.K."

ALPHA CENTAURI SYSTEM
GALACTIC CABLE NETWORK

RECEIVED DONOVAN PRODUCTIONS INC.
FROM: M.K.
1-DONOVAN!-Christmas Special video tape, recorded 12/24/88. Featured guests: Nazi KKK Skinheads, Satani rock stars, Transsexual mud wrestlers.
1-DONOVAN!-video tape recorded 5/19/89. Subject: "Supermarket tabloids: Bastion of Truth, or Patriotic Americans?"
1-DONOVAN!-video tape, recorded 8/10/89. Featured guests: members of Justice League International & the Justice League. NOTE: This show received all-time high ratings.
1-DONOVAN!-encoded tape labeled: Justice League International: Histories, secret identities. To be programmed into Manhunter infiltration android ROCKET AFB No. 7.
1-DONOVAN!-video tape, recorded 4/1/89. Subject: "SUPER-HERO ROLE-PLAYING GAMES: A bunch of well-adjusted, fun-loving, normal people."

The filing cabinet is locked. It has a BODY of 5, should the heroes try to break it open, and an OV/RV of 4/4 against Lockpicking attempts. Nothing in the cabinet is written in an Earth language, so the heroes will be unable to decipher any of the documents.

If the Players do not specifically state where in the room they are searching, the GM should allow them to make an Action Check using the Detective Skill against an OV/RV of 3/3. Positive RAPs will uncover both of the clues listed previously. There is nothing else in the office that pertains to this case.

#6 The Security Office

This room has a small, metal desk and a row of high-tech looking security monitors. One of the screens on the monitor bank shows a schematic of the building, with several blips moving through the rooms and corridors.

If the Players state that they are looking around the security monitors or in the desk, they can find the schematic without having to make any rolls.

Otherwise, they must obtain positive RAPs on a Perception Check against an OV/RV of 4/4 to notice the

schematic. Once the heroes have seen the schematic, they will be able to deduce the robots' patterns and will receive a +2 Column Shift modifier when attempting to avoid the robots' Perception Checks.

If the robots have already been destroyed or otherwise knocked out of commission, the security panel will flash a distress call to some location in outer space, but no help will arrive until well after the J.L.E. members have finished their investigations here and left.

#5 The Studio

This seems to be the place where the few public access programs from Earth are recorded. The walls of the studio are lined with unused backdrops, props, and furniture. Three amaz-

ingly high-tech cameras and various microphones have been left in place.

The equipment is currently pointed at a desk which sits in front of a large panel that reads, "Good Morning, Earthlings!"

If the heroes wish to operate the cameras, they can do so by receiving positive RAPs

on a Gadgetry (Identify Gadget) Action Check. Exactly what they think they are going to accomplish by doing so is anyone's guess. Whatever is being videographed by the cameras in the studio will appear on one of the screens in the control room (#2 following), but will not be broadcast or recorded.

#4 The Videotape Storage Room

There are thousands of videotapes stored in this room. They are lined up on shelves on the walls, on tables, and are even scattered around the floor.

If a hero wishes to randomly search through the tapes, he must make a Perception Check against an OV/RV of 7/7. Positive RAPs means that he will stumble across the tapes that I.G.C.N. received from Juan Donovan's company. However, the tape containing the J.L.I.'s secrets will not be among the tapes stored in this room.

By going through the room methodically, the Players will be able to find the Donovan tapes (they are the same ones described in Room #7) in about an hour (even Characters with Superspeed will take this long) and establish the disappearance of the Justice League tape.

#3 The Videotape Editing Room

This small room has a high-speed editing facility built into one wall. Various tapes are scattered around the room.

A brief search will reveal that the former Manhunter tape is not one of the tapes in this room.

#2 Control Room/Transmission Center

Control panels, microphones, special effects equipment, and video monitors line this entire room on all sides. As you enter, only one of the many TV screens is on, displaying a series of flashy shots in quick succession that make very little sense. There is no sound coming from the screen.

If the Players say that they will turn up the volume, read the following paragraph. Otherwise, have them roll a Perception Check against an OV/RV of 0/0 to notice the volume knob, and then read the following paragraph. (Be sure to use your best game show announcer voice for this one.)

"... just waiting to be won on Wheel of Jeopardy, the hottest game show in the galaxy! How would you like to warp away in this brand new Xenon star cruiser? (oooooh) Or take a vacation to sunny, tropical Aldebaran 4? (aaaah) Or learn all of the secrets of Earth's Justice League International? (applause) Yes, any of these prizes can be yours when you join in on Wheel of Jeopardy! If you would like to be a contestant on

Wheel of Jeopardy, just hop on one of our convenient star shuttles at the spaceport nearest you! And watch Wheel of Jeopardy every weeknight at 7:00 p.m. Eastern, 6:00 p.m. Central, 5:00 p.m. Mountain, 4:00 p.m. Pacific, 1:00 a.m. Greenwich Mean, and 4:00 a.m. Moscow time! (thunderous applause)"

The screen then launches into a series of commercials for various programs that can be seen on the I.G.C.N.

The Players will not be able to garner any further information about *Wheel of Jeopardy* or any other I.G.C.N. programs, no matter how long they watch the screen. After a while, old reruns of *Lasersmoke*, an alien version

of a western, will come on and last for several hours.

#1 The Teleportation Chamber

The floor and ceiling of this room are covered with teleportation disks that resemble the ones in the J.L.I.'s embassies, only without the tubes that the J.L.I. uses. A low hum seems to indicate that the mechanism is powered up and ready for use.

Any Player whose Character has the Scientist Skill may make an Action Check against an OV/RV of 4/4 to figure out the system's operation; positive RAPs indicate success. He will also notice that the teleporter is currently set for coordinates 548.09 x 231.8 x 003.69, the

Sol System spaceport. The teleportation controls can be remotely operated by a person who is standing on one of the disks, so no one will be left behind if the Players beam up to the spaceport.

Conclusions

Here's how all of the clues fit together. The receipt, the videotape storage room, and the mention of the League's secrets on the *Wheel of Jeopardy* ad should be enough to convince the Players that the Justice League tape is no longer on Earth. The memo in the business office, the coordinates on the teleporter, and the reference in the ad to catching the shuttle at the spaceport should allow the Players to figure out that they can get to the game show by beaming up to the spaceport and grabbing the shuttle. They may even have figured out that they have to become contestants to try and get the tape back.

When the Players decide to beam up to the Sol System spaceport, go to **Encounter Five**.

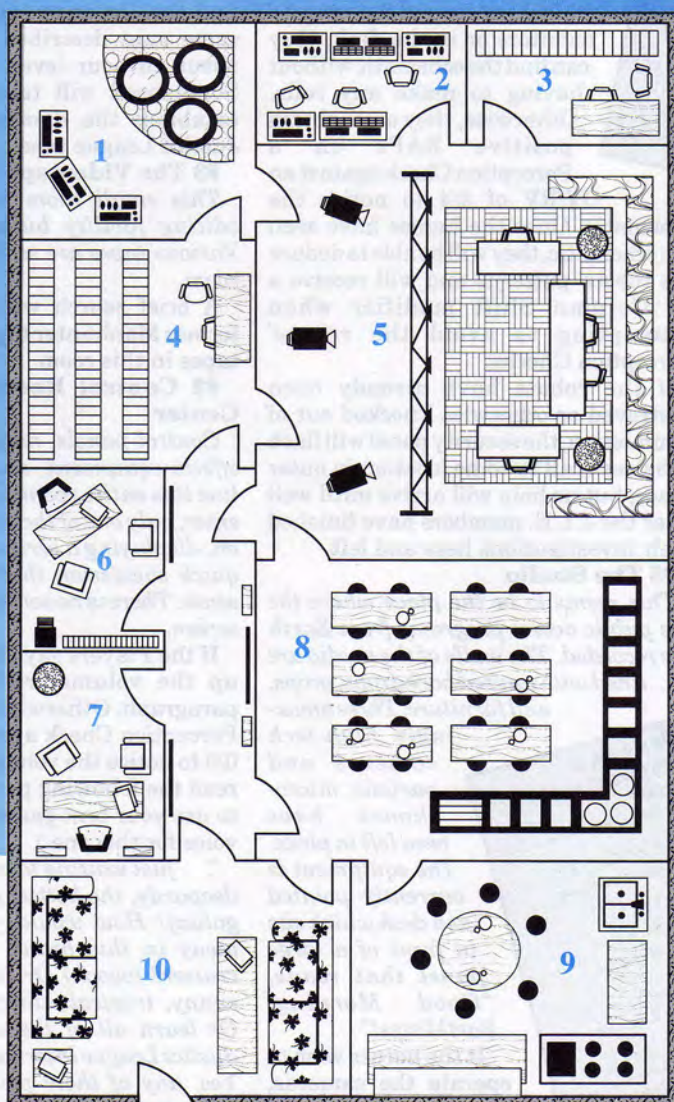
Troubleshooting

.....
If any heroes object to breaking into the I.G.C.N. offices, that's fine, because most of them should have no problem with it. The robots are pretty tough, but they shouldn't pose too much of a threat against the combined forces of Justice League Europe. If by some chance the heroes are defeated, they will wake up on the spaceport in time for **Encounter Six**, where a representative of I.G.C.N. will inform them that no charges will be pressed if they agree to audition for *Wheel of Jeopardy*.

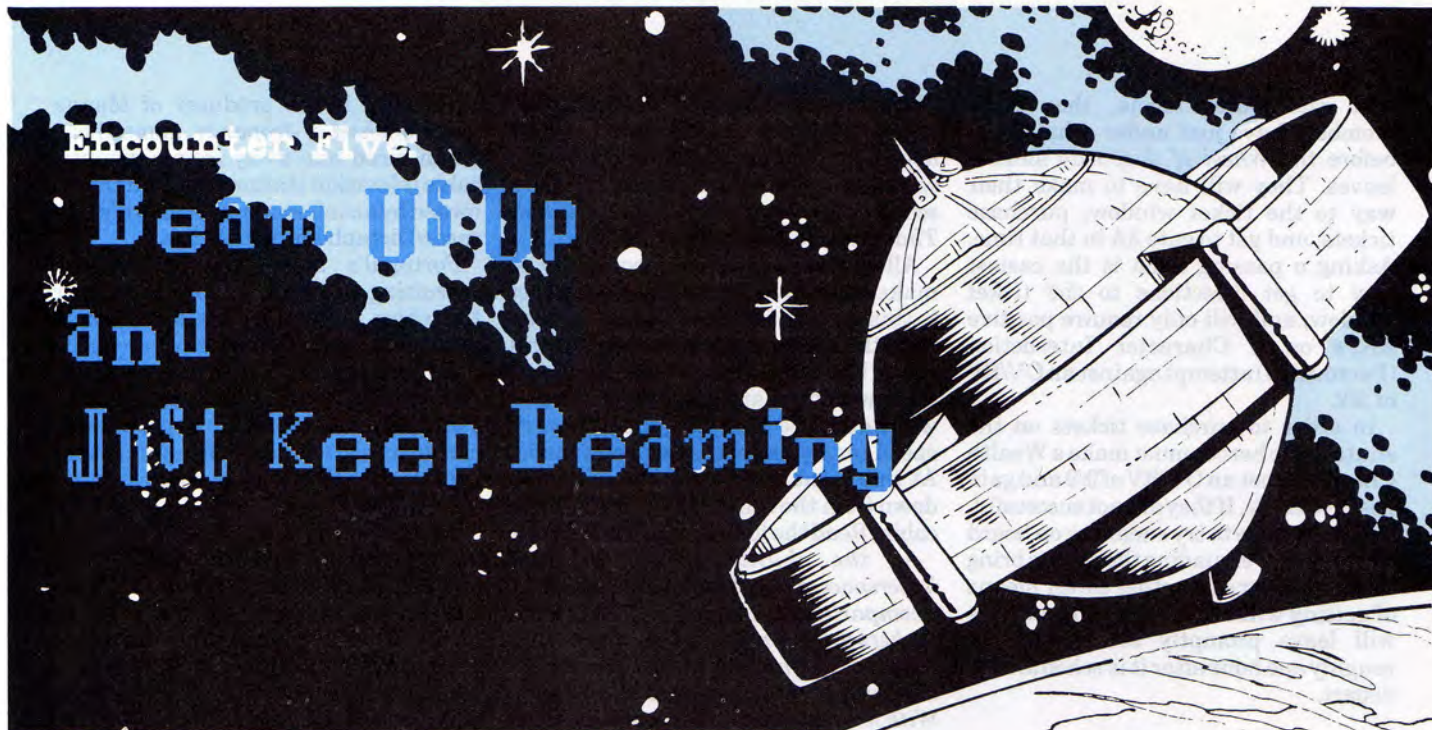
If the J.L.E. members wish to use their own transporters to get up to the Sol System spaceport, the GM should inform them that this destination is out of their transporters' range.

If the Players are unable to piece together the clues, the GM should have the recording of the *Wheel of Jeopardy* ad (previously heard in the control room) play throughout the building. If the Players still don't get the hint, the GM should "steer" the heroes in the right direction and dock them 5 Hero Points when calculating the Standard Award at the end of the adventure.

I.G.C.N. OFFICE



Main Entrance
(Only entrance, actually)



Setup

This Encounter takes place after the J.L.E. has decided to beam up to the Sol System spaceport to try and catch a ride on the *Wheel of Jeopardy* shuttle.

Players' Information

The sensation of teleporting via the I.G.C.N.'s system is not really all that different from the feelings you get when you travel via the system used by the J.L.I. to transport members from embassy to embassy. In other words, you feel nauseous.

Pretty soon you find yourself in an observation area on a large space station that is orbiting the planet Jupiter. The famous "red spot" on the giant planet bathes the room in an eerie glow that contrasts with the artificial lighting coming from wall units. The entire area is full of beings of all sizes and shapes. Many of them are crowded around a departure/arrival screen, while others scurry in and out of numbered exits. A number of bald, green-skinned humanoids wearing gaudy purple robes that clash with their skin color approach you. They are pushing a small, flower-covered cart displaying various books, pamphlets, and other assorted bits of reading matter.

"Greetings, friends!" says the smiling alien in the lead. "You're from Earth, aren't you? That's funny: there was another group from Earth here just a while ago. We are humble pilgrims from the planet Swöön. I hope that your journey was a peaceful and meditative

one. Could we interest you in some of our thoroughly enlightening literature? It could be the most important thing you'll read in your life. It was for me."

GM's Information

The Swöönies have more on their cart than just their weird cult propaganda. If a Player states that he wishes to look at what the Swöönies have on their cart, he will be able to make out the following titles: *Quotations from Reverend Swöön*, *The Way to Peace Through Swöön*, *the Batman Role-Playing Game*, *Swöönism: Not Just Another Religion*, *the Wheel of Jeopardy Pocket Guide*, and *Swöön Is Your Friend*.

If they notice it, the Players may wish to purchase a copy of the *Wheel of Jeopardy Pocket Guide*. To do so, the OV/RV of the Wealth Check needed to buy the book is 6/6. (Earth money has a

terrible exchange rate against the Intergalactic Megadollar.) If the heroes gain positive RAPs, the book is theirs. The listings can be found on the inside back cover: the GM may make a copy of these listings and give them to the Players. The *Wheel of Jeopardy Pocket Guide* may prove useful to the Players if they ever get to *Encounter Eight*.

If the Players ask the Swöönies for more information about the Earth group that came through earlier (it was the Forgotten Villains but don't tell the Players that), the Swöönies will only be able to tell them that the group came through the spaceport roughly six megazorks earlier. They will be unable to make an equivalent reference between megazorks and Earth time scales.

The heroes will probably want to check out the departure/arrival screen to see what's up. The screen has the following display:

CURRENT TIME: 8909.08

FLIGHT	DESTINATION	DEPARTURE TIME	GATE
098	Mutara Nebula	OUT	1A
144	Orion Star Cluster	8913.07	2A
145	Wheel of Jeopardy Charter	8914.05	3A
333	Tamaran Vega Star Group	8922.07	6A
430	Edge of the Known Universe	8925.08	1A
FLIGHT	ARRIVING FROM	ARRIVAL TIME	GATE
112	Rann	IN	4A
265	Oa	IN	5A
271	Chicago O'Hare	8910.01	6A
582	Anti Matter Universe of Qward	8911.04	9A
666	Antilles Star Group	8920.02	7A

In real world terms, the J.L.E. members have just under a half hour before the *Wheel of Jeopardy* shuttle leaves. They will have to make their way to the ticket window, purchase tickets, and get to gate 3A in that time. Asking a passing alien is the easiest way to get directions to the ticket window, and will only require positive RAPs on a Character Interaction (Persuasion) attempt against an OV/RV of 2/2.

In order to purchase tickets on the shuttle, the heroes must make a Wealth Check against an OV/RV of 9/9 and gain positive RAPs. If they are not successful, they may have to try sneaking on board the shuttle, Persuading the pilot to bring them along, or some other clever means of getting what they want. The shuttle will leave promptly at 8924.05, or roughly one hour after it is scheduled to depart.

On Board

Once they have gotten on board the shuttle (whether they bought tickets or snuck on), the heroes will be directed to comfortable seats in a large passenger compartments. Read the following to the Players:

You are directed to large, comfortable seats that conform to your body's shape as soon as you sit down. The cabin is broad, with plenty of leg and head room. Also on board the shuttle are four natives of Deneb (who are large, furry, elephantine beings with six feet), eleven amoebalike creatures from the Rigel system, four Betelgeuseans (who are covered head to toe in odiferous fungi), six insect life forms from Antares, and three blue-skinned humanoids from Ceti. At the front of the cabin, a flight attendant is giving a briefing on the safety features of the shuttle.

"Welcome aboard the Centauri Space Systems CD-10 Flight 145 to the Wheel of Jeopardy Studios in the Alpha Centauri System. Please direct your attention to the forward part of the cabin. Should your cabin become exposed to hard vacuum during flight, a small mask will drop down from the panel above you. You will have roughly ten seconds to put on this mask before you explosively decompress, so please put on the mask right away. If the ship becomes involved in any space battles, your seat is equipped with a Mark Five Energy Blaster for destroying enemy scum. Please do not attempt to remove the blaster at any time, as only the captain can release them from their sockets by remote control. Your cooperation is greatly appreciated.

In a few moments, we will be making the jump to warp speed (or is that hyperspace? I always get those confused), so please make sure your seat belts are securely fastened around your waist. Thank you for your attention."

Allow the heroes the opportunity to make themselves comfortable and react to this speech. Once the shuttle is away from the spaceport, the Characters will see a blur of colors go speeding past their windows, and the captain's voice will announce that the jump to warp speed (or hyperspace) has been made. At this point, a video screen will slide down from the ceiling in the front of the cabin. Read the following to the Players:

As the shuttle speeds through hyperspace, a small screen descends from a compartment in front of you. The screen flickers to life, and an image of a smiling man with light brown hair wearing a blue suit with a checkered tie appears. With his right hand, he nervously spins a ruby ring that he is wearing on his left hand.

"Greetings, Wheel of Jeopardy hopefuls! I am Barry Portugal, the producer of the show. I'm here to give you an idea of what you can expect when you reach our fabulous studios orbiting Alpha Centauri. When you get to the studios, you will be directed to form into teams of six players. If you do not have six people on your team already, you will have to join up with some of your fellow contestants. If you are not a member of a team, talk to your fellow passengers and see if they are short a person or two. We would hate to have to disqualify someone simply because he, she, or it couldn't get together with a fellow being and fan of the show. Once you have your team, lines will form and you will be requested to perform some small act that will show our panel that you have what it takes to be on Wheel of Jeopardy. Good luck to all of you, and I'm looking forward to seeing you in person when you arrive!"

BARRY PORTUGAL

DEX:	2	STR:	2	BODY:	2
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	5	HERO POINTS:	0		

- **Skills:**
Charisma: 5
- **Advantages:**
Scholar (Cable TV Production)
- **Motivation:** Love of the Industry
- **Wealth:** 10
- **Occupation:** TV Producer
- **Background:**

Portugal is the producer of Manga Khan's *Wheel of Jeopardy* game show. Khan hired him away from a gigantic cable television station on Earth that is owned by an infamous millionaire/yacht racer/Dictaphone demolitionist.

Portugal's responsibilities include recruiting and briefing contestants for the show, arranging for sponsors to provide prizes, and judging any rule disputes that come up during the show. Along with Manga Khan and L-Ron, Portugal is one of only three people who can deactivate the security system that protects the *Wheel of Jeopardy* prizes.

• Role-Playing:

Barry Portugal is all go-go-go. He charges around the studios aboard the Cluster at breakneck speed, with an aide on one hand and a portable phone in the other. He is always working on promoting *Wheel of Jeopardy*, and all of his actions should be geared to reflect this.

The Players may want to talk to some of the other passengers, especially if there are not enough heroes present to make a team. The aliens will not be able to provide much information, but will recognize Captain Atom, Rocket Red, and the Flash as some of the heroes who defeated the Dominators' alien alliance. Earth has become something of a fad in outer space, and most every alien race is curious and wants to know more about this unusual planet. Any of the other passengers will be glad to join the heroes' team, and the GM need only invent some statistics for them. The aliens will pester the heroes with questions about being an Earth hero until a sign lights up that says "prepare for regular space; return to seats."

The entire trip from the spaceport to the I.G.C.N. space station takes approximately four hours. After this, the ship unfolds or decelerates or jumps out of hyper space, warp speed, or whatever it does to get it to **Encounter Six**.

Troubleshooting

Don't make it too hard for the heroes to get on the shuttle. No matter how long they are delayed getting their tickets or mucking about with the Swöönies, the shuttle should not take off without them. The GM is allowed to make it a close call, though.

If the Players do not notice the *Wheel of Jeopardy Pocket Guide*, it is no big deal. They will just have that much harder a time when they get to **Encounter Eight**.

Encounter Six: Razze Dazze

Setup

The heroes have just hitched a ride out to the I.G.C.N.'s space station studio (which the heroes may recognize as the Cluster) in the Alpha Centauri System. In this Encounter, the heroes check in with *Wheel* producer, Barry Portugal, and run through a contestant audition. During the proceedings, they also bump into Manga Khan, the oft-incorporeal mastermind behind the entire cable TV affair.

Players' Information

After the shuttle lands, a stocky golden robot leads you down a long corridor toward a chamber labeled: "CONTESTANT AUDITION CENTER." As you enter the center, a brutish foreman plops you down on a master contestant list, saying, "No pushing, no pushing! Let's see: four from Deneb, eleven from the Rigel system, four from Betelgeuse, six from the Sol system—(to the heroes) Say, didn't you guys come through a little while ago? No? Must have been somebody else—six from Antares; three from Ceti. . . Look buddy, I said NO PUSHING!"

GM's Information

The foreman will not have the time or the inclination to give the heroes any information about the other group from Earth. After the heroes make their way past the foreman, they will find themselves in one of several lines that have formed before the associate producers of *Wheel of Jeopardy*. There is such a variety of beings here that the heroes will not be able to make out any Earth residents in the crowd. Just after the heroes get in line, the entire group is addressed by a tackily-dressed Earth human:

"Welcome! I am Barry Portugal, pro-

ducer of Wheel of Jeopardy. I am sure that most of you are familiar with the rules, but maybe we had better recap a couple of points. Contestants on Wheel of Jeopardy compete in teams of six; two teams compete on each show. Some of my colleagues are now going to ask each of you to undergo a brief audition so that we may screen out the best contestants for the program. Those of you who do not qualify are welcome to stick around for tomorrow's audition."

The Audition

As each potential team of contestants approaches the head of the line, one of the associate producers barks out: *"Okay, show us what you've got. What we're looking for is ratings, something our audience has never seen before, or something the audience will find tremendously appealing."*

Each team of contestants is then given an opportunity to exhibit some sort of charm, skill, or ability that will capture the producers' attention. There are two complete teams of bizarre aliens in line before the heroes. The first team tries to woo the producers with a cigar box juggling act (*"Don't call us, we'll call you"*), and the second team tries to secure a spot with a tag team chug-a-lug (*"Great act, but how are we supposed to work it into our game show?"*).

When the heroes finally make their way up to the front of the line, ask them to improvise their own audition act. The GM should encourage his Players to strongly role play and act out their audition. The GM should then judge the Players' act by his own standards and determine whether or not the J.L.E. manages to wow the judges or not.

If the Players refuse to act out their audition, have them describe what each of their Characters will do during the audition to try and get on the show. Each potential contestant must make an Action Check using the APs of the Power, Attribute or Skill that is most appropriate to his actions in the audition as the AV/EV against an OV/RV of 2/2. If the hero is trying to wow the producers with charm, use the Charisma Skill; if the hero is trying to impress everyone with his Powers, use the appropriate Power, and so on. In order to secure a spot on the game show, the Justice Leaguers must accumulate a total of 20 or more RAPs on all of these rolls. If the heroes succeed, the producers gleefully shout out to all of the applicants that

they have found one of the teams that will be competing on tonight's program.

Meeting Manga Khan

If the heroes don't qualify for the show, a team of dwarfish aliens that perform heavy metal songs in three-part-harmony will get the spot instead. A few minutes after the Leaguers do or do not get on the show, there is loud whooping to announce the other team that has qualified: the Forgotten Villains and their new leader, Doctor Spectro! The GM might want to improvise a brief role-playing encounter between the Leaguers and their villainous competition. The Leaguers are all familiar with the villains' backgrounds, so if the Players do not know them, you can give them the information from the *Non-Player Characters* section.

After both teams have been announced, read the following to the Players:

The auditions over, the competitors are called forward to meet the show's host. Entering dramatically and striking an impressive pose, the star of Wheel of Jeopardy is revealed to be perennial Justice League International menace: Manga Khan! Khan comes in from the back of the room and strides purposefully to the front to deliver a brief speech:

Note: If the Leaguers have qualified for the show, read the following paragraph. If the heroes did not qualify for *Wheel of Jeopardy*, skip the next paragraph and read the one after this, as if Manga Khan were addressing his producers.

"The Justice Leaguers! The heroes of the Dominators' invasion! This is too good to be true! Our ratings will soar! And you're competing against a group of your traditional adversaries to boot. Think of the profit. The money! Wealth greater than any incorporeal dictator has ever known! Riches beyond the wildest dreams of man and machine! With profit on this scale, I could expand my operation to the very corners of the universe, swallowing up the competition and leading rival networks into oblivion like broken sheep prattling off to the abattoir."

"What, you call this a program? Dwarfs versus washed up supervillains? We are not making a low-budget Mexican wrestling movie here, this is big business. (To the room full of potential contestants:) Is there no one amongst you who can give me a show?"

If the Justice Leaguers did not qualify for the show earlier and come forward in response to Khan's plea, the warrior-of-finance's eyes will glow (well, he doesn't

have eyes, but the Players should be made aware that he is happy), and Khan will immediately kick out the aliens and place the heroes in the show instead. At this point, you should read the first speech detailed previously.

If the heroes fail to qualify for the show on their own and must rely on Khan, you should penalize them each 5 Hero Points when you hand out the Standard Awards at the completion of the adventure.

Once the heroes are slated to appear on the show, Khan will conduct them to a contestants' lounge, where they can wait for the show to begin (the heroes and villains will each be given a separate lounge), and then excuse himself, saying, "I must check the new security system that was installed backstage. We wouldn't want anyone absconding with tonight's precious prizes, now would we?"

Once Khan has left, Barry Portugal will arrive to brief the heroes on the prizes being offered on tonight's show. Read the following to the Players:

Barry Portugal bustles into your waiting room, a clipboard tucked under one arm, and what looks like a high-tech portable phone in his other hand. He talks intently into the phone as he enters, then puts the person on the other end of the line on "hold."

"Hey kids, so glad you made the show," he says with a saccharine-coated grin. "Now you all know the rules of the show, of course, so let me just give you a quick run down on the prizes available tonight: We've got a brand-new star cruiser for 300 Megadollars, a trip for two to Antares for 225 Megadollars, a lovely porcelain armadillo for a mere 75 Megadollars, the Justice League's secrets for 500 Megadollars (although I suppose you're not interested in that—you already know them all! Ha Ha!). Um, let's see. Okay, there's also a year's supply of starship wax for 50 Megadollars, a velvet painting of Elvis for 1000 Megadollars, and, of course, the grand prize

of a cosmic shopping spree at Spaceblatt's for 2000 Megadollars. And remember, even if you don't win, nobody goes home empty-handed: you'll all receive a copy of our home game."

Portugal will not answer any questions about the rules of *Wheel of Jeopardy*, stating that anyone who has gotten as far as becoming a contestant must have seen the show before. If the heroes persist, he will laugh at their "joke" and leave.

If the heroes wait for *Wheel of Jeopardy* to begin, go to **Encounter Eight**. If one or more of the heroes tries to sneak back stage and check out the prizes, go to **Encounter Seven**.

Troubleshooting

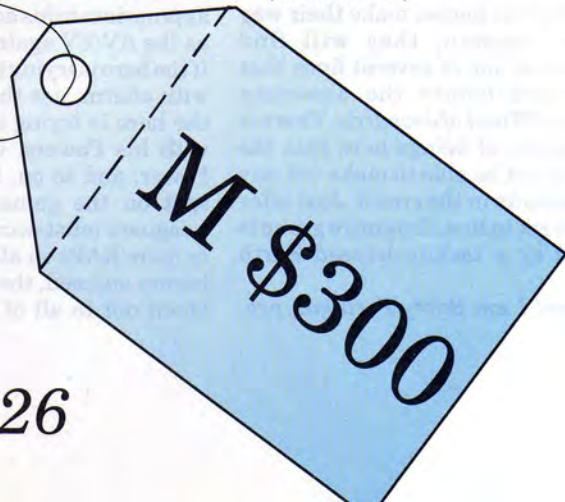
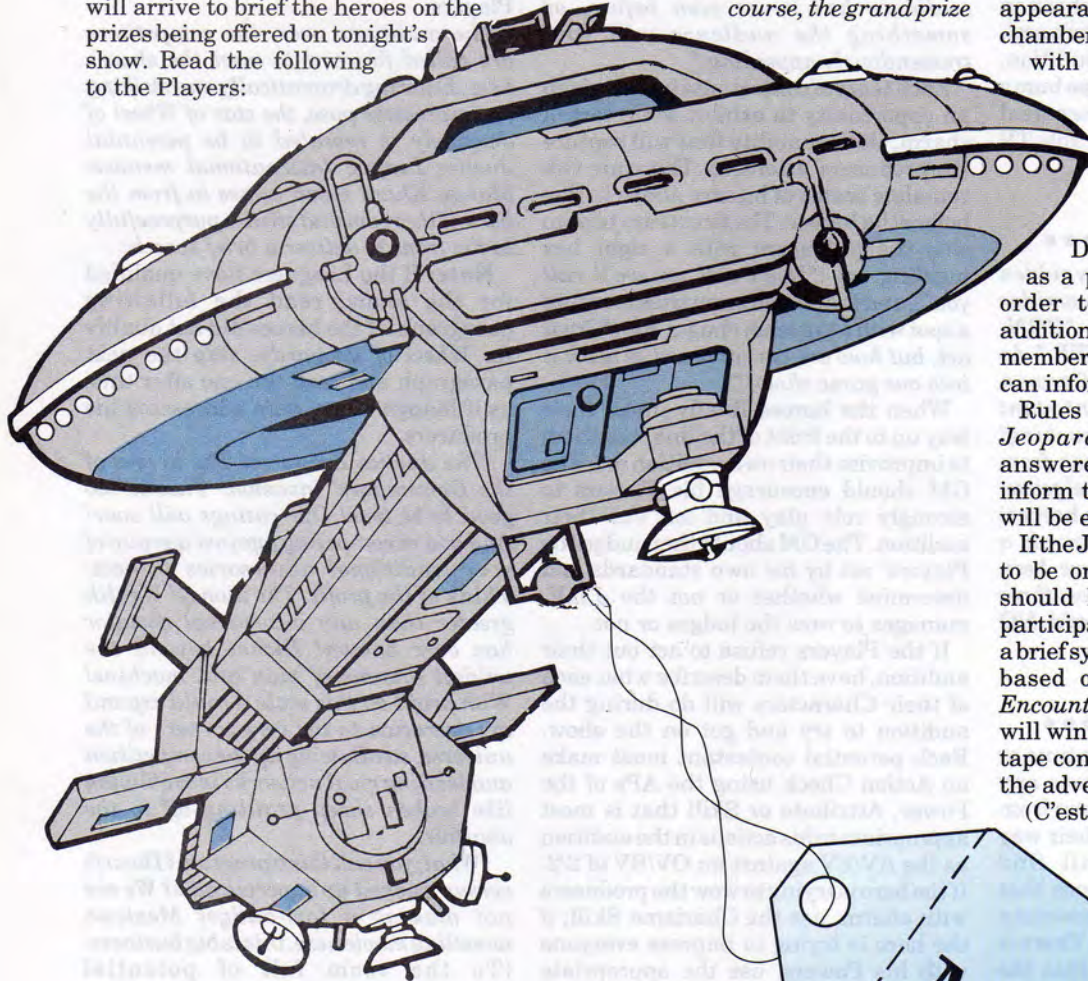
There is no way that the heroes can catch sight of either Manga Khan or the Forgotten Villains before their appearances noted above. The audition chamber is a huge room that is packed with bizarre aliens. It would take hours to search the entire place and look for familiar faces in the crowd.

While the heroes are auditioning, they might ask one of the producers if Juan Donovan's tape is to be featured as a prize for tonight's program in order to make sure that they are auditioning for the proper show. Any member of the *Wheel of Jeopardy* staff can inform them that it is.

Rules questions concerning *Wheel of Jeopardy* will absolutely not be answered. Whomever is asked will inform the heroes that the game rules will be explained during the show.

If the J.L.E. members absolutely refuse to be on *Wheel of Jeopardy*, the GM should have the heavy metal aliens participate in their place, and then give a brief synopsis of the show to the Players based on the information found in *Encounter Eight*. The Forgotten Villains will win enough money to purchase the tape containing the J.L.I.'s secrets, and the adventure is over.

(C'est la vie!)



Encounter Seven:

Security Insecurity

Setup

Manga Khan has just headed backstage to inspect the new security system. Clever Players may realize that this means the Justice League tape is already backstage, opening the way for an immediate attempt to make off with the tape. If one or more of the heroes makes such an attempt, just about anyone on the I.G.C.N. satellite can direct them backstage.

Players' Information

You find your way backstage without any real problem. No one seems to pay any attention as you slink around; they're all used to shifty types. Fortunately, the entire backstage area is deserted.

Inside a darkened holding pen, you see a collection of the "fabulous prizes" that will be offered up during tonight's installment of Wheel of Jeopardy: a fourteen cylinder Brumpcyclo-cruiser, a lovely porcelain armadillo, a giant TV/VCR combination unit, an over-sized portrait of Lesiv Serpyel done on velvet, and, sitting in a glass box atop a high pedestal, the Justice League tape!

GM's Information

Manga Khan is no liar. The tape is, in fact, guarded by a super-advanced security system. If the heroes check around for a security system before they try to grab the tapes, they notice the unit with successful RAPs on a Perception Check against an OV/RV of 5/5. If the security system is detected, the heroes can disarm it with a successful Action Check using Thief (Security Systems) against an OV/RV of 6/6. Note that all of the Justice Leaguers would need to use the Unskilled Usage rules to make such a roll; see *The Character Handbook*, p. 55).

If the heroes failed to detect the security system or fail to disarm it, the system is automatically activated once

the heroes grab for the tape, and everyone in the backstage area is attacked by an 8 AP Mind Blast. If the security system is triggered, a loud warning siren is sounded as well, summoning eight of Manga Khan's security robots to the scene in 3 phases. These robots have the following stats:

I.G.C.N. ROBOTS

DEX: 12	STR: 18	BODY: 15
INT: 12	WILL: 6	MIND: 10
INITIATIVE: 44	HERO POINTS: 30	
RELIABILITY #: 0		

•Powers:

Energy Blast: 15, Adaptation: 20, Running: 6

•Bonuses:

The robots add their APs of Adaptation to their Initiative scores.

•Tactics:

The robots will use their Adaption Power to mimic the following Powers to combat the various J.L.E. members:

vs. Capt. Atom: Reflection/Deflection
vs. the Flash: Superspeed
vs. Elongated Man: Glue
vs. Power Girl: Skin Armor
vs. Animal-Man: Sonic Beam
vs. Metamorpho: Disintegration
vs. Rocket Red: Force Field

If the heroes are still around when the robots show up, the robots will escort them back to the contestant lounge, using whatever force is necessary.

If the heroes manage to disarm the Mind Blast security system, they are not exactly home free. In fact, their problems are only beginning. Beneath the first security system is another security system. The heroes must specifically state that they are looking for another system and must then gain positive RAPs on a Perception Check against an OV/RV of 7/7 to detect this second unit. Positive RAPs on an Action Check using the Thief (Security Systems) Skill against an OV/RV of 9/9 is necessary to disarm the second system. Failing to detect or disarm the second unit means that everyone in the room is attacked by a series of flame jets in the ceiling (Flame Project of 9 APs) and the alarm goes off (summoning the robots, etc).

Past the second unit is a third unit. The OV/RV of the Perception Check necessary to detect this unit is 9/9 and

the OV/RV of the Action Check using the Security Systems Subskill is 13/13. If the heroes fail to detect or disarm the third system, everyone is attacked by a series of interlocking laser beams that are projected from the walls (Heat Vision of 15) and the alarm goes off. If this third alarm is deactivated, the heroes penetrate down to the control unit for the entire security system. From glimpsing this unit they learn the following information:

— There are two more security systems protecting the tapes.

— No Action Checks are necessary to detect the final two alarms, but the OV/RVs of the disarmament rolls are 20/20 and 30/30, respectively.

— The fourth alarm is connected to a bio-inhibitor that sucks away the life of the thief (Vampirism of 18 APs) and the final alarm is connected to an immensely powerful disintegrator (Energy Blast of 35 APs; if the blast inflicts damage equal to twice the target's BODY, the target is literally disintegrated — forever).

— The alarms are wired up to an energy unit which reads the "energy pattern" emitted by all creatures in the room. The alarms automatically deactivate and allow Manga Khan, L-Ron, and producer Barry Portugal free access to the prizes (picture profiles of all three beings are displayed on a tiny video screen in the control unit). There is no way to alter the energy unit unless all of the alarms have been defeated.

After learning some of the OV/RVs involved in this operation, the heroes will almost certainly abort their attempt to capture the tape and return to the contestants' lounge. If not, they will almost certainly die.

If and when you are ready for the evening's taping of *Wheel of Jeopardy*, head over to **Encounter Eight**.

Troubleshooting

If a hero attempts to Persuade Manga Khan, L-Ron, or Barry Portugal to disconnect the last two alarms, each will currently be Opposed to the hero, giving the appropriate Non-Player Character a +4 Column Shift Modifier to his OV/RV. Manga Khan and his associates definitely do not want the heroes to get the tape, so the GM has the right to break off Character Interaction (Persuasion) attempts at any time in order to begin playing *Wheel of Jeopardy*.

There is almost no way the heroes can possibly defeat all the alarms and get their hands on the tape. If they somehow do so, great! Let them have it and go home; they win. Such an effort requires a huge risk and a lot of luck.

Encounter Eight: Wheel of Jeopardy

Setup

The big moment has arrived; you should now be ready to play *Wheel of Jeopardy*. Just a few minutes before the I.G.C.N. broadcast is set to begin, L-Ron summons both the Justice Leaguers and the Forgotten Villains from their respective contestants' lounges and ushers them out into the studio.

Note: The GM will need the following props to run all of the zany events during the game show: a handful of pennies, a dozen or so rubber bands, a plastic salad bowl, two regular dinner knives, and lots of scratch paper. It is highly recommended that the GM read through this Encounter before trying to run it in order to more efficiently enact the show.

Players' Information

Barry Portugal leads you to your spot behind a long table. A placard with all your names upon it is already in place.

Portugal's pre-show anxiety is nothing unusual in the high-powered big business of game show entertainment. A lot of profit rests on this evening's broadcast. Behind a large podium stands a large, ominous spinning wheel with ten spaces on it. Each of the spaces has stylish writing that you are unable to read because it's in a truly alien language. A hush comes over the eagerly-waiting studio audience like the calm before a storm.

(PAUSE)

"W-H-E-E-L O-F J-E-O-P-A-R-D-Y. The game show that has the entire cosmos cranking up the noise! And here is your host, I.G.C.N.'s slightly megalomaniacal founder... MANGA KHAN! And manning the doors, his assistant, the robot you love to love... the ubiquitous L-RON!"

Manga Khan begins, "Welcome, my friends. Welcome to *Wheel of Jeopardy*. A show; no, more than a show—a milestone of broadcasting, a work of art,

a masterpiece, a virtual *Mona Lisa* of the airwaves; the success of which can only spur me on to my ultimate aim of nothing less than total ownership of the universe! *Wheel of Jeopardy*, the firmament upon which my future empire shall be anchored; an empire not of tears, but of smiles! A kingdom of light and education, not darkness and ignorance. A grand nation-state that shall—"

"Master, you're shouting again," L-Ron interjects.

"You're quite right, L-Ron. Thank you. And now, why don't you introduce our competitors?"

"Well, on the left side, this evening, we have a team of evildoers from the planet Earth. The team is led by the frequently unconscious Doctor Spectro (applause) and consists of: the Faceless Hunter from Saturn, Ultivac, Krakow, Mister Poseidon, and Atom-Master. Together, they're the **FORGOTTEN VILLAINS!** (applause).

"And on the right side, a team of Earth champions, all heroes of the recent Dominators' invasion. The team is led by Captain Atom (applause), commander of the Earth forces during the invasion, and consists of: the Flash, Animal Man, Power Girl, Elongated Man, Rocket Red, Wonder Woman, and/or Metamorpho. Together, they're **JUSTICE LEAGUE EUROPE!** (applause)."

GM's Information

Yes, this is ridiculous, but go with it.

Wheel of Jeopardy Rules

1) First, a coin is tossed, and the captain of the winning side comes forward and spins the "Wheel of Jeopardy," choosing the first event in which both sides will participate.

2) During the event, both teams have the opportunity to earn Megadollars. At the conclusion of the show, the team with the most Megadollars can use those dollars to buy fabulous prizes, including Juan Donovan's Justice League tape.

3) After the event has been completed, the captain of the team that lost the coin toss comes forward and spins the wheel, determining another event. After this event is complete, both captains alternate spinning, until each of the ten events has been played. As each event is removed from the wheel, it is replaced with a Megadollar value, either positive or negative, starting with a 5 Megadollar space after the first event, then

continuing with a -5 Megadollar space after the second event, then a 10 Megadollar space, then a -10 Megadollar space, and so on. Finally, there will be nine spaces with Megadollar values and only one left with an event. If a team captain spins the wheel and lands on a space with a Megadollar value, his team either receives or loses the indicated amount, and he must spin again until he hits a space with an event.

5) After all ten events have been completed, the teams will compete in a final round to determine the winner once and for all. The final round consists of a free-for-all fight between the heroes and the villains, with the added twist that the combatants may throw cream pies at each other for bonus Megadollars.

6) The winner is the team with the most Megadollars at the conclusion of the show. The Justice League tape is valued at 500 Megadollars, meaning the Leaguers must earn 500 Megadollars to purchase the tape at the conclusion of the show. If the winning team has more than enough money for the tape, they may opt to purchase other available prizes as well.

The Coin Toss

Toss a coin (one of the pennies mentioned earlier will do), and have the Captain Atom Player call it in the air. If the side that lands face up is the side he called, the Justice League gets to spin first. If the side that lands face up is not the side he called, the Forgotten Villains get to spin first. (If the coin lands on its edge with neither side up, each hero is awarded ten times the suggested Standard Award and the adventure is over.)

The Wheel of Jeopardy

Roll a D10 and read the result off the following table. Cross out each event as it is played and replace it with a Megadollar value as discussed previously. If a competitor spins up a crossed-out event, his team receives or loses the Megadollars indicated and spins again.

If the heroes bought the *Wheel of Jeopardy Pocket Guide* from the Swöönies in *Encounter Six*, they may have some idea of what to expect from these events. Otherwise, they will have to play it by ear as they go along.

Roll	Event
1	"Survey Says"
2	"Hang the Man"
3	"Foil the Chronometer"
4	"Super-Champion Trivia"
5	"The Cost is Acceptable"
6	"Intergalactic History Bowl"
7	"Roll Playing"
8	"Mix-and-Match"
9	"Kick-a-Word"
10	"Let's Make a Bargain"

Each of the following events below is broken up into two sections: a description to be read to the Players when the event comes up on the wheel, and instructions for the GM on how to run the event. Some of the events are purely game mechanics and dice rolling based on the Characters' abilities. Others require the Players to perform zany, madcap, and otherwise fun stunts themselves. Some of the events will be very short. Others may take a bit longer. In all cases, try and stay in the spirit of TV game shows, stressing the frivolity, the glitz, the tackiness, and the fun.

1. Survey Says

A large screen descends to a position just behind and above the charismatic Khan. Next to the numbers 1 through 7 is a series of long rectangles, apparently covering some secret information.

"We surveyed one hundred interstellar heroes and the top seven answers are on the board: Name a washed up Earth supervillain who couldn't steal candy from a baby."

The team that spun the wheel this round guesses first and keeps guessing until one of the members guesses an answer that is not on the board. At this point the guessing passes over to the other team. Both teams continue to guess until all answers have been revealed. Guessing correctly reveals the answer's location with a loud "ding," causes the studio audience to cheer its approval, and yields the noted number of Megadollars for the appropriate team. Each team member must make a guess in turn and team members are not allowed to confer (have the Players write down the order in which they will guess).

The correct answers are:

1. The Faceless Hunter From Saturn - 100 MD
2. Krakow - 70 MD
3. Doctor Spectro - 50 MD
4. Mr. Poseidon - 30 MD
5. Atom-Master - 20 MD
6. Ultivac - 10 MD
7. Captain Boomerang - 5 MD

During their turns, the Forgotten

Villains will guess (in order): Mr. Mxyzptlk, Captain Boomerang (correct for 5 MD), the Weasel, Professor Amos Fortune, Starro the Conqueror, the Construct, Kite Man, and each of the correct answers in ascending order beginning with Ultivac.

2. Hang The Man

"Before you is a two-word cryptogram in which all the letters have been replaced by lighted squares. Tonight's cryptogram category is 'warp shuttle engine components.' Good luck."

The Puzzle is _____ / _____
(The solution is: HYPERSPACE GENERATOR.)

The team that spun the wheel during this round takes the first turn in this event. During a "turn" a team is allowed to either guess a letter or attempt to solve the puzzle. If the team's guess is an incorrect solution or a letter which is not in the puzzle, play passes to the next team. If the guess is a correct letter, the team earns 20 Megadollars for each spot in which the letter appears in the puzzle, the puzzle lights up those locations with a loud "ding," and the team gets to guess again.

A correct solution to the puzzle nets the team 20 MD for each previously unrevealed letter and ends the round. Team members must guess one at a time in turn.

During their turns, the Forgotten Villains will guess "A, H, I, M, N, L, F, D, P, W, E, X" in turn. The villains will never guess a letter that the heroes have already guessed (skip to the next letter). On the turn after they guess "X," the villains will correctly solve the puzzle.

3. Foil the Chronometer

A curtain opens to reveal what appears to be a futuristic torture chamber containing devices whose purpose is too horrifying to contemplate. Surely they can't expect anyone to go in there and come out again alive.

"Our two teams of contestants will now run a six-leg relay race through a zany obstacle course. The team that finishes first wins 50 Megadollars. Here you can see that the race starts with a simple hurdle run, then continues to the coin toss. After the coin toss, the next contestant has to run all the way through this tunnel, whereupon his teammate will proceed into the rubber band bonanza. From there, the next player must crawl through this trench filled with ping-pong balls, and finally comes the dexterity run, in which a brave and steady handed contestant will have to

run the length of the course balancing two razor-sharp knives."

The course consists of six legs. The Players must decide which hero will run which leg. The legs and the villains that will run them are summarized following. It is possible by keeping running totals of the heroes and villains to let the Players know how far "ahead" or "behind" their Characters are.

A. Hurdle Hop (Atom-Master): This is a 110 m hurdle run. Make an Action Check using the hero's APs of DEX (or Superspeed) as the AV/EV against an OV/RV of 0/0 and record the RAPs. Atom-Master gets 3 RAPs on his run.

B. Coin Toss (Doctor Spectro): Lay out a salad bowl and hand the appropriate Player a handful of pennies and count the number of tosses it takes for the Player to land three pennies in the bowl (the lower the better). Pennies must be tossed from three feet away from the bowl. When the Player has finished, the GM should repeat the process to determine Dr. Spectro's performance and record the result.

C. Tunnel Run (Faceless Hunter From Saturn): This is an all-out sprint through a long tunnel. Make an Action Check using the hero's APs of DEX (or Superspeed) as the AV/EV against an OV/RV of 0/0 and record the RAPs. The Faceless Hunter From Saturn gets 9 RAPs.

D. Rubber Band Bonanza (Ultivac): Give the appropriate Player a handful of rubber bands and record the number of shots it takes for him to strike your GM's Screen three times from a distance of ten feet (make sure everyone is well out of the way so no one is injured). Once he has done so, the GM should take the Player's position and repeat the process himself to determine Ultivac's performance.

E. Ping-Pong Crawl (Kraklow): The competitors crawl through a long pit filled with ping-pong balls. Make an Action Check using the hero's APs of DEX (or Superspeed) as the AV/EV against an OV/RV of 0/0 and record the RAPs. Krakow receives 6 RAPs.

F. Dexterity Run (Mister Poseidon): Give the appropriate Player two butter knives and ask him to balance one on top of the other (forming a cross or "X"). The Player must then walk the length of the room (use the room's longest dimension) without dropping either of the knives. Each time a knife drops, the Player must begin all over again. The Player is only allowed to touch the knives with one hand as he walks and the top knife must remain balanced upon the bottom knife. Record the number of attempts it takes the Player to make it

across the room. Once the Player has successfully completed the task, the GM must make the same attempt on the behalf of Mr. Poseidon.

Who won? Add the three numbers of RAPs you attained in stages 1, 3, and 5 together, and subtract from the total the three numbers you attained in stages 2, 4, and 6 (the Player stunts) to measure how quickly the competitors completed the obstacle course. The higher total receives the 50 Megadollars.

4. Super-Champion Trivia

"Each team will be asked three questions testing their knowledge of the galaxy's superhuman protectors. Each correct answer will yield the appropriate team 15 Megadollars."

The Players are allowed to confer on the answers to these questions, as are the villains. The GM should ask the following questions: the first to the heroes, the second to the villains, and so on.

H1. "From what planet does Earth's Hawkman hail?" Correct Answer: **THANAGAR**

V1. "What intergalactic group of heroes was recently destroyed by the machinations of the evil Sinestro?" Villains' Answer: **THE GREEN LANTERN CORPS** (correct)

H2. "Who is stronger, Superman or Captain Marvel?" Correct Answer: **SUPERMAN**

V2. "What hero commanded the forces of Earth during the Dominators' invasion?" Villains' Answer: **CAPTAIN ATOM** (correct)

H3. "What trio of Soviet superspeedsters recently defected to the United States and formed their own business, Kapitalist Kourier?" Correct Answer: **RED TRINITY**

V3. "Name the bold adventurer who frequently travels to the planet Rann via the mysterious Zeta-Beam." Villains' Answer: **SPACE RANGER** (incorrect; the correct answer was, of course, Adam Strange.)

For getting two out of three questions right, the villains receive 30 Megadollars.

5. The Cost is Acceptable

L-Ron trots out a glamorous showcase filled with exotic merchandise. The showcase consists of: a Galacticon mini-cruiser, a trip for three to Saturn, a game room ensemble, and an assortment of chain saws.

"Each of our teams of contestants must attempt to guess its exact Megadollar value. The team which comes closest to the actual price of the package without

going over receives 30 MD."

The Players are allowed to confer on their price bid but, since no one really knows what a Megadollar is, there isn't much point. Both teams' bids are secretly registered, so the heroes can't see the villains' bid before they register their own bid. The villains bid 120 Megadollars, and the package is worth 400 Megadollars.

6. Intergalactic History Bowl

"Each team will be asked three questions testing their knowledge of galactic history. Each correct answer will yield the appropriate team 15 Megadollars."

The Players are allowed to confer on the answers to these questions, as are the villains. The GM should ask the following questions: the first to the heroes, the second to the villains, and so on.

H1. "What are the purple-skinned mates of the Guardians of the Universe collectively known as?" Correct Answer: **THE ZAMARONS**

V1. "What star system is home to the evil Citadel, the peaceful Tamaran, and the heroic Omega Men?" Villains' Answer: **THE VEGA SYSTEM** (Correct)

H2. "From what planet did would-be galactic conqueror and one-time Justice League of America foe Despero the Destroyer originate?" Correct Answer: **KALONAR**

V2. "True or False: The renowned leader of the L.E.G.I.O.N., Lar Gand, is a native of the planet Daxam." Villains' Answer: **TRUE** (Incorrect; this is a trick question: Lar Gand is not the leader of the L.E.G.I.O.N.)

H3. "What wacky race touched off an inter-galactic fad by first invading Earth?" Correct Answer: **THE APPELAXIANS**

V3. "Who won the Antares Cup for the fifth straight time on Spacedate 6674.09?" Villains' Answer: **ADAM STRANGE** (Incorrect; the correct answer was Rednok Felvnr.)

For getting one out of three questions right, the villains get 15 Megadollars.

7. Roll Playing

A small platform, containing an oversized pair of ten-sided dice, rises up out of the floor between the two groups of contestants and in front of the congenial host. A screen is lowered from the ceiling containing numbers from one to twenty.

"Okay contestants, it's time to take a shot with old lady luck. The object of the game is to light up every number on the board by rolling the big dice and getting

the right combinations! For every number you light up, your team will receive 10 Megadollars!"

The team that spun the wheel this round gets to roll first. On each roll, the Player rolling the dice may opt to remove the total of the two dice from the board, or each of the numbers showing on the dice individually.

For example, if a Player rolled a 6 and a 5, he could opt to light up either the 11 on the board, or both the 6 and the 5. He could not light up the 7 and the 4, however, since they are not showing on the dice. The same team keeps rolling until a Player makes a roll that cannot light up. If a 5 and a 6 were rolled and the 5, 6, and 11 were all already lit up, then the team's turn would be over.

Once the first team has finished, the lights on the board will go off and the other team will get to take a turn.

8. Mix-and-Match

"Each team captain will now be given a phrase—with one important word left out. Before the captain fills in the word, each of his teammates must secretly, without consulting, write down what they think the word should be. Are you ready? Let's start with the Justice League:

Your phrase is (dramatic pause): Fred the Antarean said, 'Last week, I played xaknar with an anthropod from Grtux 4. He beat me so bad, my [blank] fell off.'"

Each of the Players (except Captain Atom) must now write down the word that they think the Captain Atom Player will choose to put in the blank. While the Players are individually deliberating, Manga Khan will repeat the phrase for them again. Once all the Players have indicated that they have written down their answers, the GM should repeat the phrase for the Captain Atom Player and have him give his answer; the rest of the Players should then do the same. Each correct match of the Captain Atom Player's response earns the heroes 5 Megadollars.

Once the heroes have finished, the villains will be given the following phrase: *"Bob said, 'Those Prylobians are so long (the audience yells, 'How long are they?'), that when their heads are in hyperspace, their [blanks] are still in regular space!"*

After the villains take a few moments to write down their answers, Dr. Spectro will give the answer "tails," which incites the audience to great amounts of laughter, since Prylobians do not have tails. However, none of Dr. Spectro's teammates know that either, and three of them successfully match his response for a total of 15 Megadollars.

9. Kick-a-Word

"Each team captain is going to be given a 'kickword.' He must then attempt to describe the kickword to his teammates using one-word clues. The first team to successfully guess its kickword wins."

The team that spun the wheel this round goes first. Be sure that the Players realize that each team has a different word to solve. The captain must then give a one-word clue to the first of his teammates. If the teammate guesses the kickword, his team wins 30 Megadollars and play ends. If the teammate fails to guess the word, play passes to the other team, and so on. After each clue, a different teammate must attempt to guess the kickword. The heroes' kickword is: TOTALITARIANISM.

In order, Dr. Spectro will give his teammates the following clues: "hat, helicopter, rotor, cap, and silly," whereupon Ultivac will buzz in with the answer to the villains' kickword, which is: PROPELLER BEANIE.

10. Let's Make a Bargain

The entire center of the stage opens up to reveal three huge doors, labeled "DOOR #1," "DOOR #2," and "DOOR #3."

"Each of our teams is going to get the chance to pick one of the three doors at center stage. Behind two of the doors are huge sums of Megadollars which can be added to your winnings, but behind one of the doors is a clunker, which will steal 100 Megadollars from your team's total."

Read the following if the Justice League spun the wheel this round:

"Captain Atom! Perhaps you don't want to risk losing 100 whole Megadollars. If that's the case, I'll trade you your pick for whatever is in the box that L-Ron has right over there."

He points to where you can see a pink box as big as a man with a huge, blue bow wrapped around it. Next to the box, L-Ron strikes a dashing pose.

Read the following if the Forgotten Villains spun the wheel this round:

"Dr. Spectro! Perhaps you don't want to risk losing 100 whole Megadollars. If that's the case, I'll trade you your pick for whatever is in the box that L-Ron has right over there."

He points to where you can see a pink, man-sized box with a huge, blue bow wrapped around it. Next to the box, L-Ron strikes a dashing pose. The Forgotten Villains put their heads together for a moment, then Spectro announces, "We've decided to take the door, Manga!" The studio audience applauds loudly.

"Well, then, if you don't want to trade

for what's in the box, perhaps the Justice League would like a crack at it. Captain Atom? Do you want to trade your choice for what's in the box?"

Allow the Players to decide whether they want to take the box or go with a door, encouraging good role playing. If the Players decide to take the box, its lid will rise dramatically to reveal a lighted sign reading "\$75 Megadollars," at which point the crowd will cheer its approval, and the heroes will receive 75 Megadollars. If the heroes decide not to take the box, Manga Khan will offer it to them one more time before L-Ron reveals its contents and has it taken off stage. Next, Manga Khan will ask whichever team went first to choose a door. If the

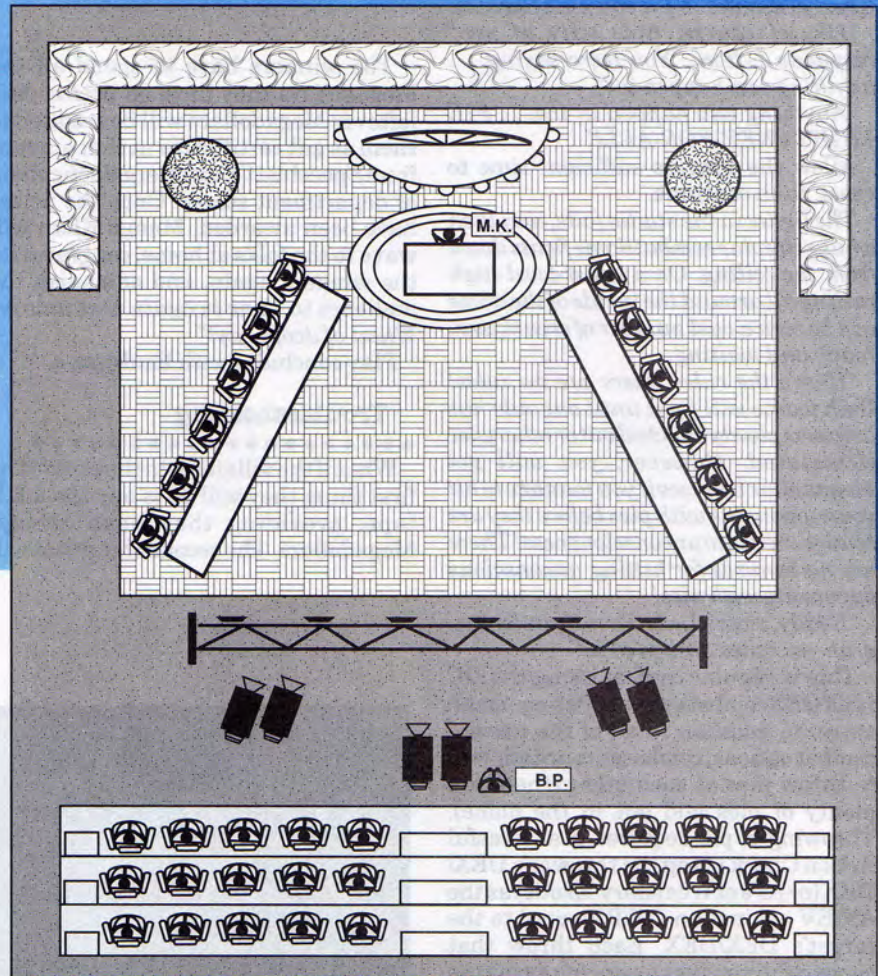
villains go first, they will choose Door #2. If they go second, they will choose Door #2 if it is available, otherwise they will choose Door #3. The doors will open to reveal the following Megadollar amounts:

DOOR #1	100 Megadollars
DOOR #2	150 Megadollars
DOOR #3	-100 Megadollars

The Final Round

Once all ten events have been played, it is time for the big final round: the tremendously popular free-for-all pie fight. Begin by reading the following paragraphs to the Players, filling in the appropriate Megadollar amounts, indicated in the text by brackets { }.

WHEEL OF JEOPARDY STUDIO



Manga Khan raises himself up to his full height and addresses both teams.

"Well, here we are, about to enter the final round, with the score currently Justice League { }, and the Forgotten Villains { }! But remember, anything can happen in the. . ."

(Pause)

"In the what, Master?" inquires L-Ron.

"I was pausing for dramatic effect!"

Khan grumbles to his robotic assistant.

"Oh, of course, how silly of me," responds L-Ron. "You were saying. . . anything can happen in?"

"Anything can happen in the. . . **PIE FIGHT FREE-FOR-ALL!**"

Allow the Players sufficient time to react, then continue.

The lights in the studio fade, and then a huge circular combat dome floats down from the ceiling. On a waist-level-high railing all around the inside of the dome can be seen a vast number of cream pies, ready and waiting.

"Here's the rules: there are no rules! Both teams will fight until one side has been completely knocked out or otherwise eliminated. However, you will get Megadollar bonuses if you manage to hit your opponents with pies before they are bludgeoned into unconsciousness! There are no bonuses for hitting unconscious opponents with pies!"

"Ready, then? Ladies and gentlemen, grab your pies and go to it!"

This is regular combat using the DC **HEROES** combat system, with one small extra: in addition to all of the normal combat options, combatants are allowed to throw pies at each other (there are plenty of pies laid out in the dome). Throwing a pie requires a successful Action Check using the thrower's DEX/DEX (or APs of Weaponry/Exotic) as the AV/EV against an OVRV equal to the target's DEX/DEX. Each throw that successfully strikes an enemy earns the thrower's team 10 Megadollars.

Combat should continue until either all of the Forgotten Villains are unconscious or all of the Justice Leaguers are knocked out. The team with the last member left standing gets a bonus of 100 Megadollars.

And the Winner Is?

After all rounds of the game are complete, Manga Khan will examine the Megadollar totals and proclaim a winner. After the winning team has been proclaimed, L-Ron will raise the curtain, revealing the fabulous prizes the winners can purchase using their accumulated Megadollars. The available prizes and their Megadollar costs are shown at the top of this page.

PRIZE	MEGADOLLARS
Star Cruiser	300
Trip for Two to Antares	225
Porcelain Armadillo	75
Giant Screen TV/VCR	125
J.L.I. Secrets on tape	500
Tortoise Wax (year's supply)	50
Portrait of Elvis on velvet	1000
Spacey's Shopping Spree	2000

The winners have to spend all the Megadollars they have on prizes. Any leftover Megadollars will be credited to them as gift certificates in that amount from Spaceblatt's, an intergalactic chain of department stores. Once the prizes have been awarded, Manga Khan will wave to the folks at home, congratulate the winners again, and admonish the audience to "tune in again next time for *Wheel of Jeopardy!*"

Play concludes with **Endgame**.

Troubleshooting

What if the villains win the show? The first thing they will do is buy the J.L.I. tape, providing they have enough Megadollars. The second thing that will

happen is that the I.G.C.N. security will appear on the scene to arrest Dr. Spectro and his associates for illegal cable signal piracy, and the heroes will be declared the winners by default and given an opportunity to buy prizes with their own Megadollars.

What if the heroes win but don't have enough money to purchase the tape? The answer to this question requires another whole adventure, so it is up to the GM to wiggle his way out of this predicament: the heroes might offer to do Manga Khan some kind of ethical deal in exchange for the tape, they may try and get on the show again to compete against different opponents, or the Players may come up with some scheme of their own to get it back.

Endgame

After the show, Barry Portugal will make arrangements with the heroes to see them safely delivered back to the Sol System spaceport, where they can easily catch a transporter beam home. Delivery of any prizes will also be arranged for, and Portugal will be more than happy to let the heroes take the tape with them right away.

Aftermath

Well, either the heroes won or they lost.

If the heroes won, they can drop the Forgotten Villains off for some nice jail time either on Earth or with Manga Khan, depending on the mood the Players are in.

If the heroes lost—well—they lost. Tell your Players not to fret, and get cracking on that sequel module: *Revenge of Justice League Europe*. That was a joke, by the way. There isn't really a module by that name.

Standard Award Guidelines

Level of Opposition	
<i>Equal</i>	20
Critical Points	
Finding clues at I.G.C.N. offices	
<i>Miscellaneous</i>	5
Getting to the I.G.C.N. studio	
<i>Miscellaneous</i>	5
Winning <i>Wheel of Jeopardy</i>	
<i>Miscellaneous</i>	5
Area of Consequence	
<i>Personal</i>	0
Severity	
<i>Permanent Non-Fatal</i>	10
Total Standard Award.....	45

How To Use This Book

This book is a supplement for use with the DC HEROES Role-Playing Game, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the DC HEROES Role-Playing Game. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. Gamemasters who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero, heroes, or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as Gamemaster.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and Gamemastering for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as Gamemaster.

Anthology: Anthologies are collections of shorter adventures, each featuring a different hero or heroes, and each written by a different author.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in First Edition DC HEROES Role-Playing Game modules, the *Background/Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe, and new developments which have occurred in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules have been modified from the First Edition of the DC HEROES Role-Playing Game and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions.

A Gadget whose name is in all capitals (BATTLE SUIT, AUTOMOBILE) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (Pistol, Radio) can be taken away in combat. A Gadget with italicized Attributes (*STR*, *BODY*) can substitute its APs of the Attribute for the user's APs of the Attribute in all situations, while non-italicized Attributes (*STR*, *BODY*) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represents its Reliability Number.

Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized type* is meant to be read directly to the Players.

Gamemaster's Introduction: This section provides the Gamemaster with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occasionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the DC HEROES Role-Playing Game, Second Edition, boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup*, *Players' Information*, *GM's Information*, and *Troubleshooting*. Brief descriptions, including maps, game mechanics, and incidental Character locations, are often included in the Encounters.

Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned, so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	Attribute Point(s)
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
CS	Column Shift(s)
DEX	Dexterity Attribute
D10	Ten-Sided Die
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
N/A	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s)	Result AP(s)
RV	Resistance Value
R#	Reliability Number
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute
2D10	Two Ten-Sided Dice

A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term, and should be read as "he or she," "his or her," or "him or her" in all instance where it is used to imply a person of either gender. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

...with the same high esteem
...be equally encouraged. Earned the

...the chairman is elected and carries out the

...identified the officer as having
...others. At the same time she said, "No
...way Jan 'T'. She was allowed to remain
...independent since representative.
...Domestic commitment endorse-

...was allowed to remain independent
...since the proceedings were final
...world itself history to explain. The



J.L.E.™ COMPETENCE QUESTIONED

Paris, France—The French government today voiced its fear that Justice League Europe™ may not know enough of the French culture and language to have an embassy in Paris.

Underworld crime is on an upswing, yet the Paris police have declined aid from the J.L.E. Sources claim that the last time the heroes attempted to assist local authorities League™ member Metamorpho™ mistook the order "open the door" to mean "open fire."

Evidence indicates that the J.L.E. may have trouble on its next assignment unless this culture/language problem is alleviated. If the Leaguers™ cannot find their way through the streets of Paris, how will they ever be able to Come On Down!

Come On Down!
This is the first full-length adventure for use with the second edition of the DC™ HEROES Role-Playing Game. It can be played by four to six Players and includes:

- Statistics for Justice League Europe, Manga Khan™, L-Ron™, Catherine Cobert™, and the Forgotten Villains™
- A fun-filled game show featuring 10 outrageous events
- Detailed maps
- And much, much more!

RITC ARRIVE SUR TERRE New-York

de notre envoyée spéciale
Les représentants de l'ONU ont signé aujourd'hui un accord qui permettra l'établissement sur la terre du Réseau Intergalactique de Télévision par Cable. Le RITC diffusera 24 heures sur 24 les émissions venant de différentes planètes dans notre galaxie. Le signal nous parviendra grâce à une série de satellites-relais et sera transmis directement aux maisons abononnées. Pour assurer que l'installation de l'équipement nécessaire s'effectue avec efficacité, les autorités de l'ONU voudraient que tout le monde reste chez soi mardi prochain pour être branché.

Le programme d'émissions comprendra des documentaires jamais vus auparavant sur les mondes et les cultures étrangers, des feuilletons pour enfants et des émissions pour adultes à quelques heures réservées à l'accès au public. Le siège du RITC à Genève reçoit de plus en plus d'abonnés et attend l'entrée de la terre dans la communauté intergalactique de téléspectateurs paresseux.

RELIGIEUSES INCONNUES ATTAQUENT PERSONALITÉ AMÉRICAINE?

Rome

de notre correspondant
Il est arrivé aujourd'hui un événement bizarre. Une personnalité controversée aurait été attaquée par un groupe de religieuses inconnues pendant une visite aux WC de la Basilique de Saint Pierre. A la suite de l'enquête, les témoins ont constaté qu'ils n'ont pas vu de religieuses dans la basilique à l'heure de l'agression prétendue.

Les autorités ont déclaré également qu'il est bien possible que l'histoire de l'agression soit fautive parce que la victime est connue pour ses tendances au sensationnalisme public. Parmi ses exploits on cite l'ouverture du coffre des Manhunters, la séance de spiritisme pour contacter l'esprit d'Elvis et la provocation d'une bagarre à la télévision entre la Ligue Internationale de Justice et un groupe connu sous le nom de la Ligue de l'Injustice.

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