

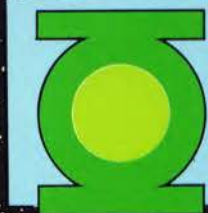
SOLITAIRE

THE

249



HEROES
ROLE-PLAYING GAME



TM

OTHERWHERE QUEST

TM



STAR

The Otherwhere Quest

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Published By Mayfair Games Inc.

Author: Ray Winninger
Editor: Jack A. Barker
Cover Art: Arne Starr
Graphic Design
and Maps: M.

THE OTHERWHERE QUEST

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CONTENTS

Introduction	4
The Green Lantern Corps	8
Hal Jordan Character Sheet	10
Guy Gardner Character Sheet	11
John Stewart Character Sheet	12
The Otherwhere Quest	13
Combat Tables	19
The Otherwhere Map	20
Space Travel Table	21
Power Ring Table	22
Endgame	40
How To Use This Book	Inside Back Cover

INTRODUCTION

They were the bravest and worthiest souls in our cosmos, gathered from across the vast reaches of space and united under a common master. Men, women, and exotic alien creatures completely without fear protected their domain from the forces of evil and injustice. They were the Green Lantern Corps.

And although they may be gone, their legacy lives on. Hal Jordan, perhaps the greatest Green Lantern of all time, still soars the spaceways in the name of the innocent and downtrodden, as do his fellow Earth-spawned colleagues John Stewart and Guy Gardner.

Soon the remaining members of the Green Lantern Corps will take to the heavens again while the universe itself hangs in the balance. And this time, their fate is in *your* hands!

The Otherwhere Quest is a solitaire adventure for the DC HEROES Role-Playing Game. Unlike most DC HEROES adventures, solitaire adventures do not require the services of a Gamemaster; they are played by a single player. To play, all you will need is a pen or pencil, a copy of one of the character sheets found in this booklet, some scrap paper, and a copy of the Second Edition DC HEROES Boxed Set.

Since the universe itself is at stake, we had better hurry along to . . .

Playing the Adventure

First, read over all of the background and introductory material, and select your favorite Green Lantern from those provided. If you do not want to write in this booklet, you should probably photocopy the appropriate Character Sheet from those found on pages 10-12 before beginning play. It is a good idea to make all marks on the Character Sheet in pencil.

Once you are ready to go, flip to Paragraph No. 1 on page 13 and read it carefully. Notice how you are given a couple of choices at the end of the paragraph and how each choice is followed by another paragraph number. Simply choose your option and flip to the appropriate paragraph, where you will find the results of your decision, more choices, and more paragraph numbers.

In some paragraphs, you will be instructed to make an Action Check, the results of which will dictate the next paragraph you should read, and so on. You should probably keep a running record of all the paragraphs you have read, just in case you get lost. That way, you can always backtrack and relocate your proper position. Always pay close attention to the options presented at the end of each paragraph and consider them carefully before selecting your next course of action.

Action Checks and Hero Points

When making Action Checks, follow all the rules and instructions found on pages 6-8 of the *Rules Manual* included with the DC HEROES Boxed Set. Any time you make an Action Check, you have the option of spending as many Hero Points as you would like, subject to the normal Hero Point expenditure rules found on page 19 of the *Rules Manual*. Your beginning Hero Point total is listed on your Character Sheet, which also includes a space for you to record any Hero Point expenditures.

The Opposing and Resistance Values of all Action Checks are provided within the text of the individual paragraphs. Sometimes the number of RAPs you earn on an Action Check will affect the paragraphs you are instructed to read. Other times, you will only be asked to determine whether you have succeeded or failed. Success means that you have earned one or more RAPs; failure means that you have not gained any RAPs.

Combat

In this adventure, combat is resolved much like it is in a regular DC HEROES game. You roll the dice to attack your opponents and roll to resolve all attacks your opponents aim back at you. The paragraph that "triggered" the fight

will give you your opponent's combat statistics.

Every time you are instructed to begin the combat sequence, you will be referred to one of the six Combat Tables found on page 19. At the beginning of each combat phase, roll Initiative scores for yourself and your opponent as per the normal DC HEROES combat rules. You should then roll a D10 on the appropriate combat table and note the paragraph number you receive on a scrap piece of paper. This paragraph gives you your opponent's action for the phase. If you have a higher total Initiative than your opponent, you are allowed to read your opponent's action before selecting your own. If your Initiative total is lower, you must choose an action before you know what your opponent is up to. You may spend Hero Points to increase your Initiative total as usual, but you must decide to do so before you roll the dice for Initiative each phase.

Throughout the course of this adventure, Trick Shots are not allowed. You are also not allowed to make any special use of the environment or surroundings (for example, you cannot pick up one of the rocks you read about in the last paragraph and hit the villain with it). You are limited to the basic combat maneuvers outlined on pages 20-24 of the *Rules Manual*, although you may use any of your Power Ring's Powers and abilities that you wish.

During the adventure, your opponents never spend Hero Points to alter their AVs, EVs, OV's, or RV's in combat, although you may spend as many of your own Hero Points as you like. Your opponents may have a Hero Point total to spend on Last Ditch Defense, and the paragraphs you are directed to by the Combat Table will let you know when they will do so. All damage sustained in this adventure is Bashing Damage unless the text specifically states otherwise.

Once a battle begins, you should

record the number of the paragraph that triggered the battle so you know where to return once the battle is over. Battles end when either you or your opponent has been reduced to a Current BODY Condition of zero or less. The paragraph which triggered the fight will then refer you to another paragraph based on whether you won or lost.

Opponent Initiative Scores: To save space, none of your opponents is given a complete set of



statistics in the text. Usually, only the opponents' important combat information is presented. Initiative scores have also been omitted. Assume that all of your opponents have an Initiative score equal to twice their DEX (or OV for Characters or objects without a DEX) unless otherwise stated.

Time

As you will discover once you begin play, Green Lantern is up against a rigid time limit in this adventure. Every Character Sheet includes a special track that will help you keep track of the

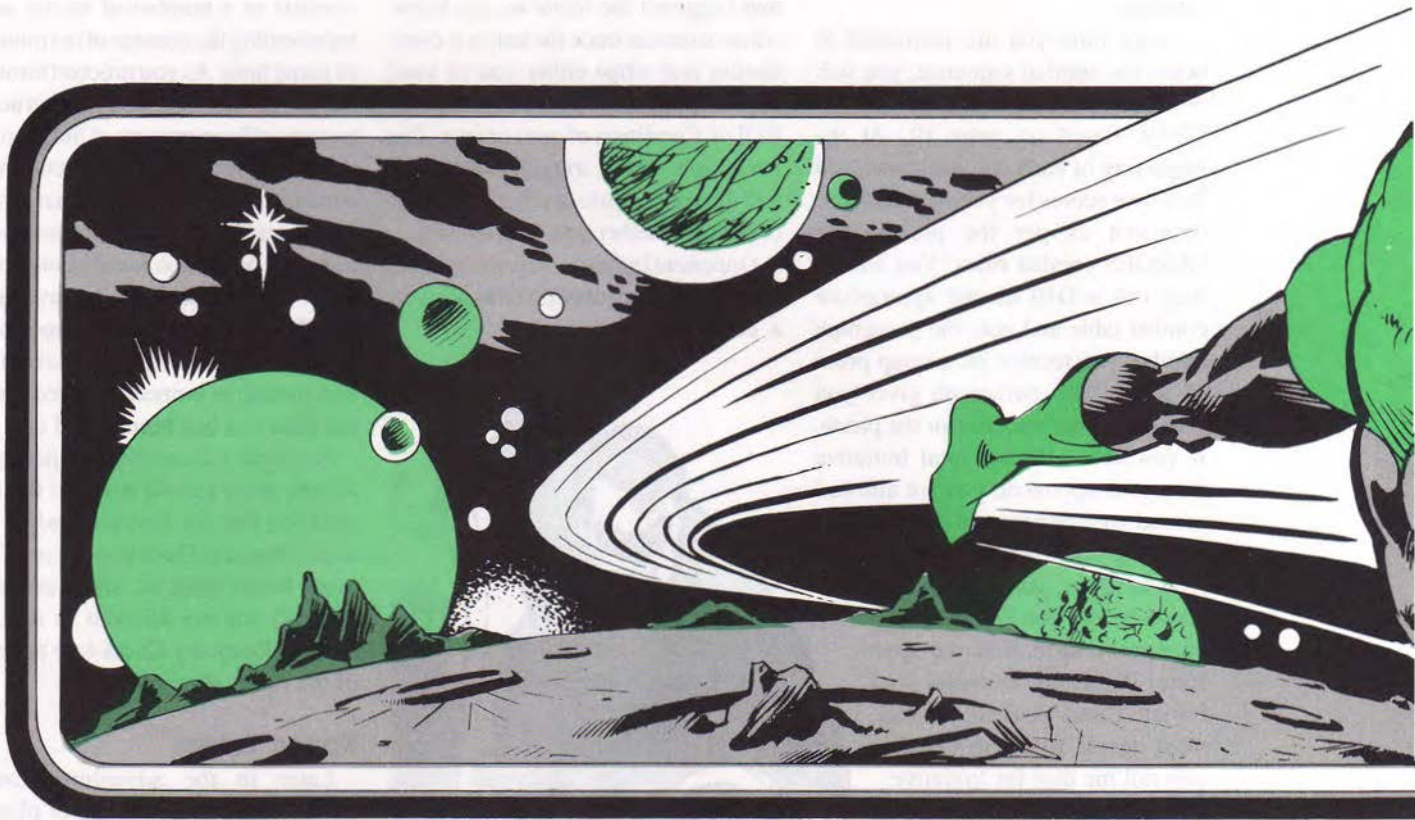
time that passes during play. This track consists of a number of boxes, each representing the passage of ten minutes of game time. As you proceed through the adventure, you will be instructed to cross off one or more of these boxes each time you perform an action that consumes time. Note that your Character Sheet instructs you to consult a special paragraph number once you have crossed out the last available box. This special paragraph supersedes any others you might be consulting and should be immediately read once the final box has been ticked off.

Any time you sustain an injury, you should put a special mark in the last time box that you have crossed off for later reference. Once you cross off six more boxes (that is, after one hour elapses) you are allowed to make a Resting Recovery Check (see page 19 of the *Rules Manual*).

Space Travel

Later in the adventure, Green Lantern must visit a series of planets and travel through space. Space travel is resolved using the space map and Travel Chart found on pages 20 and 21. Once you are told to begin the Space Travel sequence, place a penny or marker of some sort in your starting square (the starting square will be revealed during the adventure). As you move through space, move the marker to keep track of your position.

At any point during the adventure after the Space Travel sequence has begun, you can ignore any paragraph that you have just been instructed to read and simply move to a new destination instead. Move your marker from the square you currently occupy to an adjacent square and use the Travel Chart to figure out what paragraph you should read next. You can even select this option in the middle of combat (breaking off the fight); but you can never move to a new destination if you are not conscious, and some paragraphs may temporarily prohibit you from moving. Fleeing from combat in this manner



automatically costs you two Worthiness Points (see the following), unless stated otherwise in the text.

Using the Travel Chart: Cross reference the current time (the hour of the last box you crossed off on the time chart) and the coordinates of the box you just moved into on the travel chart to find the paragraph number you should consult. When reading map coordinates, read the coordinate that runs along the long side of the map first and the coordinate that runs across the short side of the map second; Edon, for example, is located at C-3.

Notice that moving from planet to planet will actually involve several paragraph checks since you will usually pass through several boxes to reach your destination. Remember to cross off time boxes as you make each move (see the following).

Feel free to visit a location more than once if you must, and be aware that as time goes on, the events that happen at many of the locations will

change. Remember to check each area **each time** you pass through it, since the paragraph you are instructed to read may differ from the paragraph you read last time you passed through the area.

Travel Times: Each of the boxes on the map represents an area that is roughly 950,000,000 miles (49 APs) from end to end. This means that it should take a Green Lantern (with his Power Ring's Flight speed of 40 APs) 9 APs, or thirty minutes, to travel from box to box. Thus, each time you enter a new box, you should cross off three ten minute boxes on your Character Sheet.

To cut down on travel times, you always have the option of Pushing your Flight as per pages 10-11 of the *Rules Manual*. To do so, make your Pushing Action Check and follow the appropriate rules. If you receive one extra AP of Flight, you reduce your box-to-box travel time down to twenty minutes (cross off two time boxes);

two extra APs of Flight reduces your travel time down to ten minutes (one time box); and three or more additional APs of Flight reduces the travel time down to zero (do not cross off any time boxes). A Push only lasts for the amount of time it takes to move from one box to another; if you want to reduce the travel time of your next move, you must Push again. Remember to pay the proper Hero Point fees each time you Push. If any Pushing Action Check fails, your Flight Power Burns Out for one hour. Cross off six ten minute time boxes and resume play. Assume that your Recovery roll is automatically successful and that it fully restored your Flight.

Waiting: When traveling from box to box, you also have the option of sitting in your current area and waiting. To do so, simply cross off a ten minute time box and consult the Travel Chart again as though you had just entered the area.



Condition Numbers

In some paragraphs, you will be told to put a certain "Condition" into effect (example: "Put **Condition 4** into effect"). When you receive such instructions, check off the appropriate Condition box on your Character Sheet and continue play. In a later paragraph, whether or not a certain Condition is in effect might influence which paragraphs you are instructed to read (example: "If **Condition 3** is in effect, go to **No. 21**; otherwise, go to **No. 13**"). Note that several different Conditions can be in effect at one time and that the text might also instruct you to take one or more Conditions out of effect. In this case, you should erase the check in the appropriate Condition box before resuming play.

The Conditions represent certain events and items that you may have experienced or received which might later have an impact on play. Do not forget to record them when you are

instructed to do so. They are vital to your ultimate success.

Worthiness

For this adventure only, Green Lantern has a special Attribute called Worthiness. Worthiness is a measure of nobility and honesty, two traits which are possessed by all members of the Green Lantern Corps. Every time Green Lantern acts in a cowardly or ignoble fashion, the paragraphs will instruct you to subtract one or more Worthiness Points from Green Lantern's total. Each Green Lantern begins with a Worthiness score equal to his WILL Attribute. As Green Lantern loses or gains Worthiness Points, add or subtract them from this total in the space provided on the Character Sheet.

Exactly how Worthiness affects game play will be revealed in the adventure.

The Power Ring

In addition to producing the fabled green energy, the Power Ring is capable of nearly any feat which its user can will it to perform. In DC HEROES, this ability is simulated through the use of the Power Ring's Omni-Power function. At certain points during the adventure, you will be given opportunities to attempt to use the Power Ring's Omni-Power to mimic a helpful Power or ability. On your Character Sheet, you will find a listing of all the abilities you are allowed to mimic. When the text indicates that you have an opportunity to use Omni-Power, choose one of these Powers and consult the Power Ring Table found on page 22. Cross referencing the ability you just chose with the paragraph number that allowed you the attempt will result in a paragraph number that will give you the results of your effort. You are only allowed one attempt to mimic each of the abilities listed. Once you mimic an ability, you should cross it off on your sheet, whether the ability proved helpful or not. You must pay the Omni-Power Hero Point fee (listed next to the Power on your Character Sheet) for each ability you mimic, whether or not the ability proved useful.

Whenever you attempt to use Omni-Power, record the paragraph number that triggered the attempt. If the ability you mimic proves useless, you should return to this paragraph and select a different option.

NOTE: Pages 19-22, containing the Power Ring, Combat, and Space Travel Tables, can be removed for reference during play.

How To Win

You will not be told what conditions you must fulfill to complete the adventure successfully until after play begins. A paragraph will stop you and send you to the **Endgame** section if and when you fulfill these conditions.

THE

GREEN LANTERN

CORPS

The Green Lantern Corps was founded approximately three billion years ago by an ancient race of immortal scientists known as the Guardians of the Universe. The Guardians founded the Corps to protect the universe from evil, which the Guardians themselves had accidentally unleashed into creation two billion years earlier.

The Corps used to consist of 3,600 members chosen from across the entire cosmos, each of whom patrolled a specific "sector" of space. In order to qualify, a being had to be completely honest, and totally



without fear. Each of the Green Lanterns was given a special weapon by the Guardians, the so-called Power Ring, a formidable device capable of almost anything the wearer could imagine, and a lantern-shaped Power Battery that was used to recharge the Power

Ring once every twenty-four hours. While the Lanterns patrolled the spaceways, the Guardians advised them from their home world of Oa and coordinated their activities.

Not long ago, the Guardians decided to leave our universe altogether and retired to a mysterious dimension in the company of the Zamaron, the female descendants of the race from which the Guardians were also descended. Before they left, the Guardians released all of the Green Lanterns from their assigned sectors and gave them the authority to operate on their own during the Guardians' absence. For a brief time, the members of the Green Lantern Corps continued to perform their duties, eradicating more and more evil from the cosmos.

However, the Central Power Battery on Oa, which powered all of the Lanterns' Power Rings, recently exploded due to the machinations of the rogue Green Lantern known as Sinestro. This explosion left most of the Power Rings without energy, rendering almost every one of the Green Lanterns useless. Currently, the only known members of the Green Lantern Corps with functioning Power Rings are: Hal Jordan, John Stewart, and Guy Gardner of Earth, Ch'p of H'Iven, and Gnort of Squashedbush.

In this adventure, you can choose to play either Hal Jordan, John Stewart, or Guy Gardner. Ch'p and Gnort may not be used, for reasons that will be obvious once the adventure has begun.

Hal Jordan

A test pilot, Hal's fearlessness and dedication attracted the attention of Abin Sur, the former Green Lantern of Earth's sector, just before Sur perished due to injuries he had sustained when his starship crash-landed on Earth. In his last few moments of life, Sur summoned Hal and passed the Power Ring, the Power Battery, and the mantle of Green Lantern on to him.

Over the years, Hal proved to be one of the greatest Green Lanterns of all time. While he was busy saving the universe in the name of the Guardians, Hal also found time to join the community of Earth-bound heroes as well. As Green Lantern, Hal was one

of the founding members of the legendary Justice League of America, and he spent almost as much time protecting his native Coast City from criminals and lowlifes as he spent roving the cosmos and battling extraterrestrial evils.

For a brief time, Hal retired from the Green Lantern Corps, but he was reinstated during the cataclysm known as the *Crisis on Infinite Earths*. Although he has held a number of jobs over the years, Hal recently seems to have returned to his roots, operating as a test pilot in Coast City, California.

Guy Gardner

Shortly after Hal Jordan was selected as the Earth sector's new Green Lantern in the wake of Abin Sur's death, Guy Gardner, a Baltimore gym teacher, was selected as Hal's alternate. As alternate, it was Guy's responsibility to fill in for Hal whenever Jordan was unable to perform his duties.

While he was still an alternate, the one extended period that Guy spent as a Green Lantern ended in tragedy when the Power Battery he was using to recharge his Power Ring malfunctioned, violently catapulting him off into another dimension. Eventually, Hal rescued Guy and returned him to Earth, but the explosion had inflicted severe psychic trauma on Guy, rendering him belligerent and slightly insane.

During the *Crisis on Infinite Earths*, the "new" Guy became a pawn in a power struggle between two rival Guardian factions on Oa. By the time the *Crisis* was over, Guy had a Power Ring once again and was back in the spacelanes as a full-fledged Green Lantern. For a brief time after their departure, the Guardians took steps to isolate Guy on Oa, preventing him from doing any harm. Guy eventually received permission to return to Earth, where he began fighting evil alongside Justice League International.

Still suffering from the traumatic

effects of the Power Battery mishap, Guy is a mere shadow of his former self. Though certainly a hero, he is an ill-mannered hothead that has almost lost sight of what it really means to be a Green Lantern.

John Stewart

After Guy Gardner was incapacitated, John Stewart, a Detroit architect, was selected as the new alternate Green Lantern of the Earth sector. During Hal's brief retirement, John became Earth's official full-time Green Lantern, and the Guardians assigned Katma Tui, the Green Lantern of a neighboring sector, to take up residence on Earth for a while to train him. After a series of cooperative adventures, John and Katma fell in love and they were eventually married.

After Hal Jordan returned to his former post in the wake of the *Crisis* and the Guardians' departure, John and Katma joined forces with Hal and a group of several other Green Lanterns for a series of adventures on Earth. When the Central Power Battery on Oa exploded, all of these Green Lanterns save Jordan were rendered powerless.

Recently, John's wife Katma was killed by an old enemy of the Corps. After acquiring a functioning Power Ring, John began to track down her killer, although he was sidetracked from this mission long enough to participate in the adventure known as the *Cosmic Odyssey*.

What It Means

To Be A Green Lantern

Green Lanterns are without exception honest and brave. These are the two major criteria that the Guardians used when finding candidates to induct into the Corps in the first place. Acting in a fashion that is not noble and brave during *The Otherwhere Quest* will cost you valuable Worthiness Points and may well affect your chances of victory.

HAL JORDAN CHARACTER SHEET

DEX: 8 STR: 4 BODY: 12 (4)
 INT: 8 WILL: 25 MIND: 8
 INFL: 6 AURA: 7 SPIRIT: 12
 INITIATIVE: 24 HERO POINTS: 100

•Skills:

Martial Artist: 5, Scientist: 4,
 Vehicles: 10

•Advantages:

Connections: Green Lantern/John
 Stewart (High), Justice League
 International (Low); Iron Nerves

•Drawbacks:

Secret Identity

•Equipment:

POWER RING [INT: 10, BODY:
 25, Comprehend Languages: 20,
 Flight: 40, Force Manipulation: 25,
 Invulnerability: 18, Life Sense: 40,
 Omni-Power: 12, Recall: 20,
 Regeneration: 4, Sealed Systems: 16,
 Skin Armor: 4, Spirit Travel: 50]

Bonus: Green Lantern's BODY is
 12 APs while he is wearing the ring.

Limitations: The Power Ring's Skin
 Armor Power does not have to be
 activated at its full AP value: Green
 Lantern loses one AP of Force
 Manipulation and Omni-Power for
 each AP of Skin Armor in use; Life
 Sense is only usable to detect other
 members of the Green Lantern Corps.

Miscellaneous Drawbacks: The
 Power Ring is completely useless
 against the color yellow; the Power
 Ring must be recharged once every
 twenty-four hours with the lantern-
 shaped Power Battery; the Power
 Ring's BODY is only 6 while it is not
 being worn.

Power Battery [BODY: 25, Energy
 Absorption: 18, Invisibility: 15, R#: 2]

•Alter Ego: Hal Jordan

•Height: 6'0" •Weight: 186 lbs.

•Eyes: Brown •Hair: Brown

•Motivation: Responsibility of Power

•Wealth: 3

•Occupation: Test Pilot



CONDITIONS:

0 ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐
 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐
 10 ☐ 11 ☐ 12 ☐ 13 ☐

TIME CHART:

Hour 1 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 2 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 3 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 4 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 5 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 6 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 7 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 8 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 9 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 10 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 11 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 12 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 13 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 14 ☐ ☐ ☐ ☐ ☐ ☐
 Hour 15 ☐ ☐ ☐ ☐ ☐ ☐

Once you cross off the last box on the
 time chart, go immediately to No. 150.

OMNI-POWERS [Hero Point Cost]:

☐ Chameleon [5]
☐ Danger Sense [25]
☐ Detect (Energy) [10]
☐ Dispersal [10]
☐ Force Manipulation [0]
☐ Growth [35]
☐ Remote Sensing [35]
☐ Shrinking [15]
☐ Telekinesis [15]
☐ Telepathy [20]
☐ Transmutation [15]
☐ Vibe [20]
☐ X-Ray Vision [15]

WORTHINESS (25):

HERO POINTS (100):

GUY GARDNER CHARACTER SHEET

DEX: 7 STR: 4 BODY: 12 (5)
 INT: 3 WILL: 18 MIND: 6
 INFL: 8 AURA: 3 SPIRIT: 8
 INITIATIVE: 18 HERO POINTS: 70

•Advantages:

Connections: Green Lantern/Hal Jordan (Low), Justice League International (High); Iron Nerves

•Drawbacks:

Serious Rage

•Equipment:

POWER RING [BODY: 18, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 18, Invulnerability: 18, Life Sense: 40, Omni-Power: 9, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]

Bonus: Guy's BODY is 12 APs while he is wearing the ring.

Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP value: Guy loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery; the Power Ring's BODY is only 6 while it is not being worn.

Power Battery [BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

•Alter Ego: Green Lantern

•Height: 6'0" •Weight: 184 lbs

•Eyes: Blue •Hair: Red

•Motivation: Thrill of Adventure

•Wealth: 4

•Occupation: Maniac (card carrying)



CONDITIONS:

1 2 3 4
 5 6 7 8 9
 10 11 12 13

TIME CHART:

Hour 1 2 3 4 5 6
 Hour 2 3 4 5 6 7
 Hour 3 4 5 6 7 8
 Hour 4 5 6 7 8 9
 Hour 5 6 7 8 9 10
 Hour 6 7 8 9 10 11
 Hour 7 8 9 10 11 12
 Hour 8 9 10 11 12 13
 Hour 9 10 11 12 13 14
 Hour 10 11 12 13 14 15
 Hour 11 12 13 14 15
 Hour 12 13 14 15
 Hour 13 14 15
 Hour 14 15
 Hour 15

Once you cross off the last box on the time chart, go immediately to No. 150.

OMNI-POWERS [Hero Point Cost]:

☐ Chameleon [5]
☐ Danger Sense [25]
☐ Detect (Energy) [10]
☐ Dispersal [10]
☐ Force Manipulation [0]
☐ Growth [35]
☐ Remote Sensing [35]
☐ Shrinking [15]
☐ Telekinesis [15]
☐ Telepathy [20]
☐ Transmutation [15]
☐ Vibe [20]
☐ X-Ray Vision [15]

WORTHINESS (18):

HERO POINTS (70):

JOHN STEWART CHARACTER SHEET

DEX: 7 **STR:** 4 **BODY:** 12 (4)
INT: 8 **WILL:** 23 **MIND:** 8
INFL: 6 **AURA:** 5 **SPIRIT:** 12
INITIATIVE: 21 **HERO POINTS:** 85

•Advantages:

Connections: Green Lantern/Hal Jordan (High); Iron Nerves; Scholar (architecture)

•Drawbacks:

Public Identity

•Equipment:

POWER RING [BODY: 23, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 23, Invulnerability: 18, Life Sense: 40, Omni-Power: 9, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]

Bonus: Stewart's BODY is 12 APs while he is wearing the ring.

Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP value: John loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow: the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery; the Power Ring's BODY is only 6 while it is not being worn.

Power Battery [BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

•Alter Ego: Green Lantern

•Height: 6'1" •Weight: 201 lbs.

•Eyes: Brown •Hair: Black

•Motivation: Responsibility of Power

•Wealth: 4

•Occupation: Architect



CONDITIONS:

0 ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐
 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐
 10 ☐ 11 ☐ 12 ☐ 13 ☐

TIME CHART:

Hour 1 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 2 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 3 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 4 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 5 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 6 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 7 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 8 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 9 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 10 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 11 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 12 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 13 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 14 ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Hour 15 ☐ ☐ ☐ ☐ ☐ ☐ ☐

Once you cross off the last box on the time chart, go immediately to No. 150.

OMNI-POWERS [Hero Point Cost]:

☐ Chameleon [5]
☐ Danger Sense [25]
☐ Detect (Energy) [10]
☐ Dispersal [10]
☐ Force Manipulation [0]
☐ Growth [35]
☐ Remote Sensing [35]
☐ Shrinking [15]
☐ Telekinesis [15]
☐ Telepathy [20]
☐ Transmutation [15]
☐ Vibe [20]
☐ X-Ray Vision [15]

WORTHINESS (23):

HERO POINTS (85):

THE

OTHERWHERE

QUEST

• Begin Here •

1

"She has been setting a light to our beacon, which I've just remembered, is Grail-shaped."

"You mean, it's not the real Grail?!"

You are sitting alone in your apartment after a hard day's work watching a movie about King Arthur and his knights. You've popped open a soda and ordered a pizza. The movie is not bad, and the weather is enjoyable. Ahh, rest and relaxation. If only all of your days were like this.

There is a sudden knock at your door: "Tony's pizza!"

You answer the door and begin fumbling through your pockets for your wallet. Finding it, you pass the pizza man a twenty. While you are waiting for your change, you notice that your phone is ringing.

If you want to instruct the pizza man to keep the change and rush to your phone, go to No. 55. If you wait for your change and then answer the phone, go to No. 9.

2

You approach Maerlin's chamber

and lightly knock on the door. "Enter," he bids you.

"Ah, the legendary Green Lantern; thank the Elders they found thee. How may I serve thee?"

"I was wondering if you could tell me anything about the Beacon; we haven't much time," you respond.

"Yes, very little time. I'm afraid I really cannot help thee. Thy predecessors did not say very much after they returned the Beacon the first time. The only account of their journeys is a song written by a long dead bard shortly after their return. I'll fetch thee a copy, if you like."

If you would like to see the scroll, go to No. 279. If you would like to consult Binro, the king's astronomer, go to No. 80. If you would like to consult Henrik, the sergeant-at-arms, go to No. 44. If you are ready to strike out into the Otherwhere, go to No. 91.

3

Make an Action Check using your Dexterity as the AV/EV against an OV/RV of 12/12. If you earn one or more RAPs, go to No. 94; otherwise, go to No. 269.

4

You step toward the portal, and it automatically opens and swings inward. All you can see coming from the inside of the building is bright, blinding light. As you step forward to enter, a loud booming voice fills the air around you.

"Do you come seeking the Harmony Beacon?"

If you answer, "Yes, I come in quest of the Beacon," go to No. 36. If you answer, "No, I come for another purpose," go to No. 48.

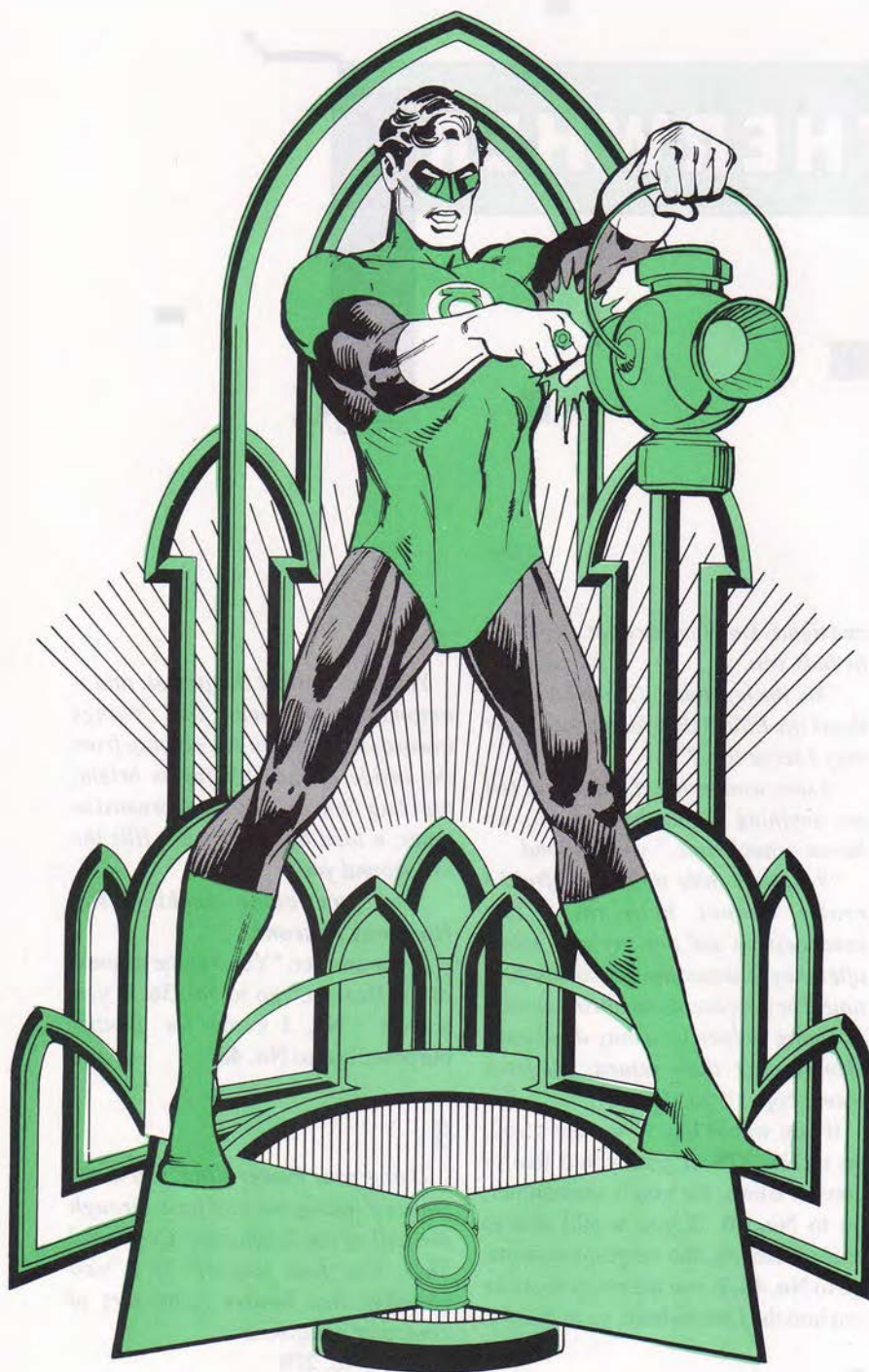
5

Using your Power Ring, you make yourself intangible and pass through the hull of the Subjugator Command Ship. You find yourself in a vast chamber that houses some sort of computer equipment.

Go to No. 270.

6

King Adorushest greets you. "Green Lantern, dost thou have the Beacon?" "I'm afraid not, sir," you respond,



"but I will find it. You can rest assured of that."

Resume your Space Travel sequence.

7

You jet through the blackness of space, speeding on to your destination. This sector is empty.

Cross off the appropriate travel time and continue on.

8

Eric leads you down a long hall and into a huge throne room illuminated by torch light. Intricate tapestries hang from the alabaster walls and flutter in time to a slight draft that seems to be coming up from the floor. A sick elderly bearded man is sitting on an immense throne across the room from you. Next to the throne is a huge crystal orb. The man stands and begins to speak.

"Green Lantern, welcome to the Watchtower — thank the Elders Eric found thee! My name is King Ado, and my story is grim.

"As Eric has no doubt already explained, thou art no longer within the confines of thy own universe. Thou art now in an adjacent dimension known as the Otherwhere, a realm very similar to thy own. Over the millennia, the Otherwhere has given birth to three intelligent races: the benign Elders, the malevolent Subjugators, and my people, the Thurians.

"At almost the exact instant they discovered each other, the Elders and the Subjugators became locked in a gruesome struggle, an intense rivalry which eventually lasted more than one hundred thousand years. As we have always been several centuries of progress behind our neighbors, the peace-loving Thurians were usually ignored during this ferocious conflict, with the Elders rushing to our defense whenever the Subjugators seemed to be about to launch an invasion against our planet.

"Eventually, the great war ended with the Elders victorious. But the effort required to beat back the Subjugators so depleted the Elders' energy reserves that the entire race decided to leave the Otherwhere for a more comfortable place of rest, never to return. Before they left, however, the Elders made plans to protect us from any further encroachments by the Subjugators: they evacuated all of us here to the Watchtower and built a massive energy screen, called the Forever Barrier, around the planet to protect us so that we could live our lives in eternal peace. The Elders chose the Watchtower as our place of safety for a special reason. Lying very close to this planet is a rift in space that leads directly into thy universe. By blanketing this planet, the Elders were preventing the Subjugators from finding and exploiting that rift, as well as protecting my people.

"About one hundred years ago, the energy drain on the Forever Barrier became too great, and the Barrier temporarily collapsed. But the wise Elders foresaw such a catastrophe and built a powerful energy source capable of restoring the barrier known as the Harmony Beacon. Since the Beacon was far too powerful to simply leave in our hands, the Elders hid it somewhere within the Otherwhere.

"According to legend, the Beacon is hidden in such a place that only the truly noble can find it, a safety measure meant to prevent the Beacon from falling into the hands of the Subjugators, or those of my people who might be less than scrupulous. At the time the Beacon was hidden, the Elders also planted a series of clues in the Otherwhere to help the worthy locate it. The Harmony Beacon's resting place is said to be a realm of serene calm and purity.

"Unfortunately, at the time the Barrier was beginning to collapse, none of my people seemed to be in any condition to recover the Beacon. We were forced to turn to thy universe for help. Using the Chromoscan, a great

orb left us by the Elders that allows us to view any location in the multiple dimensions, we eventually located the perfect agents to seek the Beacon in our name: Abin Sur, Tomar-Re, and Jeddep Jool, three members of thy Green Lantern Corps. And after a search that lasted more than a year, the Lanterns eventually located the Beacon and used it to restore the Barrier before the Subjugators could arise, conquer us, and move on to thy universe.

"I'm afraid, my friend, that a similar energy drain began to lower the barrier once again just over a week ago. Before the energy drain began to affect the Chromoscan as well, we used it to locate a Green Lantern. Apparently, thou art one of the few remaining.

"Thou must locate the Beacon and help us. If thou dost not, the fate of both our universes is at stake. The Subjugators are powerful—far more powerful than any race of conquerors we have observed in thy universe. In all likelihood, they will sweep through thy dimension in a matter of centuries and go on to the next.

"Thy quest will be grueling. Where it took three of thy colleagues a full year to find the Beacon, thou on thy own have but fifteen hours. Before the Chromoscan failed, it detected a Subjugator war fleet heading for the Watchtower, waiting for the Barrier to fall.

"We are a peace-loving people. We have no ships, no weapons. Thou art our only hope! Good Luck. Binro, my court astronomer, Henrik, my sergeant-at-arms, and Maerlin, my court advisor, will be more than willing to meet with thee if thou would like to discuss the situation. Maerlin is the only one in the kingdom who was alive during the last quest to locate the Harmony Beacon."

Quite a problem. The fate of the entire universe rests in your hands. Listening to Ado, however, has already given you an idea. Back on Oa, the Guardians used to keep records of everything that each of the Green

Lanterns did. Although the Guardians are gone, the records are probably still around. By searching them, you might be able to find out how your colleagues located the Beacon.

Before you go, King Ado gives you a star map of the Otherwhere.

Begin crossing off the time boxes on your Character Sheet as you are instructed. You have fifteen hours before the Barrier drops completely and the Subjugator fleet smashes the Watchtower. If you want to consult with Henrik, go to **No. 44**. If you want to consult with Maerlin, go to **No. 2**. If you want to consult Binro, go to **No. 80**. To leave the Watchtower and head off into the Otherwhere, go to **No. 91**.

9

You bolt over to the phone and pick it up just in time to hear an unfriendly click. Apparently you were too late. Oh well, whoever it was, he'll probably call back later.

You open your pizza and return to the movie.

"I am Arthur, King of the Britons, and this is my loyal servant, Patsy. Now let me pass, good sir knight."

Go to **No. 43**.

10

You feel like you are falling down a long, deep canyon. Eventually, your senses drift back, and you begin to get a better idea of your surroundings. You are standing on a low green hill beneath a sunny blue sky. Off in the distance, birds flutter in and out of a nearby grove. Their chirping soothes your jittery nerves. A cool breeze wafts through your hair. You must actually be within Olyssa's dreams.

As you are finally beginning to grow accustomed to your surroundings, a young girl steps out of the grove and moves toward you. As she comes closer, you notice that the girl is a dream image of Olyssa herself. And she is carrying a shining gold cup that appears to be the Beacon!

"Thou have come far, Green Lantern, and thy quest is almost over. As thou can see, just before they left, the Elders entrusted me with the task of guarding the Harmony Beacon in my dreams and protecting it from those who are not worthy. Before I can give it to thee, there is one final test thou must pass."

At that instant, the sky opens up, and a bright beam of light shoots down and touches the ground.

"Stand in the light and see if thou art worthy to wield the power of the Harmony Beacon."

If you want to charge Olyssa's dream image and attempt to simply grab the Beacon, go to **No. 69**. If you want to stand in the light and submit to the test, go to **No. 271**.

11

During this phase, the armored figure will punch you, flying up to the proper height if necessary. If you hit him in combat, he will spend as many Hero Points as he possibly can on Last Ditch Defense.

12

You have knocked out the Subjugators' scouting fleet's command vessel. This will cost them valuable time, as the scouting fleet will be forced to slow down and regroup.

Erase the last four time boxes you have checked off. Put **Condition 12** into effect. If you want to board the crippled ship in search of clues, go to **No. 133**. If you want to simply leave the area, go to **No. 35**.

13

You pick up the massive energy gun. If you were holding either the silver sphere or the iron rod, you must drop this item in order to carry the gun.

Put **Condition 9** into effect. If either **Condition 10** or **Condition 11** is in effect, take it out of effect. Proceed to **No. 123**.

14

This is another gray, winding corridor. Exits lead to the south and to the east.

You cannot use the Space Travel sequence to visit a new location from this paragraph number. If you wish to go south, go to **No. 155**. If you wish to go east, go to **No. 203**.

15

You cautiously make your way down into the deep ravine at a speed that is well below your top airspeed. But even at this relatively safe clip, the winds still buffet you about and into the ravine walls.

Resolve a single Physical Attack against yourself with an AV/EV of 12/12 and cross off three time boxes. Once you are finished, make an Action Check using your DEX/DEX as the AV/EV against an OV/RV of 9/9. If you receive 3 or more RAPs on this Check, go to **No. 51**; otherwise go to **No. 273**.

16

After a long search, you realize that there are no readable books in the library that discuss the Forever Barrier, though you notice that the writing in many of the books here have somehow been faded into obscurity.

Cross off four time boxes. If you want to search for books that discuss the Beacon, go to **No. 28**. If you want to search for books that discuss the Subjugators, go to **No. 40**. If you want to examine the star atlas on the library wall, go to **No. 52**. If you want to examine the tome lying on the bookcase, go to **No. 277**. If you want to leave the planet, go to **No. 272**.

17

You fly over toward Mountain #5. A cursory examination reveals nothing extraordinary.

Cross off a time box. To inspect the mountain in greater detail, go to **No.**

99. To head over to Mountain #1, go to **No. 53**. To investigate Mountain #2, go to **No. 65**. To head to Mountain #3, go to **No. 41**. To go to Mountain #4, go to **No. 129**. To leave the planet, resume the Space Travel sequence.

18

You resume clicking away at the computer terminal, only to be interrupted by a strangely familiar voice coming from the doorway.

"Ahh, one of our warriors has returned."

Whirling, you find that the voice belongs to Appa Ali Apsa, the only Guardian who remained in this universe. Appa wiles away his days cruising around the Oan desert with an antique motorcycle from Earth which has captured his fancy.

Go to **No. 78**.

19

Your foe collapses in a heap in the alleyway, and less than a second later his body dissolves in a sickening blue glow and disappears! You quickly collect up the unconscious youth and head back to your apartment, remembering to Power Ring yourself back into your street clothes before going upstairs.

If you want to try to revive the youth, go to **No. 145**. If you want to wait for the youth to wake up himself, go to **No. 119**.

20

Henrik seems to have been anticipating your query. "I can't tell thee much about the Harmony Beacon, but I do know a couple of things about the Subjugator fleet that the Chromoscan picked up. The main fleet is hanging way back. For now, they are just sending in a small scout fleet. But once the scout fleet reaches the Watchtower, it can beam back navigational data that the main fleet can use to make the journey in just a few minutes. If the scout fleet reaches

the planet, we are finished.

The scout fleet will be under the guidance of a larger command vessel which will be separated from the scout fleet itself. I would guess that the command vessel is probably located in either space sector F-1, or space sector F-2"

Cross off a time box. If you want to consult with Maerlin, go to **No. 2**. If you want to consult with Binro the astronomer, go to **No. 80**. If you are ready to head out into the Otherwhere, go to **No. 91**.

21

If **Condition 10** is in effect, go to **No. 57**. Otherwise, go to **No. 6**.

22

This phase, the Android dodges and makes no attacks. If hit, he spends as many Hero Points as possible on Last Ditch Defense.

23

After clicking some keys, you manage to call up the command ship's strategy computer. On the screen is the complete plan for the scout fleet's advance on the Watchtower. The fleet is supposed to occupy the following areas at the indicated times:

Hours 1-3: Sector G-3

Hours 4-6: Sector E-3

Hours 7-9: Sector D-2

Hours 10-12: Sector C-1

Hours 13-15: Sector B-0

If you want to check out the rest of the ship, go to **No. 113**. If you want to leave this space sector, go to **No. 94**.

24

Apparently, your answer satisfies your inquisitor. You find yourself in a vast hallway filled with an incredible assortment of complex machines and gadgets unlike any you have ever seen before. Each of the wondrous gadgets rests on a table in a sealed transparent container. As you walk through the

room, one of the containers opens and a voice chimes through the air.

"Select an item."

Inside the open container is a crystal table, and resting on the table are three unusual objects. One is a huge silver sphere, one appears to be a large rifle, and one is a bulky iron rod. Each of the items is so large that you are sure that you could only carry one at a time.

If you want to examine the rifle, go to **No. 72**. If you want to examine the sphere, go to **No. 95**. If you want to examine the rod, go to **No. 105**. If you want to pick up the rifle, go to **No. 13**. If you want to pick up the sphere, go to **No. 60**. If you want to pick up the rod, go to **No. 114**. If you want to leave the planet, go to **No. 141**.

25

Each of the **10** ships has a **BODY** of **35** and is being piloted by a Subjugator with the Vehicles (Space) Skill rated at **15 APs** (this gives the ship an **OV** of **15** in combat). The ships each carry two types of weapons: lasers (Energy Blast of **16**) and plasma missiles (AV: **10**, EV: **18**). Resolve the battle using **Combat Table #5**. Keep track of the ships' Current **BODY** Conditions as though they were Characters.

In order to flee during this battle and resume the Space Travel sequence, you must make a successful Action Check using your APs of Flight as the AV/EV against an OV/RV of **41/41**. The only other action you can take during a phase in which you are attempting to flee is a Dodge. Fleeing from the Subjugator fleet automatically costs you two Worthiness Points.

If you defeat the Subjugators (by reducing all of the ships' Current **BODY** Conditions to zero), go to **No. 73**. If you lose, go to **No. 85**.

26

This is another dank, metallic corridor. Exits lead to the west and to the south.

You cannot use the Space Travel

sequence to leave the planet from this paragraph. If you want to go to the west, go to **No. 38**. If you want to go to the south, go to **No. 185**.

27

Hoping to save time, you plunge down into the deep ravine at maximum speed. As you descend, the powerful winds buffet you about, slamming you into the ravine walls.

Make a single Physical Attack against yourself with an AV/EV of **16/16**. Cross off a single time box. Go to **No. 273**.

28

After a lengthy search, you discover that there are no readable books that discuss the Beacon anywhere in the library, although you do notice that the writing in many of the library books has undergone some odd kind of fading and is now too obscure to read.

Cross off three time boxes. If you want to search for books on the Subjugators, go to **No. 40**. If you want to search for books on the Forever Barrier, go to **No. 16**. If you want to examine the star atlas on the library wall, go to **No. 52**. If you want to examine the open tome on the library shelf, go to **No. 277**. If you want to leave the planet, go to **No. 272**.

29

You soar high into the air over Edon and survey the planet's land mass, most of which, you notice, is dominated by rolling grasslands, except for a section of rough terrain and mountains that seems strangely out of place on the otherwise average planet. The terrain looks somewhat like the map on page 18.

To investigate Mountain #1, go to **No. 53**. To head over to Mountain #2, go to **No. 65**. To go to Mountain #3, go to **No. 41**. To visit Mountain #4, go to **No. 129**. To investigate Mountain #5, go to **No. 17**. To leave the planet, resume the Space Travel sequence.

EDON



Mountain 1

Mountain 3

Mountain 2

Mountain 4

Mountain 5

30

You head into the giant, metallic chamber that housed the Guardians' powerful computer system and find that all of the machinery is still intact.

You begin tapping away at the computer keyboards only to quickly discover that all of the power seems to be out in the entire building. Just as you make this discovery, you notice a peculiar buzzing sound coming from outside the building.

Cross off one time box. If you want to investigate the noise, go to No. 278. If you want to keep looking at the computer, go to No. 18.

31

You pick up the phone in time to hear a frightened voice on the other end of the line.

"Green Lantern, thou must help me. The Other..."

After the ominous opening sentence, the line clicks dead.

You can attempt to use your Power Ring's Omni-Power ability at this point. Make sure to record this paragraph number so you will know where to return if you select the incorrect ability.

If you choose not to use the Power Ring, or your attempt to use the Power Ring fails, go to No. 43.

32

Eric is more than happy to answer your inquiries. "That is Princess Olyssa," he says. "She is hundreds of years old. She fell into a deep sleep shortly after the Elders left the Otherwhere and has remained in this state ever since. No one knows what caused her peculiar ailment. Our histories speak of Princess Olyssa in the most glowing terms. She is apparently one of the noblest Thurians ever to walk the Watchtower."

"Who are the Elders?" you ask your young friend.

"King Ado will soon explain," he replies, mysteriously.

Continued on page 23

COMBAT TABLES

COMBAT TABLE #1

Roll	Paragraph
1	11
2	143
3	173
4	194
5	198
6	204
7	244
8	248
9	254
0	263

COMBAT TABLE #2

Roll	Paragraph
1	34
2	112
3	134
4	286
5	212
6	218
7	233
8	243
9	250
0	255

COMBAT TABLE #3

Roll	Paragraph
1	121
2	152
3	176
4	200
5	256
6	235
7	242
8	251
9	258
0	262

COMBAT TABLE #4

Roll	Paragraph
1	22
2	157
3	182
4	208
5	238
6	240
7	249
8	253
9	264
0	266

COMBAT TABLE #5

Roll	Paragraph
1	46
2	82
3	164
4	180
5	202
6	206
7	210
8	216
9	237
0	239

COMBAT TABLE #6

Roll	Paragraph
1	93
2	125
3	184
4	190
5	241
6	252
7	260
8	239
9	268
0	267

A-3	B-3	C-3 Edon	D-3	E-3	F-3	G-3 Elder Library World
A-2	B-2	C-2	D-2	E-2	F-2	G-2
A-1	B-1	C-1	D-3	E-1	F-1	G-1
A-0 The Watchtower	B-0	C-0	D-0 Tartag	E-0	F-0	G-0



**Earth
Dimension**

The Otherwhere

SPACE TRAVEL TABLE

Sector	TIME (Hour of Last Box Checked)				
	1-3	4-6	7-9	10-12	13-15
Oa	100	100	100	100	100
A-0	33	33	33	33	33
B-0	7	170	178	188	37
C-0	261	259	232	188	246
D-0	139	139	139	139	139
E-0	178	214	246	259	178
F-0	170	149	261	149	7
G-0	232	246	234	170	188
A-1	245	245	245	245	245
B-1	170	178	192	257	257
C-1	245	232	7	37	7
D-1	246	246	246	246	246
E-1	245	234	192	246	7
F-1	257	257	257	257	257
G-1	261	234	246	234	170
A-2	188	234	178	192	245
B-2	82	82	82	82	82
C-2	82	82	82	82	82
D-2	261	259	37	188	192
E-2	215	215	215	215	215
F-2	160	160	160	160	160
G-2	37	170	246	192	170
A-3	234	232	261	259	259
B-3	82	82	82	82	82
C-3	138	138	138	138	138
D-3	214	214	214	214	214
E-3	246	37	188	178	246
F-3	246	246	246	246	246
G-3	76	76	76	76	76

●The result is the paragraph number to consult.



POWER RING TABLE

Ability [Hero Points]	Trigger Paragraph Number						
	31	51	95	139	133	76	154
Chameleon [5]	103	161	167	70	58	103	161
Danger Sense [25]	167	70	58	103	161	64	167
Detect (Energy) [10]	161	103	70	63	167	103	161
Dispersal [10]	70	161	167	58	5	58	103
Force Manipulation [0]	58	167	161	70	103	70	162
Growth [35]	167	161	58	103	161	70	103
Remote Sensing [35]	274	58	161	167	103	58	70
Shrinking [15]	103	161	167	103	58	70	103
Telekinesis [15]	167	58	70	58	103	161	167
Telepathy [20]	70	161	103	167	103	58	70
Transmutation [15]	161	103	161	167	70	167	58
Vibe [20]	58	87	58	70	103	161	167
X-Ray Vision [15]	70	161	275	103	275	70	58

●The "Trigger Paragraph" is the paragraph in which you were given the opportunity to use the Power Ring.

●The result is the paragraph to consult.

Put **Condition 0** into effect. Go to No. 8.

33

You have once again arrived on the Watchtower.

If **Condition 0** is in effect, go to No. 21. If not, go to No. 45.

34

Goldface tries to punch you this phase. If hit, he **will not** spend Hero Points on Last Ditch Defense.

35

As you head out of the space sector, the Subjugator command ship looms off in the distance.

Resume the Space Travel sequence.

36

If either **Condition 9**, **Condition 10**, or **Condition 11** is in effect, go to No. 123; otherwise, go to No. 24.

37

If **Condition 13** is in effect, go to No. 170; otherwise, go to No. 96.

38

This is another metallic, winding corridor. Exits lead to the east and west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. Cross off one time box. If you want to go to the west, go to No. 203. If you want to go to the east, go to No. 26.

39

The air creatures knock you unconscious, and you plummet down into the ravine. By the time you wake up, it is too late to stop the Subjugators. You have lost.

Select another Green Lantern and start all over again at No. 1.

40

After a lengthy search of the library, you discover that there are no readable books that discuss the Subjugators, although you do notice that the writing in many of the books has undergone some odd sort of fading. Many of the books are so faded that they are unreadable.

Cross off three time boxes. If you want to search for books that discuss the Beacon, go to No. 28. If you want to search for books on the Forever Barrier, go to No. 16. If you want to examine the Star Atlas on the library wall, go to No. 52. If you want to examine the open tome on the library shelf, go to No. 277. If you want to leave the planet, go to No. 272.

41

As you pass over Mountain #3, you notice an old, humanoid skeleton stretched out on one of its paths. The skeleton clutches a scroll in its bony hand. Swooping down, you scoop up the scroll and open it. Using your PowerRing's Comprehend Languages ability, you translate the scroll's contents: "The Android is programmed to allow all who speak the word 'bandagi' pass."

Cross off two time boxes and put **Condition 1** into effect. If you want to take a closer look at Mountain #3, go to No. 99. If you want to check out Mountain #1, go to No. 53. If you want to check out Mountain #2, go to No. 65. If you want to check out Mountain #4, go to No. 129. And if you want to check out Mountain #5, go to No. 17. If you want to leave Edon, resume the Space Travel sequence

42

You make your way to the huge energy grid, which disperses power across the entire Oan citadel, and begin looking for shorts or blockages.

Cross off two time boxes and make an Action Check using the Scientist Skill as the AV/EV against an OV/RV

of 8/8. See page 51 of the *Character Handbook* for guidelines on Unskilled attempts. If you succeed, go to No. 54. If you fail, go to No. 66.

43

A couple of minutes later, a loud buzzing sound fills your living room. It's your door buzzer. Someone is down in the lobby and wants to be buzzed in. You weren't expecting any visitors.

If you want to buzz the visitor in, go to No. 67. If you want to go down and see who is in the lobby, go to No. 79.

44

You make your way down to King Ado's armory, where you find Henrik, the sergeant-at-arms and the most militant Thurian you have seen so far, instructing the small Thurian army in battle tactics. Henrik is busily espousing the virtues of the sneak attack and the value of attacking your enemy before he can attack you.

If you want to interrupt Henrik's speech and give his students a speech of your own, espousing the virtues of fair play and stressing the need to find a peaceful solution to conflict before resorting to violence, go to No. 68. If you simply want to ask Henrik if he can provide you with any useful information, go to No. 20.

45

On the way to King Ado's throne room, you pass through a lush chamber with green velvet blanketing every wall. Lying on a table in this room is a beautiful, young girl who is sleeping peacefully. Eric is here waiting for you.

Curious, you decide to ask Eric about the girl, and he is more than happy to answer your inquiries. "That is Princess Olyssa," he says. "She is hundreds of years old. She fell into a deep sleep shortly after the Elders left the Otherwhere and has remained in this state ever since. No one knows

what caused her peculiar ailment. Our histories speak of Princess Olyssa in the most glowing terms. She is apparently one of the noblest Thurians ever to walk the Watchtower."

Go to No. 21.

46

This phase, the Android will slash at you with his sword. If hit, he will not spend Hero Points on Last Ditch Defense.

47

You make your way into the hangar bay and aft portion of the Subjugator Command ship. Waiting for you are five crewmen, each with some sort of energy weapon. They are not nearly as well trained or as dangerous as the Subjugator Knight you fought on Earth, but they may still present a problem.

Each of the Subjugator Squires has the following Physical Attributes: [DEX: 8, STR: 8, BODY: 9]. The energy pistols that they are armed with have the Energy Blast Power rated at 12 APs.

For this battle, do not refer to any of the Combat Tables. Each of the Subjugators will fire his energy pistol at you each phase until either you or they are defeated.

If you are defeated by the Subjugators, go to No. 59. If you defeat the Subjugators, go to No. 83.

48

Apparently, your inquisitor did not like your answer. You are attacked by a bolt of energy (AV/EV of 20/20) and immediately teleported back outside the building by some unknown force.

Lose three Worthiness Points. If you are unconscious, go to No. 84. If not, return to No. 4.

49

If Condition 9 is in effect, go to No. 61; otherwise, go to No. 25.

50

This is another metallic winding corridor. The passageway dead ends to the east. The only exit is to the west.

Cross off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go west, go to No. 106.

51

You reach the bottom of the ravine, where you notice a vast dome constructed out of pure crystal. The winds are a bit less intense down here, though they still sweep the occasional piece of debris against the crystal walls.

Inside the dome, you find a high podium upon which three huge crystals are resting. One crystal is circular, one is star-shaped, and the other is rectangular. The crystals are huge and seem to be fused to the podium. They do not move when touched, though you are sure they can be separated and taken away. In any case, the crystals are so large that you are sure you can only carry one of them.

You have an opportunity to use your Power Ring's Omni-Power ability in this paragraph. If you choose the correct ability, you will be sent to another paragraph by the Power Ring table. If you choose an incorrect ability, return here.

If you want to break the crystals out of the podium, go to No. 95.

52

The star atlas is a map of the Otherwhere. In addition to all of the locations depicted on your star map, it features a small white dot in space sector E-2.

If you want to search for books that discuss the Beacon, go to No. 28. If you want to search for books that discuss the Subjugators, go to No. 40. If you want to search for books on the Forever Barrier, go to No. 16. If you want to examine the open tome on the library shelf, go to No. 277. If you want to leave the planet, go to No. 272.

53

As you pass over Mountain #1, you notice what appears to be a small, stone building. Outside the building is an armored figure, carrying a sword.

As you approach, the figure bellows out, "I am programmed to conquer all intruders!" It is obvious that the figure is some sort of mechanical life form. It is just as obvious that he is not very friendly.

If Condition 1 is in effect, go to No. 88; otherwise go to No. 117.

54

"Hmm, that's it," you say to yourself, "an ion storm somewhere in the area has knocked out a big piece of the local power grid. I'm sure the Guardians have an Energator shield to block out the interference, but it must have fallen into disrepair since they left. Oh well, everything will be back to normal in a couple of days."

To go to the building where the Guardians housed their computers, go to No. 30.

55

You tell the pizza man to keep the change and bolt off to answer the phone.

Lose two Hero Points (hey, your money's tight!), roll a D10, and add it to your Initiative score. If the result is a 31 or higher, go to No. 31; otherwise, go to No. 9. Feel free to spend Hero Points to increase your Initiative total as usual, according to the rules found on page 15 of the Rules Manual.

56

As the shimmering stops, you find yourself outside of a large stone castle at the edge of a rustic mountain valley. "Welcome to the Watchtower," Eric says, "the home of the Thurians."

The scene that greets you is more than a little puzzling. Surrounding you is an odd mixture of medieval and futuristic technology. Eric and his

people don't seem advanced enough to have evolved the high-tech stuff; it must have been given to them by someone else.

"Come quickly," Eric says, "I must take thee to see King Ado at once."

On the way to King Ado's throne room, you pass through a lush chamber with green velvet blanketing every wall. Lying on a table in this room is a beautiful young girl who is sleeping peacefully.

If you want to ask Eric about the girl, go to No. 32. Otherwise, go to No. 8.

57

You have a theory. You know that the Elders hid the Beacon in a place where only one who is truly worthy can find it. You also know that Olyssa has been sleeping since the Elders left the Otherwhere. What better place to hide the Beacon then within Olyssa's dreams? Before the Elders left, they probably recruited her to serve as the Beacon's guardian. The silver sphere is a dimensional portal tuned to the frequency of a living brain. With it, you can enter Olyssa's dreams.

King Ado asks if you bring news. "Yes," you respond, "maybe, but we've no time to lose."

Rushing to Olyssa's chamber, you begin to set up the sphere as a throng of Thurians look on. When your set up is complete, you activate the sphere and grasp it. From that point on, your head goes fuzzy, and everything begins to fade out.

Go to No. 10.

58

The ability you chose to mimic had no effect. Cross this ability off on your Character Sheet and return to the appropriate paragraph.

59

The Subjugators have defeated you. By the time you wake up, it is too late to find the Beacon.

Choose another Green Lantern and begin all over again at No. 1.

60

You pick up the sphere.

Put Condition 10 into effect. In order to carry the silver sphere, you must drop any other objects you are holding. If either Condition 8 or Condition 9 is in effect, take it out of effect. Go to No. 123.

61

Remember that you can use the energy rifle you took from the crystal planet against the Subjugator fleet.

The rifle has an AV/EV of 25/25 and can fire ten shots before its runs out of energy. Go to No. 25.

62

This is another metallic, winding corridor. The passage dead ends to the north. The only exit is to the south.

Cross off one time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go south, go to No. 179.

63

In the mountains of Tartag, you find a deep ravine cut through the crystal, bristling with pure energy. Powerful winds swirling in and out of the ravine make exploration dangerous.

Put Condition 6 into effect. If you want to fly down into the ravine slowly and cautiously, go to No. 15. If you want to fly down into the ravine at your regular speed to save time, go to No. 27. If you want to search the crystalline woods, go to No. 276.

64

Your Power Ring's Danger Sense ability alerts you to a deadly poisonous gas filling the library. The gas is responsible for the poor condition of many of the books. You rectify the problem by surrounding yourself with

an impenetrable green energy bubble.

Put Condition 2 into effect. If you want to search for books that discuss the Beacon, go to No. 28. If you want to search for books that discuss the Subjugators, go to No. 40. If you want to search for books on the Forever Barrier, go to No. 16. If you want to examine the star atlas on the library wall, go to No. 52. If you want to examine the open tome on the library shelf, go to No. 277. If you want to leave the planet, go to No. 272.

65

You quickly pass over Mountain #2 but don't find anything unusual.

Cross off two time boxes. If you want to take a closer look at Mountain #2, go to No. 99. If you want to check out Mountain #1, go to No. 53. If you want to check out Mountain #3, go to No. 41. If you want to check out Mountain #4, go to No. 129. If you want to check out Mountain #5, go to #17. If you want to leave Edon, return to the Space Travel sequence.

66

You probe about the complex machinery for a time but cannot figure out why the power grid is not working.

To go to the Guardians' computer room, go to No. 30.

67

You trip your buzzer and wait a few moments, but no one arrives at the apartment's door.

Go to No. 90.

68

You interrupt Henrik and deliver a speech of your own, warning his students against foul play and stressing the need to find a peaceful solution to conflict before resorting to violence. Henrik seems humbled by your speech. He nods agreement and apologizes.

Cross off two time boxes. To ask Henrik for assistance, go to No. 20.

69

As you rush toward Olyssa, you are suddenly struck down by a powerful energy bolt from the sky. "You were foolish to come here," Olyssa says. "one such as you is not worthy enough to wield the power of the Beacon." You have lost.

Select a new Green Lantern and begin again at No. 1.

70

The ability you chose to mimic had no effect. Cross this ability off on your Character Sheet and return to the appropriate paragraph.

71

Make an Action Check using your Scientist Skill as the AV/EV against an OV/RV of 7/7 (see the rules for Unskilled Use on page 55 of the *Rules Manual* if you do not have the Scientist Skill).

If the Action Check succeeds, go to No. 23. If it fails, go to No. 104.

72

The rifle is obviously some sort of weapon.

It has an AV/EV of 25/25 and can fire ten shots before it is out of energy. If you take the rifle, record any shots you fire on your Character Sheet. Cross off two time boxes. Go to No. 123.

73

You have shattered the Subjugators' scout fleet. This will not save the Watchtower, but it should buy you some extra time.

Erase the last eight time boxes that you have checked off and put Condition 13 into effect. Return to the Space Travel sequence.

74

This is another metallic, winding corridor. The passage dead ends to the south. The only exit is to the north.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, proceed to No. 179.

75

Using your Power Ring's green beam, you form a giant diamond saw and cut the crystals free of the podium, damaging the surrounding crystal cave in the process. You may now take one of the crystals.

Lose a Worthiness Point for damaging the natural beauty of the cave. To take the circular crystal, go to No. 98. To take the star-shaped crystal, go to No. 107. To take the rectangular crystal, go to No. 116.

76

You land on the planet located in space sector G-3 and find it completely barren, save for a single, massive iron structure. This must be the Elders' library.

Inside the library is exactly what you would expect: a huge room filled with ancient tomes and books of all descriptions. There are hundreds of shelves, racks, and cases. Resting on top of one case is a large tome lying open, the only book in the library that seems out of order. Affixed to one wall of the library is a huge star atlas depicting all of the Otherwhere.

You can call upon your Power Ring's Omni-Power ability in this room. If you choose the correct ability to mimic, you will be sent to another paragraph. If you choose an incorrect ability, return here.

If you want to examine the tome lying open on the bookcase, go to No. 277. If you want to examine the star atlas, go to No. 52. If you want to search the library for books about the Beacon, go to No. 28. If you want to search the library for books that discuss the Subjugators, go to No. 40. If you want to search the library for books on the Forever Barrier, go to No. 16. If you want to leave the library planet, proceed to No. 272.

77

The Android has knocked you unconscious. By the time you wake up, it is too late to stop the Subjugators. You have lost.

Select another Green Lantern and begin play again at No. 1.

78

Appa greets you and asks you why you have returned. He informs you that he has come out of the Oan desert in order to check out a power failure in the Citadel. He thinks the problem is due to a nearby ion storm and that it is not anything serious.

Make a Perception Check against an OV/RV of 8/8. If you succeed, go to No. 89. If you fail, go to No. 137.

79

You go down to the lobby only to find that no one is there waiting for you. Something peculiar is going on.

You quickly return to your apartment and your pizza.

Go to No. 90.

80

You make your way down to Binro's chamber and rap at his door. "Come in," he bids you. The most noticeable feature of Binro's quarters is a pile of star charts lying on the floor.

"My name is Green Lantern. I'm searching for the Harmony Beacon. I was wondering if you could help me."

"Yes, I know who thou art, but I don't understand why thou art wasting thy time. One hundred years ago, it took three of you over a year to find it. This time, we are finished for sure. Perhaps we should just accept our own mortality."

Binro is not being very cooperative. You will have to convince him to give you any information that he possesses.

If you want to Persuade Binro to help you, go to No. 111. If you want to Intimidate Binro into helping you, proceed to No. 102.

81

You succeed and pass the test. The light fades away, and Olyssa approaches you.

"Congratulations Green Lantern of Earth, here is the Beacon. Now go quickly and tell no one how thou located the Beacon. Once its work is done it will return itself here for the next brave soul to find in time of need."

As Olyssa places the Beacon in your hand, the shimmering begins once again, and you wake up over her sleeping body on the Watchtower. As the Thurians notice that you are holding the Beacon, they let out a shout of joy. Maerlin quickly summons you into the throne room, where you invoke the Beacon's power to restore the Forever Barrier. As the Chromoscan kicks back into life, King Ado spots the Subjugators' fleet retreating back to their home world.

After the Beacon's work is done, it suddenly disappears in a flash of light, and its power casts a haze over the Thurians minds, blocking out all knowledge of how it appeared on the planet.

You have won!

Go to the **Endgame** on page 40.

82

This sector of space contains a dangerous pulse nebula. As you enter the sector, you find yourself drifting in and out of vast gaseous clouds while powerful plasma energy discharges that look like strangely-colored lightning bolts crackle all about you. You realize that if you are struck by one of these bolts of lightning, it could cripple or kill you.

Conduct a single Physical Attack against yourself with an AV/EV of 13/13. If this attack knocks you unconscious, you have lost. In this case, you should select another Green Lantern and begin play all over again at No. 1.

If you survive the attack, return to the Space Travel sequence when you are ready to leave the sector.

83

You have defeated the Subjugators' crewmen.

If you want to search the aft part of the ship and its computer core, go to No. 270. If you want to search the fore part of the ship, go to No. 113. If you want to leave the area, return to the Space Travel sequence.

84

Go to No. 132.

85

The Subjugators' fleet has defeated you. By the time you regain consciousness, it is too late to save the Watchtower. You have lost.

Select another Green Lantern and begin play all over again at No. 1.

86

This is another metallic, winding corridor. Exits lead to the north and east.

Cross off one time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. If you want to go north, go to No. 197. If you want to go east, go to No. 140.

87

Your Power Ring's vibratory power begins vibrating the crystals in the chamber, and soon, the entire room is filled with beautiful music. After a while, the crystals on the podium begin to jiggle and slip free from their restraints. You can now remove one of them.

To take the circular crystal, go to No. 98. To take the star-shaped crystal, go to No. 107. To take the rectangular crystal, go to No. 116.

88

Remembering the scroll you found earlier, you shout out, "bandagi!" The Android suddenly stops in his tracks and says, "You may enter."

To enter the structure, go to No. 108. To leave the planet, return to the Space Travel sequence.

89

As you talk to Appa, you hear a sudden crack a few meters away. Rushing to investigate, you find yourself face-to-face with Goldface, one of your old Earth enemies.

"Green Lantern—It's been a long time. I'm going to enjoy killing you."

Goldface has the following statistics:

GOLDFACE

DEX: 6	STR: 10	BODY: 9
INT: 7	WILL: 7	MIND: 6
INFL: 6	AURA: 6	SPIRIT: 6
INITIATIVE: 19	HERO POINTS: 10	

•Skills:

Charisma: 8, Gadgetry: 6, Scientist: 6

•Advantages:

Connections: Secret Society of Super-Villains (Low), Scientific Community (Low), Underworld (High); Genius; Iron Nerves; Leadership; Scholar (metallurgy)

•Equipment:

(All of Goldface's equipment is yellow, and thus immune to the direct effects of Green Lantern's Power Ring.)

GOLDEN ARMOR [BODY: 11]

Helmet [BODY: 4, Transmutation: 12, R#: 3]

Bonus: The helmet can be used against living beings: make an Action Check with the victim's DEX/BODY as the OV/RV, and if the RAPs received equal or exceed the target's BODY, the target is transformed into solid gold for an amount of time equal to the RAPs earned.

Limitation: Transmutation can only turn objects into gold.

Spray Gun [BODY: 3, Glue: 10, R#: 3]

Limitation: The Glue Power actually covers the target with a thin sheet of gold. If the victim cannot free himself in an amount of time equal to twice his APs of BODY, he will suffocate.

- Alter Ego:** Keith Kenyon
- Motivation:** Power Lust
- Occupation:** Metallurgist
- Wealth:** 13

Resolve this battle using **Combat Table #2**.

If you beat Goldface, go to **No. 109**.
If he defeats you, proceed to **No. 165**.

90

Just as you were getting interested in the movie once again, you hear a loud explosion outside the building. Rushing to the window, you notice smoke coming from an alley across the street.

You quickly Power Ring yourself into your Green Lantern uniform and recharge the Ring with your Power Battery.

*"In Brightest Day, In Blackest Night,
No Evil Shall Escape My Sight!
Let Those Who Worship Evil's
Might,*

*Beware My Power — Green
Lantern's Light!"*

*You then jet out the window to
investigate.*

Go to **No. 101**.

91

*You rocket out into space, ready to
begin your quest.*

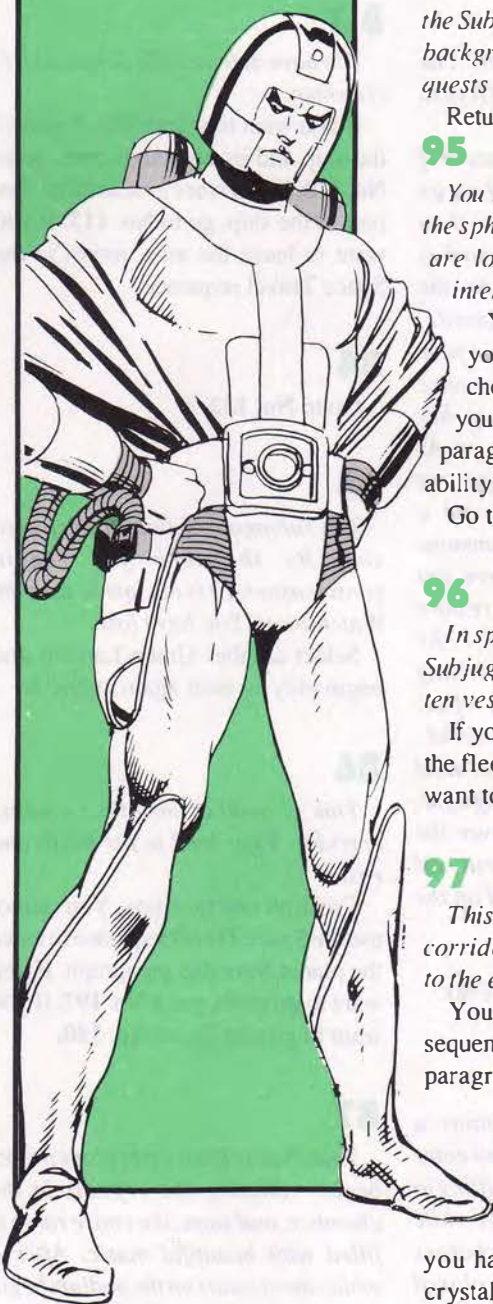
Refer to the map located on page 20 of this booklet. Begin the Space Travel sequence and move as per the guidelines located on page 5. You begin at the Watchtower, located in space sector A-0.

92

Your whole body begins to quiver under the power of the light. Soon every nerve in your body is soaked with wracking pain. Somehow, you have failed.

"I'm sorry Green Lantern," Olyssa says, "thou art unworthy to wield the power of the Beacon." You have lost.

Select another Green Lantern from the Characters on pages 10-12 and begin play all over again at **No. 1**.



93

This phase, the ship's commander orders his pilot to take evasive action. Shift the ship's OV up by +2 Columns when it is defending against any attacks you make during the current phase. The ship makes no attacks of its own.

94

You continue on your way through the vastness of Otherwhere space, with

the Subjugator starship looming in the background. The urgency of your quests speeds you on your way.

Return to the Space Travel sequence.

95

You have some difficulty analyzing the sphere, since all of its mechanisms are located within its impenetrable interior.

You have an opportunity to use your Power Ring here. If you choose the correct ability to mimic, you will be directed to another paragraph. If you choose an incorrect ability, return here.

Go to **No. 123**.

96

In space ahead of you looms a large Subjugators' scout fleet made up of ten vessels!

If you want to try to slip away from the fleet unnoticed, go to **No. 3**. If you want to attack the fleet, go to **No. 49**.

97

This is another metallic, winding corridor. The passageway dead ends to the east. The only exit is to the west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go west, go to **No. 222**.

98

You grab the circular crystal. Put Condition 3 into effect. If you have already picked up another crystal, you must drop it to pick up the circle. If either Condition 4 or Condition 5 is in effect, take it out of effect. To leave the planet, return to the Space Travel sequence.

99

You take a closer look at the mountain and find nothing unusual.

Cross off two time boxes. If you want to check out Mountain #1, go to **No. 53**. If you want to investigate Mountain #2, go to **No. 65**. If you want to visit Mountain #3, go to **No. 41**. If

you want to head over to Mountain #4, go to **No. 129**. If you want to go to Mountain #5, go to **No. 17**. To leave the planet, return to the Space Travel sequence.

100

In order to travel to Oa, you must first pass through the rift that King Ado spoke about, which leads back into your universe. This task is accomplished with little difficulty. Once you are back in the universe, you reach Oa in no time.

Below you is the Guardians' Citadel. It is there that you will find their computers. This is one of the few times you have been here since your former masters' departure.

Go to **No. 118**.

101

You rush over to the alley and discover a horrifying sight. A huge humanoid in some sort of exotic armor is standing over the body of an unconscious child. Once he notices you, he turns around and begins to laugh derisively.

"A Green Lantern," he snorts. "Who would have thought that this measly planet was capable of it?"

Your opponent has the following combat statistics: [DEX: 12, STR: 15, BODY: 15]. He has a 16 AP Energy Blast built into his armor and 10 Hero Points. Resolve the battle using **Combat Table #1**.

If you win, go to **No. 19**. If you lose, go to **No. 110**.

102

You attempt to Intimidate Binro into helping you.

Binro's Influence and Spirit are both 5. Resolve the attempt using the rules found on pages 28-31 of the *Rules Manual*. If you receive 5 or more RAPs, go to **No. 126**; otherwise, go to **No. 135**.

103

The ability you have chosen to mimic has no effect. Cross the ability off on your character sheet and return to the appropriate paragraph number.

104

Unfortunately, you cannot manage to access any of the information in the Subjugators' computers.

Cross off three time boxes. If you want to search the fore part of the ship, go to **No. 113**. If you want to leave the area, go to **No. 94**.

105

After you and your Power Ring give it a good going over, you decide that the iron rod is a dampener capable of absorbing a tremendous amount of energy.

Cross off two time boxes. Go to **No. 123**.

106

This is another metallic, winding corridor. Exits lead to the north, the east, and the west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. If you want to exit to the north, go to **No. 159**. If you want to go to the west, go to **No. 172**. If you want to go to the east, go to **No. 50**.

107

You pick up the star-shaped crystal.

Put **Condition 4** into effect. If you have already picked up another crystal, you will have to drop it to carry the star. If either **Condition 3** or **Condition 5** is in effect, take it out of effect. To leave the planet, return to the Space Travel sequence.

108

You enter the structure that the Android was covering. Inside, you find a huge, empty chamber. Carved into the wall directly opposite you is a

message. It reads: "Thou art a fool. The Beacon does not really exist."

Return to the Space Travel sequence.

109

Appa joins you over Goldface's unconscious body.

"The Power outage," he says, "must have drained the energy that was feeding Goldface's sciencell. Don't worry about him. I'll take care of him later."

If you want to check the rest of the sciencells in order to make sure that no other criminals were freed, go to **No. 154**. If you don't want to check the cells, go to **No. 146**.

110

As your opponent stands over you, about to deliver the killing blow just before you slip unconscious, you notice the young boy stirring behind his armored bulk. The boy produces some sort of weapon and blasts your attacker down.

Everything goes black.

Go to **No. 136**.

111

You try to Persuade Binro to help you.

Binro's Influence and Spirit are both equal to 5. Resolve the attempt according to the rules found on pages 28-31 of the *Rules Manual*. If you receive 5 or more RAPs, go to **No. 120**. If not, your attempt fails. In this case, you can consult with Henrik (**No. 44.**), consult with Maerlin (**No. 2.**), or leave the planet (**No. 91**).

112

This phase, Goldface uses his Spray Gun in an attempt to coat you in gold. If the gun traps you and you do not escape within the next three phases, you are automatically defeated. Note that the gun's spray is made of gold and thus your Power Ring will not affect it directly.

113

An examination of the fore part of the ship reveals nothing of interest.

Cross of three time boxes. If you want to search the aft part of the ship and the computer core, go to **No. 270**. If you want to leave the area, proceed to **No. 94**.

114

You pick up the iron rod.

Put **Condition 11** into effect. In order to carry the iron rod, you must drop any of the other objects you are holding. If either **Condition 9** or **Condition 10** is in effect, take it out of effect. Go to **No. 123**.

115

This is another metallic, winding corridor. The passageway dead ends to the west. The only exit is to the east.

Cross off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go east, go to **No. 229**.

116

You pick up the rectangular crystal.

Put **Condition 5** into effect. If you have already picked up one of the other crystals, you must drop it to carry the rectangle. If either **Condition 3** or **Condition 4** is in effect, take it out of effect. To leave the planet, go to the Space Travel sequence.

117

The Android lumbers forward to fight you.

The Android has the following combat statistics: [DEX: 9, STR: 12, BODY: 14]. The Android carries a sword that has an AV/EV of 11/13 and the Flame Project Power rated at 16 APs. Resolve the battle using **Combat Table #4**.

If you defeat the Android, continue to **No. 108**. If the Android beats you, proceed to **No. 77**.

118

You land just outside the Guardians' Citadel. Up ahead, you see the building which used to house the Guardians computer system, right alongside the shattered remains of the massive central power battery which once provided energy for more than 3000 Green Lanterns. As you walk towards the computer building, you stroll by the sciencells in which many of the nemeses you captured during the Guardians tenure on Oa are still imprisoned to this day.

You notice that all of the lights in the Citadel are a bit dimmer than usual.

If you want to go investigate the dim lights, go to **No. 42**. If you want to proceed right to the computer center, go to **No. 30**.

119

After a while, the boy wakes up on his own.

Lose two Worthiness Points, and go to **No. 153**.

120

"All right," Binro says, "I don't think thou will succeed, but I'll give thee what little help I can anyway. All I can really tell thee is that thou will want to avoid space sectors B-3, B-2, and C-2: that entire region is occupied by a pulse nebula, and thou will not want to travel through it. I can also tell thee that thou art bound to run into a planet or two that we do not know about, since our observation ability is extremely limited. Good Luck, thou art really going to need it."

Cross off two time boxes. If you want to consult with Maerlin, go to **No. 2**. If you want to consult with Henrik, go to **No. 44**. If you are ready to leave the Watchtower, go to **No. 91**.

121

This phase, the air creatures circle about you and prepare for a strike, although they do not actually attack.

During the next phase, the air creatures each receive an automatic -1 Column Shift modifier to your OV on any attacks they make against you.

122

Make an Action Check using your DEX/DEX as the AV/EV against an OV/RV of 9/9. If you succeed, go to **No. 94**. If you fail, go to **No. 151**.

123

You are in the machine room on the secret planet.

If you want to analyze the rifle, go to **No. 72**. If you want to analyze the sphere, go to **No. 95**. If you want to analyze the rod, go to **No. 105**. If you want to pick up the rifle, go to **No. 13**. If you want to pick up the sphere, go to **No. 60**. If you want to pick up the rod, go to **No. 114**. If you want to leave the planet, go to **No. 141**.

124

The command ship has a BODY of 16 APs. It is being piloted by a Subjugator with the Vehicles (Space) Skill rated at 11 APs (giving the craft an OV of 11 in combat). The ship is armed with two weapons systems: pulse lasers (Energy Blast of 15) and concussion missiles (AV/EV of 11/18). Use **Combat Table #6** to resolve the battle.

If you defeat the ship, go to **No. 12**. If you lose, go to **No. 142**.

125

This phase, the ship fires its concussion missiles.

126

"Okay, okay, I'll help thee," Binro says, "don't get testy. All I can really tell thee is that thou will want to avoid space sectors B-3, B-2, and C-2: that entire region is occupied by a pulse nebula, and thou will not want to travel through it. I can also tell thee that thou

art bound to run into a planet or two that we do not know about, since our observation ability is extremely limited. Our technology doesn't match the Elders' or the Subjugators'. Good Luck, thou art really going to need it."

Lose two Worthiness Points due to your strong arm tactics and cross off three time boxes. If you want to consult with Maerlin, go to No. 2. If you want to consult with Henrik, go to No. 44. If you are ready to leave the Watchtower, go to No. 91.

127

Despite your best efforts, you failed to revive the boy.

Go to No. 119.

128

"By the way, Appa, I was wondering if you could take a look at the old computer system. There's some important information about a dimension called the Otherwhere that I need to access."

Appa agrees to your request, and the two of you return to the computer building.

Cross off three time boxes. Roll 1D10. On a roll of 1-7, go to No. 168. On a roll of 8-0, go to No. 171.

129

As you pass over mountain #4, you don't notice anything out of the ordinary.

Cross off two time boxes. If you want to take a closer look at Mountain #4, go to No. 99. If you want to check out Mountain #1, go to No. 53. If you want to move over to Mountain #2, go to No. 65. If you want to investigate Mountain #3, go to No. 41. If you want to visit Mountain #5, go to No. 17. If you want to leave the planet, return to the Space Travel sequence.

130

If Condition 6 is in effect, go to No. 63; otherwise, go to No. 139.

131

This is another metallic, winding corridor. Paths lead to the south, east, and west.

Cross off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go south, go to No. 205. To go west, go to No. 187. To go east, go to No. 222.

132

You have been struck down. By the time you recover consciousness, it is too late to save the Watchtower. You have lost.

Select another Green Lantern and begin play all over again at No. 1.

133

You have defeated the Subjugators' command ship. It hangs in space before you.

Here, you have an opportunity to use your Power Ring. If you choose the correct ability to mimic, you will be sent to another paragraph. If you choose an incorrect ability, return here.

If you want to board the ship through its forward hangar bay, in order to look for clues, go to No. 47. If you want to leave the area, go to No. 94.

134

This phase, Goldface attempts to punch you using the Critical Blow maneuver. If you hit him, he will spend as many Hero Points as he possibly can on Last Ditch Defense.

135

Binro refuses to talk to someone who thinks he can get his way by being a bully.

Cross off two time boxes and loses two Worthiness Points due to your strong arm tactics. If you want to consult Maerlin, go to No. 2. If you want to consult Henrik, go to No. 44. If you are ready to begin your quest, go to No. 91.

136

A short while later, you wake up in your apartment with the youth you saw in the alley tending your wounds.

Restore your Current BODY Condition to its original level, but lose a Worthiness Point. Go to No. 153.

137

While Appa is talking, you are surprised by a sudden burst of laughter coming from behind you. You whirl and find yourself face-to-face with Goldface, one of your enemies from Earth. He must have escaped from his sciencell and recovered his gear.

"Green Lantern — it's been a long time. I'm going to enjoy killing you."

Goldface has the following statistics:

GOLDFACE

DEX: 6	STR: 10	BODY: 9
INT: 7	WILL: 7	MIND: 6
INFL: 6	AURA: 6	SPIRIT: 6
INITIATIVE: 19	HERO POINTS: 10	

•Skills:

Charisma: 8, Gadgetry: 6, Scientist: 6

•Advantages:

Connections: Secret Society of Super-Villains (Low), Scientific Community (Low), Underworld (High); Genius; Iron Nerves; Leadership; Scholar (metallurgy)

•Equipment:

(All of Goldface's equipment is yellow, and thus immune to the direct effects of Green Lantern's Power Ring.)

GOLDEN ARMOR [BODY: 11]

Helmet [BODY: 4, Transmutation: 12, R#: 3]

Bonus: The helmet can be used against living beings: make an Action Check with the victim's DEX/BODY as the OV/RV, and if the RAPs received equal or exceed the target's BODY, the target is transformed into solid gold for an amount of time equal to the RAPs earned.

Limitation: Transmutation can only turn objects into gold.

Spray Gun [BODY: 3, Glue: 10, R#: 3]

Limitation: The Glue Power actually covers the target with a thin sheet of gold, and if the victim cannot free himself in an amount of time equal to twice his APs of BODY, he will suffocate.

•**Alter Ego:** Keith Kenyon

•**Motivation:** Power Lust

•**Occupation:** Metallurgist

•**Wealth:** 13

Resolve the battle using **Combat Table #2**. Goldface has Surprise on you for the first phase of combat, meaning you can take no actions.

If you win the battle, go to **No. 109**. If you lose, go to **No. 165**.

138

You land on the planet Edon. There are so many mountains surrounding you that you can't really get your bearings.

If you want to survey the planet from the air, go to **No. 29**. If you want to leave Edon, return to the Space Travel sequence.

139

You land on the planet Tartag. Strangely beautiful rock formations of all types dominate the landscape. At one end of your field of view is a high crystalline mountain chain. At the other, a crystalline forest. The entire planet seems to hum with energy.

You have an opportunity to use your Power Ring at this point. If you mimic the proper ability, your ring will guide you to an important location, and you will be given a new paragraph number. If you mimic an incorrect ability, return here.

If you want to investigate the woods, go to **No. 276**. If you want to check out the mountains, go to **No. 147**.

140

This is another metallic, winding corridor. Exits lead to the south and west from this area.

You cannot use the Space Travel sequence to leave the planet from this paragraph. If you want to go to the south, go to **No. 199**. If you want to go to the west, go to **No. 86**.

141

You leave the secret planet and head back out into space.

Return to the Space Travel sequence.

142

You have been defeated by the Subjugators' Command Ship. By the time you wake up, it is too late to save the Watchtower. You have lost.

Select a new Green Lantern and begin play again at **No. 1**.

143

This phase, the armored figure will attempt to punch you with the Critical Blow maneuver. If hit, he will spend Hero Points on Last Ditch Defense.

144

An adamant pessimist, Binro refuses to waste his time helping you.

Cross off one time box. If you want to consult with Maerlin, go to **No. 2**. If you want to consult with Henrik, go to **No. 44**. If you are ready to begin your quest, go to **No. 91**.

145

Make an Action Check using your INT/INT as the AV/EV against an OV/RV of 9/9. If you receive one or more RAPs, the youth wakes up. In this case, go to **No. 153**. If the INT roll fails to gain any RAPs, go to **No. 127**.

146

You save yourself some time by not checking the sciencells, but doing so leaves open the possibility that some horrible fiend has escaped into an unprepared universe.

Lose two Worthiness Points. If you

want to ask Appa to get the Guardians' computers working for you, go to **No. 128**. If you want to leave Oa and return to the Otherwhere, go to **No. 174**.

147

You search the crystalline mountains, eventually noticing something that seems out of place.

Cross off two time boxes and go to **No. 63**.

148

This is another winding, metallic corridor. Exits lead to the north and east.

Cross off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. If you want to go north, go to **No. 222**. If you want to go east, go to **No. 223**.

149

You arrive on a strange, red planet that the Thurians did not even know existed. There is a single iron structure on the planet surface. A large portal leads inside.

To enter the structure, go to **No. 4**. To leave the planet, return to the Space Travel sequence.

150

You have run out of time. The Subjugators' fleet has reached the Watchtower and overrun it. You have lost.

Select another Green Lantern from the sheets on pages 10-12 and begin the adventure all over again at **No. 1**.

151

Unfortunately, the Subjugator ship spots you and moves in to attack.

Go to **No. 24**.

152

This phase, the air creatures will each make a single Physical Attack on

you. If hit, they will not spend Hero Points on Last Ditch Defense.

153

The young boy begins speaking. "My name is Eric, Green Lantern. I was sent here to summon thee." He shows you a page that he tore from a phone book with your name, address, and phone number circled.

"A terrible crisis is brewing. Thou must accompany me back to the Watchtower to see King Ado. Quickly, we haven't much time to spare."

"Before I left, Maerlin gave me this device which brought me here. All we need to do is grab onto it, and I can make it take us back to the Watchtower."

"What is the Watchtower?" you ask.

"A planet—like this one, though it is not in this universe; it is in a dimension known as the Otherwhere."

"And who was that man who was after you?"

"He was a Subjugator Knight. They must have picked up my signal when I left and followed me here. They knew I would be looking for thee. Now come quickly, there is not much time."

When you are ready to go with Eric, go to No. 56.

154

A quick check of the sciencells reveals that no more prisoners escaped, although there are a few cages that look like they could go at any minute.

Cross off two time boxes. At this point, you have an opportunity to use your Power Ring. If you choose the correct ability to mimic, you will be sent to another paragraph. If you choose an incorrect ability, return here.

Go to No. 158.

155

This is another metallic, winding corridor. There are exits to the north and west from this area.

Cross off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. If you want to go north, go to No. 14. If you want to go west, go to No. 227.

156

Sitting in space ahead of you is a Subjugator command scout ship.

If you want to try to leave the area without attracting the ship's attention, go to No. 122. If you want to attack the ship, go to No. 124.

157

This phase, the Android attacks you with his sword's Flame Project Power. If hit, he will spend Hero Points on Last Ditch Defense.

158

You tell Appa about the malfunctioning sciencells, and he promises to set about repairing them straight away.

If you want to ask Appa to see if he can get the computers running again as well, go to No. 128. If you want to leave the planet, go to No. 174.

159

This is another winding, metallic corridor. Exits lead to the south and to the east.

You cannot use the Space Travel sequence to leave the planet from this paragraph. If you want to go south, go to No. 106. If you want to go east, go to No. 185.

160

If Condition 12 is active, go to No. 170; otherwise, go to No. 156.

161

The ability you chose to mimic has no effect. Cross this ability off on your Character Sheet and return to the appropriate paragraph.

162

Using your Power Ring's Force Manipulation Power, you throw an energy field over the weakened sciencells, which should easily hold the prisoners in until full power is restored.

If you want to ask Appa to get the computers running for you, go to No. 128. If you want to leave the planet, go to No. 174.

163

The groove in the doorway matches the exact shape of the crystal you are carrying. You press the crystal into the groove, and the door opens to reveal a huge laboratory. In addition to the regular scientific apparatus, there is a set of computer data banks, and a series of cages containing long-forgotten but still living laboratory animals that appear to be small, lizard-like creatures.

If you want to take a closer look at the animals, go to No. 193. If you want to go take a look at the computer banks, go to No. 280.

164

This phase, three of the ships Team Attack you while the others hang around and analyze your defenses. If less than three ships remain, all remaining ships Team Attack.

165

Goldface has defeated you. By the time you wake up, it is too late to save the Watchtower.

Select a new Green Lantern from pages 10-12 and begin play all over again at No. 1.

166

This is another metallic, winding corridor. Exits lead to the west and to the south.

You cannot use the Space Travel sequence to leave the planet from this

paragraph. If you want to go to the west, go to **No. 217**. If you want to go to the south, go to **No. 189**.

167

The ability you chose to mimic has no effect. Cross this ability off on your Character Sheet and return to the appropriate paragraph.

168

After prodding around in the circuitry for a while, Appa finally manages to power up the computers and get them working again. You immediately begin searching through the Green Lantern history banks, looking for any information your predecessors may have left on the Harmony Beacon. Unfortunately, however, since the quest took place in the Otherwhere, the Guardians' records are somewhat sketchy. Here are the brief log entries listed for the Green Lanterns involved with the Beacon during the appropriate time period:

Abin Sur: Traveled to Edon, clever clue in the local geography. Rendezvoused with others on the hidden planet.

Tomar-Re: Eventually, the dictionary held the answer.

Jeddep Jool: The ravine is in the mountains. Found key.

Cross off three time boxes. When you are ready to leave Oa, continue with **No. 174**.

169

After fifteen minutes of flipping switches, you figure out how to release the laboratory animals. Although they are certainly grateful, they quickly flee from the laboratory.

Put **Condition 8** into effect and cross off two time boxes. If you want to examine the computer data banks, proceed to **No. 280**. If you want to leave the planet, resume the Space Travel sequence.

170

This sector of space is empty. You may continue on your way.

171

After tinkering with the equipment for a while, Appa finally realizes that he simply cannot get the computer working until the nearby ion storm subsides and the power is restored. Since this will not happen for two days, there is no way you can access the Guardians' data banks before the Subjugators will crush the Watchtower.

Cross off three time boxes. When you are ready to leave the planet, go to **No. 174**.

172

This is another metallic, winding corridor. The path dead ends to the west. The only exit is to the east.

Cross off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go east, go to **No. 106**.

173

This phase, the armored figure uses his Energy Blast Power with the Critical Blow maneuver. If struck, he will spend as many Hero Points as possible on Last Ditch Defense.

174

You jump back through the space rift and return to the Otherwhere.

Resume the normal Space Travel sequence.

175

This is another metallic, winding corridor. Exits lead to the west and to the south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. If you want to go west, go to **No. 201**. If you want to go south, proceed to **No. 183**.

176

This phase, one of the air creatures attacks you with his AirControlPower, while the other Dodges. If hit, the creatures **do not** spend Hero Points on Last Ditch Defense.

177

The groove in the doorway does not match the shape of the crystal you are carrying. There is nothing you can do to open the door.

When you are ready to leave the planet, go to **No. 213**.

178

This sector of space is empty. You may continue on your way.

179

This is another metallic, winding corridor. Exits lead to the north, west, and south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go west, go to **No. 185**. To go south, go to **No. 74**. To go north, go to **62**.

180

Three ships attack you this phase while the others maneuver for position.

181

If **Condition 8** is not in effect go to **No. 220**; otherwise, resume the Space Travel sequence.

182

This phase, the Android attacks you with his sword. If hit, he will spend as many Hero Points as possible on Last Ditch Defense.

183

This is another metallic, winding corridor. Exits lead to the north, west, and south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 175. To go west, go to No. 209. To go south, go to No. 227.

184

This phase, the command ship fires its lasers with the Critical Blow maneuver.

185

This is another metallic, winding corridor. Exits lead to the north, west, and east.

Cross off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 26. To go west, go to No. 159. To go east, go to No. 179.

186

This phase, Goldface will try to Transmute you to gold with his armor. If he succeeds, you automatically lose the battle. If hit, Goldface will spend as many Hero Points as possible on Last Ditch Defense.

187

This is another metallic, winding corridor. Exits lead to the east and west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go west, go to No. 189. To go east, go to No. 131.

188

This space sector is empty. You can continue on your way.

189

This is another metallic, winding corridor. Exits lead to the north and east.

Check off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go

north, go to No. 166. To go east, go to No. 187.

190

This phase, the Command Cruiser fires its concussion missiles.

191

This is another metallic, winding corridor. Exits lead to the north and east.

Check off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 226. To go east, go to No. 207.

192

This space sector is empty. You can continue on your way.

193

The laboratory animals are small lizard-like creatures. You think they are native to this planet, judging from the way they managed to survive for so long, feeding only on the occasional insects that would crawl into their cages. Their lifespan obviously lasts several hundred years.

The cages themselves are held shut with some sort of electronic mechanism. The controls must be nearby.

Cross off a time box. If you want to release the lab animals, go to No. 169. If you want to check out the computer banks, go to No. 280. If you want to leave the planet, go to No. 181.

194

This phase, the armored figure performs a Charging Attack upon you. His armor gives him a Flight speed of 14 APs.

195

This is another metallic, winding corridor. Exits lead to the east and

west from this area.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go east, go to No. 226. To go west, go to No. 225.

196

This space sector is empty. You can continue on your way.

197

This is another metallic, winding corridor. The passage dead ends to the north. The only exit leads to the south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go south, go to No. 86.

198

This phase, the armored figure tries to punch you. If hit, he will not spend any Hero Points on Last Ditch Defense.

199

This is another metallic, winding corridor. Exits lead to the west and north.

Cross off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go west, go to No. 207. To go north, go to No. 140.

200

This phase, the air creatures Team Attack you using their DEX/STRs as their AV/EVs. If hit, they will not spend Hero Points on Last Ditch Defense. If only one creature remains, it attacks alone.

201

This is another winding corridor. Exits lead to the north and east.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 225. To go east, go to No. 175.

202

This phase, the Android uses his sword's Flame Project Power. If hit, he will spend as many Hero Points on Last Ditch Defense as possible.

203

This is another metallic, winding corridor. Exits lead to the east, west, and south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go east, go to No. 38. To go south, go to No. 230. To go west, go to No. 14.

204

This phase, the armored figure conducts a Charging Attack on you with the Critical Blow maneuver. His armor gives him a Flight speed of 14 APs. If hit, he will spend as many Hero Points as possible on Last Ditch Defense.

205

This is another metallic, winding corridor. Exits lead to the north and west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 131. To go west, go to No. 215.

206

This phase, all of the remaining ships go into evasive maneuvers. Each and every ship receives a +2 Column Shift modifier to its OV during the phase.

207

This is another metallic, winding corridor. Exits lead to the east and west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go east, go to No. 199. To go west, go to No. 191.

208

This phase, the Android punches you. If hit, he will not spend Hero Points on Last Ditch Defense.

209

This is another metallic, winding corridor. Exits lead to the east and south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go east, go to No. 183. To go south, go to No. 211.

210

This phase, only a single ship attacks you. The rest maneuver.

211

This is another metallic, winding corridor. Exits lead to the north, east, and south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 209. To go east, go to No. 227. To go south, go to No. 219.

212

This phase, Goldface punches you with the Devastating Attack maneuver. If hit, he will spend as many Hero Points as possible on Last Ditch Defense.

213

You jump back out into the spacelanes and head on your way.
Return to the Space Travel sequence.

214

This space sector is empty. You can continue on your way.

215

You discover a long-lost, colossal Elder observation station and land near its only door. Stepping inside,

you find yourself in a tangled maze of passageways and corridors. Exits lead to the east and west.

If Condition 7 is in effect, go to No. 230. To go west, go to No. 231. To go east, go to No. 205. To leave the station, resume the Space Travel sequence.

216

This phase, two of the ships Team Attack you while the rest take evasive action. If there is only a single ship left, it attacks you alone. All attacking ships use lasers.

217

This is another metallic, winding corridor. The passage dead ends to the west. The only exits leads to the east.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go east, go to No. 166.

218

This phase, Goldface Dodges. If hit, he will spend as many Hero Points as possible on Last Ditch Defense.

219

This is another metallic, winding corridor. Exits lead to the north and south.

Check off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 211. To go south, go to No. 228.

220

Leaving the lab animals behind saved time, but it was heartless.

Lose two Worthiness Points and resume the Space Travel sequence.

221

Congratulations, you've found the secret paragraph that has no function. Give yourself a pat on the back.

222

This is another metallic, winding corridor. Exits lead to the west, east, and south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go west, go to No. 131. To go east, go to No. 97. To go south, go to No. 148.

223

This is another metallic, winding corridor. The passageway dead ends to the east. The only exit leads back towards the west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go west, go to No. 148.

224

This is another metallic, winding corridor. Exits lead to the west and to the south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go west, go to No. 228. To go south, go to No. 229.

225

This is another metallic, winding corridor. Exits from this area lead to the east and south.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go east, go to No. 195. To go south, go to No. 201.

226

This is another metallic, winding corridor. Exits lead west and south.

Check off a time box. You cannot use the Space Travel sequence to leave the planet from this paragraph. To go west, go to No. 195. To go south, proceed to No. 191.

227

This is another metallic, winding corridor. Exits from this area lead to the north, east, and west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 183. To go east, go to No. 155. To go west, go to No. 211.

228

This is another metallic, winding corridor. Exits lead to the north and east from this area.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 219. To go east, go to No. 224.

229

This is another metallic, winding corridor. Exits lead to the north, east, and west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go north, go to No. 224. To go east, go to No. 231. To go west, go to No. 115.

230

You finally come to what seems to be a break in the winding passageways. At the end of a long hallway is what appears to be a doorway that seems strangely out of place. Upon closer examination, you realize that it is made out of solid crystal. No matter what you do, however, the door won't budge open. Cut into the door is a large, star-shaped groove.

Put Condition 7 into effect. If it is already in effect, leave it in effect. If Condition 4 is in effect, go to No. 163. If either Condition 3 or Condition 5 is in effect, go to No. 177. Otherwise, resume the Space Travel sequence.

231

This is another metallic, winding corridor. Exits from this area lead to the east and west.

You cannot use the Space Travel sequence to leave the planet from this paragraph. To go east, go to No. 215. To go west, go to No. 229.

232

This space sector is empty. You can continue on your way.

233

This phase, Goldface tries to punch you with the Critical Blow maneuver. If hit, he will not spend Hero Points on Last Ditch Defense.

234

This space sector is empty. You can continue on your way.

235

This phase, one of the air creatures attacks you with its Air Control Power. The other, if still around, Dodges.

236

This phase, all remaining ships attack you one by one.

237

This phase, two of the ships Team Attack you while the others Dodge. If only one ship is intact, it attacks alone.

238

This phase, the Android punches you with the Devastating Attack maneuver. If hit, it will not spend Hero Points on Last Ditch Defense.

239

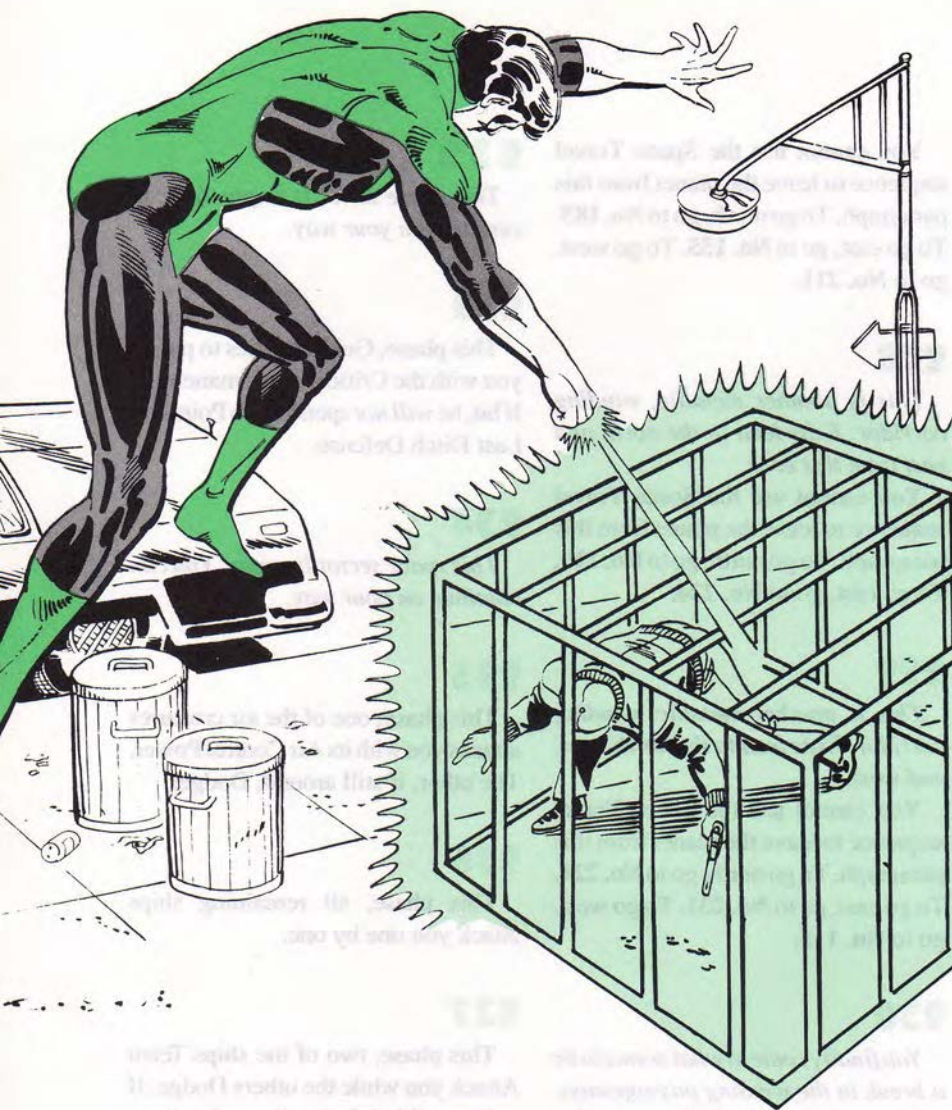
This phase, the ship fires its lasers using the Critical Blow maneuver.

240

This phase, the Android Dodges. If hit, he will spend as many hero points as possible on Last Ditch Defense.

241

This phase, the ship fires its concussion missiles in an arc, giving it the Sweep Attack bonus.



242

This phase, both air creatures Dodge. If hit, they will spend as many Hero Points as possible on Last Ditch Defense.

243

This phase, Goldface tries to entrap you with his spray gun. If he succeeds and you do not break out within three phases, you automatically lose the fight. If attacked, he will spend as many Hero Points as possible on Last Ditch Defense.

244

This phase, the armored figure Dodges. If hit, he will spend as many Hero Points as possible on Last Ditch Defense.

245

This space sector is empty. You can continue on your way.

246

This space sector is empty. You can continue on your way.

247

This space sector is empty. You can continue on your way.

248

This phase, the armored figure punches you, using the Critical Blow maneuver. If hit, he will not spend any Hero Points on Last Ditch Defense.

249

This phase, the Android attacks with his sword, using the Critical Blow maneuver. If hit, he will spend as many Hero Points as possible on Last Ditch Defense.

250

Go to No. 134.

251

Go to No. 176.

252

This phase, the ship takes evasive action. For the entire phase it receives a +2 Column Shift modifier to its OV against any attacks you make.

253

This phase, the Android conducts a Charging Attack. Its movement speed is 7 APs. Remember to check for any damage done to the Android as a result of the attack.

254

Proceed to No. 173.

255

Proceed to No. 34.

256

This phase, all remaining air creatures attack you with their Air Control Power and the Critical Blow maneuver. If hit, they will not spend Hero Points on Last Ditch Defense.

257

This space sector is empty. You can continue on your way.

258

This phase, one air creature attacks you using its STR and the Devastating Attack maneuver. The other, if conscious, Dodges.

259

This space sector is empty. You can continue on your way.

260

Go to No. 152.

261

This space sector is empty. You can continue on your way.

262

This phase, one of the air creatures attacks with its STR while the other, if conscious, attacks with its Air Control Power.

263

This phase, the armored figure attacks with his Energy Blast Power.

264

Go to No. 157.

265

You die a horrible, screaming death. As your soul plunges into the eternal abyss, you are tormented by the knowledge that your failure has condemned untold numbers of beings to tyranny and slavery at the hands of the Subjugators. Your name will live in infamy for all time. You have lost.

Choose another Green Lantern from those on pages 10-12 and begin all over again at No. 1.

267

Proceed to No. 125.

268

Proceed to No. 184.

269

Unfortunately, you fail to escape the attention of the Subjugators' fleet. The vessels are now moving into attack position.

Go to No. 49.

270

You find yourself in the command ship's computer core.

If you want to attempt to extract information from the computer, go to No. 71. If you want to search the aft section of the ship and the hangar deck, go to No. 47. If you want to leave, go to No. 94.

271

You step into the light and feel its power coursing through your body.

Make an Action Check using your remaining Worthiness Points as the AV/EV against an OV/RV of 25/25. You can spend Hero Points as usual. If the Check succeeds, go to No. 81. If the Check fails, go to No. 92.

272

If Condition 2 is in effect, continue on with the Space Travel sequence. If not, you are Physically Attacked by a poisonous gas which fills the library. It is the gas which faded the writings in the books, and it has been affecting you ever since you entered. The gas has an AV/EV of 12/12. Once you have resolved its attack, put Condition 2 into effect and continue on with the Space Travel sequence. If the gas knocks you out, go to No. 132.

273

After traveling down the ravine for a while, you begin to notice that some of the winds are actually living creatures of pure air. They are

attacking you and trying to force you upward.

There are two air creatures, each of whom has the following combat statistics [DEX: 14, STR: 8, BODY: 8]. Each creature also has 5 Hero Points and the Air Control Power rated at 9 APs. Conduct the battle using Combat Table #3.

If you win the battle, go to No. 51. If you lose, go to No. 39.

274

With your Power Ring's Remote Sensing ability, you trace the phone call you just received. It came from a pay phone in a nearby alley.

If you wish to change into Green Lantern and investigate, go to No. 101. If you wish to simply wait and see what happens, go to No. 43.

275

Using your Power Ring's X-Ray Vision Powers, you glance through the skin of the silver sphere at its mechanism. After looking at it for a while, you finally figure out what it is: it's some type of dimensional transporter similar to the device Eric used to transport the two of you into the Otherwhere, only it is tuned to the frequency of a living brain. With it, you could pass into the dreams of a living creature while it slept.

Cross off three time boxes. Go to No. 123.

276

You spend some time cruising through the crystalline woods but find nothing of interest.

Check off two time boxes. If you want to check out the mountains, go to No. 147. If you want to leave the planet, return to the Space Travel sequence.

277

You walk over to the bookcase and examine the open tome. It appears to

be some sort of dictionary. Hand written on the margin of the open page are several Elder words, translated into a near English equivalent:

Dewar: companion.

Firar: leader, chief.

Floopsican: sport or leisure

Oloipet: ring, circle

Olyssa: nobility, purity

Wendis: crops

Check off two time boxes. If you want to search for books on the Beacon, go to **No. 28**. If you want to search for books discussing the Subjugators, go to **No. 40**. If you want to search for books concerning the Forever Barrier, go to **No. 16**. If you want to study the star atlas, go to **No. 52**. If you want to leave the planet, go to **No. 272**.

278

You go outside to check out the buzzing noise and immediately discover its source: Appa Ali Apsa, the only Guardian that remained behind when your former masters left the universe, has just come cruising out of the Oan desert on his antique Earth motorcycle. Appa spots you and cruises over to chat.

Go to **No. 78**.

279

The elderly sage begins pushing through a pile of old books and tomes, eventually coming up with a yellowed scroll. "Ahh, here we are. Read it for thyself."

The song reads:

"They battled through day, they battled through night,

Bathing the greedy in the glow of green light.

Across the heavens and planets they rolled,

Hoping to spy the pure Beacon's gold.

Abin was first, to Edon and through, And on rocky shores, there he spotted a clue.

Tomar was next, to Tartag went he, And there among wonders, he spotted a key.

Then came Jeddep, brave and wary. He found a clue in the Elder library. Then Tomar discovered the secret station,

Where he found a bit of sound information.

Then went all to the hidden planet, And solved the puzzle the Elders had planted."

"I'm sorry, but I cannot be of any further assistance."

Cross off one ten minute box. If you would like to consult Binro, the king's astronomer, go to **No. 80**. If you would like to consult Henrik, the sergeant-at-arms, go to **No. 44**. If you are ready to strike out into the Otherwhere, go to **No. 91**.

280

After playing around with the computer controls for a while, you

realize that the data banks contain only a single file. The file concerns a planet that the Elders' scientists used as a technical research base. Several hundred years ago, one of the experiments being conducted on the planet went haywire and resulted in a massive dimensional displacement that threw the entire planet out of reality phase. According to the datafile in the computer, the planet currently bounces back and forth between the Otherwhere and another nearby dimension. If the planet still exists, it will only be present in the Otherwhere during hours 4-6 and 10-12. The location of the planet is listed as being somewhere in space sector F-0.

Check off two time boxes. If you want to make a closer examination of the laboratory animals, go to **No. 193**. If you want to leave the planet, proceed to **No. 181**.

ENDGAME

With the restoration of the Forever Barrier, the Thurians and the Earth dimension are safe from the Subjugators once again. King Ado calls for a great feast of celebration in your honor. Your deeds will live in the hearts and memories of the Thurians for as long as their race endures.

During the celebration, you slip away from the festivities, preparing to leave. As you move through the castle, you pass Olyssa's chamber and spy the crooked form of Maerlin standing over the sleeping princess. He looks up and smiles knowingly at you, not saying a word. You return his smile, and continue on your way, launching yourself into space and through the rift back to your own dimension.

By the time you get home, your movie is long since over, and your pizza seems to be mutating into some strange new life form. Oh well, it's a small price to pay for saving the universe.

The Standard Award for this adventure is as follows:

Opposition

Equal 20

Critical Points

Finding the Harmony Beacon

Seldom Succeeds 8

Area of Consequence

Galactic 25

Severity

Permanent Nonfatal 10

Total Standard Award 63

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.

Once Upon A Universe...

A century ago, the fabled Green Lantern Corps™ was summoned to the mysterious dimension known as the Otherwhere™, and called upon to save it from the tyrannical Subjugators™. Protected for all time by the strange force field called the Forever Barrier™,

the peaceful Otherwhere had become vulnerable as the Barrier weakened, threatening an invasion of anarchy and terror.

To stop the deterioration, the Green Lantern Corps had to locate the Harmony Beacon

the one object capable of restoring the Barrier, but hidden to all but those who were truly noble and pure of heart.

TODAY...

A call for help is heard again, for evil Subjugators threaten the peace within the Otherwhere once more.

With only hours remaining until total annihilation, a single Green Lantern™ must seek the ancient Harmony Beacon to restore the Forever Barrier.

Can he succeed alone, where it once took the strength of the entire Corps to win the day?

THE OTHERWHERE QUEST

is a solitaire adventure that allows you to play

your favorite Green Lantern: Hal Jordan™, Guy Gardner™, or John Stewart™. You must find the clues that uncover the secret hiding place of the Harmony Beacon,

but more importantly, you must prove yourself worthy of wielding its great power.

Above all, you must hurry: only hours remain before the forces of darkness overwhelm the Otherwhere forever!



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