



HEROES

ROLE
PLAYING
MODULE

FIRESTORMTM

An Element of Danger



by Steve Perrin

An
Element
of

Danger



An Element of Danger

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GAMEMASTER'S INTRODUCTION

WHAT HAS GONE BEFORE

In his many struggles with the Flash, Dr. Alchemy (a.k.a. Mr. Element) used his amazing Philosopher's Stone to transmute elements. In his struggles with Hawkman and the Justice League of America, the Matter Master used his fabulous Mentachem Wand to control and shape elements to his whim. However, neither weapon proved potent enough by itself to defeat each villain's foes for very long.

When Matter Master and Dr. Alchemy went to prison, nothing was heard about either of them for some time. They were nearly forgotten by the outside world. But, in their maximum security prison cell, Dr. Alchemy and Matter Master met and compared notes.

Neither villain is certain who had the idea first but, once it occurred, both were entranced by the concept. They thought that if they could combine the effects of the mystic Philosopher's Stone with the psychic power of the Mentachem Wand, they could forge a weapon that could not only control any element, but also *create* the elements necessary to have the maximum effect on the villains' intended targets. With their combined knowledge it would be only a matter of months before they could devise a method to combine each of their super-weapons into one or more mega-weapons.

There were only two obstacles in the way of this grand culmination. The first was that both criminals were in prison. The second was that the Philosopher's Stone has been in the possession of the Department of Classified Projects at the University of Pittsburgh for use in a special study.

However, the method for surmounting the first obstacle was at hand. The current Dr. Alchemy is not the original criminal that was known by that identity. The first Dr. Alchemy was actually a 'psychic twin' of the current criminal who tried to fight off his criminal impulses. This Dr. Alchemy originally operated as a technologically-oriented criminal known as Mr. Element. The current Dr. Alchemy never used the Mr. Element identity but, during his years in prison, he developed some gear to allow him to become his own version of Mr. Element. (See descriptions of Dr. Alchemy and Mr. Element in *Hostile Non-Player Characters* for more details.)

Using Mr. Element gear cobbled together when the prison guards weren't looking, the two broke out of the Midway City prison and headed for the caves where Matter Master kept the material for his Mentachem Wand. Now, as Mr. Element and the Matter Master, their destination is Pittsburgh, the new home of Firestorm, the Nuclear Man.

THE INVOLVEMENT OF SILVER DEER

There is another villain involved in this scene that has confronted Firestorm before. The female villain known as Silver Deer has been attempting to use the villain known as the Black Bison to further her plan to put all of America's leaders under her mind control.

Black Bison is the alter-ego of John Ravenhair, a teacher of American Indian descent. Ravenhair becomes Black Bison whenever he wears a mystic talisman through which the spirit of his grandfather possesses him; he is powerless and sane without this talisman. As Black Bison, Ravenhair is motivated by revenge for the 'wrongs' done by the 'white man'. He also has the power to animate and control statues of animals while wearing the talisman.

Silver Deer has now given up on using John Ravenhair because he lacks the proper revolutionary fervor unless he is mind-controlled to wear the talisman to begin with. Her contacts in America's criminal networks, however, have apprised her of the efforts of Dr. Alchemy and the Matter Master to hire villain assistants.

Silver Deer, never one to pass up an opportunity, realized the potential of the combination of these two villains and has volunteered her expertise with Indian magic as a method of combining the two weapons.

PLAYING THE ADVENTURE

Note that although statistics are given for several Player Characters other than Firestorm, your group may substitute their own Player Characters for all of the heroes *except* Firestorm. Self-generated Player Characters should be derived from 500-1000 Hero Points (see *Player Characters*).

We provide the statistics for four DC heroes in this book. If there are more than five Players, you may add other heroes from the original DC Heroes game box, such as Green Arrow and Black Canary, some of the Teen Titans (except for Raven), or less powerful JLA stars such as Elongated Man or the Martian Manhunter. The ideal number of Players for this adventure is from 2-6; this way there is a variety of Powers, Skills, and Connections at the Players' disposal.

A SUMMARY OF THE ADVENTURE

At the start of this adventure, the heroes receive a call from Police Captain Frazier of the Midway City Police Department informing them of the villains' break from prison. He then accompanies the heroes to the villains' hideout. The main action in this adventure starts with the attempt to abduct Dr. Harold Adams, Director of the Department of Special Projects at the University of Pittsburgh. Dr. Adams controls access to Dr. Alchemy's Philosopher's Stone, which the University is studying.

Whether or not the heroes manage to stymie Dr. Adams' abduction, the villains will attempt to steal the Philosopher's Stone, causing a major battle in the potentially volatile environment of a chemistry laboratory at the University of Pittsburgh.

Once the villains have the Stone they will escape to their hideout, at which time they will attempt to merge the Philosopher's Stone with the Mentachem Wand to try to create one megaweapon. The heroes have one last chance to stop the villains before this can happen.

AUTHOR'S NOTES

This adventure is assumed to take place currently, as of the latest issue of Firestorm. It can be incorporated into any campaign whether based strictly on the heroes in the DC Universe or allowing for the creation of heroes other than those seen in DC comics.

The main hero of this adventure (Firestorm) and the villains (Matter Master and Dr. Alchemy/Mr. Element) have Powers that are not the run-of-the-mill energy zappers and brute strength. Powers such as Animate Object and Transmutation are subtle Powers that can be quite advantageous when used with a bit of imagination by both the Gamemaster and Players. If a Player creates a hero specifically for this scenario, the Gamemaster should encourage him to use some of the less frequently used Powers. (For example, some of the Mystical Powers such as Animate Image, Joined, and Magic Blast could prove to be quite interesting in this adventure.)

SPECIAL ATTACK

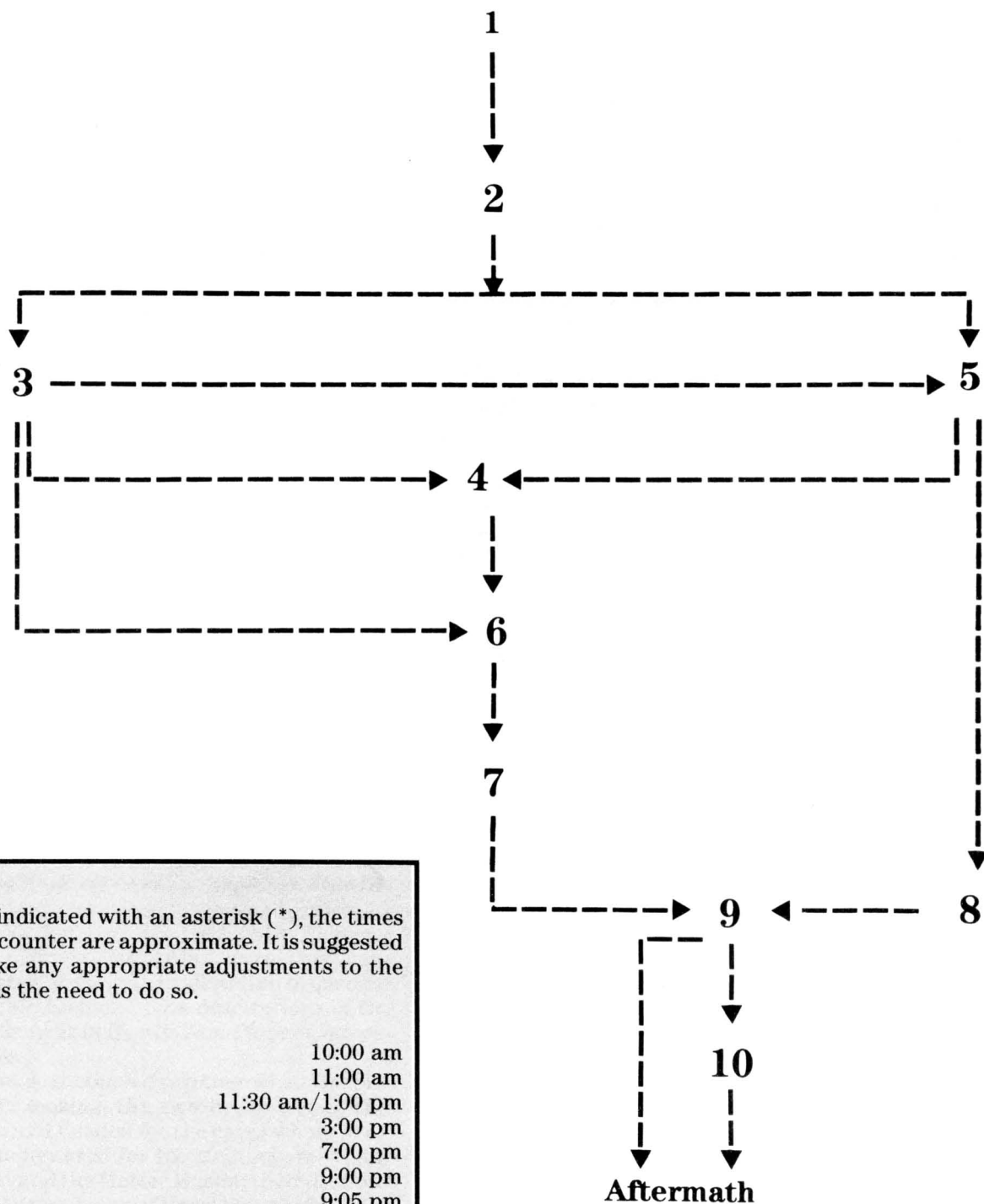
Some uses of the Philosopher's Stone are explained in the description of Dr. Alchemy. Similarly, the abilities of Matter Master's Mentachem Wand can be used for more than making objects move around.

Matter Master can (and has) imprisoned a victim in a globe created from the water in the Earth's atmosphere. This acts as a Grapple Attack and the encased victim must break out as if in a Grapple. Every time the Character attempts to break out and does not succeed, he must follow the procedure given in the section *Staying Underwater* on page 25 of the *Player's Manual*. Once he fails the 'Staying Underwater' roll, the Gamemaster uses the Character's BODY as both the Acting and Opposing Values every phase. If the GM rolls an 11 or better on the Action Table, the Character sustains RAPs of damage as shown on the Result Table.

EXAMPLE: Hawkwoman, with a STR of 5 and a BODY of 7, needs a 13 to continue to live inside a water globe. Her Player rolls an 8. The Gamemaster rolls 7 versus 7 on the Action Table and gets a 15. Hawkwoman takes 4 RAPs of damage to her BODY (on the next phase). On the following phase she still cannot get out but the GM's roll is a 5, so she takes no further damage. Hopefully, Hawkman will break her out of the water globe before the next phase, when the Gamemaster rolls again.



ADVENTURE FLOWCHART



TIMELINE

Except where indicated with an asterisk (*), the times given for each Encounter are approximate. It is suggested that the GM make any appropriate adjustments to the timeline if he feels the need to do so.

DAY 1

Encounter One	10:00 am
Encounter Two	11:00 am
Encounter Three	11:30 am/1:00 pm
Encounter Four	3:00 pm
Encounter Five	7:00 pm
Encounter Six	9:00 pm
Encounter Seven	9:05 pm

DAY 2

Encounter Eight	7:00 am
Encounter Nine	8:00 am — 8:00 pm
Encounter Ten	9:00 pm — 12:00 midnight

PLAYER CHARACTERS

As stated in *Playing the Adventure*, your group may either play DC Heroes Player Characters or generate their own Characters. The group may also consist of a combination of both DC Heroes Characters and the Players' own self-generated Characters.

For the sake of balance in this adventure, heroes should be generated from about 500 points *including* Limitations and/or Vulnerabilities *plus* about 300 Hero Points in previously earned Hero Points. If the heroes are created for the game, use a starting base of 500 Hero Points plus Limitations and Vulnerabilities.

FIRESTORM Alias Ronnie Raymond, Martin Stein

DEX:	6	STR:	8	BODY:	12
INT:	8	WILL:	5	MIND:	4
INFL:	6	AURA:	4	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:	65		

POWERS:

Dispersal: 10, Energy Absorption: 6, Flight: 7, Matter Manipulation: 12, Radar Sense: 10, Regeneration: 5, Sealed Systems: 15

SKILLS:

(Raymond) Acrobatics: 2;
(Stein) Gadgetry: 6, Scientist: 6

LIMITATIONS:

Matter Manipulation does not work on organic materials.
Matter Manipulation does not work while Firestorm is dispersed.

CONNECTIONS:

Scientific Community (Stein)
Physics (high-level)

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Scientist (Stein)
College Student (Raymond)

RACE: Human

Ronnie Raymond, college athlete and Martin Stein, Nobel prize-winning physicist share the persona of Firestorm.

Raymond and Stein were present at the Hudson Nuclear Plant when, as a result of sabotage, an explosion bombarded them with radiation. They were then fused together into the Nuclear Man called Firestorm.

Ronnie Raymond and Martin Stein exist separately when they are not Firestorm. Through an act of will on

the part of either man, Ronnie Raymond and Martin Stein can fuse together to become the composite being, Firestorm. When the merger occurs, the man who did not will the merger disappears completely and Firestorm appears in the place of the man who willed the merger.

Although the two men's bodies fuse, their consciousness remains mostly separate. Because only Raymond was conscious when the fateful explosion occurred, it is his consciousness that controls Firestorm's personality;

Stein exists in Firestorm's subconscious and can offer advice. However, if Raymond is unconscious when a merger occurs, then Stein's consciousness controls Firestorm. When Firestorm turns back to Raymond and Stein, the two men appear next to each other.

GM NOTE: In this adventure Firestorm has 65 Hero Points rather than 85 as depicted in Firestorm's statistics in the DC Heroes Gamemaster's Manual.





wife Shayera came to Earth in pursuit of Byth, a criminal with the ability to Shape Change. While bringing Byth to justice, they received permission to stay on Earth indefinitely to study police procedures on this planet. Hawkman works as a museum director at the Midway City Museum.

NOTE: In this adventure, Hawkman has 55 Hero Points rather than 105 as depicted in Hawkman's statistics in the *Gamemaster's Manual*.

FIREHAWK *alias Lorraine Reilly*

DEX: 5	STR: 7	BODY: 10
INT: 7	WILL: 8	MIND: 4
INFL: 6	AURA: 5	SPIRIT: 5
INITIATIVE: 18		HERO POINTS: 70

POWERS:

Energy Absorption: 7, Flight: 7, Flame Projection: 10, Regeneration: 5, Sealed Systems: 15

SKILLS:

Charisma/Persuasion: 6, Scholar: Political Science: 4

LIMITATIONS:

Major Irrational Attraction to Firestorm.

CONNECTIONS:

U.S. Government (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Dilettante

RACE: Human

Lorraine Reilly is the daughter of Senator Walter Reilly, who recently retired from politics for reasons resulting from the same incidents that gave Lorraine her powers.

Lorraine was kidnapped by the 2000 Committee, a cabal formed for the purpose of controlling the United States of America by the year 2000. The Committee used threats against Lorraine to control her father's vote on key issues and used her as a guinea pig to duplicate the nuclear accident that created Firestorm. With the assistance of the villain known as Multiplex, the committee soon had a brainwashed nuclear-powered pawn called Firehawk.

After Firehawk broke free from the 2000 Committee's conditioning she continued to use her powers as Firestorm's occasional partner.

HAWKMAN *alias Carter Hall*

DEX: 9	STR: 6	BODY: 8
INT: 9	WILL: 8	MIND: 8
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 22(25)		HERO POINTS: 55

POWERS:

Air Control: 5, Skin Armor: 5, Speak with Animals: 5, Telescopic Vision: 4

SKILLS:

Acrobatics/Dodging: 4, Charisma/Persuasion: 5, Detective: 4, Gadgetry: 10, Martial Artist/Attack Advantage: 3, Medicine: 10, Scholar (Archaeology, History): 7, Scientist: 6

EQUIPMENT:

Mystic Object: Mace [DEX: 0, STR: 10, BODY: 9]

(Uses: 1, Duration: 24)

Wings [DEX: 0, STR: 5, BODY: 10]

(Uses: 15, Duration: 20), Flight: 8, Sealed Systems: 11, BODY acts as armor against rear attacks.

LIMITATIONS:

Speak with Animals Power will only work on birds.

CONNECTIONS:

Midway City Police (high-level)

United Nations (high-level)

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Archaeologist

RACE: Humanoid

Carter Hall (known as Katar Hol on his homeworld) is a policeman from his homeworld Thanagar. He and his

HAWKWOMAN *alias Shiera Hall*

DEX: 10	STR: 5	BODY: 7
INT: 9	WILL: 9	MIND: 8
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 22(25) HERO POINTS: 58		

POWERS:

Air Control: 5, Skin Armor: 5, Speak with Animals: 5, Telescopic Vision: 4, Sealed Systems: 11

SKILLS:

Acrobatics/Dodging: 4, Charisma/Persuasion: 6, Detective: 4, Gadgetry: 10, Martial Artist/Attack Advantage: 3, Medicine: 10, Scholar (Archaeology): 7, Scientist: 6

EQUIPMENT:

Mystic Object: Quarterstaff [DEX: 0, STR: 10, BODY: 6]
(Uses: 1, Duration: 24)
Wings [DEX: 0, STR: 5, BODY: 10]
(Uses: 15, Duration: 20), Flight: 8, BODY of wings acts as Armor versus rear attacks.

LIMITATIONS:

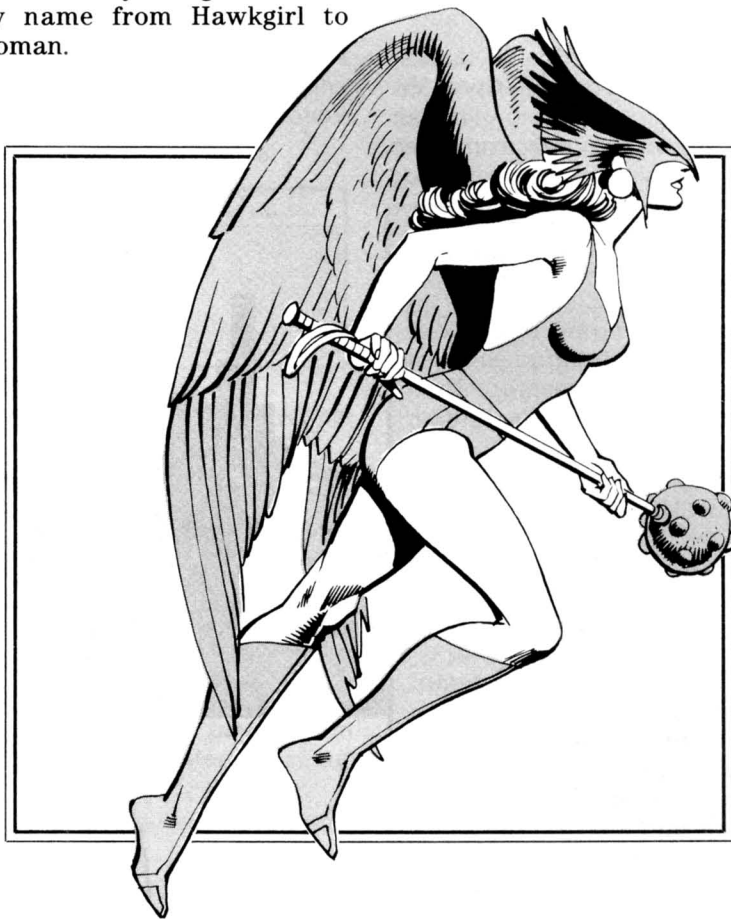
Speak With Animals only works with birds.

CONNECTIONS:

Midway City Police (high-level)
United Nations (high-level)

MOTIVATION: Upholding the Good**WEALTH:** Comfortable**JOB:** Assistant Museum Curator/-archeologist**RACE:** Humanoid

Shiera Hall is known as Shayera Hol on her home planet Thanagar. She, like her husband Carter Hall (Hawkman), is a police officer from Thanagar. She recently changed her hero identity name from Hawkgirl to Hawkwoman.



NON-PLAYER CHARACTERS

DR. ALCHEMY *alias Alvin Desmond*

DEX: 3	STR: 2	BODY: 3
INT: 7	WILL: 7	MIND: 7
INFL: 3	AURA: 5	SPIRIT: 6
INITIATIVE: 13 HERO POINTS: 68		

SKILLS:

Gadgetry: 10, Scientist: 10, Occultist: 11, Weaponry/Exotic Weapon (Philosopher's Stone): 9

EQUIPMENT:

Gadget: Costume [DEX: 0, STR: 0, BODY: 8]
(Uses: 10; Duration: 15); Skin Armor: 8; Sealed Systems: 10
Mystic Object: Philosopher's Stone [DEX: 0, STR: 0, BODY: 10]
(Uses: 20; Duration: 25); Transmutation: 18

CONNECTIONS: Criminal Underground (low-level)**MOTIVATION:** Mercenary**JOB:** Professional Criminal**WEALTH:** Varies**RACE:** Human

The original Dr. Alchemy was the alternate costumed identity of an Albert Desmond, who battled the Flash in the guise of Mr. Element (see *Mr. Element* for more information on Albert Desmond).

The current Dr. Alchemy/Mr. Element criminal, Alvin Desmond, is a 'psychic twin' of Albert Desmond. When Albert Desmond abandoned his criminal career to 'go straight', he hid the Philosopher's Stone. The

Stone remained hidden until it was found by Alvin Desmond.

Born at precisely the same moment though thousands of miles apart, the two Al Desmonds shared a psychic link that neither of them was aware of until adulthood. Possessed by evil urges, Alvin Desmond discovered those urges abating whenever Albert Desmond committed crimes as Mr. Element or Dr. Alchemy.

When Albert Desmond ended his criminal career, Alvin's criminal urges totally overwhelmed him and he used his psychic link with the other Desmond to learn the location of the Philosopher's Stone, which he then found and used.

Since the world was aware of only one Al Desmond as Dr. Alchemy,

Alvin Desmond was able to perpetrate crimes and make it seem as though Albert Desmond had returned to a life of crime. Eventually, though, the Flash realized this and was able to capture Alvin Desmond, clearing the other Desmond's name.

NOTE: In this adventure, Alvin Desmond has assumed the identity of Mr. Element. Since Alvin Desmond has an Element Gun in this adventure, use the statistics given for Mr. Element.

The Philosopher's Stone

Using the Stone:

Transmutation only affects elements that are 90% pure, such as Gold, Lead, Iron, Oxygen, and Hydrogen. Because of this, the human body is not directly affected.

Transmutation usually works by affecting the target's APs in volume, even though the DEX and BODY of the target are the Opposing and Resistance Values. Each RAP allows 1 AP of volume to be Transmuted.

In an instance where an attempt is made to Transmute a given volume of an element surrounding a target, however, the DEX of the target to be enclosed is the Opposing Value and the volume to be Transmuted is the Resistance Value. The RAPs of the Transmutation is the BODY of the resulting element.

For example, Dr. Alchemy wishes to change 5 APs of oxygen around Hawkman into an iron cage. Hawkman's DEX (9) is the OV and the volume to be Transmuted (5) is the RV. the RAPs of the Transmutation (11 with an average result) affect the volume of oxygen equal to the closet and turn it into an iron cage with 11 APs of BODY. This is what Hawkman must break through to get out of the cage.

Taking the Stone From Dr. Alchemy:

The obvious method of rendering Dr. Alchemy powerless would be to take his Stone away from him. Several heroes have come up with this solution and used it successfully. However, Dr. Alchemy is so used to this happening that his Opposing Value for anyone trying to take away his weapon (this includes the Element Gun) is the APs of his Exotic Weapon Skill rather than his DEX.



MR. ELEMENT *alias Albert Desmond*

DEX: 3	STR: 2	BODY: 3
INT: 7	WILL: 7	MIND: 7
INFL: 3	AURA: 5	SPIRIT: 6
INITIATIVE: 13		HERO POINTS: 85

SKILLS:

Gadgetry: 10; Scientist: 10, Occultism: 11, Weaponry/Exotic Weapon (Element Gun): 9

EQUIPMENT:

Gadget: Costume [DEX: 0, STR: 0, BODY: 8]
(Uses: 20, Duration: 25), Skin Armor: 8, Sealed Systems: 10
Gadget: Element Gun [DEX 0, STR: 0, BODY: 6]
(Has 10 recharge packs for each of the gun's abilities in this adventure):
Flame Project: 13 (6 uses/pack)
Flash: 11 (6 uses/pack)
Fog: 8 (6 uses/pack)
Acid: 9 (6 uses/pack)

Oil Slick (STR: 9): (6 uses/pack)
Net (STR: 11): (6 uses/pack)

CONNECTIONS:

Criminal Underground (low-level)

MOTIVATION: See Below

JOB: Former Criminal, now Businessman

WEALTH: Varies

RACE: Human

During his crime career Albert Desmond was a true split personality. At times, he was a law abiding citizen. At other times, he was a criminal. During one of his times as a criminal he used his knowledge of the elements to create his elemental gun and became Mr. Element.

After Albert Desmond was captured by the Flash, he escaped jail and, after discovering the Philosopher's Stone, he took on Dr. Alchemy's identity.

It was later discovered that Albert Desmond's dual natures were being controlled by the pulsing energy of a distant star called the Dragon's Eye. The Flash came to Desmond's aid, neutralizing the stellar energy and freeing Desmond from his evil persona.

However, Albert Desmond was once more forced into a life of crime, this time as Dr. Alchemy, when he was possessed by an ancient demon. He was again rescued by the Flash and, after hiding the Philosopher's Stone, went straight.

Albert Desmond's problems did not end, however. A psychic twin named Alvin Desmond, born at precisely the same moment as Albert, gained control of the Philosopher's Stone and used it to frame him. The new Dr. Alchemy attacked the Flash. Albert Desmond donned his Mr. Element guise once more, only this time he helped the Flash out by capturing the new villain who, until this adventure, had been imprisoned.

Albert Desmond is currently leading a happy, normal life with his wife Rita.

ELEMENTAL THUGS

DEX: 3	STR: 3	BODY: 3
INT: 1	WILL: 2	MIND: 2
INFL: 2	AURA: 1	SPIRIT: 1
INITIATIVE: 6(10) HERO POINTS: 20		

SKILLS:

Weaponry/Exotic Weapon: 5, Martial Artist/Attack Advantage: 4, Vehicles/Land: 3

EQUIPMENT:

Gadget: Costume [DEX: 0, STR: 0, BODY: 8]

(Uses: 20, Duration: 25), Skin Armor: 6, Sealed Systems: 5

Gadget: Element Gun (DEX: 0, STR: 0, BODY: 6)

(Each thug's Gun has *one* of the following functions like those of Mr. Element's gun. The GM may pick the function to meet the needs of the scenario before the scenario starts. Each thug will have 10 recharge packs for the function that is selected.)

Flame Project: 7 (6 uses/pack)

Flash: 7 (6 uses/pack)

Fog: 7 (6 uses/pack)

Acid: 7 (6 uses/pack)

Oil Slick (STR: 7): (6 uses/pack)

Net (STR: 7): (6 uses/pack)

CONNECTIONS:

Criminal Underworld (low-level)

MOTIVATION: Mercenary

WEALTH: Struggling

JOB: Thug

RACE: Human

These Thugs have been recruited from the Brigands, a Pittsburgh street gang, for this mission. The gang's headquarters are located in a section of Pittsburgh that has many abandoned industrial and warehouse buildings.

MATTER MASTER^{alias Mark Mandrill}

DEX: 3	STR: 3	BODY: 4
INT: 5	WILL: 5	MIND: 3
INFL: 4	AURA: 4	SPIRIT: 3
INITIATIVE: 12 HERO POINTS: 65		

SKILLS:

Gadgetry: 5; Scholar (Alchemy/Spe-lunking): 5; Thief: 6

EQUIPMENT:

Mentachem Wand [DEX: 0, STR: 0, BODY: 10]

(Uses: 8, Duration: 15)

Current Powers:

Animate Objects: 15, Earth Animation: 11, Earth Control: 8, Force Field: 15, Matter Manipulation: 15

The wand can absorb power from any natural source: solar, lightning, or even wind.

LIMITATIONS:

He is powerless without the Wand and/or some amount of Mentachem (see sidebar on *The Mentachem Wand*).

CONNECTIONS:

Underworld (high)

Magical Societies (low)

MOTIVATION: Thrill Seeker

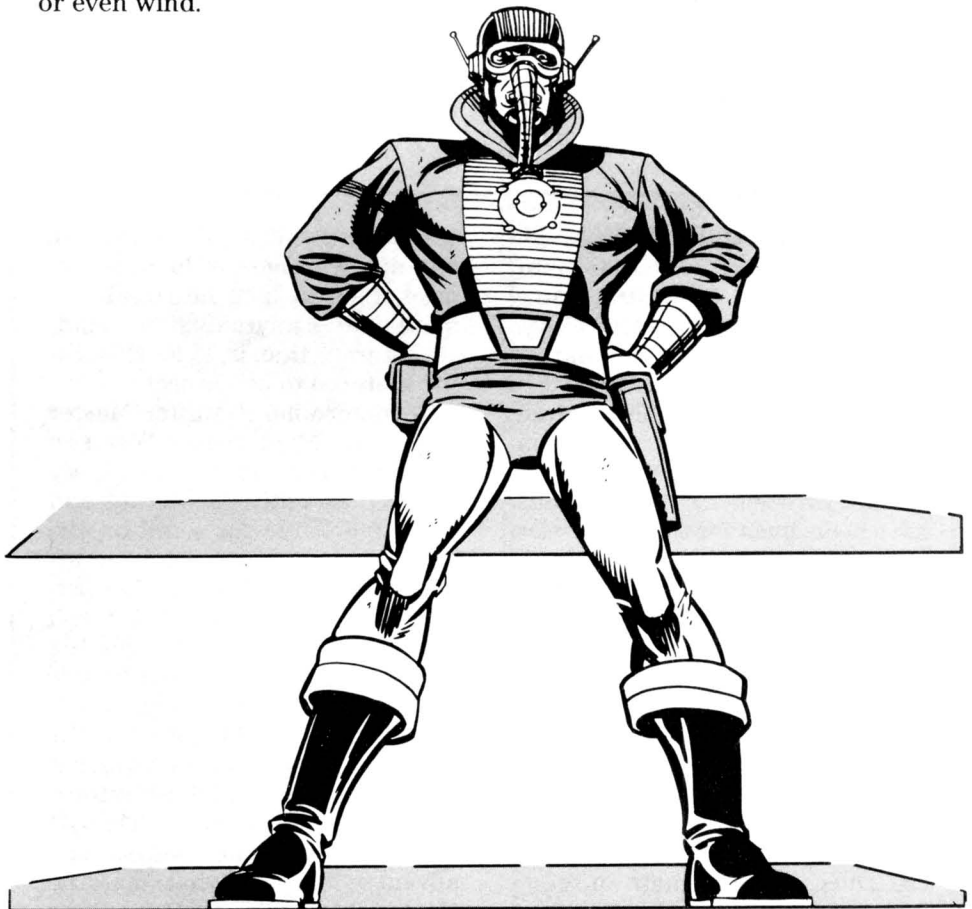
JOB: Professional Criminal

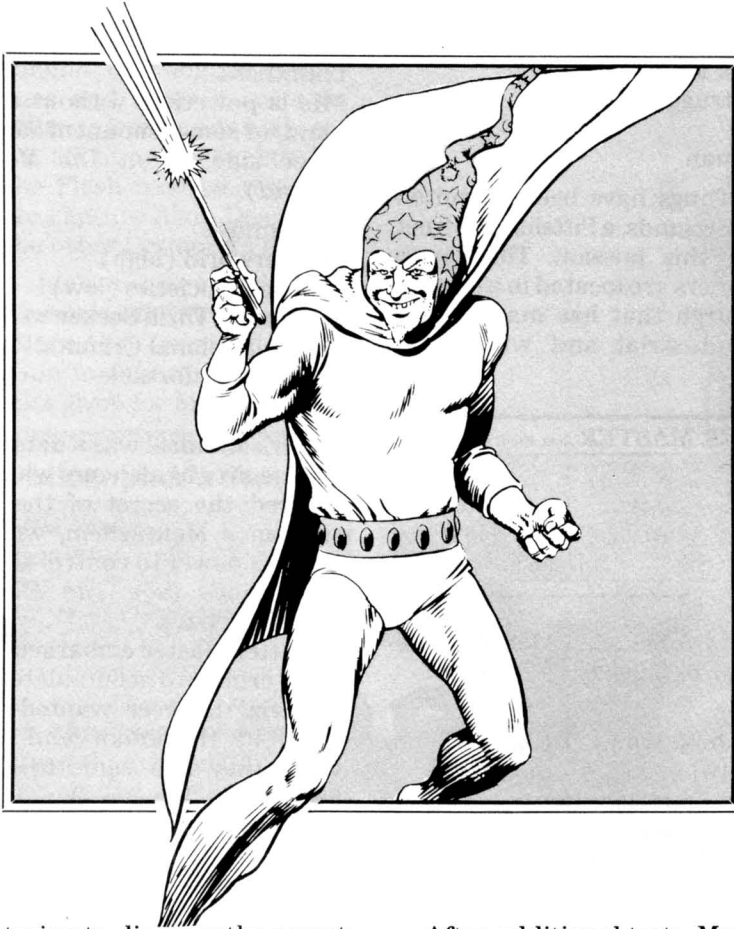
WEALTH: Comfortable

RACE: Human

Mark Mandrill was a dabbler in the arcane arts of alchemy when he discovered the secret of the amazing substance Mentachem, which gives him the power to control all 'natural' substances (see *The Mentachem Wand* sidebar).

Matter Master embarked on a series of crimes to accumulate all of the material he ever wanted and ran afoul of Hawkman and Hawkgirl when they first came to Earth. He found the 'Winged Wonders' on a couple more occasions and even took on the entire Justice League of America; he lost every confrontation.





While trying to discover the secret of transmuting lead into gold, Matter Master found a mixture of chemicals that would respond to his every thought or command. By experimenting, he found that he could use this mixture to control any mineral or vegetable matter in its natural state.

After additional tests, Matter Master found that he could also transport, shrink, expand, or even animate materials. He can control natural elements over great distances as long as he is in contact with some form of Mentachem.

THE MENTACHEM WAND

Mentachem is capable of absorbing and releasing pure forms of energy such as electricity, heat, radiation, or wind. Matter Master used the Mentachem formula to form a wand that would enable him to focus his energies on a particular area or object.

Since no scientific explanations have been given for the properties of Mentachem, it has been speculated that Matter Master has somehow tapped into a power of true magic. No definitive explanation of Mentachem's powers really exists.

Because Matter Master does not have a working knowledge of science, the use of Mentachem is basically limited to Matter Master's conceptions of 'natural' substances. Thus, he can animate and control wrought iron (though it has many impurities) but he cannot

control high-tech alloys that he has no awareness of like manganese steel. In fact, he could animate almost anything if his mindset altered; that is, if he thought the material to be natural.

To determine if Matter Master can use his Mentachem Wand on a material that is not 'natural', use his INT as both the Acting and Opposing Values in a roll on the Action Table. If successful, use his INT again as the Effect and Resistance Values on the Result Table. If he gets 3 or more RAPs (rolls 18+ on the Action Table) he will be able to control a material he could not previously control before. For the sake of playing the adventure, that material is added to his 'repertoire' for the entire adventure. The GM should determine before the adventure begins what material Matter Master already knows how to control.

Taking the Wand from Matter Master:

The obvious method of rendering Matter Master powerless is to take his wand away from him. Several heroes have come up with this solution and used it successfully. However, Matter Master is so used to this that his Opposing Value for anyone trying to take away his weapon is his Exotic Weapon Skill, not his DEX.

SILVER DEER^{alias Chanka}

DEX:	9	STR:	5	BODY:	7
INT:	5	WILL:	7	MIND:	5
INFL:	7	AURA:	9	SPIRIT:	9
INITIATIVE:	21(26)	HERO POINTS:	48		

POWERS:

(Linked to Aura through Mystic Link *), Control: 9*, Shape Change: 9*, Telekinesis: 9*

SKILLS:

Charisma: 6, Acrobatics: 5, Occultist: 6, Martial Artist: 5, Medicine/-First Aid: 6, Scholar (Indian History/Magic): 5, Thief (Escape Artist, Security Systems, Stealth): 10

LIMITATIONS:

Specific individual or group to be Controlled (such as group of legislators, Black Bison, etc.) must be established in an hour-long ritual beforehand.

Shape Change can only be used for natural animals, all of which appear silvery white.

Telekinesis can only affect objects 1 AP or smaller in size.

CONNECTIONS:

International Terrorists (high-level)

MOTIVATION: Power Lust

WEALTH: Struggling

JOB: Terrorist

RACE: Human



When she was a small girl Silver Deer wanted her grandfather, the Cherokee shaman, to teach her the secrets of his magic. He would not —reserving the training for her twin brother. When a redneck lawman shot her father and brother, however, the old shaman relented and found her to be an apt pupil who soon surpassed him in magical ability.

Firestorm and Firehawk foiled Silver Deer's initial attempt to mind-control the United States Congress into giving the Indian lands back to the Indians.

Silver Deer was believed to have died in a fire at the embassy that she was using as a headquarters, but no body was ever found.

STRATOS

DEX: 5	STR: 3	BODY: 5
INT: 3	WILL: 7	MIND: 5
INFL: 3	AURA: 5	SPIRIT: 3
INITIATIVE: 11(17) HERO POINTS: 60		

POWERS:

Air Control: 10, Flight: 7, Super Breath: 12

SKILLS:

Martial Artist: 6

EQUIPMENT:

Costume [DEX: 0, STR: 0, BODY: 6]
(Uses: 8, Duration: 15);
Skin Armor: 6

LIMITATIONS:

Catastrophic Irrational Attraction to revenge against Firestorm.

CONNECTIONS:

2000 Committee (low-level)

MOTIVATION: Mercenary

WEALTH: Varies

JOB: Professional Assassin

RACE: Strange Humanoid

The man who calls himself Stratos is a mutant who has only recently discovered his powers. He was recruited by the Breathmaker, the master of the Assassination Bureau, to destroy Firestorm. He failed miserably — making the mistake of wearing metal armor under his flowing clothing, which allowed Firestorm to capture him with an immense lodestone.

Since then Stratos has burned with the desire to regain his stature in his own eyes by destroying Firestorm and any of Firestorm's friends.

SLIPKNOT

DEX: 9	STR: 5	BODY: 5
INT: 4	WILL: 5	MIND: 5
INFL: 5	AURA: 5	SPIRIT: 4
INITIATIVE: 18(24) HERO POINTS: 65		

SKILLS:

Acrobatics: 8, Martial Artist: 6,
Weaponry/Exotic Weapon (Rope): 10

EQUIPMENT:

Rope [DEX: 0, STR: 10, BODY: 6]
(Uses: 5; Duration: 30)

CONNECTIONS:

2000 Committee (high-level)

MOTIVATION: Mercenary

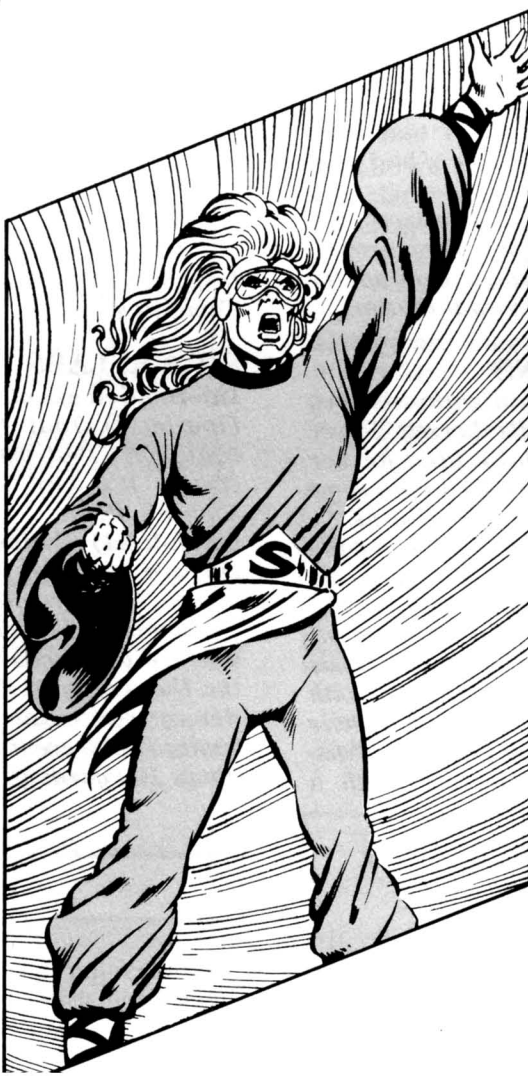
WEALTH: Struggling

JOB: Professional Assassin

RACE: Human

The man known as Slipknot is an assassin who uses his special ropes to accomplish his goals. He is an exceptional athlete who loves to taunt his foes and is not above betraying a master he takes a dislike to.

He went on a drinking binge for a while after his initial defeat by Firestorm. He has since regained his fighting edge, despite at least one further unsuccessful run-in with the Nuclear Man.



MR. ELEMENT'S FLYING BELT

As part of their escape plan, Mr. Element invented the flying belt to get himself and Matter Master away as fast as possible. While still in prison he sent the plans away to some outside contacts who have made up several flying belts for him. Aside from using these flying belts himself, he will supply them to Slipknot and his Elemental thugs as needed throughout the adventure. The belts are very noisy (they use chemical rockets) and are totally unsuitable for stealth operations.

GADGET: Flying Belt
[DEX: 0, STR: 6, BODY: 7]
(Uses: 6, Duration: 10),
Flight: 4

The STR of the Flying Belt can be used as an attack by removing it and dropping or hurling it at an intended victim. However, it only has an effective range of 0 APs (10 feet) because it cannot be aimed at anything at a greater distance.

INVESTIGATIONS

NOTE: When giving a Player information for a high level Connection, fill in any information that is given for the low level Connection for that contact as well.

CRIMINAL UNDERWORLD

(low-level) *The villain known as Silver Deer has been making contacts in the underworld. There may be other well-known villains involved in whatever she has planned.*

(high-level) *It is rumored that the American Indian villain known as Silver Deer is involved with some villains that are remnants of a group called the 2000 Committee. She also knows some people involved in this group called the Native American Reclamation Society.*

TERRORIST GROUPS

(low-level) *This American Indian that calls herself Silver Deer is involved with a couple of big name villains that just busted out of jail. She's also getting kind of cozy with some people in the underworld as well as some American Indian radical group.*

(high-level) *The villain known as Silver Deer is involved in some sort of plan with a couple of other villains known as Mr. Element and Matter Master. They've been pretty interested in the University of Pittsburgh lately, but we can't think why.*

THE STREETS

(low-level) *This American Indian villain that calls herself Silver Deer is involved with a couple of bad guys that just busted out of the slammer.*

(high-level) *This Silver Deer villain is involved with these two villains that just broke out of jail. The guys that she is working with have been snooping around the University of Pittsburgh for who-knows-what reason.*

COMMUNITY ORGANIZATIONS

(low-level) *The American-Indian organization is very unhappy with this villain that calls herself Silver Deer. She says that she wants to reclaim land for her people, but its been said that she is involved with some terrorist groups and even some well-known villains.*

(high-level) *This American Indian woman who calls herself Silver Deer is involved with some terrorist groups. She's been claiming to be on the side of the Native American people and, at first, many of us believed in her. She's blown her credibility as far as we're concerned. She's gotten herself involved with some extremist American Indian group who has their headquarters somewhere on the riverfront in Pittsburgh. There's even talk of her involvement with a*

couple of villains that just broke out of prison. She's also known to associate with some villains that used to belong to the 2000 Committee.

POLICE DEPARTMENT

Information on the Philosopher's Stone:

(low-level) *The Philosopher's Stone is being studied at one of the Universities, but I don't know where.*

(high-level) *The Philosopher's Stone is currently being studied at the University of Pittsburgh. A Dr. Adams is in charge of the project. Also, we suspect that those villains that just broke out of jail, Matter Master and Mr. Element, might have an interest in this project.*

Information on Elemental Thugs:

(low-level) *We know that this Mr. Element has some street gang thugs working for him. They hang around the south riverfront area of Pittsburgh.*

(high-level) *This street gang's called the Brigands. They operate from an area on the south riverfront of Pittsburgh where there are a lot of abandoned steel mills and factories.*

F.B.I. and GOVERNMENT INTELLIGENCE

(low-level) *Those villains that just escaped from prison are involved with some other villains in some plan. I'm not sure of the details, but word has it that their plan involves reclaiming an item that belongs to one of them. The item in question may be the one that's being studied at the University of Pittsburgh.*

(high-level) *A Dr. Adams at the University of Pittsburgh is currently studying the Philosopher's Stone. It used to belong to one of the villains that just escaped from prison. These two villains, Matter Master and Mr. Element, have been seen in the company of the villain Silver Deer. She was once involved with the 2000 Committee.*

S.T.A.R. LABS

Information about the detector:

(low-level) *That fits the description of a piece of equipment that was designed by the original Dr. Alchemy. It's used to detect the location of the Philosopher's Stone.*

(high-level) *The device you describe is a highly specialized detector that the original Dr. Alchemy designed. We were given the device to study when the Al Desmond who is the current criminal was sent to prison; we also acquired his Philosopher's Stone, which the University of Pittsburgh has now. Apparently the device was made to locate the Philosopher's Stone easily in the event that it was taken. It has a range of about 100 yards (5 APs).*

ENCOUNTER ONE:

Introductory Encounter

SETUP

The Player Characters receive word from the Midway City police captain about Mr. Element's and Matter Master's breakout. The police have traced them to Matter Master's old hideaways in the cliffs over the river near Midway City.

PLAYER INFORMATION

You receive a call from Captain Frazier of the Midway City Police Department. He says, "I thought I should warn you that the villains Matter Master and Dr. Alchemy, who I understand is currently under the guise of Mr. Element, has broken loose again. I thought you should know about this since some of your people from the Justice League have had some run-ins with Matter Master before. We understand that the Matter Master also has a new Mentachem Wand."

"The villains have been tracked down to the Midway River Caves to the south of Midway City. We should get there as quickly as we can."

GM INFORMATION

Go to Encounter Two.

Captain George Frazier

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

SKILLS:

Detective/Police Procedure: 2, Medicine/First Aid: 2, Vehicles/Land: 3, Weaponry/Firearms: 3

ENCOUNTER TWO:

The Caves

SETUP

Matter Master and Mr. Element have opened up a hitherto-sealed cavern with two charges of acid from Mr. Element's Element Gun. Matter Master now has a Mentachem Wand (created as a backup during one of his previous periods of freedom and hidden in the sealed cave).

When the heroes arrive with Captain Frazier, Matter Master will be packing a bag and Mr. Element will be on guard. The cave room is lit by a brightly burning wick in a small bowl of candlewax.

PLAYER INFORMATION

When you arrive at Matter Master's old hideaway, you see that one wall of the cave has been eaten away by acid. Beyond you can see a flickering light. Looking into the opening, you see a bright candle and the shadowy figure of a man beyond it.

GM INFORMATION

As soon as the heroes enter the opening in the cave wall, Mr. Element will shoot at the Characters with his Element

Gun. He will use the Gun's Flash or Flame Project feature first. Matter Master is not visible from the opening. He will snatch up his wand during this phase and erect a Force Field between himself and the heroes.

In the next phase, Mr. Element will use his Element Gun and fill the room with fog to keep himself and Matter Master from being seen. During this same phase, six police officers arrive. On the next phase the villains will make their escape.

Go to **Encounter 3**

Police Officers

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

SKILLS:

Detective/Police Procedure: 2; Medicine/First Aid: 2; Vehicles/Land: 3; Weaponry/Firearms: 3

TROUBLESHOOTING

If you don't want the Player Characters to find the villains in this Encounter, have **Encounter One** take a bit longer. Then, when the Characters arrive in the caves, the

villains will be gone, but the detector described in the next Encounter will still be found.

If the heroes don't catch the villains in the first full phase, Matter Master and Mr. Element will be able to make their getaway. If the heroes are too quick and seem likely to catch the villains before they can act, the Gamemaster should provide some traps pre-laid by Mr. Element that will activate into Flash explosions, acid sprays, or clouds of fog when the heroes pass a certain point (see *Suggested Traps* sidebar). This should slow the heroes

down enough to let the villains escape.

If the heroes win anyway, have the police backups arrive immediately after the fight and take the villains away. Then have the police tell the Player Characters that the villains were rescued by some other villains while the police held them. These villains also snatched the pair's weapons. The rescuing villains and their methods of operation are known to Firestorm as those of Silver Deer, Slipknot, and Stratos.

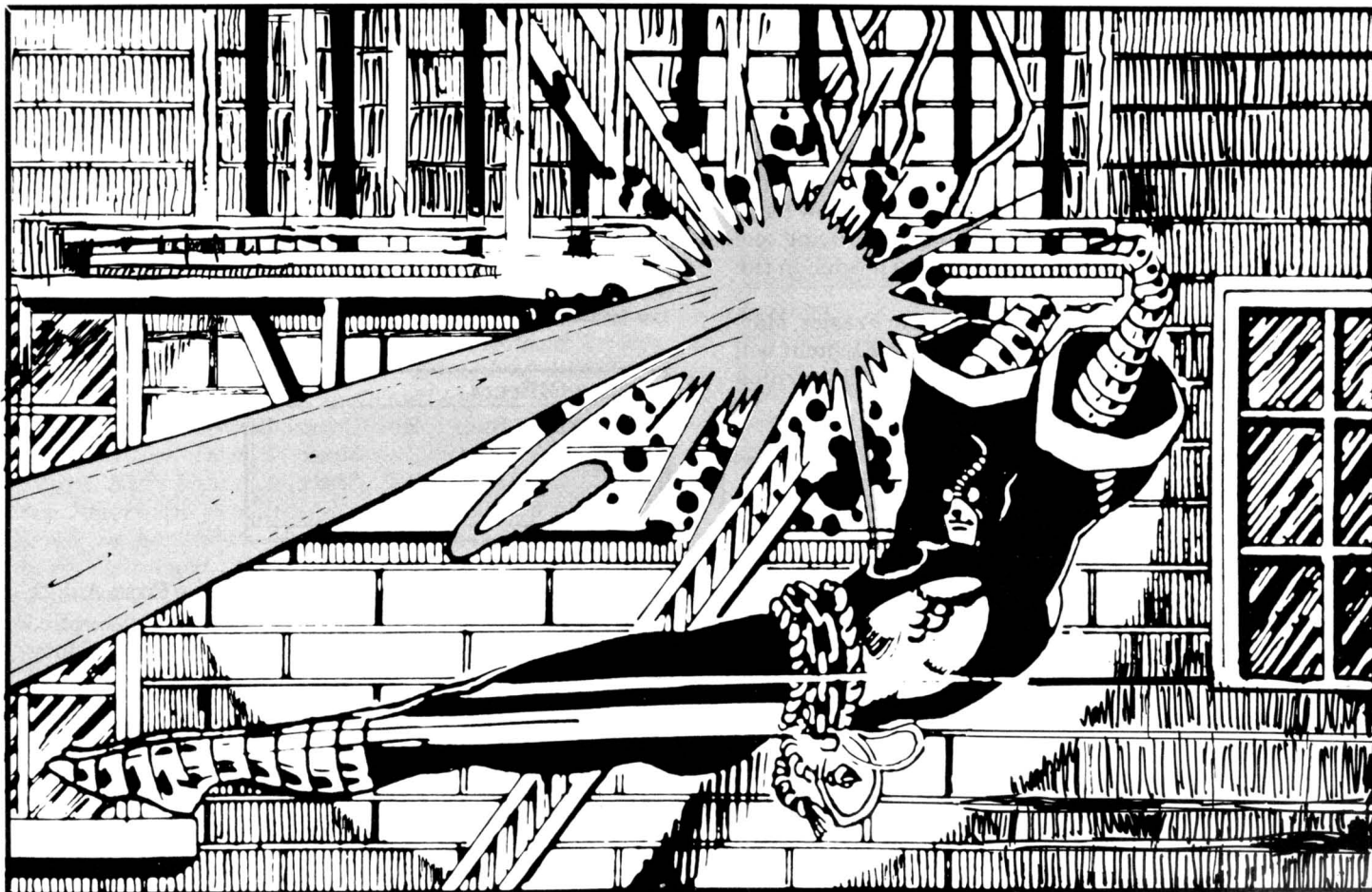
SUGGESTED TRAPS

1. An 11 AP Flash explosion that is set to go off if someone sets foot in area 3 of the cave. This will work as described in the Player's Manual on page 20 under *Explosives*. The effect is that of a Flash rather than a physical explosion. A Character in the area of the explosion will have his DEX reduced by the RAPs of the explosion for his next action; that Character's next Initiative roll will also be reduced by the explosion's RAPs.
2. An 8 AP Fog that is triggered if anyone knocks the candle over into the pool of liquid that its holder is floating in.
3. A net [STR: 11, DEX: 0, BODY: 11] that is fired from a device on the ceiling on anyone who enters into the main area of the hidden cave. The net gun has an Acting Value of 9 (the same as the APs of Mr. Element's Exotic Weapon Subskill) and an Effect Value of 11 (the net's STR). In addition to the RAPs being

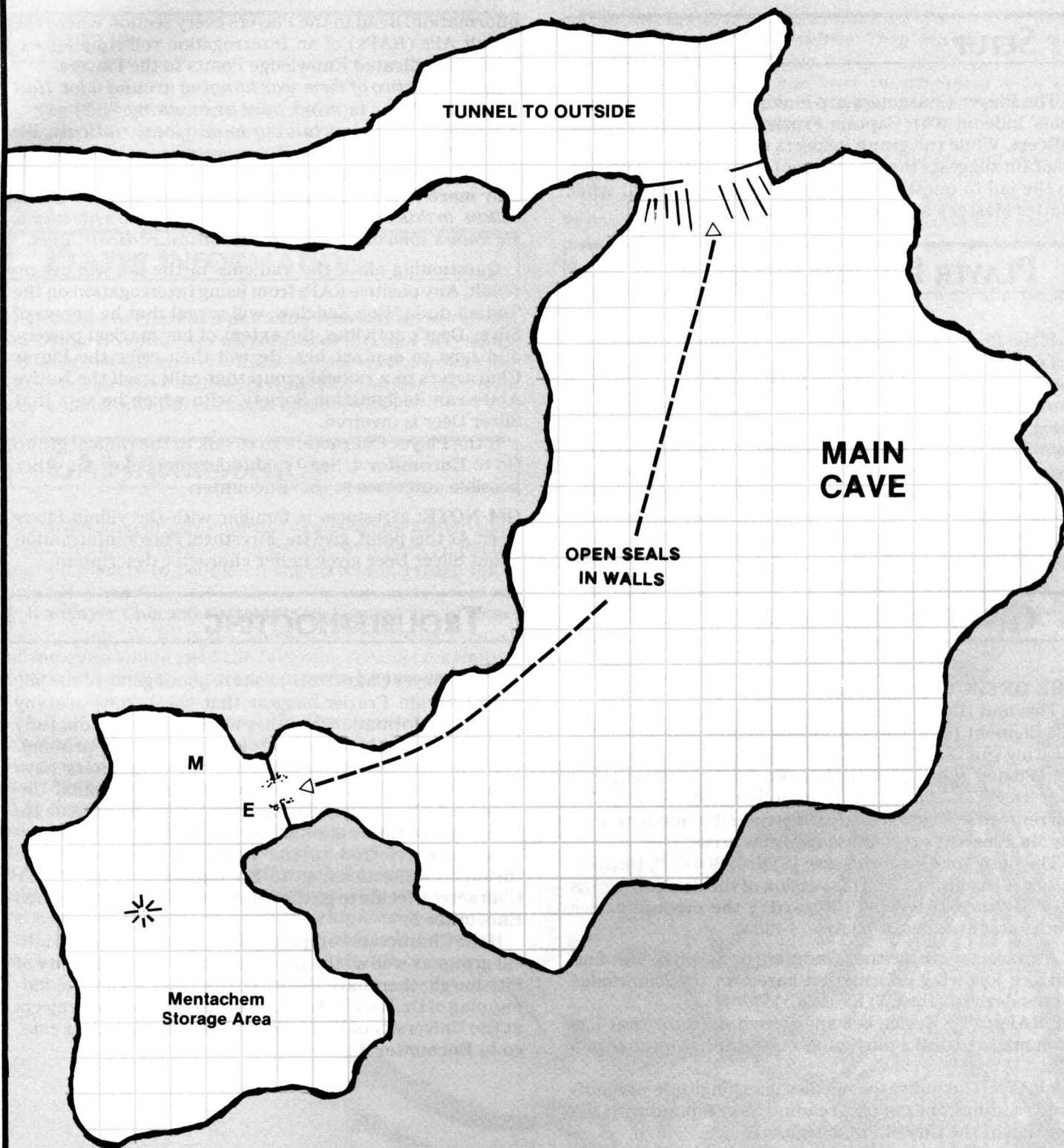
subtracted from the target's BODY APs as in a normal Physical Attack, the target may also be entangled. If the net's STR APs (11) exceeds the target Character's STR, then that Character is entangled on a successful attack. Also, the entangled Character may not move; that Character's DEX is reduced to 0 until freed from the net.

4. A 9 AP STR oil slick coats the floor of the cavern between the candle and the entrance. Any character moving across the oil must use his DEX as the AV/EV vs. an OV/RV of 9/9 or fall.

There is not sufficient time to set up all of these traps. Choose the traps that are appropriate for the heroes. For example, if the Hawks are attacking, use the net and the Fog. If there are many more heroes, use the Flash feature to take some of them out of the fight and buy time for the villains.



MATTER MASTER'S CAVE



E = MR. ELEMENT
M = MATTER MASTER

☀ = LIGHT SOURCE

SCALE: 1 SQUARE = 10 FEET

WALLS [BODY: 10, Weight: 8]
FLOORS [BODY: 12:, Weight: 10]

ENCOUNTER THREE:

Searching for Clues

SETUP

The Player Characters are looking for clues at the villains' hideout with Captain Frazier and six of his police officers. While the group inspects the hideout, the Police Captain suggests that the Player Characters go with him to the jail to question the villains' cellmates about what Matter Master's and Mr. Element's plans are.

PLAYER INFORMATION

If the Player Characters search the ruined cave:

Digging around the ruins of the cave, you uncover a device that resembles a hand-held metal detector, except that it has two dials with two indicator needles above them, a switch by the handle, and what appears to be a small red light at the end of the item. As you examine the item Captain Frazier says, "I think that it might be a good idea to talk to some of the cellmates of these villains down at the jail. Of course, we at the police department asked some questions, but you heroes might get better results than we did."

GM INFORMATION

THE DETECTOR

This and the original version of this item was made by Mr. Element (while he was Dr. Alchemy) specifically for locating the Philosopher's Stone. The original device was confiscated upon Mr. Element's imprisonment and turned over to S.T.A.R. Labs in Metropolis to be studied. The current version was quickly constructed immediately after Mr. Element's recent escape from prison.

The detector's statistics are: [STR: 0, BODY: 2, DEX: 0], (Uses: 8, Duration: 20). This version of the detector works at a distance of 5 APs (100 yards); the original device works at a distance of 10 APs (1 mile).

A character with either Gadgetry or Scientist can find out the following information based on the Knowledge Points derived (the OV/RV is 5/5):

1-2 RAPs: This device is a specialized detector that has been made to find a particular object. It has a range of 5 APs.

3-6 RAPs: The indicator needles give longitude and latitude readings; the current readings correspond with the location of the City of Pittsburgh.

A Player Character with Connections with S.T.A.R. Labs can also obtain information on the device (see **Investigations**).

QUESTIONING THE PRISONERS

All inmates questioned have 2 APs in each Attribute. There will be a +2 Column Shift to the Opposing Value of any Player Character's attempt to use Charisma to derive

information. Read to the Players every section where the Result APs (RAPs) of an Interrogation roll equal or exceed the indicated Knowledge Points to the Players.

1 RAP: *"The two of them was hanging around a lot. Had some big scheme in mind, sure as anything."*

2 RAPs: *"I seen 'em talking to our local radicals. We heard they was lookin' for some contacts wit' this radical Indian group or somethin'."*

3 or more RAPs: *"They got real excited when they was talkin' to this one Indian dude. Ben Redclaw's his name. He knows somethin' about them Indian radicals, I bet."*

Questioning all of the 'radicals' in the jail will get no result. Any positive RAPs from using Interrogation on the 'Indian dude,' Ben Redclaw, will reveal that he knows of Silver Deer's activities, the extent of her magical powers, and how to contact her. He will then refer the Player Characters to a radical group that calls itself the Native American Reclamation Society, with which he says that Silver Deer is involved.

If the Player Characters go to talk to the radical group Go to **Encounter 4**. See **Troubleshooting** below for other possible outcomes to this Encounter.

GM NOTE: Firestorm is familiar with the villain Silver Deer. At this point, give the Firestorm Player information about Silver Deer given in her character description.

TROUBLESHOOTING

If the Player Characters hesitate about going to the jail, have Captain Frazier suggest that the heroes use any source of information that they might have, including any Connections with the officials in the Police Department. Use the **Investigations** section if the Characters have Connections with the Police Department, Criminal Underworld, Community Groups, the F.B.I., Government Intelligence, or International Terrorists. If the Player Characters are referred to the radical movement people through Connections, go to **Encounter 4**. If the Player Characters decide to go the University of Pittsburgh, go to **Encounter 5**.

If the Characters completely miss questioning the radical group as well as the information on the University of Pittsburgh, then have them receive news about the kidnapping of Dr. Harold Adams, the head of Special Projects at the University of Pittsburgh, at this point. In this case, go to **Encounter 6**.

ENCOUNTER FOUR:

The Trail of Silver Deer

SETUP

The Player Characters have followed a lead for information to the headquarters of an extremist radical group called the Native American Reclamation Society. This group's focus is an effort to reclaim the land of America for the Indians by any means necessary.

PLAYER INFORMATION

You have arrived at a partially boarded-up storefront building. Hanging over the front door is a sign in crudely painted red letters — N.A.R.S. As you walk through the door you see three distinctly American-Indian men and one woman opening packages of newspapers.

GM INFORMATION

The newspapers are copies of a radical publication that is distributed by members of the Native American Reclamation Society to people on the streets in return for a small 'donation'.

If a Player Character attempts to question any of these people their OV/RV is 2/3. The RAPs (Knowledge Points) of the questioning yield the following results (remember to give all information pertaining to the Knowledge Points that are less than the RAPs as well):

1 RAP: "Silver Deer is really disappointed that John Ravenhair turned into such a wimp. I think she's looking for a real powerhouse who won't collapse in the crunch to help her out."

2 RAPs: "She's been doing a lot of reading in European magic books. I think she might be trying to tack some European magic to her Amerindian stuff."

3 RAPs: "She got some word through the criminal grapevine about something coming down with some crooks I think are in jail now. They got some big scheme she wants to tie in to. She stands to benefit by obtaining a weapon with all the abilities of Black Bison, and then some."

"She has contacts with the remnants of some crew that called itself the 2000 Committee. They can recruit some mercenaries for the villains."

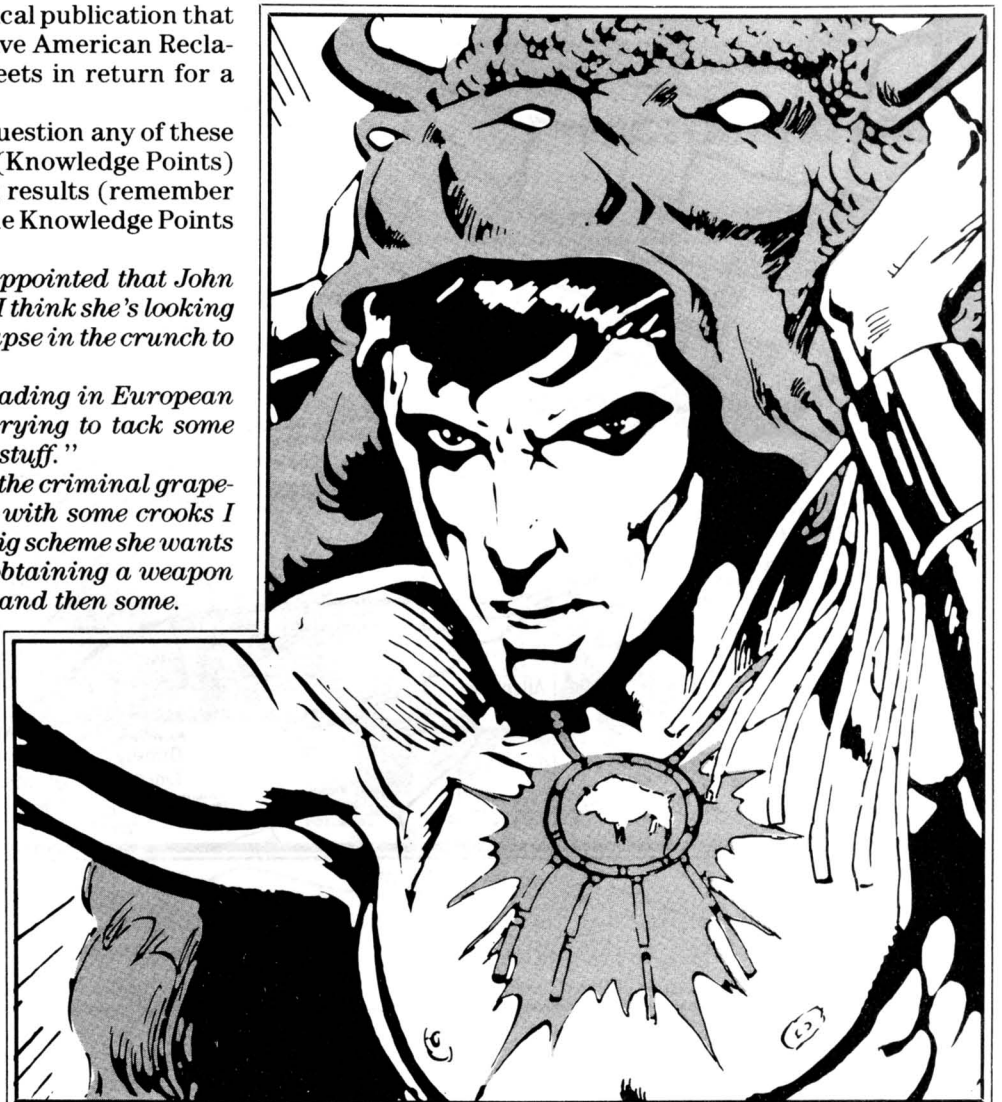
4 RAPs: "Silver Deer has been investigating a lot of abandoned industrial buildings not too far from here to turn into some kind of base."

None of these people have any idea where Silver Deer is now.

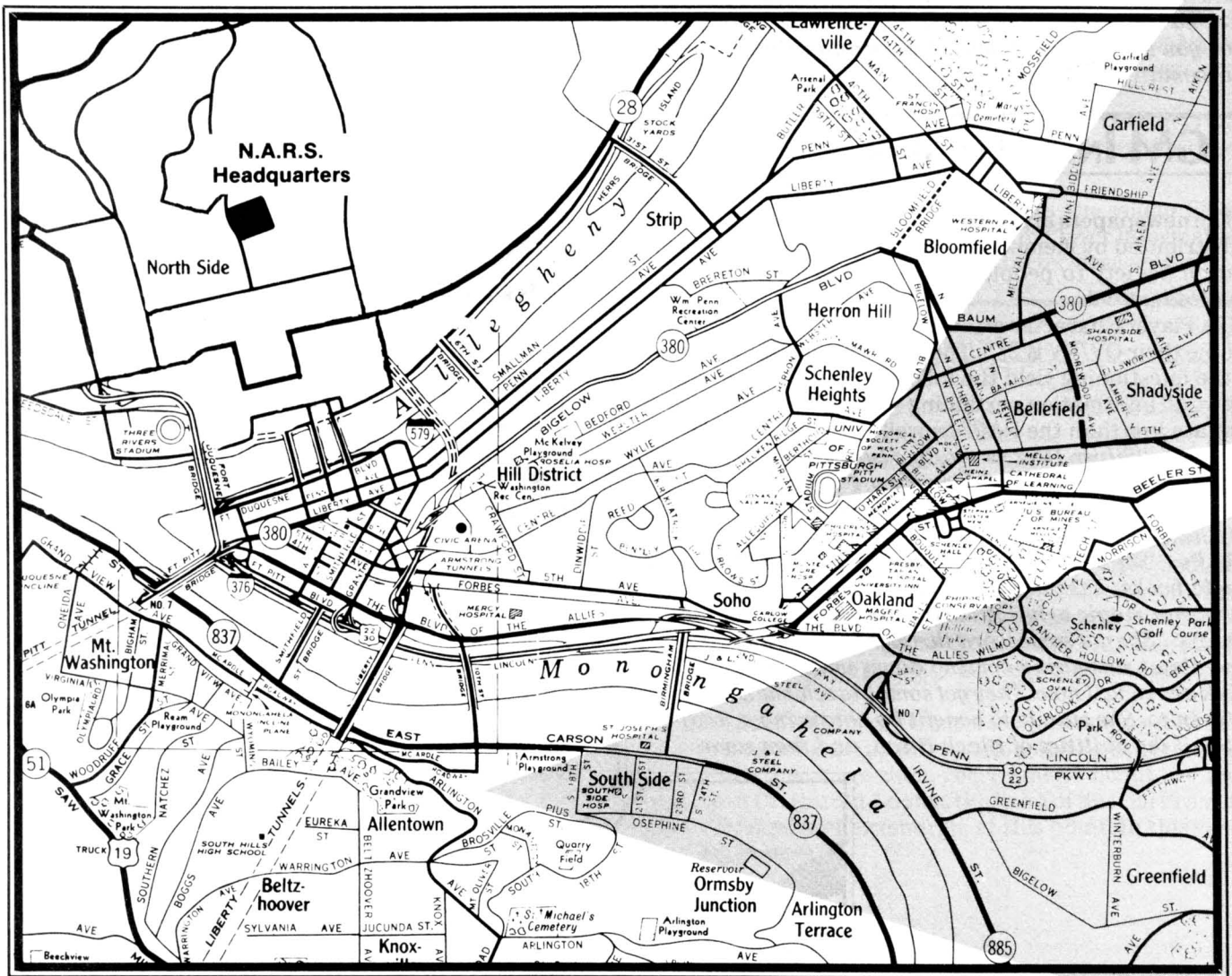
Silver Deer wants the result of the Mentachem and Philosopher's Stone fusion for herself. To do this, she is putting her own magical abilities and her underworld contacts at the two villains' disposal.

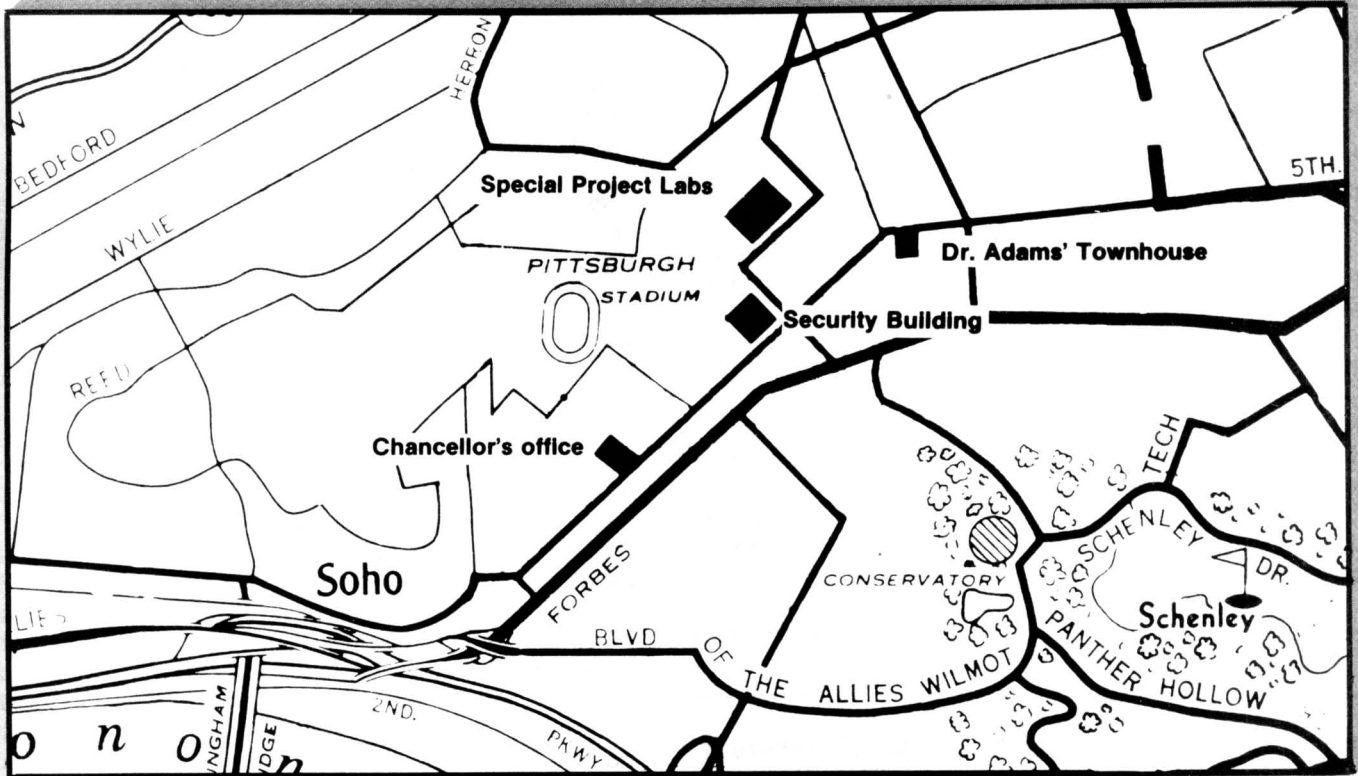
GM NOTE: Firestorm is also familiar with the background of the villain, Black Bison.

If the Player Characters go the University of Pittsburgh next, go to **Encounter 5**, otherwise go to **Encounter 6**.

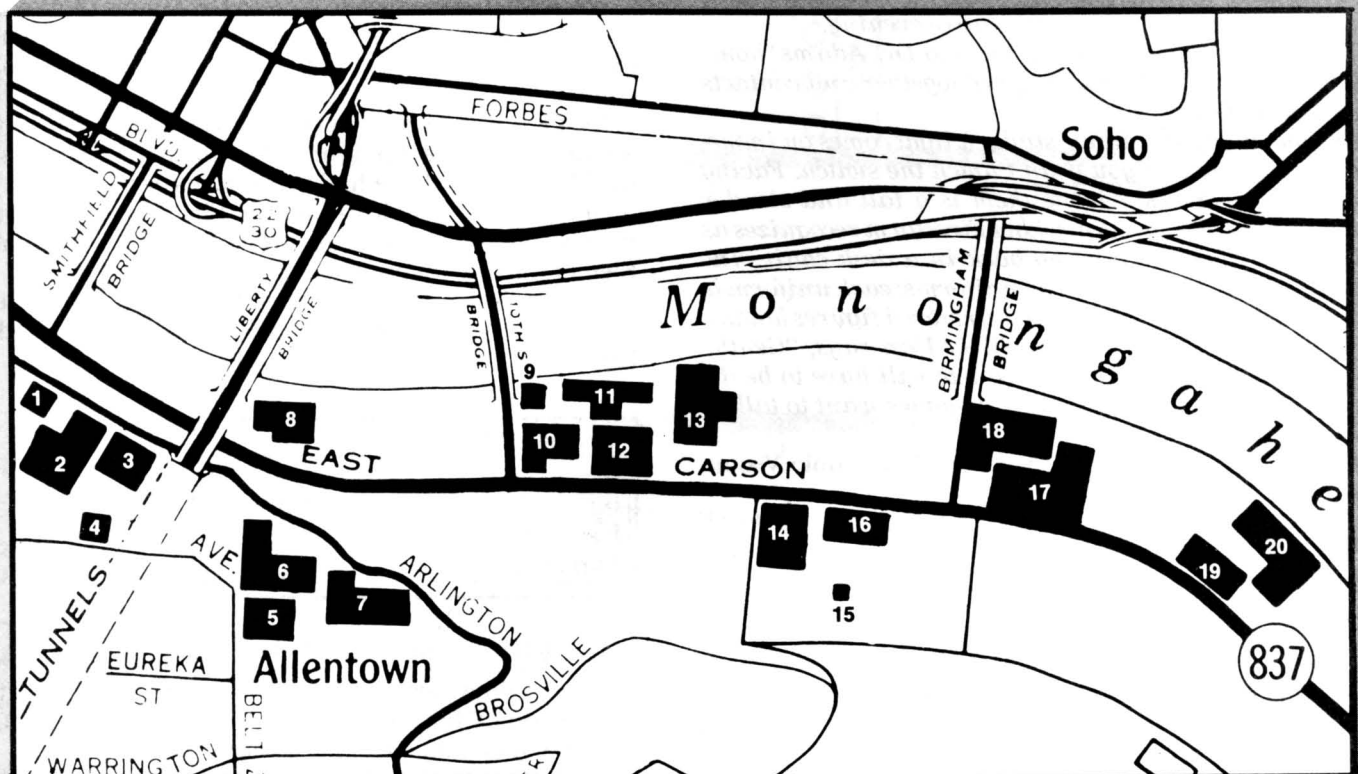


THE CITY OF PITTSBURGH





FACTORY HQ AREA



NOTE: This map is to be used with *Encounter 9*.

ENCOUNTER FIVE:

The Key to the Stone

SETUP

The Player Characters have arrived at the University of Pittsburgh to obtain information about the Philosopher's Stone study.

To gain access to the Philosopher's Stone, the villain Silver Deer has gained the cooperation of Mr. Element and Matter Master so that she and her mercenaries, assisted by some thugs equipped by Mr. Element with specialized weapons, can kidnap Dr. Harold Adams, the Director of the Classified Projects Section at the University of Pittsburgh.

Dr. Adams lives alone in an on-campus townhouse at the University of Pittsburgh.

The time is 7:00 PM on a weekday autumn evening. The sun has gone down and the back of the townhouse is not well-lit.

PLAYER INFORMATION

When you arrive on the campus of the University of Pittsburgh you stop by campus security. They direct you to the home of Dr. Harold Adams who, the security chief says, would oversee the on-campus testing of any potentially hazardous materials.

You attempt to call Dr. Adams on the campus house phone and find that there is no answer. This bothers the security chief because Adams contacted him earlier and said that he would be home the entire evening.

The security chief asks you to go to Dr. Adams' home immediately while he gets a squad together and contacts the Pittsburgh police.

As you enter Dr. Adams' study, a light comes on immediately even though you didn't touch the switch. Facing you are six figures. Among them is a tall and slender American Indian woman, whom Firestorm recognizes as Silver Deer. She is lounging back in a desk chair. The others are in strange armored uniforms; each uniform is a different color. Each of the five armored figures holds a strange weapon in one hand. Silver Deer says, "Gentlemen, I'm afraid this little tete-a-tete will have to be delayed. A couple of Dr. Adams' colleagues want to talk to him."

If any Player Characters use their Telescopic Vision, read the following:

As you approach the home of Dr. Adams, you see that a strange costumed man is hovering in mid-air over the townhouse, just out of range of the normal vision of passersby.

GM INFORMATION

The study that Dr. Adams is involved in is on atomic bombardment of the Philosopher's Stone.

The villains intend to sneak in through the kitchen window, grab him, and get out. They will be as stealthy as possible and will use Stratos' Air Control to lift everyone out if necessary.

The villains' plan is simple: Silver Deer and the five Elemental Thugs are to capture Dr. Adams while Stratos rides air cover and Slipknot lurks in the shadow of the chimneys on the roof to keep anyone that tries to enter the house tied up until the others get away. The villains' rental car is parked in the faculty residential parking area a hundred feet away.

Dr. Adams will initially resist capture, but will give in when Silver Deer threatens him.

If Stratos is approached in the air, he will use his Air Control to produce a roaring wind that will alert any Characters that are in the house; it will also do a Knockback Attack on any flying heroes.

Anyone approaching the house will be attacked by Slipknot, who will use his rope to 'hit and run' and be a nuisance during the first two phases until he gets some reinforcement from Stratos or Silver Deer in phase three.

The first priority for the villains is to capture Dr. Adams. However, if the Player Characters are winning as of the fourth phase of Combat, Silver Deer will decide that this is not going to work and the villains will go their separate ways in whatever manner they can to escape. They will leave Dr. Adams. The principal priority for the Game-master is to arrange for Silver Deer to escape as she is needed later; her Shape Change Power is good for this purpose. Silver Deer will escape in any way she can. Go to **Encounter 8**.

If the villains manage to kidnap Dr. Adams they will not try to kill or capture any of the heroes. None of them will hesitate to take hostages if needed to escape. Go to **Encounter 6**.

NOTE: Thugs with elemental weapons are a tie-in with Mr. Element since that is one of his former M.O.s. This will lead heroes who have had previous experience with one or more of the villains (such as Firestorm, who was a member of the JLA) to realize the connection between Dr. Element, Dr. Alchemy, the Stone, and Dr. Adams.

Player Characters who talked to the prison inmates in **Encounter 3** will know by now that Matter Master and Mr. Element are involved in a plan together.

Dr. Harold Adams

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE: 9					

SKILLS:

Gadgetry: 5, Scientist: 5, Vehicle/Land: 3

Dr. Harold Adams has been head of Special Projects at the university for ten years. He is a soft-spoken man, yet he presents an image of authority.

Dr. Adams is quite familiar with unusual phenomena and specialized items, having worked with S.T.A.R. Labs on several projects.

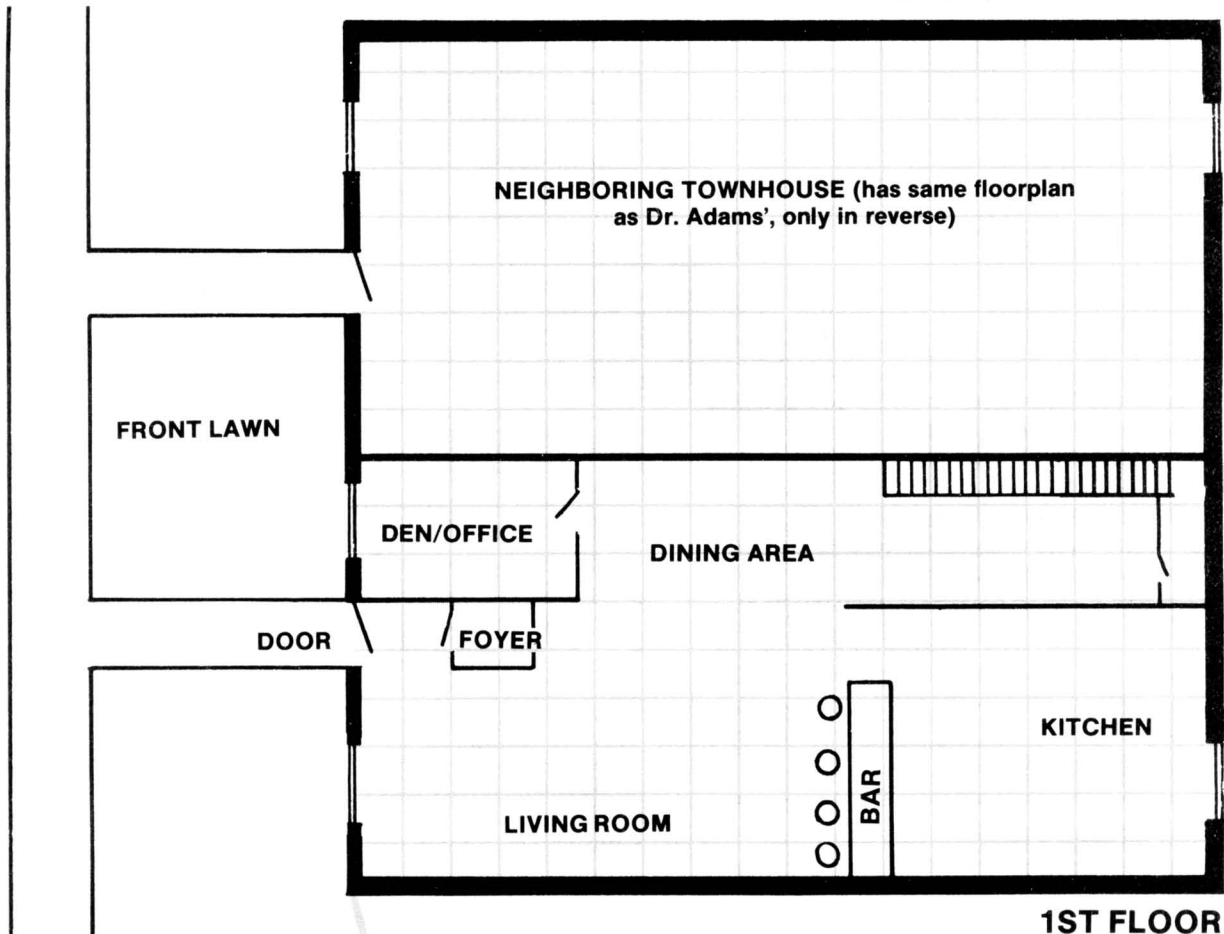
TROUBLESHOOTING

What do you do if all the villains are caught? This is why Mr. Element and Matter Master stayed out of this fight. The police will insist that they can handle the villains once caught, but the vehicles taking the criminals to jail will be ambushed by objects from Dr. Adams' house that have

been animated by Matter Master's wand, which will cause the car to crash.

Silver Deer, Slipknot, and Stratos can escape without too much difficulty. Even if the Elemental Thugs are captured, there will be more recruits from the Brigand street gang joining their ranks in later encounters. If Dr. Adams has been kidnapped, go to **Encounter 6**, otherwise go to **Encounter 8**.

DR. ADAMS' TOWNHOUSE



FLOORS [BODY: 8, Weight: 6]
 WALLS, OUTSIDE [BODY: 8, Weight: 5]
 WALLS, INSIDE [BODY: 6, Weight: 5]
 DOORS, OUTSIDE [BODY: 4, Weight: 1]
 DOORS, INSIDE [BODY: 3, Weight: 1]



STAIRWAY



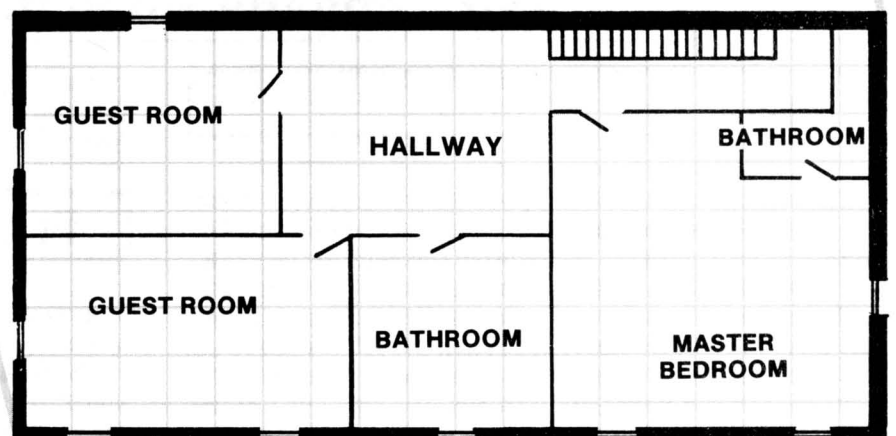
DOOR



WINDOW

SCALE: 1 SQUARE = 5 FEET

2ND FLOOR



ENCOUNTER SIX:

The Ransom of Dr. Adams

SETUP

Dr. Harold Adams, Director of Special Project at the University of Pittsburgh, has been abducted. The Chancellor of the University, Dr. John Parrish, Ph.D, has received a ransom note for \$500,000 for Dr. Adams the morning after the kidnapping.

Dr. Parrish arranges to meet with the Player Characters to discuss the matter.

PLAYER INFORMATION

You have been informed that the Chancellor of the University of Pittsburgh, a Dr. John Parrish, wishes to see you.

When you arrive at the Chancellor's office you are met by a tall, stern-looking man of about 40 who abruptly introduces himself and invites you to have a seat.

"I just want to tell you that we have received a ransom demand from the kidnappers. We want you to stay out of this matter. The police will handle it like any other kidnapping."

If the Player Characters mention anything about the danger of the villains getting the Philosopher's Stone the Chancellor will gruffly say, *"I have no interest in anything you have to say about the villains getting this Philosopher's Stone, as you call it. My first priority is to get Dr. Adams back safe and sound."*

GM INFORMATION

If this Encounter is immediately following either **Encounter 3** or **Encounter 4**, the Player Characters are summoned to the Chancellor's office through a call from

Captain Frazier. Frazier will say that he was contacted by the Pittsburgh Police Department, who received a call from Dr. Parrish regarding the ransom note.

If this Encounter follows **Encounter 5**, the Player Characters get a message through security personnel that the Chancellor wishes to see them.

The ransom demand is actually a ruse; the villains have no intention of ransoming him. However, they want to draw attention away from the Special Projects labs — a mission accomplished when the Dr. Parrish called the heroes into his office.

The only use the villains have for Dr. Adams is to get into the special Projects labs and get the Stone. After that, they intend to release Dr. Adams.

Go to **Encounter 7**.

Dr. John Parrish, Ph.D

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	4	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	10				

SKILLS:

Charisma: 2, Scholar (Sociology): 5, Vehicles/Land: 3

TROUBLESHOOTING

If the Player Characters are already at the University (**Encounter 5**) and are not interested in going to the Chancellor's office but would rather watch the labs, let them do so. If none of the heroes will go to see the Chancellor, he will send an aide to wherever the heroes can be found with the same message.

ENCOUNTER SEVEN:

Retrieving the Stone (the easy way)

SETUP

The villains have kidnapped Dr. Adams and have obtained all the necessary information about the location of the Stone, necessary passwords, the keys to the vault, etc. from him. At almost the same time as the ransom note is delivered to the University Chancellor, Matter Master, Mr. Element, and Slipknot approach the lab disguised as safety inspectors. They have convinced the security guards with the proper passwords and the cover story that they are safety inspectors checking out the labs.

While the Player Characters are concluding their meeting at Chancellor's office, they receive a message from the campus chief of security.

PLAYER INFORMATION

As you conclude your meeting with Dr. Parrish, you get a message to go and see the campus chief of security.

The security chief tells you that he will cooperate with you fully, but he cannot allow you to move the Philosopher's Stone from the lab, even to another part of the



building. "Look," he says, "I've been told that you are here because the former owner of that Philosopher's Stone has busted out of jail and your Midway City Police Captain thinks that Dr. Adams' kidnapping had something to do with it. I really want to help you out, but to be honest with you, I can't let you take the Stone out of the labs. I suggest that you hide the Stone somewhere else within the lab. There are lots of shelves, cabinets, etc. that are good hiding places.

"It's really unfortunate about Dr. Adams being kidnapped. I would like to help you some more, but I was told by Dr. Adams himself that it is important that the Stone is not removed from the premises. Besides, the safety inspectors are here and I can't afford to have any more complications on my hands now. I'm sure that you can understand where I'm coming from. I don't want to lose my job, you know.

"Listen, if you really expect trouble here, you can check around the outside or the lobby of the lab building. I'm sure that Dr. Adams will be back with us in no time with a little help from heroes like you."

GM INFORMATION

If a Player with a Character that has the Charisma Skill wishes to make a Persuasion attempt on the Security Chief to allow them to remove the Stone, there is a -1 Column Modifier to the Opposing Value. The security chief is conscientious about doing his job, but he also quite anxious to do what he can to help the heroes.

Security Chief/Guards

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

SKILLS:

Detective/Police Procedure: 2, Medicine/First Aid: 2, Vehicles/Land: 3, Weaponry/Firearms: 2

Silver Deer, Matter Master, and Mr. Element will obtain the Philosopher's Stone and leave with it in their possession whether or not the Player Characters go to the lab.

If the Player Characters go to the lab Slipknot will be waiting for them there in his inspector guise. He will attack with a -2 Column Modifier due to Surprise.

There are two Elemental Thugs in the car that the villains came in. They will stay in the car until the Player Characters are outside; they will then start a fight in front of the building. In this case, Slipknot will join them on the next phase.

Stratos will join the fight after two phases whether the Player Characters are in the lab or outside.

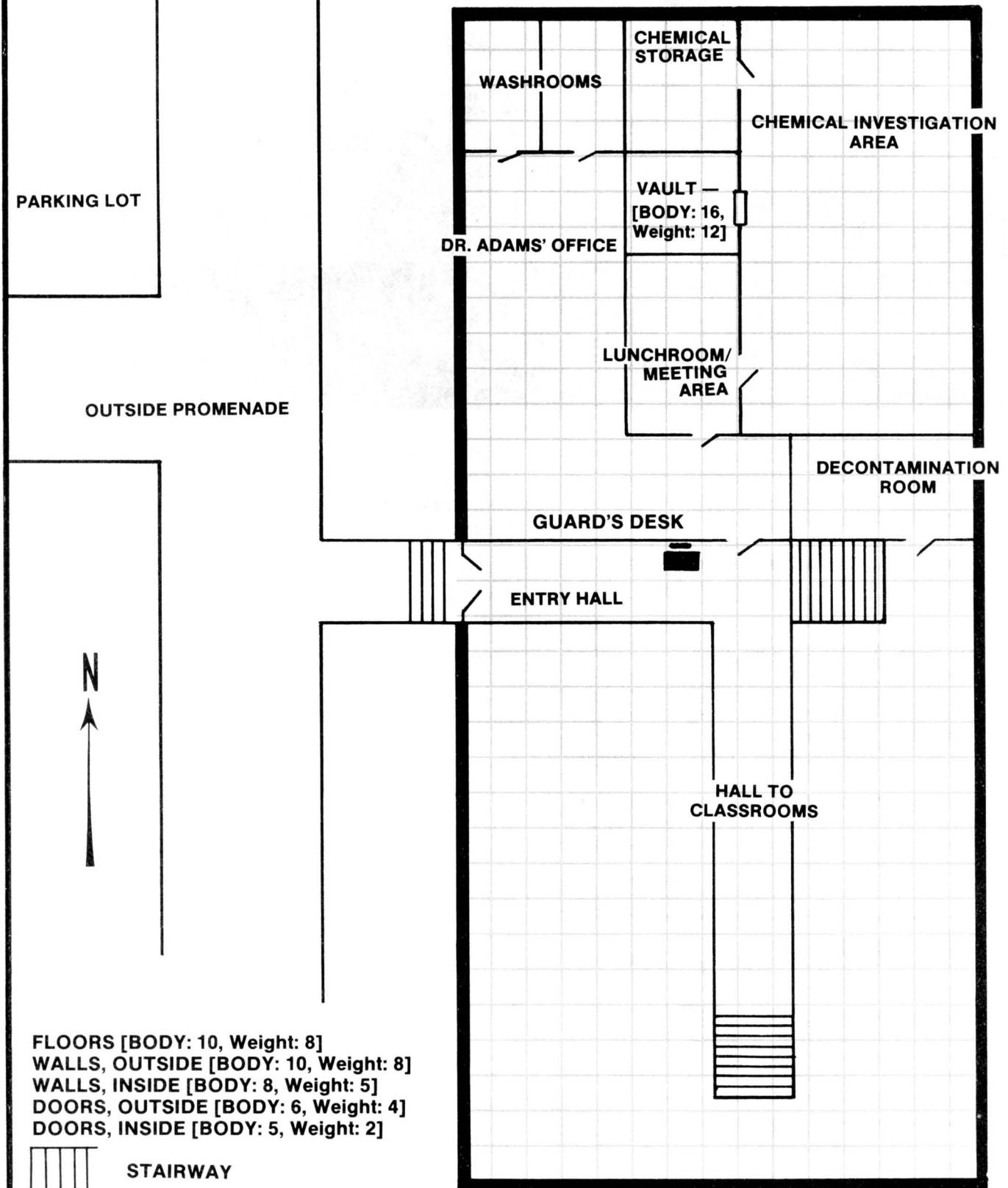
At some time during the battle one of the villains will shout at Firestorm, "You're wasting your time, you flame-brained idiot. We don't have what you're looking for. If you want the Stone that bad, you can always come to our little party tonight in one of the abandoned factories along the south riverfront of Pittsburgh. Thing is, we aren't going to tell you exactly where it's at. You're going to have to look for us!"

Go to **Encounter 9**.

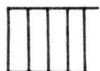
TROUBLESHOOTING

If the Players have not put the clues together about Matter Master and Dr. Alchemy's involvement, have the security chief get a call on his walkie-talkie from one of his campus security guards while he is talking to the Player Characters. The guard will say, "I thought that I recognized one of the faces among the so-called inspectors who just came in as Matter Master. I remember seeing his face in a mug-shot before. One of the other guards let them into the lab because they had all the right passwords and documents, but I figured you should know about it."

SPECIAL PROJECT LABS



FLOORS [BODY: 10, Weight: 8]
 WALLS, OUTSIDE [BODY: 10, Weight: 8]
 WALLS, INSIDE [BODY: 8, Weight: 5]
 DOORS, OUTSIDE [BODY: 6, Weight: 4]
 DOORS, INSIDE [BODY: 5, Weight: 2]



STAIRWAY



DOOR

SCALE: 1 SQUARE = 5 FEET

Chemicals in Storage have an AV/EV ranging from 3 to 13 APs.

ENCOUNTER EIGHT: Retrieving the Stone (the hard way)

SETUP

The abduction failed. The villains broke into the lab the morning after the abduction attempt while the heroes were still sorting the situation out. The villains broke in when Matter Master used the Matter Manipulation Power of his Wand to make a hole through a wall. The villains are looking for the Philosopher's Stone.

PLAYER INFORMATION

If the Characters have not gone to the Special Projects Lab, read the following to the Players:

About 7:00 AM the next morning you are notified by the security chief that there has been a break-in at the Special Projects lab.

When you get to the lab building, there is a large hole in the wall and sounds of some fighting inside.

Inside the lab you follow a trail of stunned and unconscious security guards and technicians to one special lab protected by a solid security door. The door is open; you see that its lock has been eaten away by acid.

You can see Mr. Element through the door. His gun is holstered and he is carrying a strangely-shaped stone. Next to him is the Matter Master. Both are aware of your presence. There are also two Elemental Thugs watching you.

Mr. Element says, "I have what I want. Let me be, heroes, or you'll all feel the power of the Philosopher's Stone."

If the Player Characters have figured out the objective and are visibly waiting for the villains outside of the lab, read the following to the Players:

It's about 7:00 AM. For the last several minutes, various students, professors, etc. have been parking their cars in the parking lot and going into the building. Just then, a van pulls into the parking lot and Stratos and two Elemental thugs pile out of the back. The thugs are wearing jet packs and fly through the air to attack anyone in your group that may be airborne.

At the same time, the passenger-side door of the van pulls itself off the hinges and becomes a platform for Matter Master, who flies toward the building. Matter Master lands and, as soon as he touches the ground, he points his Wand toward the wall. A large hole forms in the wall, exposing the luncheon area of the lab. Flying behind Matter Master are Mr. Element and Slipknot; both of them are using Flying Belts.

If the Player Characters have figured out the villains' plan and are hiding inside the lab read the following to the Players:

It is about 7:00 AM. Suddenly, a large hole appears in the East wall of the Chemical Investigation Area. Standing in the gap are Matter Master and two Elemental Thugs. Mr. Element can be seen behind the thugs. Mr.

Element, stepping forward, says, "I thought that you heroes might be here. Just give me the Stone and no one will get hurt."

GM INFORMATION

If the villains get to the lab before the Player Characters, Silver Deer will Shape Change into a monkey and lurk above the ruined door, unseen by the Player Characters. She will be ready to Shape Change into whatever other animal form seems appropriate. If Slipknot and/or Stratos are still around, they will also be hiding.

If the villains arrive to find the heroes obviously on guard, Silver Deer will Shape Change into a mouse and sit in Matter Master's pocket, ready to surprise anyone attacking Matter Master.

If Matter Master uses Matter Manipulation to form a hole in the wall and finds the heroes waiting, Silver Deer, Slipknot, and Stratos will be waiting out of sight around the edge of the wall.

The villains' strategy is for Mr. Element, Matter Master, and Silver Deer to get away with the Stone; Slipknot, Stratos, and the Elemental Thugs are expendable. Despite his bravado, Mr. Element has no wish to engage in a knock-down, drag-out battle at this time.

Slipknot, Stratos, and the Elemental Thugs have been assured that if they are captured while protecting their bosses and preventing their capture, the bosses will use their new-found weapon to break them out.

The main villains should be able to get away with the Stone.

NOTE: Only Silver Deer, Matter Master, and Stratos are used to flying. The other villains are not used to flying and will therefore have a +1 Column Shift to their Opposing Values while flying during Combat. The jet packs that these villains are using are also not very agile flying tools. They will use them to get close to a foe, attack the foe, and then land as soon as possible. The belts are mainly used for escape.

The Special Projects section of the lab has a device that detects the unique aura of the Stone (this device is exactly like the device found in **Encounter 2**. A Character with Gadgetry or Scientist will have an OV/RV of 5/5 to an attempt to find out what this device is. It only works at close range (5 APs).

Go to **Encounter 9**.

TROUBLESHOOTING

One tactic the heroes might try is to have Firestorm use his Matter Manipulation to alter the form of the Philosopher's Stone and/or create a duplicate. The OV/RV to Firestorm's attempt to alter the Stone is 0/11. Firestorm can also use his Matter Manipulation to create a visually convincing duplicate to put in the normal storage place and put the Stone somewhere else. Mr. Element must then

make a Perception Check using his INT/WILL as the AV/EV vs. an OV/RV of 6/6 or be fooled by this ruse.

If the heroes seem to be too powerful for the villains, you may choose to have Matter Master Animate Objects in the lab building. You may also have a couple of lab technicians or approaching students (depending on where the conflict takes place) taken as hostages by the villains. The villains will bargain for the lives of the hostages. Neither Mr. Element nor Matter Master is interested in wanton killing, but they are not especially plagued by conscience either. Silver Deer will have no compunctions about killing a hostage.

If, despite all your precautions, the heroes win the struggle and capture the villains, this is the end of the adventure. Make this last fight a major one. In this case, go to **Encounter 11 — Aftermath.**

If the heroes win and some or all of the villains escape, the final encounter is simply delayed. The Gamemaster will have to devise another way for the villains to get the Stone. The last encounter can then go on as described.

How do they get the Stone? If Silver Deer gets away, she can try to re-enter the lab after some or all of the heroes leave to take the captured villains to jail. How she enters depends on which heroes are still around. She will use all of her wiles to keep from being seen; she will Persuade a technician to get the Stone for her in the event that she is seen.

Similarly, either Matter Master or Mr. Element could get into the room with the vault and either use Matter Master's Matter Manipulation or Mr. Element's Flame Project to get through the vault.

The Gamemaster can take the escaping villains to the hideaway and let the Player Characters attempt to find it

by showing them the area that the hideaway is located at on the map of Pittsburgh. If you do this, follow the timetable given in Encounter Ten, but use it as the timetable for the villains' getaway as they destroy all evidence of their presence and plans. If the heroes don't find the villains by midnight, then they are gone.

THE ELEMENTAL THUGS

None of the hireling villains know where the bosses are going, but all of the Elemental Thugs were recruited from a street gang called the Brigands in the same area of Pittsburgh as the Hideout described in Encounter Ten (see map of Pittsburgh). Matter Master and Mr. Element recruited them by coming to their headquarters and offering them money in return for 'helping them out'.

If a Player Character attempts to Interrogate one of the Thugs there will be a +3 Column Shift to the Opposing Value of the attempt. With positive RAPs, the Interrogating Character will find out the following information:

1-2 RAPs: *Some other members of the gang have also been recruited, but they don't know where they are.*

3 or more RAPs: *There are several closed steel plants and other manufacturing buildings in the area of the gang's headquarters. (Show the Player the location on the map.)*

It will be tougher to find the villains if they have not secured the Stone. However, a roll using a Character's Detective Skill or by talking to people in the area using Charisma (OV/RV of 2/2) will show, with any number of positive RAPs, that there have been some mysterious goings-on at the Steel City Casting Plant and that the Brigands gang seems to be hanging around there a lot.

ENCOUNTER NINE: The Search for the Stone

SETUP

In this encounter the Player Characters are searching for the villains and the Philosopher's Stone through an area of Pittsburgh that consists of closed steel plants and manufacturing buildings.

PLAYER INFORMATION

In this area are several closed steel plants and other abandoned manufacturing buildings that are ideal as hideouts. You realize that you are working against time as you search for the villains.

GM INFORMATION

The heroes have until midnight (about 16 hours) to find the Stone, assuming that Encounter Nine or Ten, depend-

ing on the situation, takes place about 8:00 AM. The heroes won't know about this time limit. If they want to take a break, follow some other trail, or discuss the problem for several hours, that will take away from their available time.

If the Player Characters use one of the detectors in their search, remember that they will have to take the detector from door-to-door in the industrial area of Pittsburgh to do the job.

There are 20 possible sites in the area to check out. Use the detail map on page 21 to have the Players specify which buildings they choose to search. The correct building is number 13. If the Characters use the detector, keep in mind that it only has a range of 5 APs.

If the Player Characters start out immediately at 8:00 AM, they should find it before 6:00 PM, in plenty of time to catch the villains before they can even start the combining process.

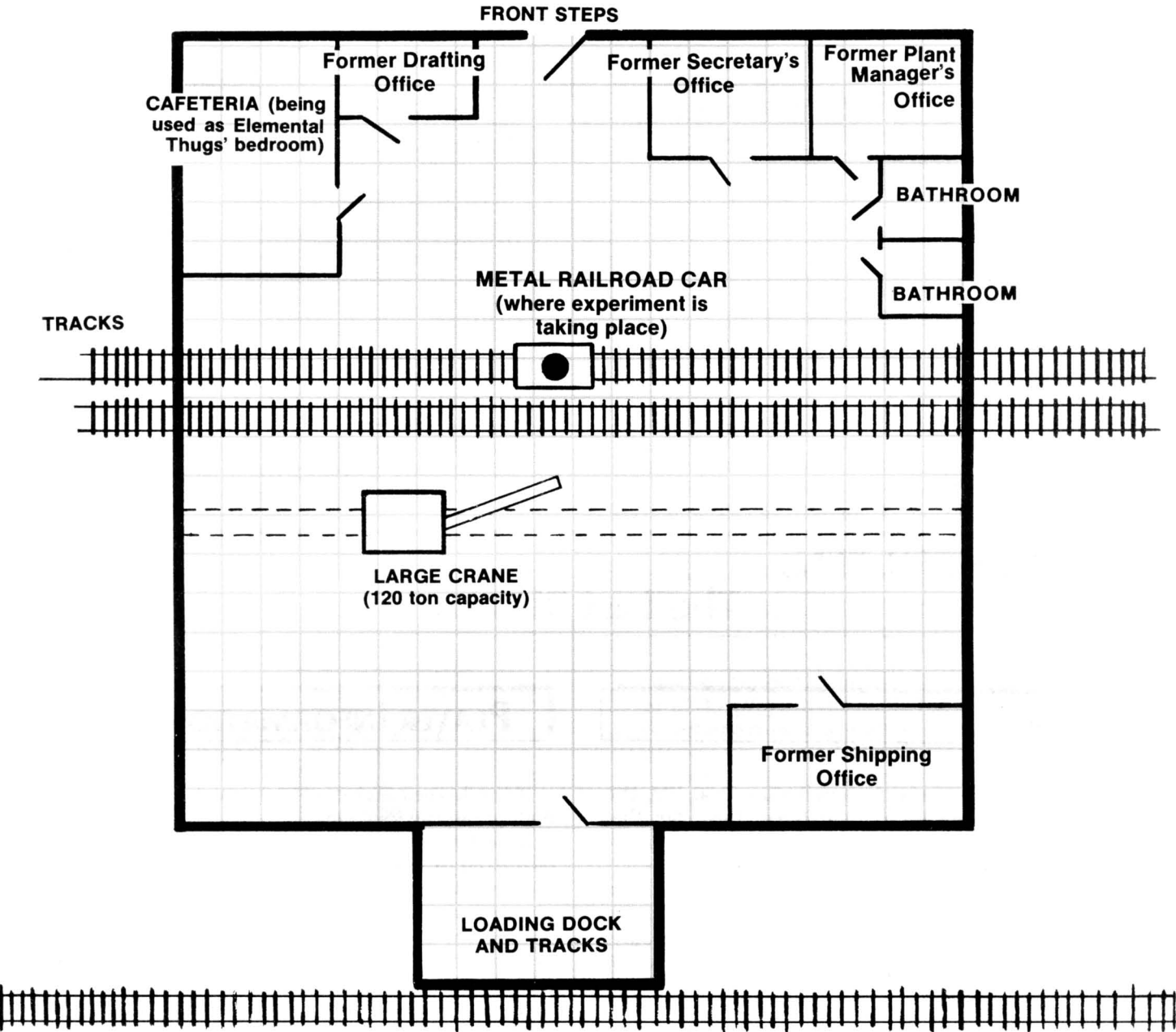
If they dilly-dally around and get started in the afternoon, they will catch the villains in the middle of the combining process.

The ritual that the villains are attempting must take place at midnight. It involves taking part of the Menta-

chem Wand and the Philosopher's Stone (neither villain is about to put his entire item into the mix) and combining them with other materials in a large cauldron to make their hoped-for megaweapon.

In either case, the villains will be Surprised by the heroes; the Player Characters will have a -3 Column Shift to their Opposing Value on the first phase. Silver Deer will act the same in any case, as shown in the next Encounter.

VILLAINS' FACTORY HQ

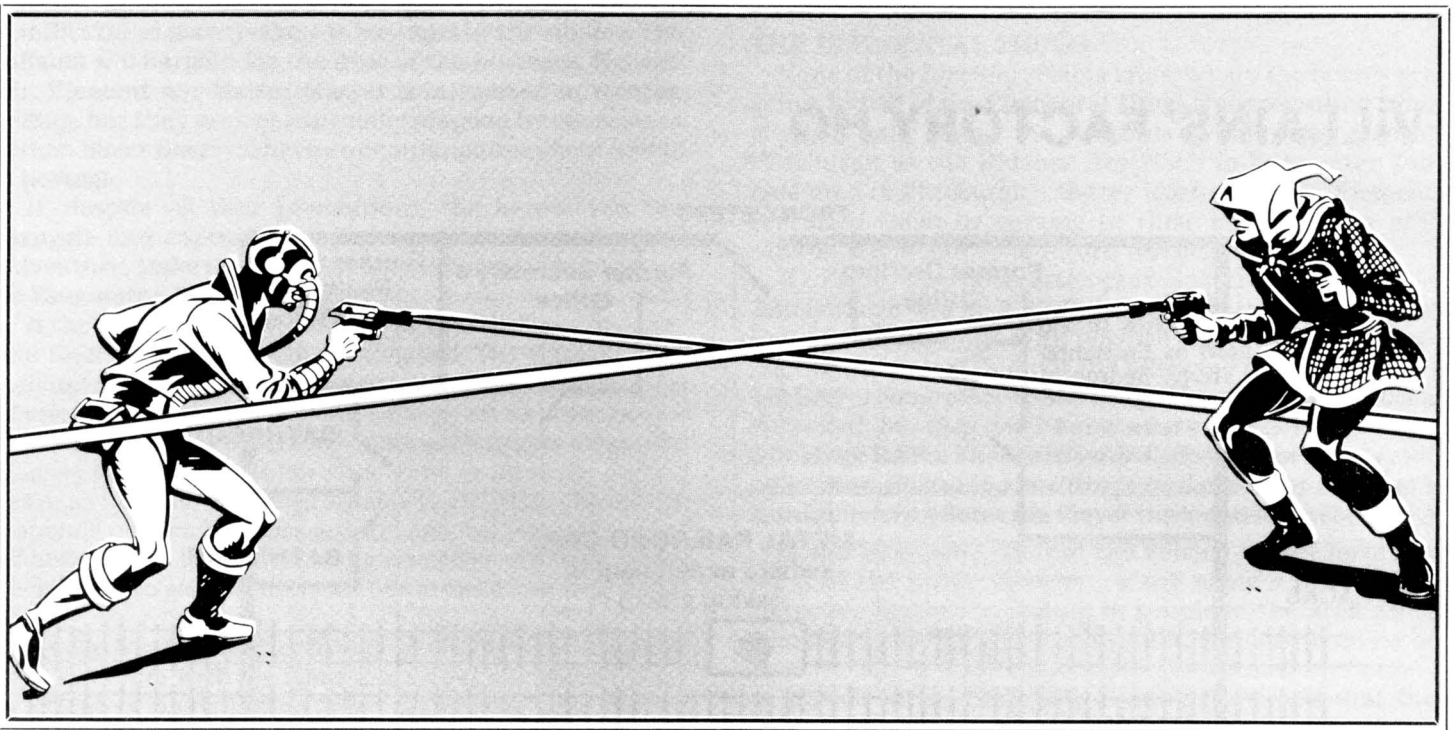


If Dr. Adams has been kidnapped, he has been sedated and is being kept in the cab of the crane.



DOOR

SCALE: 1 SQUARE = 5 FEET



ENCOUNTER TEN:

The Last Blowup

SETUP

If the heroes get to the factory before 9:00 PM, the villains will be prepared for them. Silver Deer, Mr. Element, and Matter Master are ready, as are any other villains who have escaped the previous fights.

The villains have employed six members of the Brigands street gang (see Elemental Thugs' statistics) to watch the front and back of the building for them to warn them if any heroes show up. None of the villains will hang around outside.

If the heroes arrive while the ritual is going on, between 9:00 PM and midnight, only three Elemental Thugs plus Stratos and Slipknot (if either is still uncaptured) are ready to meet them.

If the heroes arrive after the explosion at midnight, they will find that the old factory is a shambles. Matter Master and Mr. Element are on the ground next to a shattered railroad car. Silver Deer will Shape Change into a field mouse and run to a dark corner. Any other villains will also pick themselves up while the street gang Thugs 'heads for the hills'.

PLAYER INFORMATION

If the heroes arrive at the right building before midnight, read the following to the Players:

As you approach the last possible site the villains could be hiding in, you see that the building is five stories tall, thick-walled, and largely windowless. There are three young street toughs hanging around the front entrance, and another three around the loading dock in back. In the twilight you can see that some of them wear the distinctive jackets of the Brigands, the street gang from which the Elemental Thugs were recruited.

When they see you, one of the three Thugs attempts to dart inside the building.

If the heroes do not arrive before midnight, read the following to the Players:

After hours of fruitless searching, you hear a loud boom as you see the roof of a factory blowing up. You scarcely believe what you see next as the cooling towers and the slate roof appear to grow wings and fly away, then turn to small silver and gold particles that are scattered by the winds, then undergo several other bizaare shape changes.

You see that, as the changes that originated from the factory roof spreads to other roofs, street lamps, traffic signals, etc., they too are beginning to undergo the same exotic transformations. This phenomenon is spreading rapidly through Pittsburgh.

Racing to the scene, you see several street toughs running away from the front and back of the building. Some of them are wearing the distinctive jacket of the Brigands, the street gang that Mr. Element recruited his Elemental Thugs from. The roof of the building has disappeared.

Entering the building, you see Mr. Element and Matter Master picking themselves up and taking out their weapons. Silver Deer is not to be seen.

GM INFORMATION

If the villains are discovered before they can get started with the combination ritual, they will attempt to escape and try again later. The Elemental Thugs are there strictly to warn the villains; they have no intention of fighting Player Characters.

Silver Deer will Shape Change into an otter and go for the river, Matter Master will fly away, and Dr. Alchemy will use the Transmutation Power from the Stone to change the floor and earth beneath it to air and tunnel away, changing the air to earth again behind him.

If the three leaders are involved in their ritual, Stratos, Slipknot, and some Elemental Thugs (no more than three Thugs) will attempt to distract the heroes and slow them down until their bosses can gather themselves together and provide reinforcement.

If the heroes arrive after the explosion, the villains (including any subsidiary villains who escaped previous Encounters) will attempt to get away again, but they are dazed (use the straight Initiative characteristic without adding the roll of 1D10 on this phase) and probably easily subdued.

Firestorm will most likely use his Powers to turn downtown Pittsburgh back to the way it was. The phenomenon will, in fact, only extend for about two miles (11 AP) in every direction, but even in this rundown area of the city, no one will really want the river bridges to suddenly get up and dance, then waft away on the breeze.

For every phase Firestorm spends turning things back to their original state, he will reduce the effective radius of the phenomenon by one AP. Thus, after six phases he will manage to centralize the event to the factory site. This does not mean he is actually working directly against the phenomenon on the Action Table. It will simply take him this time to follow the phenomenon and set things to rights as they happen.

No matter when the heroes attack, in the course of the fight Silver Deer will Shape Change into a prairie dog, attempting to snatch the Mentachem Wand and/or Philosopher's Stone if their users have been knocked out of the fight.

To see her, a character must make an Action Check of his INT/WILL versus Silver Deer's INT/WILL. With any positive RAPs she is spotted; she will then convert into other animals and attempt to fight her way clear.

The factory building is near the Monongahela River, and she will attempt to dive into the river as a long-snouted pike with the Wand and/or Stone in her mouth. However, her main object is to escape. (See the Sidebar *An Explanation of the Phenomenon.*)

Go to **Aftermath.**

TROUBLESHOOTING

If the situation looks easy for the heroes, make use of some of the props in the plant. For instance, the crane on the overhead rails weighs about 12.5 tons (9 APs) and can carry over 120 tons (13 APs). You can use these figures as the BODY and STR, respectively, to have the crane randomly hit anything in its vicinity. This can either happen as a byproduct of the explosion (in which case its DEX is 10) or Matter Master can use it as a weapon if he makes the INT roll called for in his character description.

An Explanation of the Phenomenon

Why will the Mentachem Wand and Philosopher's Stone blow up if the villains attempt to combine them? Mentachem and the Philosopher's Stone are philosophical opposites. One, the Mentachem Wand, only controls and animates natural elements; the other, the Philosopher's Stone, actually alters elements. Instead of merging into two equal weapons, they repelled each other and caused the explosion. Fortunately, the tough material of the steel-making cauldron (10 APs) protected the villains from the main force of the explosion (8 APs) and directed everything into the roof.



AFTERMATH

What happens now?

If the villains are interrupted before they can finish the ritual, they will not know that the procedure is dangerous and will want to try it again. Whether they do so immediately or have to wait to get out of prison again to do it depends entirely on the efficiency of the heroes.

If the heroes learn the purpose of the ritual and one of them has the Scientist or Occultist Skill, have that hero do an Action Check with the APs of his Skill vs. an OV/RV of the same number. If he gets positive RAPs, the hero will realize the nature of the problem with combining the Mentachem Wand and the Philosopher's Stone. Whether the Character chooses to tell anyone is up to him. (See the sidebar *An Explanation of the Phenomenon* on the previous page.)

If everyone but Silver Deer is captured and she makes her escape with one or both of the weapons, she will try to find someone else to use them or will use them herself (she has been observing the two villains closely and has learned the trick of using each weapon). This will provide further adventures for the heroes involved in this case.

AWARDS

Role-playing Firestorm and Firehawk (if she is used) is easy to judge. If the Firestorm player goes into dialogues between Ronnie Raymond and Professor Stein, with Stein as the advisor and Raymond as the headstrong, stubborn and impulsive college student persona, then the Standard Award for Role-playing is in order. Firehawk/Lorraine Reilly is very fond of Firestorm; playing up this romantic subplot is good role-playing. Also keep in mind that she obtained her powers through unpleasant circumstances and that it is important to her that she use her powers responsibly. Hawkman and Hawkwoman are somewhat more difficult to role-play as they have less obvious hooks. However, if the two players 'act married,' as if they are in fact a couple with the usual forms of repartee and interaction between them, and at the same time act with the dignity and professionalism that the Hawks are known for, then they should get the Role-playing Award, too.

If a hero saves the life of Dr. Adams during the abduction attempt or during the final raid on the factory or rescues the hostages taken by the villains at the Special Projects lab, that character gets a Standard Award for saving the lives of innocents.

If the heroes prevent the villains from obtaining the Philosopher's Stone, the Standard Award for Thwarting the Villains is in order.

Standard Awards for role-playing subplots will have to be decided by the GM for the particular player-generated heroes involved.

THE STANDARD AWARD

The Standard Award for this adventure is somewhat nebulous as the particular heroes brought into the game can change the Opposition from about equal, if just the DC heroes given are used against the villains given, to inferior, if the players overwhelm the villains in number or abilities.

OPPOSITION

Equal 20

CRITICAL POINTS

make connection with Philosopher's Stone 5

AREA OF CONSEQUENCE

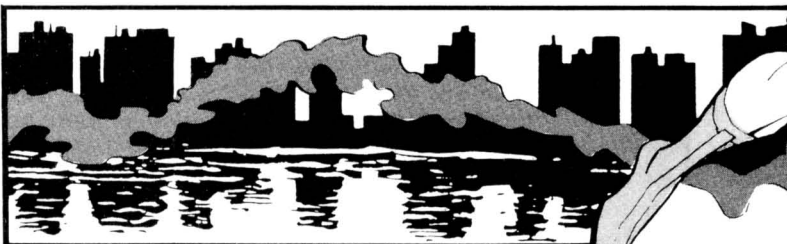
City/Local 3

SEVERITY

Temporary Nonfatal 5

STANDARD AWARD

33 points



How to Use This Book

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Places. In any of these sections, text in *italics* is to be read to the players.

Gamemaster's Introduction

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

Characters

This section contains information about the major characters, both Player and Non-Player, involved in the adventure. Heroes and villains which appear in the Gamemaster's Manual only give Hero Points and information; the basic abilities are the same as given in the Gamemaster's Manual. In addition, the information which can be obtained from each Non-Player character appears here.

Encounters

The DC Heroes Role Playing system is based on encounters. That is, the players go from situation to situation instead of location to location, as in other Role Playing games. Each encounter is broken up into at least three sections: Setup, Players Information, and GM Information. When necessary there will also be Troubleshooting, Rules sections, and/or Sidebars to help the GM run the game.

Places

Descriptions and maps pertaining to the encounters are in this section. Brief descriptions including game statistics are provided.

A Note on the Module Difficulty Rating System

Each module which Mayfair will publish will have a estimate on the power of characters. This estimate will be in form stating **For 5-7 Characters Generated using 1000-2000 Hero Points.**

To determine whether your characters will be powerful enough to use the module, add up the number of Hero Points needed to generate the Attributes, Powers, and Skills of the character, including those Powers and Attributes in special equipment that are unable to be pur-

chased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two brackets below the stated bracket will be all right if there are a couple characters above the bracket.

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

ABBREVIATIONS

AP	Attribute Point
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
DEX	Dexterity Attribute
EV	Effect Value
GM	Gamemaster
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
NA	Not Applicable
NPC	Non-Player Character
OV	Opposing Value
RAP	Result Attribute Point
RV	Resistance Value
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute

When these two villains pool their resources it's a serious matter. . .

In his past struggles with the JLA™ Matter Master™ used his Mentachem Wand™ to control and shape pure elements to his every whim.

When Dr. Alchemy™ tangled with the Flash™ he used his Philosopher's Stone™ to transmute elements.

Now, they are planning to combine the powers of both of their inventions to forge a more potent weapon.

And the villains plan to act upon their goal in Pittsburgh, the home of Firestorm the Nuclear Man™!

An Element of Danger



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